

Vexx FAQ/Walkthrough

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

Vexx

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1. Story

Seven hundred years ago, the Astani opened up a Rift to travel between other worlds. This started a seven hundred year war, when the Shadowwraiths came through the Rift. Seven hundred years later, the village of Overwood was attacked and everyone was enslaved. Vexx, unable to take it any longer, tried to attack Dark Yabu. Before Yabu could kill Vexx, Vargus, Vexx's grandfather, attacked Yabu to distract him. Vargus was killed and Vexx managed to escape. Vexx, seeking revenge, found the Astani War Talons, which infused themselves to him. Now Vexx must stop Dark Yabu, avenge Vargus's death, and bring peace back to Astara.

2. Characters

Main Characters

Vexx: When Dark Yabu killed Vexx's grandfather, Vexx managed to escape from Dark Yabu's minions and find the Astani War Talons. With the help of the war talons, Vexx must kill Yabu and avenge his grandfather's death. (In short, he's the main character.)

Vargus: Vargus, Vexx's grandfather, was killed by Dark Yabu. He used to be the leader of the village of Overwood.

Darby: I don't really know what to say about Darby, except that he is not who you think he is?

Reia: Reia is the last of the Astani. You can find pages from her diary in every level that tells you a bit of Astara's history.

Dark Yabu: Dark Yabu used to be the leader of the Shadowwraiths, until they all died besides him. He killed Vexx's grandfather, Vargus. I can't think of anything else to type.

Other Characters

Sumo-kin: Sumo-kin is a really fat guy. In Timberdale and the Below, you must fight him for a Shadowwraith heart.

Mummy of Aberaxis: In Daggercrag, you fight this mummy for a Shadowwraith heart.

Old One-eyed Monk of Nanyk: In Daggercrag, you have to get rid of all the enemies in one room, so the Monk will give you a Shadowwraith heart.

Rex: Rex's owner, the Storm Giant, was supposedly sucked through the rift to the Shadowrealm, so poor Rex hasn't been fed in 700 years. In Tempest Peak Manor, Rex lurks beneath you, waiting for you to fall so he can have a snack (not that little, tiny Vexx would fill up his belly much). The manual says you can't kill Rex, but I heard someone did once. But, I'd suggest you just leave Rex alone. He's creepy.

Leviathan: Leviathan is a giant fish in the Below. If you go in front of him, he'll eat you.

Nasty, Brutish, and Short: Nasty, Brutish, and Short are pirates. It's pretty obvious who is who.

3. Controls

Control stick: move

Control pad: zoom camera

C-stick: control camera

A: jump

A+B: flare kick

A+L: groundblast

B: attack, pick up something, throw something you're holding

X: center camera

Y: look around

Z: inventory

L: crouch

L+A: pulse jump

L+A while running: long jump

L+B: uppercut

R: activate talon charge, swim above water, hold to swim underwater

START: pause

4. Items

Air Suit: The air suit allows you to fly for a limited time when you stand on the yellow air suit pad. I explained how to get the air suit power up in the section for the fifth Shadowwraith Heart for Dragonreach.

Bounce Pads: Bounce pads will help you to higher places.

Extra Life: Extra lives can be found in many places. Some are out in plain sight, while others are hidden.

Health: You can get health by killing enemies, attacking spirit stones, and breaking certain objects (rocks, for example).

Rock Suit: When you stand on a red rock suit pad, you become invincible for a limited time. You can't jump very high like this. I explained how to get the rock suit power up in the section for the eighth Shadowwraith Heart for Timberdale.

Reia's Scrolls: Every world has one scroll telling of Astar's history.

Shadowwraith Hearts: You need to collect Shadowwraith Hearts to power the Rift Hub so you can get to other worlds.

Shards: Collect 100 shards in each world for a Shadowwraith Heart.

Shatterspheres: Attack a shattersphere and it will give you useful information.

Soul Jars: Every world has six soul jars. Collect them all for a Shadowwraith Heart.

Spirit Stones: Attack spirit stones for health.

Sundial: Go on a sundial and use the control stick to turn it. Using the sundial, you can change the time of day.

Sundial Portals: When the sundial points between the two blue arrows, the sundial portals will open. Only during this time can you go through them.

Talon Charge: When you attack enemies, blue energy goes to Vexx's talons. When you fill up your talon charge meter, you can use talon charge.

5. Enemies

Blast Bugs: Blast bugs like to shock you, but they're not too bad until they pair up and attack with a big, long beam of electricity. Beware! Groundblast them to hurt them.

Boulderdasher: These stupid-named enemies are big and rocky, 'cuz they're rocks. Evil rocks. They're strong and not easily hurt. When they're on their backs, though, groundblast them to kill them.

Flemblossoms: Flemblossoms are mean flowers that shoot stuff at you. They can't move, so you just run up and kill them.

Floppers: Floppers aren't found very often, which is a very good thing. Floppers tunnel around underground, then, pop up beneath you, digging back underground before you can fight back. You have to be quick to kill these.

Goobeasts: When you hurt a Goobeast, it breaks into two smaller ones that grow into bigger ones, so kill them before they grow. When they're small, you can step on them to kill them.

Grimkins: Grimkins are fairly common and all of them die easily. Yay!

Hobbletrods: Hobbletrods are pathetic little critters that make you go really slow. Shake the control stick to free yourself from their slow inducing grip.

Hulks: Hulks are big and strong. Watch out!

Krunks: Krunks are weird things that charge you and send you flying. They're annoying, but you don't see them too often, luckily.

Puggles: Puggles are weird, little critters. They are found in many places and easily beaten.

Shadowcreeps: Shadowcreeps are creeps. They hide in the ground when you look at them, then they pounce when you look away. I've been pushed off ledges and fallen to my doom many a time because of them.

Shadowminion: Shadowminions look like they wouldn't be very smart, but they are annoying. They have shields and other weapons, like words and throwing stars. Just attack them when their shields are down.

Shreek: Bwa ha ha! I laugh at these pitiful things! They just hang there, tied to a pole, looking miserable and bored. If they see you, they shriek (Ha ha! Get it?), which paralyzes you for a moment, just before a group of enemies appears. You can't hurt Shreeks.

Skinx: Skinx are annoying flying enemies that seem to like attacking whenever you're near the top of a pole. Wait for them to swoop, then, uppercut them. (Also, you can run towards them and quickly uppercut before they get a chance to fly out of reach.)

Slyphs: Slyphs pop out of a certain spot in the ground when you come near. They try to grab you and throw you, so be careful.

Yabu's Guard: Yabu's Guards have big axes, which they use to chop at you and use as a shield. Just attack when they let their guard down.

6. Walkthrough

A. The Dream

Walk to the end of the walkway. Jump across the gap, then, long jump across the bigger gap. Pulse jump to get to the top of the structure. Go through the door. Swim to the door at the bottom of the pool. Climb to the top of the wall and go through the door. Do a three-slash combo, an uppercut, a groundblast, and a flare kick. Go through the door. Get 100 shards, then 6 soul jars, then the Shadowwraith heart. Go through the door, and there will be a cut scene.

B. Timberdale

Enemies: Puggles, Grimkins, Flemblossoms

Reia's Scroll: Reia's Scroll is on the path near the big tree.

Sundial: The sundial is to the left of the path not too far from the Hub.

#1: High atop a village
Of metal wood and flame
A twisted tree to pillage
A secret to attain

Since you start out in that little room, I'm explaining how to get the heart from here, okay? Leave this room and go along the path. Go along the path leading to the tree and along its side. At the up arrow, ride the platform up. Go along this path, then, cross three floating platforms. Past here, watch out for rolling rocks. Climb up the strange wall past here. Go and get the Shadowwraith heart.

#2: Hulking sumo crashes
Storms his clutches bring
To win, escape his smashes
Or be knocked out of the ring

Go to the big tree. Go along the path along the side of the tree. At the up arrow, go onto the edge nearby. Climb up the strange wall. At the top, jump to a ledge nearby. Climb up the wall with the up arrow next to it. Go onto the raised area that Sumo-kin is on. If you are knocked off the ring three times, you lose. Sumo-kin will hit you with his big belly if you get close to him, and he can make you come to him so he can grab you (when yellow stuff is coming out of his hand) and throw you. Anyway, wait for him to do some weird thing that makes him go forward really fast. Get out of the way so he'll be right on the edge. Hit his behind and he'll fall off. Do this three times for a Shadowwraith heart.

#3: Upon a spirit breeze
Stones dance against the void
A prize there you must seize
A fall you must avoid

Climb up the ledges to the left. Climb to the top of the wall, staying on the right side to avoid the falling rocks. Climb to the top of another strange wall (with falling rocks like the previous one). Climb up some more ledges. Now, you must cross these moving rocks. You have to grab onto the sides of them, then, climb up to the tops. Keep doing this until you're on the top rock, which brings you to the Shadowwraith heart.

#4: Beyond the curtain falls
Model castle comes to light
To scale the tower's walls
Mind what is out of sight

Keep going forward along the path until you are just before the room from the beginning of the game. Go to the left. Climb up the ledges over here. Climb up the wall, then, climb up some more ledges. Go forward, then, jump onto the little platform in the water. Jump to the wall to the right and climb up it. Go into the cave up here. Go forward to get to the outside of a tower. Go into the tower. Don't step on the white tiles, since they fall. Cross the purple tiles. Jump onto the platform and it will bring you up. Go up the stairs. The things on the walls blow air at you. The air can hurt you and push you off wherever you're standing. I'm calling them air-blowers. Anyway, the air-blowers make the invisible platforms visible a little bit. Cross the invisible platforms. Cross the narrow ledge, then go onto the next platform. I call this a teeter-totter ledge. Go to the right so it slopes that way, then, run to the left and pulse jump up to the invisible platform. Past here, cross the narrow ledge. Get past the air-blowers on it quickly. Cross more invisible platforms, then, climb up a pole. Cross the narrow ledge. (Floating to the side of it is an extra life. Jump to it, then flare kick back to the ledge.)

Get past another air-blower, then, ride up the moving platforms. Get past the crushers (or they'll crush you, obviously). There's a Shreek here. Past it are two things that can push you off the ledge if you're not careful. One extra life is behind each of them. Run past another Shreek. Cross the platform that rotates (and has air-blowers behind it). Cross the pink platforms that fall when you land on them. Cross the moving platforms, then, climb up the pole. (There's an extra life floating to the side of the pole.) Go onto the stairs at the top. (An air-blower is beneath the stairs.) Go up the stairs. Jump to the platform above the pole. Step on the switch and a Shadowwraith heart will appear.

