

And, WEBMASTERS, originality here also means that you mustn't put any kind of advertisement banner in any part of this faq, including any banner or pop-ups on the same page where this faq was placed, but excluding any free-hosted web sites where advertisements are mostly unavoidable.

Saving a copy and printing out this faq are surely allowed for your own need, you do not have to ask first to do so. And if somehow, you feel like you want to put this faq on your site or whatever, please follow the already mentioned regulation. And to be simply put, have my permission first, and do not change any content of this faq. No means no, dear, not even a single letter.

↵ 2001-2002, Hafiz Rahman. All rights reserved.

~~~~~  
~~~~~

=====
Introduction
=====

Hey, welcome to this FAQ. This is the background story behind its development. Well, I was playing this game in the past, at about May 2001, and I felt that this game is somewhat interesting, because you must think to get through the game. You must use your brain to work it out, you must use your logics, and so on and so on.

But when I was playing it, I never thought or even have an idea to write a faq about it. But then, in June 2001, after reviewing it in GameFAQs, I take a look at the page of this game and, wow, I was the only one who reviewed it, and more surprisingly, nobody has put an effort to make a FAQ, any kind of FAQ, about this game.

Okay, that was the introduction of version 0.5, because when I sent this out, somebody has made a FAQ in GameFAQs. Great news, since I'm not alone!

So here we are now. After playing the game and finish it after a while (actually, after stuck for weeks in Cortez's ship), I've decided to work it on, because I've put some effort to finish the game, and I think you would not mind if I share them with you. So keep on reading and thank you for listening.

Oh yeah, if you feel like you need to ask something, just mail me and hope that I will answer them as soon as possible. But don't rely on it too much, though, because I (really) don't have some special time to check my mailbox at <kuadrantiga@yahoo.com>. Well, I still have my school, my other FAQs, and, oh... I'll stop ^_^ . Just read on!

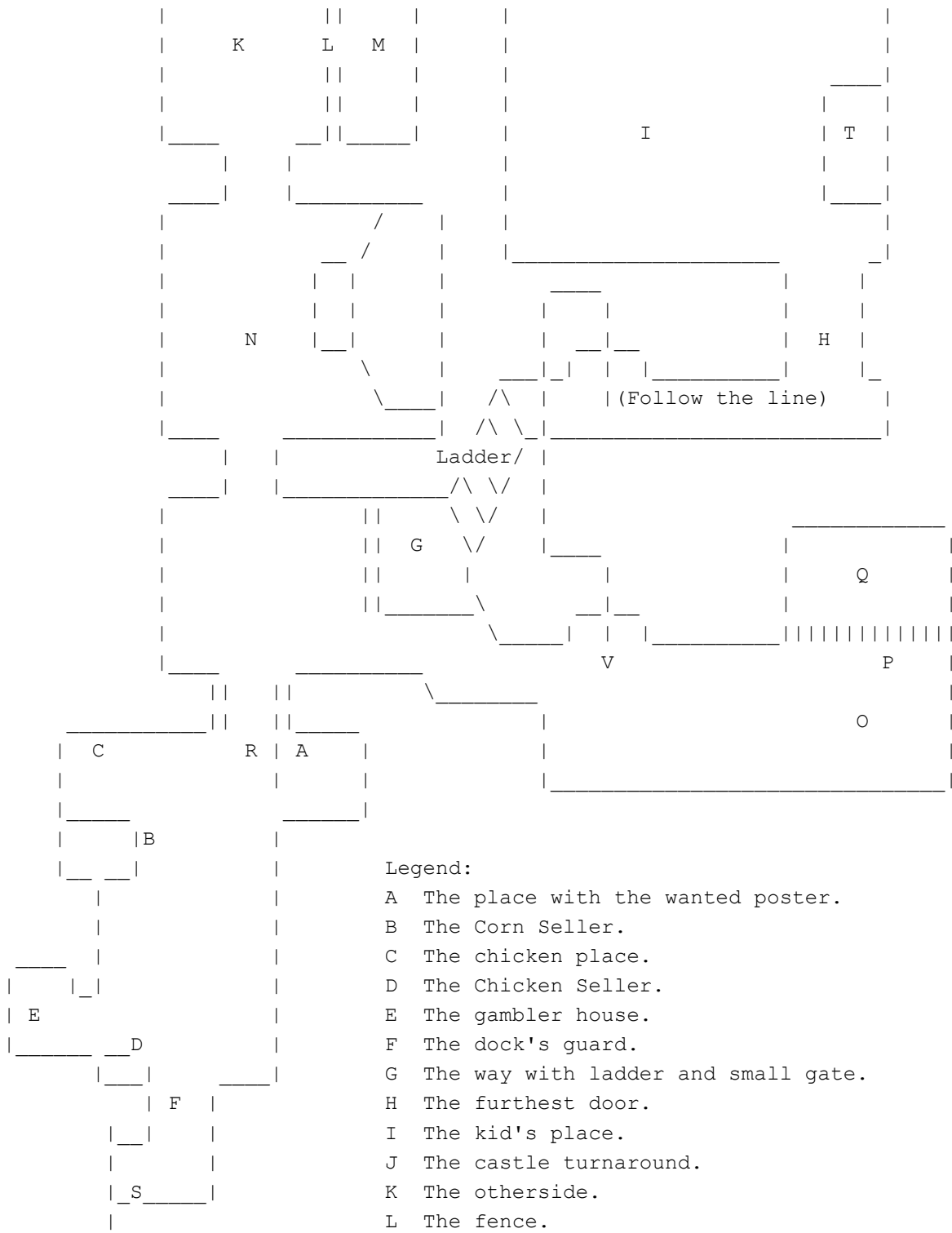
=====
Version History
=====

Version 1.1 January 12, 2002

There shouldn't be any major addition here (because there aren't any), I just did some spellchecking and proof reading, you know I'm bad at English. I also added up some little thing in the ASCII title, although most of you might never notice it. Some other ASCII map are also get some update, but it isn't much of that important.

