

LocoRoco Halloween Level Walkthrough

by Leonard Pler

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LOCOROCO - HALLOWEEN DEMO
FAQ/Walkthrough
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00. VERSIONS HISTORY

Version 0.60 (26/10/2006): Started writing this FAQ/Walkthrough. Finished the "Fast walkthrough". But "100% walkthrough" and "Locations of the secrets" sections are still incomplete.

Version 1.00 (01/11/2006): The "100% Walkthrough" and the "Locations of the secrets" are finished, although one Berry is still missing.

Version 1.15 (01/11/2006): Thanks to Thomas, I finally found the missing Berry (#14) and some new Pickories. The guide is now 100% completed.

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01. INTRODUCTION

LocoRoco Halloween Demo was released on 26/10/2006. It requires firmware 2.82 to run properly. It consists in an all-new, exclusive level, with a unique Halloween setting, full of pumkins, bats, ghosts, haunted houses, tombs... It also features new types of puzzles and elements, not present in the main game.

Those familiar with the original game or with the previous demo, shouldn't have too much problems getting through this level. It has a medium difficulty, although as usual in LocoRoco, there are some Berries and MuiMuis difficult to locate.

This guide will try to help both those interested in getting through the level and those interested in finding all the secrets.

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02. GAMEPLAY

These are the basic controls for the demo:

L: Tilt the level to the left
R: Tilt the level to the right
L+R: Jump
O: Divide the LocoRoco into various small LocoRocos
O (long time): Call back all the LocoRocos
START: Pause / Menu

Your target is to reach the end of the level while getting as many Berries, MuiMuis and Pickories as you find along. You will need to face some enemies, and also solve some puzzles and other situations. LocoRoco is a nice mixture of platforms and puzzle.

Each Berry will make your LocoRoco grow (giving you one extra small LocoRoco when you divide them). If you are hurt, you will lose one LocoRoco. If you are hurt when having just one LocoRoco, you will die, so it's always good to have some LocoRocos stocked (although having too many of them will slow you down).

Finding MuiMuis and Pickories will not affect your game, except for letting you obtain a higher Score when you finish the level. (However, in the full game, finding a MuiMui will give you a new piece to use in other mini-games; and the Pickories work as coins to pay for the mini-games.)

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03. GAMEPLAY TIPS

You will advance faster if, while tilting into your desired direction, you press the other tilt button repeatedly, for a quick series of jumps. This method is sometimes necessary to reach some areas with a pronounced ramp, or to avoid falling from certain slopes.

Explore every corner of the level to discover new secret areas where you will probably find new Berries, MuiMuis and Pickories.

To kill the enemies, just jump into them with enough power. Don't let them eat you or you will lose one LocoRoco (you can gain it back if you hit the enemy soon enough). Be careful, because spiked enemies are invulnerable and hitting them will hurt you.

When there seems to be no exit, try hitting the walls to break them or use something in the environment which can help you to advance.

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04. FAST WALKTHROUGH

This walkthrough is meant to help you cross the level in a fast and easy way, without worrying about secrets. For a more detailed guide, check the next

section of this FAQ.

As soon as you begin, tilt to the right and jump to the next ledge. The Pumpkin there will run away. Keep tilting to the right. Jump, tilt to the right again, and jump again. The Pumpkin will then press a switch, making you fall into a pit. You will get into a series of ramps with Pickories. You can speed up your LocoRoco by tilting left and right, but it's not necessary. Tilt to left and you will get onto a swinging platform. Tilt to the right, so you fall onto the next platform. Grab the berry there if you want. In any case, you can leave the LocoRoco in the left edge of the platform, and it will automatically go down from one to another, as they will swing thanks to the LocoRoco weight. (Of course, you can also tilt with L/R. Just be careful not to go too much right or too much left, where there are Spikes waiting for you). Ignore the platform that moves from one side to another. When arriving to the floor, just go left. Get the Pickories if you want. Jump left so you can enter the corridor. You will automatically get through it, entering into the next room.

You may notice that each corner of this room has two switches (one green, one blue). Pressing one of them will rotate the room into a different direction: the green ones rotate it to the left, the blue ones do it to the right. So you can undo the rotation by pressing the switch of the opposite color. The target is to get the Berry in the middle of the room. It's easier than you may think. Press one of the blue switches (although the one to your right is recommended). After the room rotates, press another blue switch (right one recommended). Press a blue switch for the third time (again, right one is recommended). Now you are close to the Berry. Just press the only blue switch you can reach (the one you just pressed, after it pops out again). Tilt right, then you can get the Berry. A passage will be opened below. From this position, you can't reach any switch. You need to tilt to the left for a while, then slightly right and jump to the ledge above the Berry alcove. Drop down by tilting right, then tilt left and you will fall into the opened passage.