#5: To each watery tower
You may get around
Grab a gift of power
When their answer is found

Keep going forward along the path until you are just before the room from the beginning of the game. Go to the left. Climb up the ledges over here. Climb up the wall, then, climb up some more ledges. Go forward, then, jump onto the little platform in the water. Jump to the wall to the right and climb up it. Go into the cave up here. Go forward to get to the outside of a tower. Go into the area to the left of the tower. Swim up out of the water. There are Skinx here. Go up the narrow ledge. Climb up the pole, then, jump through the ceiling. Swim through the ring. Go outside. Go into the area to the right of the tower. Swim up past the rotating things and through the ring at the top. Leave, then, go into the area behind the tower. Swim up out of the water. Use the springs to bounce upward so you're hanging from the ceiling. Go above the thing in the middle of the room and fall in so you fall through the ring. Leave here and get the Shadowwraith heart that appeared.

#6: A reward is concealed
Somewhere 'twixt pitch and knoll
For it to be revealed
Just keep in mind your goal

Go to the left. In a little alcove in the wall is a ball. In the area with a few smaller trees is a goal. Kick the ball over there and into the goal for a Shadowwraith heart.

#7: A one-way portal calls
Sundial tells the time
Hidden gateway opens halls
Missed chance would be a crime

Go forward a bit, then to the left of the path where the sundial is. Turn it until there is something inside the sundial portal. Go into the portal. Climb up to the higher ledge. Ride the moving platform to another platform that will bring you up. Cross some more moving platforms, then, climb up the pole to a higher ledge. Ride on the moving platform and jump onto another moving platform. Get off at a non-moving platform. Climb up to a higher ledge. Ride another moving platform to the platform the Shadowwraith Heart is on.

#8: Cursed heart just out of reach
Behind a crystal veil
If molten trick we didn't teach
This trick will not avail

Go to the room you were in at the beginning of the game. Go onto the edge of a smaller torch and pulse jump and flare kick to the right or left to get up to a higher ledge. (Or if you get hurt in the fire, you might be able to bounce up here.) There's an extra life up here and a white thing. Go into the white thing to get inside a tapestry. Run up the red picture to get the rock suit power up at the top. Fall out of the tapestry and leave the room. Go to the area near the Hub where there are smaller trees. Go on the red pad. You

have 30 seconds to run to the heart outside the place where you just got the power up. When you're trying to get there, you can jump over the first ledge, but you have to run up a tree root to get up the higher one. Also, ride the moving platform across the river. You can't get across any other way. Run into the crystal to break it to get the Shadowwraith Heart.

#9: Souls of Astani old

Are trapped in these jars six
To gain the prize they hold
Make use of all your tricks

The first soul jar is above the floating platform near the big tree. Use the bounce pad behind the big tree to get up to the second soul jar. Go along the path leading to the tree and along its side. Ride the platform up. Go along the edge of this path farthest from the tree until you find a pole. Climb down this pole, then, jump across a few more. At the last one, climb up into a hole above here. In here is the third soul jar. Back at the Hub, go forward along the path. On a ledge after the sundial to the left of the path is the fourth soul jar. Go to the sundial. Pulse jump to a higher ledge, then pulse jump and flare kick to a higher one. Jump down to the lower ledge with floating platforms above it. Climb up the platform to the fifth soul jar. Now, go to the outside of the room you were in at the beginning of the game. Go forward. After the first bridge, go right. Ride the platforms up, then, long jump to the left where the soul jar is. Climb up the wall to the last soul jar and a Shadowwraith Heart will appear (around where the third soul jar was).

#10: When hearts did burst asunder

Much energy did scatter
To return this heart its thunder
One hundred's all that matters

Total Shards: 173

Collect 100 shards for a Shadowwraith Heart. In the area where there are smaller trees, there are 24 shards. There are 15 shards on the path. There are 3 shards on a ledge at the bottom of the back of the tree. Above the wall near these shards is a ledge with 3 more shards on it. On the path leading along the bottom part of the tree are 9 shards. Before the moving platforms here is a climbable wall. Climb up it to a ledge with 3 shards on it. Go back to the moving platforms and ride them up to a higher place. Along and around the path up here are 15 shards. Cross the floating platforms. Go forward to a machine with 6 shards around it. There are 3 shards on the ledges nearby. On the path leading to Shadowwraith Heart #4, there are 10 shards. There are 3 shards on the ledges to the left when you're leading the Hub. There are 6 shards on the sundial. At the sundial, pulse jump to a higher ledge, then pulse jump and flare kick to a higher one. Wall jump up the crevasse in the wall to get up to 6 shards (and an extra life). From the first room in the game, go forward and past the bridge. Ride the moving platforms on the wall to the right to get 6 shards. There are 25 shards in the tower (that you climbed for Shadowwraith Heart #4), 10 shards outside of the tower, 16 shards in the area to the left of the tower, and 10 shards in the area behind the tower.

C. Dragonreach

Requirement: 2 Shadowwraith Hearts

Enemies: Grimkins, Puggles, Skix, Shadowcreeps, Hobbletrods, sharks (in the wells), ghosts (in the place where Shadowwraith Heart #4 is)

Reia's Scroll: Go down the steps near the sundial. Reia's Scroll is here.

Sundial: Go forward and then right. Go along the dragon's tail until you're above higher ground. Jump to the left. Go this way until you find the sand whirlpool. To the left of this and near the wall is the sundial.

#1: Find a pulsing treasure

On an ancient knuckle
Take care in each measure
Or it just may buckle

Go forward and then right. Go up the dragon's tail (Watch out for the crushers on it.). Past the rotating bones, go up the ledges. At the poles, climb up the top of them and jump to the next. If you fall, you'll slide back down the slope. On the dragon's back, go right. Go left, then cross the floating platforms. Go across the long rotating bone, then, run along a bone with balls of fire circling it. At the hand, go down along the middle finger. The hand will slope down when you stand on it. At the end of the finger is the Shadowwraith Heart.

#2: Beneath the dragon's grasp
Where time did make him stop
You must move twice as fast
To win at hop and drop

Go forward, then, climb up the ledges to the left. Cross the narrow plank, then pulse jump up to a higher ledge. Cross the teeter totter ledge and jump onto the next ledge. Cross two floating platforms, then go through the door. You have to run along the tiles. They fall when you stand on them. Each tile you run on gives you a point. Three inner demons are also trying to get points. Try to keep from being last in all three 30 second rounds to win a Shadowwraith 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

Go forward. Drop down into the well and dive down. Watch out for the sharks. Swim into the bubbles if you need more air. Swim to the left. Past some bubbles is a cube, so swim into it. Swim back. Swim to the right now. Go left and swim through the ring. Swim through the place the ring opened. Go right then right again to another cube to swim through. Leave now. Go into the well to the right. Go right past bubbles. Swim through the ring. Swim to the left and then the right. Swim through the place the ring just opened. Swim through the cub, then leave. Straight past the first well is another well. Go in. Swim to the left to find bubbles and a ring. Swim through the ring. Swim right then left then through the place the ring opened. Swim through the cube. Swim right then left to bubbles. Swim back to the right a little bit then to the right again to a narrow place. Swim through the cube. Go out of the narrow area then swim to the right. Swim right again, then left. Swim right then right again into a narrow place. Swim up to the cube. A Shadowwraith Heart will appear at the exit, so go get it.

#4: Where dragon's heart did beat
A doorway with suspense
Within use talon's heat
To loose some things immense

Go forward, then, climb up the ledges to the left. Cross the narrow plank, then pulse jump up to a higher ledge. Cross the teeter totter ledge and jump onto the next ledge. Cross two floating platforms. Go behind this building and go onto the spinning platform. A Hobbletrod is on it. Jump onto a nearby ledge. Ride the moving platform across a gap. Ride another moving platform across a gap. Walk across the narrow plank, then, use the bounce pad to get up to a higher ledge. Go through the doorway. There are ghosts here, and I don't think you can hurt them. Go forward, then, left. Go up the ledges to the left. Jump across the moving poles. Cut the rope to drop the first block. Drop down (flare kick before you hit the ground so you don't get hurt), and go back through the left hallway. Go along the path to the right. Go across the teeter totter-like platforms. Cut the rope to drop the second block.

Drop down and go through the right hallway. Go left. Use the ?air switch? (as I call it) to get to a higher ledge. Cross the narrow platform. Something shaped like a + is spinning over the platform. You can just ride the + to get to the other side. Cut the rope to drop the third block. (If you do this in my order, only the tallest block should be left now. If you want, go onto the third block. Pulse jump and flare kick to get onto the fourth one so you can get to the Shadowwraith Heart easier.) Drop down and go back down the right hallway. To the right, ride the moving platform up to a higher ledge. Cross the platforms. Use the rectangular moving platforms to get across the gaps. Cut the rope to drop the last block. Climb up the blocks to get to the Shadowwraith Heart.

#5: Beyond the fossil?s grasp

A ship floats in the air
Just thread the banded path
With wings to get you there

Go forward and then right. Go up the dragon?s tail (Watch out for the crushers on it.). Past the rotating bones, go up the ledges. At the poles, climb up the top of them and jump to the next. If you fall, you?ll slide back down the slope. At the last pole, jump to the left. Go on the yellow thing to be teleported onto the tall spire of rock. Go around here until you find the air suit power up. Go back to the poles. Past them, go forward. Slide down the slope. Go on the yellow pad to fly. You can fly for 20 seconds. Fly forward to the place the Shadowwraith Heart is.

#6: Again a heart in sight

Locked within clear walls
Without your molten might
It remains beyond your calls

Make sure you have the rock power up from Timberdale (Heart #8). Go forward and then right. Go along the dragon?s tail until you?re above higher ground. Jump to the left. Go this way until you find the sand whirlpool. Behind it is a red pad. Go on it to become rock Vexx. You have 30 seconds. Run forward and up the slope to the sundial. Go down the steps and go forward. (Don?t fall into the moving sand.) Break the crystal for a Shadowwraith Heart.

#7: Within a certain spire

While moving hand o?er hand
Access you?ll acquire
To a castle of sand

Go to Timberdale. Go into the tower. (Follow the directions for Timberdale?s fourth Heart if you don?t know how to get to the tower or climb the tower.) Around the middle of the tower are narrow ledges to cross the room by. There?s a gap in the ledges. Drop down onto a platform below the gap. Above one of the platforms is a shiny thing. Uppercut the shiny thing to open a door in the wall. Under the ledge that didn?t have the shiny thing, jump up and grab onto the climbable underside. Climb along here to get into the doorway. Now you have to climb the tower again, but it is a little different this time, so I?ll explain it (as any good walkthrough writer should). These tiles fall when you step on them, so quickly cross them then jump onto the platform that will bring you up. Go up the stairs. The things on the walls blow sand at you. The sand can hurt you and push you off wherever you?re standing. I?m calling them sand-blowers. Anyway, the sand-blowers make the invisible platforms visible a little bit. Cross the invisible platforms. Cross the narrow ledge (which has a giant Hobbbletrod on it), then go onto the next platform. I call this a teeter-totter ledge. Go to the right so it slopes that way, then, run to the left and pulse jump up to the invisible platform. Past here, cross the narrow ledge. Get past the sand-blowers on it quickly. Cross more invisible platforms, then, climb up a pole. The narrow ledge from before is now invisible. From above, something drops sand so you can see it. (If you drop

onto the sand dropper from a higher place, you'll get an extra life.) Jump up the floating platforms that fall when you step on them. Get past the crushers (or they'll crush you, obviously). There's a giant Flemblossom here. Past it are two things that can push you off the ledge if you're not careful. One extra life is behind the second one. A giant Flemblossom is past here, then a giant Hobbletrod. Cross the platform that rotates (and has sand-blowers behind it). Cross the floating platforms that fall when you land on them. (There's an extra life floating near the wall above nothingness. I don't know how to get it.) Cross the moving platforms, then, climb up the pole. Go onto the stairs at the top. (A sand-blower is beneath the stairs.) Go up the stairs. Get the Shadowwraith Heart above the pole.