Version 1.0 August 4, 2001

Ahh, after checking at GameFAQs, somebody has made a FAQ for this game! Thank God, I thought I was the only one here! About this FAQ, I'm adding a simple missing clue in the very beginning of the inside of Cortez's Ship, and I've finished the walktrough as well.



- Legend:
- A The place with the wanted poster.
 - B The Corn Seller.
 - C The chicken place.
 - D The Chicken Seller.
 - E The gambler house.
 - F The dock's guard.
 - G The way with ladder and small gate.
 - H The furthest door.
 - I The kid's place.
 - J The castle turnaround.
 - K The otherside.
 - L The fence.
 - M The green dress.
 - N Malezo.
 - O El Diablo's Gate Keeper.
 - P El Diablo's Gate.
 - Q El Diablo's place.
 - R The gate.
 - S The gate to the dock.
 - T The barrel to hide in to.

Okay, after some speech from the two heroes of the game (and the movie), Tulio and Miguel, you'll find yourself (or both of you... whatever) in the town, looking at a wanted poster about yourself, Tulio and Miguel. It is shown as the [A] in the ASCII map. And then you feel that it is not good, so just move to the front of the poster until it glows and press X to take the poster with you. You will hear a melody, which is a melody that will always appear if you succeeded to solve a mystery. So make sure you hear this melody after you finished doing something, to make sure that you're on

the right way.

After that, move left until the screen changes and you can see the town gate [Q]. See someone in the most left [B]? He is a corn seller, and go meet him. He will sell you a bag of corn for one peseta, and luckily (or maybe sadly), you have only one peseta in your pocket. However, you need the corn, so face the man until he glows, press Triangle and choose your one peseta and press X. This means you give the man one peseta, and as an exchange, you get the corn in your inventory.

So, have you ever wondering why on earth did you buy the corn yet? Uhm, just move to the gate and go left until the screen changes [C]. Now you'll see a chicken there. Can you get it? A chicken... and a corn? Oh well, if you can't, just face the chicken (of course, until it glows) and use the corn (like usual, press Triangle and choose the corn). See? Just watch and see... now you have a chicken, for exchange of a mere corn!

Okay, so now you have the chicken. Go back to the gate and move down. The screen changes, and see the chicken seller there [D]. Talk to him and show your chicken to sell it. Now you will have five pesetas in your pocket. Now it is time to get more money.

From the chicken seller, move right until you see a door [E] and just get in. You'll meet someone that's challenging you for a gambling game. Show your five pesetas to him and the dices are ready!

Okay, here is the rules of the game!

- First player rolls the dices. After the number shown, the player must choose (or guess) whether the total number that will appear in his second throw is HIGHER or LOWER than the total number of the first throw.
- After choosing HIGHER or LOWER, player decides how many pesetas he bet, with a minimum of ONE peseta and maximum of FOUR pesetas.
- After that, player do the second throw. If his bet is true, then he will get the money he bet. The money is taken from the second player. If his bet is wrong, the second player will get the money he bet.
- If it is a tie (e.g. the first throw is 6, the second is also 6), it means that the true bet couldn't be both HIGHER or LOWER. If it is happened, the first player (still) won the bet.
- After first player finishes his bet (and win or lose the money), player two get the chance to throw. And after that, back to player one again and there goes it cycle again and again.

I know it is a bit confusing, so let's make a simple example:

First, Tulio throw the dices. The first dice shows 3, and the second shows 4. The total is seven. After that, Tulio bet that the next roll will be HIGHER than the first roll, and he bet in THREE pesetas. So Tulio roll the dices again, and it shows 6 and 6. The total is twelve. Tulio's bet is right, because twelve is HIGHER than seven. He get the THREE pesetas from his opponent.

If the dices stay the same, but Tulio bets LOWER, then his bet is wrong, so he loses his three pesetas. And his opponent take three pesetas from him.

But if the first throw is seven, and the second is also seven, Tulio gets his three pesetas from his opponent, no matter whether he bet HIGHER or LOWER. There, I hope you understand.

Okay, now back to the game.

Here, your goal is to get all of your opponent's money. And eventually, if

your bet is GOING to drain all of your opponent's money, then he will say that if you win, he will get you a very special map.

The condition is like this. For example, you have six pesetas, and your opponent have three pesetas left. It is your chance, and you bet HIGHER or LOWER, and you place three pesetas on your bet. If you win, then you will get all of your opponent's money, although it is NOT 100%-ly proved. But then, before you roll the second dices, the conversation about the map will appear. If your bet is right, you get the map. But if you're wrong, the game goes again and you must do it again until you get the condition above.

But then you won't get the money, because he said that the map is worth a lot more than money. It is the map of El Dorado, the City of Gold. Miguel gets passionated by the map, but Tulio thinks that it is silly and the city is just a place in fabled story. But Miguel will force Tulio to accept the offering, and so it happens.