Don't let the pumpkin floor scare you. Sometimes, in this type of ground one of the pumpkins will move when you touch it, revealing some pickories. But don't worry about that now, just keep going to the right, collecting some Pickories along your way. Kill or avoid the two Mojas there. Jump to the right, standing in between the two rocks. You can break the floor there by jumping and falling onto it three times. This will cast a current of ghosts which will take you to a new section of the level.

Before your landing, you will hit the bell, and a Berry will pop out. Get it if you want. Call back your LocoRocos. Jump to the right, then tilt to the right, collecting the Pickories until you get to the pumpkin ball. Standing on it will make it fall and clear the passage. Drop down, following the ball. Now keep tilting and jumping to the left, until the ball reaches the end of the corridor. Eventually the ground beneath the ball will break because of its weight. Now tilt to the right, until the ball reaches the end. Once again, wait for the ground below to break, and drop down following the ball.

Various bats will be flying around the right section of the room (one of them will have a Berry), but you can ignore them, as they will not hurt you. You need to bring the ball to the left section. So go to the right of the ball and push it left by tilting and jumping. Once you are done, the ball will be almost locked onto the floor. Jump onto it and use it to reach the left ledge, from where you need to tilt to the left and drop down. The slope will take you to some mysterious blocks that will soon be revealed as part of a skull's mouth. It will divide your LocoRocos, taking them to the next section.

To the left there are some Pickories and a Spike, but instead you should tilt to the right, drop down, and then tilt to the left, getting Pickories all along

your way down. Now go to the right again and drop down to the next section. Some weird windmills will transport you to the right. Call back your LocoRocos and then head to the right. Be quick jumping above the two Spikes waiting there, so you can leave them behind before they even start moving around. Keep going right. There are some giant sleeping pumpkins there, but in order to waking them up, you need to have 15 LocoRocos. If you have followed this fast walkthrough, you are unlikely to have so many. So ignore them and keep going right.

The ramp ahead will mostly take you into the right section, moving a wall that lets you reach a new section of the level. But it's easier and faster to go to the left and drop down the pit. You will land onto a floor that will move down because of your weight. Drop into the clear space, and you will eventually get to a room with a Broom sweeping the ground. Ignore it by tilting to the left. Then jump to the left to reach a corridor that will automatically take you to a room with four Mojias. Kill them if you want (doing so will make a Berry grow). In any case, jump to the left to reach yet another corridor that will take you to the end of the level. Tilt to the right until you reach the plant surrounded by berries. Divide the LocoRocos so they can sing to make their house grow. You're done with the level.

Congratulations and... Happy Halloween!

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05. 100% WALKTHROUGH

This walkthrough is meant to help you cross the level getting every Berry and every Pickorie. For a more simple guide, check the previous section of this FAQ.

As soon as you begin, tilt to the left. You will notice a plant with two scary pumpkins. Jump to hit the right one to reveal three pickories. Once you get them, tilt to the right and jump to the next ledge. The Pumpkin there will run away. Keep tilting to the right. Jump, tilt to the right again, and jump again. The Pumpkin will then press a switch, making you fall into a pit. You will get into a series of ramps with Pickories. You can speed up your Locoroco by tilting left and right, but it's not necessary. Tilt to left and you will get onto a swinging platform. Tilt to the right, so you fall onto the next platform. Grab the Berry there (#1). Now tilt to the left, dropping into the next platform (get the Pickorie it's holding) and from there, go left again to the other platform. Grab the Berry (#2). Now you need to tilt slightly left, so the swinging platform you are on rises its right part. Quickly tilt and jump to the right, reaching the previous platform. From there, tilt to the right, making into the next platform. Be quick tilting to the right and get into a wall that will start swinging down. You need to perform a quick series of jumps while tilting to the right so you don't fall. You will reach a secret area. Two Mojias and two Birds are waiting here. Kill them so you can safely obtain the Pickories and the Berry (#3) to the right. Now return to the main area. From the swinging ramp, drop to the platform below. Wait in it (trying to balance it so you don't fall) until the platform that moves from side to side comes by, then jump onto it (it's easier if you rise a little the left edge of the platform you're standing on before jumping). You'll be using it to collect a whole row of Pickories. But you also need to jump from it when it's close to the right wall, so you make grow the Berry (#4) below the ramp. Remember that if you fall from here, you can always get back to the moving platform by jumping to the right ramp, then to the platform at your left, and wait for it to arrive again. Once you get the fourth Berry, use the moving platform to

reach the left wall and jump against it, revealing a new area.

