

Maui Mallard in Cold Shadow FAQ/Walkthrough

by Thunderbird8

Updated to v0.5 on Sep 14, 2004

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Version 0.5 9/15/04

Written by Thunderbird

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Table of Contents

1. Version Information
2. Guide Notes
3. Tips for playing the game
 - 3.1 Playing as Maui Mallard
 - 3.2 Playing as the Ninja
4. Powerups
 - 4.1 Bug Shooters
 - 4.2 Punch
 - 4.3 Yin Yang
 - 4.4 Treasure
 - 4.5 Life Bag
5. Short Level Descriptions
 - 5.1 Mojo Mansion
 - 5.2 Ninja Training Grounds
 - 5.3 Muddrake Mayhem
 - 5.4 Sacrifice of Maui
 - 5.5 Test of Duckhood
 - 5.6 The Flying Duckman
 - 5.7 Realm of the Dead
 - 5.8 Mojo Stronghold
6. Boss Strategy
 - 6.1 Mojo Mansion - Giant Metal Spider
 - 6.2 Ninja Training Grounds - Ninja Arc
 - 6.3 Muddrake Mayhem - Muddrake Coliseum Entrance
 - 6.4 Test of Duckhood - The Frog
 - 6.5 The Flying Duckman - The Pirate

- 6.6 Mojo Stronghold - The Witch Doctor
- 7. The Levels
 - 7.1 Mojo Mansion
 - 7.2 Ninja Training Grounds
 - 7.3 Muddrake Mayhem
 - 7.4 Sacrifice of Maui
 - 7.5 Test of Duckhood
 - 7.6 The Flying Duckman
 - 7.7 Realm of the Dead
- 8. Special Thanks

1. Version Information

0.1 Written 6/6/02

Covered tips for playing (both Maui and the Ninja)

Completed some short level descriptions (still missing 1/2 of the levels)

Covered the powerups

0.2 Written 6/7/02

Covered the walkthrough for the Mojo Mansion and Stage 1 of the Ninja Training Grounds.

Made a correction to the boss of the Ninja Training Grounds

Corrected the boss information for Sacrifice of Maui (there is no boss there)

0.3 Written 8/2/02

Apologies for the huge delay between updates, I've been doing quite a bit of other stuff lately.

Finished up the short level descriptions

Fixed some typos

0.5 Written 9/14/04

Took a long break, as one can no doubt see. Updated the walkthrough through the end of Muddrake Mayhem.

2. Guide Notes

Please note that this guide is ONLY meant to get you through the game itself. It will not guide you to all the treasures (you never need all of them to advance to the bonus level anyway). If I find the time to do so, I will try to put a guide up covering locations of several treasures (I have only achieved the 100% mark for The Realm of the Dead). I may point out ways you can go when the path splits (as it does a few times in Mojo Mansion Stage 4), but otherwise, the true secrets are yours to discover. Note that for the first few levels, you should be able to fulfill the Luau Loot requirement without going off the beaten path. Passwords will not be revealed in this FAQ, as they can already be found in the Codes & Secrets section for this game on GameFAQs. This guide is for the SNES version only, the PC version contains substantial differences (such as the Ninja's Yin Yang power usage and actual level design).

3. Tips for playing the game

3.1 Playing as Maui Mallard

Maui carries a little bug shooter. I've seen up to 2 different types of bugs (apart from the standard shot) that he can collect. He can combine both bug types to create a super shot, but be advised that it will take ammo from both meters. I usually stick with his standard shooter (he

has a limit of 50, but it steadily refills while he is not firing). Maui cannot scale between walls, swing from the duck heads, or enter the duck statues. Maui cannot hurt certain enemies. Note on the bug shooter: If Maui is using it for propulsion (in the water in The Flying Duckman or in the greenish areas of The Realm of the Dead), it will not expend ammo while he is firing. This is quite useful in some situations (note that it applies if he's in one of those areas, but on the ground).

