

# SkullMonkeys FAQ/Walkthrough

by Apocalypse612

Updated to v1.01 on Jul 29, 2020

## Support The Author



If you liked this guide and would want to help support my future endeavors, you can do so by:

- Making a PayPal "Gift" donation to show your support at the following e-mail address:  
Apocalypse612@yahoo.com
- Clicking YES at the top of the recommended section on GameFAQs

## Version History

1.01 - 20200723

- Grammar corrections.
- Text coloration changes.
- Text highlighting removal.
- A lot of text underlining removal.
- World to Heading 2 reorganizations completed for a more presentable Table of Contents.

1.00 - 20190221

- The initial version of this guide was created.

## Introduction

I have included as many details as I could about the game with the resources available. If there is anything missing, please feel free to contact me and I will update my guide.

Brought to us from The Neverhood, Inc. development team, [Skullmonkeys](#) is a direct sequel to [The Neverhood](#). Taking place after the events of the first game, we come to learn that the evil villain, Klogg, has survived and landed on Planet Idznak. He claims rulership over the Skullmonkey race and has ordered them to help him build a secret weapon called "Evil Engine Number 9" to take down The Neverhood.

The first thing you will notice is that the genre of game has changed from the original. We went from a point-and-click adventure game to a platformer. I personally found this more than acceptable, but some fans found it to be a rather odd change.

There are over 100 levels of gameplay here with tons of originality and humor. We're also treated with several beautiful cutscenes to enjoy scattered throughout the game as well. Let's get right into it!

## Getting Started

### GREETINGS FROM IDZNAK

Right about now, on a clay planet in our general galactic vicinity, live the Skullmonkeys. They live the average humanoid life: playing with useless gadgets, hitting each other for no reason, farting a lot. One day their planet, Idznak, receives an unexpected guest when the evil Klogg falls from the sky. He disguises himself as a Skullmonkey, and proclaims himself their leader. Taking the name Kloggmonkey, he rallies his subjects and plans war against the nearby Neverhood, the homeworld of Klogg and his twin brother, Klaymen.

Luckily for the Neverhood, there's one Skullmonkey who doesn't fall for Klogg's schemes. Jerry-O overhears Klogg's plans to create a huge metal monster, Evil Engine Number Nine, and with it destroy the Neverhood. Smarter than the average Skullmonkey, Jerry-O sends a flying gizmo to bring back a hero and save the day.

Meanwhile Klaymen sits happily in the Neverhood, eating a sandwich with his faithful (but slow) cousin, Willie Trombone, when he suddenly finds himself strapped in Jerry-O's metal contraption flying through space. Dropped on a strange new world, he begins his quest to knock Klogg on his butt and stop Evil Engine Number Nine.

- Quoted from the Instruction Manual

### Table of Contents

1. Support The Author
2. Version History
3. Introduction
4. Getting Started
  1. The Main Menu
  2. Basic Controls
  3. How To Play
  4. Game Tips
5. Walkthrough
  1. World 0: Skullmonkey Gate
  2. World 1: Science Center
  3. World 2: Monkey Shrines
  4. World 3: Hard Boiler
  5. World 4: Sno
  6. World 5: Skullmonkeys Brand Hot Dogs
  7. World 6: Elevated Structure of Terror
  8. World 7: Ynt Death Garden
  9. World 8: Ynt Mines
  10. World 9: Ynt Weeds
  11. World 10: Ynt Eggs
  12. World 11: Monk Rushmore
  13. World 12: Soar Head
  14. World 13: Shards
  15. World 14: Castle De Los Muertos
  16. World 15: The Incredible Drivy Runn
  17. World 16: Worm Graveyard
  18. World 17: Evil Engine #9
6. Appendix
  1. Items, Objects, & Hazards Lists
  2. Enemy List
  3. Secrets, Passwords, & Codes
7. Room For Improvement
8. Special Thanks
9. Copyright & Usage Policy

The opening cutscene of the game reveals the main plot and how Klaymen has made his way to Planet Idznak. After that, you are shown the Main Menu with either Klaymen or Willie Trombone popping out of the door to say hello. If you idle for long enough then a Demo will play and you will see gameplay of various levels.

## The Main Menu

The Main Menu options are listed below.

## START GAME

This will begin your game.

## CONTROLS

This will allow you to pick from a choice of 5 pre-configured sets of game controls. The shoulder buttons remain consistent through each variation. These include:

- **Set-Up # 1:** X (X): Jump, O (O): Shoot, Square (□): Fast Run, Triangle (△): Not Used, L1 (L1): Phoenix Head, L2 (L2): Phart Head, R1 (R1): Universe Enema, R2 (R2): Super Willie
- **Set-Up # 2:** X (X): Not Used, O (O): Jump, Square (□): Shoot, Triangle (△): Fast Run, L1 (L1): Phoenix Head, L2 (L2): Phart Head, R1 (R1): Universe Enema, R2 (R2): Super Willie
- **Set-Up # 3:** X (X): Fast Run, O (O): Shoot, Square (□): Jump, Triangle (△): Not Used, L1 (L1): Phoenix Head, L2 (L2): Phart Head, R1 (R1): Universe Enema, R2 (R2): Super Willie
- **Set-Up # 4:** X (X): Not Used, O (O): Fast Run, Square (□): Shoot, Triangle (△): Jump, L1 (L1): Phoenix Head, L2 (L2): Phart Head, R1 (R1): Universe Enema, R2 (R2): Super Willie
- **Set-Up # 5:** X (X): Jump, O (O): Fast Run, Square (□): Shoot, Triangle (△): Not Used, L1 (L1): Phoenix Head, L2 (L2): Phart Head, R1 (R1): Universe Enema, R2 (R2): Super Willie

X (X): Select Triangle (△): Return To Main Menu

## SOUND

- **Stereo/Mono** - Here you have an option to toggle between stereo or mono sound output. The default is set to stereo.
- **Music** - This controls the music volume during play. You have 5 levels to control. 0 is off, and 4 is the maximum music level. The default for this setting is set to maximum (4).
- **SFX** - This controls the sound effects volume during play. You have 5 levels to control. 0 is off, and 4 is the maximum SFX level. The default for this setting is set to maximum (4).
- **Exit** - Return to the main menu.

X (X): Select

Triangle (△): Return To Main Menu

## PASSWORD

Here you are given the ability to input a 12-character password. Valid character inputs include all buttons listed in the controls section. You will get these passwords each time you complete a world. This is basically how you save your progress. To read more on this as well as a long list of possible passwords, see the [Secrets, Passwords, & Codes](#) section of the FAQ.

## Basic Controls

In addition to the control schemes listed in [The Main Menu](#) section, here are additional commands that were not referenced.

- **START** (START): The pause menu used in-game. Here you are given the option to quit the game and return to the title screen menu.
- **Directional buttons LEFT/RIGHT:** Used to move Klaymen left or right.
- **Directional button UP:** "Climb". Used to climb certain objects in the game.
- **Directional button DOWN:** "Hit The Deck". The game's basic duck function. This can be used to evade attacks or damaging objects.

**SBB (Special Butt-Bounce)** This is a special move whose name I have created. It involves executing a very well-timed butt-bounce off of an enemy or object in order to gain additional height and reach out of sight items or areas. Certain areas of the game can only be reached in this manner. This move is executed in the following fashion. Do a running jump into the air, and then release both the **run** and **jump** buttons while you are at your peak height. Do another running jump JUST BEFORE you land on the head of your enemy or object and continue to hold both buttons while you are in the air. If executed correctly, you will get a higher distance jump.

### Short-Jump

This move is rather self-explanatory. You must quickly tap and release the **jump** button to do a very small jump. It can be executed while either running or walking. This is required in some areas of the game.

### Super Jump

This can be performed by completed 3 consecutive jumps off of enemies or objects without touching the ground. If successful, Klaymen will get an extra height boost on the third bounce. This is most easily done on Ma Birds.

### Hit The Deck

Use Hit The Deck often in order to dodge enemy attacks and hazards. This move is really useful because the animation itself allows you to narrowly escape damage by nullifying your hitboxes temporarily. It's a bit hard to explain. In certain situations, Klaymen would normally take damage in the standing or jumping position when getting hit. However, if Klaymen begins to duck the second he is about to get hit, his hitbox will not trigger - even if he has not fully reached his ducking position yet. Try this out for yourself to see what I'm talking about.

## How To Play

### OBJECT OF THE GAME

You must guide Klaymen through all the worlds and levels of planet Idznak and defeat the evil Klogg. Use Klaymen's killer butt to butt-bounce his opponents, and keep an eye out for objects and weapons along the way to help him. He starts out with five lives. They can go pretty fast, so collect the clay balls floating along the way. Every hundred gives Klaymen an extra life.

Many bad guys can be taken out by the famous Klaymen butt-bounce (pressing JUMP and coming down on their heads), but not all of them, and some are fast and tricky. Some even have weapons of their own.

Idznak is a weird world, full of secrets and hidden levels. Just because you find the big squishy teleport balls at the boundaries of levels doesn't mean you're at the end! Take time to explore. You never know what is nearby.

Be ready to move quickly. If some jumps seem too far to make, don't fear. Use Klaymen's fast run to get distance when you leap.

Grab as many clay balls as you can to get as many lives as possible for Klaymen. It's a long, dangerous path to get to Klogg!

- Quoted from the Instruction Manual

Depending on which world you are exiting you may face an additional Boss Battle or be presented with an animated cutscene.


## **PLAYING THE GAME**

The game begins as Klaymen pops out of a teleport ball onto the first world of Idznak. Using the Directional Buttons, guide him through the many levels which make up each of the worlds. At the end of each level there are teleport balls which Klaymen must jump into to get to the next level or world. Get past the enemies lurking in your midst and their nasty bigger bosses to get to Klogg. Knock out Klogg and wreck Evil Engine Number Nine to win the game!

- Quoted from the Instruction Manual

Despite what we learned from the Instruction Manual earlier, you start the game with a total of 6 lives. This is one of those games where 0 counts as a life. If you get hit once without a Halo, then Klaymen will die and his body parts will explode and fly toward the screen. He will also die if he falls down a gap and off a stage. To kill enemies, you typically jump on their heads, and their body parts will too explode and fly at the screen. However, some enemies need certain items to be destroyed while others simply cannot be killed at all.

---

**THE INVENTORY & PAUSE SCREEN** If you press **START** () this will pull open the pause screen. Here, you will see an inventory that lists the total amount of each item that you are currently carrying. This includes Clay Balls, 1970s, Green Bullets, Swirly Qs, Klaymen's Heads (extra lives), Phart Heads, Phoenix Hands, Universe Enemas, and Super Willies. For more information on these items be sure to check out the [Item List](#) section of the guide.

---

**MULTIPLE PATHS** Several worlds include different potential paths in order to reach the world exit. I have labeled these stages in my guide as A and B variant levels. They are differentiated by the color of the teleport ball ("A" exits being beige, and "B" exits being red). They almost always connect back to the same stage later on, but in some instances, you are also given alternate versions of proceeding levels as well.

The Instruction Manual claims that the red teleport balls take you to a "more challenging version of the level", but I've found that this isn't always the case.

---

## **THE SCORE POINT SYSTEM & SCORECARD**

As I have mentioned above, at the end of each world you will view your scorecard. When you progress from world to world, your world-end score is added to your current score. Your current score is defined as your score accumulated from past world completions.

Your world-end score is determined in the following manner: 1 point is awarded for each [secret](#) found, 1 point for [each extra life](#) that you have, and W# points for the [number of worlds you have completed on a single playthrough](#). If you are on world 1, then W# = 1 and the extra points awarded will also be 1. If you are on world 16 then W# = 16, and you will be awarded 16 extra points.

In Summary: World-end score = S# + EL# + W# Total score = current score + world-end score

- **NOTE:** If you die and choose to "continue" from the game over screen OR load in a password, this will reset your total score back to 0. This will also reset your W# count back to zero as well.

Example: You load a password to jump to World 8 and proceed to beat the world. Your scorecard will show your W# point value to be 1. It will also say "1 of 17 worlds completed", despite the fact that you have just moved on to World 9.

On the right-hand side of the screen, you will be given a password that allows you to continue the game from where you left off. As discussed in earlier sections, this password consists entirely of controller button combinations. Ensure that you write these down or otherwise save these passwords for later. For an in-depth explanation of the password system and a long list of passwords, please visit the [Secrets, Passwords, & Codes](#) section of the FAQ.

---

## **BONUS ROOMS**

Hidden in almost every world is a total of three Swirly Q items. These allow you to access a hidden Bonus Room at the end of the level that you found the third Swirly Q on. Typically, this is on the last level of a world or the last level before a boss battle. There is only one known exception to this rule. The Teleport Balls to these rooms are marked by purple clay and a Swirly Q mark in the center. If you missed just one of the Swirly Q items, then the warp to this level will not appear.

Inside every Bonus Room, you get to listen to some really awesome music while collecting a variety of extra items. Most Bonus Rooms do not include enemies (as it's explained in the song), but some do. There's also a few of them that contain other secrets as well - so be on the lookout! Also, keep in mind that if you die inside one of these rooms, then it will simply bring you to the next level. It will also NOT deduct a life. The majority of bonus rooms have Teleport Ball exits as a part of their standard layout but some do not.

---

**SECRET WORLDS & LEVELS** Besides Bonus Rooms, there are also a total of **2 secret worlds** and **1 secret level** to be found in the game. These are very rare, so keep a keen eye!

---

**SECRET AREAS** Each world has a set number of flagged "secrets" to be found, which are listed at the end of every world's scorecard. This can include anything from hidden items, hidden areas, and even simple shortcuts. Most of them are fairly easy to find while others are not. The scorecard will detail just how many secrets you found and missed.

In my walkthrough, I have outlined just about every single secret you can find in the game including the varying amounts found on the different paths for each world. Also, note that I have given a thorough explanation as to where to find each secret. Further information on the purpose of these secrets can be found in [THE SCORE POINT SYSTEM & SCORECARD](#) section listed above.

- **NOTE:** There's a lot of secret items in the game that are not flagged as "secrets". If you do get one that is flagged, then the game announcer will say the word "secret", letting the player know that one has been found. Depending on your SFX volume level and any potential enemies that might be making sounds nearby, you might not hear this announcement. But do not worry because I have told you where they all are. If you want to find them all on your own, then I suggest turning down your music volume to a maximum of 2.

---



## **THE SECRET ENDING**

Almost every world has 3 hidden Swirly Q items for you to collect. If you get them all, then a Bonus Room will unlock for that world. In order to get the Secret Ending then you must collect every single Swirly Q item in the entire game. If you get a Game Over or load in a password (excluding levels 0-1 and 1-1) then you cannot get it. Keep in mind that you **DO NOT** have to actually enter the Bonus Room of every world in order to get this. You simply need to collect all the Swirly Qs.

I have not personally confirmed that 0-1 and 1-1 password loads will still give you the Secret Ending, but logic dictates that they both *should*.

---

## **THE GAME OVER SCREEN**

A game over occurs when you run out of lives. When this happens, you will see the classic "game over" screen and will be given two options. You can either press **Triangle** () to continue, or **Start** () to end the game. The penalty for continuing is that you will lose ALL of your accumulated items and your total score resets to 0. The good side is that you will start with an additional 6 lives and will continue from the level you died at.

If you choose to end the game, then you will be returned to the title screen.

- **BE WARNED:** Selecting the continue option OR using a password will prevent you from seeing the secret ending of the game. This is due to the fact that your Swirly Q accumulated count will be reset.

## Game Tips

---

Here are a few miscellaneous tips I feel must give you before you begin to play. Some of these I have compiled from other sections of the guide.

1. Any Halos collected while one is active will result in a +5 Clay Ball bonus.
2. The Halo that *may* spawn above the entrance when you enter a world is acquired automatically and treated a little special. Basically, if you exit the previous stage with a Halo, then this is the "carry over" to the next level. There are exceptions to this rule marked in the walkthrough. These are usually special levels. Also note that unlike normal Halos, these will not respawn after you die on a level.
3. Phart Heads can be used to scout ahead in a level at minimal risk. Keep in mind that using one will transfer and consume your active Halo if you get hit. You also have the ability to use the rest of your items as you normally would. If you are in kclone mode for 20 seconds, then Klaymen will transfer locations with the kclone when the effect wears off (which may not be your intention).
4. If you are confused about how to use a particular item or defeat an enemy, be sure to check out the [Item List](#) and [Enemy List](#) sections of the guide.
5. Jumping off a moving platform that is going upwards is a great way to gain lots of additional height.
6. Use the "**Hit The Deck**" action often to dodge enemy attacks and hazards. This move is really useful because the animation itself allows you to narrowly escape damage by nullifying your hitboxes. It's a bit hard to explain. In certain situations, Klaymen will take damage if he is in the standing or jumping position. However, if Klaymen ducks the second he is about to get hit, his hitbox will not trigger, even if he has not fully reached his ducking position yet. Try this out for yourself to see what I'm talking about.
7. If you **DO NOT** plan on using my walkthrough to collect secrets, then I suggest maxing out the SFX volume and reducing the music volume to 2 or 3. This is so you will be able to hear when a secret has been found from the announcer which may otherwise be somewhat difficult.
8. Get familiar with using the "**SBB**" (Special butt-bounce). This involves executing a very well-timed butt-bounce off of an enemy's head or object in order to gain additional height and reach out of sight items or areas. Certain areas of the game can only be reached in this manner. This move is executed in the following fashion. Do a running jump into the air and then release both the **run** and **jump** buttons while you are at your peak height. Do another running jump **JUST BEFORE** you land on the head of your enemy and continue to hold both buttons while you are in the air. If executed correctly, you will get a higher distance jump.
9. Glidey Birds *do not* carry over from level to level, nor do you keep them after death.
10. When you die on a level and respawn, all the Clay Balls found therein will respawn automatically. Certain other items will also respawn normally while the rest respawn as a Clay Ball replacement. I have listed both types below.  
Items that respawn normally include Green Bullets, Halos (excluding carry-overs), Glidey Birds, Green Hearts, Yellow Chevrons, & Slappy the Hamsters.  
  
Items that respawn as Clay Balls include Klaymen's Heads, Swirly Qs, Phoenix Hands, Phart Heads, Universe Enemas, Super Willies, & 1970s.
11. The zoom level perspective can change from world to world. Sometimes the camera is zoomed out fairly far while other times it's zoomed closer in.

## Walkthrough

---

In this section, I give you an in-depth explanation of each level. I provide the following information:

- [Enemies](#) - A list of enemies you will encounter in the level.
- [Items](#) - A list of items you can find in the level.
  - Clay Ball totals listed are all-inclusive. This tally represents all possible Clay Keeper drops, Treasure Ball contents, and Halo bonuses.
- [Objects & Hazards](#) - A list of all objects and hazards found in the level, excluding Ma Birds and Teleport Balls.
- [Ma Bird Count](#) - The total number of Ma Birds found in the level.
- [Teleport Balls](#) - The number of Teleport Ball exits found in the level and their destinations.
- [Secrets](#) - The total number of flagged secrets found in the level.
- [Helpful Tips](#) - Here I explain general tips and give key information that you should know about a level. In some cases, I will give you a step by step guide on how to get past specific locations.
- [Hidden Areas & Items](#) - This is a total list of all the hidden areas, hidden items, and flagged secrets found in the stage. I also explain where each one is located. Titles with the suffix-marker (S) denote flagged secrets, in correspondence to the world-end scorecard.

### Terminology

I have abbreviated a handful of terms found within this walkthrough for quicker reading. Some noteworthy abbreviations include:

- **BG** = Background. This is in reference to the areas where the foreground is covering Klaymen, but he can walk behind it via the background layer.
- **Halo(\$)** and **Halo(x)** - The (\$) symbol at the end of the Halos section found in the Item List represents the possibility of a Halo spawning above your head at the start of the level. Likewise, I've used the (x) symbol to show that it isn't possible. See the [Game Tips](#) section for more details on special occurrences.
- **HA** = Hidden Area
- **MB** = Ma Bird
- **TB** = Teleport Ball
- **FYT** = Flying Ynt Centurion
- **HG** = Holographic Generator
- **BC** = Beige clay. This is used to refer to the "A" version of a level exit.
- **RC** = Red clay. This is used to refer to the "B" version of a level exit.
- **SBB** = Special butt-bounce. This is a term I am using to describe a very specific manner of butt-bouncing off enemies. Please read my [Game Tips](#) section below for details.
- Cardinal & Ordinal directions (self-explanatory)

### The Secret Ending

I must mention this again as one of the first things you read because it will determine how you play the game. In a nutshell, you must collect every single Swirly Q item in the entire game to unlock it. Refer back to the [How To Play](#) section of my guide for more details.

**At A Glance** Here's a quick breakdown of notable information before you read my walkthrough.

- There is a total of **17 worlds (+2 secret worlds)**, including:
  - World 0: *Skullmonkey Gate*
    - **NOTE:** This is 1 of 2 "secret worlds". The game does not begin here under normal conditions. This level can **ONLY** be accessed through a password or cheatcode. If you start here via those means, then the game will continue normally into world 1 and beyond.
  - World 1: *Science Center*
  - World 2: *Monkey Shrines*
  - World 3: *Hard Boiler*
  - World 4: *Sno*
  - World 5: *Skullmonkeys Brand Hot Dogs*

- World 6: *Elevated Structure of Terror*
- World 7: *Ynt Death Garden*
- World 8: *Ynt Mines*
- World 9: *Ynt Weeds*
- World 10: *Ynt Eggs*
- World 11: *Monk Rushmore*
  - 1970's
    - **NOTE:** This is 1 of 2 "secret worlds".
- World 12: *Soar Head*
- World 13: *Shards*
- World 14: *Castle De Los Muertos*
- World 15: *The Incredible Drivy Runn*
- World 16: *Worm Graveyard*
- World 17: *Evil Engine #9*
- There are **1-10 different levels** to explore per world with the average being about 4.
- There are **over 100 different levels** of gameplay.
- There are only **3 1970's** items found in the entire game. If you can find them all you will unlock a hidden world called the "1970's". Technically, there are more than three of this item found on multiple paths, but you can only get three in one playthrough.
- There's a total of **7 cutscenes** to be found during the game (excluding the opening intros).
- There's a total of **25 different enemies** and an additional **5 boss battles**.
- There's a total of **14 different items**.

## World 0: Skullmonkey Gate

**DISCLAIMER:** This world is only unlocked via a password. Normally the game will start you in World 1, but I'm actually going to suggest you start on World 0 instead. It will give you a more "complete" experience. To start from this world, go to the password screen and enter the following password: **X, Triangle, Triangle**. This is the most virgin password there is as it starts you exactly how you would from World 1... with nothing at all. If you prefer to play from World 1 instead then by all means. You will end up with a higher final score at the end of the game though if you use this password.

Know that while I call this World 0, it's technically part of World 1. You will not receive a score-card at the end of this world. Instead, you will hop directly into World 1. Additionally, all 10 secrets that you can get here will be added to the score-card tally when you do complete the first world.

### ===Level 0-1===

**Enemies:** Clay Keepers, Jumpy the Gorillas, Barking Birds (A) **Items:** 200 Clay Balls, 1 Halo(x), 3 Swirly Qs, 32 Green Bullets

**Objects & Hazards:** Snoballs

**Ma Bird Count:** 1 **Teleport Balls:** 0-2 (x2) **Secrets:** 6

**Helpful Tips:** Get ready because this level has a LOT of secrets. The first [Swirly Q] can be found near the entrance, described in HA #5. The second [Swirly Q] is described in HA #7, and the third [Swirly Q] is at HA #8. For any other items, you may want to be sure to fully read through the Hidden Areas section below. There are two exits in this level and both lead to the same location in 0-2. When ready to leave take one to the next stage.