#8: The spirits of the damned
Trapped in eternal pain
Can be found throughout this land
Among earthly remains

There are two soul jars on the dragon's left wing, and two jars on the dragon's right wing. The fifth soul jar is on the dragon's foot, and the last one is on the dragon's hand (the one near the ground). A Shadowwraith Heart will appear. Climb up the platforms above the sand whirlpool to get to it.

#9: When hearts did burst asunder
Much energy did scatter
To return this heart its thunder
One hundred's all that matters

Total Shards: 138

Collect 100 shards for a Shadowwraith Heart. Go forward, then, go left to 3 shards. Climb up the ledges. There are 3 shards on these. Cross the narrow plank to 1 shard, then pulse jump up to a higher ledge with 1 shard on it. Cross the teeter totter ledge and jump onto the next ledge with 1 shard on it. Cross two floating platforms. There are 12 shards around the building. Go behind this building and go onto the spinning platform. Jump onto a nearby ledge that has 3 shards on it. Ride the moving platform across a gap to a ledge with 1 shard on it. Ride another moving platform across a gap to another ledge with 1 shard on it. Walk across the narrow plank, then, use the bounce pad to get up to a higher ledge. There are 3 shards up here. There are 3 shards to the right of the Hub. There are 6 shards near the beginning of the tail, 3 after the crushers, and 6 after the rotating bones. While climbing up the poles, you'll get 10 shards. There are 6 shards after the poles. From the last pole, jump to the left. On this ledge is 1 shard. Go on the yellow thing to teleport to the tall spire of rock. There are 6 shards up here. Past the poles I just mentioned, go right. There are 10 shards above and near the floating platforms. Near the wall behind the sand whirlpool, face the wall and go right to a slightly hidden path with 6 shards on it. There are 3 shards on the dragon's left wing. There are 3 shards on the steps near the sundial. There are 6 shards on the moving sand nearby. Go forward from the Hub to a well. There are 6 shards above the well and 9 shards in it. Go forward from this well to another well with 16 shards in it. Go to the right of the previous well to another well. There are 6 shards near the well and 3 in it.

D. The Neverglades

Requirement: 5 Shadowwraith Hearts

Enemies: Goobeasts, Skinx, Flemblossoms, scorpions

Reia's Scroll: Go forward until you find Reia's Scroll.

Sundial: Go forward to the building. Pulse jump to the ledge behind it. Up here on the big branches is the sundial.

#1: Relics wrecked lay in rot
What mystery transpired?
Heads up, mind this caveat:

Some assembly required

Go forward. You'll find a yellow statue, so pick it up. Go back towards the Hub, then, go right. Put the statue on the yellow pedestal. Now go forward from here. Go to the right. Climb up the ledges to the blue statue. Pick it up and bring it back to the left. Jump onto the lower ledge near the waterfall. Go along here. Cross the moving platforms. Now run and jump and throw the statue across the gap. Climb back up the ledges and grab the statue before it disappears. Put it on the blue pedestal. Now go forward. Jump across the waterfall and go left until you get to the red statue. Pick it up and make your way back the way you came. To cross the gaps, jump (while standing still) and throw the statue. Repeat until you're able to just walk back over the stone head. Put the statue on the red pedestal. The stone head will break to reveal a Shadowraith Heart.

#2: A drop into a well

Is followed by a splash
Beware the fish are fell
Electric is their lash

Go forward then left. Go past the stone head. Drop down to the right. Over here is a well, so fall in. The fish electrocute you if they touch you. Have all three fish follow you through the ring at the same time to raise the big platform. It may take a few tries. Step on the switch on the platform to make a Shadowraith Heart appear.

#3: This age-old citadel

Did time and sand devour
Its hazards you must quell
To scale its inner tower

Turn around and climb up the wall behind the Hub. Go to the left or the right. Go along these edges to find the three keys to the door and an extra life. When the door opens, go in. There are Grimkins and Shadowcreeps here. Go up the ramp near the pole sticking out of the ground. Jump on the left. Continue along this way, then, ride up the moving platform. Jump to the area in the middle where the Shadowraith Heart is.

#4: The Temple of Nanyk

Lies buried in the sand
Head up to make three clicks
And try for one last stand

Turn around and climb up the wall behind the Hub. (If you didn't already, go to the left or the right. Go along these edges to find the three keys to the door and an extra life.) Go through the door. There are Grimkins and Shadowcreeps here. Go left. Use the bounce pad to get to a higher place. Step on the switch to lower the bridge. Cross the bridge and climb up the wall. Step on the switch, then, go back away from here. Go forward and climb up the ramp. Cross the platforms that move up and down, then, step on the switch. Drop down and use the teleporter pad. Go a bit to the left and then forward. Climb up the ledges. Stand beneath the ring and pulse jump to turn the ring into a platform for a limited time. Repeat until you get to the top. Step on the switch and a switch will appear. Go and step on it to make the tower rise. Climb up the ledges below the pole and climb up the pole to get up to a higher place. Go up the ramps. Jump to the left. Go along this way, then, ride the moving platform up to a higher place. Go up some ramps, then, ride a moving platform up. Climb up some ledges to get up to the Shadowraith Heart.

#5: Shadowed alcove through

A game of gatherings
Collect more than a few
To win at temple rings

Go forward and into a building. Go into the doorway. Collect more

rings than your inner demons. (You can attack them to slow them down, and they can attack you so you lose rings.) Make sure you're not in last place in all three 30 second rounds to win a Shadowwraith Heart.

#6: Above dark cavern floats
Heart teasingly so near
To get high above the moats
Hope flying's not your fear

Go forward until you get to a building. Pulse jump up to the ledge behind it. Go to the left. (Hopefully you have already gotten the air suit power up from Dragonreach's fifth Heart.) Go on the yellow pad to fly. Fly to the Shadowwraith Heart floating near the top of the waterfall.

#7: Over shadowed pools in gloom
Lifeless eyes are dark
In sockets fire will bloom
If lightning there does arc

Go forward until you get to a building. Pulse jump up to the ledge behind it. Go to the left. Go along the branch up here, then, go along the floating platforms to the right. The blue thing fills your orange meter. Press R, then, shoot the statue's eyes (with B). A Shadowwraith Heart will appear.

#8: An ancient temple wall
Contains a mystery
Return before the fall
And join its history

Go forward and into a building. Go to the left. Go into the doorway to be warped in the first tapestry. (On each tapestry are faint lines that show where it is safe to walk. Blue lines are in the first two tapestries, yellow in the third, yellow, red, and blue in the fourth, and blue in the fifth.) Jump to the pole and climb up it. Jump to the roof of the building. Jump onto the tree branch to the left to get the first soul jar. Go back to the roof. Cross the woman's arm and then the boy's head. Jump to the woman's head in the second tapestry. Go onto the man's arm, then, pulse jump up to the roof of the building where the second jar is. Cross the buildings to the right, then jump to the buildings in the third tapestry. Jump to the first windship, then, to the second windship. The third jar is above it. Climb up the mast of the windship. Pulse jump and flare kick to the top of the mountain. Cross the two big wraiths, then jump to the windship. The fourth jar is above it. Jump onto the picture of Yabu in the fourth tapestry. Jump to the man (with the red line on him). Jump up to the fifth jar and up onto the woman's spear-like thing. Jump to the square stone in the fifth tapestry. Jump to the top of the pillar, then to the woman's head. Pulse jump up to the ledge with the sixth soul jar, and a Shadowwraith Heart will appear. Jump to the right off the tapestry. Get the Heart.

#9: When hearts did burst asunder
Much energy did scatter
To return this heart its thunder
One hundred's all that matters

Total Shards: 104

Go forward. There are 8 shards on the ledges to the left of the path. On the path are 12 shards. Climb up some ledges. There are 6 shards up here. Go up the ramp to 6 more shards. Go up a ramp to the building. Pulse jump to the ledge behind it. Up here on the big branches are 36 shards. Go forward from the Hub, then, left to a stone head. Past the stone head on the ledges are 6 shards. After here, you'll find 6 shards on a tiny island. There are 6 shards underwater and 6 shards on the ledges around the big statue. There are 6 shards around the well. On the ledges nearby are 6 more shards.

E. Tempest Peak Manor

Requirement: 11 Shadowwraith Hearts

Enemies: Puggles, Grimkins, Skinx, Blast Bugs, Krunks, Shreek, Hobbletrods, Rex (Don't fall on the floor. If you do, run to the nearest air vent. Also, there's an enemy on the table that has blades spinning around it. Grounblast it to kill it.)

Reia's Scroll: Reia's Scroll is on a ledge on the front of the piano.

Sundial: Go right. Ride the moving platform to the back of the piano. Go along the ledge. Be careful not to be pushed off. Go along the ledges on the front of the piano to get to the top. Go along the narrow ledge a bit, then, go along a narrow ledge near the inside of the piano to get to the sundial.

#1: If you play it clean
Despite your lack of size
You'll break out of the screen
A console-ation prize

Go left, then along the ledge near the wall. Walk around the front of the TV. Hit the big button on the front of the small machine to turn it on. Bounce on the cushion near the floor to get onto the couch. Climb up to the right. Jump on the button on the remote to turn the TV on. Go onto the control stick of the controller on the couch. The Shadowwraith Heart will bounce around on the screen. Use the thing at the bottom to keep the Heart from falling. Once every colorful block has disappeared, you'll get the Heart. (You only get a few tries before you lose.)

#2: Ebony, ivory
And each color between
Dissonance, harmony
?Neath the piano strings

Go right. Ride the moving platform to the back of the piano. Go along the ledge. Be careful not to be pushed off. Go along the ledges on the front of the piano to get to the top. Fall in. There are Puggles, Grimkins, Skinx, and Hobbletrods here. Go forward along the path. Bounce along the drums to another area. Don't let the moving thing push you off. Climb up the pole. Jump to the next platform, then onto the next thing. When the things hit it, it vibrates. Don't go under the things or they'll crush you. Ride the moving platform up, then, cross three more platforms. (There are two extra lives inside the metal instrument. Step on the three piano keys (in any order) to make the piano top rise up. Ride it up and jump off onto the top of the metal instrument. Go along here (Don't let the trumpet-like things push you off.) and climb up a pole. Jump onto the cymbal, then, jump onto the violin. There's a Hobbletrod here. Ride the violin bow. In one direction, it will take you to a drum (where you hit the switch the break the drum to reveal an extra life) and the other direction leads to a platform you should jump to. Cross another one of those platforms with the crusher things above it. Go along the path, then, climb up a pole. Jump to a platform. Cross the three musical notes (they go down when you stand on them). Go along the path, then, jump to the cymbal. There's a Hobbletrod on it. Go to the next cymbal. Jump to the moving musical note. Jump to the next one and ride it over to a drum. Bounce on the drum to get to the Shadowwraith Heart.