Now after you get the map (hopefully your last bet is true), just get out of the house. You can check the El Dorado map by pressing X while checking it in your inventory (and there you can see how much it worth it). After that, get near the chicken seller and keep move down to the guard of the dock [F].

Talk to him, but he will not let you get in, unless you paid him for some pesetas. But watch his next sentence. For woman, it is free. Keep this in your mind because it is your clue to get into the dock.

Okay, when you speak to the guard, a sequence will appear between Pablo, the guard of the gate you've seen before with Inigo, a townsfolk. Inigo says that you, Tulio and Miguel, the wanted men, has seen in the city. So he ask Pablo to get in the city to look for both of you. So the guard left the gate.

Then, just leave the guard of the dock and move to the un-guarded gate [R]. Keep moving until the screen changes and stop. Move up, to the place with ladder [G] and walk through the small gate and the screen changes. You will be in a place with two doors. Go to the furthest door, [H].

You're in the right place [I] if you see a kid, guarding yet another gate. He will boasts himself to you and hit you with his slingshot when you're trying to get into the gate. So then Tulio thinks what to do. Actually, it is you that must think what to do ^_^

See some barrels [T] behind you? Press X by looking at it, and he will get an idea. So, for instance, Miguel gets into the barrel and you gain the control of the in-the-barrel-guy. The boy will slingshots you, but his stone can do no harm because of the barrel. Get close to that boy and he will ran away.

Okay, you win. You control Tulio again, so move to the gate and pick up the slingshot that the boy drop. After that, get into the gate and don't worry about Miguel that is still in the barrel. Now you will see that you are on some kind of castle [J]. Just move to the only door you can found and get into it.

Now, you are in some kind of place [K] with a big fence [L] near it and a green dress [M] hanged up after the fence. H-hei, a dress! Now, maybe you get the point. Move to the fence and press X to check it. Well, you cannot climb it, so you cannot reach the dress. It'll take a cannon to broke that

fence down.

But don't worry, though. Just move to your right and you will be in a place with someone standing there, it's Malezo [N]. He will boasts that he is the only person live on Earth who is able to defeat El Diablo, the strongest, biggest bull ever live in the land of Spain. Now, keep talking until you can control Tulio again. After that, move to your right.

Feel familiar to the place? Okay, unlike the first one, don't go the the way with ladder. Choose the upper-right way. If you're doing right, you will see a big closed gate to the most right, with someone guarding it [O]. Go talk to him and he will tell you the truth about Malezo.

After you get the control again, go talk to Malezo and he will go to El Diablo's Gate [P]. Follow him (or move before him) and just wait. There will be a sequence between Malezo and the gate keeper. Then the gate keeper get mad and leave away.

Now talk to Malezo. After that, see the gate [P] and check it. You will, uhm, open the gate and then both of you ran to hide away. And there goes El Diablo, right behind the man Malezo. After both El Diablo and Malezo leave in a chase, talk to Miguel. And go to Malezo's previous place in [N].

You will then see El Diablo there. Face him until he glows, and use your slingshot on him. Oh, now he really got mad at you, but however, that's the only way. Now, go all your way to the other side [K], but you cannot go there directly from [N], so you must go around the kid's gate [I] again.

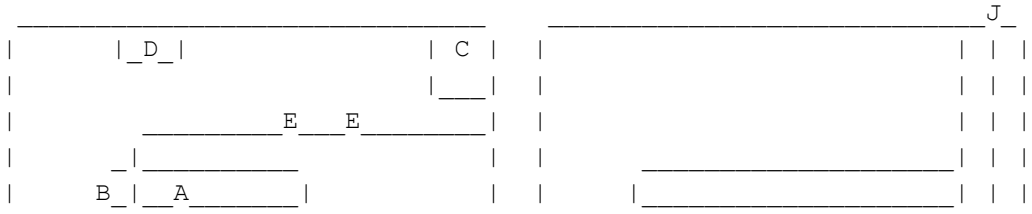
Okay, now move to the fence [L], face it and use your wanted poster on the fence. You will then put the poster on the fence... and a FMV will occur. El Diablo suddenly appears and destroys the fence!

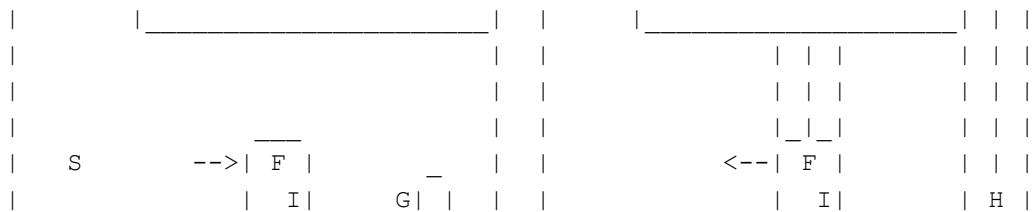
Okay, now, when you gain the control again, all you have to do is take the dress with you. When you're trying to get out of there, a man will appear and the kid is with him. The man is the kid's father, and he is angry because you're teasing his kid. But you don't really have to do anything because when the conversation is over, the problem is done too. The only noticeable thing is that you return the slingshot to the kid.

Now go to the gate [R]. Move to the chicken's place [C], and wear the dress there. After your disguise is ready, go to the deck and talk to the guard [F]. He will then be attracted by Tulio-in-disguise, and you must control Miguel to go through the guard without being found.

