

Chameleon Twist 2 FAQ/Walkthrough

by The_Beer_Ninja

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CHAMELEON TWIST 2 FAQ

By Dullahan1031

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---SECTION 1: INTRODUCTION---

If you've never played either of the Chameleon Twist games, you may want to give them a shot. While the series has received middling reviews from critics and players alike, I found it to be a quite enjoyable action series. It's a pretty basic run and jump affair with a unique approach to the controls. The player assumes the role of a chameleon that uses his/her tongue to retrieve objects, stick to walls, and swing from poles. I should add that this series is clearly geared toward the kiddies; if you're looking for a game that will push your reflexes and abilities to the limit, you're in the wrong place.

On the other hand, if you're the type who enjoys the journey rather than the accomplishment, you might want to kill a few hours with Chameleon Twist. And that's one of the things I like most about these games- they don't overstay their welcome. While I love the Final Fantasy and Metal Gear Solid games as much as the next guy, they unfortunately sit around collecting dust in my house because of the massive time investment they require. The Chameleon Twist games and similar ones are great for the busy folk juggling work, school, a spouse, and children. They're so short that you can finish them in a weekend and the whole family can enjoy them (no waiting for the little ones to go to sleep so you can pop in an M-rated shooter). Not to mention that with only six levels, you don't notice the flaws as much as with a sprawling RPG or adventure game. Oh, and with the American economic crisis currently going on, at just a few bucks the price is right, baby.

This article's main goal is to get all of the Chameleon Coins and Carrots in the game (ie: unlocking everything). What this is NOT is an in-depth guide to the various intricacies of the adventure. The levels are linear enough that you should never be in doubt as to how to proceed. Similarly, the game itself has an excellent training mode that explains the controls well; there's no need to waste time reproducing this information. But the biggest reason for this article's brevity is simple. Describing every nuance of the game is not only boring as hell, it also takes all of the excitement of discovery out of the adventure.

---SECTION 2: COIN AND CARROT LISTING---

This is a complete checklist of the Chameleon Coins and Carrots found in the game. I'll also add some notes here and there where I feel it's appropriate (for example, how to defeat a Boss or make an unusually difficult jump).

STAGE 1: SKY LAND

As with most games of this type, the first level is a fairly straightforward course that introduces the player to the basic conventions of the adventure. Most of the Chameleon Coins are out in plain sight (a few may be placed just out of camera's view) and the Carrot is virtually unable to be missed. You probably won't need much help at all in clearing this stage.

COIN 1: Walk forward from the start and you'll see it right next to the White Rabbit. In the lower left corner near the groups of Ladybugs you can snag a Heart. When you reach a green island and the path splits into two rainbow roads, take the lower one for a Roulette Star (careful not to fall off the edge).

COIN 2: After the green Lift Tile takes you to a dirt road, you'll find it on a blue tile that's floating over a hole.

COIN 3: At the end of this same dirt road is a ramp, with the Coin resting on it. After this is a rotating green bridge. Jump onto the red rooftop in the background for a Roulette Star. Remember to keep jumping on the steep surface of the roof so that you don't slide off. If it looks like you're going to fall, don't forget that you can use your tongue to latch onto the roof temporarily.

You can also jump onto the red roof to the right. Jump onto the rotating bridge from the ramp as early as possible (while it's still far below you) then race to the other end while the bridge arm is still inclined. Use your parasol and you should land on the left edge of the rooftop. Your rewards for your efforts are a Roulette Star and a Star Heart.

COIN 4: At the end of the bridge area you have the choice of an upper or lower route. Take the upper first and you'll find a Heart on the bluff. Vault up to the summit and you can snag another Heart on the left as well as a Roulette Star on the right.

Take the lower path on this mountain and you'll come upon a Roulette Heart. The Chameleon Coin is just beyond it over a blue tile jump. An upper ledge holds a Roulette Star. You can either jump to it after the last blue Lift Tile stops moving, or drop to it from the upper route (either way, use your parasol).

COIN 5: Vault onto the green canopy-like platform, where the coin is surrounded by Ladybugs. Bring some of the bugs with you if you can; they'll help you dispatch a difficult enemy not far ahead.

COIN 6: After you clear the collapsing stairway, you'll reach an open area with the Coin and a Roulette Star. The Tornado enemy is a bit tricky. You'll have to eat some of the Hornets and hit the whirlwind three times to stop it, but it'll usually cough up a Heart of some kind for you. Use the Roulette Star with caution; if it hands you Speed Down, the battle will be quite a bit tougher than it needs to be.

COIN 7: When you beat the Tornado, you'll be given a choice of three Lift Tiles. Use the left one and grab the Heart when it stops.

Take the next one and it'll bring you to the Coin we need. Take the rainbow road south for a Roulette Heart. Jump to the left and float back down to the three Lift Tiles.

COIN 8: This time take the middle Lift Tile. As it cruises past the island holding the Coin, quickly scarf it with your tongue. The next island holds a Roulette Star, so hop out and grab that too. The Lift Tile will pause for a few seconds, so you can afford to go a little slower than you normally would.

COIN 9: You'll pass over another collapsing stairwell and into a clearing populated by hostile Sunflowers. The Coin is in the lower end of the area near the edge of the cliff. Killing the Sunflowers will occasionally yield a Heart, but it's not worth it since they multiply so quickly.

In the hot air balloon section, you'll need to kill birds or let them roost to adjust the weight of your dirigible, which will gain or lose altitude accordingly. Ignore the signs and look for the seven Hearts scattered around here if you need them. A Roulette Star is also up high near the end. Right before the balloon reaches land, there is an easily accessible Heart near the docking platform. Getting them all will require you to fall and start over if you miss one.

SKY LAND CARROT: After the Lift Tile deposits you near a desert area, check overhead and you'll see a tempting blue tile. Get on the left edge of the grass and vault into a high jump, then stick your tongue to the wall and jump up onto the platform. Do the same for the next jumps until you reach the top. There's a mountainous valley up here with a Roulette Star and a very valuable Star Heart. Return to the lower section and proceed past the Tornados. On the rainbow road here, you'll find your first Carrot.

COIN 10: You'll snag this one on the island immediately following the Carrot. Don't forget that unlike the first game, you can eat Coins with your tongue. This technique comes in handy with all of the wind blowing you around here. The posts scattered about are handy waypoints you can grab with your tongue, as well.

COIN 11: Just a couple of jumps away from the previous Coin, you'll find this one on an island. The next platform has a Roulette Star and a Sunflower. Hurry up and book out of there before he starts growing some of his obnoxious buddies. You might actually have an easier time climbing the trick staircase when it's flat. Be wary when the steps form, though, as it's easy to fall through the back and to your doom. You'll probably notice a floating grass island in the distance at the top. Keep going, we'll get to it in a bit.

COIN 12: Jump off of the trick staircase to find this one. Halfway down the spike-laden bridge is a plank with arrows on it indicating your path. Pause here for awhile and a Lift Tile will come cruising by at high speed. Pivot the camera left so you'll have an early warning of the Lift Tile's arrival. Jump onto it (use your shadow to predict your landing point) and ride it all the way around the vicinity to the island we saw earlier. Your rewards are a Roulette Star and a Star Heart. Now comes the hard part- getting back in one piece.

You're going to need to hop back on the Lift Tile as it passes (unless you were able to slurp the pickups as you zoomed by), a feat made extremely difficult by the uncooperative camera. Try sticking your

tongue out in the direction the Lift Tile is coming from. The camera will follow your tongue, giving you a few extra moments of warning when the Lift Tile comes flying around towards your island. Jump back on and pivot the camera ahead of you so that you can see the original arrow-decorated plank you departed from as early as possible. Jump early and latch onto land with your tongue- anywhere in sight is fine, as long as it doesn't bring you into spikes when you jump up to solid ground. We should at last be ready to continue.

