

Klonoa: Door to Phantomile FAQ/Walkthrough

by Save_Some_FACE

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By Save Some FACE

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1. Introduction

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Hello. This is my fourth guide, and second full walkthrough to a game. The game this time around is the Playstation game Klonoa: Door to Phantomile - a wonderfully designed, beautifully told game about a young cat named Klonoa and his friend Huepow. It's got a fair length and therefore good replay value - Hell, it's one of the few games nowadays where you can replay each level, and you'll want to, to unlock all of the game's secrets.

So this Walkthrough will help you not only complete the game, but it'll help you get everything there is to get. Because this really is quite a special game, I've made sure this is actually a guide to nearly everything in the game; you can even expect to find a Plot Summary among appendices for every other thing.

I hope you enjoy it.

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3. Legal Information

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Thank you.

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4. Version History
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7th November 2006 - Version 0.15 - Woah...forgot about this one, to be honest. It was actually started on the 14th October but I must have completely forgotten about it after I did the skeleton of the guide...Well I've now done the Introduction, Contents, Legal Information, Contact, and Credits, so there.

10th November 2006 - Version 0.2 - I have done quite a lot today. I have finished The Controls, listed all of The Basics, introduced the two Walkthroughs, listed most of the characters and all of the bosses, and I've done the introduction to and Prologue of the Plot Summary. Most of the guide is set out now, I think that's the most complicated/frustrating part done.

11th November 2006 - Version 0.23 - Not much done today, just did about half of The Basics and did another section of the Plot Summary.

12th November 2006 - Version 0.25 - Finished The Basics. Whew ;>_>

13th November 2006 - Version 0.28 - Time to start working on the Walkthrough and Plot Summary...And, I completed the first level (twelve more to go) and did the relevant part of the summary. I'm pretty pleased with what I've done today.

14th November 2006 - Version 0.32 - Completed Vision 1-2 and relevant part of Plot Summary. Good, steady progress.

17th November 2006 - Version 0.34 - After a little break, Vision 2-1 is complete, as is the relevant part of the Plot Summary.

18th November 2006 - Version 0.38 - Completed Vision 2-2 and relevant part of the Plot Summary. Now, over the next two weeks starting from the 20th, I have Mock Examinations and if I'm not stupid then I will spend considerable time revising for them. This means updates may be very light or non-existent, perhaps starting from tomorrow, definitely from the 20th. Goodbye for now.

18th November 2006 (Night) - Version 0.41 - Completed Vision 3-1 and relevant part of the Plot Summary.

19th November 2006 - Version 0.44 - Completed Vision 3-2 and relevant part of Plot Summary.

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5. The Controls
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Fairly easy stuff if you didn't know it already...

Start - Pause and un-pause game, skip forward slightly in a cutscene by pressing once, press twice to completely skip cutscene

- D-Pad Right - Move Klonoa right
- D-Pad Left - Move Klonoa left
- D-Pad Up - Face towards background, enter through a door
- D-Pad Down - Face towards foreground

X - Jump, double jump if enemy has been grabbed; hold to float for a little while after a jump or double jump, or after a hit by an enemy

ALSO, confirms choice in main or pause menu, and skips speech text in a normal graphics cutscene, or advances onto the next speech message

/\ - Jump, double jump if enemy has been grabbed; hold to float for a little while after a jump or double jump, or after a hit by an enemy

O - Fire Wind Bullet, throw enemy if enemy has been grabbed

ALSO fast forwards through speech messages

[] - Fire Wind Bullet, throw enemy if enemy has been grabbed

Note that you can fire wind bullets, move forwards, backwards, and face outwards and inwards while jumping or floating.

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6. The Basics
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~~~~Visions, Enemies, and Bosses~~~~

The basic idea of Klonoa: Door to Phantomile is that you play as a male (I actually originally thought it was female, meh) cat named...Klonoa with a large ring that acts as a home for a spirit named Huepow and also as a weapon - a Wind Bullet.

Klonoa must travel through thirteen levels to complete the game. These are divided into seven visions; all but the last vision have two levels to them, and at the end of that second level, you will always face a boss enemy, stronger than your usual and often with relevance to the plot. You must hit them somehow to reduce their life bar in the top left to zero, zilch, and zip-all, at which point they will be defeated.

But to get to those bosses you of course have to travel through the levels, a combination of basic platforming (jumping, double-jumping, you know the drill), puzzles of varying difficulty, and of course, enemies. For a full list of every single enemy in the game, please refer to the enemy list section. Same with

bosses.

#### ~~~~Health and Lives~~~~

Now, every time a boss or enemy touches Klonoa, he will get hit and lose a bit of health. At the bottom of your screen when you are playing the game, in the middle there will be three large pink hearts. When you get hit, one of these hearts shrinks to a small one, if you get hit again, that heart will completely disappear. The process then repeats itself with the other two hearts. When you lose all three hearts, then Klonoa will lose a life - therefore you can take six hits from an enemy before you lose a life. You will also lose a life instantly if you fall down an abyss, or other dark pit.

However, you can regain pieces of life, as explained in the Items sub-section of this Basics section (scroll down). Note that you cannot exceed three large hearts, though. Your health and all three full hearts are restored at the end of each level.

Now, if you lose a life, then the counter in the bottom left corner of the screen when you are playing the game will decrease by one. If that counter reaches zero then it's Game Over and you will have to Continue from where you last saved, as opposed to a checkpoint in a level. You can get extra lives, but the counter will never exceed 99.

#### ~~~~The Wind Bullet~~~~

The Wind Bullet is Klonoa's sole weapon in this game, and it harnesses Huepow's power to inflate and grab enemies (though not all). When you are next to an enemy and they are not protected in any way, use the Wind Bullet to inflate and/or grab them. If they are now next to Klonoa, all bloated and rotating around then you have grabbed one, and you can use it to either double jump, or throw at other enemies to defeat them, or simply throw them at obstacles. In most cases, the grabbed enemy will explode on impact.

Generally, the only enemies you cannot grab are giant enemies (they're fairly obvious), and they can only be inflated. Throwing a grabbed enemy at them while they are inflated will make them explode.

The Wind Bullet is also capable of popping bubbles that house special items, such the Memory Clock, and it also releases Phantomilians from their bubbles.

#### ~~~~The World Map~~~~

The World Map appears after you have completed a level, and will show you how many Phantomilians you ultimately rescued from that level. Any rescued Phantomilians, from the present or past levels, will join together to create a musical piece for you, which increases in scale and size as you rescue more and more. At the end of this musical piece, birds will appear and drop eggs to create celebratory firework explosions. This does not end until you continue to the Save Game screen.

A true World Map entitled Clear Vision will be given to you at the end of the game. In this World Map, you may see how many Dream Stones you have gotten for each level, how many Phantomilians you have rescued, and you can play each level and more again if you wish to.

#### ~~~~Dream Stones and The Mirror Spirit~~~~

The single most common item in the game, the Dream Stones are floating gems that Klonoa can collect.

There are two types of Dream Stone - the green one and the blue one. The green one is just a basic gem that is worth one dream stone, while the blue one is worth five dream stones.