- **Note:** Although we find all 3 Swirly Qs in this one level, the Bonus Room TB doesn't appear just yet. This is the only level in the entire game that behaves in this manner.

### Hidden Areas & Items:

- **HA #1 (S):** Head directly east of the entrance past the Skullmonkey statue and drop down the first gap you see. You will find an area that has a stone walkway and a gap across it leading to a wall with an opening you cannot reach. Use the stone walkway to jump over the gap heading west and you will find this hidden area. You must execute a running low-jump to make it. Inside you will find [4 Green Bullets] and [5 Clay Balls]. This area also connects directly to HA #2. **WARNING:** My version of the game got very choppy around this area.
- **HA #2 (S):** This is found by jumping from a partially visible stone block inside of the HA #1 area. You must jump toward the raised stone wall to the west, and once you make it, you will be inside this hidden area. Here you will not find any items but this does lead directly to HA #3.
- **HA #3 (S):** Jump west to another stone block platform while inside of HA #2. Here you will find a TB leading to 0-2, but don't take it just yet. Jump *BELOW* it to pass through a hidden wall to reach HA #4.
- **HA #4 (S):** Finally! In this room, you will find [18 Green Bullets] and [16 Clay Balls]. Now go ahead and jump up the stone blocks to the north and come back out at the entrance.
- **HA #5 (S):** Head directly east of the entrance past the Skullmonkey statue. Jump over the two gaps, and the first [Swirly Q] is located underneath the rock here in the BG area.
- **HA #6 (S):** Head directly east of HA #5 and stay on the low path. Right before you come to a snoball you will find [3 Green Bullets] hidden in the BG area of the rock structure to its left.
- **HA #7:** Directly east of HA #6 is a snoball that leads to the second [Swirly Q] upon jumping on it.
- **HA #8:** Head directly east of where you found HA #5. This time, jump up the stone blocks until you reach a snoball. Jump on top of it to find a hidden [Halo] and [8 Clay Balls].
- **HA #9 (S):** Directly east of HA #8, stay on the high path and you will reach the third [Swirly Q].

### ===Level 0-2===

**Enemies:** Clay Keepers, Jumpy the Gorillas, Barking Birds (A) **Items:** 117 Clay Balls, 1 Halo(\$), 20 Green Bullets, 2 Klaymen's Heads

**Objects & Hazards:** Snoballs

**Ma Bird Count:** n/a **Teleport Balls:** 1-1, Bonus Room

**Secrets:** 3

**Helpful Tips:** This level is much smaller than the last and is also very straightforward. Snag any hidden items you want and head to the TB leading to the Bonus Room.

### Hidden Areas & Items:

- **HA #1 (S):** Jump into the obelisk west of where you spawn. From the hidden ledge, just NE of you leads to HA #2.
- **HA #2 (S):** Standing on HA #1, jump NE to reach a series of snoballs. Make sure you SBB off of them or you will not make it. The snoballs make a zig-zag pattern from left to right until reaching the top platform. Up here you will find a total of [59 Clay Balls] (including the ones you get from dropping off the east side), and [20 Green Bullets].
- **HA #3 (S):** Stop when you reach the Skullmonkey statue holding up the globe. Stand in the direct center of that statue directly beneath the globe and execute a very quick low-jump (tap the **jump** button quickly). If done correctly, it should cause the stone-block floor to raise up into the air. This will lead you to [2 Klaymen's Heads] and [8 Clay Balls].



### ===Bonus Room===

Enemies: n/a

Items: 48 Clay Balls, 1 Halo (\$), 45 Green Bullets, 2 Klaymen's Heads

Objects & Hazards: n/a

Ma Bird Count: n/a Teleport Balls: 1-1 (x2) Secrets: 1

Helpful Tips: Lots of quick loot to grab here. It's a shame we cannot hold over 20 Green Bullets.

Anyway, there are two exits here that both lead to 1-1. Take one of them when ready.

#### Hidden Areas & Items:

- HA #1 (S): You will encounter a set of three moving stone blocks. The one farthest to the east by the exit is the one we want. Stand on it and jump off it in the east direction over the top of the TB exit. If done correctly, you will get enough extra air to reach the other side. Here you will find [13 Green Bullets] and [2 Klaymen's Heads].

## World 1: Science Center

### ===Level 1-1===

Enemies: Loud Mouths, Mental Monkeys

Items: 155 Clay Balls (including +10 from Halo Bonus), 3 Halos(\$), 5 Green Bullets, 1 Swirly Q

Objects & Hazards: Air Vortex

Ma Bird Count: 4 Teleport Balls: 1-2A (BC), 1-2B (RC) Secrets: 3

Helpful Tips: This level is fairly straightforward. You can take the upper-pass which is filled with minimal enemies, or you can take the the-low pass that's filled with many more. If you are good at jumping, shoot for the high pass. Don't leave without the [Swirly Q] at the end of the level. The beige-clay exit leads to stage 1-2A, and the red leads to 1-2B. I highly suggest the 1-2A path as you get much more loot out of it.

#### Hidden Areas & Items:

- HA #1 (S): On the high-pass, in the BG area behind a "step" is a [Green Bullet].
- HA #2 (S): From the low-pass in the BG area behind a "step" is another [Green Bullet] and a [Halo]. You will have to jump around inside to get them.
- HA #3 (S): From the low-pass near the middle of the map. You must stand on top of the raised walkway in the area where you can see two moving platforms. Near the center will be an air vortex that blasts you upward to reach [2 Green Bullets].
- [3 Clay Balls]: Low pass, near a wide column. You must jump into the BG in the middle of it to retrieve the items.

### ===Level 1-2A===

Enemies: Loud Mouths

Items: 87 Clay Balls (including +15 from Halo Bonus), 4 Halos(\$), 5 Green Bullets, 1 Swirly Q, 1 Glidey Bird, 5 Klaymen's Heads

Objects & Hazards: Air Vortex

Ma Bird Count: 2 Teleport Balls: 1-3 Secrets: 6

Helpful Tips: There's a [Swirly Q] and a [Glidey Bird] in the first area before the first MB that I suggest you pick up. Before exiting the map I highly suggest snagging the hidden [4 Klaymen's Heads] as well.

#### Hidden Areas & Items:

- [Halo] (S): Found in the BG underneath the "step" you spawn on. You must jump into it to gain access.
- [Halo]: This is found directly west of where you spawn. Bounce off the top of the Loud Mouth's head to reach it. If you fail to, you can use the Glidey Bird you find in HA #1 to reach it as well.
- HA #1 (S): In the BG of a step before the first MB you encounter. Jump inside to get it a [Green Bullet].
- HA #2 (S): Before the first MB, run and jump on the left path. When you reach the final platform, jump to the west to get a [Glidey Bird].
- HA #3 (S): In the BG area found at the eastern side of the second floating platform section are [2 Green Bullets].
- HA #4 (S): In the BG area west of the second MB is a [Green Bullet].
- HA #5 (S): In the BG area located at the last step at the bottom of the staircase is a [Green Bullet]. This is just past the second MB.
- [4 Klaymen's Heads]: Located at the far east of the map on the bottom floor. You must have your Glidey Bird with you to retrieve them. Simply jump at the corner and glide up a hidden air vortex.

### ===Level 1-2B===

Enemies: Loud Mouths, Clay Keepers

Items: 123 Clay Balls (including +5 from Halo Bonus), 2 Halos (\$), 1 Swirly Q, 1 Klaymen's Head

Objects & Hazards: Air Vortex

Ma Bird Count: 2 Teleport Balls: 1-3 (x2) Secrets: 1

Helpful Tips: There are two exits here that both lead to 1-3. One is found at HA #1 on the eastern side, which is hiding an air vortex. You can head this way for a quick exit, but I don't suggest leaving the level without the [Swirly Q] found over half-way up the ascent. The other exit is at the very top of the climb.

#### Hidden Areas & Items:

- [Halo]: Found partway up the ascending platforms by jumping off the edge to the left on one of the farther western ledges.
- HA #1 (S): Found by jumping in the direction to the easternmost wall after climbing upwards. This area holds [55 Clay Balls], a [Klaymen's Head], and a shortcut to a second 1-3 exit. Several of the Clay Balls are located out of the top of this hidden area, through the section you used to enter which doubles as an air vortex.

### ===Level 1-3===

Enemies: Loud Mouths, Clay Keepers, Robot Hover Monkeys

Items: 116 Clay Balls (including +10 from Halo Bonus), 3 Halos(\$), 1 Swirly Q

Objects & Hazards: 1 Treasure Ball | Electric Rods

Ma Bird Count: 2 Teleport Balls: 2-1, Bonus Room

Secrets: 1

Helpful Tips: Snag the [Halo] if you need it on the platforms leading north and then head east. Watch out for the electric rod traps on this level. When you reach the Robot Hover Monkey enemies, wait until they fire their laser balls and then run under them. Don't try hurting them as they are invincible. The Treasure Ball here contains [5 Clay Balls]. Don't leave without the [Swirly Q], which will open the Bonus Room at the end of the stage.

Hidden Areas & Items:

- HA #1 (S): Heading east past the second MB leads to a very wide column. In its BG area, there is a [Halo].

**===Bonus Room===**

Enemies: n/a

Items: 30 Clay Balls (including +5 from Halo Bonus), 2 Halos(\$), 2 Klaymen's Heads, 6 Green Bullets

Objects & Hazards: 8 Treasure Balls

Ma Bird Count: n/a Teleport Balls: 2-1 Secrets: n/a

Helpful Tips: These levels are the goofiest in the entire game. You should enjoy the awesome music, too. The 8 Treasure Balls here contain [30 Clay Balls] and [2 Klaymen's Heads]. The exit is found at the top right-most floating platform.

+++++

**SCIENCE CENTER COMPLETE**

NON-WORLD 0 PATH 10/10 Secrets [2A Path], 5/5 Secrets [2B Path]

WITH WORLD 0 PATH 20/20 Secrets [2A Path], 15/15 Secrets [2B Path], 1/17 Worlds

Lives: x

Score: x

Password \_\_\_\_\_

**PRESS START TO CONTINUE**

+++++

Cutscene #1

Here we watch Klaymen inhale a can of beans as a Skullmonkey comes creeping up on him from behind. Just before the Skullmonkey catches up to attack Klaymen, Klaymen leaves a nasty green fart behind from the top of his head. The Skullmonkey inhales it, and his entire face melts off. I guess this is where the developers got the idea for the Phart Head item - too many beans! A shame that it doesn't have this effect in-game.

**World 2: Monkey Shrines**

There's a 1970's to be found in this world.

**===Level 2-1===**

Enemies: Loud Mouths, Head Shooter Monkeys, Pop-Corn Skulls

Items: 20 Clay Balls, 1 Halo(\$), 2 Phart Heads, 2 Phoenix Hands, 1 Swirly Q, 1 Glidey Bird, 1 1970's

Objects & Hazards: n/a

Ma Bird Count: 1 Teleport Balls: 2-2A (x2, BC), 2-2B (RC) Secrets: 2

Helpful Tips: The first TB near the entrance will lead you to 2-2A. If you run to the far east of the level, you will encounter another two TBs, this time with the red clay leading to 2-2B. I suggest taking 2-2A as it contains more secrets (and results in a higher post-world score). Don't leave the level without the [1970's] and [Swirly Q].

Hidden Areas & Items:

- HA #1 (S): In the BG area of the stone block behind the MB is a [Glidey Bird].
- HA #2 (S): In the BG area of the wall past the MB is a [Phart Head].
- [1970's]: Out in the open after the first MB area.

**===Level 2-2A===**

Enemies: Loud Mouths, Tempest Pulsating Monkeys, Jumpy the Gorillas

Items: 67 Clay Balls, 1 Halo(\$), 4 Phoenix Hands, 2 Swirly Qs

Objects & Hazards: 6 Treasure Balls

Ma Bird Count: 1 Teleport Balls: 2-3, Bonus Room

Secrets: 5

Helpful Tips: The first 3 Treasure Balls here all contain [Phoenix Hands]. Don't leave the level without snagging the [2 Swirly Qs] either. The other 3 Treasure Balls from HA #5 contain [15 Clay Balls]. Exit through the Bonus Room TB.

Hidden Areas & Items:

- HA #1 (S): Near the second Tempest Pulsating Monkey is a [Swirly Q]. There's a BG passage behind the stone that should be entered from the west side. Here you will also find [4 Clay Balls].
- HA #2 (S): Past HA #1 is a stone wall section that contains [4 Clay Balls] at the very top.
- HA #3 (S): Directly west of the MB is a stone wall holding [4 Clay Balls] in the BG area.
- HA #4 (S): To the west of the [Swirly Q] is a BG area shortcut behind the stone wall. This grants you the ability to jump to the Swirly Q that is otherwise unreachable.
- HA #5 (S): To the east of the two TBs is a BG area behind a stone pillar. When you jump inside, you will gain [15 Clay Balls] hidden inside a vertical line of 3 Treasure Balls.

**===Level 2-2B===**

Enemies: Jumpy the Gorillas, Tempest Pulsating Monkeys

Items: 47 Clay Balls, 1 Halo(\$), 1 Phoenix Hand, 3 Phart Heads, 2 Swirly Qs, 2 Green Bullets

Objects & Hazards: 2 Treasure Balls

Ma Bird Count: n/a Teleport Balls: 2-3, Bonus Room

Secrets: 2

Helpful Tips: Both Treasure Balls here contain [Phart Heads]. Don't leave the level without getting both [Swirly Qs] found in plain sight. Exit using the Bonus Room TB.

Hidden Areas & Items:

- HA #1 (S): Past the 1st bowl-on-a-chain. Jump into the stone block at its east via the bottom section and pick up [13 Clay Balls] and a [Phart Head].
- [2 Green Bullets]: Hidden inside the pot with a monkey skull on it.
- HA #2 (S): Past the second Treasure Ball, you will reach a stone block in the air next to a block hanging from a chain. Jump into the BG area of the stone block from the west side to snag [14 Clay Balls]. You will have to do some jumping around inside to get them all.

**===Bonus Room===**

Enemies: n/a

Items: 108 Clay Balls (including +5 from Halo Bonus), 2 Halos (\$), 3 Phart Heads, 6 Klaymen's Heads, 1 Phoenix Hand

Objects & Hazards: 3 Treasure Balls

Ma Bird Count: n/a Teleport Balls: 2-3, Secret Level

Secrets: 2

Helpful Tips: The 3 Treasure Balls here contain a [Klaymen's Head], [Phart Head], and [Phoenix Hand]. I highly suggest exiting to the Secret Level found in HA #1. Don't forget to snag the all [6 Klaymen's Heads] at the least also!

Hidden Areas & Items:

- HA #1 (S): Run east past the first TB, and jump at the wall. You will find a hidden scientific chamber with a TB leading to the Secret Level.
- HA #2 (S): Head further east past the previous HA. Jump into the BG behind the wall and [4 Klaymen's Heads] will float toward you. If you wait a bit longer, a fifth [Klaymen's Head] should appear as well.

**===Secret Level: The Amazing Drivy Finn===**

Enemies: n/a

Items: 26 Clay Balls, 0 Halos(x), 9 Klaymen's Heads, 2 Phoenix Hands, 2 Phart Heads

Objects & Hazards: Clay Mines

Ma Bird Count: n/a Teleport Balls: n/a (the exit to 2-3 is a specific region you move into, or you can exit upon death) Secrets: n/a

Helpful Tips: This is an interesting level where Klaymen is underwater and is driving some type of submarine-type bionic vehicle. You accelerate by pressing the X (⊗) button. If you take just 1 hit the level ends. In the middle sections, you will start encountering moving Clay Mines. Take your time here, as there's a whopping [9 Klaymen's Heads] to be found. The exit is at the far east of the map, but know that it is not in the form of a TB.

**===Level 2-3: Shriney Guard (BOSS)===**

Enemies: Shriney Guard

Items: 1 Halo(\$), Objects & Hazards: n/a

Ma Bird Count: n/a Teleport Balls: n/a (automatically exit to 3-1 on victory) Secrets: n/a

Helpful Tips: This boss is a huge pushover. Shriney Guard only takes 3 hits to the head before he is dead. Simply jump on top of him, dodge his roll attack, and repeat. If you wait too long, then he will beat his chest and may spit loogies at you. Attack projectiles also work just as well but are a waste in my opinion.

+++++

**MONKEY SHRINES COMPLETE**

9/9 Secrets [2A Path], 6/6 Secrets [2B Path] 2/17 Worlds

Lives: x

Score: x

Password \_\_\_\_\_

**PRESS START TO CONTINUE**

+++++

**World 3: Hard Boiler**

There's a 1970's to be found in this world.

**===Level 3-1===**

Enemies: Loud Mouths

Items: 138 Clay Balls (including +15 from Halo Bonus), 4 Halos(\$), 12 Phoenix Hands, 4 Phart Heads, 1 Swirly Q, 2 Klaymen's Heads

Objects & Hazards: Furnace Vents, Flame Exhaust Pipes

Ma Bird Count: 2 Teleport Balls: 3-2A (BC), 3-2B (RC) Secrets: 2

Helpful Tips: Be careful of the furnace vents that burst up flames. You will eventually reach your first [Swirly Q] in plain sight. Grab it. Read the HA #4 section below regarding access to both TBs. You can either exit to 3-2A or 3-2B. I suggest the 3-2A path.

Hidden Areas & Items:

- HA #1: Jumping up on the moving platform near the beginning and following it west leads to [28 Clay Balls] and [4 Phoenix Hands].
- HA #2: Just past the first HA, you will come to a Loud Mouth standing just below a platform that is barely out of reach. Just left of him are [8 Clay Balls] hidden in the BG. Now, you must execute a very precise SBB off the Loud Mouth's head to land on the above platform (which would otherwise be impossible). Follow the elevated path to collect an additional [17 Clay Balls] and a [Phart Head]. If you mess up the initial jump, it will require a "death and enemy reset" to reach this area. However, the loot up at the end of that path isn't really worth it.
- HA #3 (S): Just east of the Swirly Q in the sphere's BG area lies [2 Phoenix Hands] and a [Phart Head].
- HA #4 (S): Near the end of the level you will see two Loud Mouths next to another platform you barely cannot reach. You can execute a total of 2 SBBs to catapult yourself upwards to reach it. On the central platform lies [2 Phoenix Hands] and [2 Phart Heads]. Now, you have two choices to make here. You can follow the Clay Balls path back down and pick up the [~17 Clay Balls], and then head to the east TB leading to 3-2A. Or, you can take the other path from the central raised platform area to the west, and then north and east. This will lead to [2 Klaymen's Heads], the secret flag, and places right next to the TB 3-2B exit.  
**NOTE:** The "secret" flag will not trigger unless you jump on the platform to the NW of the Phart heads and Phoenix Hands. Even if you plan on taking the 3-2A path, I suggest triggering this secret before leaving the level.

**===Level 3-2A===**

Enemies: Loud Mouths

Items: 140 Clay Balls, 1 Halo(\$), 10 Phoenix Hands, 1 1970's, 1 Klaymen's Head

Objects & Hazards: Flame Exhaust Pipes, Furnace Vents, Clocks, Flame Walls



Ma Bird Count: 2 Teleport Balls: 3-3 Secrets: 1

Helpful Tips: Grab the loot from the HA #1 as it contains the second of three [1970's] in the entire game. If you cannot reach HA #2, then it's not a big loss. Avoid all the flame-type hazards and head to the TB exit to the far east.

Hidden Areas & Items:

- HA #1 (S): Just west of where you enter the level, jump up the sphere above the flame exhaust pipe. It will lead to [4 Clay Balls], [4 Phoenix Hands], and a [1970's].
- HA #2: Just east of where you spawn, jump up two floors and you will come across a Loud Mouth. This is the most difficult bounce off an enemy so far which leads to a hidden area. You must execute a very precise SBB off of the Loud Mouth's head to reach the platform. This is best achieved if you jump at him from the west right after he is in the middle of his pathing cycle from west to east. He should flail his arms about in the air during your SBB. Do not feel bad if you cannot make it as this is very difficult to pull off on a single attempt. If you reach it, at the end of the path you will be rewarded with [30 Clay Balls], [2 Phoenix Hands], and a [Klaymen's Head].

**===Level 3-2B===**

Enemies: Loud Mouths, Flappers

Items: 98 Clay Balls (including +10 from Halo Bonus), 3 Halos(\$), 1 Phart Head, 1 Phoenix Hand, 1 1970's, 1 Klaymen's Head  
Objects & Hazards: Furnace Vents, Flame Walls

Ma Bird Count: 2 Teleport Balls: 3-3 Secrets: 1

Helpful Tips: There's a [1970's] guarded by 3 Flappers near the middle of the map you should definitely snag. Take the TB exit to 3-3 at the east-most side of the map.

Hidden Areas & Items:

- HA #1 (S): Directly next to where you spawn is a pipe. There are a series of ledges that lead north in the BG leading up to a [Klaymen's Head].
- [Phart Head]: To the west of the first MB is a floating [Phart Head]. You have to jump from the farthest edge to reach this, and it's quite difficult to accomplish.
- [Phoenix Hand]: Bounce off the top of the second MB to get it.

**===Level 3-3===**

Enemies: Loud Mouths, Flappers

Items: 135 Clay Balls (including +5 from Halo Bonus), 2 Halos(\$), 2 Phoenix Hands, 1 Phart Head, 1 Swirly Q

Objects & Hazards: Furnace Vents, Flame Walls

Ma Bird Count: 3 Teleport Balls: 3-4 Secrets: n/a

Helpful Tips: This level is truly a pain. The Flapper enemies here are very annoying as they respawn within 5 seconds. When you reach the center area of the map, you will come across dozens of platforms. You can either take the high path or the low path. I would shoot for the high path as it's much easier, although the bottom path contains a [Halo]. Just after the end of this section, you will be able to jump NW to find a [Swirly Q]. Keep heading east to find the TB to 3-4.

Hidden Areas & Items:

- [Halo]: When you reach the floating platforms area, the path splits to high and low sections. In the lower path, there will be a [Halo] hidden in the BG high in the air behind a pipe. The platform is guarded by a single Flapper.

**===Level 3-4===**

Enemies: Loud Mouths, Flappers

Items: 72 Clay Balls, 1 Halo(\$), 1 Phoenix Hand, 2 Phart Heads, 1 Swirly Q

Objects & Hazards: Flame Vents

Ma Bird Count: 2 Teleport Balls: 4-1, Bonus Room

Secrets: n/a

Helpful Tips: The third [Swirly Q] is in plain sight about halfway through the level. At the end of the stage take the Bonus Room TB.

**===Bonus Room===**

Enemies: n/a

Items: 100 Clay Balls, 1 Halo(\$), 3 Phoenix Hands

Objects & Hazards: 20 Treasure Balls

Ma Bird Count: n/a Teleport Balls: 4-1 Secrets: n/a

Helpful Tips: There is a total of 20 Treasure Balls here with [5 Clay Balls] in each one. You will have to strategically jump on them to get all the loot, otherwise, once they are all opened then the Clay Balls can get stuck in the air (unreachable). My strategy is to grab ALL the Clay Balls on the top two layers as a priority. The bottom two layers of items can be acquired by jumping normally. There's also [3 Phoenix Hands] to the far east of the map, just before the stage exit.