Okay, first of all, you must crouch. Hold L2 while you are walking. Now wait until Tulio said something to the guard, and then slowly sneak behind the guard, still crouching. After you got near the gate of the dock [S], stand up and run through (by holding R2 if you don't know how). If you've succeeded, Tulio will eventually meet you. Part one finished.

Escape from The Town - Part II





Dock, Under the Tower

Dock, On the Tower

Legend:

- S You starts here.
- A The donkey.
- B The tool thingies.
- C The carrot barrels.
- D Yet another barrels.
- E Guards, there are two of them.
- F The tower, you can get up to it.
- G The lever.
- H First direction of the moving wheel.
- I (Still) yet another barrel, it is on the tower.
- J The second direction of the moving wheel, it's connected to Cortez's ship.

Okay, you will get another chit-chat, and move right up front. You will see a donkey there, with a tool in front of the donkey. It seems like the tool is used to hold on something.

Now go to [D], where you can see a barrel there and two guards in front of you. Warning, do not let them see you in any way. Now, actually, you can decide whether you want to control Tulio or Miguel. Choose to control Tulio and check the barrel [D]. Finally, Miguel will hide inside the barrel again in order to get the carrot in [C].

Just for a note, if you control Miguel and check the barrel, he will refuse to get into it. That's why I told you to choose Tulio.

However, now you get to control Miguel to reach the barrel [C]. The basic is easy. Move to the front ONLY when the guard is turning his back on you. When he is going to see you, stop moving and just wait until he turn his back again.

Now, if you happen to reach the carrot, wait until the guard near you turn his back once again and check the carrot barrel by pressing X while it glows. You will get the carrot, but don't celebrate yet, because you must go back to Tulio again.

So just do it patiently, silently and quietly. Just don't let them see you, that's all. If you've played any stealth-type game like Metal Gear or Tenchu, you will be able to do it easily. I thought so...

Next, after you get out of the barrel, go to [B] and put your carrot there (you do know how to do it, rite?). The donkey will move, and the moving wheel was activated. Now all you have to do is go to the lever in [G] and press it once.

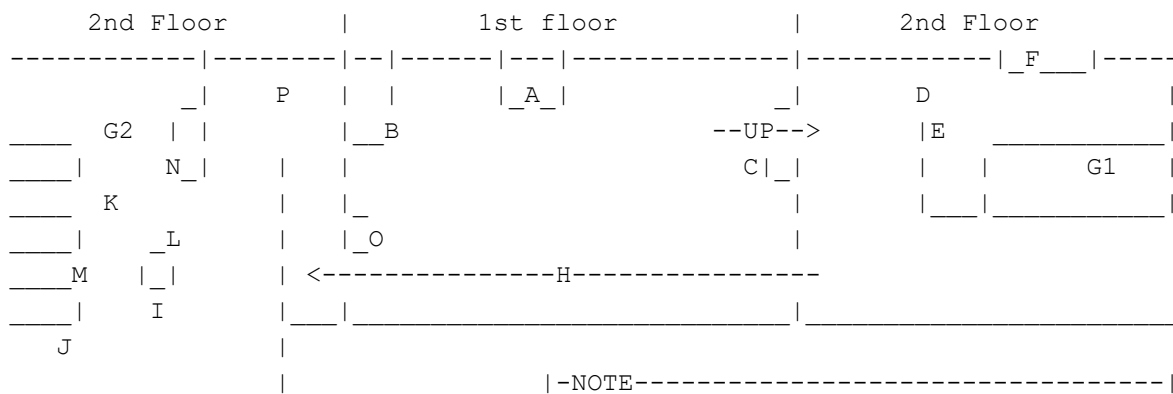
After that, climb the ladder to the tower of [F], and check the barrel [I] there. You will get into it and get on the moving wheel. Now just wait. If your way is ended in [H], then you're in a wrong way. All you must to do then is press the lever [G] once again to change the direction.

But if you're going to [J], then enjoy your ride, because you're on your way to the freedom! (Well, you thought so...)

Okay, after you get Tulio (or Miguel) to [J], you will control the other character that is still in the dock. Just do the same thing, climb the tower and get to the barrel. After everything's finished, you'll see an FMV and part 2 is finished. Hey, it's pretty quick, huh?

Voyage to the New World

Check Out the Map!



Legend:

- A The climbing pole.
- B The biscuit.
- C The rope ladder.
- D The door.
- E Another biscuit.
- F The Monkey.
- G1 First Guard, "the sleeper".
- G2 Second Guard, "the miracle".
(You won't understand unless you knew about Dream Theater's Metropolis)
- H Roof-hanging way
(I don't know how to call it, but if you've played Tomb Raider you'll know what I mean).
- I Barrel.
- J Red bandanna.
- K Yet another biscuit.
- L The lamp.
- M The cannons.
- N The lamp oil.
- O The hole (in first floor).
- P The locked door.

```
|-----|  
| -NOTE-----|  
| The map was made based on the true |  
| condition. Yes, the first floor is in |  
| the middle and you have to climb up |  
| the rope ladder to get to the second |  
| floor. |  
|-----|
```

After you realized that you're in NO freedom at all, check your surrounding and get an apple next to you. Now move to the climbing pole [A] and choose the apple option, and then choose the horse head option. After that, climb again and ask him to throw a rope. But stupidly, the horse will throw the boat hook instead. Oh well, go get the boat hook.

Now pick up the biscuit [B] and use the boat hook to the rope ladder [C]. It will bring the rope down and now you can climb it up. Now go up and check the door [D]. You will then see a monkey, and the sleeper.

