

Ooga Booga FAQ/Walkthrough

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Updated to v1.0 on Jan 10, 2002

shitOoga Booga FAQ/Walkthrough
Version 1.0, released 1.10.2002
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I. Introduction
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A. ABOUT THIS FAQ / VERSION HISTORY / LEGAL STUFF

This FAQ was written for the Dreamcast game "Ooga Booga."
I am aware of no other versions.

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FAQ:

- GameFAQs (<http://www.gamefaqs.com>)
- Neoseeker (<https://www.neoseeker.com>)
- Cheat Code Central (<http://www.cheatcc.com>)

This is common sense stuff. If you do something I don't want you to,
chances are talking to me will resolve the problem. If I can't get in touch
with you over a problem, or if after talking you continue to do something with
the FAQ that I don't want you to, though, you might be asking for trouble.

Version History

1.0 - First publicly released version. Need info on masks. Everything else should be reasonably complete. Suggestions welcome.

1.01 - Neoseeker and Cheat Code Central now have permission to post this FAQ.

----- B. WHAT IS OOGA BOOGA? -----

Ooga Booga is a Visual Concepts game designed for Sega's Dreamcast console. It is a tropical island (some have termed it Polynesian)-themed, primarily multiplayer-oriented game, though it sports a robust single-player component.

As the player, you choose one of four tribes, with unique attributes, to compete with the other tribes (see STORY, section I.C. below). There are also hidden characters with their own attributes to unlock (or cheat your way to, whichever you prefer). There are three gameplay modes, all of which revolve around laying the smack down on enemy tribes.

----- C. STORY -----

The following is taken directly from the manual. Don't sue me.

"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."

Yes, that's all the manual says. Pretty simple, really.

----- D. CONTROLS -----

For those who have lost their manuals, or bought the game used without one, here are the controls.

<Analog Pad>

Runs you around. That's all.

<D-Pad>

I've never used this. The manual says that Up and Down will zoom the camera in and out, while Left and Right will cycle your spells (I just use the Y button for that).

<Start>

Pauses the game, and brings up the in-game options menu.

I highly recommend turning auto-camera off.

<A button>

Swats. Starts you riding boars and birds. Claims Tikis.

<B button>

Casts the current spell. Dismounts from boars and birds.

<X button>

Throws Shrunk Heads, assuming you've picked some up.

Just tapping the button will throw straight ahead (the game does a LITTLE bit of auto-aiming, but not much), while holding will allow you to aim manually. I almost never aim myself, because it's not well-executed.

Also shoots Homing Heads while you're riding on a bird.

<Y button>

Cycles spells, if you have more than one.

<L-Trigger>

Rotates the camera one direction, if manual camera is on.

I highly recommend turning it on, and reversing the camera as well.

<R-Trigger>

Same as L-Trigger, but the other way.

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II. Characters

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A. OOGA BOOGA

Manual Description:

"As the Kahuna (witchdoctor) of your tribe, you must battle to ensure that your tribe remains the favorite of the Volcano Goddess. To battle, you'll need to gather Shrunk Heads and spell tokens, and to use the birds, boars and Tikis around the islands to your advantage."

As you can see, the manual doesn't tell you much either.

Ooga Booga is the Volcano Goddess whose favor you are competing for. You will almost never actually see Ooga Booga, nor will you hear much about her, despite being the driving force for what passes for a plot. The only time you'll ever see her is when someone casts the Meteor spell, when she'll come up out of the volcano and rain down fiery death.

B. THE FOUR TRIBES

I will list both the manual's description and my own for each tribe.

Here's a quick rundown of what the three attributes mean. These are my own assumptions, since the manual doesn't go into detail. For the most part they're what they sound like, but they have ramifications which may be less obvious.

Power - This is exactly what you think it is. If you get hit by a powerful

Kahuna, you'll go flying a lot further. Powerful Kahunas also throw Shrunken Heads further than their weaker counterparts. It may also take more time for players hit by a powerful Kahuna to recover from an attack.

Endurance - I really have no idea what to make of this, since you can't be killed, per se.

It might be how fast you recover from being hit.

Speed - Self-explanatory. You run faster if you're speedy.

1. The Twitchy Tribe

Manual Description:

"Fast, feral and flea ridden, the Twitchy Kahuna has a special connection to the beasts of Ooga Booga['s] islands, making them easier to charm. The beasts are also less likely to attack the Twitchy Kahuna when they run across him on the island.