COIN 13: Proceed along the mountainside (you can ignore the poles since the jumps aren't very high) until you reach the ledge before a large group of Hearts. Turn back to the left and jump while stretching out your tongue. You should stick to a faraway pole with a Roulette Star on it. Make your way over however you feel like and grab it. Return to the previous ledge and snap up the four Hearts waiting for you. You'll find the Coin a couple of islands ahead of the sign telling you to use your parasol in the updraft.

COIN 14: The very next island on the path has this Coin for you. Watch out for malignant Raindrops when you go for it, though. When you're using the next rainbow road, jump up to the perpendicular one and head down to its lowest point for a Roulette Heart. There is a lone Heart on a small ledge directly to the right of the first Magic Carpet.

COIN 15: Skip the first Magic Carpet and drop down to a lower area of this island. The Coin is on the left edge of the bluff. A second Magic Carpet is down here, which will take you back topside.

COIN 16: As soon as you disembark from your ride, you'll see this one hidden behind a small tree on the left edge of the island. Press on and you'll reach an area with large Sunflower enemies that thankfully do not multiply. Make your way to the route marker arrows between the two Sunflowers and jump off of the cliff on the lower side. Use your parasol to land on a blue Lift Tile holding a Roulette Star and Roulette Heart. After several moments, the Lift Tile will transport you back to the top area.

COIN 17: A bit further on you'll reach a series of Lift Tiles moving over a row of spinning logs, forming a makeshift conveyor belt. Ignore this for now and take the upper route by swinging on the pole with your tongue. At the end of the wooden ramp, pivot the camera left and you'll see a wooden beam rotating anticlockwise. Make your way onto this beam (sticking to the wall and jumping onto it seems to be the most reliable method) and move as fast as you can to the left edge. There's a Star Heart floating in midair. You can't vault on this rotating platform, so you'll just have to be quick enough to get to the left side while the platform is still inclined. Remember to jump so you don't slide backwards, and that you can grab Hearts with your tongue. Finally, proceed to the Chameleon Coin which is chilling on a wooden platform just after the odd-looking conveyor belt.

COIN 18: You'll soon come upon a pair of wooden Lift Tiles. Ignore the left one (it just brings you back in a circle) and take the other. It will take you past all of the other tree stumps and directly to this Coin. From here, take the left Tile (the right one will dump you into the abyss below) and grab the Heart when you reach your destination. Walk onto the bottom Tile to move ahead, and then take the right Tile to float to the far side of this area and the path to the next challenge.

COIN 19: After the Lift Tile area, you'll see a pair of slowly rotating wooden planks. Get on the first one and wait until one of the edges arcs out to the left. Walk to the end of it and grab this Coin. After the White Rabbit, you'll walk across a wooden catwalk swarming with Ladybugs. Eat the Roulette Star floating in the middle.

COIN 20: You'll reach a tree with a grassy ledge around it. Carefully drop off of the right side of the platform (use your parasol) and you'll earn your last Coin in Sky Land. Congratulations! Use the nearby blue Lift Tile to return to the main path. Pilfer the rare Triple Heart in the corner before riding the ornate Lift Tile to the Boss's arena.

SKY LAND BOSS: Maraca Madman

Our first Boss opponent looks like he stepped out of a Super Mario game. He's a bearded, mushroom-headed monstrosity wielding... maracas. He's not much of a threat to you, though, unless you have some kind of allergic reaction to salsa music, I guess. He just shuffles around dejectedly and shoots out a bunch of little Mushroom Men that you can use as ammunition. Sometimes he'll lunge at you, but this is very rare and only occurs when his health is getting in the danger zone. In short, you can all but ignore him unless you're shooting at him.

The real danger here (as in another Boss fight in this game, unfortunately) is the frustrating camera. You can't adjust it in a Boss battle, and it remains zoomed in very close to your Chameleon. This means that when you're in the middle of a crowd of Mushroom Men (as you are for 75% of this fight), you can't see what's immediately behind you or to the sides. That's a problem. You're going to take hits, and quite a few of them, simply because you're more or less blind on three sides. Even if you're able to pivot the camera to the side, it will only stay there for a couple of seconds before reverting directly behind you.

Luckily, there are three Hearts and a Roulette Star scattered on the four corners of the arena. Score a Triple Shot from the roulette and this fight is almost already won. The name of the game here is sucking up as many enemies as you can in one lick and blasting them all back at your bearded opponent. He'll summon larger groups as you wear down his health. Keep firing at him and do your best to avoid running into any wandering Mushroom Men (you will, though, but hopefully not too often). If you entered the battle with a decent amount of health, you should be able to outlast him without much difficulty.

STAGE CLEAR! If you managed to collect all 20 Chameleon Coins, you'll get a present. To access it, just press Start on the Stage Select screen and choose it from the menu. You can always return to the level you just played and pick up any Coins (or the Carrot) that you missed.

STAGE 2: CARNIVAL LAND

This second stage ups the ante a bit in terms of difficulty, but the Chameleon Coins are all in fairly obvious places, for the most part. Have you finished the level only to find you're missing one? Try beating that minigame high score, if you haven't already. Other than that, this course is a mostly linear (and fun) romp through an amusement park.

COIN 1: Make your way down the ramp and you'll see it in the middle of a platform populated by Homicidal Ice Cream Cones that will

try to tip themselves over on you. Head down the brick walkway and past the Ambulatory Popcorn Bucket and Sentient Large Fries to find a Roulette Heart in a doorway.

COIN 2: Hop onto the cobblestone platform suspended by a chain and you'll see this Coin to the left. Stand in the opposite corner to tip the platform over as far as you can, so the edge nearest the Coin is at its highest point. Make your way over to it by jumping (so you don't weigh down the platform) and grab it.

COIN 3: The lower right corner of the cobblestone platform (hidden from camera view) holds this Coin. Get it the same way you did the previous one. You can also grab the Roulette Stars if you want. If you get something good from the first one, skip the other since it will cancel out the previous Star's effect.

COIN 4: Shortly after this you will come upon platforms attached to crane arms. Hop off onto the lower of the first pair of brick towers. You'll find a Heart on the bottom level. The top level of the upper tower has the Coin.

COIN 5: Check the lower tower in the next pair for a Heart on the top level. The bottom level of the upper tower has a Roulette Star. Jump off of the rotating platforms at the end to find the Coin on solid ground.

COIN 6: After you ascend a set of giant stairs (you'll need to vault up each one), you'll see a yellow Teacup at the top. The Coin is on the lower end of the top step.

COIN 7: The Teacup will take you to a new area with a Roulette Heart waiting for you. Hop on the rollercoaster and ride it to a central platform with a Chameleon Coin, dutifully guarded by a Homicidal Ice Cream Cone.

COIN 8: Leave behind the rollercoaster and enter a plaza with a few enemies. There are a couple of doorways with a Roulette Heart and this Coin. You can jump on the red roof near the catwalk steps to find a Heart on an elevated section. Use your wall clinging ability to grab it. (You can also vault, but clinging is much easier.) See that steep red roof on your left? You can climb that the same way. Just remember you'll need to slide down a bit after each jump before you can use the tongue again. Don't jam on the button; press it once when the time is right. Otherwise, you'll just end up falling down to the previous roof (and probably back into the plaza). When you reach the top, you'll be rewarded with a Star Heart. Jump down to the last roof on your left and grab the Roulette Star to clean out this area.

COIN 9: Ride a gondola to the top of the second Ferris wheel and you'll see this one. It looks like you need to get out and walk on the edge of the wheel itself, but you can stay in the gondola and just snatch it out of the air when you pass near it. Back on land, grab the Heart hidden inside the WC (don't worry, ladies and gentlemen are all welcome).

COIN 10: Enter the maze with the sliding paper screens and you'll find it immediately to your left. Make your way to the right end of the area (it's an extremely simple maze) to find a Roulette Heart.

COIN 11: Keep hustling on and you'll find this one in the middle

of a wooden bridge.

COIN 12: Hop on the next Magic Carpet and it'll deposit you on an island with what appear to be two Chameleon Coins. Don't be fooled, though- the left one is an attacking Mimic Coin. These will be deviously planted throughout certain areas of your adventure, but are easily spotted by the fact that they sport a dollar sign rather than the (C) commonly found on the Chameleon Coins.