#3: Time it waits for no one
The works of peril spin
Face glowing like a sun
Hides reward within

Go left, then along the ledge near the wall. Walk around to the front of the TV. Bounce on the cushion near the floor to get onto the couch. Climb up to the right. Cross the back of the chair to get to the table. Ride the moving platform to the bottom of the clock. Go inside. Go on the spinning cog and jump onto normal ground. Go up the ramp. Get past the thing that tries to

push you off. Ride the moving platform up and cross the teeter-totter ledge. Go up the ramp. Ride the moving platform up and jump to another platform that brings you upward. Go up the ramp and get past another thing that tries to push you. Go up another ramp and ride another moving platform. Jump to another moving platform and get off. Go up the steps, then, ride a platform on the spinning thing to the other side. Use two ?air switches? to be blown up to a higher ledge. Jump up and grab onto the climbable ceiling. Climb over and drop onto the moving platform. Ride it over and jump off. Go outside and get the Shadowwraith Heart.

#4: A heart is held captive
To free it is a pain
Your goal is adaptive
Your work is down the drain

Go left, then along the ledge near the wall. Walk around to the front of the TV. Bounce on the cushion near the floor to get onto the couch. Climb up to the right. Cross the back of the chair to get to the table. Go to the sink. Groundblast the plug in the sink, then, step on the button next to the faucet to turn on the water. Go into the drain. Slide down (don't slow down or you might fall through a gap in the pipe) to get to the Shadowwraith Heart. (It wasn't a pain at all.)

#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

Go right. Ride the moving platform to the back of the piano. Go along the ledge. Be careful not to be pushed off. Go across the front of the piano to the ledge on the other side. Jump onto the bookcase. Groundblast the label on the top of the green box to break it. Go in to get the Shadowwraith Heart.

#6: This tower's tiny clone
Is sleeping with the fishes
Catch the rings as they're thrown
Defeat yourself for wishes

Go right. Ride the moving platform to the back of the piano. Go along the ledge. Be careful not to be pushed off. Go across the front of the piano to the ledge on the other side. Jump onto the bookcase. Climb up the books and pulse jump at the top to get to a higher shelf. From the second book to the left of the fishbowl, pulse jump and flare kick to get into the bowl. Swim into the tower. Collect more rings than your inner demons. (You can attack them to slow them down, and they can attack you so you lose rings.) Make sure you're not in last place in all three 30 second rounds to win a Shadowwraith Heart.

#7: A one-way portal calls
Sundial tells the time
Hidden gateway opens halls
Missed chance would be a crime

Go right. Ride the moving platform to the back of the piano. Go along the ledge. Be careful not to be pushed off. Go along the ledges on the front of the piano to get to the top. Go along the narrow ledge a bit, then, go along a narrow ledge near the inside of the piano to get to the sundial. Turn it so it's in between the two blue arrows. From the Hub, go left, then along the ledge near the wall. Walk around to the front of the TV. Bounce on the cushion near the floor to get onto the couch. Climb up to the right. Cross the back of the chair to get to the table. Ride the moving platform to the bottom of the clock. Go inside. Go on the spinning cog and jump onto normal ground. Go up the ramp. Get past the thing that tries to push you off. Ride the moving platform up and cross the teeter-totter ledge. Go up the ramp. At the top of this ramp, jump forward then fall backwards to end up below the ramp. If there

is stuff in the portal, go in. (There are Grimkins, Hobbletrods, and Shadowminions here.) Go along the path, then, up some ledges. Ride the moving pole across the gap and step on the switch to make a pole appear. Ride back across the gap and climb up the pole that appeared. Go along the path. The blue, rectangular blocks fall when you step on them. Ride the moving pole, then, jump to another moving pole that will bring you across the gap. Go up the ramp. A Hobbletrod is here. Cross some floating platforms that fall when you step on them, then, grab onto the moving pole. Jump to another pole and ride it across the gap. Climb up some ledges, then cross some more moving poles to get to the Shadowwraith Heart.

#8: Upon a chandelier
Are trapped these poor spirits
To make a heart appear
Allow your steps to steer it

Go left, then along the ledge near the wall. Walk around to the front of the TV. Bounce on the cushion near the floor to get onto the couch. Climb up to the right. Cross the back of the couch. A Hobbletrod is over here. Bounce on the cushion to get a higher ledge. Use the ?air switch? to blow you up to a higher ledge. (There?s an extra life behind the flowerpot.) Climb up the growing plants in the flowerpot. Jump onto the ledge behind the picture frame. Use the ?air switch? to blow you up to a higher place. Jump onto the ceiling beam. Go to the middle of here. Ride the platform down to the chandelier. The chandelier tilts in the direction you walk. Get all six soul jars and the Shadowwraith Heart will appear on top of the ceiling beam.

#9: When hearts did burst asunder
Much energy did scatter
To return this heart its thunder
One hundred?s all that matters

Total Shards: 145

There are 6 shards on the TV stand. There are 6 shards on the top of the back of the couch. From here, go left. Bounce on the cushion to get a higher ledge. Use the ?air switch? to blow you up to a higher ledge. There are 6 shards on the flower pot. There are 2 shards on the plant?s leaves. On the back of the chair near the couch are 3 shards. On the table, there are 3 shards above the salt and pepper shakers and 3 shards in the cup. There are 8 shards on the lower ledges of the clock. There are 29 shards in the clock. From the side of the couch where the Hobbletrod is, jump to the thing on the tall black pole. Ride it up, then, jump onto the picture frame. It will tilt to the left, revealing 2 shards. There are 4 shards on the sink. At the piano, there are 3 shards on the side without candles and 4 shards on the candles. There are 6 shards above the nearby cushion. There are 6 shards on top of the piano. There are 39 shards inside the piano. From the side of the piano where the candles are, jump onto the bookcase. Climb up the books and pulse jump at the top to get to a higher shelf. From the second book to the left of the fishbowl, pulse jump and flare kick to get into the bowl. There are 6 shards in here. Get out of the fishbowl. Climb up the books to the left. Step on the button on the radio so the antenna goes up. Climb up the antenna. There are 6 shards on the books to the right. Climb up the books to the left to get up to the ceiling beam (you need to pulse jump a few times). On the ledge near the wall are 3 shards.

F. The Below

Requirement: 18 Shadowwraith Hearts

Enemies: Grimkins, Skinx, Hobbletrods, sharks

Reia?s Scroll: Reia?s Scroll is around the bottom middle of the water. Just swim around until you find it.

Sundial: From the Hub, go along the path to the right to find the sundial.

#1: In the slightest bubble
You may be alerted
To some running trouble
When you are inverted

Swim into the water. Swim through the hole in the blue-rimmed bubble. Go forward and step on the switch to turn everything upside down for a limited time (or until you fall into the water). It may be a bit hard to move. Jump onto each of the round things to get rid of the barrier around the Shadowwraith Heart. Go get it.

#2: A shocking task exists
Through an estuary
Match your wits against
This puzzling statuary

Swim into the water. Swim through the hole near the bottom of the green-rimmed dome. Swim up. There are Puggles and Shreeks here. (Hint: If you want to do this on your own, remember to step on the switch in front of the different statue near the fountain, then, on the switch in front of the matching statue.) If you make a mistake here, you'll get electrocuted. Anyway, step on the switch in front of the statue that is different from the others near the fountain. In one area, jump across the gaps to a statue and step on the switch. (Note that the statue is the same as the one near the fountain that was different from the others.) Go to the fountain and step on the switch in front of the statue that is different from the others (but not the pointing one). Go past the Shreeks and step on the switch in front of the statue. Go back to the fountain and step on the switch in front of the statue that is different from the others. In one area, climb up the pole. Jump to the pole that is moving up and down, then, jump to another pole. Jump to the moving platform. Jump up to a higher ledge, then up to the statue. Step on the switch. Go to the fountain and step on the switch in front of the statue that is different from the others. In another area, drop to a lower area where two tall blocks are. (In the water beneath here is an extra life.) Push the blocks on the left to the right. Push the other blocks so it's right up against the previous blocks. Jump up to the ledge above here. Push this block forward so it lands on the first of the blocks you pushed. Land on the second blocks and push the block into the hole in the wall so you can get to the switch. Step on it. Go back to the fountain and step on the switch in front of the statue that is doing a handstand. In another area, climb up the pillar. (Behind here is an extra life.) Jump to the left along the climbable walls until you get to the wall. Climb up it and jump onto the building. Step on the switch, and return to the fountain and step on the switch in front of the statue that is different from the others. Go past the strange enemies with the spinning blades. Step on the switch to make the Shadowwraith Heart appear at the top of the fountain.

#3: A massive structure looms
?Neath the hydro-charger
One wrong step spells your doom
Unless your skill is larger

Go into the water and swim through the hole in the orange-rimmed dome. There are Grimkins and Slyphs here. There's also a Hobbletrod at the beginning. (If you look down, you'll see an alcove behind the waterfall. Jump down there for two lives.) If you fall into the water, you'll be pulled off the edge and die, so be careful. Go to the left, then, jump to the platform. Go through wall and jump to a higher ledge. Cross the floating platforms, then, go through the wall. Go left along the narrow ledge, then, jump down to the lower ledge. Go through the wall. Get past the big crusher (by hiding in the holes in the floor when it comes down). Pulse jump up to the higher ledge. Go through the wall. Pulse jump to the ledge on the wall. Jump to the wall and jump off (wall jump) to the higher ledge. Go onto the ledge moving in and out of the wall, then, jump to the higher ledge. Go along the narrow pathway. (Through the

first doorway, you'll find an extra life under the narrow platform. I'm not sure how you get it.) Go through the second doorway. Jump up to grab onto the climbable ceiling and cross it. Drop onto the moving platform (you have to be right in the middle of the edge and move the control stick to the right as you fall to land on it). Ride to another moving platform that will take you to a higher ledge. Go through the wall, then, long jump across the gap to the left. Run past the three things that shoot out spikes. Go through the wall. Jump across the ledges. On the teeter totter ledge, have it slope up to the right. Pulse jump from the right side up to a higher ledge. Go to the left. Step on the switch to turn off the beam. Go into the middle of this area. Drop through the hole to get to the Shadowraith Heart.