> Power - Poor (1), Endurance - Fair (2), Speed - Good (3)

> Special Power: The Twitchy Kahuna gets a longer ride on boars and birds."

Maximum Shrunken Heads: 30

The manual pretty much says it all. They're the fastest of all the Kahunas, And have some strange taunts. Probably the quirkiest tribe. They're my preferred tribe of the four to play as, since i like faster, weaker characters, and the boars are my preferred method of havoc. They're short, they wear roughly triangular grinning masks and they're... um... twitchy.

2. The Fatty Tribe

Manual Description:

"Big, brawny and (perhaps excessively) beefy, the Fatty Kahuna really packs a wallop when he hits an opponent with a Shrunken Head. His size makes him a little slower getting around, but he more than makes up for it by having the best throwing arm of all the Kahunas.

> Power - Good (3), Endurance - Fair (2), Speed - Poor (1)

> Special Power: The Fatty Kahuna can carry more Shrunken Heads, and can swat and throw much harder."

Maximum Shrunken Heads: 60

Fat. Slow. Strong. Stupid. I don't like to play as them, but they have some amusing taunts. And hey, some people like that kind of character, I guess for the same reason some Street Fighter II fans liked Zangief. This is my least favorite tribe, but they are admittedly wonderful for the 3 on 1 Challenges They're fairly tall, REALLY fat and either don't wear masks or wear ones with great big dumb grins on them.

3. The Hoodoo Tribe

Manual Description:

"Floating, foul-tempered masters of Mojo, the Hoodoos' physical bodies have been corrupted by their use of dark magic. The Hoodoo Kahuna is an expert spell caster. However, he is physically the weakest of all the Kahunas and is especially susceptible to thrown Shrunk Heads, which can send him hurtling across the island.

> Power - Poor (1), Endurance - Good (3), Speed - Fair (2)

> Special Power: The Hoodoo Kahuna never loses Shrunk Heads when hit, and they can claim Tikis at half the cost."

Maximum Shrunk Heads: 40

These guys are my second-favorite tribe. They look darn cool. Their bodies sort of trail off, and they don't really have feet. They wear horned masks with menacing open mouths on them, and their fingers look more like claws.

They're not as fast as the Twitchies, but they're faster than the Fatties and on par with the Hotties. While they don't hit as hard, they're better with Tikis, which I like. They can also carry a few more Shrunk Heads

4. The Hottie Tribe

Manual Description:

"The hard-bodied Hotties are the Amazonian Warrior Maidens of Ooga Booga, and their Kahuna, though not as strong as the Fatty Kahuna of the Ten Ton Tribe, is able to run much faster and is overall the most balanced of the Kahunas.

> Power - Fair (2), Endurance - Fair (2), Speed - Fair (2)

> Special Power: The Hottie Kahuna is resistant to fire; if she is on fire, it goes out in half the time."

Max Shrunk Heads: 30

Jack of all trades, master of none. The Hotties are decent, but they don't excel in any area, and are just so-so in all of them. I started out with these girls, but nowadays I go with the Twitchies or the Hoodoos.

I will admit that the fire resistance is useful, but it doesn't take so long for the other tribes to go out that I'd really say it's all that great.

The Hotties are orange-colored, and wear bizarre trapezoidal masks with fiery-looking stuff on top.

C. HIDDEN CHARACTERS

There's no manual description for any of these, so I'll just give stats and my impressions.

1. Leprechaun Kahuna

> Power - Poor (1), Endurance - Fair (2), Speed - Good (3)

Max Shrunk Heads: 30

The Leprechauns seem to be the same as the Twitchies, albeit with cooler costumes.

2. Death Kahuna

> Power - Poor (1), Endurance - Good (3), Speed - Fair (2)

Max Shrunk Heads: 40

Much as the Leprechauns are copies of the Twitchies with cooler models, Death is basically a cooler model of the Hoodoos (which already looked cool, I thought).

3. Pirate Kahuna

> Power - Good (3), Endurance - Fair (2), Speed - Poor (1)

Maximum Shrunk Heads: 60

You know the routine by now. He's basically Fatty with a better costume.

