

Chameleon Twist FAQ

by Brak2000

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1. REVISION HISTORY

Version 1.5- Very minor changes, switching my email addresses.

Version 1.4- Added "REVIEW" section. Crown locations added for everything.
This may be the final version.

Version 1.3- NEW TITLE!

Version 1.2- GameShark Codes Added! Game Info Added!

Version 1.1- First Update! LOTS OF STUFF! Crown locations for
Ant and Bomb Land! WOO HOO!

Version 1.0- First version of the FAQ

2. GAME INFO

Game: Chameleon Twist
Platform: Nintendo 64
Rating: Kids To Adults
Players: 1-4 Players

Enhancements: Rumble Pak
Sold By: Sunsoft
Distributed By: Electro Source, LLC
Developed By: Japan System Supply

3. REVIEW

Well, if you are deciding on purchasing a new game or planning or just wanting to see what the low-down on this game is, read this review.

Overall - 45%

Gameplay - Where do I begin? Well, this game has it's ups, but unfortunately, it has more downs. The one-player mode can be exciting, but as you get further in the game, it becomes more tedious and time consuming. An excellent aspect of this game is Training Mode where you can see exactly how fast you are at doing the different moves. The Multi-player mode is also a plus, but can become old when compared to the new games (GoldenEye, Mario Party 2, Etc.)

Story - I'm not actually going to tell the storyline, but if you really care about the plot look at THE STORY section in this FAQ. The story is the average plot though of a children's game. It's easy to follow and kind of interesting. But the story doesn't change through the game after completing levels or anything. It's just an opening and an ending. (Where exactly do all the stages come in, etc) Young children though will most likely enjoy this easy to follow type of story.

Sound - The annoying music makes this game a lot more fun after you have hit the mute button. A HUGE downside (to me) is that the game doesn't have barely any sound effects.

Graphics - For an early Nintendo 64 game, the graphics aren't too bad. They give a very good feel of what each stage looks like. The cutesy animated graphics will also probably go good with younger children. Chameleon Twist gives a show for what the older games could do without an Expansion Pak and stuff like that.

Replayability - As long as you have friends, this section could stay up there. After playing the one-player game through, you probably won't want to play it again unless you want to collect every crown (which is very difficult at times).

Buy or Rent? - Here's what I think you should do with every game. Rent it first, then if you like it, buy it. Always remember pay BEFORE you play. If you are a gaming freak like me, you will want to try this one with it's different kind of gaming play.

Comments in General - After this, you may be wondering why i'm writing this FAQ if I don't like the game. The answer to that is simply, I own this game (I probably wouldn't have bought it if I had played it first.)and I know that people out there may need help finding the Crowns. Also, people may want to find out more about this game and info like that. No matter the game, I will tell people what I think about it.

4. CONTROLS

Start Button: Pauses the game

Control Stick: Move Character/Control Tongue
B Button: Unroll tongue
A Button: Jump/Talk to Rabbit
C-Buttons: Control Camera
Z Button: Tongue-Stand
L Button: Switch Camera Mode
R Button: Aim Sights

5. THE STORY

Davy the Chameleon likes nothing better than a nice walk through the jungle, finished up with a rest on his favorite stump. One day as he is sitting enjoying the sun, a well dressed white rabbit wearing a black silk hat and vest appears in front of him, hurrying along the top of a log.

"Oh dear, oh dear, I should not be late!" mutters the rabbit in a panicky voice.

"Late for what?" wonders Davy.

The rabbit hurries along and jumps into a strange looking pot. The inside of the pot is covered with a rainbow-colored mist.

"Who on earth can that rabbit be? And why is he wearing such fancy clothes?" Davy just can't work it out. Maybe the rabbit is friends with someone living here in the jungle? Or maybe...?

Boiiing! Davy leaps down from the stump and straight into the pot, determined to catch up with the rabbit.

The mist gradually lifts and Davy finds himself in a jungle. But not the jungle he knows - everything looks different and his favorite stump is missing.

"Huh?"

Suddenly Davy finds he has more important things to worry about than the scenery.

"Yikes!!!"

Looking down, he sees he no longer has a chameleon's body... He is standing on two legs instead of four, wearing gloves and a backpack. What on earth has happened to him?"

"I've got to find that rabbit," he thinks, "and ask him how to get back home!"

Davy sets off to find the white rabbit. The jungle isn't dense so he has a good view all around. He can hear the sound of a waterfall a little way off.