There are many Dream Stones in a level, all valuing up to exactly 150 (although some people can actually get more through exceptional speed and whatnot). Collecting 100 (on your first playthrough, Dream Stones will carry over from level to level) will award Klonoa an Extra Life automatically.

On your first playthrough, collecting all 150 for a level will reward you with nothing (aside from the extra life you will pick up along the way). Do note that the counter of your Dream Stones in the bottom right will only show up to 99, after which with the next stone you collect it will go to '0' again - don't worry, the game still acknowledges that you have 100 and above dream stones, it just can't show it. Once you have completed the game, you can play each level individually and collect all 150 Dream Stones to fully complete that level and gain a little enemy icon for your troubles. Note that Dream Stones do not carry over like in your first playthrough, as you are only playing individual levels.

There are never so many Dream Stones in a level so that they all add up to 150. You will always have to, once in a level, activate The Mirror Spirit, a little blue fairy in a bubble (pop it with your Wind Bullet). As soon as you pop the bubble, the Dream Stones will start to flash, and the green ones are worth two dream stones now, while the blue ones will transform into purple ones that are worth ten dream stones. Don't worry - there are always dream stones in the vicinity of the spirit that you are capable of getting, and it's only those, it's basically like saying 'you must get all of these set dream stones before the Mirror Spirit goes away' - the game won't expect you to get any more than what is set out for you (hence why some people can get more than 150). As I have mentioned, the Mirror Spirit will leave after a little while, so be quick or you will be unable to get the full 150.

Here's some more background information on the Mirror Spirit, from the game's manual:

'Once upon a time, there was a Mirror Spirit who loved to play tricks. The Spirit would take things and put them in front of the mirror. This confused people since it made things look twice as large. Then, one day, the Mirror Spirit made a reflection of the Sun that was twice as large and drove away Night. People couldn't sleep or dream because there was no more Night. The Spirit had gone too far this time with its tricks; the other Spirits were so angry that they imprisoned the Mirror Spirit.'

What an interesting and useful fellow. And that's all you need to know about Dream Stones and The Mirror Spirit, maybe you learnt something you didn't in here...There are so many technicalities involving Dream Stones =/

~~~~Items~~~~

There are many items you can discover around each level, this section details what you can expect to find.

~Keys~

Keys are golden...key-shaped objects with a red circle on them - they're fairly easy to identify and are formally introduced within the game.

You can only carry one key at a time, and you'll only need to carry one key at a time - in certain points of the game you will face a blocked door with a key

icon on it. Obviously you'll need a key from somewhere to unlock it. More often than not you'll already have the key.

From there you just walk into the door to unlock it - you'll use up the key but a new passageway has been opened, and that's what matters. Nothing else to say about Keys..Moving on..

~Hearts~

Often a Godsend, especially in the latter stages of the game. There are two types of Hearts - the small heart, which is like a pink heart with wings, and a gold heart, which is a large gold heart with wings.

These Hearts which can be found multiple times in levels will restore Klonoa's health. The pink ones will restore one piece of his health (out of six pieces), while the gold ones will restore three. You can never exceed the three full hearts, remember.

~Extra Lives~

Fairly obvious, no? It's a golden coin with Klonoa's head on it, and if you collect it, a special sound will play and you'll gain one Extra Life. You can never exceed 99 lives.

~Memory Clocks~

These are..uhh..alarm clocks inside floating bubbles. Simply pop the bubble and the alarm will ring, confirming that you have activated this item's purpose - to provide a point for you to continue from if you ever lose a life.

~Ngapoko Eggs~

These are little green and white eggs that, once broken with a grabbed enemy (and only a grabbed enemy, these are immune to the Wind Bullet), will reveal an item of any manner - sometimes a heart, or an extra life, or even a Phantomilian.

They also appear in both the background and foreground of the level, unlike many items. In this case, you will have to use good aiming to break the egg.

Also, sometimes, these eggs are invisible. Now, I will tell you in the Walkthrough where these eggs are, but otherwise you can tell where they are because you can see a suspicious shadow in the ground below where they are. Simply jump into the area above this shadow to make the egg appear, then smash it like you normally would.

~~~~Phantomilians~~~~

Phantomilians are the inhabitants of Phantomile. In each level, you can find six, always trapped in bubbles (with a symbol relating to that level) or eggs. Their appearance differs within each region that you are in, but you'll know when you've found one - a sound plays and one of the six empty squares near the bottom right of the screen will be filled with part of a golden picture. Collecting all six will fill the picture.

You should really attempt to get all six for each level on your first playthrough because, unlike the Dream Stones, they will be registered indefinitely (and you won't have to go through a whole level again looking for just one), and if you do collect the total 72 from the whole game then you'll get a special surprise..

~~~~Conclusion~~~~

I believe that is all you need to know about The Basics of the game. Some of it may seem complicated or long-winded, but you'll get used to it as you play the game...In fact, the best way to learn a game is to play it, which is what we're about to do. :D

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7. Walkthrough

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This Walkthrough will get you through the game while collecting all the Phantomilians and even get you through the extra level, no questions asked. You need not worry about collecting all of the Dream Stones yet, I will hardly mention them during this Walkthrough, there's a very good reason, alright? Trust me. If you don't then just read the introduction to the Dream Stone Walkthrough.

So shall we start? Alrighty!

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Vision 1-1

O~O~O~O~O~O

Breezegale, The Wind Village

~~~~The Beginnings of Gale~~~~

This is a nice and easy introductory level.

After the cutscene, head to the right and grab the Moo, then use him to double jump up to the blue dream stone, if you want. In any case, carry on right and take on the Moo that jumps down from the castle - grab him then throw him to the next Moo you encounter, moving forward. There will be yet another Moo after this who you can use to break an Ngapoko Egg - just line yourself up, face the background, and jump up a little, then throw him into the egg. There's no rush, but you don't need to do this either - there's only a blue dream stone inside.

Head forward to the bridge and grab the Tepon if you wish to collect more stones, then head across the remainder of the bridge and grab the Zippoe (be careful, he may advance a little faster than what you're used to with the hapless Moos) and use him to pop the bubble you will see in front of you - Congratulations! You've just freed your first Phantomilian. Seventy-one more to go...

Now continue to head along the path, and when it dips, wait a little away from the wall (just before where the ground is lowest), then grab the rapidly advancing Zippoe and use him to double jump up the wall. You may wish to take the heart if the first Zippoe caught you out or something. When you're up the wall, another Zippoe may advance, just grab him and use him to activate the Memory Clock. Head up the ledge to the left, grab the Moo and bash him into the other Moo. Grab the Zippoe afterwards and then jump into the whirlwind. When Klonoa reaches the highest point possible, use the Zippoe to double jump up to the blue stone, but more importantly, move a little to the left in the middle of your jump so that when you descend you can use the Wind Bullet to pop the bubble containing the second Phantomilian. If you fail this, don't worry, for the Zippoe constantly respawns on the right of the whirlwind. Now head to the very edge of the path, and jump and hold your jump button to float along to the platform to the left - you may or may not catch all of the dream stones but

that doesn't matter right now.

Now jump off the platform and try and grab the Moo before he slides down, otherwise he may hurt you when you follow him. Use the grabbed Moo against the other Moo when you continue forward, then grab the Boin when it comes down from its bounce, and throw it into the other one when it comes down from its bounce. Then wait for the Moo to respawn and use it double jump to the bubble, then pop it with your bullet to collect your third Phantomilian. Now head into the door (press up when you are in front of it)...