4. Disco Kahuna

> Power - Fair (2), Endurance - Fair (2), Speed - Fair (2)

Maximum Shrunk Heads: 30

Man, this guy is hilarious. He's basically Hottie with an infinitely cooler costume.

5. Dwarf Kahuna

> Power - Poor (1), Endurance - Fair (2), Speed - Good (3)

Maximum Shrunk Heads: 30

I really don't understand the point of making characters EXACTLY the same. This guy's exactly like Twitchy and Leprechaun. The only redeeming quality here is the vocal stylings. Hearing him yell "Dwarven power!," "I just leveled up!" and "You need more experience points!" is priceless.

6. SuperGuy Kahuna

> Power - Good (3), Endurance - Fair (2), Speed - Poor (1)

Maximum Shrunk Heads: 60

ANOTHER #!&%@ duplicate character! This guy is the same as Fatty.

7. Abe Kahuna

> Power - Fair (2), Endurance - Fair (2), Speed - Fair (2)

Maximum Shrunk Heads: 30

Finally, the last of these stupid, misbegotten duplicate characters. I really don't understand why they bothered making a fourth segment on the bars, since they never use them. At any rate, this is good old Honest Abe himself. And yes, he's a Hottie knockoff.

D. MASKS

Level Two Masks

I unlocked these while playing an Off-Line Skirmish game of Boar Polo. I'm not exactly sure **why** they were unlocked, though. If it helps, it was my second or third Boar Polo Skirmish, I'd unlocked the first four hidden characters (Leprechaun, Death, Pirate and Disco Dude), and I was playing as a Leprechaun teamed with Disco Dude against Disco Dude and Death. All CPUs were set to easy, and we won 5-0.

That's all the masks I've unlocked so far. If you can clarify the unlocking method, or know how Masks Levels Three through Five are unlocked, please contact me (see CONTACT INFO, below).

E. ANIMALS

There are a few kinds of animals running around the islands. I'll dispense with the manual descriptions for these. Here's the rundown:

1. Boars

These are my favorite animals. They're usually found drinking from the shore. They're useful because you can ride them, and ram other Kahunas to score points.

To ride a boar, hit it with a Shrunk Head or swat it. It'll have a little circle of stars around its head to show that it's stunned. While it's stunned, you can run up to it and hit A to jump onto its back. While you're riding a boar, you'll constantly be moving forwards -- you can't stop or move backwards. All you can do is steer left and right. Ramming into a Kahuna will net you two points in Smakahuna. Running into lava or water will get you thrown, and in the case of the former, set on fire. You can be knocked

off by pretty much anything, i.e., swats, Shrunken Heads and spells. If you're trying to knock someone off, my preferred method is the Lightning spell -- it's guaranteed to knock 'em off if it hits, and since it tracks well and chains between Kahunas, it's pretty easy to do. Homing Heads work pretty well too. The others are hit or miss.

While you're on the boar, a big yellow bar will appear at the bottom of your screen, and it will constantly decrease. When it's empty, you get thrown. Getting hit, if it doesn't knock you off, will decrease the bar a LOT. You can dismount manually by pressing B. Be careful not to hang around too long after dismounting, or you could get rammed by a pissed off boar (and yes, they will get pissed off on their own and attack everyone indiscriminately). Twitchies get a longer ride on the boar.

Let the record show that Hoodoos look hilarious when riding.

2. Birds

Truth be told, I don't like birds all that much. I find them much more useful for getting out of a crowd or away from a dangerous situation (like a boar) than for actually attacking.

To ride a bird, smack it with a Shrunken Head or swat it, and grab on with A. the bird will fly up, taking you with it. While you're being carried, you'll have a crosshair. If you get it near someone, it will lock on, and you can fire a Homing Head with the X button. Like boars, you have a limited time. Shooting Homing Heads will decrease the bar a bit, and getting hit works just like boars. Unlike boars, these guys don't fight back, so don't be afraid to walk up and swat them.

The best ways to knock someone off a bird are Lightning and Homing Heads, depending on whether you're being attacked or not, respectively.

Hitting someone with a Homing Head from a bird will get you one point in Smakahuna.

3. Tikis

Yes, I know. They're not animals. Where else was I going to put them?

Tikis are big statues. By feeding them Shrunken Heads, you can claim them for your own, which means they spit Shrunken Heads at nearby enemy Kahunas. They won't spit at you, and don't worry about getting caught in the crossfire, because they can't hurt you.