#4: Within the farthest dome
A brute demands a rematch
His moves you may have known
Now include a detach

Swim into the water and swim through the hole in the red-rimmed dome. Go forward. You must fight Sumo-kin. Sumo-kin can make rocks fall (either long jump out of the way or stand still and pulse jump right before the rocks fall to dodge them), and he can belly slam you, and go forward really fast. When he does the last thing I said, hit his behind to knock him off (or just keep running behind him and attacking until you push him to the edge), then, he'll grab onto the edge and get back on, making the edge fall. Every time you knock him off, the arena will get smaller. Knock him off four times to win a Shadowraith Heart.

#5: Deep in a boiling well
Above the ghastly steamer
Climb to the peak of hell
A heart there seeks redeemer

Go into the water and swim through the hole in the very bottom. There are Grimkins, Floppers, Skinx, Shadowminions, and Yabu's Guards. Go forward. (If you wall jump up the crevasse to the left, you'll get to a switch that lowers the fire a bit around an extra life.) Go to the right. Cross the things in the lava. (Here is the second switch required to get rid of the fire around the extra life.) Cross the bridge that falls when you step on it. Climb up the ledges and go forward (past the fire surrounding an extra life). (On the structure near the lava is an extra life. Fall onto it from a higher place to get the life.) Cross the pillars moving in and out of the lava. Climb up the pole. Go left. The grey rock falls when you step on it. Climb up another pole. (Here's the third and last switch that lowers the fire around the extra life.) Cross the stalactites to the left. Cross the bridge (Keep jumping so you're not blown off.). Climb up the poles to get past the steep slope. Go along this path, then, jump to the Shadowraith Heart at the end.

#6: Above a sea of flame
A ghostly vessel drifts
On board you'll find a game
Whose colors seem to shift

Go into the water and swim through the hole in the very bottom. There are Grimkins, Floppers, Skinx, Shadowminions, and Yabu's Guards. Go forward. (If you wall jump up the crevasse to the left, you'll get to a switch that lowers the fire a bit around an extra life.) Go to the right. Cross the things in the lava. (Here is the second switch required to get rid of the fire around the extra life.) Cross the bridge that falls when you step on it. Climb up the ledges and go forward (past the fire surrounding an extra life). (On the structure near the lava is an extra life. Fall onto it from a higher place to get the life.) Cross the pillars moving in and out of the lava. Climb up the pole. Go left. The grey rock falls when you step on it. Climb up another pole. (Here's the third and last switch that lowers the fire around the extra

life.) Go right. Go into the windship. Go to the checkered board. You have 25 seconds to make all the colored squares the same. Step on them to change their color. Rocks will bounce on the board and change the colors. If you're on the board at 0 seconds, you'll be crushed. Stay off the board at 0 seconds, and you'll be fine. The timer will restart and all the colors will be switched. I heard that if you just stand there, eventually the colors will be made the same on their own. (Sorry for not giving credit to whoever said that. I read that literally a year ago, so I forgot.) When the colors are the same, you'll get a Shadowwraith Heart.

#7: A one-way portal calls
Sundial tells the time
Hidden gateway opens halls
Missed chance would be a crime

Go to the right to the sundial. (There's a Hobbbletrod nearby.) Turn the sundial so it points between the blue arrows. Now go into the water and swim into the hole in the blue-rimmed bubble. Go forward across the platforms and past the Shadowwraith Heart surrounded by the barrier. Pulse jump onto the ledge above the doorway. Jump to the ledge to the right. Go along here, then, jump across the gap. If there's stuff in the sundial portal, go through. You have to run beneath the big crusher, but that's just foolish. Instead, go under the edge, then, run out. The crusher will go down. Run quickly beneath it as it starts going up. Run across the brown walkway. Don't stop or you may get smashed. Jump through the hole in the wall when it opens. (You may need to walk away from the hole to make it open.) Go through another hole. There are moving things here that hurt you if they hit you. Jump over the smaller ones and pulse jump over the big ones. Kill two Yabu's Guards to open the gate. Go past here. Go up the ramp on the spinning tower. (Watch out for things in the gaps that hurt you.) At the top, jump to another area. Get past this crusher like the last one, except long jump a lot to go faster. Past here is the Shadowwraith Heart.

#8: In the belly of the beast
Short's chest deserves a look
The key to its release
Is hidden in the book

The key to its release is hidden in the instruction manual. (Hint! Hint!) Go into the water. Swim in front of Leviathan, and he'll eat you. Here's Nasty, Brutish, and Short. Hmm, I wonder which page you should go to in the instruction manual. That's right, go to the page Nasty, Brutish, and Short are on (one of the last ones). There are three letters above the picture, one above each of them. Go to the chest and press the buttons in the order they are left to right in the instruction manual for a Shadowwraith Heart. (For GameCube, the combination is AXB. It's different for other systems.)

#9: Along an outer track
Hide these souls in trouble
To send the spirits back
Free them from their bubbles

Go left. Break the bubble for soul jar #1. Go right now. Pop the bubble in the hole behind the sundial for jar #2. Now go into the water. Swim to the left and through the tunnel over here. Go left. Kick the goblin in the crotch so he drops the bubble. Pop it for jar #3. Go back into the water. Swim to the left. On the floor is a blue thing. Swim through it to get onto some land. Go along the path, then, use the bounce pads to get to a higher place. Pop the bubble behind a nearby tree for jar #4. Go left. Go beneath the bubble and uppercut it for jar #5. Go back to the right. Jump to the bubble and break it. (Don't fall in the hole before the bubble.) Slide down the slide to the last soul jar. A Shadowwraith Heart will appear in the top of the big dome, so go get it.

#10: When hearts did burst asunder
Much energy did scatter
To return this heart its thunder
One hundred's all that matters

Total Shards: 189

To the right of the Hub are 4 shards. There are 55 shards in the water in the big, main dome. Swim through one of the tunnels in the main dome (not the one leading to the Hub). There are 3 shards here. Back in the water, swim through the blue hole to the left to get onto land. There are 3 shards here. Use the bounce pads to get to a higher place. There are 4 shards above the bounce pads. Up here are 11 shards. There are 36 shards in the orange-rimmed dome. There are 27 shards in the fiery area (not including inside the windship). In the windship in the fiery place, go onto the tall pile of barrels. Go onto the moving thing. When it goes down, long jump to the next. Repeat. At the third thing, pulse jump to the boards above you. Up here are 20 shards and an extra life. There are 26 shards in the green-rimmed dome.

G. Daggercrag

Requirement: 26 Shadowwraith Hearts

Enemies: Skinx, Shadowminions, Puggles, creepy enemies I don't know the name of

Reia's Scroll: Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go left. Cross the wobbly platforms and go forward. Go up the ledges. Cross the moving platforms. Go along the path and then go left. Cross the floating platforms. Cross the spinning platform, then, climb up the ledges. Jump up and cross the climbable ceiling. Go right and use the 'air switch' to get to a higher place. Keep jumping across the ledges up here until you get to a moving platform. Ride it up to another moving platform that brings you to a higher place. Go left to some poles. Reia's Scroll is in between them

Sundial: Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go left. Cross the wobbly platforms and go forward. Go up the ledges. Here's the sundial.

#1: A monk is ill at ease
In his meditation
A horde of enemies
Need extermination

Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go left. Cross the wobbly platforms and go forward. Go up the ledges. Cross the moving platforms. Go along the path and into the building. You have to kill all the Puggles, Skinx, and Slyphs within 60 seconds. This may be a bit hard if this is your first try. (There's an extra life in plain sight.) After you kill everything, go to the monk for a Shadowwraith Heart.

#2: Reward awaits discovery
But who will earn the crown?
Enemies may thwart recovery
But don't let them get you down

Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go left and around this place until you get to some ramps. Slide down and go into the doorway. You have to kill enemies to make the floor rise. There are Grimkins the entire time. There are Goobeasts at the beginning and the end and Skinx at the end. Eventually, the floor will rise enough so you can get the Shadowwraith 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

Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go right. Cross the teeter totter ledge. Go into the hole to the right. You have to break the blocks to get up to the Shadowwraith Heart. If you make a mistake, press the switch to start over. (I'd make a diagram to make this easier, but whenever I do, it always gets messed up on Neoseeker.) Pulse jump and break the block on the far left, third from the bottom. From it, jump onto the block to the right. Break the two blocks above you (second and third from the top) and the two blocks to the right of those. Jump onto the block to the right. Pulse jump to the right and break the two upper blocks across the gap. From the block you should be on now, pulse jump onto the highest broken block above you. Jump to the 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

Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go right. Cross the teeter totter ledge. Cross the platforms to the left. Have Vexx open the door. Go in and go forward to fight the mummy of Aberaxis. The mummy rolls around in a ball and bounces around. The yellow circle shows where he'll land. When he stops, attack him. He'll do a body slam. To dodge this, pulse jump and flare kick right as he's about to land. He gets faster every time you hurt him, so long jumping helps to get out of the way. Hit him 6 times for a Shadowwraith Heart.

#5: Beacon laying in waste

Appears your only hope

To reach goal highly placed

It first must telescope

Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go left. Cross the wobbly platforms and go forward. You have to cross the platforms to the right and left (that get bigger and smaller) to get to switches. Once you step on both, go up the ledges here. Cross the moving platforms. Go along the path and then go left. Cross the floating platforms. Cross the spinning platform, then, climb up the ledges. Jump up and cross the climbable ceiling. Go right and use the ?air switch? to get to a higher place. Step on the switch. Go back to near where the other two switches were go. Cross the platforms that appeared and go into the building. Climb up the pole. Jump to grab onto the climbable ceiling. Go onto the square to be flipped onto a higher area. There's a weird enemy with spinning blades here. Repeat what you just did until you get to the top of the telescope where the Shadowwraith Heart is.

#6: A one-way portal calls

Sundial tells the time

Hidden gateway opens halls

Missed chance would be a crime

Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go left. Cross the wobbly platforms and go forward. Go up the ledges. Turn the arrow on the sundial so it points in between the two blue arrows. Now go back to the building near the wobbly platforms. Go around it until you find ramps. Slide down them then go through the doorway. Climb to the top of the pole on the right side of the room. Jump to the portal. If there's stuff in the portal, go in. There are Puggles here. Anyway, climb up the ledges. Cross the spinning platform, then, cross some moving platforms. Climb up the pole. Jump across some poles, then, climb up the last one. Climb up some more ledges, then, cross some spinning platforms that get longer and shorter. Jump onto a plat spinning around a pole. Grab onto the pole and climb up. Cross the spinning platforms that get bigger and smaller, then, climb up

the pole to the Shadowwraith Heart.

#7: Some rewards you earn
By leaping, fighting, dashing
These skills were wise to learn
But this one's simply smashing

Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go left. Cross the wobbly platforms and go forward. Go up the ledges. Cross the moving platforms. Go along the path and then go left. Cross the floating platforms. Cross the spinning platform, then, climb up the ledges. Jump up and cross the climbable ceiling. Go right and use the "air switch" to get to a higher place. Keep jumping across the ledges up here until you get to a moving platform. Ride it up to another moving platform that brings you to a higher place. Go left to some poles. Climb up one. Jump onto the thing up here, then jump onto the top of the glass dome. Groundblast it to break it and fall onto the Shadowwraith Heart.