COIN 13: Don't be misled by what appears to be a Coin on a distant island as you ride the next Magic Carpet. It's just a Mimic Coin. If you took the bait, don't think you're stuck. After a few moments, the island itself will move back to the mainland so you can start your trip over. The real Coin is at the bottom of the next big waterslide, in the company of three Sentient Large Fries.

COIN 14: Eventually you'll come to an intersection where you have the choice between a pink or yellow Teacup. Ride the pink one to the end and you'll score this hidden Coin. When you get back on land, you'll be in a town square of sorts. Jump up onto the red roof and grab the Heart on the elevated portion (just like the one near Coin 8). You can climb the roof to the left and keep going onto the train platform awning or even the garage roof, but there's nothing interesting to be found.

COIN 15: Run down the railroad tracks until a train emerges from the garage. You can get the Star Heart on the roof by jumping onto the cowcatcher, then the main car, and finally the roof itself. The second train has another Star Heart reached in the same manner. Lastly, our Coin is hanging in midair over the middle of the track. It's easy to miss if you're on the train, so look out.

CARNIVAL LAND CARROT: Either run ahead of the second train or wait until it starts backing up to its original location. The Carrot is at the very end of the tracks, out of camera view. Note that you can jump onto the roof of the train platform from the train itself, but there's nothing up there. The platform itself has a Heart, though.

COIN 16: This one is in the trapeze area on the very left side. You'll find it on the netting just under the platform you finish up on. It's very difficult to snag the Coin by bouncing, but you can float down to it with ease using your parasol.

COIN 17: Make your way through the lengthy area with fire wheels, Flying Doughnuts, and Mini Burgers to a tight platform with an Ambulatory Popcorn Bucket and this Coin.

COIN 18: A little further on, you'll find a ship floating in the sky. Walk out onto the mast and grab this Coin at the tip. One of the cabins has a Heart for you, as well.

COIN 19: I would guess this is one of the most frequently missed Coins in the game, since most people likely won't bother beating the high scores in the Minigames. Talk to the White Rabbit on the ship and accept his challenge (if you missed any Carrots up to this point, you'll have to come back later). He'll throw you into a training area and explain the rules of the game to you. Check out the Minigames section in the Rewards Listing if you find yourself having a tough time with this.

COIN 20: Back on the ship, vault up onto the left cabin roof to see a platform you can reach above you. Vault up to this one and score a Roulette Heart. Stick your tongue out to the right and grab a pole. You should easily be able to swing up and to the right to land on the next platform. From here, jump to the right onto a wooden bridge and advance until it starts tipping. When the left end is at an incline, head up and attach yourself to the pole above the last white platform you came from. Swing up, release early, and let your tongue fly. If you shot it out early enough, you should grab another pole far out to the left. Here comes the hard part. Swing up, dismounting at about one o'clock, and with enough momentum you should be able to direct yourself onto the highest platform here to nab a Star Heart. I suppose it would be possible to snag it in your mouth, but I've never even tried. Failure means most likely falling back down to the ship deck. If you're persistent and keep at it, you'll eventually get it.

Moving on, you'll find a Heart on the castle wall. Reach the top of the spinning roof peaks by clinging to find a Star Heart. The next one holds the last Chameleon Coin in this level. Congratulations! Enter the door past the White Rabbit and climb the tower to find a Roulette Heart in the windowsill. Hop on the ornate Lift Tile and you'll be whisked away to the next goofy Boss arena.

CARNIVAL LAND BOSS: Burger Battler

The White Rabbit wasn't joking... this guy looks tasty (and fattening) as hell. This fight will be easier than the Maraca Madman for the simple reason that you won't be futzing around with the camera constantly. The smaller enemies are all stationary Mini Burgers, so you don't have to worry about getting surrounded. The edges of the arena hold three Hearts and a Roulette Star that will aid you throughout the battle. Pick up the Roulette Star right away, as landing a Triple Shot or a Golden Star will make things go a lot faster.

The first thing you'll notice is that the Burger Battler is a lot more proactive than our last Boss enemy. Rather than shuffle around aimlessly, this guy will actually attack you. He'll fire out the tomatoes, meat patties, cheese slices, and other fillings in your general direction. However, he doesn't aim directly at you. Staying in one spot and jumping over any projectiles that come at you is the best way to deal with this. Trying to outrun his shots will most likely just injure you. He'll also slowly but steadily advance toward you, so don't hesitate to make a break for the opposite side of the arena if he starts to draw too close.

As soon as you get a chance to breathe, slurp up as many Mini Burgers as you can. The best time to hit the Burger Battler with your own attack is when he exhausts his own ammunition. He'll be open and defenseless as his deadly food stockpile slowly replenishes. You can also hit him between his shots, but you must be extremely accurate- his own projectiles have priority over yours and will just absorb everything.

After you learn his simple pattern, you should have no problem taking this Boss out. After eight or ten good streams of fire from you, he'll be down for good.

STAGE 3: ICE LAND

The difficulty takes a big jump in this freezing level. Even if you cleared the last ones with little trouble, you may see the Game Over screen here. There are a few key things to remember in this area.

The parasol and wall clinging abilities will be very helpful when sliding around on the ice. Also pay close attention to what the Roulette Stars give you. Speed Down can be very helpful for reducing slipperiness and increasing wind resistance. As you can guess, Speed Up will make things much harder for you. You might want to wait around for a bit until this effect wears off.

COIN 1: When you reach a set of sinking ice platforms, one of the lower ones will have this Coin. Another near the shoreline has a Roulette Star. Around the corner will be some Penguins rolling snowballs along a cliff side. Vault up to the Heart and drop back to the lower route on the right side for a Roulette Star.

COIN 2: Jumping up the frozen steps can be very tricky. Go as slow as you can so you don't fly out of control. At the top, jump out and stick your tongue to the side of the next platform. You should pull yourself over without interference from the wind. Grab the Roulette Heart and do the same for the next platform to find this Coin.

COIN 3: Snap up the Heart in the area with the falling icicles and walk to the top of the ski jump. Slide down it (make sure you stay close to the ski tracks in the middle) and you'll fly up into the air, grabbing this Coin in the process.

COIN 4: Grab the Roulette Star when you land from the ski jump and begin making your way over the frozen pond. If you start to slide toward a hole, jump and use your parasol. You should be able to direct yourself to safety. Snatch the Coin and Heart in the middle of the ice, followed by a Roulette Heart when you make it across.

COIN 5: This one is on an icy platform just after the frozen pond. It can't be missed.

COIN 6: You'll find a steep incline with posts and Penguin Skiers. Make your way up to find the Coin, a Heart, and a Roulette Star. There's another Heart at the top of the hill.

COIN 7: A narrow path with several igloos scattered about has a Roulette Star and this Coin in the first structure. The next ones hold a Heart, Roulette Star, and Roulette Heart. Be careful maneuvering around here with the strong winds. If you have full health already, it's probably best to just skip everything.

COIN 8: You'll come to an area enclosed by walls of ice with four Baby Penguins, two Roulette Stars, and the Coin. You'll have to kill the Baby Penguins to progress, a startling moment of sadism in an otherwise cute and fun platforming game. Eat their snowballs and shoot them back to take them out. The enemies will sometimes drop items for you.

COIN 9: You're soon faced with four floating ice platforms. The left one holds the Coin. Take it and you'll be lifted to another set of platforms. Grab the Heart with your tongue and jump to the opposite platform by way of the upper one (the lower will dump you off, most likely into an abyss).

COIN 10: This last set of platforms holds the tenth Chameleon Coin. Jump to the lower platform (it will begin elevating) and then to the left one, snagging the Coin as you land. The platform will immediately tip over and drop you. Use that parasol and you can easily

land on one of the platforms below you. You'll have to climb back up, but you'll have the Coin.

COIN 11: A little further on and you'll find another set of those irritating frozen steps. Try not to hurry making the jumps (you have a few moments before the steps actually begin falling) and you should be able to pick up the Heart and Coin on the way up.