Okay, your goal is to bribe that monkey with biscuits and then ask her to fetch you the keys there. You have to take the right colored keys in order to open the locked door in [P]. So you have to try the right combination. And if you happen to wake the sleeper, don't worry, because you will have another chance.

Now, if you have succeeded to open the door, go get in and meet the second guard [G2]. Now he will find out that you're trying to escape and there you thrown all way down. Okay, don't worry, because it is the way the game goes.

After you get the control of Miguel, talk to Tulio and check the rope ladder. After that, talk with Tulio again and pick up the boat hook there on [B], then get up the rope ladder and move to [P]. Go get in the door and quickly hide beside [I]. One magic word, crouch. Don't you ever let the guard see you.

Now, this one will gonna be a little bit tricky. I was stuck here for weeks because if the guard [G2] found you, you will get thrown back to the 1st floor. So I suggest you to save here so if you get failed you won't have to climb all over the way again.

Okay, done? Now quickly go behind the furthest cannon from the guard. For instance, it is the place near the [J]. Make sure you're hiding well there, and stay crouch. This is the critical part. When the guard is somewhat busy, face the red bandanna [J], stand up and quickly press X. If you've done well, you will wear the bandanna and the pirate will recognize you as a part of his gang too. But if you don't, you might get found out. If that is happened, just press START and reload your game. Well, if you wanna know the real problem, it is that you can not pick the bandanna while crouching. So you must be quick to stand up and pick the bandanna.

And there's the situation where I got stuck and it takes about 50 reload before I finally find out that I must pick the bandanna, and it was all by luck ^_^ . Now, I've told you the way, so you won't stuck like me and at least you can reduce the chance of damaging your saved file because of too frequent reloading... Oh, well, let's get back to the game.

Now just talk to the pirate and he will give you a sock. What for? To clean the cannon, of course. So face the cannon and use your sock on it. After that, the pirate will let you to take a biscuit from [K]. So do it. And then, leave the place and go to the 1st floor.

If you're giving enough concentration on the game, you should know that the pirate is somewhat afraid, or disgusted, by rats. So when you're on floor one, use your boat hook to the hole [O] and when it is already opened, wait until a mouse appear. After that, throw (well, use) your biscuit to the hole and the mouse will run into the hole, trying to get the biscuit there (stupid, eh?). Okay, after you trapped it, use your sock in the hole and you will catch the mouse. Now you have a little cute present for the pirate.

You guess it, show the mouse-in-the-sock to the pirate [G2] and laugh as much as possible when you see that he got collapsed. Now you are free to move. So use your sock to the lamp oil [N]. You will then have an oiled sock.

Now, if you wanna freedom, you have to break the wall. If you wanna break the wall, you will need a... cannon. So use your oiled sock to the lamp

[L] and you will have a FMV there. Blow up the wall!

```

| | | | |D__|
| | |_E |__|
| |_____| |
| | _ |_____|
| | |_G |
|A| / \ / \
| | | | C__|/
| | | |
| | | F |
| | \_ / |
| | |
| | |
| |B |

```

Legend:

- A Where you get out of the broken wall.
- B The round thing thingies, it is found after you climb up to the deck. A hook?
- C The apple barrel.
- D Where you release the horse's rope.
- E The horse Altivo.
- F The safety boat.
- G The place to put the apple.

Now Tulio woke up, and just move out from the big hole in the wall you've made. After a scene, you control Tulio on the ship's deck [B]. Get an apple in [C], then move to [D] and press X to release the horse's rope. Then talk to the horse one time, give him an apple if you'd like to.

After that, go to [B] and use your rope there so you can help Miguel to climb up too. So... Miguel came up and you control him. Get another apple and move to the [F]. Check the boat and then, whoever you control, put an apple on [G] and wait the happenings, and you will get to see something... and there goes the end of this chapter!

Search for the El Dorado - Part 1

```

          |_____| |_____| | \
          | J | | G F || D| | /
          | | | | |C |_____|E_| \
          | | | | | | | /
          | | | | | | | \
          | I / \ | | | /
          | / H | |B | K
          | \ / | | | /
          | \ / | | | \
          |_____| | | | /
Legend: | | | \
A The sword on the skull. | | | /
B Altivo. | | | A \
C The plant-covered door. | | |
D The back of the eagle head stone. Climb up there.
E The rope-plant.
F The snake.
G The armadillo.
H The tree, with a raven-shaped shade on the ground.
I The reed.
J The carved raven stone.
K The shoreline. It has nothing to do with the game, but I like it ^_^.
```

Finally, you arrived in an island. Look at those beautiful scenery! Well, pick the sword [A] and move up until you see the eagle head stone. Look to

your left and see that a door is closed with plants [C] So just use your sword to open the way. Tulio will come, and then move behind the eagle head stone [D] and climb on it. After that, move to the green plant thingies [E] near the eagle's eye and use your sword to cut it down. Tulio will pick it, pretending to use it as a rope.

Now, move into the forest and see a snake [F] attacking an armadillo [G] there. You want to save him, but you cannot get close to the snake. So move down and go left until you see a shadow of raven on the ground [H]. You'll see that the high hill up there is shaped like a raven.

You need to get up there, but first, you want to help the armadillo, right? So pick a stick there lying on the ground [I] and then came back to the snake. Use the reed to the snake and you will play it as a flute, trying to hypnotize the snake. Now the snake is gone, and the armadillo will follow you. And then you decided to call it Bibo for no reason. Control changes to Tulio.