There are two Mojas here. Kill them. Then get the Berry (#5). Also note that there is a pumpkin, to the right of the Berry, that can be slightly moved when touching it to reveal a Pickorie. Tilt to the right, and use the more prominent pumpkin (the one which seems to have three triangular eyes) to jump to the high ramp above the entrance, thus making a Berry (#6) grow. Now go to the left of the fifth Berry, past the giant pumpkin. There is another pumpkin near the left wall that can be moved to reveal a Pickorie. Then use the giant pumpkin to perform a big jump into the bouncers around. This is quite a tricky section because it's very difficult to be precise when going from one bouncer to the other. You must use the right bouncer in the third row to reach the rooftop of the hut. Get the Pickories and tilt right, performing a quick series of jumps to access a secret area containing a MuiMui (#1). Now return to the bouncers area, and use the left one in the third row to get to the left ramp and collect all the Pickories. Then use the most top bouncer to jump high and access the area to the right, past the pumpkin post. It's full of Pickories and there is also another Berry (#7). Tilt to the right to return to the ramps from the beginning of the level. Drop down all the way through the swinging platforms, until you get to the ground. Grab the four Pickories, tilt left until you get into the corridor that will automatically take you to a new area.

You may notice that each corner of this room has two switches (one green, one blue). Pressing one of them will rotate the room into a different direction: the green ones rotate it to the left, the blue ones do it to the right. So you can undo the rotation by pressing the switch of the opposite color. The target is to get the Berry in the middle of the room. It's easier than you may think. Press one of the blue switches (although the one to your right is recommended). After the room rotates, press another blue switch (right one recommended). Press a blue switch for the third time (again, right one is recommended). Now you are close to the Berry. Just press the only blue switch you can reach (the one you just pressed, after it pops out again). Tilt right, then you can get the Berry (#8). A passage will be opened below. From this position, you can't reach any switch. You need to tilt to the left for a while, then slightly right and jump to the ledge above the Berry alcove. Drop down by tilting right, then tilt left and you will fall into the opened passage.

Get all the Pickories. Be careful with the two Mojas there. If you jump into the hanging pumpkin, it will reveal 5 Pickories. Before breaking the floor, go to the right wall to access a secret area, with some Pickories and another Berry (#9). When you break the floor, a current of ghosts will make you fly to another zone.

You will hit the bell on your landing, thus making a Berry (#10) grow to your right. Call back your LocoRocos. Grab the Berry and keep going right. Jump to the right, then tilt to the right, collecting the Pickories until you get to the pumpkin ball. Standing on it will make it fall and clear the passage. Drop down, following the ball. Now keep tilting and jumping to the left, until the ball reaches the end of the corridor. Eventually the ground beneath the ball will break because of its weight. Now tilt to the right, until the ball reaches the end. Once again, wait for the ground below to break, and drop down following the ball.

Various bats will be flying around the right section of the room (one of them will have a Berry), but they will not hurt you, and can't be killed. Take the ball to the right curve of the ground, so the ball gets semi-trapped and you can use it to wait for the bat with the Berry (#11) to come by, and jump to get it. Now you need to bring the ball to the left section. So go to the right side of the ball and push it to the left by tilting and jumping. Once you are done, the ball will be almost locked onto the floor. Jump onto it, and use it to hit

twice the ceiling above, then a Berry (#12) will grow. Grab it. Then jump to the corridor to the right, collecting Pickories along the way. The slope will take you to some mysterious blocks that will soon be revealed as part of a skull's mouth. It will divide your LocoRocos, taking them to the next section.

From here, tilt slightly to the left, so you can pick the Pickories without hurting your LocoRocos, and then to the right. Jump when you are in the middle section of this corridor, because there are some Pickories behind the wall. When you drop down, tilt to the right again (you can leave the pickories for now). You will access a secret area. Keep tilting right until you reach the end and get all the Pickories. Call back your LocoRocos, just for safety. After a few moments, this portion of the corridor will rise up like an elevator. Tilt to the left. Then jump to the Berry (#13) and from here to the elevator nearby. Use it to access a small area with new switches and a puzzle in the middle.

