

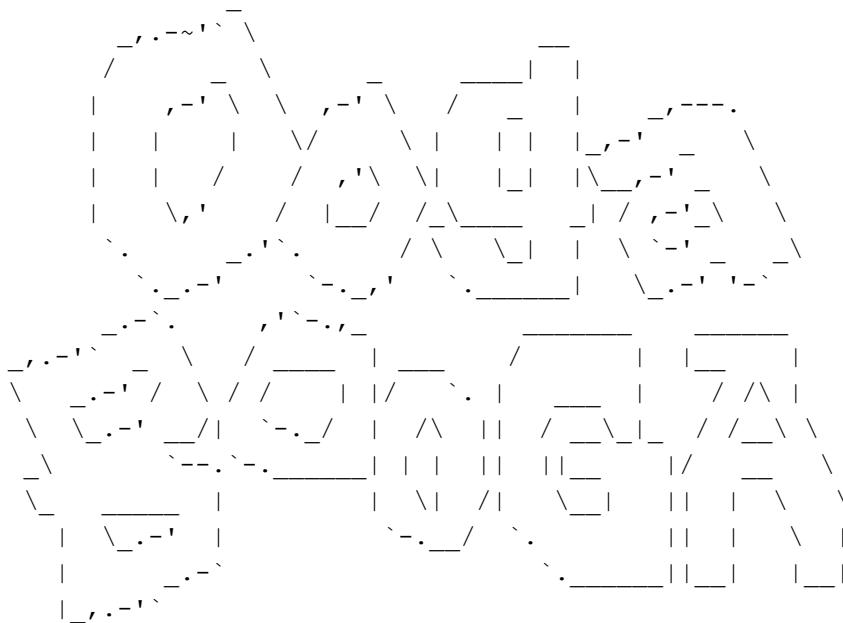
Ooga Booga FAQ/Walkthrough

by winnie the poop

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ASCII art by osrevad - Thanks!
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FIND SYSTEM

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Explanation:

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I. Basics

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a. Controls

Analog Pad ----- Move Character
Left/Right (D-Pad) ----- Cycle Spells
Up/Down (D-Pad) ----- Zoom Camera In/Out

A Button ----- Swat Attack/Use Animal
B Button ----- Cast Spell
X Button ----- Throw Shurnken Head
Y Button ----- Cycle Spells

R Trigger ----- Adjust Camera
L Trigger ----- Adjust Camera

b. Characters

TWITCHY

Power: |
Endurance: ||
Speed: |||
Max Heads: 30
Special Power: Longer rides on Boars and Birds
Accessible: Default

FATTY

Power: |||
Endurance: ||
Speed: |
Max Heads: 60
Special Power: Swat with more Power
Accessible: Default

HOODOO

Power: |
Endurance: |||

Speed: ||
Max Heads: 40
Special Power: Never loses Shurken Heads when hit, claim Tikis at half of cost
Accessible: Default

HOTTIE

Power: ||
Endurance: ||
Speed: ||
Max Heads: 30
Special Power: Resistant to fire; fire goes out in half of time
Accessible: Default

DWARF

Power: |
Endurance: ||
Speed: |||
Max Heads: 30
Special Power: ?
Accessible: Beat Event #38 - Grumpy Old Dwarves 3 on 1 Challenge

LEPRECHAUN

Power: |
Endurance: ||
Speed: |||
Max Heads: 30
Special Power: ?
Accessible: Beat Event #31 - Lucky Day! Leprechaun 3 on 1 Challenge

SUPERGUY

Power: |||
Endurance: ||
Speed: |
Max Heads: 60
Special Power: Swat with more Power
Accessible: Beat Event #39 - It's Superguy! Boar Polo Challenge

PIRATE

Power: |||
Endurance: ||
Speed: |
Max Heads: 60
Special Power: Swat with more Power
Accessible: Beat Event #34 - 3 on 1 Pirate Challenge

DEATH

Power: |
Endurance: |||
Speed: ||
Max Heads: 40
Special Power: Never loses Shurken Heads when hit, claim Tikis at half of cost
Accessible: Beat Event #32 - 3 on 1 Death Challenge

DISCO DUDE

Power: ||
Endurance: ||
Speed: ||
Max Heads: 30
Special Power: ?
Accessible: Beat Event #37 - Gettin' Funky 3 on 1 Challenge