+++++

**HARD BOILER COMPLETE**

3/3 Secrets [2A Path], 3/3 Secrets [2B Path] 2/17 Worlds

Lives: x

Score: x

Password \_\_\_\_\_

**PRESS START TO CONTINUE**

+++++

Cutscene #2

Jerry-o, our Skullmonkey ally, explains the dark plot of Klogg and Evil Engine #9. Jerry-o warns Klaymen that The Neverhood is in danger, and gives him a "sacred root" to aid him on his quest.

**World 4: Sno**

**===Level 4-1===**

Enemies: Sno-Blos, Mental Monkeys

Items: 43 Clay Balls (including +5 from Halo Bonus), 2 Halos(\$), 1 Slappy the Hamster, 3 Phoenix Hands, 1 Phart Head, 1 Swirly Q, 6 Green Bullets

Objects & Hazards: 3 Treasure Balls | Snoballs

Ma Bird Count: 2 Teleport Balls: 4-2A (BC), 4-2B (RC) Secrets: 1

Helpful Tips: A few new things to find here. You will encounter floating snoball objects that act as stepping stones. Our first [Slappy the Hamster] item is found near the entrance, which is quite useful for protecting Klaymen. The 3 Treasure Balls here all contain [Phoenix Hands]. There's a [Swirly Q] just before the first MB.

When you reach a series of four Sno-Blos on isolated platforms, you may want to fire off some projectiles to take them out. You will encounter another set of three of them a bit past that. This time, you can use the snoballs above their heads to jump past them all, then backtrack and take them all out easily.

At the end of the level, I suggest taking the 4-2A TB, as it leads to 2 additional secrets, more items, and a far less annoying 4-3 level.

Hidden Areas & Items:

- HA #1 (S): Just before the first MB is a path of snoballs leading south. Follow it to a secret platform containing [10 Clay Balls] and [3 Green Bullets].

#### ===Level 4-2A===

Enemies: Sno-Blos

Items: 32 Clay Balls, 1 Halo(\$), 3 Green Bullets, 5 Phoenix Hands, 1 Phart Head, 1 Swirly Q

Objects & Hazards: n/a

Ma Bird Count: n/a Teleport Balls: 4-3A

Secrets: n/a

Helpful Tips: It would be wise to use items to kill most of the Sno-Blos here. There's also a [Swirly Q] at the end of the level. Take the exit leading to 4-3A.

#### ===Level 4-2B===

Enemies: Sno-Blos

Items: 62 Clay Balls (including +5 from Halo Bonus), 2 Halos(\$), 3 Green Bullets, 1 Swirly Q, 3 Phart Heads, 3 Phoenix Hands, 1 Klaymen's Head, 1 Slappy the Hamster

Objects & Hazards: 2 Treasure Balls | Clocks, Snoballs

Ma Bird Count: 1 Teleport Balls: 4-3B

Secrets: 1

Helpful Tips: There's a [Swirly Q] just above the first set of Sno-Blos. The 2 Treasure Balls here contain a [Phart Head] and [Phoenix Hand]. Take the TB to 4-3B.

Hidden Areas & Items:

- HA #1 (S): Just before the MB is a path with Clocks that leads north. Follow it to pick up a [Phart Head], [Klaymen's Head], [Phoenix Hand], and [12 Clay Balls].
- HA #2: You will eventually reach a section that has several snoballs traveling upwards in a pyramid formation. At the tip, if you execute a SBB of the topmost snoball you can find [7 Clay Balls] and a [Phoenix Hand]
- HA #3: This can be found by jumping north from the floating ice platform that paths from north to south, just past the MB. You will receive [4 Clay Balls] and a [Green Bulle].

#### ===Level 4-3A===

Enemies: Sno-Blos

Items: 101 Clay Balls (including +5 from Halo Bonus), 2 Halos(\$), 1 Slappy the Hamster, 10 Phoenix Hands, 3 Phart Heads, 1 Swirly Q

Objects & Hazards: 9 Treasure Balls | Clocks

Ma Bird Count: 4 Teleport Balls: 5-1, Bonus Room

Secrets: 3

Helpful Tips: This level is an enormous pain that comprises many moving ice platforms that travel northward. The 9 Treasure Balls here contain [7 Phoenix Hands] and [2 Phart Heads]. Don't leave the level without picking up the [Swirly Q] located directly above MB #4. When ready, exit to the Bonus Room at the very top of the map.

Hidden Areas & Items:

- HA #1 (S): Follow the first set of floating icicle platforms to the NW. You will eventually reach [4 Clay Balls] and [4 Green Bullets].
- [Phart Head]: At the 2nd MB, the icicle platform moving to the SE leads to this.
- HA #2 (S): Head east from the 3rd MB to reach a platform with a [Phoenix Hand] and [6 Clay Balls].
- HA #3: Head west from the 3rd MB to reach a platform with [4 Clay Balls]. This one can be a pain to get to and is not worth it as the camera does not pan well enough to show you what you are landing on.
- HA #4 (S): Travel north past the 4th MB and the path will branch east and west. Take the west, and you will reach a platform of [8 Clay Balls] and [2 Phoenix Hands].

#### ===Level 4-3B===

Enemies: Sno-Blos

Items: 71 Clay Balls (including +15 from Halo Bonus), 4 Halos(\$), 4 Phart Heads, 1 Swirly Q, 1 Slappy the Hamster, 1 Phoenix Hand, 1 Klaymen's Head

Objects & Hazards: 1 Treasure Ball | Clocks, Snoballs

Ma Bird Count: 3 Teleport Balls: 5-1, Bonus Room

Secrets: n/a

Helpful Tips: There's a strong icy wind blowing on this level that gives resistance when jumping. The Treasure Ball here contains a [Phart Head]. The third [Swirly Q] is located by the first MB. Take the TB to the Bonus Room.

#### ===Bonus Room===

Enemies: Sno-Blos

Items: 5 Clay Balls (including +5 from Halo Bonus), 2 Halos(\$), 5 Phoenix Hands, 2 Klaymen's Head, 2 Phart Heads

Objects & Hazards: Snoballs

Ma Bird Count: n/a Teleport Balls: 5-1 (via death) Secrets: n/a

Helpful Tips: This is the first Bonus Room so far that has "monsters" in it. The song has lied to us!! Anyway, the whole level is filled with snoballs that you must use to travel around. There's Sno-Blos on the left and the right sides. This level is also unique in that it doesn't contain any warp exits.

+++++

### SNO COMPLETE

4/4 Secrets [4-2A Path], 2/2 Secrets [4-2B Path] 4/17 Worlds

Lives: x

Score: x

Password \_\_\_\_\_

**PRESS START TO CONTINUE**

+++++

## World 5: Skullmonkeys Brand Hot Dogs

This world has some form of an identity crisis. The title given when entering the stage differs from the one given after completion.

### ===Level 5-1===

Enemies: JX1137 Test Pilots, Pipe-Cleaners

Items: 68 Clay Balls (including +30 from Halo Bonus), 7 Halos(\$), 2 Phoenix Hands, 4 Green Bullets, 1 Phart Head, 1 Swirly Q, 1 Klaymen's Head

Objects & Hazards: 4 Treasure Balls | Snoballs, Broken Electrical Wires

Ma Bird Count: 3 Teleport Balls: 5-2 Secrets: 6

Helpful Tips: There' are a ton of secrets to be found here. Make sure to pick up the [Swirly Q] in plain sight about 3/4 of the way through the level. The [4 Treasure Balls] contain [5 Clay Balls], [2 Phoenix Hands], and a [Klaymen's Head]. Exit to 5-2 when ready.

#### Hidden Areas & Items:

- HA #1 (S): Directly to the west of where you spawn lies a [Phoenix Hand] inside a Treasure Ball.
- HA #2 (S): When you start riding the floating flesh, [2 Green Bullets] and [2 Clay Balls] can be found by jumping into the BG area behind the raised structure.
- HA #3 (S): Just past the first MB is a [Phart Head] above the sewer water. You must wait for a piece of flesh to float by so you can access it without taking damage.
- HA #4 (S): Directly above HA #3 in the BG area of the pipe is a [Halo].
- HA #5 (S): Just below MB #3 there are [5 Clay Balls] hidden in the BG area of the pipe.
- HA #6 (S): There's a Treasure Ball containing a [Klaymen's Head] directly east of the exit.

### ===Level 5-2===

Enemies: JX1137 Test Pilots, Pipe-Cleaners, Pop-Corn Skulls

Items: 82 Clay Balls (including +15 from Halo Bonus), 4 Halos(\$), 4 Phoenix Hands, 1 Swirly Q, 1 Phart Head, 4 Green Bullets, 1 Klaymen's Head

Objects & Hazards: 1 Treasure Ball | Snoball

Ma Bird Count: 2 Teleport Balls: 5-3 Secrets: 1

Helpful Tips: The [Swirly Q] above the starting area can be reached by going west when the pipes forks and jumping past the first MB. The Treasure Ball here contains a [Phart Head].

Eventually, the path will split into an upper and lower level. To take the upper path, you must cross the gap by SBBing on one of the revolving JX1137 Test Pilots for an extra boost. Each platform will have two JX1137 Test Pilots - do not "waste" them. This way leads to [4 Green Bullets] and [3 Phoenix Hands], as well as some extra [Clay Balls]. Just before descending back down to the lower level, head to the second to the last gap. Drop down and bounce off a snoball to snag a [Klaymen's Head]. Repeat this process and head back if you wish to get the Clay Balls on the way down.

At the end of the level is a TB leading to 5-3.

#### Hidden Areas & Items:

- HA #1 (S): When you reach MB #2 toward the bottom of the map, directly west of it is a pipe. Hidden in its BG area are several platforms. These enable you to travel back up the pipes after falling.

### ===Level 5-3===

Enemies: JX1137 Test Pilots, Pipe-Cleaners, Pop-Corn Skulls, Fork Shooter Monkeys

Items: 86 Clay Balls (including +10 from Halo Bonus), 3 Halos(\$), 1 Phoenix Hand, 1 Swirly Q, 1 Phart Head

Objects & Hazards: 2 Treasure Balls | Snoballs

Ma Bird Count: 1 Teleport Balls: 5-4, Bonus Room

Secrets: n/a

Helpful Tips: The JX1137 Test Pilot directly east of where you spawn can be SBB'd to reach a Treasure Ball containing a [Halo]. There's another Treasure Ball east of it containing a [Phoenix Hand]. When you reach the area where two wooden logs appear simultaneously in the sewer, the bottom one will lead to a [Swirly Q]. Exit to the Bonus Room at the end of the level.

### ===Bonus Room===

Enemies: n/a

Items: 21 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 4 Klaymen's Heads, 2 Phoenix Hands

Objects & Hazards: 7 Treasure Balls

Ma Bird Count: n/a Teleport Balls: 5-4 Secrets: n/a

Helpful Tips: The 7 Treasure Balls here contain [4 Klaymen's Heads], [2 Phoenix Hands], and a [Halo]. Exit to 5-4 when ready.

### ===Level 5-4: Joe-Head-Joe (BOSS)===

Enemies: Joe-Head-Joe

Items: 1 Halo(\$), Objects & Hazards: Snoballs

Ma Bird Count: n/a Teleport Balls: n/a (automatically exit to 6-1 on victory) Secrets: n/a

Helpful Tips: A ridiculous boss with a black man's face for a body, and a Skullmonkey as the rest. This boss takes 5 hits and will spit out either fireballs, eyeballs, or snoballs. The basic strategy here is to duck all the fireballs, jump over all the eyeballs, and use the snoballs to jump on top of his head to deal damage. Whenever you deal damage to him with the snoball method, be sure to jump OVER him to his other side. This is because every time he takes a hit, he will move toward you. After the 4th hit, his projectiles and movement will increase significantly.

Green Bullets and Phoenix Hands can also damage him. If you use this method, make sure you aren't going to be backed over the edge. I also suggest that if you do not have enough ammo to save at least 1 shot for the final hit (when he speeds up).

**Did you know?** This boss design is modeled after the face of Joseph Sanabria, one of Skullmonkey's game designers.

+++++

### **SKULLMONKEY BRAND HOT DOG FACTORY COMPLETE**

7/7 Secrets 5/17 Worlds

Lives: x

Score: x

**Password** -----

**PRESS START TO CONTINUE**

+++++

## **World 6: Elevated Structure of Terror**

### **===Level 6-1===**

Enemies: Barking Birds (A), Barking Birds (B), El Barfos

Items: 12 Clay Balls, 1 Halo(\$), 1 Green Heart, 1 Universe Enema, 1 Yellow Chevron, 1 Slappy the Hamster, 1 Phoenix Hand, 1 Swirly Q

Objects & Hazards: n/a

Ma Bird Count: 1 Teleport Balls: 6-2A (BC), 6-2B (RC) Secrets: n/a

Helpful Tips: This is a fun stage where Klaymen gets to be mini! There's a [Swirly Q] near the middle of the level past the first MB. At the end is two TB exits. You must jump on the roof to gain access to the 6-2B exit. The 6-2A path is shorter, but the 6-2B path rewards you with +1 additional secret and more loot. Take your pick.

### **===Level 6-2A===**

Enemies: Barking Birds (A), Loud Mouths, Barking Birds (B), Jumpy the Gorillas

Items: 33 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 1 Green Heart, 3 Universe Enemas, 1 Swirly Q, 2 Green Bullets, 1 Yellow Chevron, 1 Phoenix Hand

Objects & Hazards: Spiked Roof

Ma Bird Count: 1 Teleport Balls: 6-3 Secrets: n/a

Helpful Tips: I suggest waiting to pick up the [Green Heart] by the entrance and instead run east. DO NOT accidentally kill the Barking Bird (B) pathing over the [Swirly Q]. You will soon reach a dead-end that requires you to be mini, next to [2 Green Bullets], a [Universe Enema], a [Halo], and some [Clay Balls].

Now head back to the start, again avoiding the singular Barking Bird (B) and pick up the [Green Heart]. To your west, there's a [Universe Enema], although I would hardly call it hidden. Head back east. To get the [Swirly Q] you will have to SBB on the Barking Bird (B) that we skipped over earlier when it reaches its lowest altitude. Continue heading east to find the TB to 6-3.

#### Hidden Areas & Items:

- HA #1: Located on the east side of the exit portal. To reach this area, you must jump on top of the structure to the west of the exit, and then go east to drop on it. Here you will find a [Phoenix Hand] and [3 Clay Balls].

### **===Level 6-2B===**

Enemies: Barking Birds (A), Barking Birds (B), Jumpy the Gorillas, El Barfos

Items: 29 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 2 Green Hearts, 2 Yellow Chevrons, 1 Swirly Q, 1 Klaymen's Head, 1 Slappy the Hamster, 1 Phart Head, 2 Phoenix Hands, 1 Universe Enema

Objects & Hazards: Spiked Roof

Ma Bird Count: 2 Teleport Balls: 6-3 Secrets: 1

Helpful Tips: You will start next to a [Green Heart]. When you reach the [Klaymen's Head], execute several short jumps to get past it from platform to platform. To reach the item, you must head further east to grab the [Yellow Chevron] and then backtrack through the level. Passing by the second [Halo] area on the way, do not destroy the Barking Bird (B) when you are small as you cannot reach him without taking damage. Other than that, this level is fairly straightforward. Don't leave the level without getting the [Swirly Q] noted in HA #1. Take the exit to 6-3.

#### Hidden Areas & Items:

- HA #1: Jump on top of the roof area above the first MB to get [6 Clay Balls] and a [Swirly Q]. You must be normal-sized.
- HA #2 (S): From the second [Yellow Chevron], head backward and jump on top of the roof from the platform. You will need a near-perfect jump to reach. On top, you will find a [Universe Enema].

### **===Level 6-3===**

Enemies: Triple Laser Butt Bounce Monkeys, Barking Birds (A), Barking Birds (B), El Barfos

Items: 20 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 1 Slappy the Hamster, 1 Swirly Q, 1 Phart Head

Objects & Hazards: Spiked Roof

Ma Bird Count: 1 Teleport Balls: 7-1, Bonus Room

Secrets: 1

Helpful Tips: There's a [Swirly Q] above a Triple Laser Butt Bounce Monkey near the entrance. Your best bet at getting it would be to jump over this enemy as the laser balls that come out of it will probably hurt or kill you. When you reach the end of the level, take the TB to the Bonus Room.

#### Hidden Areas & Items:

- HA #1 (S): There's a [Slappy the Hamster] directly west of where you enter the zone.

### **===Bonus Room===**

Enemies: n/a

Items: 44 Clay Balls, 1 Halo(\$), 1 Green Heart, 3 Green Bullets, 1 Universe Enema, 1 Yellow Chevron, 1 Klaymen's Head

Objects & Hazards: Spiked Roof

Ma Bird Count: n/a Teleport Balls: 7-1 Secrets: n/a

Helpful Tips: First, head east to grab the [Green Heart] then backtrack to the entrance. Jump on top of the roof and jump to the east. Your jump needs to be near-perfect to make the gap. On the other side, grab the [Yellow Chevron] then head back west. Jump over the next gap west of the entrance area to reach the exit.

+++++

### ELEVATED STRUCTURE OF TERROR COMPLETE

1/1 Secret [6-2A Path], 2/2 Secrets [6-2B Path] 6/17 Worlds

Lives: x

Score: x

Password -----

**PRESS START TO CONTINUE**

+++++

### Cutscene #3

We watch as Klaymen gets attacked by a pair of two Skullmonkeys on a vehicle. One of them is shooting at him with a machine gun, and the other is trying to cut him in half with scissors (and later a bear trap). There's also an animal living in a cave trying to eat Klaymen. A downright hilarious act of comedy.

## World 7: Ynt Death Garden

### ===Level 7-1===

Enemies: Worker Ynts, Flying Ynt Centurions

Items: 109 Clay Balls, 1 Halo(\$), 1 Klaymen's Head, 3 Glidey Birds, 2 Universe Enemas, 1 Phoenix Hand

Objects & Hazards: Jet Streams

Ma Bird Count: 2 Teleport Balls: 7-2 Secrets: n/a

Helpful Tips: This is a rather annoying level with FYTs guarding many of the gaps. You can use items on them to take them out, or carefully avoid them with the use of one of the [Glidey Birds]. There's a [Klaymen's Head] found just before the first jet stream, resting on a high platform. The exit takes you to 7-2.

#### Hidden Areas & Items:

- [4 Clay Balls]: Found in the BG area behind the plant just before the first [Glidey Bird]. It's in the middle of the other two sets of [4 Clay Balls].
- [Universe Enema]: Found just above the [4 Clay Balls] hidden area. You must use the [Glidey Bird] to reach it.

### ===Level 7-2===

Enemies: Worker Ynts, Flying Ynt Centurions

Items: 102 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 1 Universe Enema, 5 Glidey Birds, 2 Green Bullets, 1 Klaymen's Head, 1 Swirly Q

Objects & Hazards: Clocks, Jet Streams

Ma Bird Count: 4 Teleport Balls: 7-3 Secrets: n/a

Helpful Tips: This level can be a pain, so I will do my best to cover the important parts.

After the 1st [Glidey Bird] area, you will come to a gap guarded by two FYTs. Either kill them or make a very well-timed jump to pass through the middle when the top one starts to path upwards.

Just after MB #2, you will encounter another gap with 3 FYTs. Again either kill them with a Universe Enema or wait until the first one starts pathing downwards before making your jump. After passing the first two, glide downwards (glide in the stationary) until you are outside of the third FYT's pathing range. Make your move to the east platform when it's safe.

Just past the previously explained area, shoot the FYT guarding the jet stream. If you are out of Green Bullets, then you need to make a very low jump before gliding over to the jet stream. At the top of the jet stream, pass the first FYT, and remain stationary. When you are outside of the other FYT's pathing range, move eastwards quickly to reach MB #3.

Just before MB #4, you will see a row of 4 FYTs hovering above a [Klaymen's Head]. If you have a Universe Enema to spare jump down to the Hidden Areas section. If you have to do this without any items, you need to wait until FYT #1 reaches its south most path. Then jump over the first two, and glide stationary in the middle of the group of four. Inch forward one column when the 3rd FYT begins to path upwards and then get to the platform when the 4th is out of the way. Alternatively, when you first jump in the middle of the set of 4 FYTs, if you execute a quick "drop" by releasing the **jump** button and then quickly trigger your Glidey Bird again after your fall, you can get to the platform that way as well.

Past MB #4, you can either shoot the FYT hovering near the jet stream or glide to it from down low. Be careful if you have to glide low as you may lose a life rather easily here by falling. There's a [Swirly Q] to get when the next FYT begins pathing east. Get it, then return to the jet stream. Get as high as the jet stream allows and then make the glide when the FYT that was guarding the Swirly Q just begins pathing downward. You should reach the next platform with no problems.

Next, jump over the first FYT just as he reaches the bottom of his path. Land on the clock and make another quick jump and glide east. Glide low to reach the jet stream and take the exit leading to 7-3. Phew!

#### Hidden Areas & Items:

- [Klaymen's Head]: This can be tricky to get without dying. In the paragraph explained above (just before MB #4), you will encounter a group of 4 FYTs. The easiest way would be to take them all out with a Universe Enema before jumping over the gap. Glide down to grab it and then quickly glide east to the platform. If done correctly, you will not die. It's possible to get this item without killing the FYTs first, but it can be rather tricky to pull off.

### ===Level 7-3===

Enemies: Worker Ynts, Flying Ynt Centurions

Items: 105 Clay Balls (with +15 from Halo Bonus), 4 Halos(\$), 4 Glidey Birds, 1 Klaymen's Head, 1 Green Bullet

Objects & Hazards: 3 Treasure Balls | Clocks, Jet Streams

Ma Bird Count: 4 Teleport Balls: 7-4 Secrets: 1

Helpful Tips: The [Klaymen's Head] can be acquired after you pick up the [Glidey Bird] or with a well-executed SBB off of the Worker Ynt next to it. There's a [Green Bullet] on the western side of the first jet stream you encounter, near the very bottom.

There are two gaps areas with FYTs guarding the passage shortly after MB #1. The second gap area has two sets of two enemies, which requires you to idle-glide after passing the first set, and then continue east when you are outside the second's pathing range. This will put you at MB #2.

Reaching the exit from here should be fairly self-explanatory. You will eventually reach 3 Treasure Balls containing a total of [15 Clay Balls]. Grab the [Swirly Q] explained in HA #1 before exiting the level.

Hidden Areas & Items:

- HA #1 (S): Located just east of the exit by gliding is a [Swirly Q] and [6 Clay Balls].

**===Level 7-4===**

Enemies: Flying Ynt Centurions, Worker Ynts

Items: 103 Clay Balls (with +15 from Halo Bonus), 4 Halos(\$), 5 Glidey Birds, 4 Green Bullets, 1 Klaymen's Head, 1 Universe Enema

Objects & Hazards: Jet Streams

Ma Bird Count: 4 Teleport Balls: 7-5 Secrets: n/a

Helpful Tips: You should be familiar with the techniques I've already explained in past areas at this point, but keep in mind that this level has some tricky jump glides. Feel free to any items you may have left to take out the FYTs in these difficult areas.

The 2nd [Glidey Bird] above MB #1 can be reached by bouncing off of its head three times.

There is one challenging part near the end of this stage where 3 FYTs are surrounding a series of 3 small platforms moving up and down. If you cannot kill at least the first one, then you must jump on the first platform when the first FYT begins to path north. Then quickly jump diagonally over the second, and glide past the third.

The exit here leads to 7-5.