Its pieces are disposed like this:

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x12
453
x86
7x9
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But to complete it, you need to reunite them like this:

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123
456
789
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First jump to the piece 7 so it goes up to the place it belongs to. Then press the blue switch at your right so the room rotates and you can jump to the block composed of pieces 1&2. They will move up. Press the green switch to rotate back the room. Then you can move the block of pieces 3&6&9, and the puzzle will then be complete, revealing a MuiMui (#2). When you get it, a new current of ghosts will take back to the thin corridor. Tilt to the left, getting all the Pickories you missed before and sliding down. when getting the last Pickories from the left, be sure not to touch the spike at the end. Also, while in this section jump to get the Berry (#14) hidden behind the wall. Call back your LocoRocos before tilting to the right and dropping down. You will get Pickories all along the way. Quickly tilt to the left before falling into the weird lollipops, to access a new area to the left.

Eat the nearby fruits to reveal three Pickories. You may notice five bats flying around, each one grabbing a fruit (except one, which has some spikes). Jump to the high platform, and use it to jump to each bat holding a fruit. Just be careful not to touch the spiked one or you will be hurt. When you collect their four fruits, a Berry (#15) will grow in the platform and the bats will go to rest.

Now you can return to the lollipops and let them transport you to the right. Get any missing pickories. Go to the right and quickly jump over the Spike before it even wakes up and starts moving around. Repeat with the second Spike. Keep going right until you arrive to a tribe of sleeping Pumpkins. You need to have 15 LocoRocos with you (by having collected 14 Berries until now) if you want to wake them up. Supposing you've been following this guide, you have the required amount of LocoRocos. So stand above the Pumpkins, and then divide your LocoRocos. Soon they will start to sing. After waking up, the big Pumpkin will blow your LocoRocos high into a new area.

Call back your LocoRocos and go to the right. Use the elevator to reach a room with yet another green/blue switches puzzle. This is more complex than the two

previous ones. The target is to make the pumpkin trapped inside the labyrinth touch the red trigger at the end of the path. To do so, you need to press the switches in this order: green, blue, green, green, blue, green, green. Once the pumpkin touches the red trigger, the room will rotate automatically, and a new path will be open, leading you to a MuiMui (#3). After getting it, drop into the corridor to the right, which will take you back to the sleeping Pumpkins area.

Go right, collecting every Pickorie you find. Keep tilting right as much as possible, you gain momentum and the slope takes you into a new area, crossing three walls and getting many Pickories in your way. Drop down to the next ramp, you will collect more Pickories. Now go left, but not too fast or you may miss the Berry (#16) nearby the Pickories. Go left and a part of the ground will lower, letting you access a new room. There is a giant Broom weeping the floor there. Keep tilting to the right even when the Broom passes above you, and you will eventually be able to reach the Berry on the right wall (#17). Now go left and jump onto the corridor.

After a long way, you will arrive to a room with four Mojas. Kill them to make a Berry (#18) grow. Drop into the corridor to the left. You will obtain more Pickories and also arrive to the last area. Ignore for now the plants, and go right. Hit the hanging Pumpkin, thus revealing many Pickories. Get all of them to make a Berry (#19) grow. Now you can return to the plants, and divide your LocoRocos to make their house grow.

Congratulations! You've beaten the level!

LocoRocos: 20/20
Pickories: 273/273
MuiMuis: 3/3

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06. LOCATIONS OF THE SECRETS

This section is meant for those who want to know where to find the Berries and MuiMuis, but don't need a walkthrough for the whole level. Remember that there are 19 Berries spread throughout the level, thus making a total of 20 LocoRocos (including the one you start with), and also there are 3 MuiMuis.

BERRY #1: In one of the swinging platforms soon after the Pumpkin presses the switch to make you fall.

BERRY #2: In one of the swinging platforms, near Berry #1.

BERRY #3: In a secret area to the right of Berries #1 & #2.

BERRY #4: Get onto the platform moving from side to side and hit the ceiling to the right to make it grow.

BERRY #5: In a secret area to the left of the swinging platforms room. You will reach it by getting onto the platform moving from side to side. The Berry is waiting to the right of the giant Pumpkin.

BERRY #6: In the same area, in the rooftop above the entrance. You need to jump from the Pumpkin that has three triangular eyes to reach it. The Berry will grow when you are on the rooftop.