Your adventure with Davy in the Land of Wonder is now about to begin. All you have to rely on is your tongue, your intelligence, and your courage. Good luck and good licking!

6. THE CHARACTERS

Davy the Chameleon (before he changes shape) -

Davy is a scaly reptile of about 60 cm in length, with an extremely long tongue the rolls and unrolls. He shoots out his tongue and picks up insects with the sticky end when he's hungry.

Davy the Chameleon (after he changes shape) -

This is how Davy changes after he finds himself in the Land of Wonder.

Height: 15 tongues

Tongue Length: 160 tongues (measured when unrolled)

Characteristics: Moves and attacks using his tongue.

Head swells up and moves more slowly when he licks up lots of enemies.

Davy's Pals -

Linda: You can spot Linda by her fashionable yellow ribbons.

Fred: Fred's round, sleepy eyes are his best feature.

Jack: Everybody likes Jack because he's so kind.

7. THE ENEMIES\BOSSSES

THE ENEMIES:

Happy: Attacks from above.

Chocnin: Spits out fire sprites.

Marble Kid: Wears green boots on his big feet.

Snakkaly: Pops up out of the desert sand.

Flying Cookie: A cookie with cream flowing out of it.

Choco Kid: Everybody loves a Choco Kid.

Cremitta: An exploding time-bomb.

THE BOSSES:

Boss Name	Level	Difficulty (out of 5)
Lizard King	Jungle Land	1/5
Quintella the Queen Ant	Ant Land	3/5
Bomb Caterpillar	Bomb Land	3/5
Armadillo	Desert Land	2/5
Giant Cake	Kids Land	2/5
Pile of Books	Ghost Castle	4/5

HOW TO BEAT THE BOSSES:

Lizard King - Eat the butterflies and knock the Lizard King off the cliff by using the Machine Gun Attack

Quintella the Queen Ant - Use the tongue twister on the pole to trip her. Then eat an ant and shoot it at her with the Machine Gun Attack

Bomb Caterpillar - Eat a bomb and launch it at its "segments" by using the Machine Gun Attack

Armadillo - Eat the "sand fleas" and use the Machine Gun
Attack when it stops jumping around

Giant Cake - When the cake opens up, eat the Choco Kids inside

Pile of Books - First, eat the segments of its arms that spin around
Next, when it launches a stream of balls at you, eat
them and then Machine Gun Attack them right back when
he stops.

8. THE MOVES

Tongue Lash - This is the regular "licking" move. Press and hold the B
button to activate it. This allows you to eat enemies and
grab onto poles. Use the control stick while holding B to
move your tongue around different directions.

Machine Gun Attack - After eating some enemies, press B again to shoot the
enemies out at other enemies. Many bosses require you
to do this, so make sure you use it.

Tongue Stand - Hit the Z button to stand up on your tongue, this can help you
to get to higher platforms.

Pole Vault - This move can be tricky to pull off. While running, do a Tongue
Stand and release the Z button while you are moving to launch
yourself into mid-air.

Tongue Twister - This is probably the hardest move in the game. Do a Tongue
Lash onto a pole. When your tongue grabs onto the pole,
hold onto the A button and push the control stick a
direction to rotate around the pole.

9. THE STAGES

Level Name	Difficulty	Amount of Crowns
Jungle Land	1/5	25
Ant Land	2/5	25
Bomb Land	3/5	21
Desert Castle	4/5	24
Kids Land	4/5	23
Ghost Land	5/5	23
Secret Boss Land	3/5	0

10. THE ITEMS

There are barely any power-ups/items in Chameleon Twist, but I will list them
anyways:

Red Heart: A red heart restores 1 of your life. Red hearts are pretty common
to be found lying around the game area.

Yellow Heart: A yellow heart restores 3 of your life. You can usually find Yellow
Hearts near difficult crowns or hanging in mid-air

Green Heart: A green heart maximizes your life. These are rare to find, but very
helpful.

Crowns: THE CROWNS! Collect 20 Crowns in each world for the secret world!
Crowns range from easy to difficult to find. You can NOT use your tongue to pick these up like the hearts.

11. THE GAME MODES

One-Player Mode-

The One-Player Mode in the game isn't quite as elaborate as Super Mario 64 or Donkey Kong 64. The game is pretty slow paced and can prove to be repetitive and rather boring at times. The only fun part of the game is to get record times in the Training Mode or by trying to collect all the crowns (which isn't easy). The one-player mode is pretty much, eat enemies, spit enemies, repeat, collect crown. A pretty boring one-player mode with only a couple fun parts (like playing pool).