ABE

Power: ||
Endurance: ||
Speed: ||
Max Heads: 30
Special Power: ?
Accessible: Beat Event #40 - Bitter Dregs: 2 on 1 on 1 Fatty Challenge

c. Game Types

SMAKAHUNA

The rules: Get the most points by hitting the bejesus out of any opponents, preferably more than they do to you. You could hit them with swats, spells, on animals, or with Shurnken Heads. The point layout:

Shurnken Head - 1 point
Swat Attack - 2 points
Lightning - 1 point (+1 every connecting hit)
Mine - 2 points
Fireball - 2 points
Homing Head - 2 points
Tiki Hit - 2 points
Tornado - 3 points per opponent
Lightning Cloud - 1 point per hit
Meteor - 2 points per hit
Destroying enemy Tiki - 3 points
Boar hit - 2 points
Bird Hit - 1 point

Whoever has the most points at the end of a match will win the most tokens.
The token received for placing:

1st - 3 tokens
2nd - 2 tokens
3rd - 1 token
4th - 0 tokens

For every Smakahuna, there is a set number of tokens needed to win the entire thing. If there's 6 tokens needed, then you would have to get 2 wins in a row if you want it the soonest.

RODEO

A bit different... All of the spells and animals are readily available, but the only points you can receive are:

Boar Hit - 2 points
Knocking an opponent off a Boar - 1 point

Yes, that's it. You have to seek for the lone boar (there is only one boar per match in Rodeo) and ride it and hit Kahunas to get points. To knock somebody off, just use spells, or lure them into the water, or maybe just wait until the boar's life gauge runs out. The token system is the same as Smakahuna:

1st - 3 tokens
2nd - 2 tokens
3rd - 1 token
4th - 0 tokens

BOAR POLO

Think soccer/polo, but with boars! How fun! This is a 2 on 2 battle, you and a friend will try to put the huge ball of molten lava to the opponent's goal. The boar hits will move the ball the most, with Shurnken Head hits second. Spells are available here to distract the others from the ball. Each goal yields one point for your team.

d. Creatures

BOARS (Available: Beat Event #4 - Free-For-All Smakahuma Boar Challenge)

To use a boar, go up to it and stun it with a swat (A) or Shurnken Head and walk next to it and press A again. Now you can control the wrath of the boar! You won't stay on there for long, tho. There will be a life meter, and when it runs out over time, the boar will stop and throw you off. When you're on a boar, you can hit other Kahunas off, collecting points on the way. You cannot cast spells in this mode.

Other Kahunas will attempt to knock you off with spells or Heads, however. Be careful!

If a boar gets hit around often, it will get agitated and angry. If it is angry enough, it will turn fire-red and run around and seek whoever like mad.

BIRDS (Available: Beat Event #15 - Birds Free-For-All Challenge)

This one sucks. You can use it the same way you would if it was a boar. You can fly with this and fire Homing Heads for 1 point per hit, but it's too time-consuming. You could use it to get away from crowds or to preserve your lead, but others can still hit you with the Lightning spell. Like boars, you have limited time to fool around.

My advice: Avoid it.

TIKIS (Available: Beat Event #23 - Tikis Free-For-All Challenge)

This is a statue that can be bought to get into your side. Once bought, it will fire Shurnken Heads to any opponents nearby, awarding you 2 points per hit. It can also be moved around with A button, which can be pretty useful.

You can also destroy enemy Tikis for 3 points, and it can be done with spells, Boars, and even Heads/swats.

The first Tiki you buy will be at 10 Heads, and the next one will be 15, and the next one at 20, and so on. Hoodoo Kahunas is special, though.

They can purchase a Tiki at half of the cost. Nice!

e. Spells

FIREBALLS

When Accessible?: Beat Event #6 - Great Balls of Fireball Challenge
Points in Smakahuna: 2

Token Design: A Ball on Fire

Description: Once released, it will bounce in the direction until it hits an opponent or runs out of fire. If somebody gets hit by it, he/she will stay ablaze until he/she goes into the water or wait until it goes out. It is useful for eliminating a guy from a boar.

LIGHTNING

When Accessible?: Beat Event #8 - Hoodoo's Lightning Challenge
Points in Smakahuna: 1

Token Design: A Bolt of Lightning

Description: If you release this in the general direction of an enemy, the thunder will strike that guy and move onto a nearby enemy for even more points and possibly come back and forth, keeping the combo up. It is practically unavoidable. It is also excellent for Boars.

HOMING HEAD

When Accessible?: Beat Event #12 - Hoodoo's Homing Head Tutorial
Points in Smakahuna: 2

Token Design: A single Shurnken Head

Description: It's alright... not too effective. Press B and hold it to bring up the crosshairs and look around to lock onto an enemy and fire away. Watch it zone into him and BAM! I feel that this spell is too time-consuming for a 4-player melle game, but it is effective if you're on a ledge or far away from the crowd.