When you're inside, just head through the tower until you are confronted by Balue. After that small interlude, follow the path and exit the tower. When you're outside, jump up and activate the clock, then use the Moo to get the dream stones, and as you descend, grab the Flying Moo and use him to jump up to the bubble, then shoot it with your bullet - it's the fourth Phantomilian. You can easily grab the Flying Moo from when you're on the ground too, it's just quicker that way. Wait for it to respawn, then double jump with it again and float over to the raised area on the left. Follow the path until you come to the Spiker - wait for it to go down to the bottom of the path, then rise up - as soon as it does this, run left, then quickly jump right underneath it. Again, you don't need to jump immediately after, you can take your time if you wish. Carry on along the path and wait until the three separate Spikers are above the ground, then run underneath them - there's no need to rush and you'll be risking your health if you do. It's also fairly difficult to jump over them.

Now wait for the platform to come to your level and jump on it, then pop the bubble for the fifth Phantomilian as you rise - when you're at the top, grab the golden heart and carry on along your path, running underneath the two Spikers. When you reach the end, activate the memory clock and jump to take the extra life, then just descend normally and avoid the Spiker before heading back the way you came (to the Flying Moo).

You're nearly at the end now. This time, head along the bottom path and grab the Moo. You'll come across your first Mirror Spirit - feel free to pop it but know that it makes no difference whether you collect all the stones or not at the moment (we'll discuss this section in more detail in the Dream Stone Walkthrough). Along this path of stones you will come across another bubble containing the sixth and final Phantomilian of this level, and at the end, you should avoid the Flying Moo, then grab it, and throw it into the Moo underneath the path. Carry on along this path, grab the Moo and jump up to the platform and throw it into the Zippoe. Head into the cave and you've completed the level!

Vision 1-1 Clear!

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Vision 1-2

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Gunston Mine

~~~~The Diva and the Dark Spirit~~~~

A long level with lots of hidden paths where you may miss something vital, but I'll go through them all.

Head right and grab the Moo if you wish, then drop down to the brown pillar, and hop across each pillar in turn, making sure to only jump when the Spikers are heading downwards. Otherwise you might face a nasty fall. Keep heading left - you'll come across the Mirror Spirit but there's not much need to activate it right now, but watch out for the Zippoes and Moos who will

alternately spawn further to the left. Keep heading left and let yourself be taken up by the whirlwind (although you should watch for the Moo on the far left), and head right once you land on the path to collect your first Phantomilian of this level. Keep heading right again, grab the Moo and use him to double jump over the gap this time.

Head forward and jump behind the Shield Moo (your Wind Bullets will rebound off his shield), then grab him and throw him into the pursuing Zippoe. Follow the Moos up the various whirlwinds until you reach an area where two Shield Moos will close in on you. Grab the right one from behind, throw him into the left's shield, then grab the left one and throw it at the Ngapoko Egg in the foreground for your second Phantomilian. Head right, collect the heart as you jump over the gap, then when you come to the trio of Boins, grab the first and bash it into the second, then grab the third and use it to double jump to get to the ledge with the heart. Then head inside the door.

Activate the Memory Clock, then head onto the cart. This journey poses absolutely no danger to you, its only purpose is to allow you to collect Dream Stones, but we don't need them right now, so just enjoy the ride. Even at the end, as the cart begins to fall apart, don't worry as it will soon come to a crash and you will not be harmed at all. After that, activate the clock and head outside.

Head to the left using the whirlwind, grab the Moo and bash him into the other one, then take the bottom path, making sure to jump over the small gap just below the Ngapoko Egg. Grab the Moo lurking here and use him to smash the egg - you will be rewarded with a heart. Dodge the Spiker (when it goes up, drop down into the small crevice and jump to the left), then use the whirlwind and jump up to the platform on the right to take the third Phantomilian. Head left and dodge the Spiker, then drop down to the door you will soon see and enter it.

Activate the Memory Clock, and then head right...Wow, a Giant Moo! Hit it with your Wind Bullet to inflate it, then wait for the Shield Moo to spawn, get behind it (skilled players may be able to grab the Shield Moo as soon as it lands), and throw it into the Giant Moo to pop it and release some stones. You don't actually need to inflate the Giant Moo to allow it to be popped, but hey, who cares. Keep heading right, watching out for the Shield Moos, then head up the ledge to the right and grab the Flying Moo - use it to double jump then pop the bubble at the top to get the fourth Phantomilian. There is a second Mirror Spirit here, but there's no need to use it. Now head back out of the cave, watching for the Shield Moos on the way.

Now ascend the different ledges, and head right along the long path, jump down at the end. On this new brick path, head left, jump over the gap, and grab the first Zippoe to throw it into the second. Now, before you jump over the second gap, watch out for the Shield Moo. You may wish to wait for him to head back left before you jump, or you might want to quickly jump and float over him, then grab him from behind. Your choice. Jump over another gap and jump around the area in between the stones, you will reveal a Ngapoko Egg. Use the Shield Moo to smash this, but you will only be rewarded with a few stones, nothing vital. Head inside the doorway once you're done.

Pop the memory clock's bubble, then keep heading right, across the whirlwinds, then wait for the Mewmew to emit his bouncing balls of death, jump over them, and quickly run to him and grab him. Take your time if you're new to this enemy, just watch his attack pattern. Again head over the whirlwind, and watch out for the second Mewmew, just do what you did before to get close, then throw the first Mewmew into him. Jump over the small gap to the right and take the bottom path, there is yet another Mewmew here but he should prove no problem. Again cross another whirlwind, grab the Mewmew (if you grabbed the first one just

throw it somewhere else), then head back to the left and position yourself in front of the Ngapoko Egg in the background. Throw the Mewmew and break it for your fifth Phantomilian (don't worry if you failed to hit it, as Moos will now spawn repeatedly to the right). Head right and cross another whirlwind, then jump up to the platform for an Extra Life. Jump carefully to the brown path, then head onwards right and jump up to the top path. Jump behind the Shield Moo (the trio of cowardly Moos behind him will jump away at this point), grab it, and throw it at the 'X' marked wall in front of you. Cross the new bridge, activate the clock, use the first Zippoe on the second as you head right, then use another advancing Zippoe to jump up to the bubble and pop it for the final Phantomilian of the level. Zippoes will repeatedly spawn here, so you should grab another one and jump around to the right of where the bubble was - you'll reveal a hidden Ngapoko Egg which you should break for an extra life. Head right and use the Boins to get the three hearts (more will spawn to your left if you need them), then head right and into the cave...

~~~~Boss Fight 1 - Rongo Lango~~~~

After the long cutscene, you'll be up against the boss monster Rongo Lango. First, I'll explain his attacks. He can straight up attack you if you are in front of him, or if you are behind him and close to him, he may spin around and hit you with his tail. Often if you are in front of him and running away, he will repeatedly jump very high to catch you until he is in front of you. Sometimes, he uses two special attacks - the first is where he will hit the ground with his tail, sending a large rumble across the circular 'arena' - just jump to avoid this, and the second is where he will spin around and send out one or two rainbow shockwaves, but these are again easy to dodge with jumps.