You can push Tikis you've claimed by holding A next to them and pushing the Analog Pad in the direction you want to push. It makes a lot of sense to put them near Shrunken Head trees to guard them, or near spells you don't want anyone else getting. I suggest that you NOT treat the area around them as safe havens, because they're not -- there are far too many things that can hit you from far away, so they're not really safe.

If your Tiki hits someone in Smakahuna, you get two points. If you destroy someone else's Tiki, you get three points. It takes a few hits to destroy Tikis.

The first Tiki you claim in a round will cost you 10 Shrunken Heads. For every subsequent Tiki, add 5 to the previous one's count (i.e., Tiki #2 will cost you 15 Shrunken Heads, #3 takes 20, and so forth). Hoodoo Kahunas pay half price for Tikis.

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III. SPELLS
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Ooga Booga will drop Spell Tokens for you to use. Depending on the picture on the Token you pick up, you will get a certain number of a type of spell you can cast. If you have the maximum number of a certain kind of spell, other Tokens of that type will be transparent and you will not be able to pick them up. Picking up a Token will always give you the maximum number of that kind of spell.

The most important thing to remember about spells is that the computer is usually better at using them than you, which can get extremely annoying.

Press B to cast the current spell, and use the D-Pad or the Y-button to cycle through your spells.

A. Fireball

The first spell you get will make you throw a burning Shrunken Head. It will bounce, and it will auto-aim a little bit. Also, there's a little bit of range around the head -- it doesn't have to hit you head on to count as a hit. If it passes next to you it will get you, too. If you're hit by a Fireball, you'll be set on fire for a while.

I don't really care for Fireball all that much -- the CPU always seems too adroit at dodging them, and they're slower than Shrunken Heads. Still, they have their uses.

You can hold a maximum of three Fireballs.

B. Lightning

The second spell you will unlock sends a vertical lightning bolt out in front of you. It will auto-aim fairly well, and it can "chain" between Kahunas -- i.e., if you cast Lightning on a Kahuna who's standing next to another Kahuna, it may move to the second Kahuna after frying the first one, and can potentially go back and forth. This spell is great to cast into a cluster of enemies.

This is probably my favorite spell. It's *great* for getting enemies off boars, which can be extremely exasperating otherwise.

You can hold a maximum of three Lightnings.

C. Homing Head

The third spell, Homing Head, allows you to fire a Shrunken Head at an opponent, which will lock on to that Kahuna and track him down. Hold B when you want to cast this, and you'll shift to a first-person perspective with a crosshair. Move that crosshair over someone, and it will flash and lock on. Let go of B to let fly.

This spell has a lot of potential, but it takes an annoying long time to move to the first-person view, so it's suitable only as a tactical weapon. It is nowhere near as good as the game implies for getting people off of boars and birds, because it just takes too long to use.

You can hold a maximum of two Homing Heads.

D. Tornado

Despite being right after the Mine Tutorial, this spell is unlocked first. Casting this spell will make a tornado appear in front of you. It will run down opponents, but slowly. It will never hunt you down, but it will suck you in if you get too close to it. This is useful to cast into a cluster of enemies.

Though sometimes difficult to use, and annoying when you get sucked in, this spell is quite useful. Grab these whenever you can, they're few and far in between.

You can only hold one Tornado.

E. Mine

Casting this spell will place a mine down right in front of you. Your mines will pulse your color, but enemy mines won't pulse at all. For all that, they're not that hard to see and avoid so long as you're not running frantically away from something. The CPU doesn't use these often.

You get five of these things, but they're hard to use well. Don't go out of your way to get these.

F. Storm Cloud

Storm cloud makes this big dark cloud appear, moving towards enemies and zapping everything in sight (including you, so stay away).

You can only hold one of these.

G. Meteor

The spell to beat all spells... except that I prefer Lightning. But that's what it was meant to be, and in all fairness it's a darn good spell. This makes Ooga Booga rise up from her volcano and rain fiery death down on the island. It'll hurt you too, so watch out. This is a localized spell, though the area affected is

large; if someone Meteors you, run for the far side of the island, and you'll escape Ooga Booga's wrath.

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IV. Game Guide
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A. Gameplay Modes

There's a few different ways to play Ooga Booga.