TORNADO

When Accessible?: Beat Event #27 - Bitterly Unfair 3 on 1 Twitchy Challenge
Points in Smakahuna: 3 (per Kahuna)

Token Design: A Tornado

Description: This is insanely difficult to find but it's worth it! The only spell that is worth 3 points per hit, it seeks anyone (even the guy who released it!) and sucks him up and throws him off. The field would be tilted greatly to that whirlwind.

MINE

When Accessible?: Beat Event #28 - Hottie's Mine Challenge
Points in Smakahuna: 2

Token Design: Pointy Shurnken Head

Description: Just a standard proximity mine. Lay it down and wait/lure somebody into it to get 2 points. It's an excellent weapon in narrow paths. You can see your mines glowing, but it won't glow if it was placed by an enemy.

LIGHTNING CLOUD

When Accessible?: Beat Event #36 - 3 on 1 Hoodoo Challenge
Points in Smakahuna: 1 per hit
Token Design: Cloud with Bolts

Description: It is a VERY annoying spell. It practically OWNS the area underneath it once it is conjured. It's nice to have on your side, but terrible to be on the wrong side. It is like Lightning, but unlimited usage, until the Cloud goes out. If you have a Cloud in your disposal, it is best to release it in the middle of an open area.

METEOR

When Accessible?: Beat Event #41 - Guess Who? 3 on 1 Final Challenge
Points in Smakahuna: 2 per hit
Token Design: Looks like a Comet/Meteor

Description: Once summoned, Ooga Booga will rise up from the Volcano of the arena and hail meteors all over the central part of the arena. Kick ass. The blast radius of each meteor is HUGE, so you can rack massive points with this spell. However, if you find yourself facing this Ooga Booga, just head for the shoreline and you should be alright.

----- f. Menus -----

TRIBAL TRIAL (1 Player)

-First, you will choose the Kahuna you want to use.

-Then, you will be able to select the available Challenges/Events to play.

-Win Events to unlock new Characters and Spells to use in Multiplayer!

OFFLINE SKIRMISH (Multiplayer)

Game Type - Select from Smakahuna, Boar Polo, and Rodeo (if available)

Island - Unlock more of those by winning Challenges in Tribal Trial

Spells - Turn certain spells on/off

Boars/Birds/Tikis - Adjust the number of those creatures in your field

Round Min - Increase/Decrease the minutes to play per match by 1 minute intervals.

Pts to Win - Add/Decrease by 5, except for Boar Polo (+/- 1)

Round Reset - Having this ON will re-start every match anew, spells and all will be gone. Having this OFF will resume a new match with the previous match's end stats and position

ONLINE

No can use, the server for Ooga Booga is down, as well as most of DC's games.

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II. Tribal Trial

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Event #0 - Story

In a far away corner of unexplored ocean, mysterious island arenas magically rise from the sea.

Ooga Booga, a powerful Volcano Goddess, creates these arenas so that the four tribes of the region can compete to appease her, thereby winning Ooga Booga's favor for their tribe.

Each of the four tribes sends a Kahuna, their greatest witchdoctor, to battle for the favor of Ooga Booga.

Event #1 - Throwing and Swatting Tutorial

Location: Fatty Tutorial
Unlocks: None

Your first tutorial... All you got to do is learn how to attack (A button) and throw (X button) and use it on Fatty. After that, the level ends. Onto your first mission, Event #2 - Throwing Free-For-All!

Event #2 - Throwing Free-For-All

Location: Fatty Tutorial
Unlocks: None

The first one is always the easiest, ya know. There's only two opponents, instead of usual 3 found in later levels. Both of them will just stand there and wonder. Go up to them and swat away. They might react and throw shuriken heads, bt that's nothing since it only counts as 1 point while your swats will fetch 2. Winning the match once will suffice.

Event #3 - Boars Tutorial

Location: Twitchy Tutorial
Unlocks: None

Oooo... Fun! To get onto a boar, stun it by attacking it (awat or shuriken head) and come up to it and press A. Now you can run wild! Bump into Kahunas to end the level.

Event #4 - Free-For-All Smakahuma Boar Challenge

Location: Twitchy Tutorial
Unlocks: Boars

To rack up the points quick, use the boars endlessly. The arena is so small, you won't have to look far to find opponents to knock off. If you see

yourself being pursued by a boar, head for the water, since the boar can't get you there. You need 6 tokens, so 2 wins in a row will do it.