Okay, get back to [H]. Use your plant rope you've got before from eagle head stone and tie it on Bibo. Now move to the tree and you'll ask Miguel to hold it. Control Miguel to hold it and then, well, put Bibo there and catapult him up to the raven's hill surface.

Now you will get to see an FMV about a [SPOILER~! No, I won't tell you because it is a spoiler!]. In other word, you will see an insanity. It is just a game, anyway...

If you wanna see a 'little' different FMV, throw Bibo up without any rope. He will then fell down back again to you. Poor him.

Okay, you get the rope so move up. You will finally reach the upper part of the hill. So brace yourself because... well, because the puzzles and mysteries lies in front are somewhat easier and you shouldn't have to read this FAQ to finish the game. Unless you should. So did you stuck yet? Don't worry, read on.

Okay, you see the tree there? Go to the back side of it and pick the branch there. Tulio will say that he will use it for walking stick. Oh, how he would knew that he was wrong ^_^. Now move to the next way.

You will then see some kind of river crossing your way and there's no way to walk on it in order to reach the next way. Or is it? Now you will also see that there is a heap of big stones there. So if you just pick them out with your stick, maybe... so do it! Now ask Miguel to move on it and both of you will then run away while there's some rumble in there.

Congratulation. You've made yourself a bridge. Then cross it and you will see yet another bridge. Uhm, turtle bridge? All you have to do is to keep moving forward, cross the river, and don't you EVER let any fish touch you when you're jumping. You will have to restart it all over again if it is happened.

Now, if Tulio had succeeded, then you will have to control Miguel to cross the river too. Just do what you've done before. But almost in the end of the turtle bridge, you will see that the bridge was changed. Because you cannot move forward again, ask Tulio to help you and he will kick a stone to make you a new way. So cross the stone and there you finished your job.

And now, for one of the most funny event of all, watch Bibo cross the bridge easily. See that Tulio and Miguel are also amazed. And lookit that

cute armadillo when he jumps ^_^. Okay, read on.

Search for the El Dorado - Part 2

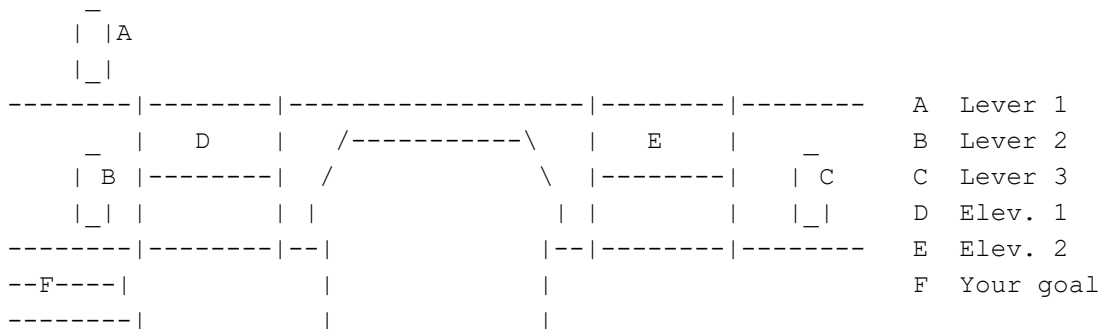
Now, this will gonna be quite simple thus we don't need any ASCII map anymore. I'm too lazy, anyway ^_^

Just get into the cave and pull the lever you found near the bridge. Your friends will then, uhm, get thrown down the river and I don't know why they make this scene so mindless and heartless and whatever. Tulio seems like felt that the happening is nothing. He just get into the door without any worry.

But anyway, that's the way the game played so just move in. You will then see two door with one lever. You will soon meet a puzzle with some easy clue. The clue is, PULL the lever, MOVE into the OPENED DOOR, PULL the lever in the next room, MOVE into the newly OPENED DOOR, and so on and so on. Just pull the lever and walk into the opened door. That's easy and you will soon find yourself outside. Just walk until you find a skull thingies which was an elevator. Get in there.

Now you will gain the control of Miguel (He's alive! Cheers! ^_^). Just do the same thing with the thing that you do with Miguel and you will soon meet the skull elevator too.

Finally you met Tulio, waiting for you. Now you will find another puzzle, yet they're not quite hard to understand. The condition was like this:



Now this graphic should be in a real mess, but first you must know that it was shown HORIZONTALLY, not a from-above picture.

Firstly, you will stand up there near [A]. Try to pull the lever and see that it moves the elevator [E]. Now, you can change your character if you want, and pull the lever again to bring the [E] back up again. Now walk and stand right on the [E].

Change to the other character and pull the lever [A]. Change to the first character again and go press the lever [C]. You will then know that the lever moves the elevator [D]. Pull the lever again to let it back to the top. Change to the second character again and let him stand on [D]. Change to the first, pull the lever and stand on [E] again. Now, with the second character, pull the lever [B] and both elevator will move up. Now change to the first character, let it stand on [D], then use the second character to pull the lever [B], and voila! You both reach the goal! Easy, ain't it?

Now move down the ladder and you will be in a place with yet another lever. Don't worry, no puzzle this time. Just pull it and the light came in, and there goes Bibo! Okay, okay, now move straight to the hole on the wall and check it out. Nothing happened, though, just to let you know that it was

there. Now walk to your left.