#8: Outside a holy shrine
These hopeless souls are trapped
If all six you can find
A heart will be untapped

Go forward. Go up the ledges, cross the moving platforms, then, go up the ramp. Go left. Cross the wobbly platforms and go forward. Go up the ledges. Cross the moving platforms. Go along the path and then go left. Cross the floating platforms. On a low ledge nearby is soul jar #1. Past this one, go to the wall to jar #2. Go back. Jar #3 is on the spinning platform, and jar #4 is in a gap between the nearby ledges. Climb up the ledges, then, jump up and cross the climbable ceiling. Go right and use the "air switch" to get to a higher place. Here's jar #5. Keep jumping across the ledges up here until you get to a moving platform. Ride it up to another moving platform that brings you to a higher place. Go along here until you find the last soul jar. The Shadowwraith Heart will appear on a lower part of this building.

#9: When hearts did burst asunder
Much energy did scatter
To return this heart its thunder
One hundred's all that matters

Total Shards: 122

Collect 100 shards for a Shadowwraith Heart. There are 3 shards behind the Hub. Go forward. Go up the ledges and go onto the moving platforms. There are 3 shards on and around them. Now, go up the ramp and go right. Cross the teeter totter ledge. There are 6 shards here. Cross the pillars to the left to 10 more shards. Go back to the building before the teeter totter ledge, and go left until you get to some ramps. Slide down them. There are 12 shards on these. Go into the building. There are 13 shards on the ledges and above the poles. Kill enemies to raise the ground to reach 4 more shards. Go outside and back to the area before the ramps. Cross the wobbly platforms and go forward. There are 3 shards here. Go up the ledges. There are 3 shards on the ledges. Cross the moving platforms. There's 1 shard above them. Go along the path (There's 6 shards on it.) and then go left. Cross the floating platforms that have 5 shards on them and 1 shard after them. Cross the spinning platform with 5 shards on it. Climb up the ledges. There are 2 shards on them. Jump up and cross the climbable ceiling. On the climbable ceiling are 5 shards and 3 shards after it. There's 1 shard to the left. Go right and use the "air switch" to get to a higher place. Keep jumping across the ledges up here until you get to a moving platform. There are 2 shards on these ledges. Ride it up to another moving platform that brings you to a higher place. There are 6 shards up here. Climb up the poles to a higher place. There are 7 shards up here and 1 on the glass dome. There are 15 shards in the room with the monk. There are 10 shards in the telescope tower.

H. Summit of the Sages

Requirement: 34 Shadowwraith Hearts

Enemies: Boulderdashers, Grimkins, Hobbletrods, Shadowminions, Slyphs, scorpions, flying enemies

Reia's Scroll: Go across the bridge to the left of the Hub to Reia's Scroll.

Sundial: Go left. Between a big rock and the bridge leading to Reia's Scroll is a ramp. Go up it to the sundial.

#1: The head of the machine

Where gears and pistons churn

One must be quick and keen

Or else your flesh will burn

Go forward. On these platforms, step on the orange thing in the middle to make a walkway come out of them for a limited time. Cross these platforms, then, go along this path. At the top, go through the door on the right. There are Grimkins, Puggles, and Skinx here. Go up the path to the left, then, cross the conveyor belts. Watch out for the things that shoot out fire. Go along the spinning cogs. On the last one, jump onto the higher part of it, then, jump to another ledge. There's another fire shooting thing here. Go up the ramp. Cross the conveyor belt. Don't let the things push you off. Climb up a pole, then, go up a ramp. Go along this path while watching out for crushers. Go up another ramp. Watch out for the fire shooting thing. Cross the conveyor belt and make sure you don't get pushed off. Go on the elevator and it will bring you down to where the Shadowwraith Heart is.

#2: Head awash in hazard

Awaits to test your fears

Gain a heart if you're not

Wet behind the ears

Go forward. On these platforms, step on the orange thing in the middle to make a walkway come out of them for a limited time. Cross these platforms, then, go along this path. At the top, go right until you get to a pole. Climb up it and jump into the hole to get to another area. There are Puggles and Skinx here. Swim to the left and go along the pipe. Cross the life ring to get to a switch. Step on it to raise the water. Get onto a ledge somewhere round here and use the 'air switch' to get to a higher place. Ride the moving platform across the gap. Go along this way, then, cross the life ring to another switch. (When you're on the life ring, jump into the alcove in the pipe the life ring is around to find an extra life.) Step on it to raise the water some more. Swim through the hole in the pipe that the life ring is surrounding to get onto the pipe. Jump onto the life ring. Jump to a platform. Cross these pipes. Watch out for the things moving back and forth between the pipes. Go through the pipe, then, use the 'air switch' to get to a higher place. Cross the tops of the moving things. Use the 'air switch' past here to get onto a pole. Jump forward off the pole. Go forward, then, onto the ledge to the right. Jump into the alcove in the wall and step on the switch to raise the water some more. Go out of here and go the direction you haven't yet. Cross the life ring and go up the ramp. Cross the spinning platform, then, step on the switch to raise the water. Swim up to the Shadowwraith Heart near the top of the room.

#3: In the lowly lake

Lie some rings so cheesy

A task you'll think is cake

You'll find is not so easy

Go into the water and swim to the right. Swim through the ring. Swim back to the left. Swim through the ring behind the statue, then, continue left, swimming through the rings you find. At some land, go up the ramp and jump

through the ring. The thing the statue is holding should open. (If not, swim through the first ring again.) Go into the newly opened area. There are Hulks, Shadowcreeps, and Skinx here. Climb up some ledges, go along the path, then, climb some more ledges. Use the bounce pads to get to a higher place. (Use the second bounce pad to get into the alcove in the wall to the left. An extra life is here.) Climb up some more ledges, then, use another bounce pad. Go along the path, then, climb up some more ledges. Later, you'll have to cross platforms that fall when you step on them and get past something that tries to push you off the ledge. Past here is a statue that shoots a ball of ice at you when it sees you. (The ice follows you for a short time and freezes you if it hits you.) Use the bounce pad to get to a higher place, then, get the Shadowwraith Heart.

#4: Pillar rows stand below

In each opposing phase

A puzzle to lay low

An answer to amaze

Go forward. On these platforms, step on the orange thing in the middle to make a walkway come out of them for a limited time. Cross these platforms, then, go along this path. At the top, go left. Climb up the planks. Ride the moving platform across the gap and continue along this way. Cross a bridge that falls when you step on it, then, ride a moving platform up. Continue this way, then, ride another platform up. Climb some more, then, step on the switch to blow up the rock. Step on two more switches to blow up more of the rock. (Look familiar?) Go through the door. Ride the platform across the lava. (You have to duck under one of the things in the path and jump over another. Jump off at the end. There are Shadowminions, Hobbletrods, and ghosts here. Go to the left. Wall jump up the crevasse. A Hobbletrod is here. Jump onto the black pillar. Step on the switch to turn it white. Jump to the next black pillar and do the same. Now, go to the right side of the room, and go up the ramp. Pulse jump onto the black pillar and long jump to the white one. Step on the switch to turn it black. Long jump to the other white pillar from the black one and do the same. A switch will appear. Step on it to appear in the maze. You have 20 seconds to run through to the Shadowwraith Heart at the end.

#5: A one-way portal calls

Sundial tells the time

Hidden gateway opens halls

Missed chance would be a crime

Go left. Between a big rock and the bridge leading to Reia's Scroll is a ramp. Go up it to the sundial. Turn it so it points between the two blue arrows. From the Hub, go forward. On these platforms, step on the orange thing in the middle to make a walkway come out of them for a limited time. Cross these platforms, then, go along this path. At the top, go through the door on the right. There are Grimkins, Puggles, and Skinx here. Go up the path to the left, then, cross the conveyor belts. Watch out for the things that shoot out fire. Go along the spinning cogs. On the last one, jump onto the higher part of it, then, jump to another ledge. There's another fire shooting thing here. Go up the ramp. Cross the conveyor belt. Don't let the things push you off. Climb up a pole, then, go up a ramp. Go along this path while watching out for crushers. Go up another ramp. Watch out for the fire shooting thing. Before this conveyor belt, turn around to see a sundial portal. If there is stuff in it, go in. There are ghosts and Shadowcreeps here. Ride a moving platform across the gap. (These platforms are spinning around a statue that shoots homing fireballs at you when it sees you.) Get past some strange spinning things that can push you off (jump through the hole in the center of them to get past them). Jump onto the spinning platform, then, jump onto a platform that takes you upward. Climb up the slide, then, climb up the wall at the end. Here's another weird spinning thing. (If you go forward, run on the cylinder-shaped thing to move it over to where an extra life is.) Go either

left or right. Ride the moving platform across the gap. (Watch out for the fireball shooting statue.) Slide down the slide. On these cylindrical things, walk on them to make them move. Jump on them to slow them down if you start losing control. Use it to cross over to an extra life. Use either one of the other two cylinders to get to another one. Use this cylinder to get to a slide. Slide down the slide, then, fall down the hole in the center of the end to get to a Shadowwraith 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 forward. Jump onto the ledge with the ?air switch? on it. Use the switch to get to a higher ledge. Go along up here, then, pulse jump to a higher ledge. At the end of the ledge up here, jump to the machine with the Shattersphere next to it. The top will open, so go in. Run on the tiles for points. Get more points than your inner demons. The tiles fall when you step on them and when some yellow thing hits thing. Avoid being last for three 30 second rounds to win a Shadowwraith Heart.

#7: A silent giant's hand
Reveals a magic cube
In each side take a stand
And prove you're not a rube

Go forward. On these platforms, step on the orange thing in the middle to make a walkway come out of them for a limited time. Cross these platforms, then, go along this path. At the top, go left. Climb up the planks. Ride the moving platform across the gap and continue along this way. Cross a bridge that falls when you step on it, then, ride a moving platform up. Continue this way, then, ride another platform up. Climb some more, then, step on the switch to blow up the rock. Step on two more switches to blow up more of the rock. (Look familiar?) Go through the door. Ride the platform across the lava. (You have to duck under one of the things in the path and jump over another. Jump off at the end. There are Shadowminions, Hobbletrods, and ghosts here. Go forward and cross the moving platforms. A cube will appear. Go into it. There are Goobeasts here. Go up the stairs and jump to the right. Go up the moving platforms. Jump onto the pink cube and groundblast it to get the first soul jar. You're outside the cube now. Step on the switch to turn it. Go in this side. There are Shadowminions here. Go up the stairs straight ahead. Jump to the right, then, cross the moving platforms to the pink cube. Groundblast it to get the second soul jar. You're outside the cube now. Step on the switch to turn it. Go in this side. There are ghosts here. Go up the yellow and green stairs, then, cross the moving platforms. Jump to another area nearby, then, go through the hole in the green wall. Jump onto the pink cube on groundblast it for jar #3. You're outside the cube now. Step on the switch to turn it. Go in this side. There are Skinx here. Go up the stairs, then, jump to the left. Go up the smaller stairs. Cross the spinning platforms to get to the pink cube. Groundblast it for the fourth jar. You're outside the cube now. Step on the switch to turn it. Go in this side. There are Puggles here. Go up the red and pink stairs, then, go left. Go up the smaller stairs, then, jump to the alcove in front of you. Cross the stairs that fall when you step on them. Jump onto the pink cube and groundblast it for soul jar #5. You're outside the cube now. Step on the switch to turn it. Go in this side. There are Hobbletrods here. Go up the pink and yellow steps, then, jump to the left. Cross the spinning platforms (with Hobbletrods on two of them) to get to the pink cube. Groundblast it for the last jar. Now you're back outside the cube. Get the Shadowwraith Heart.