3.2 Playing as the Ninja

If you have Yin Yang power, press X to transform into Maui's alter ego, the Ninja. The Ninja wields a staff and can use it to strike enemies. If you make multiple strikes without resting, 10 Yin Yang will be used with each additional strike. Pressing L or R will make the Ninja spin in that direction (allowing a potential for many hits on an enemy), but the Ninja's Yin Yang power will be drained very quickly. The Ninja can have up to 999 Yin Yang power. If he uses it up, he will not revert back to Maui, but he cannot make multiple strikes until he has enough power to do so (if his power drops below 150, it will steadily regenerate while he is in Ninja form). The Ninja cannot climb anything (except walls by scaling them if they're narrow enough), nor can he use the little hooks in the Test of Duckhood (that grab Maui by his shirt and toss him up).

4. Powerups

4.1 Bug Shooters

There are two different types of Bug Shooter powerups. Each of them has an ammo meter. I'm not sure if they have a limit (I don't pay attention to them because I never use them unless I'm bored). The white one shoots three white balls on a narrow arc from Maui. The orange one fires an orange ball that seeks out the nearest enemy. The combined shot will fire a white ball to seek the nearest enemy.

4.2 Punch

Maui seems to like this stuff. It comes in two sizes: small and large. The small glasses will refill Maui's life by 25. The large jugs will fully refill Maui's life. Note that this applies to the Ninja as well.

4.3 Yin Yang

These powerups are necessary for Maui to transform into the Ninja. Maui gets 8 standard Yin Yang powerups soon after entering the Ninja Training Grounds. The standard Yin Yangs are worth 25 and the orange Yin Yangs will increase the number of strikes the Ninja can make at once (as well as providing 100 more Yin Yang power).

4.4 Treasure

This doesn't increase Maui's or the Ninja's capability, but it does make a step toward attaining the Luau Loot requirement. As you pick up treasure, the individual % for the current stage will be displayed. You won't see the total % for the level until you are between stages (the Luau Loot requirement item changes to Loot Found after Stage 1).

4.5 Life Bag

This is a very valuable item. Be sure you pick it up if you find it. This will add 50 points to Maui's life total and will add those 50 points to his current life. Very handy, especially in Stage 2 and 3 of The Test of Duckhood (where Maui plays on the vines). I've seen up to 6 of these in one stage (one of the Sacrifice of Maui stages), boosting

Maui's life to 400.

5. Short Level Descriptions

Note: Luau Loot Requirements are for Normal difficulty. Reduce these percentages by 5% to attain the Easy requirements. Increase these percentages by 5% to attain the Hard requirements.

5.1 Mojo Mansion

Story:

Shabuhm Shabuhm, a powerful Mojo idol
Has protected this island for centuries.
Tonight the idol is missing.
Last reported sighting...

Luau Loot Requirement: 50%

This level consists of 5 stages running through a mansion environment. You will not find Yin Yang power here, as Maui does not yet see a reason to use his Ninja capabilities. There is treasure aplenty, and you might have a hard time finding it all (max I've gotten is 96%), but you should have no problem satisfying the loot requirement. Life bags can be found somewhat frequently though, and there is plenty of punch to go around. Hitting the water bottom will cause 1 point of damage (this is very lenient compared to what other areas will do). This level may be an introduction to Maui's use throughout the game.

5.2 Ninja Training Grounds

Story:

Giant metal spider? Creeping ghost butlers?
This thing could be deeper than anyone guessed.
Might be time for a change of costume...

Luau Loot Requirement: 55%

This level is primarily made to introduce the capabilities of the Ninja. Maui will be of no use here, as he cannot harm the enemies, or advance in many areas of the level. In the early beginning of Stage 1, Maui receives 8 Yin Yang powerups (the small variety) from the Witch Doctor (maybe so he can get Maui in Ninja form and steal some of his power?) There is no such boost in the other stages. Ending up in the pits will cost one life.

5.3 Muddrake Mayhem

Story:

In the darkest heart of the island, there lives a band of tiny warriors
Who have always carried a torch for Shabuhm Shabuhm.
They'd probably like to have a stuffed Maui mounted on their wall...

Luau Loot Requirement: 60%

This is the first level to combine the Ninja and Maui effectively (Level 2 was meant to be played as the Ninja only, and the PC version of this game makes it impossible to do otherwise). You will be switching between the two forms often, both to progress through the level and find some secrets. The Muddrakes here are slightly annoying, but easily beatable. Just keep an eye out for their weapons. If Maui gets caught in the mud pits, it will have the same effect as hitting spikes in the Ninja Training Grounds.