COIN 12: Step into the goalie net and you'll find yourself in a hockey rink. It might seem you're helplessly being pushed around like a foosball, but you can cling to the posts and swing around on them to gain momentum. This Coin is on the left side in midfield.

COIN 13: It's directly across the hockey rink from the last one. You can easily lick it up as you pass.

ICE LAND CARROT: This one is stashed behind the goalie net on the hockey rink. It can be very difficult to reach because if you accidentally enter the goalie net, you'll leave this area and will have to start the level over again. Use the posts nearby to try and aim yourself in the direction you want to go. Even so, you'll get batted around by the Angry Hockey Sticks a lot and won't have very much control over your movements. It will come down to a bit of good luck in the end. Keep persisting, though, and you'll get it eventually.

COIN 14: Next you'll have to climb over some giant tumblers made of ice. There's a Roulette Star floating over the first one and our Coin over the third. Back on solid land, drag yourself over to the first post and align yourself with the next one. Swing out to the right and you should grab the Heart, landing safely on the last narrow beam of ice. Pull yourself over to the next wall and clamber up onto land.

COIN 15: When you hit the ski lift, ride an empty chair up a bit until you can jump onto the roof of the shelter. Do so and help yourself to this Coin.

COIN 16: The other end of the ski lift presents you with a sign advising you to use your parasol (you can't miss it because the illustration looks like Mario riding on Yoshi). Before you make the leap of faith, vault up and grab the Heart just out of reach. You'll probably have to vault forward rather than straight up.

Now ready yourself for a difficult maneuver. You'll only have one chance to do it right. Jump off the edge and aim for the Chameleon Coin floating in thin air. Wait as long as you can before activating the parasol, as you'll lose quite a bit of speed on your jump. Aim correctly and you should grab the Coin. Miss it and you'll have to start the level over again, as you'll appear at the bottom of the jump when you respawn.

With the Coin in hand, keep moving forward until you're within eating distance of the Roulette Star. After you grab it, shoot your tongue out again and you should be close enough to land to grab on and pull yourself up. If not, it really isn't a big deal as long as you managed to snag the Coin.

COIN 17: Make your way through the gauntlet of Sawnosed Goldfish (they move very predictably) and you'll find this one about halfway through. I'm really curious who came up with the idea for these enemies. It's very random and bizarre. I mean, Flying Doughnuts,

Ambulatory Popcorn Buckets, and Mini Burgers with giant eyes are all pretty crazy, but I can understand the whole food theme there. These guys just don't fit in at all.

COIN 18: This one is at the end of the Sawnosed Goldfish section, just a few steps ahead of the previous Coin. Sometimes a Triple Heart will appear around here, as well.

COIN 19: Here we have a series of high ledges guarded by Penguins pushing around giant blocks of ice. Grab the Roulette Star and get ready. Wait until the Penguin has moved as far to one end of the ledge as possible, and then vault yourself up onto the other end. Be quick, as they are surprisingly agile and will push that ice block into your way. The first step holds the Coin and the next a Roulette Heart.

COIN 20: At the top of these giant steps are the Coin, a Roulette Heart, the White Rabbit, and a Lift Tile to the Boss fight. Are you ready?

ICE LAND BOSS: Wheeler Walrus

This battle is going to be a little tough, mainly because of the unfriendly camera. The Walrus himself is, like other Bosses, very predictable. He'll spin his wheels and come flying towards you on the ice. Just move out of his way and you'll avoid this easily. He gets much faster as you begin whittling away his health. When he gets in the red zone, things are going to get a little complicated. The good side to this is that he is always vulnerable to your attacks. Even single shots do reasonable damage.

What makes this difficult is when the battlefield starts to get crowded with little snowmen. You'll need to slurp these guys up for ammunition, but they can also hurt you if you touch them. You're more or less blind on three sides (as in the Maraca Madman fight) and without a way to adjust the camera. On top of this, you'll be sliding on the ice all over the place. To say the least, you're going to take some hits. Try to stay in a corner at all times, only moving when the Walrus himself charges at you. Don't go for long chains of attacks, either. If you've even got a single shot ready to fly, nail him with it.

This Boss will probably take you a couple of attempts. Make use of the two Hearts in the corners and try to move as little as possible. The Walrus doesn't have much in the way of defense. The only way your shots won't hit him is if a snowman has materialized between you. If you're feeling especially ballsy, you can let the Walrus charge you and blast him after he destroys the snowmen blocking your attack. After you get used to the appallingly bad camera, this battle will not be very hard for you.

STAGE 4: GREAT EDO LAND

This area throws some tricky platforming and puzzle elements your way. Most of the Coins are not difficult to reach, although one in particular is often missed by players. Since this land features a Japanese village motif (I presume based on the Great Edo period) and I have zero knowledge of the culture, the descriptions of some enemies and objects are going to be pretty rough. I apologize for this, but I'm willing to bet most of these enemies are highly unusual to anyone. This IS the game series that features psychotic ice cream sandwiches, remember?

COIN 1: Cross the first bridge and you'll be in a narrow alley with a continuous stream of what look like Japanese board game pieces in battle dress flying at you. The Coin is on the rooftop on the left side of the corridor. It can be difficult to align yourself with the Coin horizontally (it's near the bottom of the double doors), but when you do so you can just vault up to it. Any enemies passing under you when you're vaulting will be caught in your tongue, which is nice.

COIN 2: After you pass a pair of green bird-like enemies (along with a Roulette Star and a Heart) you'll cross over a red rooftop. The Coin is near the end of this section.

COIN 3: Immediately after this roof, go up the wooden steps and grab the Roulette Star. The Coin is on a green rooftop past here. Be careful, as the roof will fall away underneath you.

COIN 4: Back on solid ground, you'll run into a quartet of mice holding lanterns (Or maybe stacks of meat buns? It's very hard to tell.). Keep going and you'll see the Coin between giant rock slabs that fall over when you pass. There is also a Roulette Star.

COIN 5: You'll reach an area with several red arch-like structures that sink when you land on them. Floating above the second is a Roulette Heart. In the second set of these structures, you'll see the Coin over the third platform. If you fall to the ground, just vault back up on the left side and they'll reset to their original positions. Up ahead, keep an eye out for a Roulette Star amongst the bamboo shoots.

COIN 6: The next area may give you a few problems. In a bit of a flashback to the final stage of the original Chameleon Twist, you'll have to use the Fry Guys to light the torches. Each successful ignition will bring a canoe up from the watery depths, allowing you to progress. Don't take too long, though, or they'll submerge again. Your best bet is to aim very carefully and not rush your shots unless an enemy is approaching. In this case, get rid of the ammo and take the new baddie. When you reach the far dock, you can claim the Roulette Star. Up ahead are more of those bizarre yodeling rats and this Coin.

GREAT EDO LAND CARROT: More tumblers will challenge you here, these made of straw. Make your way across the first set and grab the Heart and Roulette Star. The next set is rather unorthodox. The second tumbler will move toward the first, pushing you off in the process. Grab the edge of the first tumbler and regain your footing. If you feel like riding back to the beginning of this second set of tumblers, you can vault up to a Triple Heart in the air.

Like most Carrots in this game, this one is hard to miss. There will be a section of floor with several flipping boards. The Carrot is on the right side here. Pass the area with floating boards and you'll find a small fenced-in arena. Grab the Heart and two Roulette Stars if you like and get ready to take on some kind of disembodied luchador head. He'll shoot out some kind of tiny luchador slimes (I promise I am not making this up), which you can use as ammunition. Three hits will take this thing out.

COIN 7: More Disembodied Heads are bouncing around in a series of cubicles with red walls. This Coin is in the first cubicle on the left. You can also find a couple of Hearts and a Roulette Star here.

COIN 8: This one's in the last middle cubicle in the area described for Coin 7.

COIN 9: Ten steps ahead of the last Coin will be this one in a corner. Watch out for the blue bird dudes with rapiers and snag the Roulette Heart near the pier.