Event #5 - Fireball Tutorial

Location: Hottie Tutorial
Unlocks: None

You first spell! Yay! Pick up the Fireball spell icon and press B to release the Fireball. Connecting the Fireball with an opponent will award you with 2 points, a high score.

Event #6 - Great Balls of Fireball Challenge

Location: Hottie Tutorial
Unlocks: Fireball Spell

Another blow-off. No boars this time, but you have your first spell, Fireball, all over the island. Pick an icon up and release the flames! If you're ablaze, just head for the waters to cool down. Or... if you're using the Hottie Kahuna, you can just wait because the fire will go out 2x faster. 6 tokens to win it.

Event #7 - Lightning Tutorial

Location: Hoodoo Tutorial
Unlocks: None

Your second spell. Lightning, when aimed in the right direction, will seek and zap an opponent and whoever is next to that guy. It might be only 1 point per hit, but it can add up if you throw it into a crowd! It's an useful spell.

Event #8 - Hoodoo's Lightning Challenge

Location: Hoodoo Tutorial
Unlocks: Lightning Spell

Shocking stuff indeed. This is where the difficulty picks up a bit, seemingly because of the number of options to attack. There's boars and 2 spells, so variety is here. Although the newest spell is here, I would prefer using the boar to rack up points rather than Fireballs or Lightning because you could tilt the field that way, figuratively speaking.

Before I forget: to switch between spells, just press Y button.

6 tokens to win it as usual.

Event #9 - Boar Polo Tutorial

Location: Boar Polo Arena 1
Unlocks: None

This is my favorite mode! It's kinda like polo and soccer, only with boars. The 'ball' is the huge ball of molten lava in the middle. The boars would

knock it the furthest, so you should use it the most. Swatting won't do much, but Shuriken Heads are pretty good. Score a goal to complete this event.

Event #10 - Boar Polo Challenge

Location: Boar Polo Arena 1

Unlocks: Boar Polo Ruleset; Boar Polo Arena 1; Bruise Box

If you've played the previous tutorial, you should know what to do. Just hop onto a boar and knock the ball into the opponent's goal. The Hoodoos (your rival here) seem to just run around at random. You won't see a lot of goals by them so no worries, just take your time to score. The spells here are used to knock others off their boars, not to push the ball further. 5 goals will declare the winner.

Event #11 - Homing Head Tutorial

Location: Hoodoo Tutorial

Unlocks: None

Alright... Homing Head is what it sounds like... You use a Shuriken Head to home into an enemy. Press B to bring up the targeting system. Keep holding B and move around to try to find a guy to use it on and release away! It is worth 2 points. It's fun to use in battles but time-consuming. It is best to use it when you're on a cliff, away from the crowd and act like you're a sniper.

Event #12 - Hoodoo's Homing Head Tutorial

Location: Bruise Box

Unlocks: Homing Head Spell; Ziggurat Arena; Full Moon Bay; Boar Polo Arena 2

Meh. Just another rip-off level just to test your Homing Head skill. This arena, Bruise Box, is an excellent place to shoot Homing Head because it has 4 ledges, one in each corner, where you can play sniper. But I like to use the boar (like always) here and especially Fireball or Lightning if I catch a guy or two in the doorway to water. 6 tokens.

Event #13 - Team Smakahuna 1

Location: Spider Beach

Unlocks: Ziggurat Arena; Full Moon Bay; Boar Polo Arena 2

Ah, your first 'non-mandatory' battle. This is a team battle, 2 on 2. You will be partnering up with Fatty, versus Twitchy and Hoodoo. The total points you AND Fatty receive will add up into one number. Otherwise, it's just the same, only with 3-minute matches. Use Lightning and Boars to OWN the field.

Event #14 - Birds Tutorial

Location: Twitchy Tutorial

Unlocks: None

Birds looked cool to me at first, but after a while, it abandoned that idea.

Not effective at all, considering a hit only fetch ya 1 point. But anyway... to get a bird, just stun him as you would do to a boar and it will make you fly if you press A next to it. While flying, you can look around and target a guy. Release a Shuriken head, and if it is hit, you get 1 point. Yawn.

Event #15 - Birds Free-For-All Challenge

Location: Ziggurat

Unlocks: Birds; Forbidden Falls; Mystic Morass

Meh. Just an another Free-For-All challenge, you know what to do. Just don't use the Birds... Boars are way better. Also, the Tornado spell is found here, so check it out if you can. Releasing it will yield a huge whirlwind that awards you 3 points every time it sucks somebody up.