5.4 Sacrifice of Maui

Story:

A muddrake alliance has been forged. Not.
The muddrakes have a custom. If you survive their coliseum,
They bestow upon you the ultimate honor.

Luau Loot Requirement: 65%

Come on in to the arena and have some fun! Honestly, this area is quite annoying. You may find yourself getting tossed up as you were trying to get some treasure down below. Stage 2 is quite weird here. You'll have to see it for yourself.

5.5 Test of Duckhood

Story:

"Maui, I was wrong about you."
"You've answered every test of greatness that can be asked of a duck."
"But now, you must make peace with the muddrakes,
For only they know the true path to Shabuhm Shabuhm."
"You must pass their ritual of proof."

Luau Loot Requirement: 70%

This level contains some nice music (well, that's IMO anyway). Stage 1 has Maui swapping between his form and the Ninja, Stages 2 and 3 are swinging vine stages (have fun on these), Stage 4 is 1/2 vine swinging and 1/2 going on foot.

5.6 The Flying Duckman

Story:

"Great warrior, you have appeased the object of our terror and awe..
the Frog."
"In thanks I say only Quackoo, our mystic chieftan can divine.."
"..the location of the missing idol Shabuhm Shabuhm."
"Alas, Quackoo is dead."
"His remains rest on the bottom of the sea..."

Luau Loot Requirement: 75%

Yeesh. Probably the most annoying level in the entire game. Stage 1 isn't so bad, but you'll be racing to get done in Stage 2 as the ship is slowly coming apart. There are quite a few treasures to be had once you figure out how to use the iron balls attached to tables effectively.

5.7 Realm of the Dead

Story:

Quackoo's spirit is restless. Aren't they all.
Only by returning him to his final resting place...
Can Shabuhm Shabuhm finally be located.

Luau Loot Requirement: 80%

Steep loot requirement. There is plenty of treasure to be found (Stage 1 has most of it, with 95-97% of the total). Enemies are plenty, while there aren't many punch containers or Life Bags. You may or may not end up attaining the loot requirement of this level. Expect to frequently switch forms in Stage 1. Falling in the pits (Stage 1) or having Quackoo's spirit removed from the screen (Stage 2) will cost one life. Pay close attention to Quackoo's spirit during Stage 2.

5.8 The Mojo Stronghold

Story:

"Quackoo has revealed the location of Shabuhm Shabuhm."

"Even now, the Witch Doctor seeks to cast it into the storm..."

"...in a vile attempt to harness its mojo energy."

"Maui, you have become a true ninja. You no longer need the Yin Yang power to transform."

"The fate of the island rests in your hands. ...right now in..."

No Requirement

As noted in the story, Maui can remain in Ninja form without having to watch his power meter. It will remain at 999 no matter what he does. You'll need to use the Ninja to complete this level. There are no powerups to be found here (the Witch Doctor will dispense some punch however).

6. Boss Strategies

6.1 Mojo Mansion - Giant Metal Spider

This guy isn't too terribly hard. Wander to the center of the stage area and it will drop down. It's first phase will involve it wandering back and forth in the area. Hit it 5-6 times (easy, stand at the left edge of the stage and just shoot). After it loses its legs, it will hop around the screen. Take pot shots at it, but watch out for the little bugs it will drop into the area. It will drop an extra life when it is defeated.

Rewards:

Phase 2: Extra Life

6.2 Ninja Training Grounds - Ninja Arc

This boss (or group of bosses I should say) is somewhat difficult. It has 6 attack phases. Phases 1 and 2 will spit out one Ninja to face Maui. Phases 3 and 4 will spit out a pair of Ninjas to face Maui (note that he must be in Ninja form). The Ninjas will increase by 1 hit for each phase (Phase 1 ninjas take 2 hits, Phase 2 ninjas take 3 and so on). Phases 4 and 5 are much more difficult than the first 3. The ninjas of Phase 4 can launch a lightning attack at Maui. Phase 5 Ninjas will launch a fire attack. Be careful while fighting them. Once the first 5 phases are defeated, a spinning grinder will launch. Hit it 4 times to take it out and earn an extra life.