Now, Rongo Lango's weakness is actually hinted by Joka in the cutscene - it's his behind, his back, his rear. Unfortunately, even his back is too armoured to be harmed by the Wind Bullet, so you should use the convenient Moos by grabbing them and throwing them at his back. You can put this to the test at the very start of the battle - Rongo Lango won't be facing you, so head to the left and wait for a Moo, grab it, then quickly run near him and throw it at him. He will be propelled forward by the force, and his back will flash white - this means that you can't hit him right now, just to be fair. Follow him and grab a Moo that will probably come around, then wait for him to turn around and run away from him - he will then jump repeatedly to catch you, so let him jump over you then throw a Moo at his back. This is the strategy you should use for the remainder of the battle - it doesn't get too much different aside from the two aforementioned special attacks. Four hits is all it takes to destroy him.

Vision 1-2 Clear!

0~0~0~0~0~0

Vision 2-1

0~0~0~0~0~0

Forlock, The Tree Village

~~~~Deep in the Dying Forest~~~~

This is a long and slightly annoying level with a lot of new enemies, hope you're prepared...

Head to the right and you'll be confronted by a new enemy, a Spikeshield Moo. When this guy sees you, he will also charge at you pretty fast, so quickly jump over him and grab him, then throw him anywhere you want. Carry on right, jumping over the gap, then when you drop down into the little niche, another new enemy, Shellie, will appear. This orange ball will go back and forth

between the walls pretty fast in an attempt to hit you - just keep dodging until it jumps up to take a look and exposes itself, then you should grab it. Again, throw it anywhere. Keep moving forward, avoiding the Bomber (a new, often out-of-reach like in this case, enemy) and his spiked balls of death, then wait for the Spikeshield Moo to charge you before you grab him. Throw him at the Ngapoko Egg, but there are only dream stones inside. Head on right to be encountered by yet another new enemy, Mousey. He will just swing from side to side, you can grab him fairly easily. Throw him anywhere, then head right (go under the Bomber), then grab him from the right once you've dodged his bombs. Use him to double jump up the ledges, then a Tepon will allow you to collect your first Phantomilian. Head back down and then forward and activate the Memory Clock.

Head forward, avoiding the Bomber and taking out the Moo, before using the leaves to traverse your way to the next ledge. Admittedly these leaves do sway about a little, just use caution and you'll be okay. Carry on forward on the bottom path, grab the Spikeshield Moo and use him to break the egg for your second Phantomilian. If you somehow fail this, a Moo will continually respawn for you to try again. Head back and use this Moo to double jump up to the top path. Carry on forward, there'll be a Giant Moo and a Mirror Spirit, but these complications are best left to the Dream Stone Walkthrough. Just carry on like you normally would and through the door (watch out for the Moo).

Go right and jump up the ledge, and then jump again to the ledge on your left. The Mousey and the Shellie shouldn't pose too much of a problem, especially if you take out Mousey from the safety of the ledge. Head on through the door, use the Tepon to gain access to the Extra Life and Memory Clock. Head back down and wait for him again, then use him to fly next to the Ngapoko Egg and throw him at it for the third Phantomilian. Now head back, take out Mousey and Shellie again, and this time head right from the first ledge where you started. Another Shellie will confront you but you can use it double jump forward (ignore the Mousey if you wish), then carry on forward until you get to the door. Head back a little and a cutscene will start, at the end you will receive a key. Just walk into the locked door and it will open now, so head through. Head on right until you come to the Moo, use him to get to the heart. Now head left and another Moo will appear, use him to get the Memory Clock. Go back right again and take out the Spikeshield Moo before heading into the next door.

Carry on right until you come to the spiral of Shellies, with two Ngapoko Eggs in the middle. All you need to do is dodge them until they expose themselves, then grab one and throw it at the eggs. The moving one yields your fourth Phantomilian, the stationary one gives you a golden heart. Now just head down the spiral, dodging the Shellies until you reach the Tepon, whom you should use to ascend to the next ledge. Wait for the Mewmew to release his bombs before using him to break the egg and get another key. Now use the leaf to ascend to the door, open it and head on through.

Activate the Memory Clock, then head right in the middle of where the Mousey is swinging, then face the foreground or background (whichever way it is coming from) before grabbing it and throwing it into the Spikeshield Moo on your right. Now head right, jumping a little to expose an egg, then get behind the Spikeshield Moo and use him to smash it, though it only gives you some dream stones. Now wait for the Spikeshield Moo on your left to reach you before you grab him, but do not throw him. Just jump onto the leaf on your right, and face left. Wait for it to be level with the egg (it's better to be more below than above), and throw to get your fifth Phantomilian of the level. Now jump across to the next leaf (caution), and jump when you think it's safe (there's a Spikeshield Moo on the next small ledge). You can either grab the enemy, or just repeatedly wind bullet his shield to knock him off and into the abyss. Now again head across the two leaves and onto the path. Jump onto the ledge with

the Spikeshield Moo and do whatever with him, but make sure to avoid the two Bombers who will be raining hell on you. Well, not that much but they're pretty annoying. Carry on right and activate the Memory Clock below the mushroom.

Now head on top of the mushroom and take out the Moo before heading down to get the final Phantomilian of the level. The Bombers will continue to harass you while you do this. Now head up the ledge and follow the path, jump over the Spiker when it descends, and dodge the next Spiker and grab the heart on the small ledge any way you can. Carry on, there's another Mirror Spirit here, you needn't bother, but do follow the fleeing Bomber and dodge his bombs before grabbing him. Throw him into the next Bomber (now those two who caused you all that annoyance have destroyed eachother), jump over the gap, and follow the path to view a cutscene and complete the level.

Vision 2-1 Clear!

O~O~O~O~O~O

Vision 2-2

O~O~O~O~O~O

The Kingdom of Jugpot

~~~~Beyond the Backwards Waterfall~~~~

Fairly short level this one, no real trials either...It's a break from what you've just gone through.

Go right, take out the moo on the moving platform, then use the rising fountain to ascend to the ledge on the left. Wait for the Dabby to use its bombs, then jump up and grab it, throw it into the next Dabby when it has thrown its bombs. Head up and across the fountain and there will be a short cutscene. After that, head up the ledges to the right and wait for the Shield Moo to advance on you. Drop back down a ledge, then when it turns around, grab it and activate the Memory Clock. Head left and grab the Moo but stay on the moving platform. When it goes right, near the dream stones, double jump up to where the bubble is and pop it for the first Phantomilian of the level. Now head left and go to the first ledge, don't move though because there is a Dabby using its bombs. You will be safe where you are, so when it has finished, jump to the next ledge, jump over its bombs again if you need to, and grab the Flish and throw it into the Dabby. The Flish constantly respawns, so grab it again and this time use it to double jump directly above the Moo to destroy it. Head to where the Moo was standing and descend the ledges to the second Phantomilian. Now head back up and left, keep ascending the ledges then head inside the door.