COIN 10: It's on the blue arrow under the water with boards floating by. It can be a bit hard to see. Careful not to get swept away by the current after you get it.

COIN 11: Hop on land across the water and vault up to the stone ledge at the upper point of the river. You'll find a Roulette Star and the Coin here.

COIN 12: Keep moving and you'll reach an unusual puzzle. The doors will open and give you a very brief glimpse of the tiles lining your path. O's are safe, while X's trigger a spike trap. The safe tiles are random every time, so pay attention when they're on display. Pick up a Heart and the Coin at the end of this section. From the Lift Tile, it's possible to explore the rooftops lining the spike trap corridor, but there's nothing of interest to be found.

COIN 13: At the top of the Lift Tile's ascent, you'll see a Heart, Roulette Star, and the Coin. Mind the annoying red and blue Rapier Birds.

COIN 14: At the next cliff, position yourself near the bottom section of the path and grab the pole with your tongue. Swing upward and you should grab the Coin in your arc. There's also a Roulette Star waiting for you when you land.

COIN 15: This Coin is easily missed if you don't bother playing the White Rabbit's minigame. It's a fun one: bowling! As usual, talk to the White Rabbit to learn the control scheme. This game is extremely easy- you'll have to play very, very poorly to be denied the Coin. If you nonetheless want some advice, head on down to the Minigames section of the Rewards Listing.

COIN 16: Halfway through the section with vertically moving wooden pillars, a blue rooftop holds a Roulette Star and Roulette Heart. From here, you can move to a Heart on the left or the Coin on the right. Swing around on the post when the way is clear and you can grab both items. From either platform, jump and drag yourself over to the next rooftop.

COIN 17: When you come upon a section with sliding walls that attempt to push you over the edge of the roof, press up against them as you pass and you can snag a Heart while avoiding a fall. When you reach the next cliff, ignore the pole for now and jump as far as you can to the right, activating your parasol. You should land on a platform with a Roulette Star. Extend your tongue to the right and pull yourself over to the next platform. A Roulette Heart is your prize. From here, make another far parasol jump to the right to find the Coin. Now you can return to the top section via the Lift Tile in the lower left corner and proceed through the area as normal.

COIN 18: Next is a difficult path with tall slabs of stone moving towards you. Vaulting over them is difficult and time-consuming, so consider jumping along the sloped awning at the lower edge of the

vicinity. Use your tongue to save yourself from falling into the abyss and you can pass this area with ease.

There's a simple jumping puzzle up ahead. Standing on each of the gondolas causes another to rise accordingly. Alternate between the three for a few moments apiece, making your way up the cliff side. If one of them rises out of reach, just hit the RESET button to return them all to the bottom.

At the top of the cliff, you'll get a Roulette Star. Keep going until you reach a few sets of steps below you with some sort of wooden rolling pins moving down them. Take the first steps down for a Heart and the Coin we're looking for in the lower right corner.

COIN 19: The bottom section of this awning is flat, allowing you to walk freely. Make your way all the way to the left (it's a bit of a hike) for a Roulette Star. Return to the steps you came down from. It's possible to climb up near the Roulette Star and make a shortcut, but you'll miss some items.

From the top of the steps, head left and pick your way over the flipping boards. You can find a Heart along the way. A bit further you'll run into some wooden platforms orbiting a pole. Ride a platform to the ceiling and take the Coin.

COIN 20: This last Coin is one of the game's most often missed. Just after the White Rabbit, you'll see some screen doors in the background. The left one will open, letting out one of those rolling pin objects. You have only a few moments before the screen shuts again to slip inside. Make your way to the right and the last two doors will open, exposing your chameleon and the last Coin. We're done here!

Do note that you have only one chance to get this Coin. Jumping in the abyss will not cause the doors to open again. If you miss it, you'll need to play this stage again.

GREAT EDO LAND BOSS: Crusher Frog

The Boss of Great Edo Land steps up the difficulty a bit yet again, but he's nothing you won't be able to handle after a practice round or two. He has two simple but effective attacks. On land, he will try to leap onto you and squash you. Stay to the edges of your platform anytime he's occupying another and you won't have to worry about this. His water-based offensive is a lot deadlier. He'll send his tongue out after you in an exact imitation of your own attack. As soon as you see him open his mouth, jump over to the next platform. Even though the tongue tracks your movements, it will still miss. As you wear down his health, this attack will speed up and you won't have time to prepare to jump to a second platform after the first time. Jump straight up and the tongue should pass under you. Try using the parasol if you find this attack is costing you a lot of health.

The best time to hit the Crusher Frog is when he's on land. Wait till he leaps to your platform and let him have it with one of the Fry Guys hanging out on the edges of the arena. Even though you can only make single shots, they will do decent damage. It is possible to nail him when he's on other platforms or in the water (not underwater), but aiming is difficult and you'll just have to move to another platform to reload (unless you feel like waiting for the Fry Guy to respawn).

Once you've fought this enemy a couple of times, he isn't very

difficult. The toughest part is avoiding his licking attack. If you can capitalize on his vulnerability on dry land, you'll soon put Great Edo Land behind you.

STAGE 5: TOY LAND

Toy Land can be a bit frustrating. Several of the Coins are well-hidden and require some skill to obtain. You will also have to play this stage more than once if you want to get every item (a major pain if you plan to unlock everything for each character). There is also a definite emphasis on jumping here. Enemy encounters are few and far between. On top of this, the Boss can be tough if you aren't good at vaulting.

TOY LAND CARROT: This item doesn't show up until near the end of the stage. But for your first trip through the level, grabbing this is your priority. You won't be able to get every Coin until you have the Carrot, and you need to collect all 20 Coins in one go to get a Perfect score. So skip any Coins on your first run and just grab this.

The Carrot is located near the giant chessboard. After you get up here, pan the camera to the right and you'll be able to see the area you came up from. There is a narrow catwalk bordering the top of this previous section. Float down to this and carefully make your way to the upper right corner of the catwalk. You'll find the Carrot chilling over here. Now proceed through the stage as normal and defeat the Boss (see its respective section below for details). After you save or change clothes or whatever, restart the level and begin Coin hunting.

COIN 1: It's immediately to the right of your starting point.

COIN 2: You'll reach a bridge with collapsing sections. Vault up onto the upper beam of the bridge and face the blue wall. Vault, jump, and at the peak of your leap grab the wall. When you've pulled yourself over, jump up onto the ledge for this Coin.

COIN 3: This one's right in the middle of the bridge described for the previous Coin. There's a Roulette Star in the corner of the platform you land on after you cross.

COIN 4: In the jigsaw puzzle room, kill the Superball enemies and take the Heart and Roulette Star if you need them. After a series of swinging and seesawing platforms, you'll reach another Heart and Roulette Star pair. The Coin is in the middle of one of the platforms occupied by a Toy Mallet.

COIN 5: Just ahead you'll reach a bridge type of structure with beams overhead. Climb the green angular slope on the right and you'll see this Coin topside. Lick to the left for a Roulette Heart on the opposite side of the bridge.

COIN 6: While riding the teal and orange Lift Tiles, snag the Roulette Star with your tongue as you pass. On the green block with arrows, vault straight up, jump, and grab the wall at the peak of your jump. From here, you can leap to the blue platform. It doesn't look possible, but you'll make it. Repeat this for the next climb and you'll reach a treasure trove with two Hearts, the Coin, and two Roulette Stars. Fall down to the original area with the green block to find a third Roulette Star.

COIN 7: The Coin is in plain sight on top of the pink piano with

the White Rabbit.

COIN 8: This is another minigame Coin. You might expect the game to involve the piano, but it's actually a math game. It can be a little tricky to get the hang of it, so check the Minigames section of the Rewards Listing for a little help.

COIN 9: Walk across the giant stacks of batteries to find a Heart and Roulette Star. You can also find a Roulette Heart and Roulette Star on the long decline with the Saw Blades. The Coin is on one of the trampolines after the giant crocodile head.