You will then see a waterfall, kind of. Just ignore it and move straight right up. You will be in some kind of swamp or grassy land, with a little hole nearby. Walk on the swamp (or grass) and see that the hole suddenly closed. You will then think that it must be your weight that trigger the hole's bar. If only you could find someone light and small enough to get into that hole... Or, someTHING? ^_^

Right, you have Bibo, so walk out of the swamp to open the hole again and talk to Bibo. You will be able to control him. Just get into that hole and see a statue there. Now walk BEHIND it and start to PUSH it outta the hole. But when you're near the hole, suddenly the bars gets down!!!

Now try to step on the square where the statue was previously stand, and the hole will magically opened. But when you leave it, the bars closed the hole again. Now, you should be realize that this is yet another weight-triggered trap.

Hey, look at that heap of stones there! Push it to the square and the hole will be opened forever! Now you can push the statue out of the hole. Now, if you're HUMAN again (^_^), get back to the room with hole on the wall and PUT the statue in the hole. Hey, something's happened, right?

Get out to the left again and see that the water have drained and you can see a ladder there, to the eyes of the whatever-stone. Just get up with that ladder and see what happened!

Roar of the Stone Jaguar - Part 1

Now you're in a big trouble although you thought that you didn't do anything but watching some FMVs and scenes. ^_^

Oh well, now you're in a place like this:

	#	Lava
--- --- ----- --- ---	A	The Sight Statue
A _____J1 __ B	B	The Taste Statue
--- _____ ### __	C	The Smell Statue
##### _ # ツ ###	D	The Hearing Statue
##### -E ### -----	J1	Jump place
----- ##### F	J2	Jump place
#####	E	The Shiny Plate
----- ##### -----	F	Your Goal
ツツツツツツツツツ #####		
J2#####	Note	Jump place means that
--- #####		you can jump from there
C ##### ツツツツ\ ---		to the other side.
--- ツツツツツツツツツ D	_____ _____	
----- ---		

Now you two will be apart. First, take note that if you want to do something with the statues, you must wait until the statue LIT first. Okay? Now let's check the Smell Statue [C] first. Of course you must control Miguel. Keep running until the [C] lit, and quickly talk to it. You will know that the statue ask you to give some "smell". Check your inventory and see that you have a, uhm, sock. Just USE that sock and laugh like I did when I remembered that ^_^

Now, you will see a BLOCK is raised, and you will need three more to build

a bridge. Now, still as Miguel, keep running until the Hearing Statue [D] lit. Then talk to it and you guess it. You have to give him some sound. Check your inventory and see that your old reed is still there. Now use it and, nooo, I won't spoil what happened next although it seems like it's something real funny ^_^ Everything turns funny when Miguel is in the house ^_^

Okay, now another BLOCK is on, and Tulio could easily get to the goal. Unfortunately Miguel is not. So you need to change to Tulio and go grab the Shiny Plate in [E]. Keep running until the Sight Statue [A] lit. Now you know the role, show the Plate to the Statue, and now there's only one statue left.

You've got nothing else to do but to meet the Taste Statue [B]. Go to [J1] and see that you actually could jump to reach [B]. Easy, just wait 'til it lit and give him your BISCUIT. Now, the bridge is there, and you can reach the goal! Yet another easy puzzle, eh? ^_^

Now, you're in a pool of lava. Remember the turtle bridge? That's kinda how is this. You could jump to the small island there, and jump to your right first. After that, find your own way to your goal, which was a door with a lever near it. Pull it and see that this thing does NOTHING with the door near you. But it does have something to do with the other thing ^_^

Okay, with the other character, jump to the island and now jump to the left. Find your way to some kind of door there in upper-left side. After you're there, get into it and find a lever there. Pull it as usual and the door opened, you both meet again! Okay, climb the ladder.

Roar of the Stone Jaguar - Part 2

Ahh, breathe hard first, because I also did that when I type this ^_^, and save your game. You're just a little way to the end now, although 'the little' doesn't seem to be a fit word in that sentence...

Here, the simple basic rules are:

1. DON'T you ever let the SPIDERS touch you.
 2. That green walking thingies is not a grasshopper, it IS the spider.
- Understand?

Now, as whoever, I'll say it the first character, move on near to the lever, but don't pull it. Let the spider up there cross the elevator and gets into its hole to the right. After it's gone, pull the lever. Choose the second character and step to the floor. As usual, pull the lever again using the first character. Back to second character again. Move left and then down to the ladder and left again. Pick up a whatever-fruit there in a plant.

After that, move up to the lever there, and pull it. Change to your first character and step to the elevator. Change to the second, pull the lever again. Change again and let your first character move to the position of the second character, and you can pick up the fruit too if you want.

Now wait until the spider above there get into its hole. After that, let the first character pull the lever and get on to the elevator using the second character. If the second is now above, move right and climb the ladder. You will then see a place with a lever near you and another one in the upper-left. Now, just wait until the spider is gone somehow.

After that, move up and quickly run to the center of the wall, where there's an elevator there and an empty square below it. You can put your fruit there, so do it. Be careful, because the spider might come back and get you. After you put the fruit, quickly run back to the place where you came from.

Wait until the spider came back and trying to eat the fruit. Now, when it's below the elevator, push the lever and there the spider got... well, too cruel to say ^_^ Okay, move to the lever in the upper-left and press it. This will operate the elevator down there near your other character.

You know what to do, make your other character to climb up too. After you both united, move right and down the ladder. You will met another lever, another elevator and another spider. Now stand in front of the lever, wait until the spider stand on a square near the ladder on the right. After that, pull the lever and the spider will get into its hole. Pull the lever again and get up the right ladder.