Activate the Memory Clock on your right, then head left, take out the Dabby and grab the heart and then head down (make sure you have thrown the Dabby at this point). Now grab the Moo on the moving platform and head up the top path on the left, wait until the Spiker has gone left then emerge from the small area and double jump up to the Extra Life and third Phantomilian. If you fail this, head right from the moving platform and use the constantly respawning Flish. Once you're done, head down the bottom path to the left of the moving platform, jump up the ledges and take out the Moos anyway you wish, grab the Memory Clock and head out of the door.

Head a little left and grab a Flish when it comes, then use the same double jump trick as before on the waiting Moo. Head inside the door for the fourth Phantomilian. Now head back up the ledges and to the right, jump over the rising fountain and grab the Moo but do not throw it. Once you have the Moo, wait on the rising fountain and jump across the two trees, then double jump over to the path on the right. Take the Memory Clock, use the rising fountain

to navigate across the gap, then drop down and constantly avoid the giant spiked balls by jumping (and floating sometimes) above them - keep heading right. Now use the Flish to double jump upon the Moos like usual, and use the rising fountain if you have to, in order to get up to the next path. Take out the two Moos on the moving platforms and keep heading up, then use the Shield Moo to double jump up to the next door.

Take the Memory Clock from the foreground, and grab the Shield Moo. Head left and jump around to reveal a Ngapoko Egg, smash it to get a heart. Now head right along the below path and drop down the two ledges leading left and get on the moving platform. When it jumps near the left, jump up the ledge for your fifth Phantomilian and then head back to the two ledges, head right and then drop down to the bottom path. Head left across this, using the rising fountain to ascend to the next path, and continue heading left until you go through a tunnel.

Grab the Memory Clock here, then just let yourself slide - there's no danger here, the Flying Moos will quickly flee when they see you coming. When the water stream flattens out a little, be ready to jump over the Spikers, but the flow slows considerably so it shouldn't be too hard. You'll then drop again and will have to dodge a few more Spikers, but again they're easy to avoid. At the end of this ride you can take another Memory Clock. Now grab the Shield Moo and use it on the Giantshield Moo when its back is turned. Head up the small ledge to the left and dodge the Shield Moo until the Giantshield Moo comes back and has its back turned again. Now just inflate it with the Wind Bullet, grab the Shield Moo and get on top of the giant one, then double jump up to the ledge, head left and take out the Shield Moo before grabbing the golden heart and the final Phantomilian of the level. Wait for the Shield Moo to respawn before using it double jump back up the ledge, then go to the Giantshield Moo and head left again. Take out the Shield Moo on the far left this time, head left under the path and wait for this Shield Moo to respawn - grab it and double jump up to the high path on the left.

Use the rising fountain to go even higher and then take the Memory Clock before heading across the water stream - the Spikers are a joke to avoid here. Once the small ride ends, ascend the ledges and dodge the Spikers as they come around to you - when you're on the third, jump right for an Extra Life, then carry on right and through the door. Outside, head left a little and a short cutscene will begin, at the end go left and press the switch in the background. Another longer cutscene will begin and you'll find yourself in a boss fight once it's done..

~~~~Boss Fight 2 - Pamela and Seadoph~~~~

This is actually a fairly tough boss battle, especially for this stage in the game. Follow this strategy and you should be okay, though. The arena is almost circular, but the top of it is off limits - this is where giant spiked balls emerge from which you will have to constantly jump over during the course of the battle. Pamela and Seadoph are in the middle and will jump at you in an attempt to hurt you when you stay still. You can either dodge this easily, or dodge a little and grab Seadoph when he goes by (although this is hard to do), then line yourself up and throw him at Pamela when she emerges in the middle of the water. Otherwise, once the attack is over, Seadoph will jump off of Pamela and ride on one of the balls. Pamela will attack you, but you should already be moving towards Seadoph and grab him as he comes by. Then move into the lowest part of whatever path you are on and throw him at Pamela. Part of the difficulty of the battle is actually hitting Pamela with Seadoph, but if you stay in the lowest part and your aim is true you should hit her.

That's the basic battle, just repeat what you did and after a long battle you

will take them out. Pamela does have two more attacks though - the first is just like her basic attack but she will spin around this time, giving her a wider attack range and making it harder for you to grab Seadoph - just avoid this one completely. The second one occurs very often when Seadoph jumps off of her - she will blow many bubbles up into the air that will descend and hurt Klonoa if they touch him. You should both dodge these and pop them with your Wind Bullet.

Overall it's a pretty tough battle that may take you more than a few tries. Just persevere though and you'll gradually get the hang of it, no matter how unpredictable it seems. If you don't take any risks, the spiked balls and Pamela's attacks are easy to dodge, the only difficulties being the bubbles and actually hitting Pamela with Seadoph. You should probably do this the first time you fight them as you may find it very difficult otherwise. It takes four hits before the spell is finally broken and the battle ends.

Vision 2-2 Clear!

O~O~O~O~O~O

Vision 3-1

O~O~O~O~O~O

Forlock, The Tree Village

~~~~Rebirth of the Forest~~~~

Hmm...This isn't one of my favourite levels if I'm going to be honest...Well anyway, be prepared for a long trek.

Having left the Ferry Tree, go right and jump across the gap, then get on the spring and jump as soon as Klonoa touches the spring from his bounce. Bounce up to the right, touch the gondola, at which point a Moo and an Armoured Moo will come from behind the fence. Use the Moo on the Armoured Moo, then grab the Armoured Moo and jump around near the gondola to reveal an Ngapoko Egg for a few dream stones. Wait for them to respawn, then grab the Moo and head left, double jump on the 'X' marked box if you wish for a blue dream stone, then grab the other Moo that will appear and throw it left at the other box. Follow the path around until the cutscene. Once that's done, head back around and take out the Dabby, head right, run under the Spring Moo when it jumps and grab it, then get on the gondola and wait to be taken up, then activate the Memory Clock.

Grab the Flying Moo that appears and take it across the next gondola. Use it on one of the Armoured Moos that comes around, then use that de-armoured one on the other Armoured. Take this one out any way you can, then advance around the ring and grab the Moo - double jump up to the left of the house and take the heart, then use the Moo that spawns to go right and pop the Ngapoko Egg for a key. Now head back to the second gondola and head right once you're back on the main path to grab a Flying Moo, then head left and break the armour on the next Moo, then use him to double jump up to the high ledge, where you should take out a Spring Moo and collect the first (yes, only first) Phantomilian. Then drop down and go through the door on the left.

Pop the Memory Clock bubble, get on the gondola, head right and avoid the Spiker, then grab the Dibby once it flies in and use it to double jump on the 'X' box. Get the second Phantomilian and use the spring to head right, then grab the Dibby and move up the gondola. Activate the Memory Clock on your right before continuing in that direction. Take out the first Spring Moo any way you want to, but only grab the second one, then go right and use it on an Armoured Moo, then break each one's armour with eachother before you get down to the last one - grab this guy, collect the golden heart, and throw it at the box in

the background. Now head all the way back left past the gondola (there will be new Spring Moos also), drop down to take out the Dabby and collect your third Phantomilian, then use the spawning Moo to break the box on the upper-left for another key. Head left, use it on the door, and advance through...