1. Tribal Challenge

This is the bulk of the single-player mode. There's a whole bunch of levels. They supposedly have different objectives, but they're of the 'kill this guy' variety rather than actual missions. Some of these are really easy, some of them are really hard.

Tribal Challenge is how you unlock most of the features, like characters, spells and rulesets.

2. Off-Line Skirmish

This is how you play normal games of Ooga Booga with friends, or pickup games with the CPU. You can play Smakahuna, Rodeo or Boar Polo, though you have to unlock the last two.

You also define options like spells to be dropped, number of tokens required to win, etc.

3. Online

I haven't tried this, because my ISP doesn't play nice with Sega's browser, and I'm not willing to pay for two ISPs. I assume it's exactly like Off-Line Skirmish, but online with people who, by and large, you don't know.

If you have more information on this, by all means send it in. See CONTACT INFO for, well, contact info.

B. Game Types

There are three types of games in Ooga Booga.

1. Smakahuna

This is a standard deathmatch-type game. You can't be killed, but players gain points by smacking the other Kahunas around. The first place contestant gets three tokens at the end of the round, while second and third get two and one respectively. The last-place contestant always gets zero, even if you

have less than four players. Different attacks are scored as follows in Smakahuna:

SMAKAHUNA ATTACK TABLE

Attack	Point Value
Swat	2
Throw Head	1
Boar Ram	2
Bird Shot	1
Fireball	2
Lightning	1 per hit, more for chains
Homing Head	2
Mine	2
Tornado	3 per person sucked in
Tiki Hit	2
Destroy	3
Enemy Tiki	

I'll add spells to this table as I get them.

Everyone says this will be the most popular game online, but Boar Polo has a strong cult following.

2. Rodeo

This seems to be everyone's least favorite mode, but I still think it's enjoyable. This works almost exactly like Smakahuna, except that you can only get points for ramming people with the boar. You can still smack each other around, but you won't get points for it. Like in Smakahuna, boar rams are worth 2 points each.

3. Boar Polo

Boar Polo, the sport of kings. This is exactly what it sounds like. There's four boars (by default -- you can change that in the game setup screen), and a big ball of molten lava in the middle. There's a red goal and a green goal on respective sides of the arena. You want to send the ball through the other team's goal. You can swat it or throw Shrunken Heads at it to move it, and that works after a fashion. But the most effective way to move the ball is by ramming it with the boar.

There are spells here too -- they can't move the ball, near as I can tell, but they can help you keep other Kahunas away from it, and they can knock enemy Kahunas off their boars.

Tribal Challenge

As noted above, this is where you'll spend most of your time when playing single-player. Some of these are really easy, others are obscenely hard. You have to complete key challenges before you can move on to the next set of challenges. Some challenges also unlock features, like rulesets, masks

and spells. Challenges that unlock things, be they spells or what-have-you, are designated with a picture of a lock in the upper-right corner.

I'll write info and tips for Tribal Challenges as I reach them, as well as what they unlock.

1. Swatting and Throwing Tutorial

This is really easy. It's here to show you gameplay basics. I don't even think it's possible to lose. Follow the on-screen directions (basically, smack Fatty around a few times).

2. Throwing Free-For-All

Standard Smakahuna, but limited to swatting and throwing. Still not real tough -- the AI for the enemy's really bad. I recommend swatting more than throwing, because it's worth more and you can usually run right up to him without real fear of retribution.

3. Boars Tutorial

This is where they introduce boars, unsurprisingly. Boars are my favorite way to score. Smack a boar with a swat or a Shrunken Head to stun it, then hit A when you're next to it to hop on. It'll run around and you can run into people to score and send 'em flying. Follow the directions (ram the enemy a few times).

4. Free-For-All Boar Challenge

Exactly like #2, but with boars. I recommend you get on boars as often as possible and just run into people. It works wonders. Still easy.

Win this to unlock boars.

5. Fireball Tutorial

From this point on I'm not going to bother writing stuff for tutorials, since it's explained in the tutorial, and I've explained elsewhere in the FAQ. If you really have trouble with a tutorial, you should email me and I'll try to help you.

6. Great Balls of Fireball Challenge

Not real tough... This is one of the few times I'll recommend using the Fireball spell, because if you don't they'll use it on you, and hotfeet are annoying. I suggest you use Hottie for this, since she recovers in half the time. If you get set on fire, and you're near the shore, run into the water to put the fire out. Swats will still serve you well.