Hidden Areas & Items:

- HA #1: Past MB #3 is an area with a single FYT hovering over a small gap above a flower. Drop down this gap onto a hidden platform to receive [2 Green Bullets] and a [Klaymen's Head].

**===Level 7-5===**

Enemies: Worker Ynts, Flying Ynt Centurions

Items: 115 Clay Balls, 1 Halo(\$), 4 Glidey Birds, 1 Universe Enema, 1 Swirly Q

Objects & Hazards: Clocks, Jet Streams

Ma Bird Count: 3 Teleport Balls: 8-1, Bonus Room

Secrets: n/a

Helpful Tips: You will have to low-jump off of the first gap guarded by FYTs to clear it. The rest of the level should be self-explanatory. Grab the [Swirly Q] detailed below and take the exit to the Bonus Room.

Hidden Areas & Items:

- [Universe Enema]: Just past MB #3 there's a hard to see [Universe Enema] at the very bottom of the jet stream.
- [Swirly Q]: One jet stream past the previous Universe Enema area has a [Swirly Q] located at the bottom.

**===Bonus Room===**

Enemies: Flying Ynt Centurions

Items: 66 Clay Balls, 1 Halo(\$), 8 Green Bullets, 2 Klaymen's Heads

Objects & Hazards: 8 Treasure Balls

Ma Bird Count: n/a Teleport Balls: 8-1 Secrets: n/a

Helpful Tips: Again! The song has lied to us and included enemies in this level! Oh, well... The strategy to get the items inside the revolving rings of fast-moving FYTs is simple. You must quickly jump up and fall while avoiding the enemies and snagging a few items on each pass. Rinse and repeat.

There are 8 Treasure Balls here that contain a total of [40 Clay Balls]. Take the exit to 8-1 when ready.

Hidden Areas & Items:

- HA #1: Just west of where you spawn in is are 2 Treasure Balls that contain a total of [10 Clay Balls].

+++++

**YNT DEATH GARDEN COMPLETE**

2/2 Secrets 7/17 Worlds

Lives: x

Score: x

**Password** \_ \_ \_ \_ \_

**PRESS START TO CONTINUE**

+++++

**World 8: Ynt Mines**

**===Level 8-1===**

Enemies: Worker Ynts, Swarm-o-Ynts

Items: 22 Clay Balls, 1 Halo(\$), 1 Swirly Q, 3 Universe Enemas, 10 Phoenix Hands, 3 Klaymen's Heads

Objects & Hazards: Sharp Rocks, Air Vortexes, Clocks Ma Bird Count: 2 Teleport Balls: 8-2A (BC), 8-2B (RC) Secrets: 3

Helpful Tips: This level is loaded with secrets so be sure to grab them all. Grab the [Swirly Q] directly north of where you spawn. Take the time to hunt down all [3 Klaymen's Heads] as well. As far as which TB exit to take, the 8-2B path has 1 more secret and an extra life.

Hidden Areas & Items:

- HA #1 (S): Found directly east of where you enter the level are [4 Phoenix Hands]. You can enter this area by jumping into it from the bottom floor.
- HA #2 (S): Jump on the platform that's to the west of where you enter the zone. Jump up again to the NW to land on a BG platform. This acts as a shortcut to the upper level and also leads to a hidden [Phoenix Hand] if you continue to jump north on more of the hidden platforms.
- HA #3 (S): From the start area, to the east is a set of two moving platforms that path around in a circle. Jump on one of these, and there's a stationary platform to the NE of here. Now walk to the east to trigger an air vortex in which you will be shot northwards two times. On the first of these platforms contains a hidden [Universe Enema].
- HA #4: SE of MB #1 is a series of moving platforms. In the middle of them is a tall rock formation. If you jump into the BG of the northern part of that rock formation from one of the moving platforms, then you will land on a hidden ledge. Above it is a hidden [Klaymen's Head].
- HA #5: To the west of where you encounter MB #2 is a platform that has a Phoenix Hand above it. If you jump directly west from there into the wall's BG area, you will land on a secret ledge. Above it, there's another hidden [Klaymen's Head].
- HA #6: Directly east of the Clocks area is a rock formation. Jump in the BG area behind this rock to find [3 Clay Balls].

**===Level 8-2A===**

Enemies: n/a

Items: 50 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 1 Swirly Q, 2 Universe Enemas

Objects & Hazards: 4 Treasure Balls | Sharp Rocks

Ma Bird Count: n/a Teleport Balls: 8-3 Secrets:1

Helpful Tips: This level is essentially a large maze of sharp rocks and moving platforms. Near the entrance are multiple sets of moving platforms. If you follow the eastern path, it will lead you a [Swirly Q] and 4 Treasure Balls containing [20 Clay Balls]. HA #1 is also found here. Keep following the linear path past the Swirly Q until you reach the exit to 8-3.

Hidden Areas & Items:

- HA #1: To the west of where you picked up the Swirly Q lies a [Universe Enema]. It is partially visible behind the BG in a rock formation hanging from the ceiling.
- HA #2 (S): On one of the moving platforms that travel north, you will see a [Universe Enema] off to the east. It's nested in several sharp rocks.

**===Level 8-2B===**

Enemies: Worker Ynts, Swarm-o-Yntss

Items: 86 Clay Balls (with +15 from Halo Bonus), 4 Halos(\$), 1 Universe Enema, 1 Klaymen's Head, 2 Slappy the Hamsters, 1 Swirly Q

Objects & Hazards: Sharp Rocks

Ma Bird Count: 2 Teleport Balls: 8-3 Secrets: 2

Helpful Tips: The [Swirly Q] is found a few screens east of MB #1.

Hidden Areas & Items:

- HA #1 (S): Just north above where you spawn in is a [Universe Enema]. If you use the moving platform to jump to the NW corner, you will reach a hidden ledge. Just above that is a [Klaymen's Head].
- HA #2 (S): Directly east of where you spawn into the zone is a tall rock formation. Jump in the middle of it to find a hidden ledge in the background. Just above this area is a [Slappy the Hamster]. Take the TB to 8-3 when you reach the end of the level.

**===Level 8-3===**

Enemies: Worker Ynts

Items: 58 Clay Balls (with +15 from Halo Bonus), 4 Halos(\$), 5 Phoenix Hands, 1 Swirly Q, 1 Universe Enema

Objects & Hazards: Sharp Rocks, Clocks

Ma Bird Count: 2 Teleport Balls: 9-1, Bonus Room

Secrets: n/a

Helpful Tips: The [Swirly Q] is at the end of the southern floating platform path, just east of the entrance. The rest of the item locations are fairly obvious. You will eventually reach the exit area, and when you do head into TB leading to the Bonus Room.

Hidden Areas & Items:

- HA #1: There's a [Halo] hidden at the top of one of the tall rock formations near the start of the level. You must use the floating platform to jump onto it.

**===Bonus Room===**

Enemies: n/a

Items: 70 Clay Balls, 1 Halo(\$), 3 Bullets, 1 Klaymen's Head, 2 Phart Heads

Objects & Hazards: 10 Treasure Balls

Ma Bird Count: n/a Teleport Balls: 9-1 Secrets: n/a

Helpful Tips: All 10 Treasure Balls here contain a total of [50 Clay Balls]. Take the TB to exit to World 9.

Hidden Areas & Items:

- HA #1: There are [2 Phart Heads] on the far eastern side of the level near the exit. They are located above the last two Treasure Balls. You must SBB on either one of them from the platform farthest east to get the height you need to reach these items.

+++++

**YNT MINES COMPLETE**

4/4 Secrets [8-2A Path], 5/5 Secrets [8-2B Path] 8/17 Worlds

Lives: x

Score: x

**Password** \_ \_ \_ \_ \_

**PRESS START TO CONTINUE**

+++++

**World 9: Ynt Weeds**

**===Level 9-1===**

Enemies: Worker Ynts, Flying Ynt Centurions  
Items: 97 Clay Balls, 1 Halo(\$), 1 Swirly Q, 2 Green Bullets, 1 Super Willie  
Objects & Hazards: 8 Treasure Balls | Clocks  
Ma Bird Count: n/a Teleport Balls: 9-2 Secrets: n/a

Helpful Tips: All 8 Treasure Balls here contain a total of [25 Clay Balls]. There's a [Swirly Q] just east of the entrance in plain sight. Our very first [Super Willie] is just a way past that. This item is great for sucking up items! Proceed to the TB exit leading to 9-2.

**===Level 9-2===**

Enemies: Worker Ynts, Flying Ynt Centurions  
Items: 36 Clay Balls, 1 Halo (\$), 3 Green Bullets, 1 Klaymen's Head, 1 Swirly Q  
Objects & Hazards: Beam Lifts, Clocks  
Ma Bird Count: 1 Teleport Balls: 9-3 Secrets: n/a

Helpful Tips: This map is pouring with rain. To reach the [Klaymen's Head] you must jump off the first set of moving platforms for that extra boost. The [Swirly Q] is found just after the second beam lift. When you reach the exit, take it to 9-3.

**===Level 9-3===**

Enemies: Worker Ynts, Flying Ynt Centurions  
Items: 107 Clay Balls, 1 Halo(\$), 1 Swirly Q, 9 Green Bullets, 3 Klaymen's Heads, 2 Super Willies  
Objects & Hazards: 8 Treasure Balls | Beam Lifts, Clocks  
Ma Bird Count: 2 Teleport Balls: Bonus Room, 10-1 (x2), 9-3 (right-most BC) Secrets: n/a

Helpful Tips: There's a [Swirly Q] on the left-hand side of the first beam lift, near the top. The 8 Treasure Balls contain a total of [40 Clay Balls].

There are several annoying areas here with 4 FYTs encircling platforms. They make a pattern where they all dive into the center and then go back out. To get past them, you need to jump into the platform right as they dive to the center, and then make a second jump quickly to get out.

The exit area is odd. On the first platform, you have both a Bonus Room TB and a 10-1 TB. If you jump over to the platform right of that, you will reach another 10-1 TB (left), along with a 9-3 TB (right). If you take the 9-3, it will allow you to repeat the level. Be careful, though, because if you jump over to the second platform containing the second set of exits, then you CANNOT jump back.

- PRO TIP: It would be wise to repeat the level if you desperately need extra lives, Super Willies, and Green Bullets. The trick here is that if you repeat it, you can gain the level's loot all over again! This is an easy way to boost up your item counts! Each round will net you +3 Klaymen's Heads, +1 Super Willie, and +9 Green Bullets!

Hidden Areas & Items:

- HA #1: Just past the first MB, you will reach an area with 3 [Klaymen's Heads] that are being guarded by 3 FYTs. The only way I know of to acquire these items is by using a Super Willie.
- HA #2: Jump off the east platform in the exit area to reach a [Super Willie]. There are two additional TB's leading to 9-3 (repeated) and 10-1. You actually receive **TWO** Super Willies when you pick up this single item. The developers have given us a two-for-one special.

**===Bonus Room===**

Enemies: n/a  
Items: 34 Clay Balls, 1 Halo(\$), 4 Klaymen's Heads  
Objects & Hazards: Beam Lifts  
Ma Bird Count: n/a Teleport Balls: 10-1 Secrets: n/a

Helpful Tips: Hop along all the beam lifts here and snag the loot near the top of each one. There's a TB at the end leading to 10-1.

+++++

**YNT WEEDS COMPLETE**  
0/0 Secrets 9/17 Worlds  
Lives: x  
Score: x  
**Password** \_ \_ \_ \_ \_

**PRESS START TO CONTINUE**

+++++

**Cutscene #4**

Klaymen encounters a Flying Ynt Centurion who is baiting him over to a hole within his nest. The Ynt keeps sticking his arm out with a peanut butter and jelly sandwich. Klaymen falls for the bait and sticks his arm in to try to grab it. The next second he pulls his arm out and notices he has lost all his "clay flesh". Now his arm is left with nothing but bones. He seems to be happy about it, interestingly enough.

**World 10: Ynt Eggs**

**===Level 10-1===**

Enemies: Flying Ynt Centurions  
Items: 83 Clay Balls, 1 Halo(\$), 2 Phart Heads, 1 Universe Enema, 4 Phoenix Hands  
Objects & Hazards: Vines, Clocks  
Ma Bird Count: 3 Teleport Balls: 10-2 Secrets: n/a

Helpful Tips: This is the first level where we encounter vines. These can be jumped on and climbed or slid down. You will soon reach an area with clocks and several FYTs. You will have to do a series of low-jumps across the platforms if you cannot kill these enemies. There's another section that has 3 vines in a row guarded by 3 FYTs. You can kill one and travel north up the vine if you wish, but there's nothing up there.

You will next come to a section containing 3 FYTs guarding two gaps and a central platform, just before MB #3. You must again use a well-timed low-jump to get past here unharmed (or you can blast em with projectiles instead). You must make the jump when the first FYT is at his peak height and is *just* about to start pathing down.

Continue onward to the TB leading to 10-2.



#### Hidden Areas & Items:

- [4 Phoenix Hands]: Just east of the exit area.

#### **===Level 10-2===**

Enemies: Flying Ynt Centurions, Worker Ynts

Items: 88 Clay Balls, 1 Halo(\$), 2 Klaymen's Heads, 1 Swirly Q, 1 Phart Head

Objects & Hazards: Air Vortex, Vines, Clock

Ma Bird Count: 2 Teleport Balls: 10-3 Secrets: 1

Helpful Tips: This is another annoying level with FYTs. You will eventually reach a set of two moving platforms with a FYT hovering around the top of the second set. Jump off the platform when it's ascending to get the extra air you need to jump over him. In the next section when you reach a clock platform that's before 2 FYTs, execute a jump over the first right as he reaches the bottom of his path. You should then be able to narrowly squeeze between the two and land on the proceeding platform.

Grab the [Swirly Q] at the top of the vine a way past MB #2. Take the TB to 10-3 at the end of the level.

#### Hidden Areas & Items:

- HA # 1(S): When you come to your first Ynt nest, enter it to be taken up via an air vortex. On the left side at the top is a hidden [Klaymen's Head].

#### **===Level 10-3===**

Enemies: Flying Ynt Centurions

Items: 71 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 4 Phoenix Hands, 2 Phart Heads, 1 Swirly Q, 1 Universe Enema

Objects & Hazards: Vines, Clocks, Air Vortex

Ma Bird Count: 2 Teleport Balls: 10-4 Secrets: n/a

Helpful Tips: There's a [Swirly Q] at the top of the first set of two vines close to each other. Take the TB to 10-4 at the end of the level.

#### Hidden Areas & Items:

- HA #1: There's a [Phart Head] directly north next to the vine where the Swirly Q is located.
- HA #2: There's a set of [10 Clay Balls] and a [Universe Enema] on the west path at the top of two vines grouped next to each other.
- HA #3: There's a [Halo] and [6 Clay Balls] on the path directly east of HA #2.

#### **===Level 10-4===**

Enemies: Flying Ynt Centurions

Items: 69 Clay Balls, 1 Halo(\$), 6 Phoenix Hands, 2 Universe Enemas, 1 Swirly Q, 1 Phart Head

Objects & Hazards: Vines, Clocks, Air Vortex

Ma Bird Count: 2 Teleport Balls: Bonus Room, 10-5 Secrets: n/a

Helpful Tips: You will be required to use a technique you should already know by now on this level to climb up the vines quicker. This involves jumping constantly instead of holding UP on the directional pad during your climb. There's a [Swirly Q] down the vine just past MB #1. Head to the Bonus Room TB at the exit area.

#### Hidden Areas & Items:

- HA #1: Directly west of where you enter the zone is a set of [4 Phoenix Hands] and a [Universe Enema].
- HA #2: Just before MB #2 is an area with 3 vines. Head to the very top and you will find a [Phart Head] and [Universe Enema].

#### **===Bonus Room===**

Enemies: n/a

Items: 71 Clay Balls, 1 Halo(\$), 5 Green Bullets, 2 Klaymen's Heads, 3 Phart Heads, 2 Phoenix Hands

Objects & Hazards: 10 Treasure Balls

Ma Bird Count: n/a Teleport Balls: 10-5 (x4) Secrets: n/a

Helpful Tips: The 10 Treasure Balls here contain a total of [50 Clay Balls]. The exit area is another odd one. There are three onetime use platforms that raise Klaymen to the far north. Here, you will snag a set of items before entering a TB at the top. There's also a TB to the west in case you use up all your platforms. Each of them leads to the same area.

You will probably end up taking the exit on your path to snag the items as it's very difficult to abort after getting them. You can try it if you want. With that said, I suggest taking the right-most platform. Here's a list of the contents found by taking each one:

Right: [3 Green Bullets], [2 Klaymen's Heads], and [7 Clay Balls].

Middle: [3 Phart Heads] and [5 Clay Balls].

Left: [2 Green Bullets], [2 Phoenix Hands], and [9 Clay Balls].

#### **===Level 10-5: Glenn Yntis (BOSS)===**

Enemies: Glenn Yntis

Items: 0 Halos(x) Objects & Hazards: n/a

Ma Bird Count: n/a Teleport Balls: n/a (automatically exit to 11-1 on victory) Secrets: n/a

Helpful Tips: This can be a rather annoying boss fight if you don't know what to do. Klaymen is sitting in a mobile gun that fires Green Bullets with unlimited ammo. He can move this vehicle-gun up or down on a vertical rail. You will not have the ability to use any items during this boss fight.

Glenn Yntis will block all attacks besides ones aimed at his feet. If you hit his feet, he will open his guard and you can shoot him in the head to deal damage. After dealing damage (OR opening his guard for a few seconds), he will execute a Pincer Attack at Klaymen in either the top (T), middle (M), or bottom (B) positions. He actually has a very easy attack pattern, you just have to know it.

Glenn Yntis will stick his second (smaller) arm out in the direction that he is going to use his Pincer Attack before he uses it. It would be wise to utilize the **Pause** command during this fight. This should give you ample time to move out of his way. The best area to idle would be in the middle. Depending on how much damage he has taken he will increase the number of Pincer Attacks that he does per round.

Damage: none, Pincer Attack # = 1 Damage: 1 hit, Pincer Attack # = 2 Damage: 2 hits, Pincer Attack # = 3 Damage: 3 hits, Pincer Attack # = 4 Damage: 4 hits, Pincer Attack # = 5

This boss takes a total of 5 hits before he is defeated and you move on to 11-1.

+++++

**YNT EGGS COMPLETE**

1/1 Secrets 10/17 Worlds

Lives: x

Score: x

**Password** -----

**PRESS START TO CONTINUE**

+++++

## World 11: Monk Rushmore

---

There's a 1970's to be found in this world.

**DISCLAIMER:** If you do *not* acquire all 3 Swirly Q's in World 11, then you will **NOT** be able to enter the 1970's secret world (even if you acquire all 3 1970's items needed to do so). I cannot confirm this 100%, but this does appear to be the case based upon some quick tests I ran.

### ===Level 11-1===

**Enemies:** Egg Beaters, Flappers

**Items:** 16 Clay Balls, 1 Halo(\$), 2 Universe Enemas, 2 Green Bullets, 1 Phoenix Hand, 1 Super Willie, 1 Phart Head, 1 Swirly Q

**Objects & Hazards:** 2 Treasure Balls

**Ma Bird Count:** 1 **Teleport Balls:** 11-2A (BC), 11-2B (RC) **Secrets:** 1

**Helpful Tips:** This is a fairly short level. Be careful of the Egg Beaters here as they cannot be butt-bounced. You can take them out with items, however. The 2 Treasure Balls here contain [Universe Enemas]. Read HA #2 when you reach the first MB to snag the [Swirly Q]. At the end of the level take the 11-2B TB as it leads to 3 additional secrets. It is one level longer though, so the choice is yours.

#### Hidden Areas & Items:

- **HA #1 (S):** Just west of where you encounter your first Egg Beater enemy you will find [2 Green Bullets] and a [Phoenix Hand].
- **[Phart Head]:** This is hiding in a cloud directly SW of MB #1. It is partially visible.
- **HA #2:** This area is hidden high in the air, above the first set of Flappers you encounter. You must SBB off their heads to reach it. Once you do, you will find a [Swirly Q] and [4 Clay Balls].

### ===Level 11-2A===

**Enemies:** Egg Beaters, Flappers

**Items:** 24 Clay Balls (with +1 from the bug note below), 1 Halo(\$), 2 Universe Enemas, 1 Phart Head, 1 Green Bullet, 1 Phoenix Hand, 1 Super Willie, 1 Swirly Q

**Objects & Hazards:** 1 Treasure Ball

**Ma Bird Count:** 2 **Teleport Balls:** 11-3 **Secrets:** n/a

**Helpful Tips:** At the start of the level, you will be given the option to take the high or low pass. I suggest doing both. The Treasure Ball here contains a [Universe Enema]. The [Swirly Q] is found just a bit east of MB #2.

#### Hidden Areas & Items:

- **HA #1:** On one of the northern paths is a [Universe Enema] that's partially off-screen at the top edge, surrounded by [6 Clay Balls].  
**BUG NOTE:** Three of the Clay Balls here are not within reach of Klaymen. You **MUST** use a Super Willie if you want to get TWO of those items, but it's really not worth it. The 6th Clay Ball at the top of this ring is impossible to acquire without cheating.
- **[Super Willie]:** This is found directly SE of MB #2. You must drop down on a cloud to get it. It's also only partially visible.

### ===Level 11-2B===

**Enemies:** Flappers, Egg Beaters

**Items:** 24 Clay Balls, 1 Halo(\$), 2 Super Willies, 2 Universe Enemas, 1 Klaymen's Head

**Objects & Hazards:** 1 Treasure Ball

**Ma Bird Count:** 2 **Teleport Balls:** 11-3 **Secrets:** 1

**Helpful Tips:** The Treasure Ball here contains a [Universe Enema]. I prefer to take out most of the annoying Egg Beaters in this level with bullets. Pick up the [Klaymen's Head] just south of the exit, then jump in to reach 11-3.

#### Hidden Areas & Items:

- **HA #1 (S):** Just east past MB #1 is a path of cloud platforms. Hop along until you land on a large cloud down low. You will notice another path of clouds to the SW of here which leads to a [Universe Enema].

### ===Level 11-3A===

**Enemies:** Flappers, Egg Beaters

**Items:** 64 Clay Balls, 1 Halo(\$), 1 1970's, 3 Phoenix Hands, 3 Universe Enemas, 4 Green Bullets, 1 Swirly Q

**Objects & Hazards:** 2 Treasure Balls

**Ma Bird Count:** 2 **Teleport Balls:** Bonus Room, 12-1 **Secrets:** 2

**Helpful Tips:** Read HA #1 on where to snag our third and final [1970s]! When you reach MB #1, make sure to read HA #3 for a [Swirly Q]. Both Treasure Balls found in the HA list contain [Universe Enemas]. Take the TB to the Bonus Room when ready.

#### Hidden Areas & Items:

- **HA #1:** Directly west of where you enter the zone is a hidden [1970's] and [4 Clay Balls].
- **HA #2 (S):** In the area just past the set of 2 Phoenix Hands, or just before MB #1, is a cloud path that goes south. Follow it to get to a Treasure Ball that contains a [Universe Enema]. Just west of that is a [Green Bullet] and [6 Clay Balls].
- **HA #3:** On the cloud path that leads south just past MB #1 is a Treasure Ball containing a [Universe Enema]. Just past that is a [Swirly Q] and [6 Clay Balls].
- **HA #4:** Right after HA #3 you will see a circle of moving Flappers. Above them are [2 Green Bullets] and [12 Clay Balls]. You must SBB off their heads to reach all of these items.

- HA #5 (S): A way past MB #2 is another cloud path leading south. It will lead you to a [Green Bullet].