Activate the Memory Clock, get on the gondola and head left after the short ride, then drop down to where the two Shellies are, and keep dodging them, and grabbing them to throw them at the flower in the background. Once you've hit it, it will open up to reveal an egg, so grab another Shellie and break that for the fourth Phantomilian of the level. Now use yet another one to double jump up left. Get on the first spring and use the Flying Moo to double jump up to the second, then grab the respawning Flying Moo again but don't use it, just jump left. Now double jump on top of the bridge sign and collect a heart, then wait for the Flying Moo to come near to you, grab it and use it on the Giarmoured Moo, then inflate this guy, jump on top of him, wait for the Flying Moo to come back, and use it on the inflated Giarmoured Moo to destroy him. Head left and get the Memory Clock.

Now head left and down the ledges, avoiding the Armoured Moos for now. Once you're at the bottom with three springs, get up to the top on and face the background, then jump up high and grab the Moo as it appears in the tree trunk. Use this Moo on the Armoured Moo to the right, then grab him and use him to break the box. Drop down, and use two of the respawning Moos to open the flower and break the egg for an extra life. Then get a third one, and jump up to the ledge on your left using the spring, but don't use your grabbed Moo just yet. Instead head right and use him on the next Armoured Moo, then use him to double jump up left to the high path. Use the Moo to dodge the Spiker and double jump left, then drop down again, and use the Moo to break the Armoured Moo and then use him to break the box for a heart, all the while dodging the Dabby's spiked balls of doom. Then head left, take out the Dabby and grab the Key and head back right, using the respawning Moo to open the flower in the background, and do the same again on the egg to reveal the fifth Phantomilian. Use it once more to get up the ledge to the right, then go all the way to where the three springs were, and go left from there. Use the key on the door and go through.

You'll be on a cart ride similar to the one in Gunston Mine, and like before the main goal of this section is to challenge you to collect dream stones. However we're not bothering with that right now, so you'll just have to concentrate on avoiding the multiple Spikers around here. The ride will probably move too fast for you to follow the walkthrough, but because I'm generous, I will tell you exactly what to do to dodge each wave of Spikers in a nice comma-filled list. Here we go: Activate the Memory Clock :p, jump, jump, jump and float, dodge, dodge, dodge (go to the far ends of the cart for best results), small jump, small jump, dodge far right, dodge far left, dodge right/left, activate Memory Clock, head outside door.

Go right again, and jump over the gap. Head to the far right, and grab the Spring Moo when it appears. Use it to double jump upon the box, then grab another one and go back on the new spring - jump high using the spring and double jump at the peak of that jump and go left while doing this and you should be on the high ledge. Follow this path left and get on the gondola, once the ride is done jump right and grab the Dibby as it comes, use it to break the Giarmoured Moo, then do it again on the de-armoured Giant Moo to destroy it, and use the Dibby once more on the switch. You'll see that you've triggered the first gondola. So, take out the Dibby that will probably assail you once more before dropping down right and getting on the gondola (the Spring Moo should miss you).

Once the gondola's done, head a little right and use the respawning Flying Moo to open the flower and break the Ngapoko Egg for the final Phantomilian. You're

near the end now, finally...Use the Flying Moo again to double jump over to the box, then use the next Flying Moo on the right to first break the box for a dream stone, and then again to get up to the pillar on the right. Jump right again and just follow the path until the cutscene starts. Once it's finished, you will have completed this tedious level...

O~O~O~O~O~O

Vision 3-2

O~O~O~O~O~O

### The Tree Mansion of Machinery

~~~~The Stopped Gear~~~~

Not as long a level as the previous one, fairly easy-going if you know what you're doing, too.

Head right from the start and wait for the Boomie to spawn. Throw him in the little hole in the background just above the switch and wait for him to explode (you should note that Boomie explosions harm Klonoa so watch out for when the noise clicks and the Boomie starts to go white). This results in the mansion being able to work now. So go right and jump on the platform, wait for the hammer to hit you, then go to through the blue door on the right once you've stopped. Run along this path and jump up through the purple door, cross the bridge, follow the path and jump across the machinery until you get the Key. Now head back to where you entered the blue door and get on the platform. Head left across the red path once the hammer has hit your ride, dodge the Boomies and go through the door.

Activate the Memory Clock on the right before going left, take out the Dabby any way you want to. Then jump on the lowest ledge on the left, and grab the Moo when you can. Jump up the ledges until you're on the path (make sure not to use the Moo) then avoid the first Spiker, double jump up and collect the first Phantomilian. Avoid the second Spiker, take out the Mousey any way you wish, go left again and avoid the Flying Moo/Spiker, grab the Dibby when it appears, and use the spring to ascend the ledge. Go left from here and as you drop down throw the Dibby at the switch. Now head right and dodge the Dibby or take it out, whatever, drop down the small gap, and head left. Ignore the red door, activate the memory clock, and use the spring to ascend the ledge. Head left and grab one of the Boomies, use it to double jump and grab the dream stone - on the way down you'll reveal an Ngapoko Egg, so grab another Boomie, go to the end of the path, jump a little, and throw and you'll break the egg for an extra life. Now go left, take another Boomie and head through the purple door, ignore the egg for now - go a little right, then throw the Boomie back at the egg for the second Phantomilian. This way you won't get hurt from the explosion. Go right through the door.

After the cutscene, go left and avoid the Boomies, avoid the Shellie too (the egg only holds a dream stone), and carry on left. Use the approaching Boomie to pop the bubble in the foreground for your third Phantomilian. Take out the two Jesters (there is an invisible Ngapoko Egg to the left of the door, but it only holds dream stones), and go through the blue door. Activate the Memory Clock, grab the Boomie and go left, drop down and go a little left again, and throw at the egg for a heart. Now jump up the ledge to the left and go left, grab the Boomie when it comes. Jump left across the gap and drop down a little, then throw it left against the wall so it lands near the switch. Now run right, drop down and go left and get to the door as fast as you can, as the explosion will trigger a switch that opens the door for a few seconds. Go through it once it's open, watch the short cutscene, and go right, use the two Flying Moos to double-double-jump up to get the fourth Phantomilian, then use them both again

to get to where Joka is waiting. After the cutscene, take the key and head back out of this area and the next, so you're at where Joka was locking the door earlier. Use the key on this small door and go inside, run right to get the Memory Clock before, then hit the switches in the background in this order - left, right, middle. You'll see that the mansion works again, so go back outside, right along the path and through the yellow door, across the bridge, right along the path, drop down, and head inside the red door. Jump across and go through the green door, follow the path and go through the purple door.

Cross the bridge and follow the path - jump onto the platform where the key was when it is at its lowest, wait for it to reach the end of its journey and collect the fifth Phantomilian before you jump to the conveyer belt. Get the memory clock, then go left and jump to the next conveyer belt, do the same again but this time avoid the Spiker, then just head left and go through the door. Drop down the conveyer belt, but at the end jump high and get the final Phantomilian of the level, then cross to the lift, wait for it to head up and go through the green door. Activate the memory clock here and keep going right, jumping over the spiked balls of doom. When you see the extra life and golden heart, get to where the path is highest before jumping to try to reach them. Carry on right after this and go through the door, jump on the lift, watch the cutscene, and prepare for the boss fight...

~~~~Boss Fight 3 - Gelg Bolm~~~~

Alright, the basic principle of this battle is that you need to use the springs to jump high while you have a grabbed Moo, then wait for the right moment to double jump above Gelg Bolm's middle - his weak spot which you can only attack from above. This battle actually goes in stages and is more linear/varied than the first two, so I'll explain each one.