There's a step further here... 9 tokens are needed to win the challenge, not six.

Event #16 - Free-For-All Smakahuna 1

Location: Full Moon Bay

Unlocks: Forbidden Falls; Mystic Morass

Just like the previous one... Every man for himself. Watch out for those damn spells, tho. This is the first random challenge out of many. Use this as practice.

Event #17 - Boar Polo 2

Location: Boar Polo Arena 2

Unlocks: Forbidden Falls; Mystic Morass

The same old Boar Polo, only this time it's in a new arena. No worries, this arena allows for easier scoring because the barriers are smaller here. However, that means you will have less defense so you might allow a goal or two or whatever. Shouldn't be hard anyway.

Event #18 - Rodeo Tutorial

Location: Twitchy Tutorial

Unlocks: None

Here's how to play Rodeo... the only ways to score here is to bump into people with a boar or knock a guy off a boar. That's it. Swatting at people won't work. Spells and boars are vital here. Boar hits will yield you 2 points as usual while knocking Kahunas off it will give you 1. Good luck on your next challenge.

Event #19 - Rodeo Challenge y-all!

Location: Forbidden Falls

Unlocks: Rodeo Ruleset; Burning Wastes

Just seek the lone boar and own it. The other guys do try to get on it, but they usually doesn't stay on it long. Gather lightning spells so you can

knock somebody off a boar. Twitchy is the best one to use here because he stays longer on animals. Don't worry if you can't score a lot. 15 or 20 points might be enough here.

Event #20 - Free-For-All Smakahuna 2

Location: Spider Beach
Unlocks: Burning Wastes

The challenge starts to pick up around here... so take your game a step further or you're going to get crushed pretty soon. Otherwise, it's the standard Smakahuna, first to 8 points wins. The arena is the vacant Spider Beach, so use the Boars or lightning spells to own the central parts while going out into the legs for out-of-reach opponents. Be sure to pick up the Torando spell if you see it, it practically OWNS the field if you release it in the middle. Just a standard Free-For-All, really.

Event #21 - Team Smakahuna 2

Location: Mystic Morass
Unlocks: Burning Wastes

Not bad, Hoodoo is your partner in this 2-on-2. Pick on the fattie with your boar and A button (standard attack) to rack up points. Don't get trapped in the upper parts of this arena, you can yield massive points to the other team, so play it safe by running around the ground level instead. 6 points will do it for you.

Event #22 - Tiki Tutorial

Location: Fatty Tutorial
Unlocks: None

Tikis are the 'drones'/statues that will work for you if you 'purchase' it with Shuriken Heads. It will attempt to hit a nearby opponent with a Shuriken Head. It can be moved freely by you with a Button. You also may destroy a opposing Tiki with spells, boars, or swats, and it will fetch you 3 points if you do so.

Event #23 - Tikis Free-For-All Challenge

Location: Burning Wastes
Unlocks: Tikis; The Caldron

Just a standard Free-For-All challenges, but, of course, only with Tikis this time. Just pick up a Tiki or two and forget about them, so you can focus on beating your opponents up.

Event #24 - Free-For-All Smakahuna 3

Location: Forbidden Falls
Unlocks: The Caldron

Pick the Tiki on the middle of the island first, that one will give you a ton of points before it is destroyed by a hooligan. Boars will own the

arena here. Good luck.

Event #25 - Rodeo Free-For-All 2

Location: Full Moon Bay
Unlocks: The Caldron

Free-For-All my ass. It's actually a 2 vs. 1 vs. 1. Unfortunately, you're one of those 1-person teams. There's only one boar and it can be tough if you can't seem to get onto it, at least for a while. My suggestion: use Twitchy, and pick up a Lightning icon immediately. Seek the boar, and if somebody else is already using it, use the lightning spell and get on the boar. If you have a fairly good run (10+ points), keep it up... you should be headed for a victory.

Also, do try to own the boar when a match ends. That way, when the next one starts, you're already on it, preparing for an excellent run! Whooh!

Event #26 - Mine Tutorial

Location: Twitchy Tutorial
Unlocks: None

Yes, another spell... the final tutorial here. To lay a mine, press B, just like a spell. It is a proximity mine, so WHOEVER, including you, steps on it will be exploded upon. Your mines will be glowing to you so you can detect them easier.