**===Level 11-3B===**

Enemies: Egg Beaters, Flappers

Items: 12 Clay Balls, 1 Halo(\$), 2 Universe Enemas, 7 Green Bullets, 1 Swirly Q, 1 Klaymen's Head, 1 Phoenix Hand, 1 Super Willie

Objects & Hazards: 2 Treasure Balls

Ma Bird Count: 1 Teleport Balls: 11-3A

Secrets: 2

Helpful Tips: The 2 Treasure Balls here contain [Universe Enemas]. When the cloud platform path forks, take the west path. It will lead to [6 Green Bullets] and a [Swirly Q] being guarded by 3 Egg Beaters. I suggest popping a Universe Enema to take them out. When you finally reach the exit, know this level is a bit odd as the exit leads back to 11-3A!

Hidden Areas & Items:

- HA #1: Just east of where you picked up the Swirly Q, you will see a singular Flapper. SBB off his head to reach a higher cloud platform containing [6 Clay Balls] and a [Klaymen's Head].
- HA #2 (S): Just east of MB #1 lies a [Phoenix Hand] and a [Super Willie].
- HA 3# (S): Head north past MB #1 and the path will fork. If you head west, you will come to a Treasure Ball containing a [Universe Enema] guarded by some Egg Beaters.

**===Bonus Room===**

Enemies: n/a

Items: 102 Clay Balls, 1 Halo (\$), 4 Green Bullets, 1 Phoenix Hand, 1 Phart Head, 1 Super Willie, 5 Klaymen's Heads

Objects & Hazards: n/a

Ma Bird Count: n/a Teleport Balls: 1970's-1, 12-1 Secrets: n/a

Helpful Tips: This level is pretty self-explanatory. Continue jumping north and snag all the loot. If you found all the previous 1970's, this is your chance to enter the 1970's TB. Don't leave without getting all 5 [Klaymen's Heads] though!

**===1970's-1===**

Enemies: n/a

Items: 21 Clay Balls, 1 Halo(\$), 3 Phart Heads, 7 Klaymen's Heads

Objects & Hazards: 3 Treasure Balls | Disco Pads, Clocks

Ma Bird Count: n/a Teleport Balls: 1970's-2 (x2) Secrets: n/a

Helpful Tips: Ah, the groovy 1970's! This is one of the two "secret worlds" the manual referenced. With that in mind, this "bonus world" operates in the same manner as a bonus level. If you die, you will continue the game as normal and it will exit the stage. However, the 1970's world has several levels so be ready for that. Know this "world" isn't exactly a true world - as you still end with a scorecard from Monk Rushmore.

The 3 Treasure Balls here contain [2 Klaymen's Heads] and [5 Clay Balls]. Both exits here lead to the same area of 1970's-2.

Hidden Areas & Items:

- HA #1: Just east of the first exit area is another exit area that contains [4 Klaymen's Heads] and [2 Phart Heads].

**===1970's-2===**

Enemies: n/a

Items: 18 Clay Balls, 1 Halo(\$), 1 Phart Head, 4 Klaymen's Heads

Objects & Hazards: 2 Treasure Balls | Disco Pads, Clocks

Ma Bird Count: n/a Teleport Balls: 1970's-3 Secrets: n/a

Helpful Tips: The second level of our "bonus world". The 2 Treasure Balls here contain [5 Clay Balls] and a [Klaymen's Head]. Don't leave without getting the [3 Klaymen's Heads] just east of the exit leads to the 1970's-3.

**===1970's-3===**

Enemies: n/a

Items: 20 Clay Balls, 1 Halo(\$), 1 Phart Head, 1 Klaymen's Head

Objects & Hazards: 1 Treasure Ball | Disco Pads, Clocks

Ma Bird Count: n/a Teleport Balls: 1970's-4 Secrets: n/a

Helpful Tips: This level has a trippy stretched colorful-light effect on everything. The Treasure Ball here contains a [Klaymen's Head]. The exit here leads to 1970's-4.

**===1970's-4===**

Enemies: n/a

Items: 16 Clay Balls, 1 Halo(\$), 2 Klaymen's Heads

Objects & Hazards: 2 Treasure Balls | Disco Pads, Clocks

Ma Bird Count: n/a Teleport Balls: 1970's-5 Secrets: n/a

Helpful Tips: Another trippy effect level. The 2 Treasure Balls here contain [Klaymen's Heads]. The exit TB leads to 1970's-5.

**===1970's-5===**

Enemies: n/a

Items: 0 Clay Balls, 1 Halo(\$), 37 Klaymen's Heads

Objects & Hazards: n/a

Ma Bird Count: n/a Teleport Balls: 12-1 Secrets: n/a

Helpful Tips: The backdrop here is a hilarious picture of a man with his shirt off. Anyway, for making it all the way to level 5 of this world you are presented with a whopping [37 Klaymen's Heads]!!! Wow. The exit here finally leads to 12-1.

+++++

**MONK RUSHMORE COMPLETE**

3/3 Secrets [11-2A Path], 6/6 Secrets [11-2B Path] 11/17 Worlds

Lives: x

Score: x

**Password** -----

**PRESS START TO CONTINUE**

+++++

**World 12: Soar Head**

This world is unique in that all you have to do is fall to the bottom of each level. You will be supplied with a Glidey Bird at the spawning area, and there are plenty of hazards to avoid. Once you pick a path, you are pretty much guaranteed to lose the items from the other paths. With that said I've done my very best to pinpoint the important items so you can get them.

**===Level 12-1===**

Enemies: Barking Birds (A), Barking Birds (B) Items: 141 Clay Balls, 1 Halo(\$), 2 Green Hearts, 2 Glidey Birds, 1 Swirly Q, 24 Green Bullets, 1 Phart Head  
Objects & Hazards: 2 Treasure Balls | Torches  
Ma Bird Count: n/a Teleport Balls: 12-2 Secrets: n/a

Helpful Tips: You should drop down to the right near the start, to ensure you can glide over to the [Swirly Q] safely. Don't miss it as you cannot go back! The 2 Treasure Balls here contains [10 Clay Balls]. The exit leads to 12-1 at the bottom of the map.

**===Level 12-2===**

Enemies: Loud Mouths, Barking Birds (A), JX1137 Test Pilots, Barking Birds (B) Items: 153 Clay Balls, 1 Halo(\$), 2 Glidey Birds, 2 Green Hearts, 6 Green Bullets, 1 Swirly Q  
Objects & Hazards: 3 Treasure Balls | Torches  
Ma Bird Count: n/a Teleport Balls: 12-3 Secrets: n/a

Helpful Tips: The 3 Treasure Balls here contain [15 Clay Balls]. The [Swirly Q] is found on the west most side, about mid-way down the map. It is directly next to the west wall. Again, don't miss it! The exit here leads to 12-3.

**===Level 12-3===**

Enemies: Loud Mouths, Egg Beaters, Barking Birds (A), Barking Birds (B) Items: 163 Clay Balls (with the bugged +3 included), 1 Halo(\$), 2 Glidey Birds, 2 Green Hearts, 3 Green Bullets, 1 Swirly Q, 1 Slappy the Hamster  
Objects & Hazards: 4 Treasure Balls | Torches  
Ma Bird Count: n/a Teleport Balls: Bonus Room, 13-1 Secrets: n/a

Helpful Tips: The 3 Treasure Balls here contain [20 Clay Balls]. The [Swirly Q] is located near the bottom of the map, on the western side. If you managed to get all 3 then take the TB leading to the Bonus Room.

**BUG NOTE**: There's a set of [3 Clay Balls] in the top left corner of this map that you cannot reach.

**===Bonus Room===**

Enemies: Barking Birds (A), Barking Birds (B) Items: 132 Clay Balls, 1 Halo(\$), 2 Glidey Birds, 2 Klaymen's Heads  
Objects & Hazards: n/a  
Ma Bird Count: n/a Teleport Balls: 13-1 Secrets: n/a

Helpful Tips: This is just like the other main levels except for this time you don't get to be tiny! There's a [Klaymen's Head] on the right side and left side, but you can't get both. Take the exit to 13-1.

+++++

**SOAR HEAD COMPLETE**

0/0 Secrets 12/17 Worlds

Lives: x

Score: x

**Password** -----

**PRESS START TO CONTINUE**

+++++

**World 13: Shards**

**===Level 13-1===**

Enemies: Loud Mouths, Egg Beaters  
Items: 97 Clay Balls, 1 Halo(\$), 3 Slappy the Hamsters, 2 Klaymen's Heads, 1 Swirly Q  
Objects & Hazards: Shard Clusters, Clocks  
Ma Bird Count: 2 Teleport Balls: 13-2A (BC), 13-2B (RC) Secrets: n/a

Helpful Tips: There's a [Swirly Q] just past the 2nd MB in plain sight. When you reach the exit, take either path as they both lead to good item outcomes and have the same amount of secrets.

Hidden Areas & Items:

- o HA #1: In the area where you see your first clock there is a Loud Mouth right next to it. You must SBB off of its head to reach the clock platform. Follow along to more clock platforms which lead to a [Slappy the Hamster], [Klaymen's Head], and several [Clay Balls].
- o HA #2: Hop over to the third shard cluster that you encounter. It's being guarded by 2 Egg Beaters. Just past it, jump into the BG area behind the raised rock to find [4 Clay Balls] and a [Klaymen's Head].

**===Level 13-2A===**

Enemies: Loud Mouths

Items: 122 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 2 Universe Enemas, 4 Klaymen's Heads, 1 Swirly Q, 2 Slappy the Hamsters

Objects & Hazards: Shard Clusters, Clocks

Ma Bird Count: 2 Teleport Balls: 13-3 Secrets: 2

Helpful Tips: Be VERY careful about which Loud Mouth enemies you kill here as you may prevent yourself from getting some hidden items. You may want to read through that whole section before you begin the level as there are a TON of hidden items.

Just after MB #1, you will encounter a platform that dips into the shard clusters below. Be sure to time your jumps well. Shortly after this, you will be in the area for HA #2, which will lead you to your [Swirly Q]. Grab the extra 4 Klaymen's Heads if you need them before taking the exit to 13-3.

#### Hidden Areas & Items:

- [Universe Enema]: Directly west of the entrance in the BG area behind the rock.
- [Klaymen's Head]: Just over the first shard cluster by the entrance and you will see 3 Loud Mouths. You need to SBB off all 3 of them in a row to execute a super jump. This will allow you to reach the item near the top of the screen.  
**NOTE:** This item can also be acquired via HA #1. To trigger the secret flag there, the above method may not be the best one in terms of acquiring this item.
- HA #1 (S): You will soon come across a [Slappy the Hamster] next to another group of Loud Mouths. The ones on the upper platform should be SBB'd to reach the raised platform in the air. Up here you can acquire [14 Clay Balls] and a [Universe Enema].  
**NOTE:** The secret flag will not trigger here until you drop down where the previously mentioned [Klaymen's Head] was located. If you haven't gotten it yet, now's the time to do so.
- [Klaymen's Head]: Just past where you jumped up onto the initial platform in HA #1, you will see this item partially visible behind a rock that you must jump behind to acquire.
- HA #2: You will come across another area with 2 Loud Mouths below a raised platform. SBB off one of them to get to the hidden area. This will lead to [11 Clay Balls], a [Swirly Q], and a [Halo].
- HA #3 (S): A short way past MB #2 you will come to an area that's lower to the ground. You should come down here after jumping off the top section with the arc of Clay Balls leading east. Then head west, and you will come to a hidden floating platform just beyond a sharded cluster that leads you to [2 Klaymen's Heads].

#### **===Level 13-2B===**

Enemies: Egg Beaters, Loud Mouths

Items: 76 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 2 Slappy the Hamsters, 4 Green Bullets, 1 Swirly Q

Objects & Hazards: Shard Clusters, Clocks

Ma Bird Count: 2 Teleport Balls: 13-3 Secrets: 1

Helpful Tips: Be careful of the floating platform that dips into the shard clusters. Just past MB #2 is a [Swirly Q] in plain sight. I suggest killing the two super-fast moving Egg Beaters guarding the set of floating platforms. Take the exit leading to 13-3.

#### Hidden Areas & Items:

- HA #1 (S): Just past MB #1 there's a tall rock structure. Jump in it to land on some hidden ledges leading to [4 Green Bullets].

#### **===Level 13-3A===**

Enemies: Loud Mouths, Egg Beaters

Items: 68 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 3 Phoenix Hands, 1 Swirly Q, 1 Phart Head

Objects & Hazards: Shard Clusters

Ma Bird Count: 2 Teleport Balls: Bonus Room, 14-1 Secrets: n/a

Helpful Tips: There's a [Swirly Q] just past HA #1 in plain sight. You will soon come to a unique section where you see several Loud Mouths walking over a path of shard clusters. Simply butt-bounce off their heads to make it to the next section. Soon after that, you will come across a section with several floating platforms. You will be required to duck below the shard clusters in this section as the platform moves. When ready, take the exit to the Bonus Room.

#### Hidden Areas & Items:

- HA #1: There's a [Halo] and [6 Clay Balls] hidden at the top of the screen just before the section with two rotating platforms moving in the clockwise direction.

#### **===Level 13-3B===**

Enemies: Egg Beaters

Items: 74 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 1 Universe Enema, 4 Phoenix Hands, 1 Swirly Q

Objects & Hazards: Clocks, Shard Clusters

Ma Bird Count: 2 Teleport Balls: Bonus Room, 14-1 Secrets: 1

Helpful Tips: The [Swirly Q] is visible in plain sight shortly after MB #2. Take the exit to the Bonus Room.

#### Hidden Areas & Items:

- HA #1 (S): Jump from the peak height of the floating platform directly east of MB #1. It should fling you up toward a [Universe Enema].
- [Halo]: Triple jump on MB #2 to perform a super jump. This will lead you to the Halo hiding directly north in the BG of the rock structure.

#### **===Bonus Room===**

Enemies: n/a

Items: 50 Clay Balls, 1 Halo(\$), 14 Green Bullets, 3 Universe Enemas, 14 Phoenix Hands, 7 Klaymen's Heads, 2 Phart Heads

Objects & Hazards: 10 Treasure Balls | Shard Clusters

Ma Bird Count: n/a Teleport Balls: 14-1 (x3) Secrets: n/a

Helpful Tips: The 10 Treasure Balls here contain a total of [50 Clay Balls]. There are several onetime use platforms near the end of the level that sling you to items and force you into an exit. If you want, you can try hopping up the different platforms to get more items but it is a bit tricky.

Here's how the platform sections are laid out.

Bottom Platforms Set #1 = [3 Green Bullets], [1 Universe Enema], [3 Phoenix Hands], [1 Klaymen's Head] --> Bottom platform set #2 (E jump) Set #2 = [4 Green Bullets], [1 Universe Enema], [2 Phoenix Hands], [1 Klaymen's Head] --> Middle platform set #1 (NW jump) OR --> EXIT SLING

Middle Platform Set #1 = [3 Green Bullets], [1 Universe Enema], [3 Phoenix Hands], [1 Klaymen's Head] --> Top platform set #1 (NW jump) OR --> EXIT SLING

Top Platforms Set #1 = [2 Green Bullets], [1 Phart Head], [1 Phoenix Hand], [1 Klaymen's Head], [2 Phoenix Hands], [1 Klaymen's Head] --> Top platform set #2 (E jump) Set #2 = [2 Green Bullets], [1 Phart Head], [1 Phoenix Hand], [1 Klaymen's Head], [2 Phoenix Hands], [1 Klaymen's Head] --> EXIT SLING

Any of the exits here will lead you to 14-1.

\*\*\*\*\*

#### SHARDS COMPLETE

2/2 Secrets [13-2A Path], 2/2 Secrets [13-2B Path] 13/17 Worlds

Lives: x

Score: x

Password -----

PRESS START TO CONTINUE

\*\*\*\*\*

#### Cutscene #5

Here is another funny cutscene where we watch a hamster (who we presume to be Slappy the Hamster) crawl into the eye of an unnamed Skullmonkey. He freaks out and hurts himself in every way imaginable to try to get the little guy out of his eye, but nothing works. He eventually dies as the hamster comes out and says that he was an idiot in so many words.

## World 14: Castle De Los Muertos

In this world, the lighting is absolutely terrible. This is an interesting concept for a world design here, but I can't say I'm very much a fan.

### ===Level 14-1===

Enemies: Castle Troopers, Screaming Infernos

Items: 133 Clay Balls (with +15 from Halo Bonus, +4 from bug note), 4 Halos(\$), 7 Phoenix Hands, 1 Swirly Q, 5 Klaymen's Heads, 1 Phart Head, 1 Super Willie, 1 Universe Enema

Objects & Hazards: 16 Treasure Balls | Snoballs, Clocks, Weaponry Traps

Ma Bird Count: 1 Teleport Balls: 14-2 Secrets: 4

Helpful Tips: There's a stupid amount of hidden items here so be sure to skim through to see if there's anything you want. Watch out for the new Castle Trooper enemies here. They can't be jumped on or shot at with Green Bullets, but Phoenix Hands and Universe Enemas will still take 'em out. The Screaming Infernos are also a new enemy which are impossible to kill (so don't try).

The Treasure Ball contents can be found in the section below. You will eventually come to a series of moving railcars that fall off the screen at the end of their paths. MB #1 is found just after this section (although it's really hard to see). Just past that is a [Swirly Q] inside the next building. Continue onward to finally reach the TB leading to 14-2.

#### Hidden Areas & Items:

- HA #1 (S): Just south of the first Treasure Ball you will see a lower path of snoballs. Land on them and move inside the castle to their right. Here you will find [17 Clay Balls]. This one can be a bit annoying to land inside and you might die in the attempt, so keep that in mind.
  - [4 Clay Balls]: When you reach the first "slanted roof" area that you have to jump on, go to the top of it and jump west. You will snag the 4 hidden items here that your camera was preventing you from seeing.
  - HA #2: Triple jump on MB #1 to super-jump onto the roof next to it. If you make it, jump off the screen near the peak to get [5 Klaymen's Heads].
  - [Phoenix Hand]: Hidden in the BG area of the building just after MB #1.
  - HA #3 (S): Just east past the building that housed the Swirly Q is another building. Walk toward the bottom of the roof from the left-hand side to find [4 Clay Balls] and a [Phoenix Hand] hidden in the BG area.
  - HA #4 (S): When you reach the 2nd Treasure Ball, drop down below it to another area. You can drop even lower by falling down a hole into the BG on the left-hand side. Here you will find [6 Clay Balls], [2 Phoenix Hands], and a [Halo].
  - HA #5 (S): To the east of HA #4 is a lone Castle Trooper. Kill him, and then jump inside his glass window. Here you will find 14 Treasure Balls containing [55 Clay Balls], a [Phart Head], [Super Willie], and [Universe Enema].
  - [Halo]: Jump at the peak of the roof from the building directly east of HA #4.
- **NOTE:** There's a set of [4 Clay Balls] found on the first railcar just before the exit area that you cannot reach by normal means. This may have been intentional, but I believe that this first railcar was supposed to give some type of vertical height boost if you jumped at its peak (which it does not). You can use a Super Willie to get them if you really want to.

### ===Level 14-2===

Enemies: Castle Troopers, Screaming Infernos

Items: 47 Clay Balls, 1 Halo(\$), 1 Swirly Q, 4 Phoenix Hands, 2 Universe Enemas, 1 Super Willie, 1 Klaymen's Head, 3 Phart Heads

Objects & Hazards: 10 Treasure Balls | Clocks

Ma Bird Count: 1 Teleport Balls: 14-3 Secrets: 2

Helpful Tips: Grab the [Swirly Q] described in HA #1 before proceeding. The 10 Treasure Balls here contain [2 Phoenix Hands], [2 Universe Enemas], a [Super Willie], [Klaymen's Head], [Phart Head], and [15 Clay Balls]. In the area just before you encounter your first clock is MB #1. Keep trekking east and you will eventually reach the 14-3 TB.

#### Hidden Areas & Items:

- HA #1 (S): Directly west of where you spawn is a [Swirly Q] hidden in the BG of the building.
- HA #2: Just east of where you spawn is a building with a roof you can jump up to. Here you will find 3 Treasure Balls containing a [Phoenix Hand], [Universe Enema], and [Super Willie].
- HA #3: Use MB #1 to jump onto the roof to the right. Here you will find a Treasure Ball containing a [Phart Head].
- HA #4: After the railcars area you will find a row of 3 Castle Troopers. Just past them, jump on the roof to find [2 Phart Heads].
- HA #5 (S): East of HA #4 you will come across another building. If you jump in the middle of it inside, you can SBB off of a Treasure Ball in there to reach the roof. Here you will find 3 more Treasure Balls. The total contents are [15 Clay Balls] and a [Universe Enema].

### ===Level 14-3===

Enemies: Screaming Infernos  
Items: 40 Clay Balls, 1 Halo (\$) Objects & Hazards: Weaponry Traps  
Ma Bird Count: n/a Teleport Balls: 14-4 Secrets: n/a

Helpful Tips: This is essentially a railcar-only level. Dodge the Screaming Infernos along the way, too. Thankfully, there are no secrets hidden in the upper rocky areas. When you reach the end, take the exit to 14-4.

**===Level 14-4===**

Enemies: Castle Troopers, Screaming Infernos  
Items: 76 Clay Balls (with +10 from Halo Bonus), 3 Halos(\$), 1 Super Willie, 1 Swirly Q, 1 Phart Head, 2 Phoenix Hands, 1 Universe Enema  
Objects & Hazards: 7 Treasure Balls | Clocks, Snoballs, Air Vortex  
Ma Bird Count: 1 Teleport Balls: Bonus Room, 14-5 Secrets: 3

Helpful Tips: Almost there! There's a [Super Willie] in the Treasure Ball next to the starting area. Don't forget to snag the [Swirly Q] mentioned in HA #2 before leaving this stage. MB #1 is found just after the first railcar section ends, past the 2 Castle Troopers. The rest of the Treasure Ball contents can be read in the section below. Take the exit to the Bonus Room when you reach the end.

Hidden Areas & Items:

- HA #1: When you reach a pathway of snoballs, you can bounce off the last one to the top of the roof. Here you can find 3 Treasure Balls containing a [Phart Head] and [10 Clay Balls].
- HA #2 (S): Look for a gap with 2 clocks that descend downward, guarded by a Screaming Inferno. Jump on the clocks to reach the side of the castle wall to retrieve a [Swirly Q].
- HA #3 (S): When you reach a huge "mountain" of Castle Troopers that you must climb up, the second one from the bottom needs to be destroyed. I suggest using a Universe Enema to take out the whole area. Once that particular one is dead, you can jump inside it into the interior section of the wall. Here you will find [17 Clay Balls], a [Universe Enema], and a [Phoenix Hand].
- HA #4 (S): Right as you exit HA #3, there will be a roof above you. Jump up to this from the building to the right to score 3 Treasure Balls containing [15 Clay Balls].

**===Bonus Room===**

Enemies: n/a  
Items: 93 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 4 Green Bullets, 1 Klaymen's Head  
Objects & Hazards: n/a  
Ma Bird Count: n/a Teleport Balls: 14-5 Secrets: n/a

Helpful Tips: A pretty lame Bonus Room as far as Bonus Room levels go. This is another railcar level with minimal loot. Take the exit to 14-5 when you reach the end.

- **NOTE:** There is a set of [4 Clay Balls] that are nearly impossible to near the end of the level. Pop a Super Willie if you really want them.