At first, Gelg Bolm will go left while you should head right and wait for a Moo. Once you've got one, jump on one of the middle springs and wait for Gelg Bolm to approach - time your jump right and you should be directly above him - double jump and hopefully the Moo will hit him. If not, don't worry, this easy stage will repeat until you do. I should also tell you that if you don't have a Moo to use on Gelg Bolm and he's approaching fast, you'll have to use a spring to just jump over and avoid him. Repeat what you just did once again (so you will have hit him twice) and Gelg Bolm will move onto the second phase of attack.

He'll summon a large fruit that rolls towards you at a fairly fast rate. Just get near a spring and jump high and float while this fruit passes under you. That's all you need to do here.

Now Gelg Bolm will jump into the air. Wait in a place near the one of the two middle springs (right of the right one, left of the left one), but don't get too close to them. Gelg Bolm will land on you - run away as soon as you hear him start to do this, then grab a Moo if you don't already have one, and use the spring to jump right or left above him, then double jump. This is quite difficult because you have to gauge where Gelg Bolm will land, but it's always best to do this further from the springs than closer to them - if he lands too close you won't be able to jump, let alone attempt to hit him.

Gelg Bolm will now go all red and berserk, and he will advance on you very fast, faster than before. Now repeat what you did in the first phase (dodge him if you don't have a Moo), but you will have to be considerably more accurate with this.

Hit him once while he's like this and he will summon another fruit, of massive size. It is possible to dodge this thing without a Moo, but you'll have to time

it exactly right and float for a while. Otherwise prepare to lose a little health from it.

Gelg Bolm will then charge you one last time, do what you did before the giant fruit and you'll finally destroy him. Patience and timing are virtues in this battle, but once you've got the hang of it, it isn't too hard at all.

Vision 3-2 Clear!

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Vision 4-1

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O~O~O~O~O~O

Vision 4-2

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O~O~O~O~O~O

Vision 5-1

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O~O~O~O~O~O

Vision 5-2

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O~O~O~O~O~O

Vision 6-1

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O~O~O~O~O~O

Vision 6-2

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O~O~O~O~O~O~O

Final Vision

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8. Dream Stone Walkthrough  
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Now you may notice on this new World Map that you have grey Dream Stones with '0' next to them appear. This means that you have not collected any stones for that level. You may be confused, thinking 'Hey I collected a few on my first play through!' well, actually, these stones are discounted and forgotten about. Hence why I told you not to bother with them in the initial Walkthrough.

Now, in order to get the perfect game, you will have to collect all 150 dream stones from each and every level. This Walkthrough will tell you how to do that, but it will also assume you are familiar with the levels (i.e. I won't tell you how to get past obstacles unless absolutely necessary), so this 'challenge' of sorts is only for experienced players. If you're ready and willing, let's embark on a long journey to try and do this!

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9. Character List  
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IMPORTANT NOTICE - This section contains Spoilers!

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Mini-Contents

0~0~0~0~0~0~0

0~0~0~0~0~0~0

~~~~Klonoa~~~~

~~~~Huepow~~~~

~~~~Ghadius~~~~

~~~~Joka~~~~

~~~~Balue~~~~

~~~~Lephise~~~~

~~~~Seadoph~~~~

~~~~Pamela~~~~

~~~~Karal~~~~

~~~~Granny~~~~

~~~~Grandpa~~~~

~~~~The Queen~~~~

~~~~Jugpot Soldier~~~~

~~~~Forlock Door Guard~~~~

~~~~Forlock Gondola Guard~~~~

~~~~Forlock Platform Guard~~~~

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10. Location List

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IMPORTANT NOTICE - This section contains Spoilers!

0~0~0~0~0~0~0

Mini-Contents

0~0~0~0~0~0~0

10a. Breezegale

10b. Gunston Mine

10c. Bell Hill

10d. Forlock

10e. Jugpot

10f. Granny's House

10g. grey path

10h. blue path

10i. Grandpa's House

10j. Temple of the Sun

10k. Light and Darkness

10l. Moon Kingdom

10m. Limbo

O~O~O~O~O~O~O

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11. Enemy List

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IMPORTANT NOTICE - This section contains Spoilers!

O~O~O~O~O~O~O

Mini-Contents

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12. Boss List

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IMPORTANT NOTICE - This section contains Spoilers!

A comprehensive list of all of the bosses, and how to defeat them.

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Mini-Contents

O~O~O~O~O~O~O

- 12a. Rongo Lango
- 12b. Pamela and Seadoph
- 12c. Gelg Bolm
- 12d. Baladium
- 12e. Joka
- 12f. Ghadius
- 12g. Nahatomb
- 12h. Spirit of Nahatomb
- 12i. Ultimate Nahatomb

O~O~O~O~O~O~O

~~~~Rongo Lango~~~~

~~~~Pamela and Seadoph~~~~

~~~~Gelg Bolm~~~~

~~~~Baladium~~~~

~~~~Joka~~~~

~~~~Ghadius~~~~

~~~~Nahatomb~~~~

~~~~Spirit of Nahatomb~~~~

~~~~Ultimate Nahatomb~~~~

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13. Plot Summary

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IMPORTANT NOTICE: The quoted text and the Prologue are taken from the game's booklet; I take no credit for their literary work. They are included to set the scene for the game and provide a complete and full overview of the story.

It should be also obvious that this section contains every single Spoiler imaginable, so read with caution.

Now, let us begin...

~~~~~

'It's strange...

Sometimes I can't remember my dreams,  
Though I'm sure I saw them.

Where do these dreams go?

But I remember this one dream,  
As clearly as if it were reflected in a mirror...'

/O~O~O~O~O\  
Prologue  
\O~O~O~O~O/

Once upon a time, four spirits held sway over Phantomile - the Wind Spirit, the Tree Spirit, the Water Spirit, and the Moon Spirit. The Moon Spirit gathered the energy from people's dreams, and used this energy to give shape to the world. The other Spirits maintained peace in the world by sharing the special powers of the wind, trees, and water that were entrusted to each of them.

And then one day, a Dark Spirit started a rebellion. He was jealous of the omnipotent power of the Moon Spirit to create anything in the universe. The Spirits combined their strength and battled the Dark Spirit. Although the Dark Spirit's awesome might overwhelmed the other spirits at first, he was eventually overcome and hunted down by the forces of light. The war raged on for one hundred days and the Dark Spirit was imprisoned at the end of the war.

After the war, the Moon Spirit decided to disappear so that a war like this would never happen again in the future. Now, the Moon Spirit will not appear unless the Wind Spirit, the Tree Spirit, and the Water Spirit all will the Spirit to come forth. Thus, the power of dreams is forever hidden, far away in the land of dreams...

/O~O~O~O~O\  
Awakening  
\O~O~O~O~O/

A cat named Klonoa is playing in the forest, when he hears the sound of a falling object and an explosion as it hits the ground. He heads to the source of the sound and discovers a ring, and after much examination and attempting to pull it out of the ground, he finally releases it and a blue and green floating ball emerges - Huepow.