Note: You can use the arc to get up to the top area where it ejects Yin Yang coins on occasion. Don't stay up there too long, or you will get hit by a fire wave.

Rewards:

Phase 1: Yin Yang coin

Phase 2: Punch Glass

Phase 3: Red Yin Yang coin

Phase 4: Punch Jug

Phase 5: Punch Glass

Phase 6: Extra Life

6.3 Muddrake Mayhem - Muddrake Parade

Stage 3 of this level is not just a boss stage. You will need to make

your way here. This will be covered in the walkthrough.

The Muddrakes love shows like this. A group of them will come toward you in one of their little float-like things. Destroy this to release 3 Muddrakes. Maui must aim for them. The ones aiming for Maui in the stands can be taken out with one shot. The ones on the ground require 2 shots. The first shot will cause them to lose their pants, at which they will put them back on. Maui must complete this 3 times to proceed.

Rewards:

Extra Life

The Sacrifice of Maui has no boss. Like the Realm of the Dead Stage 2, Stage 3 of this level is hard enough without having to fight a boss as well. Some may argue the enemy near the end of Stage 1 is a boss, but I don't really think it is. It virtually requires no strategy on my part (just sit, duck and shoot), but that may be the amount of life I had while fighting him. The enemy also doesn't have a stage devoted to it like the other bosses do.

6.4 Test of Duckhood - The Frog

Very interesting boss. The goal is not to destroy him (it's impossible), but to get him to eat all 8-10 of the muddrakes on top of the ledges. Maui cannot harm them directly (he can't get up there), so the only recourse is to make the frog eat them. When a muddrake is on the edge of the lower platform, shoot the frog, and it will eat the muddrake. Get back quickly, as the frog will burp a stream of bones (ewww, that's nasty!) and at times an item (a Life Bag will be given at the 3rd muddrake) will come out too. The idea of Maui drinking a punch that the frog burped up doesn't sound too sanitary, but it's a good idea to grab it if you're taking hits (the muddrakes up top can still attack). Once all the muddrakes are eaten, Maui will advance.

6.5 The Flying Duckman - The Pirate

This battle occurs just outside the ship (unlike the previous stages of the level which were inside the ship). Maui must defeat the pirate head by shooting it. It takes several hits (20?) to go down. It will be tossing projectiles at Maui during this time. Obviously, Maui can only hit it if its head is above the ship's side.

Note: The Realm of the Dead has no boss, but the challenge of Stage 2 should suffice.

6.6 The Mojo Stronghold - The Witch Doctor

This is a very hard battle (it's the final battle, what did you expect?). Maui has unlimited Yin Yang power, so feel free to use it (watch it though, you can be hurt badly if you are careless). In the first phase of the battle, Maui must make his way up to each side and destroy the crystal orbs. If Maui goes above the height they are at or attempts to enter the center of the arena while they are still functional, he will be killed. Once both crystals are destroyed, Maui can enter the center of the arena. The Witch Doctor utilizes lightning and fire attacks (in the same manner as the Phase 5 ninjas of the Ninja Arc boss), but will also kick Maui to the other side (causing 20 damage) if he gets too close. The Witch Doctor also teleports from edge to edge. He takes quite a beating (maybe 20-25 hits) before he'll go down. Good luck!

7. The Levels

7.1 Mojo Mansion

Stage 1:

Shoot the clock to score a Life Bag. Run into the bookshelf and watch Maui flip around (it's interesting how the feathers fly here). Grab the treasure here, scale the vine above the duck head to score some more treasure (you need to stand on the duck head to be able to reach it). Watch the wind out here. Go into the bookshelf to come back inside. Watch out for the ghost butler on the path. Jump onto the dumbwaiter to move down to the basement area. Run over the little duck head to save your spot here (you are returned here if you die). Scale the chains above the fish, being careful not to let them bite you (it's painful). On the next ledge, shoot up at the tube to drop a platform down that will enable you to reach the treasure up above. Move over across the water and be careful to not get hit by the green stuff shooting out. Grab the bug ammo if you dare (you need to stand on top of the pot to do so). Cross the next section, being careful not to get nailed by the pipes coming down (Maui has a creative smashed animation if he gets splatted). The fireplace will take Maui back up to the main area of the mansion. Once there, pop the duck head. Use the fan to get up to the higher ledges. Go left to score a Life Bag and a few treasures. Take the punch if you need it on the way back. There is a large jug of punch down below in the clock area (you passed it on the other side of the wall earlier). If you fall off or go for the punch down below, use a ledge at the other side of the fans to get up there (this requires coordination to score all of the treasures). There is nothing on the top ledge above the final bookshelf. Go through it to complete the stage.