**===Level 14-5: Monkey Mage (BOSS)===**

Enemies: Monkey Mage  
Items: 1 Halo(\$) Objects & Hazards: n/a  
Ma Bird Count: n/a Teleport Balls: n/a (automatically exit to 15-1 on victory) Secrets: n/a

Helpful Tips:

This is a really simple boss battle. There's a set of 3 moving platforms on both his west and east side. Keep jumping on them until he drops his force field to attack you. The second he does, jump on his head and land back on a platform. My best advice would be to stay close to his side in preparation for a shield drop. Monkey Mage takes a total of 5 hits before the fight is over.

If for some reason he gets an attack off before you can hurt him, his spell projectile will destroy the platform you are on at the time he fired. You will run out of platforms if you are not careful so keep that in mind.

You will automatically exit to 15-1 when the fight is over.

+++++

**CASTLE DE LOS MUERTOS COMPLETE**

9/9 Secrets 14/17 Worlds

Lives: x

Score: x

**Password** -----

**PRESS START TO CONTINUE**

+++++

**World 15: The Incredible Drivy Runn**

- This world certainly has unique gameplay. You must ride the level on the back of a clay-sphere type animal of some sort. It makes horse-like sound effects too. You will be able to jump but you cannot stop to explore or turn around. You will also be prohibited from using items.
- There are only 1-2 levels in this entire world! If you are unable to enter the Bonus Level then there's only 1.
- Also, note that there appears to be a typo in the spelling of the world's name. The title given when entering the stage differs from the one given after completion (Drivy vs Drivey).

**===Level 15-1===**

Enemies: Super Bomber Monks  
Items: 109 Clay Balls, 0 Halos(x), 1 Klaymen's Head, 3 Swirly Qs  
Objects & Hazards: Weaponry Traps  
Ma Bird Count: n/a Teleport Balls: n/a (you will automatically exit to the Bonus Room OR 16-1) Secrets: n/a

Helpful Tips: Super Bomber Monks appear for the first time on this level. They drop bombs on you and cannot be killed, rather annoyingly. The bombs themselves will stick into the ground and block your path. Don't run into them!

All 3 Swirly Q items are found here. **IF YOU DO NOT get all three**, I suggest killing yourself and restarting ASAP. The first [Swirly Q] is found in plain sight about mid-way through the level. The second [Swirly Q] is found shortly after it slightly off the ground, right when you first encountering Super Bomber Monks. The third [Swirly Q] is found a bit past the second, on at the ground level underneath a ramp.

At the end of the stage, you will not see any TB exits. You will simply get flung off of your clay animal into the next stage. If you got all 3 Swirly Q's you will automatically be sent to the Bonus Room. If not, you will go to 16-1.

**===Bonus Room===**

Enemies: n/a

Items: ~182 Clay Balls, 0 Halos(x), 2 Klaymen's Heads

Objects & Hazards: n/a

Ma Bird Count: n/a Teleport Balls: n/a (you will automatically exit to 16-1) Secrets: n/a

Helpful Tips: It's nearly impossible to collect every single Clay Ball here so get as many as you can. Do your best to get the [3 Klaymen's Heads] as well. Reaching the end of the level will automatically take you to 16-1.

+++++

**THE INCREDIBLE DRIVEY RUNN COMPLETE**

0/0 Secrets 15/17 Worlds

Lives: x

Score: x

**Password** -----

**PRESS START TO CONTINUE**

+++++

**World 16: Worm Graveyard**

**===Level 16-1===**

Enemies: JX1137 Test Pilots, Screaming Infernos, Flappers

Items: 33 Clay Balls (with +10 from Halo Bonus), 3 Halos(\$), 2 Green Bullets, 1 Phoenix Hand, 2 Phart Heads, 1 Universe Enema, 1 Klaymen's Head, 1 Swirly Q

Objects & Hazards: 2 Treasure Balls | Spikes, Clocks, Snoballs

Ma Bird Count: 1 Teleport Balls: 16-2A (BC), 16-2B (RC) Secrets: 2

Helpful Tips: This level mainly consists of floating platforms with spikes underneath. The 2 Treasure Balls here contain [Phart Heads]. There's a [Swirly Q] in plain sight just before MB #1. When you reach the exit area, you can take either the 16-2A or 16-2B TB. There's actually a total of 3 world paths you can take here. Every path has the same amount of secrets so the choice is ultimately yours. See the scorecard tally section at the end of this world if you want the details.

Hidden Areas & Items:

- HA #1 (S): Just east of where you start the level you will see a set of 3 moving platforms. The one leading north is where this HA is located. At the end, you will find [2 Green Bullets] and a [Phoenix Hand].
- HA #2 (S): Just before MB #1 you will see a group of malfunctioning JX1137 Test Pilots leading to the south. Butt-bounce off their heads to find this secret area. Here you will find a [Halo] and [Universe Enema].

**===Level 16-2A===**

Enemies: Screaming Infernos, Loud Mouths, Flappers

Items: 28 Clay Balls, 1 Halo(\$), 3 Green Bullets, 2 Phart Heads, 1 Super Willie, 1 Swirly Q

Objects & Hazards: 1 Treasure Ball | Clocks

Ma Bird Count: 1 Teleport Balls: 16-3A (BC, low path), 16-3B (BC, high path) Secrets: 1

Helpful Tips: The Treasure Ball here contains a [Phart Head]. The [Swirly Q] is located just before MB #1. You have to butt-bounce off the Flapper's head to reach it without dying. There are two TB exits here that lead to different levels. The one on the bottom clock path leads to 16-3A, while the one on the high clock path toward the west side leads to 16-3B. Take either path as they both lead to the same number of secrets.

Hidden Areas & Items:

- HA #1 (S): When you reach the area with many clocks both narrow and wide, this secret can be found at the eastern end of the top path.

**===Level 16-2B===**

Enemies: Screaming Infernos, Flappers, Loud Mouths

Items: 33 Clay Balls, 1 Halo(\$), 1 Swirly Q, 1 Phart Head, 2 Phoenix Hands, 1 Universe Enema, 1 Klaymen's Head

Objects & Hazards: 1 Treasure Ball | Clocks

Ma Bird Count: 1 Teleport Balls: 16-3B

Secrets: 1

Helpful Tips: You will find a [Swirly Q] in the first area where you encounter Flappers. The Treasure Ball here contains a [Phart Head]. When you reach MB #1, you can either take the high path or low path. Taking the high path will lead to the loot found in HA #1. Eventually, you will reach the exit leading to 16-3B.

Hidden Areas & Items:

- HA #1 (S): Take the high floating platform path after reaching MB #1. Here you will find a [Phoenix Hand], [Universe Enema], and [Klaymen's Head].

**===Level 16-3A===**

Enemies: n/a

Items: 49 Clay Balls, 1 Halo(\$), 1 Phart Head, 2 Phoenix Hands, 1 Universe Enema, 1 Super Willie, 1 Swirly Q

Objects & Hazards: Spikes

Ma Bird Count: 1 Teleport Balls: Bonus Room, 16-4 Secrets: n/a

Helpful Tips: A very short level. The [Swirly Q] is found in the second set of platform areas that have an upper-level. When you reach the end, take the TB leading to the Bonus Room.



===Level 16-3B===

Enemies: Screaming Infernos, Flappers

Items: 78 Clay Balls, 1 Halo(\$), 2 Phart Heads, 4 Phoenix Hands, 1 Super Willie, 1 Klaymen's Head

Objects & Hazards: 1 Treasure Ball | Clocks

Ma Bird Count: 2 Teleport Balls: Bonus Room, 16-4 Secrets: n/a

Helpful Tips: This level is fairly straightforward with little to discuss. The Treasure Ball here contains a [Phart Head]. The [Swirly Q] is found shortly after MB #2. You need to butt-bounce off the Flapper to get it without dying. When you reach the exit, take the TB to the Bonus Room.

===Bonus Room===

Enemies: n/a

Items: 110 Clay Balls, 1 Halo(\$), 1 Phart Head, 2 Phoenix Hands, 1 Universe Enema, 1 Klaymen's Head

Objects & Hazards: 27 Treasure Balls

Ma Bird Count: n/a Teleport Balls: 16-4 Secrets: n/a

Helpful Tips: This is my type of Bonus Room. A stage cram-packed with Treasure Balls! There's a total of 27 of them. The contents can be found in the item list above. Take the exit to 16-4 after you've snagged everything.

===Level 16-4: Klogg (BOSS)===

Enemies: Klogg

Items: 0 Halos(x) Objects & Hazards: n/a

Ma Bird Count: n/a Teleport Balls: n/a (automatically exit to 17-1 on victory) Secrets: n/a

Helpful Tips: We've finally made it to Klogg! I found this boss fight a bit weird because of the lack of background music. Anyway...

Klogg is surprisingly easy. He is riding in a machine that spits out spiked balls every few seconds from two ends. Klaymen is in a mobile machine of his own that can fire, except he doesn't have any ammo. Klogg will follow a pattern of moving-shooting-moving-shooting, etc. Every so often he will spit out a clay ball that Klaymen should pick up and put into his machine as ammo. This will allow you to shoot back at him to deal damage. Every time you deal damage to Klogg, he will speed up slightly.

Klogg takes a total of 5 hits before he is defeated.

+++++

**WORM GRAVEYARD COMPLETE**

3/3 Secrets [16-2A to 3A Path], 3/3 Secrets [16-2A to 3B Path], 3/3 Secrets [16-2B Path] 16/17 Worlds

Lives: x

Score: x

Password -----

PRESS START TO CONTINUE

+++++

Cutscene #6

Klaymen sees Klogg dead on the ground in front of Evil Engine #9. The machine then starts to take off on its own, departing from Planet Idznak. When Klaymen realizes what's going on, he jumps aboard at the very last second before takeoff.

**World 17: Evil Engine #9**

- There's a total of 5 secrets to be found in this world, although I could only find 4. I know for a fact that it's somewhere in 17-5 (verified through use of the debug-only level select code). If you know where **PLEASE CONTACT ME** so I can update my guide.
- There is no Bonus Room for this world.
- There's another spelling inconsistency with this world. The Instruction Manual calls it "Evil Engine Number Nine", while the world's title card calls it "Evil Engine #9".

===Level 17-1===

Enemies: Evil Engine Royal Guards

Items: 12 Clay Balls, 1 Halo(\$), 2 Universe Enemas, 2 Klaymen's Heads, 14 Green Bullets, 2 Phart Heads, 2 Phoenix Hands

Objects & Hazards: 2 Treasure Balls | Holographic Generators

Ma Bird Count: 1 Teleport Balls: 17-2 Secrets: 1

Helpful Tips: This is our first encounter with Evil Engine Royal Guards. They are surprisingly not that difficult as they can be killed by a standard butt-bounce.

The 2 Treasure Balls here contain a [Universe Enema] and [Phart Head]. You will have to butt-bounce off of the enemies here to reach some of the higher-placed Green Bullets. Take the TB to 17-2 when you reach the end of the stage.

Hidden Areas & Items:

- HA #1 (S): You will eventually come to a HG that creates two platforms. One leads to a lower path, the other a higher. If you can make it to the lower path, you will land on another HG that leads to a [Universe Enema] and [Klaymen's Head].

===Level 17-2===

Enemies: Evil Engine Royal Guards

Items: 5 Clay Balls (with +5 from Halo Bonus), 2 Halos(\$), 3 Phart Heads, 7 Green Bullets, 3 Phoenix Hands, 2 Klaymen's Heads, 1 Universe Enema

Objects & Hazards: 2 Treasure Balls | Holographic Generators

Ma Bird Count: 1 Teleport Balls: 17-3 Secrets: n/a

Helpful Tips: Again, butt-bounce off of the enemies here to reach some of the higher-placed Green Bullets. The 2 Treasure Balls contain a [Phart Head] and [Universe Enema]. Just like the Green Bullets, you must butt-bounce off an enemy to reach a [Phoenix Hand] up high in the air partway through the stage.

You will eventually come to a section with two HG's next to each other. You will have to jump on the first HG and the platform it spawns and then jump to the second HG and then jump back to the first platform. A bit tricky, but not hard. When you reach the exit area, take the TB to 17-3. You can go for the [Halo] by the exit if you want it.

**===Level 17-3===**

Enemies: Evil Engine Royal Guards

Items: 4 Clay Balls, 1 Halo(\$), 15 Green Bullets, 3 Phoenix Hands, 3 Klaymen's Heads, 1 Phart Head, 1 Universe Enema

Objects & Hazards: Holographic Generators

Ma Bird Count: 1 Teleport Balls: 17-4 Secrets: 2

Helpful Tips: The first HG spawns 3 platforms. Jump on the closest one to you when it swings by, and when it reaches its easternmost path is when you should jump slightly west of it to land on the other platform. This platform will take you to the next ledge. Continue onward and you will come to another HG. You can either take the HG #1 path or the path leading directly east. There's another tricky set of 3 HG's up ahead where all of them will need to be activated to proceed.

You must perform a SBB off the set of 3 Evil Engine Royal Guards if you want to achieve the height needed to acquire the [Klaymen's Head] and [4 Green Bullets]. Otherwise, you can pop a Super Willie if you're desperate. Take the exit to 17-4 when you reach the end.

Hidden Areas & Items:

- HA #1 (S): Just past the high platform where you see some unreachable bullets and extra lives, you will come to a HG. If you drop directly below it, you will get a [Phoenix Hand]. Grab it and continue west to the next HG which will bring you back up. If you are quick, you can continue further north, which leads to HA #2.
- HA #2 (S): Follow the path northward explained in HA #1. You have to move very quickly. If you make it, this will lead to [2 Klaymen's Heads] and [4 Green Bullets]. Further north is [2 Phoenix Hands] and a [Phart Head]. Finally, at the end of this path, you will get a [Universe Enema].

**===Level 17-4===**

Enemies: Evil Engine Royal Guards

Items: 2 Clay Balls, 1 Halo(\$), 8 Green Bullets, 3 Phart Heads, 1 Phoenix Hand, 1 Universe Enema, 1 Super Willie, 1 Klaymen's Head

Objects & Hazards: 2 Treasure Balls | Holographic Generators

Ma Bird Count: 1 Teleport Balls: 17-5 Secrets: 1

Helpful Tips: Perform a SBB off the right Evil Engine Royal Guard in the first set of two that you see to reach [4 Green Bullets].

Past MB #1 is another set of 3 HG's. Walk on them all (don't jump) and quickly jump across the platforms. The Treasure Ball contains a [Universe Enema] if you can get it but know that it is tricky to acquire without dying. The next HG spawns three platforms and the western-most one leads to a [Super Willie]. In another HG platform set just ahead, I do not suggest going for the [Klaymen's Head] and [2 Clay Balls] on the small platform. It's very difficult to get there and back without dying. You can use a Phart Head if you want to snag them.

Another Treasure Ball that contains a [Phart Head] can be found just beyond the previous area. Finally, take the exit to 17-5 when you get there.

Hidden Areas & Items:

- HA #1 (S): This one can be a bit tricky to reach. The first HG of the stage should be activated with as much time as you can give it. Then, jump quickly to the east to another HG. Now jump back onto the platforms before they disappear to reach another set of smaller platforms. If done correctly, you will reach [2 Phart Heads].

**===Level 17-5===**

Enemies: Evil Engine Royal Guards, Robot Hover Monkeys

Items: 4 Clay Balls, 1 Halo(\$), 4 Phart Heads, 3 Klaymen's Heads, 1 Phoenix Hand, 1 Universe Enema

Objects & Hazards: Holographic Generators

Ma Bird Count: 1 Teleport Balls: **ENDS GAME** Secrets: 1 (LOCATION UNKNOWN)

Helpful Tips: LAST LEVEL OF THE GAME!

You will come across your first HG when you enter the stage. Activate it, and jump to the next one on the right, then quickly jump back on the platform from the first HG, and use it to launch yourself onto the smaller platforms from the second HG. This one is admittedly a bit tricky to pull off.

At the next set of HG's, I wouldn't worry about getting the [Klaymen's Head] too much. If you want it, I suggest grabbing it and then jumping down to the west to start the sequence over again. In the next area, you will have to SBB off of the enemy here to reach the [Universe Enema]. You will then meet up with some more Robot Hover Monkeys in the next area. You can use a Universe Enema on them if you want to kill them. You will then come to a set of 2 Evil Engine Royal Guards next to a [Klaymen's Head]. If you want to reach it, you will have to SBB off of both of them from east to west.

This next set of HG's is the most challenging in the entire game. First, grab HA #1 if you want it. The method here is to activate the first HG. Now, when the platform moving SE is about to reach its southernmost path, this is when you jump over to the east and hit the second HG. Then jump back on that moving platform we were watching, and quickly high-tail it to the NE to reach the ledge. Ideally, you will want to get a sling-jump from the platform pathing diagonally toward the north onto the next platform above it (thereby skipping landing on the first HG again), but this isn't always easy. Yes, this will take practice.

Finally, take the TB here to END THE GAME.

Hidden Areas & Items:

- HA #1: There's a [Klaymen's Head] hidden under one of the ledges just past where you encountered the Robot Hover Monkeys. To reach it, you have to activate the HG just past them and use it to take the lower path, which leads to another HG. This one creates a set of small platforms that will lead you right to it. Alternatively, you can simply fall off the platform before the HG above the item to land on it

\*\*\*\*\*

Cutscene #7

Klaymen sees Evil Engine #9 approaching the Neverhood and has to think fast. He ingeniously decides to shove the "sacred root" that Jerry-o gave him (in cutscene #2) into the engine of this dark machine. Klaymen then jumps off, Evil Engine #9 explodes into pieces, and The Neverhood is saved. Willie Trombone even gets ready to start eating it (remember that scene from The Neverhood where he ate the monster after Klaymen killed it?). Klaymen is then seen floating in space taking pictures.

**SPOILER ALERT**

If you collected every single [Swirly Q] in the game, then you will be treated with a secret ending right after the above cutscene plays out. Otherwise, you will be shown the YOU WIN screen. I will describe the secret ending below.

+++++

Cutscene #8 - THE SECRET ENDING

You will then see a Skullmonkey who looks like Elvis begin a sing-along with other Skullmonkeys regarding Klogg's death. It's rather funny, to be honest. It's one of those things that you just have to see for yourself.

+++++

**YOU WIN!** 4/5 17/17 Worlds  
Lives: x  
Final Score: x  
**PRESS TRIANGLE (△) TO PLAY MOVIE AGAIN**

**PRESS START TO END THE GAME**

+++++

If you select to play the movie again, it will replay the secret ending. If you select to end the game, then the credits will play out after which you will return to the Start Menu.

**NOTE:** The "replay movie" option will only appear if you unlocked the secret ending.

That's it! The game is over. Did you find everything? I hope you found my guide useful. Now, go play Amrikrog!

Congratulations! You have beaten Skullmonkeys!

## Appendix

This section is for every piece of data I could find on the game.

### Items, Objects, & Hazards Lists

The following lists are broken down into several sections.

- Instruction Manual: Lists the description quoted directly from the manual.
- In-Game: This is also a direct quote of the information described during gameplay.
- Additional Information: Includes additional knowledge that I feel is important.

#### Items List

This is every known item in the game and their effects. Items marked **[M]** means that they need to be used manually, and **[A]** means that they are used automatically.

There are all sorts of things floating, hiding, and lying around Idznak that Klaymen can use in his mission. Grab them by running or jumping into them. Klaymen will automatically take them. He can hold on to some until he needs them, others are activated automatically.

Whenever you wish to see what Klaymen has in his arsenal, press the START button to pause the game. A screen appears with an inventory of the weapons, objects, and remaining lives Klaymen has in his possession. He starts the game with just five lives and his butt, so make use of the stuff below to help him survive!

- Quoted from the Instruction Manual

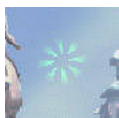
+++++



Clay Balls [A] Instruction Manual: "These balls float and hover in the air of planet Idznak. Klaymen gets an extra life for each one hundred gathered." In-Game: "CLAY BALL | COLLECT 100 OF THESE FOR A FREE LIFE"

Additional Information: These items come in a variety of different colors. Technically speaking, the first 100 Clay Balls you collect will grant you an extra life. After that, it will only take 99. This is because only when you start the game or load in from a save does your Clay Ball count start at 0. If you collect 1 Clay Ball from 99 then you will have 1 afterward.

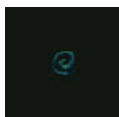
+++++



Halos [A] Instruction Manual: "This shield sticks to Klaymen wherever he goes. It will absorb one attack from an enemy or damage from a dangerous landscape, and protect Klaymen from harm." In-Game: "HALO | THESE WILL PROTECT YOU FROM 1 HIT"

Additional Information: Any Halos collected while one is active will result in a +5 [Clay Ball] bonus.

+++++



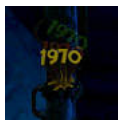
Swirly Qs [A] Instruction Manual: "When 3 are collected in one world, Klaymen gains entry to that world's bonus level. Gather every one in the game and get a special video ending!" In-Game: "SWIRLY Q | COLLECT 3 & GO TO A BONUS LEVEL"

Additional Information: n/a

+++++

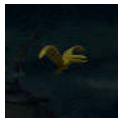
1970's [A] Instruction Manual: "When you collect three of the 1970's icons hidden among the levels, Klaymen gets to visit a groovy extra level, filled with plush carpeting, lava lamps, and other cool relics of a distant, disco-ridden age. Far out!" In-Game: "1970'S | COLLECT 3 & GO TO

THE 1970'S"



Additional Information: In-game the singular item is called a "1970's", but the icon itself simply says 1970. This makes things a bit confusing. There's technically more than three of this item found on multiple paths, but you can only get three of them in one playthrough.

+++++



Glidey Birds [M] Instruction Manual: "One of Klaymen's few friends on planet Idznak. When Klaymen meets this bird, it helps him by carrying him farther when he jumps. The Glidey Bird holds Klaymen and glides while you hold the X (X) button and Directional button LEFT/RIGHT." In-Game: "GLIDEY BIRD | HOLD DOWN THE JUMP BUTTON AND GLIDE"

Additional Information: Prevents the use of all items when gliding. Nothing happens if you acquire more than one of them during the same life. Glidey Birds do not carry over from level to level.

Something rather odd about this item is that the game does not give you a description of it until World 7, yet the first one you acquire is in World 1.

+++++

Klaymen's Heads [A] Instruction Manual: "These must look strangely familiar to our hero. Get an extra life for Klaymen with every floating head he grabs." In-Game: "ONE UP | COLLECT THESE FOR A FREE LIFE"



Additional Information: You can hold a maximum of 99.

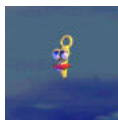
+++++

Phart Heads [M] Instruction Manual: "Klaymen farts out of the top of his head. Gather up the glowing green heads hidden around Idznak, and when Klaymen cuts a Phart Head loose, a ghostly green Klaymen kloner scouts ahead. If a dangerous area overwhelms Klaymen while using Phart Head, no problem! Klaymen will get a second chance starting from where the Phart Head began. Klaymen can only carry 7 of these at a time. Press the L2 button to activate." In-Game: "PHART HEAD | PRESS L2 TO PHART A KLAYMEN KLONER"

Additional Information: This item's effects lasts 20 seconds. If you wait for the item's duration to expire normally, then Klaymen will transfer locations with the kloner when the effect wears off (which may not be your intention). Be very mindful of this.

If you have a halo when you enter the "Klaymen Clone" mode, it will carry over to the kloner. It will be removed from both Klaymen AND his clone upon receiving damage. This item can be used in order to scout ahead in a level at minimal risk. You also have the ability to use the rest of your items as you normally would.