Event #27 - Bitterly Unfair 3 on 1 Twitchy Challenge

Location: Mystic Morass
Unlocks: Torando Spell

Ooo... boy. This is possibly the hardest challenge you will have to undertake this early in the game. Bitterly unfair indeed. The Twitchies will obliterate you with spells, which are abundant here. You could try to be a great master and face them man-to-man, using every spell in all ways possible. You could, with the help of boars, but it will be difficult.

By the way, the description states you need 10 tokens to win, but you really only need 6.

Here's my method, which can be used in other 3 on 1 challenges:

-Get a boar and bump into Twitchies as many as possible

-Get a mine, tornado, or cloud spell. Release the cloud/tornado spell in the middle of the bottom part. Mines should be laid on the top part, near the houses.

-With at least 10 point lead, swim into the ocean and go to the rear end while hugging the wall so the shark won't eat you.

-If you have laid mines around the village, Twitchies should step onto it and award you some insurance points.

-If a shark eats you, try to get a boar and get a few more hits before going back into the sea.

-Beware of lightning spells!

Good luck... you'll need it. Only 2 victories away!

Event #28 - Hottie's Mine Challenge

Location: The Caldron
Unlocks: Mine Spell

Mines are pretty useful in the narrow paths The Caldron, so lay them in those halls in a eries whenever you have a chance. You'll be surprised by how many people will fall for them. Torando OWNS this place, too... Boars are great, too. The description says that you need 6 tokens to win, but really, you need 7.

Event #29 - Boar Polo 3

Location: Boar Polo Arena 2
Unlocks: None

The same old Boar Polo. You know what to do.

Event #30 - Rodeo 3: 2 on 1 on 1

Location: Mystic Morass
Unlocks: None

See Event #25. Lightning rules all here. This is actually easier than Event #25, which has the same layout, but don't ask me why. 6 tokens is needed to win.

Event #31 - Lucky Day! Leprechaun 3 on 1 Challenge

Location: Forbidden Falls
Unlocks: Leprechaun Kahuna

Pretty hard, like its Twitchy counterpart (#27) but it is a bit more forgiving because Leprechaun can be dumb sometimes and the arena presents much more scoring opportunites. Here's the tips:

-Use the boars right away to gather a lead. It's hard to climb out of a hole here.

-Head for the narrow strips of land between a hill and water, there's usually some mines there. Take the mines and lay all of them in that strip. Lure the idiots to that area and watch the fireworks. Don't let them hit you though.

-Tornado is a big plus here.

-The swim-to-the-wall-and-wait strategy doesn't seem to work here because sharks here will eat you even if you're sticking to the wall. I don't know why but it just is.

-Boars and mines are your biggest contributors, use them.

-Stay away from the open area unless you're on a boar. Standing there will attract the spells like crazy.

-Do try to get some Tikis on your side, although they are not vital to your success. Sometimes you can tide the game to your favor, though.

-If you've got 15 or 20 point lead, just swim around the back (the wall) to waste time and to avoid any chances of suffering a comeback.

5 points are needed to win, so 2 victories.

Event #32 - 3 on 1 Death Challenge

Location: Ziggurat
Unlocks: Death Kahuna

Sigh... ANOTHER 3 on 1 challenge ALREADY? Man! Fortunately, the arena of choice presents you a fairly good chance to win some matches. Let me explain what I mean... Ziggurat has a million of gaps for you to swim out and in, so you can swim into the water and back in before the Shark gobbles ya up.

Here's what I did: I racked up enough points to lead by a sizable margin by seizing a hog and mowing the undead down (they're pretty dumb for a secret character, to be honest) and hopped off into the sea. Now, there are 8 entrances in the arena, one in every direction and secondary direction... Swim along the arena to the next gap so you won't get bitten by the shark. However, do not go too far inward, just get a foot onto the solid ground and go back out. The villains won't have any time to attack you. Maybe you would get hit by lightning, but if you have a sizable lead, you're going to be all right. Keep going in circles until the time runs out and win the next ones. Probably one of the easier 3 on 1 challenges as long you grab an early lead, they're tough to battle if you fall back.

Event #33 - Boar Badness

Location: Twitchy Tutorial
Unlocks: None

Heh, this is FUN! Twitchy Tutorial is a tiny circular arena so you won't have to reach far to nab some people with Boars! The CPU is actually pretty dumb with boars, so you should be the only one riding the boar most of the time. Remember, if you see a boar going after you, just go into the water and wait for it to come. The Kahuna on it should fly off when it comes into the water. Ta-da! :) Have fun!