Stage 2:

Take a detour to the left to score some white bug ammo and a Life Bag. Run across the platforms. Maui must time his jumps to avoid the water, as the platforms will fall quickly after being stepped on. The bookshelf takes you up 3 floors. Step on the yellow areas of the ground to make the little turning object move over to the left side (watch out for the spikes it shoots!). Once the noise stops, you know that it is as far as it will go. Use it to get up to the top. Time your jump just right to score punch, a diamond and a Life Bag. The bookshelf transfers Maui up to the top level of this area. Feel free to stand on the yellow platforms to advance the turntable, but keep an eye for the crushing pipes. It is advised you are not at the beginning, as there is no warning there. You need not worry about the spikes on this one, as it is a little lower than Maui is. Cross it, kill the bug and pop the duck head, and hit the bookshelf (see about getting the trinket on the other side first). Cross over to the next turntable obstacle. You must step on the first yellow platform first because it is on the other one. Score a Life Bag immediately above, and hang to the right for another and more treasure (you should be at 300 max life if you've gotten all the bags right now). Move to the lower of the two ledges to pick up a punch jug and treasure. Take the upper ledge to the bookshelf that leaves here.

Stage 3:

This stage is dark, but it is very straightforward. Simply run to the right, pausing to pick up loot as necessary. Shoot the first clock you see to drop 2 platforms (be careful where you're standing, Maui could get nailed). It will also yield a punch glass. Shoot the second clock

to drop 2 platforms (in different spots than the first clock did) to reach the ammo (and get a punch glass). The bookshelf at the end of the area will take you out of here.

Stage 4:

You can't go right at this time, so hang left. Watch out for the ghost butler. The bookshelf takes you up a few floors. Using the dumbwaiter in the next spot is a bad idea if you want to get treasure, so use the fans to go up and left. Use the ledges and fan to get up to the very top (of this little area) and score treasure. Hang right and down a bit (then go left). After plopping down a second time, hang right again. A punch jug and some treasure awaits down here. Watch out for the pipes out of the tubes. The bookshelf takes you to the top of the area. If you had taken the dumbwaiter (for some strange reason), you would end up just above this area, simply drop down and hit the bookshelf. Once out of there, pop the duck head to your left. Head all the way over to the right and take the dumbwaiter (you have no other choice). Hop on the fans (don't take the tube) to score some treasure. You need to jump from about 3/4 up the rope to hit the fan. Hop over the hole to gain an extra life. If you took the tube, you ended up below this little area. Once down, pop the duck head (taking the tube makes Maui hit the duck head) and head right. Grab the treasure and head down the chain (jump off it to the right, there's no way you can reach the fans from it). Head on the fans from the little platform for some treasure (careful, it's easy to miss like I did while writing this). Thankfully, if you do miss the fans, you won't miss the Life Bag a little later on. Head over to the left until you reach the piano for maximum treasure. Scale the chain and be careful of the ghosts. Grab the treasure to the right, head to the left and pick up the ring to the left of the dumbwaiter. Pop the duck head and hit the organ (I haven't found a way to snag the ring on the left of it, if you can, please let me know how so I can post it here). Scale the organ pipes (weird how Maui does this). On the third complete row of pipes, hit the center pipe to get boosted above to the last ledge area.

Stage 5 is the boss stage. This is covered in the Boss Strategies.