COIN 10: Grab the Heart on the robot's chest and another hidden on his upper shoulder. Make your way onto the lower leg and ride it as it bends down to score this Coin.

COIN 11: You'll find a Heart on the first conveyor belt. This Coin is on an upper belt, slightly out of the way.

COIN 12: It's on the last conveyor belt before the floating gift boxes.

COIN 13: Jump from the fourth gift box and use your parasol to reach the red rim of the crane game's prize display. The Coin is on the right side of this red section.

COIN 14: Ride the next gift box up to the springboard and you'll end up inside of the glass display case. You'll see the Coin and a Heart here, as well as a Roulette Heart hidden behind the Toy Hunger booth. When you've collected everything, ride the crane up to get dumped into the next area.

COIN 15: Book it across the collapsing bridge of cards and grab a Roulette Star along the way. The Coin is in the middle of the bridge and a Heart at the end. Jump and use the parasol if you find yourself falling.

COIN 16: You'll reach a split in the path with dominoes on both sides. Approach the right one and it will fall, creating a bridge to this Coin.

COIN 17: Continue to the left over falling dominoes until you reach a Heart. Crossing this next bridge is difficult. Run across the collapsing cards until you collect the Coin in the middle. As soon as you snag it, immediately jump and stick your tongue out while activating the parasol. You should be able to grab the far left wall without losing much altitude. Pull yourself up on the ledge and grab the Heart before you continue.

COIN 18: It's in the lower left corner of the giant chessboard. You can also find a helpful Heart and Roulette Star here. If you land a Double or Triple Shot, you'll have a much easier time taking out the King.

COIN 19: When you come to a flat area with crushing toy blocks, take the Roulette Star and head to the lower right corner for the Coin. The upper left corner has a potentially helpful Roulette Heart. Cross the trampolines in the upper right corner for a Heart.

COIN 20: Swing your way across the next chasm for a Roulette

Star. Jump onto the trampoline when the cuckoo clock opens, and you'll end up on a high ledge. Jump onto the roof of the clock from here to find the last Coin. Snag the Roulette Heart and hop into the small biplane to face the Boss.

TOY LAND BOSS: BATTLE BOT #2

Remember how you crossed over that giant robot lying prone earlier in the stage? You'll fight his more active relative here. This fight looks a lot more difficult than it really is. The most important thing to remember is that you won't fall off the edge of the arena, even if you jump. This fact alone makes the battle much more manageable.

This robot has a few crafty attacks to take note of. He'll start with one of three techniques and progress to the next one in the cycle. In his most basic tactic, he'll open a hatch on his stomach and begin sending a stream of Mini Bots after you. Position yourself in front of him and slurp up these things to pelt him as much as you can. They cause very little damage, but it adds up. The stray Mini Bots will circle the arena and try to harass you. Just stick to the extreme upper edge of your walkway and they won't be a bother. Avoid the corners, though, or they'll bump you as they turn.

Next, our giant red adversary will unleash a cannonball from his mouth. This is what you've been waiting for. Grab it out of the air and send it back to him express mail. It does much more damage than attacking him with the Mini Bots. As his health drops, he'll start shooting out two in a row. Closer to death, he'll lob three at you, exponentially speeding up his demise.

After the cannonball, he'll use his most deadly move, a spinning clothesline attack. Think Mike Haggar in a giant robot suit. When he starts to turn, move your chameleon in the opposite direction of his spin. The giant arm should come down behind you. He'll make one or one and a half revolutions in this attack before the arms start to rise up. Vault and jump over the arms, but pay attention to the height of them. You don't want to vault yourself into his way when staying put on the ground would keep you safe.

After this third phase, he'll revert to the first pattern of sending the Mini Bots after you. He can be difficult (especially when you're trying to learn the timing of his clothesline move), but with practice you'll be able to take him down in six rounds or less. This is a good thing, since you'll need to fight him eight times if you want to unlock everything.

STAGE 6: PYRAMID LAND

Predictably, this final stage pulls out all of the stops and poses an impressive (and fun) challenge. Hopefully you have mastered each of the White Rabbit's Training Games he has offered. If not, this stage will give you problems. Most of the Coins are easily found, but the difficulty is in actually reaching them. The enemy presence is much more noticeable than the combat-light Toy Land, so be ready for some brawls.

COIN 1: There's a Heart up on a pillar you can vault to as soon as you start the stage. I'm not sure why you may already be in need of health, but it's there for you. Snag the Roulette Star in front of the last falling sarcophagus. After you go up the steps, the Coin will be floating between some ornate arches. Vault up to grab it.

COIN 2: Get ready for an annoying climb. Vault into the first cubbyhole and look for the next one above you. Jump out of your niche, turn in midair, and cling to the wall at the peak of your jump. You should drag yourself up to a position just under the next cubbyhole. Jump up to it and repeat the process to scale your way up this cliff side. You'll come across a Roulette Heart and this Coin.

COIN 3: When you reach the summit, ignore the Roulette Star and hide in the alcove as a giant log rolls past you. Grab the item when the coast is clear and keep moving. Use a combination of vaulting and tongue grabbing to ascend the next set of steps. You might need to vault forward to get that bit of extra height. Take the Heart at the waterfall and proceed to the windy area. Lick up this Coin and try to save yourself from being blown off the cliff by snagging a post.

COIN 4: A little further on is a Triple Heart. Continue swinging amongst the posts (or dragging yourself between them) and you'll find this Coin on the left end of the area.

COIN 5: You'll reach a section with several stone ledges protruding from and retracting into the wall on a timed basis. Watch these for a bit to learn the pattern of the movements. They all use the same timing, but are not synchronized. When you're ready, vault up and grab the first ledge. You'll want to grab the left edge of the platform, as this part does not retract into the wall. Hang on until it has stopped retracting, and then jump up to safety.

By now you should see the Coin on a ledge overhead. The next platform in line is not safe; it will retract into the wall completely. Time your jump onto it so that you land as it's coming out of the wall to allow maximum time for your next move. Quickly turn around, vault, then jump and stick your tongue out at the peak. You should cling to the ledge with the Coin and pull yourself over to grab it.

COIN 6: From the platform holding Coin 5, make a leap of faith to the right and activate your parasol. Guide yourself to a ledge with a treasure trove- two Hearts, two Roulette Stars, and the Chameleon Coin.

PYRAMID LAND CARROT: Return to Coin 5's platform (described in its respective section), and look ahead to see this object with a rather long moving ledge near it. Vault and use your tongue to cling to this ledge when the timing is right. You'll pull yourself over to safety so you can grab this, the game's final Carrot item.

COIN 7: You can see this Coin from the Carrot platform. Jump towards it, snag it in the air, and float down to solid ground ahead. If you're feeling like a challenge, you can cling to the left edge of the platform, pull yourself up when you get a chance, and jump behind you, floating down with the parasol to grab the Roulette Heart. It's very difficult to reach safe ground from here, though. If the platform retracts with you on it, you'll get dumped.

COIN 8: Players of the original Chameleon Twist will recognize this next part. Talk to the White Rabbit while possessing all of the Carrots to play the last minigame. It's a fun one... pool! Like the other games, there isn't a whole lot to it. Just use your tongue to knock the six balls into the pockets. Check the Minigames section of the Rewards Listing if you're having difficulties.

COIN 9: There are a couple of Hearts on either side of the archway, so take those before entering the next area. This rather frustrating Coin is out of sight on top of the sliding sarcophagi. Use carefully timed vaulting and clinging to get on top of these. After you snatch it, you can try for the Triple Heart on top of the next set of moving objects before you continue.

COIN 10: When you reach a hieroglyph Lift Tile, vault up to get the Roulette Star. Swing around to get the Heart before you hit land again. You'll find this Coin inside the first of three red coffins.

COIN 11: The second coffin has a Roulette Star and this Coin's in the last one.

COIN 12: You'll end up in a narrow hallway with a giant boulder rolling your way. Run ahead and slurp up this Coin, then hurry back to the first overhead platform (there's a Heart on it) and vault, cling, and jump up to it.