#8: When hearts did burst asunder
Much energy did scatter

To return this heart its thunder
One hundred's all that matters

Total Shards: 197

Collect 100 shards for a Shadowraith Heart. Go to the right of the Hub. There are 4 shards kind of hidden over here. Go into the water. There are 5 shards here. Swim to the left. On this lower area of ground, there are 3 shards. On the top of this area are 4 shards. Back at the Hub, go forward. There are 3 shards on the dock. Use the ?air switch? to the right to get onto some ledges. There's a total of 17 shards up here. Go to the oath across the water where 6 shards are. At the top of the path, go left. (For some reason, the planks in front of the Vexx statue is gone. But, if they were still there, you could climb up them, then, jump to a strange pillar sticking out of the water to the left where 3 shards are.) At the end of this path, there's a kind of hidden climbable wall nearby. Climb up it. Jump to a ledge nearby where there are 3 shards and an extra life. Go back to the right. On a big rock near the pole are 3 shards. Go right some more to 3 more shards. Go back to the left to some ledges. Climb up them for 2 shards. Climb up the wall. On the left ledge on the middle statue, there is 1 shard, and on the right shard of that statue, there is another 1 shard. Also, in one eye of the middle statue are 3 shards (and in the other is an extra life). On the top and around the top of the mountain are 23 shards (and an extra life in the well). There are 32 shards in the place where Heart #1 is. (You have to ride on the crushers to get some of the shards.) There are 48 shards in the place where Heart #2 is. There are 20 shards in the place where Heart #4 is (in the main area). (Some are under the statues near the pillars.) Also, in this same area are some more hidden shards. Go left and wall jump up the crevasse. Jump up the ledges to the right. Go on the red pad here to turn into rock Vexx (if you've gotten the rock power up explained in Heart #8 for Timberdale). You have 30 seconds. Run to the right side of the room. Jump across the broken bridge. Next to the lava fall is a clear wall. Run through it and another clear wall past it. There are 13 shards here and an extra life. There are 4 shards in every one of the six sides of the cube (in heart #7).

I. Frostblight Mill

Requirement: 42 Shadowraith Hearts

Enemies: Hulks, Krunks, flying enemies

Reia's Scroll: Go forward, then, go to the far right air current. Ride it up (hold A) to get to a high up ledge. Pulse jump onto the ledge nearby to get to Reia's Scroll.

Sundial: Go right and slide down the slide. Climb up the pole. Past here, cross a teeter totter platform, then, some floating platforms that fall when you step on them. Ride the air current to a higher place. Ride another air current to a higher place. Climb up the pole. The sundial is in front of this building.

#1: An ancient mill device

Driven by the sky's breath

Leads high atop the ice

Or downward to your death

Go forward and up the stairs a bit to the right. Go into the building. There are Hulks and Shadowcreeps here. Climb up some ledges, then, step on the switch to the left. Go right and cross some floating platforms that fall when you step on them. Go this way until you get to a pole. Climb up it and jump to the left. Step on the switch, then, go to the right. Cross the rotating block platforms. Continue this way, then, ride the moving platform up. Jump to the right and step on the switch. Ride another platform up. Cross the turning wheel, then, cross some platforms that fall when you step on them. Past here, cross the platforms and the teeter totter ledge without the air things blowing you off. (Long jumping helps.) Climb up the pole, then, go left. Climb up the rotating cubes to a higher place. Past here, ride the moving platform up. Go

to the left and step on the switch. Go right and cross the floating platforms that fall when you step on them. Past here, cross some moving platforms, then, ride a moving platform up. Go right and ride the platform up to the Shadowwrath Heart.

#2: Across a windy ledge

Is access to a slide

Just don't fall off the edge

And you'll survive the ride

Go forward, then, go to the far right air current. Ride it up (hold A) to get to a high up ledge. You have to cross the ledge to the right without being blown off, so wait until the windmill propeller thingy gets in the way, then, run (and long jump a lot) until you get to the center. Repeat to get to the other side. Go through the doorway. You have 45 seconds to get to the bottom of the slide. Hitting icicles slows you down. (You'll lose a life if you fall off, but not if you run out of time.) If you win, then, you'll get to a Shadowwraith Heart.

#3: Within the igloo's walls

A heart awaits three keys

If assailed by snowballs

Perhaps they'll gain release

Go right and slide down the slide. Climb up the pole. Past here, cross a teeter totter platform, then, some floating platforms that fall when you step on them. Ride the air current to a higher place. Ride another air current to a higher place. Climb up the pole. (There is an extra life behind the building.) Go into the building. There are Hulks, Floppers, and a Hobbletrod here. Don't go in the water or you'll die. Snowballs are falling from the ceiling. Go up the nearby ledges, pick up a snowball, then, throw it at the frozen key to break the ice around it. Go up some more ledges to where a Hobbletrod is. From here, throw a snowball at another frozen key. Grab another snowball and go up some more ledges (by throwing the snowball up the ledges and getting it before it disappears). Bring it to where a frozen key is and throw it at the key. The chest the Shadowwraith Heart was in should be unlocked now.

#4: A chamber unexpected

Lies deep beneath the ice

If you are not deflected

A heart will be your vice

Go forward and then left. Groundblast the clear ice to break it. Go through the doorway. There are Grimkins, Skinx, Shadowcreeps, and Shadowminions here. There's a fireball shooting statue here. If you jump onto the higher ledges and cross the room on them, it won't see you. Jump to the right. This ledge tilts in the direction you walk, and it surrounds another fireball shooting statue. Climb up the nearby pole. Cross some platforms that fall when you step on them, then, run along the big, rotating cylindrical thing with two statues on either side. Cross some more floating platforms that fall when you step on them. Past here, cross the platforms and the teeter totter ledge (with an extra life on it) that are around another statue. Past here, pulse jump to a higher ledge, then, cross the moving and spinning platforms. After here, run past the swinging spike balls. Cross some platforms that fall when you step on them and go forward to the Shadowwraith Heart.

#5: Spilling across the sky

Perilous platforms float

Near icy gusts they fly

In fact, above them note

Go forward and then left. At the air current with the up arrow nearby, ride it up (hold A) to a higher ledge. Ride the moving platform across the gap. The platforms past here flip over. So when they move down for a second, jump so

you won't be flipped off. Ride the moving, flipping platform across the gap. Ride the next platform up. Climb up the pole, cross a row of flipping platforms, then, climb up another pole. From here, jump to a flipping platform, then, cross the other flipping platforms. Climb up the pole and jump onto the flipping platform. (Ride it to an extra life.) Jump to a row of flipping platforms and cross them. Climb up another pole and cross some more flipping platforms. Whew! You're done with the hard part. Now, just jump up the cubes to get up to the Shadowwraith Heart.

#6: A labyrinth of ice
A prize within its walls
If fit to pulverize
Your obstacles may fall

Go forward and then right. When you find a down arrow, go onto the platform nearby, it will take you down. Make sure you have the Rock Suit Power Up (explained in the section for the eighth Shadowwraith Heart for Timberdale). There are Shadowcreeps here. Anyway, go along the path until you find a red pad. Go on it to become rock Vexx for 5 seconds. Run forward and then go left. Jump across the gap and then break the ice wall. Pulse jump to a higher area. At the fork in the path (left leads to an extra life), go right. Go on the red pad. You have 5 seconds, so run along the forward path in the fork and break another ice wall. There's a red pad behind it. Go on it. You have 7 seconds to run to the right, jump across a gap, and break the ice wall with the Shadowwraith Heart behind it.

#7: Upon a mooring dock
Employ your skills of flight
And soar against the clock
To a heart that's out of sight

(Make sure you've gotten the Air Suit Power Up. I explained how to get it in the section for the fifth Shadowwraith Heart for Dragonreach.) Go forward, then, go to the far right air current. Ride it up (hold A) to get to a high up ledge. You have to cross the ledge to the right without being blown off, so wait until the windmill propeller thingy gets in the way, then, run (and long jump a lot) until you get to the center. Repeat to get to the other side. Jump to an area nearby and go forward. Go onto the yellow pad to fly. You have 30 seconds to fly down and to the left. Somewhere below the edge of this area you'll find a Shadowwraith Heart. (And it'll probably take a heck of a lot of tries.)

#8: These soul jars are encased
A vessel holds the key
To free them from their space
Command artillery

Go forward, then, go to the far right air current. Ride it up (hold A) to get to a high up ledge. You have to cross the ledge to the right without being blown off, so wait until the windmill propeller thingy gets in the way, then, run (and long jump a lot) until you get to the center. Repeat to get to the other side. Jump to an area nearby and go forward. Step on the switch to make a windship appear. Jump on and get onto the cannon. Press B to shoot and hold R to go faster. You have to shoot 6 walls of ice. Behind each is one soul jar. Five of them are easy to find. One of them is a bit before the sixth one. To see it, look back in the direction you came. When you're done, get off the windship in the same place you first got on. The first soul jar is nearby. Go to the Hub. Slide down the slide nearby. Climb up the pole. Past here is a teeter totter ledge. From here, pulse jump onto the higher ledge back in the way you came. The second soul jar is here. Go onto the teeter totter ledge. Above it is the third soul jar. Now cross some floating platforms that fall when you step on them. Ride the air current to a higher place. Ride another air current up, then, fall a little bit to the left to land in an alcove where

jar #4 is. Go back to the last air current and ride it to a ledge to the right. Climb up the pole. Fall down along the wall to the right to land in an alcove where the fifth jar is. Go back to the Hub. Go forward and then right. Climb up the ledges. Near the top, go to the right. In this alcove is the last soul jar. A Shadowwraith Heart will appear nearby.

#9: When hearts did burst asunder
Much energy did scatter
To return this heart its thunder
One hundred's all that matters

Total Shards: 111

From the Hub, go forward and then right. Climb up the ledges here. There are 17 shards on these ledges. At the top, there are 11 shards on this high up ledge in front of the windmill. Back down at the air currents, two bring you to icicles with 1 shard on each and another one allows you to get 6 shards when you ride up. There are 3 shards on the stairs in front of the windmill, 1 shard above the Spirit Stone nearby, and on the slide there are 3 shards. To the right of the Hub is a slide. Slide down the slide to get 10 shards. (On the ledges going up along the slide are 7 shards.) Climb up the pole. There are 3 shards on the pole. There are 3 shards past here. Past here, cross the icicles to a ledge with 3 shards on it. Long jump to another ledge with 3 shards on it. Go back to the teeter totter ledge. Cross the teeter totter ledge and then, some floating platforms that fall when you step on them. Ride the air current to a higher place. Ride another air current to a ledge to right that has 3 shards on it. There are 14 shards on the ledge behind the big igloo building. There are 6 shards in the igloo building. There are 16 shards in the lava place beneath the ice.