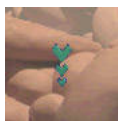
+++++



Super Willies [M] Instruction Manual: "It's Klaymen's crazy cousin, Willie Trombone! When you activate Super Willie, his head pops out of Klaymen's chest and gathers every power-up on screen. Klaymen can only carry 7 of these at a time. Press the R2 button to activate." In-Game: "SUPER WILLIE | PRESS R2 TO COLLECT POWER-UPS ON SCREEN"

Additional Information: This item must be used in order to acquire certain items in the game that would otherwise be impossible to reach.

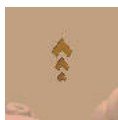
+++++



Green Hearts [A] Instruction Manual: "These shrink Klaymen on contact, allowing him to crawl through spaces he normally couldn't." In-Game: n/a

Additional Information: Depending on the level this item may appear more blue than green.

+++++



Yellow Chevrons [A] Instruction Manual: "These counteract the shrinking effect of Green Hearts and restore Klaymen to his normal height. Run into them to get Klaymen back to... uh, normal." In-Game: n/a

Additional Information: n/a

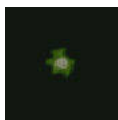
+++++

## WEAPONS

Skullmonkeys are ordinary but forgetful folk, so they build a lot of weapons and then just leave them lying (or floating) around. Klaymen can grab these things by running or jumping into them, and use them to increase his chances for survival.

- o Quoted from the Instruction Manual

+++++



Green Bullets [M] Instruction Manual: "These glowing green orbs are ammo for shooting at enemies. Klaymen can only carry 20 of these at a time, so keep an eye on your arsenal! Press the O (O) button to fire." In-Game: "BULLET | COLLECT 'EM AND SHOOT 'EM"

Additional Information: These are great for quickly taking out foes.

+++++

Universe Enemas [M] Instruction Manual: "When Klaymen has this glowing red fireball in his collection, he holds the most dangerous weapon ever known! When he unleashes the mighty Universe ENEMA, he destroys all his enemies on screen. Klaymen can only carry 7 of these at a time. Press the R1 button to activate." In-Game: "UNIVERSE ENEMA | PRESS R1 TO NUKE EVERYBODY!"



Additional Information: Klaymen becomes ENORMOUS during this item's animation.

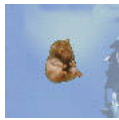
+++++



Phoenix Hands [M] Instruction Manual: "When he has this weapon in his arsenal, Klaymen can lock thumbs and his hands fly off (can't yours?). They become a bird that seeks and kills Klaymen's nearest on-screen enemy. Klaymen can only carry 7 of these at a time. Press the L1 button to activate." In-Game: "PHOENIX HAND | PRESS L1 TO FIRE OFF A HOMING BIRD"

Additional Information: The tracking AI can sometimes be a little bit slow when using this item.

+++++



Slappy the Hamsters [A] Instruction Manual: "This squeaking furry friend flies around Klaymen and leaps, to his aid. He protects Klaymen from 3 enemy attacks. Slappy the Hamster has a short attention span, so after a limited time he wanders off... use him fast!" In-Game: "SLAPPY THE HAMSTER | SHIELDS YOU FROM ENEMIES"

Additional Information: This effect wears off after 20 seconds. Interesting to note is that the size of the hamster does not change depending on Klaymen's size.

**Objects List**

Below is a complete list of every object that can be found in the game.

+++++



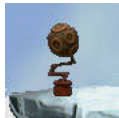
Teleport Balls Instruction Manual: "These big squishy blobs of clay lurk at the end of almost every level (not counting a few levels with surprise exits!). Klaymen must jump into them to go to the next level. Sometimes there are two, tan and red. The red ball will take you to a more difficult version of the next level, so when Klaymen gets close to them, choose carefully!" In-Game: "TELEPORT | JUMP INTO THESE TO GO TO A NEW LEVEL"



Additional Information: Beige colored Teleport Balls denote the "A" versions of a level, while red ones denote the "B" versions. Aside from the standard beige and red, there's also a purple one with a Swirly Q in the center of it used to mark the entrance to a Bonus Room.

The 1970's secret world has its own version as well.

+++++



Ma Birds Instruction Manual: "This stationary bird gives a happy cry when Klaymen bounces on its head. When he's bounced on the Ma Bird, Klaymen will begin the level where that Ma Bird sits if he falls victim to the Skullmonkeys and has to start the level over." In-Game: "MA BIRD | JUMP ON THESE CHECKPOINTS"

Additional Information: Almost every world has at least one Ma Bird checkpoint to be found. You can jump off of their heads 3 times in a row to execute a super-high bounce rather easily.

+++++

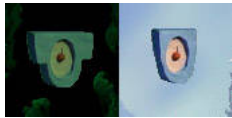


Treasure Balls Instruction Manual: "These spotted yellow balls in the air hold surprises for Klaymen. Give 'em a butt-bounce to find out what's inside!" In-Game: "PRESENT BALL | JUMP ON THESE TO GET A PRIZE"

Additional Information: These are scattered across multiple levels of the game.

+++++

Clocks (multiple variations) Instruction Manual: "Klaymen can jump on these, but they explode after 2 seconds, so move fast! Keep your eyes open when you see them; there's often something secret nearby." In-Game: n/a



Additional Information: Clocks respawn after 5 seconds. These are scattered across multiple levels of the game. Most interesting is the fact that the manual tells us that the developers have often hidden items near these objects. This is something to keep in mind while going through the game! These objects come in two different shapes and sizes. See level 16-2A for an example of both types.

**Hazards List**

Below is a complete list of every hazard that can be found in the game. None of these have Instruction Manual or in-game references so I've created names for them myself based upon their appearance.

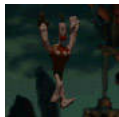
+++++



Clay Mines Instruction Manual: n/a  
In-Game: n/a

Additional Information: These hazards are found strictly in the Secret Level "The Amazing Drivy Finn". They will explode upon contact and kill Klaymen, thus ending the stage.

+++++



Air Vortexes Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in Worlds 1, 8, 10, & 14. These function as airlifts to blast Klaymen upwards in order to reach certain areas. They are invisible and cannot be seen by the naked eye.

+++++



Electric Rods Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in World 1. These will zap you with electricity if you touch them so it's best to simply jump over and avoid them.

□

+++++

Furnace Vents Instruction Manual: n/a

In-Game: n/a

Additional Information: Found in World 3. They blast up a fire at you from a furnace. They spew out fire every few seconds then die down to repeat the cycle.





+++++

Flame Exhaust Pipes Instruction Manual: n/a  
In-Game: n/a



Additional Information: Found in World 3. These are very similar to the furnace vent except they come out of holes in a pipe instead of a furnace. They spew out fire every few seconds then die down to repeat the cycle.



+++++

Flame Walls Instruction Manual: n/a  
In-Game: n/a



Additional Information: Found in World 3. They will burst up flames from the very bottom of the screen every few seconds before dying down to repeat the cycle. These "walls" covers the entire height of the screen and remain for a few seconds.



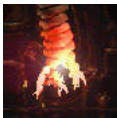
+++++



Snoballs Instruction Manual: n/a  
In-Game: n/a

Additional Information: These are scattered across multiple levels of the game. They act as "stepping stones" for Klaymen to jump on. They disappear after one bounce and respawn after 5 seconds.

+++++



Broken Electrical Wires Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in World 5. Will cause damage if hit.

+++++



Spiked Roofs Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in World 6. These spiked building roofs will damage Klaymen if he jumps into them.



+++++



Jet Streams Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in World 7. These are very strong bands of air currents. They can be used in combination with a Glidey Bird in order to raise Klaymen higher in the air.



+++++

Sharp Rocks Instruction Manual: n/a  
In-Game: n/a



Additional Information: Found in World 8. Deal damage to Klaymen if you bump into them. Located on the ground, ceiling, or walls.



+++++



Beam Lifts Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in World 9. These are very similar in function to air vortexes. They will move Klaymen upwards in a lift fashion. They produce a "humming" sound effect and are visible as very tall blue beams of light.



+++++

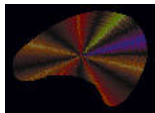


Vines Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in World 10. Klaymen can jump on these to climb up or slide down. They can be traveled up quicker by constantly hitting the **JUMP** button.



+++++



Disco Pads Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found only in the 1970's secret world. These slowly push you off the second you land on them.

+++++



Torches Instruction Manual: n/a  
In-Game: n/a

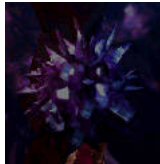
Additional Information: Found in World 12. These cause damage if you touch the flames.



+++++

Shard Clusters (multiple variations) Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in World 13. These are rocks with a bunch of spiky shards sticking out of them. Bumping into them will deal damage to Klaymen.



+++++



Weaponry Traps Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in Worlds 14 & 15. These are an assortment of different weapons that form a pit. In World 14, they are moving. Don't fall in!



+++++



Spikes Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in World 16. Deal damage to Klaymen if he bumps into them.

+++++



Holographic Generators Instruction Manual: n/a  
In-Game: n/a

Additional Information: Found in World 17. These project images of holographic platforms that Klaymen can use to jump on. Once the platform "switch" has been initiated, it will last for about 5 seconds before the projections expire. They also produce a "powering-down" sound effect right before shutting down (which can act as a nice warning to the player).

Know that you can also jump on the platform again while the Holographic Generator is already running in order to reset the timer (without the machine powering off). Using this method is required in some areas of the game.

# Enemy List

## Enemies List

Every world and level has inhabitants out to stop Klaymen from reaching Klogg. Most can be taken out with a well-placed butt-bounce, or by using the weapons Klaymen finds along the way.

- Quoted from the Instruction Manual

Enemies below are listed in the order in which they appear during gameplay (except bosses which appear at the end). The list is broken down into several sections.

- Instruction Manual: Lists the description quoted directly from the manual.
- Additional Information: Includes additional knowledge that I felt is important.

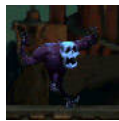
+++++



Loud Mouths Instruction Manual: "These monkeys run around flailing their arms in the air. Their long reach and geeky run can be trouble if Klaymen bumps into them."

Additional Information: n/a

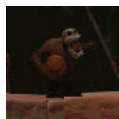
+++++



Mental Monkeys Instruction Manual: "This monkey might seem like another Loud Mouth, but once he starts his flailing he moves at double speed, so time those butt-bounces carefully!"

Additional Information: I suggest taking out these enemies will short-jumps because of their speed.

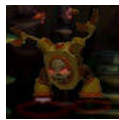
+++++



Clay Keepers Instruction Manual: "These Skullmonkeys snack on balls of clay. Some sit still, some lumber back and forth. Klaymen can score a free clay ball by nailing these guys with his butt."

Additional Information: n/a

+++++



Robot Hover Monkeys Instruction Manual: "These dangerous dudes are indestructible! The best Klaymen can do is get past them--and watch out for those deadly laser balls they drop!"

Additional Information: These enemies are impossible to kill when you first encounter them in World 1. However, in World 17 when you see them again you CAN kill them with Universe Enemas. Nothing else will harm them.

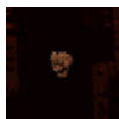
+++++



Head Shooter Monkeys Instruction Manual: "These high-strung monkeys lose their heads. Literally! The problem is, those heads then float after Klaymen, looking to chew him up. Bounce 'em, blast 'em, or just get past 'em!"

Additional Information: Found only in World 2. These enemies "spawn" Pop-Corn Skulls. Once the skull is destroyed, the Head Shooter Monkey will spawn another one shortly after.

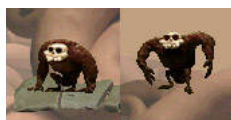
+++++



Pop-Corn Skulls Instruction Manual: "The smallest Skullmonkeys live in the sewers of the Hot Dog Factory and pop out occasionally to bite intruders hello."

Additional Information: These enemies die automatically after 5 seconds. This enemy type is also the same one that spawns from Head Shooter Monkeys. The Instruction Manual doesn't really mention this.

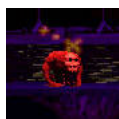
+++++



Jumpy the Gorillas Instruction Manual: "Another Skullmonkey doing what they do best: jumping up and down all day for no reason. An expert player will be able to run under this guy half way through his jump. Of course, a butt-bounce will also do nicely."

Additional Information: Primarily found in tight areas to block your passage.

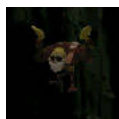
+++++



Tempest Pulsating Monkeys Instruction Manual: "When one of these starts glowing, don't try bouncing 'em or you'll get your butt fried! Shoot 'em or wait for them to calm down. *Then* butt-bounce to your heart's content."

Additional Information: These enemies glow red when they begin to pulsate. The window of opportunity to butt-bounce them is very small.

+++++



Flappers Instruction Manual: "These monkeys fly above Idznak on their own power (and the help of aerodynamic hand fans). You can butt-bounce them, but they regenerate quickly. Bonk 'em and run!"

Additional Information: These enemies respawn after 5 seconds.

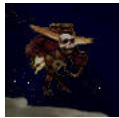
+++++



Sno-Blos Instruction Manual: "Arctic Skullmonkeys of the far north have come down to share their icy ballistics. Klaymen needs to have fast reac or take out these giant snow ball shooters."

Additional Information: The giant snoball projectiles that these enemy's fire cannot be destroyed.





JX1137 Test Pilots Instruction Manual: "This daredevil monkey in a rocket-pack tests the safety of Klogg's more dangerous weapons. The good news is that they are easily disposed of with a well-placed butt-bounce."

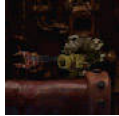
Additional Information: n/a



Pipe-Cleaners Instruction Manual: "When you see their tongues flick out from a pipe, get ready. These primitive, big-mouthed worms are tough. Don't try butt-bouncing these uglies! Jump over them or use a weapon to knock them out."

Additional Information: When the tongue itself is sticking out of the pipe it will not deal damage. It is only after the rest of the creature pops out that it will hurt you.

These look like a more deformed version of the enemies found in Super Mario Bros. This is probably where the developers got the idea.



Fork Shooter Monkeys Instruction Manual: "Guarding the important Hot Dog Factory, these apes are equipped with deadly giant fork launchers. Don't let them take a stab at Klaymen!"

Additional Information: This is a minor variation on the Sno-Blo enemy type.

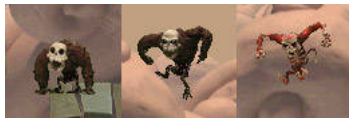


Barking Birds (Types A & B) Instruction Manual: "When Klaymen is big, these blind birds who walk and fly around Idznak pose no threat. They don't even have to be bounced, just stepped on. But when Klaymen shrinks, they become deadly enemies to avoid (or butt-bounce)."

Additional Information: There are two variant types for this enemy.

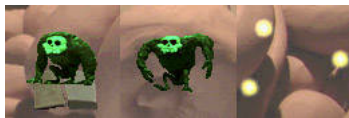
- o **Type A** walks on the ground and doesn't appear to have any wings.
- o **Type B** flies in the air (and has wings).

Neither of these enemies can be butt-bounced when Klaymen is normal-sized. He simply needs to move into them and they will die.



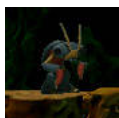
El Barfos Instruction Manual: "These Skullmonkeys barf themselves out of their own skin, but their touch is still deadly! Don't let the gruesome sight throw you. Bounce 'em or blast 'em!"

Additional Information: These enemies will "barf" themselves in and out of their skin on a repeat cycle. They often end up killing themselves by falling off ledges because they jump forward every time this action occurs. They are also incapable of turning around from the direction they are facing.



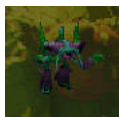
Triple Laser Butt Bounce Monkeys Instruction Manual: "Go ahead and knock 'em out if you want, but look out! Once one of them is butt-bounced or blasted, he leaves behind a deadly cluster of glowing laser balls. Steer Klaymen clear!"

Additional Information: This enemy looks very similar to Jumpy the Gorilla. Upon death, these guys spawn 3 laser balls that will target and track you. The laser balls are not destroyable and will disappear after ~5 seconds. These enemies are best left unkilld if possible. Interestingly, if you kill one and jump far enough away the laser balls will not track you and will path around randomly near the host's origin of death.



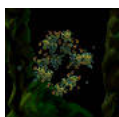
Worker Ynts Instruction Manual: "Ynts guard the delicious (if you're a bug) leaves of the Ynt world. These neighbors of the Skullmonkeys scuttle around, scratch their eyes, and eat whoever doesn't move fast enough."

Additional Information: The standard Blue Ynt. They cannot fly.



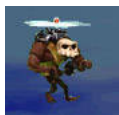
Flying Ynt Centurions Instruction Manual: "Don't try and bounce on them! These Ynts have giant spikes on their backs which make them invulnerable to Klaymen's killer butt. Shoot 'em or avoid 'em!"

Additional Information: n/a



Swarm-o-Ynts Instruction Manual: "These Baby Ynts travel in packs among the Ynt worlds. They're mean little buggers, but no match for Klaymen's butt!"

Additional Information: n/a

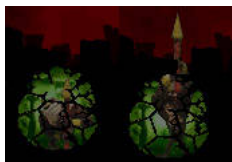


Egg Beaters Instruction Manual: "This guy can't be butt-bounced due to his razor-sharp propeller, but the weapons in your arsenal will take him out."

Additional Information: One of the larger-sized enemy types.

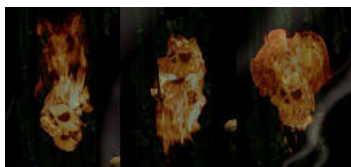
Castle Troopers Instruction Manual: "This guard lives in emerald stained glass windows and likes to sharpen his spear on clay pedestrians. Spare Klaymen's killer butt with these guys! You don't want to land on their spears. Wait until the right moment to jump past or shoot them."

Additional Information: Found only in World 14. Can be killed with Phoenix Hands and Universe Enemas.



□

+++++

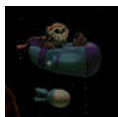


Screaming Infernos Instruction Manual: "This skull is impervious to all damage because he's already dead. The flaming skull floats between the planet Idznak and the Skullmonkey underworld. Jump past him carefully and don't get burnt!"

Additional Information: n/a

□

+++++

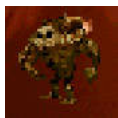


Super Bomber Monks Instruction Manual: "It's the Skullmonkey air force! These pilots guard the Drivy Runn, dropping bombs in the path of anyone who stumbles on to it. And once you see the Drivy Runn, you'll know there's not much chance to shoot, bounce, or do anything other than ride for dear life!"

Additional Information: Found only in World 15. These enemies cannot be damaged because you only encounter them on top of your clay animal. The bombs they drop will stick into the ground and block your path. Don't run into them!

+++++

Evil Engine Royal Guards Instruction Manual: "Klogg's elite guard is a fleet of flying golden monkeys. They protect Evil Engine Number Nine... and like to sing and dance when nobody's looking."



Additional Information: Found only in World 17. They like to fly off the top of the screen and then zoom back down if left unkilld.

+++++

**BOSSSES**

After certain levels, Klaymen has to battle bigger, tougher bosses to get any farther. Some can get beaten with a bounce of the butt... but for others, you need the special weapons you are given at the start of the fight.

- Quoted from the Instruction Manual

+++++



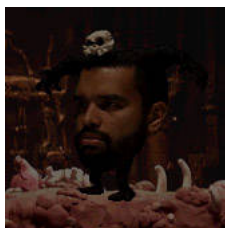
Shriney Guard Instruction Manual: "He's big and he's mean, but he's the lowest of the bosses. Butt-bounce him quick or he'll hock a loogey like you've never seen before!"

Additional Information: Found at the end of World 2. The strategy from my walkthrough is listed below.

Shriney Guard only takes 3 hits to the head before he is dead. Jump on top of him, dodge his roll attack, and repeat. If you wait too long, then he will beat his chest and *may* spit loogies at you. Klaymen's projectiles also work just as well but are a waste in my opinion. He is that easy.

□

+++++



Joe-Head-Joe Instruction Manual: "A Skullmonkey so horrific that the other sent him into the sewers. Butt-bounce him before his fire breath gets you. And look out: when he rolls his eyes, he *really* rolls his eyes!"

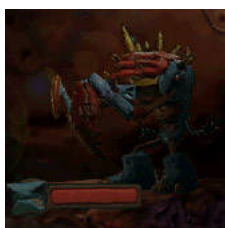
Additional Information: Found at the end of World 5. The strategy from my walkthrough is listed below.

This boss takes 5 hits and will spit out either fireballs, eyeballs, or snoballs. The basic strategy here is to duck under all the fireballs, jump over all the eyeballs, and use the snoballs to jump on top of his head to deal damage. Whenever you deal damage to him with the snoball method, be sure to jump OVER him to his other side. This is because every time he takes a hit, he will move toward you. After the 4th hit, his projectiles and movement will increase significantly.

He can also be damaged by Green Bullets and Phoenix Hands. If you use this method, make sure you aren't going to be backed over the edge. I also suggest that if you do not have enough ammo to save at least 1 shot for the final hit (when he speeds up).

Did you know?: This boss design is modeled after the face of Joseph Sanabria, one of Skullmonkey's game designers.

+++++



Glenn Yntis Instruction Manual: "The biggest Ynt of them all. He has giant claws and a nasty reach. Shoot him in the midriff before his claws knock Klaymen out of the air!"

Additional Information: Found at the end of World 10. The strategy from my walkthrough is listed below.

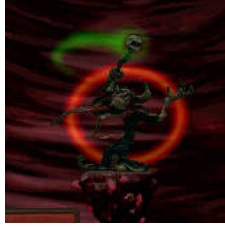
Klaymen will fight this battle inside a gun-car that shoots Green Bullets with unlimited ammo. Glenn Yntis will block all attacks besides ones aimed at his feet. If you hit his feet, he will open his guard and you can shoot him in the head to deal damage. After dealing damage (OR opening his guard for a few seconds), he will execute a Pincer Attack at Klaymen in either the top (T), middle (M), or bottom (B) positions. He actually has a very easy attack pattern, you just have to know it.

Glenn Yntis will stick his second (smaller) arm out in the direction that he is going to use his Pincer Attack before he actually uses it. It would be wise to utilize the **Pause** command during this fight. This should give you ample time to move out of his way. The best area to idle would be in the middle. Depending on how much damage he has taken he will increase the number of Pincer Attacks that he does per round.

Damage: none, Pincer Attack # = 1 Damage: 1 hit, Pincer Attack # = 2 Damage: 2 hits, Pincer Attack # = 3 Damage: 3 hits, Pincer Attack # = 4 Damage: 4 hits, Pincer Attack # = 5

This boss takes a total of 5 hits before he is defeated.

+++++



Monkey Mage Instruction Manual: "The mystic monkey boss of the Castle De Los Muertos. He is equipped with a force field you can't get through. He has to drop it to summon deadly energy beams, so when he tries to get you, it's your chance to get him! Stay on your feet, and bounce him off his."

Additional Information: Found at the end of World 14. The strategy from my walkthrough is listed below.

This is a really simple boss battle. There's a set of 3 moving platforms on both his west and east side. Simply keep jumping on them until he drops his force field in order to attack you. The second he does, jump on his head and land back on a platform. My best advice would be to stay close to his side in preparation for a shield drop. Monkey Mage takes a total of 5 hits before the fight is over.

If for some reason he gets an attack off before you are able to hurt him, his spell projectile will destroy the platform you are on at the time he fired. You will run out of platforms if you are not careful so keep that in mind.