The two very quickly become best friends, and spend much of their time running around, playing games and enjoying life. However, one day, a large object crashes down onto Bell Hill, and the blue sky becomes shrouded in darkness. As the darkness starts to take over the world, it heads towards Klonoa and Huepow,

and just as it begins to surround them...

Klonoa wakes up. He sees Huepow safe and sound and realizes it was all just a bad dream. And yet later that day an object crashes into Bell Hill, just like in the dream. Klonoa and Huepow decide to investigate.

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  Foreign Entities  
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As Klonoa and Huepow travel through their native village of Breezegale (on the way beating off some creatures seemingly not happy with Klonoa), they come across a tower, still in construction. As they head through it, they are confronted by a grumpy old man. He appears to be the sole person constructing the tower, and quickly jumps off his high position to berate Klonoa about not saying hello and sneaking around in unfamiliar places. Klonoa apologises, but the old man doesn't seem to be bothered and introduces himself as Balue, the village mason.

Balue asks whether Klonoa and Huepow have seen his 'beautiful statue' of Lephise outside. Klonoa and his friend are clueless as to who Lephise is, but Balue states that she is a legendary diva who sings the 'Song of Rebirth'. He then claims that he is building the tower so that he can reach the Moon Kingdom, apparently the residence of Lephise. When Huepow questions whether this is possible, Balue shouts at them, seemingly intent on his plan working. Klonoa and Huepow decide to leave, and each party wishes each other luck on their journeys before Balue continues working, and Klonoa and Huepow continue their journey to Bell Hill.

Their trek through Breezegale takes them through Gunston Mine, where they face many hostile creatures. After a long, tough journey, they finally ascend to Bell Hill where they immediately hear voices upon entering the area. The pair hide, and hear a deep voice congratulating a 'Joka' for capturing Lephise. The high-voiced Joka is honored by his Master's words, while Klonoa and Huepow realize that Lephise is the fabled diva Balue talked about. Joka's master, revealed to be called Ghadius, boasts about not allowing Lephise to save the world with her 'silly 'Song of Rebirth''. He claims that there is no need for rebirth, as he will imprison the unconscious Lephise in darkness and proceed to destroy the world. The two laugh before Ghadius asks Joka about a pendant. Joka searches Lephise's body, but cannot find the pendant. Klonoa and Huepow discuss the events, but Ghadius hears and notices them. He does not seem too perturbed by this predicament, and instead takes his leave, seemingly satisfied that he has captured Lephise. He orders Joka to 'take care of things', then takes Lephise inside his cape, warps himself into an incredibly thin shape, and zooms into the sky.

Joka orders Klonoa and Huepow to come out from their hiding place, and they respond to his demand. Joka comments on how 'puny' the two are (referring to them as mice), then patronizes them on having no manners when Klonoa queries who he is. He decides to punish them, with a giant monster called Rongo Lango. Klonoa and Huepow prove too clever for the thick-witted monster, and soon destroy it. Joka expresses anger and annoyance, maybe a little fear before using the bell to jump away and out of sight. His jump on the bell causes something to fall - it's the moon-shaped pendant that Ghadius wanted. The two, confused by these developments, decide to ask old and wise Grandpa.

Grandpa expresses surprise at Klonoa finding the pendant - 'you've really done it this time' - before revealing that it is actually a crest of the Moon Kingdom. Klonoa asks what this is, and Grandpa says that it is a mystical kingdom only spoken of in legends. Huepow remembers Balue's musings about the



what Ghadius may be attempting - something against the Moon Kingdom. He tells Klonoa that Granny may be in great danger, as she knows much of ancient legends such as this. Klonoa and Huepow deduce that this is the reason why Jugpot's water was made to flow backwards - to kill off Forlock Forest. The two decide to head back to Forlock and Granny, while Seadoph restores the water to normal. He also calls an elated Karal (Pamela is back to normal) to take the two to Forlock. Back in Forlock, Klonoa and Huepow bid farewell to Karal before hopping on the Ferry Tree and up to Forlock Forest...

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Forlock Alive  
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Soon within their journey to Granny, Klonoa and Huepow discover another Guard of Forlock tied up. They soon release him and as thanks, the guard makes a nearby gondola work so Klonoa and Huepow can advance further into the forest. Meanwhile, Joka has taken notice of these events and orders a squadron of Flying Moos to hide a key safely. Klonoa and Huepow, unaware, carry on their journey and find the Key soon after - the Flying Moo squadron have already abandoned their posts - before moving on towards Granny.

After a very long journey through Forlock Forest, the two finally reach Granny's house, but a large gap blocks their path. However, a friendly Guard pops up on the other side (with an interesting Forlock greeting of 'Yippie', although he quickly turns hostile once Klonoa states that he wants to get to Granny's house. The Guard asks them if they are after Granny too, and Klonoa and Huepow vehemently deny this. The Guard tells the two that Granny's house has been taken over and he and the other guards have been kicked out. The Guard assumes the two still want to go, and thus summons a somewhat unstable platform. Klonoa and Huepow get on, and the Guard suddenly transports them into Granny's house.

After a fairly painful entrance, Klonoa and Huepow head inside the giant mansion to search for Granny. Deep inside the mansion, Joka is locking an important door that leads to the control system for the mansion. However he hears Klonoa and Huepow come around, but tells them that they are too late and runs off. The two soon catch up to him and steal the key from him while he falls into an abyss, once again claiming that he will be back.

Klonoa and Huepow activate the mansion's gears and quickly ascend to the top, where Granny has been tied up. Joka is interrogating and threatening her, but Granny remains stubborn. Joka gets really angry and is about to do something very dangerous, but Klonoa and Huepow arrive at that moment and confront him. Joka is very mad at this point and summons the monster Gelg Bolm. He leaves as Klonoa and Huepow fight a tough battle against this formidable enemy, but they eventually prevail after outwitting it and the two free Granny.

Granny thanks the two, before she explains that the Dark Spirit has returned, also mentioning the Moon Pendant, Diva Lephise, and 'the dream that creates this world' - all of these things are according to legend. She tells the two that the Moon Pendant is the key to the Moon Kingdom - they must place their offering on the Temple of the Sun's pedestals, and then a path will open. Huepow tells Klonoa that this is a floating temple in the sky. Granny asks where the Moon Pendant is, Klonoa tells her that Grandpa has it - but Granny tells them that 'evil doers' are looking for it and that they must hid it well. However at this point Joka appears once again and reveals that he has been listening in on the conversation, he then informs the three that he will go to Grandpa's house right now and take the Moon Pendant. He leaves cheekily while Klonoa and Huepow immediately decide to get to Grandpa. Granny informs them of a Wind Ruins path that is a shortcut to his house, and the two quickly make



their way there.

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Destiny  
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Backstory  
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Backstory  
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Epilogue  
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14. Credits  
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Myself - I don't know who this guy is, but apparently he wrote this guide. Suppose I'd better put him in here..

My Laptop - I don't know what I'd do without it. Not many things would be possible without this thing..

CJayC, Sailor Bacon, and GameFAQs - Two people who run the best gaming help site on the internet. And it's where this guide is hosted at!

Green Day/The Killers/The Offspring - My three favourite bands. They help keep me alive I think, sometimes.

You - Thank you for reading and/or using this guide.

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15. Outroduction  
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