Event #34 - 3 on 1 Pirate Challenge

Location: Spider Beach
Unlocks: Pirate Kahuna

- 1) Get on a Boar and crash into some Pirates.
- 2) After getting knocked off, head to the bigger island (of the two, in the waters opposite of the volcano) and stay on the edge to the water.
- 3) Pirates will come over and try to de-throne you, but keep knocking them off once they come onshore. You could also use the Shuriken Heads (a tree is

on the top of the island) to keep them away.

4) If the force proves to be too much for you, just jump off and head for the other island (the smaller one).

5) Pirates might or not come for a while. If you have a lead, then you're almost guaranteed a win. Stay NEXT to the water, on the near corner (nearest to the spider island) and swat the Pirates as they come. You will receive wild scores this way. It's almost as if it is too easy.

Not hard. :)

Event #35 - Boar Polo 4

Location: Boar Polo Arena 2
Unlocks: None

Nothing special. Just destroy the field with your mad Boar Polo skillz. You know.

Event #36 - 3 on 1 Hoodoo Challenge

Location: Bruise Box
Unlocks: Lightning Cloud Spell

This is a Free-For-All 3 on 1 Challenge, and if you have read some of my previous walkthroughs for 3 on 1 challenges, you probably already have an idea of what I am going to say.

You probably can't beat 3 Hoodoos facing against you, but you can cheat the system. Just grab a boar and knock the Hoodoos for some quick points while picking up MINES and Shriken Heads. After picking up 6 or more points, go into the sea and hug the walls while going around the arena. There should be at least one Tiki at an edge. When you find a Tiki this way, buy it with your Heads and lay mines (all 5) by the water. Lure the Hoodoos to that place by hugging the wall in the water nearby. Combine the Tiki hits and Mine hits, you should grab another 15 or so points, MORE than enough for to win!

When you have the sizable lead, just circle the arena until the time runs out. Do it successfully twice in 3 games to capture the challenge. :)

Event #37 - Gettin' Funky 3 on 1 Challenge

Location: The Caldron
Unlocks: Disco Kahuna

I found a 'funky' way to beat this 3 on 1 challenge... The Caldron is like a volcano, beset by jagged sides. I have found a quirky 'glitch' (not really one but whatever): if you swim to a side of the volcano, away from any entrances/exits (3 of them), and STICK to the side and just float there, the shark WILL not grab you and return you to the island. That way, the Disco dancers will not be able to tackle you AT ALL unless they use lightning but that won't happen often. Therefore, run up a 4 or 5 or 6 point lead and hop into the waters quickly, they are a shrewd group of people... they can beat you to hell with their fireballs and Shakahuna balls mastery.

5 points will do it for you, so two victories is enough. My first game I

won 12-10, but the second game I lost 52-30 because I fell down early and I had to catch up somehow.. I didn't... The thord game, I won 6-1! Heh. My method is indeed dirty but it works. :)

Event #38 - Grumpy Old Dwarves 3 on 1 Challenge

Location: Bruise Box
Unlocks: Dwarf Kahuna

3 on 1? Baha. More like 2 on 1 on 1, which makes it easier... maybe. I would suppose if it was actually 3 on 1, I could win with only 2 points since this is a RODEO match, which means that if I get a hit with my boar and then swim and hug the wall, I could beat them easily. But there's one more team so I can't do that. Anyway...

This ain't that hard. Just an old-fashioned Rodeo match. Pick up lightning spells to knock off guys from the boars. Rampage through the arena... you know the tradition. Blahblahblah.

Event #39 - It's Superguy! Boar Polo Challenge

Location: Boar Polo Arena 1
Unlocks: Superguy Kahuna

This challenge is surprisingly easy, since you would think the game would boot up the difficulty after Boar Polo 4, but it... didn't. Superguy is pretty dumb with that brawn. Just destroy them like you did in the previous Boar Polo challenges. Yawn.

Event #40 - Bitter Dregs: 2 on 1 on 1 Fatty Challenge

Location: Fatty Tutorial
Unlocks: Abe Kahuna

Not hard at all. There's only 5 tokens needed to win so you could win only one match and get away with it with a second-place finish. All of the guys are Fattys, so just use a speedy guy like Twitchy to crush them all. Again, lightning works great here. Since this is a tiny Tutorial arena, you should be able to rack up points, especially with Fatty, by putting them back into the sea and bump them back again when they swim back.

Pretty easy for a next-to-last level.

Event #41 - Guess Who? 3 on 1 Final Challenge

Location: Full Moon Bay
Unlocks: Meteor Spell

Actually, not that hard as you might think. Boars just destroys the former president, it just makes him go back to his rightful place: the grave. There's no strategy here, really, just go out and steal all of the boars. Always have some spells in your hand, just in case you're in trouble. I find the speedy Kahunas the best to use.