+++++



Klogg Instruction Manual: "Riding in a shuttle beneath Evil Engine Number Nine, Klogg fires spiky balls and the occasional defective smooth ball at Klaymen who rides in a tuba beneath him (naturally). Dodge the spiky ones, but catch the defective balls and shoot 'em back at Klogg to defeat him and win the game!"

Additional Information: Found at the end of World 16. The strategy from my walkthrough is listed below.

Klogg is surprisingly easy. He is riding in a machine that spits out spiked balls every few seconds from two ends. Klaymen is in a mobile machine of his own that can fire, except he doesn't have any ammo. Klogg will follow a pattern of moving-shooting-moving-shooting, etc. Every so often he will spit out a clay ball that Klaymen should pick up and put into his machine as ammo. This will allow you to shoot back at him to deal damage. Every time you deal damage to Klogg, he will speed up slightly.

Klogg takes a total of 5 hits before he is defeated.

## Secrets, Passwords, & Codes

### The Secret Ending Explained

Almost every world will have 3 hidden Swirly Q items for you to collect. If you get them all, then a Bonus Room will unlock for that world. To get the secret ending then you **must collect every single Swirly Q item in the entire game**. If you get a Game Over or load in a password (excluding 0-1 and 1-1) then you cannot get it. Keep in mind that you **DO NOT** have to actually enter the Bonus Room of every world to get this. You simply need to collect all the Swirly Q's.

**NOTE:** I have not personally confirmed that 0-1 and 1-1 password loads will still give you the Secret Ending, but logic dictates that they both *should*.

**Debug Mode** The Debug Mode and affiliated codes are only enabled in the Japanese version of the game. An NTSC region prototype has also surfaced online that has the Debug Mode enabled. If you are playing either of these versions, then the following list of commands become available. Most of the effects listed can be toggled on/off.

**NOTE:** There may be an unknown way to turn Debug Mode on in-game (without modifying the game's code), but nothing confirming that has thus far surfaced on the internet.

- **View Debug Information** Press and hold **Select**, then press **L1**.  
This will display developmental debug information as a plain-text overlay in the top left corner of the screen.
- **Slow Motion Mode** Press and hold **Select**, then press **R1**.  
This will cause the game to run at around 25% of normal speeds.
- **Level Select** Press and hold **Select**, then press **L2**.  
This will pull open a list of all possible worlds to go to. Press **Up** or **Down** to scroll through the options, and press **X** to confirm your selection. The complete list is as follows:
  - Sublevels 1-10 - These will jump you to the sub-level number of whatever world you are currently in. If it doesn't exist, you will get an error "INVALID LEVEL (NUM > SUBLEVELS)"
    - SUB 01
    - SUB 02
    - SUB 03
    - SUB 04
    - SUB 05
    - SUB 06
    - SUB 07
    - SUB 08
    - SUB 09
    - SUB 10
  - OPTIONS | Main Menu
  - SKULLMONKEY GATE | (Secret World) - World 0
  - SCIENCE CENTER | World 1
  - MONKEY SHRINES | World 2
  - THE AMAZING DRIVEY F... | Secret Level
  - SHRINEY GUARD | Boss Battle 1
  - HARD BOILER | World 3
  - SNO | World 4
  - SKULLMONKEY BRAND HO... | World 5
  - JOE-HEAD-JOE | Boss Battle 2
  - ELEVATED STRUCTURE O... | World 6
  - YNT DEATH GARDEN | World 7
  - YNT MINES | World 8

- YNT WEEDS | World 9
  - YNT EGGS | World 10
  - GLENN YNTIS | Boss Battle 3
  - MONK RUSHMORE | World 11
  - 1970'S | (Secret World) - 1970's
  - SOAR HEAD | World 12
  - SHARDS | World 13
  - CASTLE DE LOS MUERTO... | World 14
  - MONKEY MAGE | Boss Battle 4
  - THE INCREDIBLE DRIVE... | World 15
  - WORM GRAVEYARD | World 16
  - KLOGG | Boss Battle 5
  - EVIL ENGINE #9 | World 17
  - DREA | Dreamworks Logo
  - LOGO | The Neverhood Logo
  - ELEC | Electronic Arts Logo
  - INT1 | Intro Cutscene #1
  - INT2 | Intro Cutscene #2
  - GASS | Cutscene #1
  - YAMM | Cutscene #2
  - REDD | Cutscene #3
  - YNTS | Cutscene #4
  - EYES | Cutscene #5
  - EVIL | Cutscene #6
  - END1 | Cutscene #7
  - END2 | Cutscene #8 - THE SECRET ENDING
- **Freeze Gameplay** Press and hold **Select**, then press **R2**.
  - **View Debug Map** Press and hold **Select**, then press **Up**.  
This will display a map in the bottom left-hand corner. If I had to guess I would say this is a memory map.
  - **Extra items** Press and hold **Select**, then press **Down**.  
This will give you the following items: 50 Clay Balls, 3/3 1970's, 20 Green Bullets, 3/3 Swirly Qs, 99 Klaymen's Heads, 7 Phart Heads, 7 Phoenix Hands, 7 Super Willies, 7 Universe Enemas, and a Halo. Interesting to note is that the Klaymen's Heads will slowly tick up over time instead of being allocated immediately.
  - **Free Movement & Invulnerability Mode** Press and hold **Select**, then press **Triangle**.  
The world/level number and map coordinates will now appear in the top-left corner.  
Klaymen will appear as a square box and enemies will not detect his presence, nor deal any damage to him.  
Pressing and holding **Circle** while in this mode will grant faster movement speed while **X** will provide slower movement.
  - **View Boundry Boxes** Press and hold **Select**, then press **O**.  
This will create blue boundary boxes around each item, object, hazard, and enemy in the game. Some other misc. game elements will have the box around them as well. You can even see objects that are hidden. It will *not* show you any of the secret flagged locations, however.  
  
**NOTE:** If you have this mode active when you change levels, it will display the next level you enter with far more objects highlighted with unique color boxes around each one. This includes foreground, background, and midground elements, as well as several other objects not included in the standard mode. It will look like it's glitched out, but it's not. Unfortunately, secret flags are still not shown through this mode. To turn OFF this effect, you will be forced to restart the level.

---

### Cheat Code List

Here is a list of codes that can be activated through normal gameplay that does not require the use of external cheat devices.

- NOTE:** These codes **WILL NOT WORK** when debug mode is enabled. I have tested this on the Prototype version of the game. They may work in the Japanese version, but I haven't tested this.
- **Level Skip** Pause the game, then press **Triangle, L1 (x2), Square, Right, O, Triangle, Down**.
- **Max Items (most types included)** Pause the game, then press **L1, Triangle, Down, R1, O, Right, Up, Select**.  
This will grant you the following items: 20 Green Bullets, 99 Klaymen's Heads, 7 Phart Heads, 7 Phoenix Hands, 7 Super Willies, and 7 Universe Enemas.  
  
If you **HAVE NOT** gotten to the level where you encounter specific items for the first time then this code will not give them to you. For example, if you use this code on 1-1, you will only receive the Green Bullets and Klaymen's Heads.
- **Extra Halo** Pause the game, then press **R2, O (x2), Down, Left, O, Right, Down**.  
This will give Klaymen a Halo if he doesn't have one active. If the code is used a second time, you will not receive the +5 Clay Ball bonus.
- **Max Green Bullets** Pause the game, then press **Down, O, Up, R2, Left, Triangle, Select (x2)**.
- **Max Lives** Pause the game, then press **L1, Triangle, Down, Left, O, Select, Square, Right**.
- **Max Phoenix Hands** Pause the game, then press **Square, Triangle, R2, Left, Select, O, Triangle, Right**.  
If you **HAVE NOT** gotten to the level where you first encounter this item, then code will not give them to you.
- **Max Phart Heads** Pause the game, then press **R1, Left, Up, L1 (x2), Square, Right, Select**.  
If you **HAVE NOT** gotten to the level where you first encounter this item, then code will not give them to you.
- **Max Universe Enemas** Pause the game, then press **Left, Triangle, Right, Down, Triangle, Select x3**.  
If you **HAVE NOT** gotten to the level where you first encounter this item, then code will not give them to you.
- **Max Super Willies** Pause the game, then press **R1, Left, Square, Triangle, L1, Triangle, R2, Select**.  
If you **HAVE NOT** gotten to the level where you first encounter this item, then code will not give them to you.
- **Max Swirly Qs** Pause the game, then press **R1, Right, O, R2 (x2), Square, Right, Select**.

This only applies to the current world that you are on. One use of this code will not give you max Swirly Q's for the rest of the game. It can be used repeatedly, however.

- **Max 1970's Items** Pause the game, then press **Select, O, Up, Left, Down, Up, Down, Square**.
- **Tinted Klaymen** Pause the game, then press **L2, O (x2), Left, Select, L2, Up, Down**.  
This change's Klaymen's color pallet drastically. The effect lasts until death or changing levels.
- **Hazy Klaymen** Pause the game, then press **Down, Right, Triangle, L2, Up, Left, Triangle, Select**.  
This causes Klaymen to have a psychedelic clone-trail effect. It's the same one used on certain levels in the 1970's secret world. The effect lasts until death.
- **Fast Klaymen** Pause the game, then press **Left, Square, R2, O, R1, Down, O, R2**.  
The effect lasts until death or changing levels.
- **Slow Gameplay** Pause the game, then press **L1, Triangle, Left, Down, R2, Triangle, Left, Select**.  
Slows game down to about 25% of normal speeds. Can be toggled on/off.
- **Mini Klaymen** Pause the game, then press **R1, Left, Square, Triangle, R1, Left, Square, Triangle**.  
The effect lasts until death or changing levels. After the first use, this code can be activated again after only 4 command inputs (code ends at Triangle #1).
- **Shoot Klaymen's Heads** Pause the game, then press **Down, Square, Triangle, Down x2, Square x2, Right**.  
This will cause Klaymen to shoot Klaymen's Heads instead of Green Bullets. The effect lasts until death or changing levels.
- **Remove Pause Text & Inventory Screen**  
Pause the game, then press **L2, Left, O, R2, Down, Square, Triangle, Down**.  
The effect can be toggled on or off. When you pause with this cheat active, the game will simply freeze. You will not see the "pause menu" text or inventory statistics.

### Passwords List

Here is a list of the best passwords I have found for this game, all compiled into one location. Most of these come from my own gameplay. These are to be entered from the "Password" section of the Main Menu. Keep in mind that passwords store your full inventory screen item count information. However, it will **NOT** retain your previous score point accumulation. Additionally, it will **NOT** save your counter for Swirly Qs obtained from previous worlds. Because of this, no "world" password will grant you the ability to see the secret ending.

- **World Skips** The following passwords will allow you to start play at each of the different worlds. These are all "virgin" passwords, in that you will start with no items and 6 lives (as you would normally from the start of the game). If you want extra lives or items, you can use the codes listed in the previous section.

**NOTE:** Passwords marked with (\*\*\*) denote a cutscene before the start of the world.

World Number	Combination & Notes
World 0: Skullmonkey Gate	X, Triangle, Triangle <b>NOTE:</b> This password could not be obtained through normal gameplay.
World 1: Science Center	<b>NOTE: Password unknown.</b> This password could not be obtained through normal gameplay.
***World 2: Monkey Shrines	L2, Triangle, Square, X
World 3: Hard Boiler	L2, X, Square, O, Square
***World 4: Sno	L2, Triangle, Square, Triangle, X (x3), L1, R1
World 5: Skullmonkeys Brand Hot Dogs	L2, X (x5), Square, L1, Triangle
World 6: Elevated Structure of Terror	L2, X, Square, X (x3), Square, L1, O
***World 7: Ynt Death Garden	L2, Triangle, Square, X (x3), Square, L1, L2
World 8: Ynt Mines	L2, X (x2), Triangle, X (x2), Square, L1 (x2)
<u>World 9: Ynt Weeds</u>	L2, Triangle, X, Triangle, X (x2), Square, L1, R1
***World 10: Ynt Eggs	L2, X, Square, Triangle, X (x2), Square, L1, L2
World 11: Monk Rushmore	L2, X (x6), L1 (x2), L2
World 12: Soar Head	L2, X, Square (x2), X (x3), L1 (x2), R2
World 13: Shards	L2, Triangle, Square (x2), X (x3), L1 (x2), Square
***World 14: Castle De Los Muertos	L2, X (x2), O, X (x3), L1 (x2), X
World 15: The Incredible Drivy Runn	L1, X, Square, O, X (x3), L1 (x2), X
World 16: Worm Graveyard	L2, Triangle, Square, O, X (x3), L1 (x2), O
***World 17: Evil Engine #9	L2, Triangle, X, Square, X (x2), Square, L1 (x2) Square

- **Misc Levels** Since passwords are only distributed after the completion of a world, I'm fairly certain that it's impossible to obtain the following passwords through normal gameplay. I've gathered a few of these from the internet that was more than likely gathered via some form of password manipulation or internal code alteration. Item counts are varied.

World / Level Name	Combinations & Notes
Boss Battle 1: Shrinely Guard	<b>NOTE: Password unknown.</b> This password could not be obtained through normal gameplay.
Boss Battle 2: Joe-Head-Joe	<b>NOTE: Password unknown.</b> This password could not be obtained through normal gameplay.
Boss Battle 3: Glenn Yntis	R2, R1, L2, R1, L1, X, L2, L1, X, Triangle, L2, L1
Boss Battle 4: Monkey Mage	R2, R1, L1, R2, R1, L2, L1, R1, L2, L1, R2, L2
Boss Battle 5: Klogg	R2, L1, R1, L2, L1, R1, R2, L2, L1, R2, R1, L2
Secret Level: The Amazing Drivy Finn	Triangle (x6), L1

World / Level Name	Combinations & Notes
1970's (Secret World)	Square, R1 (x2), L1, L2, Triangle, R1, L2, L1, R2, Square, R2
World 0: Skullmonkey Gate (Secret World)	X, Triangle (x2)
Secret Ending	<b>NOTE: Password unknown.</b> This password could not be obtained through normal gameplay.

### Gameshark Codes

This section lists all the most important Gameshark codes I could find.

Effect	Code	Notes										
Infinite Lives	3009B245 0009	This changes the max item amount displayed in the menu to a 9.										
Infinite Halos (Invulnerability)	3009B24B 0001	The second you take damage, your halo will disappear and another will respawn. You can still die from pitfalls, however.										
Infinite Bullets	3009B247 0001	This changes the max item amount displayed in the menu to a 1.										
Infinite Phoenix Hands	3009B248 0009	This changes the max item amount displayed in the menu to a 9. <ul style="list-style-type: none"> <li>Attempting to use this item with the code active before World 2 will freeze the game.</li> </ul>										
Infinite Phart Heads	3009B249 0009	This changes the max item amount displayed in the menu to a 9. <ul style="list-style-type: none"> <li>Attempting to use this item with the code active before World 6 will freeze the game.</li> </ul>										
Infinite Universal Enema's	1. 3009B24A 0009 2. 3009B24A 0064	This changes the max item amount displayed in the menu to a 9 (#1) or 00 (#2). <ul style="list-style-type: none"> <li>Attempting to use this item with either of these codes active before World 6 will freeze the game.</li> </ul>										
Infinite Super Willies	1. 3009B250 0009 2. 8009B250 0064	This changes the max item amount displayed in the menu to a 9 (#1) or 00 (#2). <ul style="list-style-type: none"> <li>Attempting to use this item with either of these codes active before World 9 will freeze the game.</li> </ul>										
Have 100 Clay Balls	3009B246 0064	This changes the max item amount displayed on the menu to a 00. This makes it so whenever you have this code enabled and you pick up another Clay Ball you will gain an extra life.										
Have Glidey Bird	3009B24B 0002	The Glidey Bird appears but is invisible. Klaymen will also disappear when he is gliding.										
Have Glidey Bird And Halo	3009B24B 0003	The Glidey Bird appears but is invisible. Klaymen will also disappear when he is gliding.										
Have All 3 1970's	3009B24D 0003											
Have All 3 Swirly Qs	3009B24E 0003											
Mini Klaymen	3009B24C 00??	The "??" can accept a hexadecimal value range from <b>00</b> to <b>0A</b> . Every value in this range appears to make Klaymen the same size (mini).										
Camera Scroll	D009B1A8 0010 8009DCF0 0170	Press and hold <b>Triangle</b> to scroll the camera right. If the camera hits an object, it may get "stuck". Additionally, using this code in certain areas will freeze the game.										
<b>Level 1-1 Only</b>		The following codes only work on World 1, Level 1.										
Moon Jump	D009B1A8 0040 801947F4 2400	With this code, hold down the <b>X</b> button to fly higher. Push the <b>D-pad</b> in mid-air to change the direction of the jump.										
Start With Extra Points	D009B236 0000 8009B236 0FFF	This will give you an extra score of 4095 points when you complete World 1.										
Invincible	8019480C EE5C	This will make Klaymen invincible without the use of Halos. He will appear as flashing, and nothing will hurt him.										
Event Modifier	8009DD80 00??	The "??" can accept any value from the list below. You must turn this code on from the Main Menu, and when it looks like the game has locked up, turn the code off and it will load that listing. <ul style="list-style-type: none"> <li>Some cutscenes may play on repeat when loading from this code.</li> <li>I haven't tested this complete list, but most should be accurate.</li> </ul> <table border="1" style="margin-left: 20px;"> <thead> <tr> <th style="text-align: center;">FMV Intro Digits</th> </tr> </thead> <tbody> <tr><td>01 - Dreamworks Logo</td></tr> <tr><td>02 - Neverhood Logo</td></tr> <tr><td>03 - Electronic Arts Logo</td></tr> <tr><td>04 - Intro Cutscene #1</td></tr> <tr><td>06 - Intro Credits</td></tr> <tr><td>07 - Intro Cutscene #2</td></tr> <tr> <th style="text-align: center;">Level Digits</th> </tr> <tr><td>0A - Skullmonkey Gate (Secret World) - World 0</td></tr> <tr><td>0F - Cutscene #1</td></tr> </tbody> </table>	FMV Intro Digits	01 - Dreamworks Logo	02 - Neverhood Logo	03 - Electronic Arts Logo	04 - Intro Cutscene #1	06 - Intro Credits	07 - Intro Cutscene #2	Level Digits	0A - Skullmonkey Gate (Secret World) - World 0	0F - Cutscene #1
FMV Intro Digits												
01 - Dreamworks Logo												
02 - Neverhood Logo												
03 - Electronic Arts Logo												
04 - Intro Cutscene #1												
06 - Intro Credits												
07 - Intro Cutscene #2												
Level Digits												
0A - Skullmonkey Gate (Secret World) - World 0												
0F - Cutscene #1												

Effect	Code	Notes
		<b>FMV Intro Digits</b>
		10 - Monkey Shrines   World 2
		12 - The Amazing Drivy Finn   Secret Level
		13 - Shriny Guard   Boss Battle 1
		14 - Monkey Shrines   World Completion Screen
		15 - Hard Broiler   World 3
		16 - Start Hard Broiler Without Load Screen
		17 - Hard Broiler   World Completion Screen
		18 - Cutscene #2
		19 - Sno   World 4
		1A - Start Sno Without Load Screen
		1C - Skullmonkeys Brand Hot Dogs   World 5
		1E - Joe Head Joe   Boss Battle 2
		21 - Elevated Structure of Terror   World 6
		22 - Start Elevated Structure of Terror Without Load Screen
		23 - Elevated Structure of Terror   World Completion Screen
		24 - Cutscene #3
		25 - Ynt Death Garden   World 7
		26 - Start Ynt Death Garden Without Load Screen
		27 - Ynt Death Garden   World Completion Screen
		28 - Ynt Mines   World 8
		29 - Start Ynt Mines Without Load Screen
		2A - Ynt Mines   World Completion Screen
		2D - Ynt Weeds   World 9
		2E - Cutscene #4
		2F - Ynt Eggs   World 10
		30 - Start Ynt Eggs Without Load Screen
		31 - Glenn Yntis   Boss Battle 3
		33 - Ynt Eggs   World Completion Screen
		34 - Monk Rushmore   World 11
		35 - Start Monk Rushmore Without Load Screen
		36 - Start Monk Rushmore with all 1970's icons
		38 - Monk Rushmore   World Completion Screen
		39 - Soar Head   World 12
		3A - Start Soar Head Without Load Screen
		3B - Soar Head   World Completion Screen
		3C - Shards   World 13
		3D - Start Shards Without Load Screen
		3E - Shards   World Completion Screen
		3F - Cutscene #5
		40 - Castle De Los Muertos   World 14
		41 - Start Castle De Los Muertos Without Load Screen
		42 - Monkey Mage   Boss Battle 4
		45 - The Incredible Drivy Runn   World 15
		46 - Start The Incredible Drivy Runn Without Load Screen
		47 - The Incredible Drivy Runn   World Completion Screen
		48 - Worm Graveyard   World 16
		49 - Start Worm Graveyard Without Load Screen
		4A - Klogg   Boss Battle 5
		4C - Worm Graveyard   World Completion Screen
		4D - Cutscene #6
		4E - Evil Engine #9   World 17
		4F - Start Evil Engine #9 Without Load Screen
		50 - Ending 1
		51 - You Win Screen

Effect	Code	Notes
		<b>FMV Intro Digits</b>
		53 - Credits

## Room For Improvement

---

This game could have been improved in several ways. This is more of a list for if the game ever gets remade, or someone out there wants to create bug fixes. I will list each suggestion I have below as well as a total list of all the bugs I found in the code.

### Suggestions

- There needs to be a way to pull open the Sound menu from within the main game. Since there is not, once you begin you are forced to keep whatever settings you had from the start for the rest of your playthrough.
- Being able to pull open the Controls menu from within the main game.
- The ability to activate the Japanese-only Debug Menu through a controller button combination.

### Bug List

- World 17 contains a secret that cannot be found. I have spent hours looking and could not find it although the possibility exists that I may have just missed it. I know for a fact it's located in 17-5 (verified through use of the debug-only level select code). If you know where it is, **PLEASE CONTACT ME** so I can update my guide.
- Several areas contain a handful of Clay Balls that cannot be reached by normal means. These include levels 11-2A, 12-3, and 14-1.
- There's a Super Willie at the end of Level 9-3 that awards you with two items instead of one. This *may* have been intentional, but I chose to list it anyway.
- Two known spelling inconsistencies, located on:
  - World 5. The title given when entering the stage (*Skullmonkeys Brand Hot Dogs*) differs from the one given after completion (Skullmonkey Brand Hot Dog Factory).
  - World 17. The Instruction Manual calls it "*Evil Engine Number Nine*", while the world's title card calls it "*Evil Engine #9*".

## Special Thanks

---

I would like to give special thanks to the following individuals who have contributed corrections or otherwise helpful information to my guide.

- [Terminarch](#) on Discord (gameboyarmor@gmail.com)  
A huge thank you for providing me with a copy of the instruction manual when I wasn't able to get a hold of one. Many sections of my guide would have been incomplete without it. You rock!

## Copyright & Usage Policy

---

You may contact me directly with any incorrect or missing information via my email address at: [Apocalypse612@yahoo.com](mailto:Apocalypse612@yahoo.com)

I will do my best to get back to you as quickly as possible. Thanks are always welcomed, too!

---

This guide is free to use and may be reposted by anyone on any website without obtaining my permission. The only requirement that I have is that that you do not remove any credit to the author, Corey DeFrancesco, or any links my PayPal information.

This document is copyright Apocalypse612 and hosted by VGM with permission.