Now, there are two elevator there, and choose the further elevator from the spiders above, probably the second one. Beware of spiders, although they seems like they're not gonna touch you in any way. Now change to the second character down there and let him move up too. But now, in the next screen, move to the lever there and pull it.

Now your first character will moved up by the elevator and the spider will try to get him. Don't worry, as the second character, wait until the spider is on the other elevator (where your character is NOT on), and pull the lever again. This will bring the spider down, and your first character too. But no problem. Wait until the spider gets off the elevator and pull the elevator again. Now the first character is above, free from spiders. So, as the second character, quickly run to the elevator where your first character was previously on. Okay, you cannot move to the elevator because it is up there, so change to your first character, find a lever and pull it. The elevator is down now, so you can get on it and get up. Okay, both of you met again for the third time, so move to the exit there. See ya ^_^

El Dorado in Peril

Ye think you're safe? Did ya think you're NOT going to met any cat anymore after that stone jaguar happening? You're wrong, there is (or there are) yet another 'cat' to take care of... read on.

First, I know this place seems like they need an AsCII map, but I'm too lazy and I will just try to explain it as clear as possible to you... OK?

You get to control Tulio. Miguel moves to the right, so go to the other way up there. In the other screen, you will see a trap floor and a lever to operate it. Forget it for second and move up. You will see two door there, but you cannot get in. Check to your left and see that there's something there that is possibly the device to get the water on. But it seems like you have to put on something on there.

Now go back to the place where you split with Miguel. Get into the place where Miguel goes. Check the left part of the area and you will see something. A COG. Take it with you and move right. See another trap floor and its lever there on the right. There's nothing needed here for Tulio, so move to the upper door. There's a COG in the next screen, go get it. Then go to the left, and find another COG.

Now go back to the place with devices and two door, and put the COGs to the device. Suddenly a gold thingies fell down. Pick it up and now you can enter the upper door. Go get in. See the bar on the upper wall? Try to check it out and... see by yourself!

As Miguel, move to the place where Tulio find the first COG and check the water gate up there. Use your sword to open it, and then move to the right door. In the next screen, see that face statue on the north wall? Use your sword to get the blue gem on it, and then move all your way to the device room.

There, you can get into the left door because of the blue gem you have. Move in, and to the next door. See another water gate there? DO NOT use your sword there BEFORE you save your game, or you might regret it. Okay? Now save! ^_^

Okay, breathe deeply, use your sword. And see, uhm, something...

Suddenly you're controlling Tulio, with that pussy. Go OUT of the door and RUN! Just run, don't you ever let the cat touch you. Now, in the trap room, you might think that you want to trap the cat there, but don't go to the lever first. You have to LURE that cat. Move like this:

```

      _
      |
|---|_|L |      |-----| # : The Trap Floor
|   |   |      |         | L : The lever
|   3-----|-----2 | 1 : Run here first
|           ###|##### | | 2 : Then here
|           # |   #   | | 3 : Finally go here, pull the lever
|           # |   #   | |
|           ###|##### | |
|           |_____||
|           1
|-----|

```

Understood? No? That makes sense ^_^ . Okay, you have to run to the place [1], then circle around to [2] and to [3]. Hopefully, and usually, if the cat reaches [1], you will be on your way to [3] and the cat will turn back to catch you instead of going to [2] like you. And it will STEP right on that trap door. So pull the lever at the right time, and phew, mission accomplished...

I mean, as Tulio ^_^ . You still have Miguel with his cat, so as him, RUN all your way out and go to the trap room where Tulio get that cat. Too bad, Tulio is not there to help anymore, so you have to work on yourself. You can try to trap that cat there too using the strategy above, but it will be not challenging, right?

Well, if you feel like that, run to the other room with trap door. You surely know where it was, right? It's where you found that blue gem. In there, quickly run to the lever and if you're pretty fast, you'll reach the lever right when the cat is on the trap floor. You know what to do, so do it. Mission Two accomplished.

Okay, farewell my friend, because the game's over. And this FAQ is too. Finally I could finish this FAQ. Thank God. Phew. Gosh. Huff...

Author's Zone

Hehehe, ever wondering why the faq's still have some spaces left after I've said farewell? It's author time, and if you really have nothing to do, and all you want is to kill some minutes, then read this one.

Uhm.

Hi. This is the author speaking. Just because I wrote this faq, doesn't mean I have no other faq. I've done some faqs of some games and...

<Message corrupted because the reader, you, start to whine and decided to leave this stupid shameless-self promotion... Some of the reader even have deleted some of the text, so you might not read this zone perfectly. What? You really take it seriously?>

...okay, you get what I mean. Just click on my name wherever you found it in GameFAQs and hopefully it will bring you to my Contributor Page. All of my faqs and reviews was there. So if your favourite band's site isn't that interesting anymore, or if nobody sent you any mail to check, or if your chat pal was going somewhere with his real life girl friend, or if the time of boredom is finally after you, then you have the permission to check out my Contributor Page ^_^ . I didn't responsible in any damage that might happened when you see that page, either the damage of your computer or your sanity, so do it at your very own risk. Or just pretend that you never read this Author's Zone. Easy, right?

Okay, bye for this time. And this time is really a good bye, so just stop pressing that down-arrow key and stop clicking that scrolling bar. And leave that Page Down key! There's nothing more to see! Really! ^_^