Multiplayer-

This game's multiplayer really does have some potential. It's fast paced and easy for all players. You pretty much just eat up bad guys and spit them out at your enemies trying to knock them off of the platform. It can be a lot of fun when you have 4 players. The games go REAL quick which is probably the only downside.

Training Mode-

I don't know about you, but I really enjoyed going for records in the training mode. The training mode consists of 5 rooms-

- Machine Gun Attack
- Target Practice
- Tongue High Jump
- Quick Movement
- Quick Rotation

Though you don't get anything for beating the rooms, getting your own fast time can be difficult because the default times can be very quick and tough to beat.

12. THE CROWN LOCATIONS

Stage 1: Jungle Land

Amount of Crowns: 25

Stage Difficulty: 1/5

Crown Difficulty: 1/5

- Crowns 1 and 2: At the beginning of the level, look to the left for the first two crowns.
- Crown 3: When you get to the large group of porcupines, look to the left on a shrub.
- Crown 4: When you get to the lily pads, look on the 3rd pad to the right.
- Crown 5: Take the little side path that goes up. Walk on top of the log carefully to get this crown.
- Crown 6: Walk through the log across the gap.
- Crown 7: A little while after the log, you will see the crown under a wooden board (or bridge).
- Crowns 8 and 9: When you get to the waterfall, there are 2 crowns inside the actual waterfall.
- Crown 10: Take the top path when you get to the divided path. When see a shadow, do a pole vault to reach the crown in the air.
- Crown 11: Take the top path again, and the crown will be right on the path.
- Crown 12: Take the bottom path this time and the crown is once again right on the path.

- Crown 13: Look over the ledge on the left side after entering the cave (mine shaft).
- Crown 14: In the next room, you will see a pole. Do a Tongue Twister and collect the crown.
- Crowns 15 to 18: After leaving the room with the last crown, eat a spider and Machine Gun Attack it out at the eggs.
- Crown 19: After leaving the room with the eggs, make it to the exit of the room, then pull yourself to the island and grab the crown.
- Crown 20 and 21: They are in plain site in the room after crown 19.
- Crown 22: Either use the pole vault or the Tongue Twister to get on the box in the next room.
- Crown 23: Follow the path for this one in plain site.
- Crown 24: At the end of the room with crown 23, take the wooden side path for the crown.
- Crown 25: This crown is in the final room before the boss (the room with the spinning walls) right before the exit.

Stage 2: Ant Land

Amount of Crowns: 25

Stage Difficulty: 2/5

Crown Difficulty: 2/5

- Crown 1: At the beginning of the level, turn around and you will see the crown located near the white rabbit.
- Crown 2: This crown is right on the path in the next room between two ant lines.
- Crowns 3 to 10: When you get to the giant army ants, take the open door straight ahead from the entrance which is kind of like a crown vault.
- Crowns 11 and 12: In the room after the one where you trip the Marble Kid enemy, there are 2 crowns located right on the path.
- Crowns 13 and 14: Use the Tongue Twister to get to the two islands in the far corner in the room with the ant lines.
- Crown 15: In the room after crowns 13 and 14, use the Tongue Twister to get to the island.
- Crown 16: In the next room, continue to walk down the line of ants to the end.
- Crown 17 to 19: When you get to the next army ant room, go through the door straight ahead. You will see the crowns on a high island. Do a Pole Vault and then immediately do a Tongue Lash to grab the pole. Spin around with a Tongue Twister to get on the island and recieve these difficult crowns.
- Crowns 20 and 21: Both of these crowns are on the next ant paths in the game. They are both located in the same room.
- Crowns 22 and 23: These crowns are located on the path in the room after crowns 20 and 21.
- Crown 24: Jump to the island in the corner in the room with crowns 22 and 23.
- Crown 25: The final crown is located on the path and is visible. Simply do a Tongue Stand to get it.

Stage 3: Bomb Land

Amount of Crowns: 21

Stage Difficulty: 3/5

Crown Difficulty: 3/5

- Crown 1: The first crown is located right at the beginning of the level. Simply pole vault over the pole hanging from the ceiling.