7.2 The Ninja Training Grounds

Stage 1:

Head to the right, grabbing treasure as you go (you can't go up and left just yet). After a little bit, the Witch Doctor will appear, drop 8 Yin Yang coins on Maui, change him into the Ninja, and steal some power from him. Go back to the left and grab the stuff you missed earlier. Heading back to the right, defeat the Ninja and grab the Life Bag. Get the Ninja swinging on the duck head and use it to swing to the left. Head over the faces to the left, defeating the Ninja on the third one. Use the duck head to get up on top of the ledge. Swat the snake-like face to gain 3 Yin Yang coins and a Red Yin Yang coin. The jump to the next duck head is quite far, so make sure you're close to the ledge end. You'll reach the first statue here. One at a time, two ducks made of hay will attack you here. Hit each of them twice (you can time it) to free up the statue. Once in the statue, head to the right, smashing columns as you go. Once you get ejected and reach the ground again, swing from the duck head and scale the walls (Maui can't do this while he is falling from the statue). Hit the snake head to get 3 more Yin Yang coins and a Red Yin Yang coin. Once you hit the ground again, the wall to the right will open. Head over there and stand still on the teleporter to reach a secret area. Contents: 5 Yin Yang coins, 2 treasures, 1 Life Bag. Time your jumps over the disappearing platforms

here to reach the duck head (you need not jump from the third platform, use the second one if you need to). The jump is far, but get over there quickly and grab the next duck head with Maui's staff. Once back out of the secret area, use the duck head to jump above the Ninja coming toward Maui, and hit another snake head. Use the duck heads to cross the gap (go down below for a bit for some treasure). You need to make a far jump to get over to the final ledge. Moving left from there, you'll see another statue, this time 3 hay ducks will attack (one at a time again). Cross all the way over to the left. Once all the columns are smashed, the whole level will drop a bit. Once the statue is completely at the left, it will eject Maui. Scale the walls up a bit. Drop down to the right of the top and go right to reach another teleporter. Grab the treasure and the Yin Yang coins. A punch jug is to the right of the teleporter. Back on top, go over to the right and scale the walls up. DON'T TAKE THAT TELEPORTER YET! Go left, swinging on the duck heads to get some more treasure. Return back, and NOW take the teleporter.

Small note: with this path, I only got 92% of the treasure here. If anyone knows of any treasure that I missed, please tell me.

Stage 2:

Head up, then shoot the snake-like mouth thing to grab some Yin-Yang coins (you need these to continue). Then head right, grab the lamp, and use the Ninja's bo to scale the wall. Defeat the blue ninja on top. Use the Ninja's bo to grab the Yin Yang coins in the center just out of reach of your jumps. Drop down, collect the Life Bag and the treasures, and then defeat the straw ducks coming from the statue (there are 4 of them). Head to the right until the statue spits you out. Continue to the right, grabbing the stuff along the way. Drop down and activate the save point. Scale the wall, and beware that the grey blocks disintegrate soon after they're hit. Head up to the left, whack the snake head, and then scale the next wall. Head to the right, grabbing the Life Bag and defeating the blue ninja that comes up. Use the duck-head to swing to the left. Grab the stuff on the ledge and drop off to the left of it. Do not drop off of this ledge to the right (you can get back up if you do though). Use the duck-heads to swing to the left and grab the treasures on the high left ledge. Grab the Life Bag, and whack the snake head. Drop down, jump to activate the save point, and then drop down to the right. Scale back up on the other side (grabbing the stuff on the platform), return to the save point and this time drop off the left side of it. Scale up the left wall, making note of the grey blocks. Scale up using two duck heads, and get off on the ledge to the right. Defeat the red ninja, and use the high duck head to get to the ledge to the left. Grab the goodies and move back to the right. Drop to the bottom, head to the left to grab some stuff and move back to the right. Scale the wall up to the right. Scale the wall on the right of the next ledge, grabbing the treasures on top of it, and then drop down. Get the treasures to the left, and then exit to the right.

Stage 3:

Start moving to the right. Watch the jump between the two huge duck heads, it's easy to come short and lose a life as a result. Jump from one of the huge heads up onto the platform on top (be sure you've taken Ninja form first, Maui's shots are useless against the ninjas. Defeat the lone ninja up here, and grab the goodies. Jump onto the moving platform (watch out for those spikes), and head off to the right, grabbing the stuff you see. Use the duck head to swing up. Jump onto the huge head, whack the snake head and grab the coins that come out (as usual). Jump to the left onto the small leaf platform, then scale the wall. After getting those treasures, drop down, then head to the

leaf platform to the right. Scale the wall over to the huge duck head, grab the goodies and whack another snake head. Drop down, go onto the ledge underneath (this is needed to clear the grey blocks on the top), then come back out onto the leaf platform and get back up on the huge duck head at the top of the wall. The grey blocks will be gone and you can jump down and grab the treasures and coins. Drop all the way down to the duck head that you used to get up to that area, and continue to the right. Activate the save point.