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III. Secrets/Codes

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a. Secret Kahunas

DWARF - Beat Event #38 - Grumpy Old Dwarves 3 on 1 Challenge

LEPRECHAUN - Beat Event #31 - Lucky Day! Leprechaun 3 on 1 Challenge

SUPERGUY - Beat Event #39 - It's Superguy! Boar Polo Challenge

PIRATE - Beat Event #34 - 3 on 1 Pirate Challenge

DEATH - Beat Event #32 - 3 on 1 Death Challenge

DISCO DUDE - Beat Event #37 - Gettin' Funky 3 on 1 Challenge

ABE - Beat Event #40 - Bitter Dregs: 2 on 1 on 1 Fatty Challenge

b. Arenas

Boar Polo Arena 1 - Beat Event #10 - Boar Polo Challenge

Bruise Box - Beat Event #10 - Boar Polo Challenge

Ziggurat Arena - Beat Event #12 - Hoodoo's Homing Head Tutorial
OR Event #13 - Team Smakahuna 1

Full Moon Bay - Beat Event #12 - Hoodoo's Homing Head Tutorial
OR Event #13 - Team Smakahuna 1

Boar Polo Arena 2 - Beat Event #12 - Hoodoo's Homing Head Tutorial
OR Event #13 - Team Smakahuna 1

Forbidden Falls - Beat Event #15 - Birds Free-For-All Challenge
OR Event #16 - Free-For-All Smakahuna 1
OR Event #17 - Boar Polo 2

Mystic Morass - Beat Event #15 - Birds Free-For-All Challenge
OR Event #16 - Free-For-All Smakahuna 1
OR Event #17 - Boar Polo 2

Burning Wastes - Beat Event #19 - Rodeo Challenge y-all!
OR Event #20 - Free-For-All Smakahuna 2
OR Event #21 - Team Smakahuna 2

The Caldron - Beat Event #23 - Tikis Free-For-All Challenge

c. Masks

LEVEL 2 MASKS

Play at least one of every mode in Offline Skirmish (Rodeo, Boar Polo, and Smakahuna).

Or just input 'icheat' in the cheats part of the Options menu.

LEVEL 3 MASKS

Input thereforeiam in.

LEVEL 4 MASKS

soveryvery

LEVEL 5 MASKS

weakandsad

d. Cheats

(Thanks to Pirate's Keg and OogaBooby)

iminfrance	-----	Open All Tribal Trial Missions
kaboom	-----	Unlock Mine Spell
ahousedivided	-----	Unlock Abe
aviary	-----	Unlock Bird
porkchop	-----	Unlock Boar
trickshot	-----	Unlock Boarpolo
salmonmouse	-----	Unlock Death
dothehustle	-----	Unlock Disco Dude
heightchallenged	-----	Unlock Dwarf
igotnoskillz	-----	Unlock Everything Except Meteor Spell
strikeamatch	-----	Unlock Fireball
dodgethis	-----	Unlock Homing Head
blarneystone	-----	Unlock Leprechaun
icheat	-----	Unlock Level 2 Masks
thereforeiam	-----	Unlock Level 3 Masks
soveryvery	-----	Unlock Level 4 Masks
weakandsad	-----	Unlock Level 5 Masks
kilowatts	-----	Unlock Lightning Bolt
stormyweather	-----	Unlock Lightning Cloud
warezwrong	-----	Unlock Pirate
saddleup	-----	Unlock Rodeo
secretidentity	-----	Unlock Superguy
idolatry	-----	Unlock Tikis
blowhard	-----	Unlock Tornado
strengthno	-----	View Tribal Trial Completion Sequence

e. Victory Stances

A small secret, but whatever. You can select the victory pose your character do when it's on the victory screen. A, B, X, and Y has its own stance. Change them up to find humorous ones!

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IV. Disclaimer/Version History/Thanks

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DISCLAIMER

I don't mind having my FAQs posted on other sites, but I don't fancy having them posted without my knowledge. Just ask me and I will gladly allow you to do so. my e-mail is hockeyfox@ameritech.net. The following FAQs has my permission:

www.gamefaqs.com
faqs.ign.com
www.neoseeker.com

Version 1.0 --- FAQ completed. Basics, Walkthrough, and Secrets
(02/14/04) are completed. Go me.

Thanks to:

- Sega for my beloved Dreamcast
- osrevad for the ASCII
- Whoever you think deserved this thanks. :p

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