COIN 13: Snag the Roulette Star to the left and jump to the next platform. The ledge up ahead has the Coin. Make your way to it and drop down when the boulder is gone.

COIN 14: Grab the Heart in the middle of the first ring and the Roulette Star in the second. The last has another Heart. When you see a series of tiles rotating in a circular pattern, ride it up to find this Coin.

COIN 15: Underneath the giant feet are several niches in the floor. The second one holds the Coin. The last has a Roulette Star.

COIN 16: There is a Heart and a Roulette Star on the platforms with spinning tiles on them. When you reach land, lick up the Triple Heart before the cage drops on it. (If you get caught, it'll disappear after a few seconds.) The Coin is in the right corner here.

COIN 17: This one's hovering over the last translucent platform.

COIN 18: You can see this Coin on the right before you can reach it. Swing around to the platform it resides on. Don't make your tongue too long or you won't pass over the platform.

COIN 19: Swing to the upper platform. When it's finished rising, swing to the left and get the Roulette Star. With any luck, it'll be a Double Shot, Triple Shot, or a Star. When this platform stops moving, swing around again to the upper platform. The Lift Tile will deposit you near this Coin on the far left side.

COIN 20: Don't grab the Heart or Roulette Heart until you're in need of them, since this battle can be a little difficult. If you're not riding out a good benefit from the last Roulette Star, grab the new one here and try again. Any of the previously mentioned effects will give you a huge boost. Your goal is to grab the Mummy Ghosts and shoot them at the Mimic Chests.

This is easier said than done, as many of the tiles in the floor will tilt precariously or even sink completely. Move off of a tile and it will right itself. Remember which tiles are safe and you'll have a much easier time here. (Falling means starting the battle over again.) Try to concentrate on taking out one enemy first. Killing the remaining

one will be much simpler that way. Grab this Coin (and the previous if you haven't already), make your way up the steps to the Roulette Heart, and get ready to face the final boss.

PYRAMID LAND BOSS: DEMON SPHINX

Your last opponent can be a tough fight. Like all other Bosses, though, he will become much easier with practice. He has a number of attack patterns, but when they are learned he is a very simple Boss. He stands on one of three pedestals and will shoot a variety of flames at you. Your plan of counterattack will vary depending on what color they are.

Red flames are a gift. Lick up as many as you can in one string and dodge the rest of the fire. They'll land in a convenient chain pattern that allows you to easily scarf them. Just be careful that you're not standing in the crossfire.

Orange flames are the trickiest to deal with. Sometimes he'll blow a steady stream in a sweeping pattern around the middle of the arena. You can score a long chain here pretty easily, but the risk of taking a hit is very high. If you have a lot of health, it's well worth it. You can easily dodge this by staying still and jumping the stream as it sweeps toward you. Other times the flames will be more widespread and you won't be able to get as many in your mouth. Whatever the case, this can be a good opportunity to stock up on ammo if you can capitalize.

The purple flame attack is when you should take defensive measures. Forget grabbing long chains. Your priority is to escape unharmed. It's possible to snag a few at the end of the fusillade, but you might just end up getting rid of them if he switches to another color of fire. Remember that these flames will follow your position, either in a straight line or a more diffused pattern.

So when's the best time to blast this guy with his own fire? That depends. If he's already finished with his attack, forget it. He'll be teleporting by the time you start shooting and you'll waste your hard-earned ammunition. He's wide open during the purple flame moments; don't hesitate to run up close and nail him, even if you only have a couple of shots on hand. Every little bit helps.

You can also cause decent damage to him when he's emitting orange flames. Try to time it so his head is facing away from you when you start shooting. He'll absorb some hits with his own fire, but the damage is decent and you won't have to wait around for the purple flames. If you're quick, you can then restock before he finishes the attack.

The main thing to remember when going on the offensive is to hit him from up close. If you're any more than halfway across the arena, aiming will be very difficult. Also, your shots will take way too long to reach him. Like the other Bosses, he should fall after a few attempts. Be persistent and place your shots carefully to win.

---SECTION 3: REWARDS LISTING---

Did you find everything hidden (or not so much) in each level? If so, you'll be given new costumes or minigames to play with. Here's a list of what you open up in each stage, so skim through it to find the stuff you like, rather than wasting time unlocking things you don't want.

COSTUMES

Just collect all of the Coins in each stage to receive a new set of apparel. Some of these bonuses are more worthwhile than others. Change out of your smelly old clothes by pressing Start on the Stage Select menu and using the Costume option. Also keep in mind that selecting a new costume will change the appearance of your parasol. Check it out when you're floating down to safety; some of the designs are actually very well done.

SKY LAND COSTUMES

The Barney Rubble (Davy): It's a yellow animal skin on his torso, complemented by matching bracelets and shoes. His backpack has a stone texture for the primitive chameleon on the go.

The Ragin Cajun (Jack): A stylish necklace made of alligator teeth (or maybe bird feathers...it's hard to tell) is always a winner among Nintendo 64 fashion critics. Similar accessories adorn his backpack. He also gets a nice pair of sandals. Not sure what's up with the red skirt over brown pants, though.

The Leafy Legend (Fred): It's no coincidence that our stoner-eyed buddy gets a grass belt of sorts with vines crisscrossing his pack. Nice plant stem anklets and sandals made of leaves complete the look.

The Betty Rubble (Linda): This is pretty much a female version of Davy's Sky Land duds. A two piece outfit and shoes made from the same yellow hided animal is paired with a giant white bone in her hair. The same stone backpack is also present.

CARNIVAL LAND COSTUMES

The Ricky Martin (Davy): A bright white half-shirt with lavender lace adorning it triumphantly announces Davy's emergence from the closet. The deep blue sash and charcoal pants seem a bit incongruous, however. But the matching light purple backpack with the presence of some kind of religious symbol is just baffling.

The Don Juan (Jack): What better way to hit the town looking for love than in a white leisure suit with matching pants, tastefully combined with a blood-red dress shirt? A red button and triangular medallion lend an air of mystique. The red pack with the white rose emblazoned upon it solidifies his status as a lady killer. His only misstep is the black dress shoes with white soles. Hurry up and return those to the DSW, Jack.

The Young Aristocrat (Fred): This deceptively simple white tunic sports blue and red buttons. It also comes with shockingly red and blue shoulder pads, a kerchief, shirttail, and pants. Another kerchief on the backpack and sensible white shoes round out this unusual ensemble.

The Candystripe Schoolgirl (Linda): This purple, red, and cream striped top with matching shoes and a blue bow on the head speaks of a sophisticated and cultured upbringing. The sleek and businesslike pack is sure to contain an impressive portfolio.

ICE LAND COSTUMES

The Christmas Chameleon (Davy): If you like red, this wardrobe

assembly is for you. Aside from a jacket, pants, and shoes that are all startlingly red, there is a nice assortment of gold buttons. He also sports mistletoe on his white packsack. Davy's green skin also complements the attire well, solidifying the holiday theme.

The Grape Satanist (Jack): His poofy white shirt features a purple insignia, undoubtedly the sigil of a powerful demon (an identical one appears on the backpack). His cult demands a tastefully matching sash and shoes, as well. He tops off the outfit with gray slacks for a memorable look.

The Pastel Deckhand (Fred): Where do we start with this ensemble? It's hard to determine what catches the eye first. The red and teal striped shirt? The dark purple pants paired with brown leather shoes? (Yuck!) The lavender knapsack with the anchor design on it? Whatever catches your eye, don't neglect the giant purple ribbon around his neck. It looks like Freddy was in a hurry to catch the bus to Stage 4 and just dressed himself with whatever was lying on the floor.

The Expensive Escort (Linda): This blouse is very similar to Jack's Ice Land costume with the light white material and purple decorative mark (also on her pack). Her sensible white shoes with matching purple laces merit a thumbs up, as well. But why isn't she wearing any pants?! Even the most lackadaisical of pimps would make his girls wear some kind of lower body attire. This is sort of disturbing.