J. Citadel of Shadow

Requirement: 50 Shadowwraith Hearts

Enemies: Yabu's Guards, Shadowminions, Blast Bugs, Grimkins, Hulks, flying enemies (and Shadowcreeps, scorpions, and flying enemies outside)

Reia's Scroll: Reia's Scroll is among the engine rings (in the second group of horizontal rings).

Sundial: Turn around and go behind the Hub. Go straight and through the doorway to outside. Here's the sundial.

#1: Use all the skills you've honed
While gathering precious things
To get this one dethroned
And best the engine rings

Go forward and then left (before the ramp). Cross some platforms. As you cross a lot of these, you must watch out for engine rings. A good way to get past these is to long jump to the next platform as soon as one part of the ring passes you. A bit later, you have to pulse jump to get over rings encircling the platforms. Past here, you should pulse jump as the second ring from the bottom is up so you can get between the second and third. Climb up the pole. (Jump from slightly lower down so you don't hit the big engine ring encircling this entire part of the area.) Jump to the higher of the areas nearby. Go left. Get past some more rings. Go up some floating platforms to get to a Shadowwraith Heart.

#2: Along another track
A Wraithheart you will find
Just survive attack
By gruesome wraith design

Go forward and up the ramp. Cross the conveyor belt to the left. Cross some platforms that flip over. Now cross some narrow ledges. Watch out for the Blast Bugs here. Cross some ledges without getting pushed off. (If you're too slow, you can hang onto the edge until the pushy thing goes back into the wall.)

There are more Blast Bugs up here. Climb up the ledges that move from side to side. Go to the left. Don't fall on the slopes or you'll slide off. There are more nasty Blast Bugs past here. Climb up a few poles, then, climb up a few ledges. Cross the rotating thing. Go forward then drop down to a lower ledge or climb a pole down to it. Cross the spinning platforms to get to the Shadowwraith Heart.

#3: Across the deadly run
The corner of the keep
Hides another one
Where the reactors sweep

Go forward and up the ramp. Cross the poles to the right. (They go up and down, so be careful not to jump over one rather than to one.) Use the ?air switch? to get to a higher place. Go left and cross the narrow ledge (that is turning with one half in the wall). Climb up the wall, then, cross the ledges to the right. (Watch out for the things in the gaps.) Wall jump up the crevasse up here. Go left. Cross the moving thing. Don't touch the curved parts or you'll get hurt. Watch out for the Blast Bugs past here. Cross some rotating thing past here to get to the Shadowwraith Heart.

#4: The fortress? vile heart
Holds its grisly namesake
Its glow will help, in part
If directions you can take

Go forward and then left (before the ramp). Cross some platforms. As you cross a lot of these, you must watch out for engine rings. A good way to get past these is to long jump to the next platform as soon as one part of the ring passes you. A bit later, you have to pulse jump to get over rings encircling the platforms. Past here, you should pulse jump as the second ring from the bottom is up so you can get between the second and third. Climb up the pole. (Jump from slightly lower down so you don't hit the big engine ring encircling this entire part of the area.) Jump to the lower of the areas nearby. Go into the cube. In this area, it slopes in different directions. Go to the platforms the yellow, glowing thing goes to so you won't fall off. Eventually, you'll get the Shadowwraith Heart.

#5: Above the smoldering mound
A time is out of joint
A reward can be found
Nearby a compass point

Turn around and go behind the Hub. Go either left or right. Go along the path down here, then, through the doorway. There are Shadowminions, Shadowcreeps, and Skinx (and there might be Yabu's Guards, too) here. There are a few different paths, but only one is necessary. Go forward. Go left. Go on the platform and it will bring you up. Long jump to the area to the left. Cross a bridge that falls when it's stepped on, then, jump to the area to the left. Cross the moving arrows. (Climb up the pole at the center of the arrows to get to an extra life.) Ride the platform past here upwards. Go right. Get the Shadowwraith Heart surrounded by shooting fireballs.

#6: A one-way portal calls
Sundial tells the time
Hidden gateway opens halls
Missed chance would be a crime

Turn around and go behind the Hub. Go straight and through the doorway to outside. Go forward and turn the sundial so it points between the blue arrows. Now go back inside. Go either left or right. Go forward and through a different doorway. Go forward, and then left. Go on the platform and it will bring you up. If there is stuff in the portal, go in. There are Skinx and Shadowcreeps here. These platforms move without you. You have to move with

them or you'll fall. Later on, you should watch them to know which direction they'll go in. I'm calling them red circle platforms. Cross a few red circle platforms, then, cross some rotating platforms. Past here, use the ?air switch? to get to a higher place. Cross a couple red circle platforms, then, use another ?air switch? to get to a higher place. You'll really want to watch this last platform. (It really helped me when I memorized which direction it would move.) Anyway, cross this red circle platform to the Shadowwraith Heart.

#7: Among the engine rings
The six soul jars you'll find
To gain these precious things
Your moves must be well timed

Go forward and up the ramp. Cross the conveyor belt to the left. Cross some platforms that flip over. Now cross some narrow ledges. From up here, jump to the ledges near the wall. Climb up them to the first soul jar. (Or you can fall from a higher ledge down here, which is probably easier and safer.) Go back across these narrow ledges, then, cross some more ledges without getting pushed off. Climb up the ledges that move from side to side. Go to the left. Climb up a few poles, then, climb up a few ledges. Cross the rotating thing. Go forward to where some Hulks and Shadowminions are. Bounce on the Hulks back. Do a pulse jump from it to get to a higher ledge where jar #2 is. Back at the Hub, go forward and up the ramp. Cross the poles to the right. Use the ?air switch? to get to a higher place. Go left and cross the narrow ledge (that is turning with one half in the wall). Climb up the wall, then, cross the ledges to the right. Wall jump up the crevasse up here. On the ledge to the right is the third soul jar. Go left. Go to the center of the moving thing where soul jar #4 is. Among the engine rings is the fifth soul jar. Also, among the engine rings is a pole. Climb up it and jump to the lower of the nearby ledges. Pulse jump behind the pillar to the last soul jar. The Shadowwraith Heart will appear near the Hub kinda.

#8: When hearts did burst asunder
Much energy did scatter
To return this heart its thunder
One hundred's all that matters

Total Shards: 121

There are 3 shards in front of the Hub. Go forward and up the ramp to where 6 shards are. Cross the conveyor belt to the left. Cross some platforms that flip over. Now cross some narrow ledges that have 9 shards on them. Cross some ledges without getting pushed off. There were 3 shards on those ledges. Climb up the ledges that move from side to side. You can get 6 shards climbing up these. Go left. There are 4 shards this way. Climb up a few poles, then, climb up a few ledges. Cross the rotating thing. There are 6 shards on it. Go forward then drop down to a lower ledge or climb a pole down to it. Cross the spinning platforms to get to 3 shards. Back at the Hub, go forward and up the ramp. Cross the poles to the right. There are 3 shards past here. Use the ?air switch? to get to a higher place. There are 3 shards above the ?air switch?. There's 1 shard past here. Go left and cross the narrow ledge (that is turning with one half in the wall). Climb up the wall (that has 3 shards on it), then, cross the ledges to the right (that have 3 shards on the center ledge). Wall jump up the crevasse up here. (There are 3 shards in the crevasse. Go left. Cross the moving thing. There's 1 shard in the center. There are 3 shards past here. There are 12 shards among the engine rings and 6 shards on the pole among the engine rings. Climb up that pole and jump to the higher of the ledges nearby. There are 3 shards here. To the left, get past more rings to where 3 more shards are. There are 5 shards on the platforms past here. There are 6 shards behind the Hub. Take the path to the left or right here to get to 3 shards in front of a doorway. Go through the doorway to an area with 23 shards in it.

K. Shadow Realm

Requirement: 60 Shadowwraith Hearts

Now it is time for the battle against Dark Yabu. (If you come here at sunrise or sunset, Vexx will give Yabu the middle finger.)

Phase 1: Don't go near Yabu or he'll make you move slowly. Kill two groups of Shadowcreeps. Pulse jumping and groundblasting them is the best way to hurt them. Some of them drop health. After killing the first two groups, Yabu will shoot fireballs at you. The fireballs leave bits of burning ground for a short time. Then, he'll make more Shadowcreeps appear while he shoots fireballs at you every few seconds. It's best to attack a few Shadowcreeps, then stop and wait for Yabu to attack. It is not good to be attacking Shadowcreeps when Yabu starts shooting fireballs. Honestly. Anyway, kill three groups of Shadowcreeps and you're on to phase 2.

Phase 2: Now Yabu is a nasty spider. Be careful, since every attack does two things of damage. When Yabu hits the ground with two legs, there is a shockwave, so jump or you'll get hurt. Also, Yabu can shoot fireballs that leave behind fire on the ground for a few seconds. After Yabu tries to hit you with his hands, flare kick his head, then, flare kick the back part of him. He'll flip over, so groundblast the red thing on his underside. He'll then jump up and hit the ground. So after you hurt him, start long jumping. That way, when Yabu lands, you won't be hurt. After every hit, you'll have less and less time to hurt Yabu. You have to hurt him five times.

Phase 3: This is the easiest phase. Vexx gets Yabu's necklace thingy. Yay! Yabu will rise up on a tower. Kill a group of Shadowcreeps, then, hit the fireball Yabu shoots at you. It will bounce back and destroy the tower he's on. Also, part of the ground will collapse. Do this six times. Now when you hit the fireball the seventh time, it will hit Yabu and kill him. Yay! You're done!

7. Interesting and Useless Information

Here is some stuff that didn't quite fit in my walkthrough (or I was too lazy to add it until now). Vexx is an interesting game, no? Read and be prepared for the thoughts of someone with too much extra time on their hands.

In Tempest Peak Manor, if you climb up the boxes, salt and pepper shakers and what-not, you'll get to a cup of red jell-o. (Tasty.) If you jump on the end of the spoon, the jell-o will be flung to the wall (Naughty you, making a mess like that.) and an extra life will be revealed.

I'm sure you've noticed the floating tower you can see in every level (and if you haven't, you sure aren't very observant). That tower is the Landspire (no, duh). I really wanted to find a way there; here is my advice to you?don't. One day I was bored enough to try flying to the Landspire from Dragonreach. Oh, how happy I was when I started getting close. Then, all of a sudden, poor Vexx flies right through the tower and falls to his doom. Shameful.

8. Copyright Stuff

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