Grab the treasures in sight of the save point, jump onto the leaf platform then catch the spiked platform for a ride across. Jump off, then drop down. Use the duck head to get onto the leaf platforms and head to the right. Activate the next save point.

Use the duck head to get up to where the treasures are, while keeping an eye on the disappearing platforms. You can either head up to the right and access the end teleporter, or continue with this level and bag some more treasures.

If you are going to get some more treasures, head off to the left (the jump may be a bit difficult). Head to the left edge of the platform, grab the duck head and jump off to the left to scale a wall. Drop down to the right and grab the treasures. You can then swing from the duck heads back to the right to get to the end teleporter.

Stage 4 is the boss stage. Look at the Boss Strategies for this one.

7.3 Muddrake Mayhem

Stage 1:

It may be a good idea to blast the thing above you, but it will come back. Head off to the right. Jump over the hump and then blast the muddrake that is roaming around. Climb the pole (if you let go of the button, Maui will slide back down). Jump over, and try to get a grip on the pole in the water (don't miss or you will lose 10 life points). Jump onto the spinning platform (that's looks only, it will not affect Maui). Jump across to activate the save point. Note that there is a platform directly underneath the save point with a couple goodies.

Continue across. Watch out for the muddrake with the big sawblade (that's bigger than he is). Jump underneath to go for some treasure. The platforms will disintegrate in a few seconds, so get off them quickly. After you've gotten the treasure underneath, head back out (the disappearing platforms will be back). Jump onto the platform, then jump up to secure a Life Bag. Transform into the Ninja and use the duck heads to move to the left, bagging the treasure you see. Note that if you fall, you will be back at the beginning of the level again. Return to the area near the duck head you used to go grab the treasure. Head to the right, drop down and get another save point.

Note: I accidentally managed to end this level earlier than I intended to on the walkthrough, so for now, this stage walkthrough will remain incomplete.

Stage 2:

Head up the rope. Jump off to the left and grab the next rope. Grab the stuff to the right, then fall back down. Head back up the rope, then jump to the right, trying to land on the platform. Shoot at the muddrake, then head up to his platform when he's gone. Grab the

treasures on it, then head back off to the right. Watch out for the mudballs coming down, and beware the muddrakes with sawblades. Shoot the cork at the end, get out of the way of the mud, then head back down. You can now jump over the platform and activate the save point.

Grab the Life Bag, and a muddrake warlock will shrink Maui. Move through the small houses while defeating the muddrakes (you need to whack all of the ones in the house you're in before you can leave it). At the end of the string, activate the save point.

Follow the path, jumping the gap underneath at first, to grab some treasures. Then come back and fall through the gap, and head to the left. Activate the save point here.

Get the treasures, but beware of the falling platforms. You will end up at an extra life, once you get it, it's time to head back. After passing the save point again, keep heading right. Get the treasures down low first, before heading back up. At the top, head to the right, next to a muddrake warlock which will change Maui back to normal. Grab the stuff you see, being careful not to go to the tent (unless you want to end the stage). Head to the left, using the Ninja form to use the duck heads to get all the treasure, then head back to the right to the tent and the stage exit.

Stage 3:

Grab the stuff you can see, and head off to the right. Hang low for a Life Bag and some treasures. Then go back and take the ramps up. Note that as you pass each Muddrake emblem, they will come up after you (and they don't seem to stop, so don't bother removing them). Just head up each ramp, going to the end of it to check for treasures, then move to the next one. At the end of the last ramp, jump onto the mud structures. Hit the save point, grab the large punch, and head through to fight the boss of this level. See the Boss Strategies for tips on defeating it.

--Rest of walkthrough coming soon!--

8. Special Thanks

Disney for creating this game (and placing a demo of the PC version on the Toy Story Game CD-ROM)
GameFAQs for hosting this FAQ.

If you would like to submit any extra info (please do this on completed sections only), send it my way at sscthunderbird@yahoo.com. Note that I will ignore any messages regarding sections that are incomplete at this point.