GREAT EDO LAND COSTUMES

The Edo Sentry (Davy): This appears to be a simple purple ninja uniform with a dark belt and lining, but look closer. Is he wearing a striped shirt under the costume? I think so. And what's with the super high striped socks? Maybe he's wearing long underwear. The cornflower packsack with the throwing star design on it seals his fate as an utter dork. This is like some half-assed Renaissance fair outfit.

The Regal Officer (Jack): This fashionable red uniform with silver piping certainly looks respectable. Throw in matching boots and leggings and you've got yourself a winning combination. Four red diamonds are also displayed on his backpack, suggesting a penchant for gambling.

The Casual Adventurer (Fred): A turquoise sport coat covers a soothing royal blue shirt with gold trim. This part of the outfit I can get behind. Downstairs, though, matching blue pants offer a jarring contrast to white socks and sandals with similarly blue coloring. It's like two different people are offering Fred wardrobe advice. One of these people is an absolute moron. He also has a marking on his backpack similar to Linda's Great Edo Land costume.

The Gift-Wrapped Ninja (Linda): Now here is an eccentric ensemble. Linda's white shirt with orange lining looks like a birthday present. The big red and pink bow tied around her waist completes the effect. The lower half of her body is baffling. She's wearing sandals with socks that go all the way up to her thighs. And what's with the decorations on her pack? Are they supposed to be the Rosetta Stones or something? To cap off all of this bizarreness, she has a giant throwing star attached to the back of her head. What's holding it on? I have no idea. This costume is frightening to a cutting-edge fashionista like me.

TOY LAND COSTUMES

The Futuristic Superhero (Davy): Undoubtedly modeled after some kind of action figure, this outfit decks him out in a red vest over blue shirt, red pants, and blue shoes with yellow soles. A gold medal with a "D" on it signifies his role as the good guy. The backpack has a red "D" logo, as well. While overall a neat disguise, the hands and head seem to be rather bare. If he's going to go overboard with self-promotion and wacky pastel colors, why not wear a big power ring or a helmet or something? Even a bracelet would work.

The Wedding Singer (Jack): This guy is sure to be a showstopper in his charcoal suit and slacks accented with bright purple music notes. A nice red bowtie adds that festive touch. An odd footwear choice (is he wearing sandals?) distracts a bit from the effect, but the backpack (featuring more violet music notes) assures he'll be a runway regular.

The Sleepy Farmhand (Fred): This amusing getup sports a white tee with red overalls, white shoes with blue soles, and blue socks. The overalls have an odd blue lining, gold buttons, and a white pocket. A seemingly random teal knapsack sports a metal ring and rope ties. It sounds highly unorthodox, but Fred's attire actually looks okay.

The Cotton Cutie (Linda): For this stylish costume, Linda throws on a frilly white shirt with red buttons, dark blue shorts, and white sneakers with light blue laces and socks. It's nice enough for a summer lawn party, but casual and comfortable. A light blue ribbon around the neck, a yellow hair bow (both with big red hearts), and what appear to be garters offer nice detail. The only sore spot is a weird frilly drape over the packsack. Not feeling it, honey.

PYRAMID LAND COSTUMES

The Desert Storm Trooper (Davy): This is just a standard set of camouflaged combat fatigues and brown boots. The knapsack shares the camo pattern. What's going on here? Why doesn't he clash horrendously or wear mismatched items? What a waste of an opportunity.

The Safari Guide (Jack): The familiar khaki colored jacket is paired with brown hiking boots. The front of the jacket has a number of pockets and a buckle, as does the matching (yet slightly greenish) backpack. Clean white work gloves top off the uniform. I have to say I'm a little thrown off by the sheer ordinariness of this costume. Where are the eye scorching pastels and inexplicable mixings of styles? I'm a bit disappointed.

The Dopey Neanderthal (Fred): Now this is just lazy. In what is clearly a rehash of his Sky Land outfit, Fred slings an animal skin around his torso, ties on a vine-patterned belt, throws on a pair of sandals, and calls it good. The backpack appears to be a rock with chains on it, which is sort of cool. But the overall lack of originality (a flaw plaguing all of the Pyramid Land costumes) makes this unfit even for the Salvation Army thrift store.

The Navajo Princess (Linda): This simple Native American dress (with some sort of emerald green lining on top) comes with matching sandals, a choker, and a flower-shaped bow. She also has some kind of decoration on her hand. It looks like a wristwatch, but it's so hard to tell because of how her arms are swinging on the Change Costumes

screen. Chill out, Linda! And do something with the backpack...it's way too plain!

MINIGAMES

Like any action game worth its salt, Chameleon Twist 2 offers a few distractions from the main adventure. You can play all of the games you've accessed by going to Minigames on the main menu, or by talking to the White Rabbit at certain points in specific stages.

GAME 1: POLEDANCER

This seems rather frustrating at first, but getting the Coin is actually very easy. Start out by grabbing onto the first pole from behind the starting line. This will give you enough length on your tongue for a big loop. Swing upwards and you'll automatically catch the second bar for another spin, this one much tighter. At the apex of this second swing, let go of the bar and you should fly to the right. Pull out your parasol and float gently over to the yellow mat on the right side. Land properly and you should beat the high score of 300. If not, you probably weren't landing far enough to the right. Landing is the most critical part of this challenge, something that the White Rabbit doesn't really explain very well. At any rate, you should nail this one in a few tries.

GAME 2: POCKET POOL

Don't feel bad if this takes a few tries to master. You might run into a couple of uncooperative balls that just refuse to be put away. A lot of this comes down to luck. The cue ball doesn't respond very well to angled shots, and there's no way to control how lightly you hit it. Bank shots are also a bust, as the aiming is just too unpredictable to be effective. You might just need to try this one a few times until the little gnomes living inside the Nintendo 64 get tired of messing with you and let you win.

The camera buttons will actually rotate the view here to make your shots easier. Try your best to angle your shots properly. If you can knock a couple in on the initial break, you're doing great. Don't worry excessively about your score. You can make as many as 30 shots and still get the Coin.

GAME 3: BOWLED OVER

Here's a rather simplistic and fun version of bowling. Take a 16 pound ball and line it up with the center pin (a bit to the left or right is also fine). Line your chameleon up perfectly straight behind the ball and lick it to get it rolling. With a little bit of luck, you'll get a strike. Even if not, you can usually clean up the spare with little trouble. In the case of a nasty split, switch to a lighter ball (eleven or twelve pounds) and try to angle your shot to get the stragglers. There doesn't seem to be a way to apply spin to the ball, so this can be extremely difficult.

This technique should score the Coin without fail. A turkey seems to occur often in the fourth through sixth frames. Whether you use this strategy or find one of your own, this is a fun and relaxing diversion from the main journey.

GAME 4: TWISTED MATH

Talk to the Rabbit for the rules and step on the Start panel to kick things off. This game is not nearly as difficult as it might first seem. The key is to make smart use of the multiplier pieces. Don't start a chain with one or it'll just be wasted. You can combine multipliers, too, so try to save the bigger ones for last. If you're just trying to get the Coin so you can leave, stick to simple chains of

three or four pieces and you should be able to beat the high score of 100.

As you practice more, you can try twisting your tongue around for more complex equations. This probably goes without saying, but avoid the negative pieces. If one sneaks into a high scoring combo, it can really cripple your score. Unfortunately, there is no way to discard a game piece once you've touched it. This challenge might take a few attempts, but after you get the Coin you can continue through Toy Land.

WALLPAPERS

Beating the game also scores you a nifty little bonus in the form of special backgrounds for the main menu screen. In addition to the normal wallpaper, you'll see six others (one representing each stage of the adventure). It's random which one you get, but you can pop in and out of the Training menu to change it up until you've seen them all.

---SECTION 4: CONCLUSION AND CONTACT INFO---

This should about wrap everything up. I hope you were able to find the help you needed here. If you notice any glaring errors or items I've neglected, don't hesitate to let me know by dropping me a line at masked_loser (at) hotmail (dot) com. I've proofread and edited this article repeatedly, but let me know if you spot a typo. I'm kind of a perfectionist like that.

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