- Crowns 2 and 3: In the next room, turn to the left (towards the camera) to see these crowns on the path.
- Crown 4: This crown is right on the path in the same room as 2 and 3.
- Crown 5: Simply eat the bombs and use them to kill the other enemies and this crown will appear in the middle of the room. (This is in the same room as crowns 2-4)
- Crown 6: In the next room, use the bombs to blow up the block which has the crown and exit in it.
- Crown 7: In the next room, this crown is on an island to the left of the room.
- Crown 8: This crown is difficult to get. In the room with crown 7, you will see four "pillar" things. The crown is located on the bottom of the 4th "pillar".
- Crown 9: Kill all the enemies in the next room.
- Crowns 10 and 11: These crowns are located above the pole hanging from the ceiling. Get them the same way you got crown 1.
- Crowns 12 and 13: After the tic-tac-toe type game, you will come to a room with a falling bridge path. These crowns are on the path,
- Crowns 14 and 15: These crowns are identical to get as 7 and 8. The room is the same in everyway, except the pillars are higher and the room is mirrored.
- Crown 16: This crown is located in the room after crowns 14 and 15. You get it the same way as 9.
- Crown 17: Destroy the enemies that spell out "BOM" on the wall.
- Crowns 18 and 19: These are on another collapsing bridge type run.
- Crown 20: While crossing the collapsing bridge, jump off onto the island for another crown.
- Crown 21: This crown is in the final room in plain site on the path.

Stage 4: Desert Castle

Amount of Crowns: 24

Stage Difficulty: 4/5

Crown Difficulty: 4/5

- Crowns 1 and 2: After jumping the tall wall, these 2 crowns are right on the path.
- Crown 3: After a while, you will come to a platform "maze". Jump on the platform moving up to get to the crown.
- Crown 4: On the island you found the 3rd crown, you will see another platform moving up that leads to the crown.
- Crown 5: After a while, you'll see a platform moving down, which leads to another crown
- Crown 6: Go on the same platform as in Crown #5, but this time take it up. Do a tongue stand and jump on the platform.
- Crown 7: This crown is directly above Crown #6, simply do a tongue stand and jump to get this one.
- Crowns 8 and 9: When you get to the quicksand hill path, the crowns are on the path. These are difficult to get because of the quicksand.
- Crown 10: When you get to the next platform "maze", do a Tongue Vault on the first wooden pole, then make your way across the platforms.
- Crown 11: This crown is right on the path near the platforms.
- Crown 12: After the spike path, pole vault yourself up the platforms.
- Crowns 13 and 14: Use the poles on the next quicksand hill to get these crowns.
- Crowns 15 and 16: These are located on the next quicksand hill.
- Crowns 17 and 18: These are on the side of the spikes. One on the right, the other on the left.
- Crown 19: This one is on the path after the spikes and Crowns 17 and 18.
- Crown 20: This one is on a timed carpet in the Magic Carpet part of the stage.

Crowns 21 to 23: These are all near the sand traps in the final quicksand path of the stage.

Crown 24: When you see 2 hearts on top of each other, do a tongue stand. The Crown is directly above them.

Stage 5: Kids Land

Amount of Crowns: 23

Stage Difficulty: 4/5

Crown Difficulty: 5/5

Crown 1: This crown is in the first room on the staircase near the far wall of the room.

Crowns 2 to 4: These are all located behind the wafers with the targets on them. Eat the Choco Kids and Machine Gun Attack the targets to get the Crowns.

Crown 5: This is in the room with the two openings. (A couple rooms after the wafers with the targets.) Look up and use the poles to get up to the crown.

Crown 6: The crown is in the room after Crown 5. It is located in the bottom of the pit.

Crown 7: This crown is near Crown 6 next to the Choco Kid pit.

Crown 8: Kill ALL enemies in the room after Crowns 6 and 7. The enemies appear by swinging over the gap in different places.

Crown 9: This crown is floating in the room after Crown 8. To get to it, take the right platform right before the exit.

Crown 10: This one is directly in front of the exit in the room with Crown 9.

Crowns 11 and 12: These crowns are in the room after Crowns 9 and 10. Look at the moving platforms around the ceiling to get the two crowns.

Crown 13: This crown is in the room with the moving poles and platforms, its located in the far corner.

Crown 14: This crown is on the top of the graham cracker pile in the room after 13.

Crown 15: This crown is in the room after Crown 14. It's once again hidden in the corner.

Crown 16: Get this one the same way you got Crowns 11 and 12.

Crown 17: This crown is in a room like Crown 13. Once again, its in the corner. This time, there is no pole to pull yourself to it. You've got to jump.

Crowns 18 to 20: All these crowns are floating mid-air like Crown 9.

Crowns 21 to 23: All of these crowns are on platforms near each other in the final room.

Stage 6: Ghost Castle

Amount of Crowns: 23

Stage Difficulty: 5/5

Crown Difficulty: 4/5

Crowns 1 and 2: These are found in the corners of the first room.

Crown 3: Play the Ghoul Pool game (see SECRETS section of this FAQ) and win.

Crown 4: To get this crown, take the path to the left at the beginning of the level. In the first room, it's located behind the fire in the fireplace.

Crown 5: This one is in the second room of the left path on top of a rolling barrel.

Crown 6: This one is found on the right path at the beginning of the level. It's in the corner of the first room.

Crown 7: Also found in the first room, this crown is located on the edge of

the floor.

Crowns 8 and 9: Get to the top of the tilted room where these crowns are located.

Crowns 10 and 11: These crowns are on the staircase where the paths come back together.

Crown 12: Use the flames to destroy the candles in the first room after the staircase.

Crown 13: This one is right middle of the room with the spinning China and mirrors.

Crown 14: This one is at the end of the room with candles after the room with Crown 13.

Crown 15: This one is in the rotating circle room.

Crown 16: Get this one the exact same way as Crown 14 in the room after the spinning circle room.

Crown 17: This one is in the middle of the room with the mirrors after the room with Crown 16.

Crown 18: Also in the room with the mirrors after Crown 16, this one is located on the windowsill.

Crown 19: Destroy all the enemies in the room after Crowns 17 and 18.

Crowns 20 and 21: This one is at the end of the room with Crown 19.

Crown 22: This one is in the final room. Use the pole to get to the island with the crown.

Crown 23: This one is also in the final room. Inch your way over the boards on the ceiling to get the final crown.

13. SECRETS AND CODES

This is a section with the secrets in the game. If you have more, please send them to <brak2000@hotmail.com>. THANKS!

Secret 7th Stage (Boss Mode)-

To fight all the bosses whenever you want, get at least 20 crowns on each level to earn this stage.

Secret Pool Stage -

NOTE - you need 50 crowns to do this

At the beginning of the Ghost Castle stage, turn to your right and go in the door next to the white rabbit. This will lead to a game of pool where you use your tongue instead of a pool cue. If you win, you get a crown.

GAMESHARK CODES

this mini-section is for everyone who likes to cheat!

Access All Levels: 8020850e 00ff
 80208510 00ff
Extra Crowns: 80251767 0015
Infinite Health: 80174CF3 000A

14. FAQ

Q: How long will it take to beat Chameleon Twist?

A: The game by itself is easy for an intermediate player. But if you're a novice than you might take a little longer on some of the difficult parts. I would say it would take WITHOUT collecting the crowns 4 hours for a good player and maybe 8 hours for novices.

Q: How many crowns are there in the game?

A: If my count is correct, 141 crowns are in the game.

Q: Is this game worth buying?

A: I would have to say NO to this question. You may like a different style of games then me, so I would say to rent it first. ALWAYS play before you pay unless the game is an instant classic.

Q: Is Chameleon Twist the best multiplayer ever?

A: NO!

Q: Are there any secret characters?

A: None have been found for the 3 years this game has been out, so probably not.

Q: Any secret stages?

A: Yes. Stage 7, which is a boss mode, can be unlocked after collecting 20 crowns in each level. Also, the pool game can be considered a secret level. You need 50 crowns and the entrance is located in the Ghost Castle (see secrets section)

Q: Is there anything good about the game?

A: Yes. There is a lot of fun stuff about the game. I thought the concept was good, but the gameplay wasn't. It's worth a rental.

Have any other questions?

Send in your questions to <brak2000@hotmail.com>

15. CREDITS

gameFAQS.com - thanks for putting this up!

Chameleon Twist Instruction Book - for the story and stuff like that

Nintendo Power - for some of the crown locations that I couldn't find

EVERY ELSE! - without readers, there would be no FAQ!

16. LEGAL STUFF

This has been written by brak2000 <brak2000@hotmail.com>.

If you would like to use it please ask my permission first. If you don't, then legal action may be taken!

17. WAYS TO CONTACT ME

E-Mail - brak2000@hotmail.com

ICQ - 52483244

MSN Messenger - brak2000@hotmail.com

AOL Messenger - braktheman

or through my webpage -www.brak2000.com

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