Completing this Challenge will unlock the Fireball spell.

7. Lightning Tutorial

Tutorial for Lightning spell.

8. Hoodoo's Lightning Challenge

Still pretty easy. Lightning spells are great. Try to chain them together if you can. Failing that, pretty much any alternative method of destruction will work well.

Completing this Challenge will unlock the Lightning spell.

9. Boar Polo Tutorial

Tutorial for Boar Polo, my favorite mode.

10. Boar Polo Challenge

A game of Boar Polo. Fatty will be your teammate. Not real tough, but keep the ball away from your goal. Use the boars to move the ball as much as possible -- swats and Shrunken Heads don't move it that far.

Completing this Challenge will unlock the Boar Polo ruleset.

11. Homing Head Tutorial

Tutorial for the Homing Head spell.

12. Hoodoo's Homing Head Challenge

Despite the fact that this is the Homing Head Challenge, I suggest you ignore it -- it's too hard to use effectively. Use anything else that shows up, though.

Completing this Challenge will unlock the Homing Head spell.

13. Team Smakahuna 1

A team game of Smakahuna. Fatty is your teammate, and surprisingly, he's decent. Not very hard -- try to help Fatty out. He'll help you out if he's nearby when you're in trouble. It doesn't matter which one of the enemy you smack down -- just aim for whoever's closer.

14. Birds Tutorial

Tutorial on Birds.

15. Birds Free-For-All Challenge

Birds suck. Ignore them. Use everything else that shows up, but birds are terrible. Use them only if you need to get away -- they *are* good for that.

Win this to unlock Birds.

16. Free-For-All Smakahuna 1

Not too bad. Remember, it's OK not to take first every round -- you just have to get the required number of Tokens before anyone else, and you still get SOME Tokens as long as you're not in last.

17. Boar Polo 2

Another game of Boar Polo, in a different arena. Same rules apply. Watch out for new spells, though.

18. Rodeo Tutorial

Learn how to play Rodeo.

19. Rodeo Challenge Y'All!

Not too hard. Go for the boar aggressively -- it's the only way to score. The CPU doesn't go after them all that well, so it's not too tough to win here.

I suggest using Twitchy for this, since animals like him more.

Complete this Challenge to unlock the Rodeo ruleset.

20. Free-For-All Smakahuna 2

Again, not too tough. It's like #16 (Free-For-All Smakahuna 1), but slightly tougher.

21. Tiki Tutorial

Learn how to use Tikis.

22. Tikis Free-For-All Challenge

Free-For-All Smakahuna, with Tikis. Tikis are useful, but they don't always hit, so don't neglect normal methods of attack. Boars are the best way to take out enemy Tikis (which gets you three points).

23. Free-For-All Smakahuna 3

Sigh... it's the same as #20, with slightly tougher CPUs.

24. Rodeo Free-For-All 2

It's Rodeo. Not tough. They're a little more aggressive at going for the boar, though, so knock 'em off. Remember, the best way to do that is Lightning.

25. Mine Tutorial

Learn how to use the Mine spell.

26. Bitterly Unfair 3 on 1 Twitchy Challenge

'Bitterly Unfair' doesn't even begin to describe it. This is the first Challenge I didn't win on the first try. I kept winning one round and losing the other two (it takes 6 tokens to win here). The best advice I can offer: use boars, and keep them away from spells, birds and boars, because even if you have the right spells, it's hard to use them in between getting slammed all over the place. You'll spend more time in the air than on the ground, I can almost guarantee it. Send them out to sea as much as possible, to make it harder for them to come back and hurt you. Claim Tikis in central areas if you can. Try to destroy, or at least shove back, Tikis claimed by the Twitchies. Perhaps the most annoying thing about this Challenge is the Lightning Cloud spell. I saw neither hide nor hair of these tokens, but they KEPT CASTING THE FRIGGIN' THING AT ME. Stay out of its way -- you'll get zapped too much to do any good, even if you think you can score some hits. They also like to use the Fireball and Lightning spells, all of which are annoying. In fact, pretty much everything they do is annoying. It'll likely take you several tries (it took me 10-15+ tries myself), but hang in there.

I've also formulated a strategy for ALL of the 3 on 1 challenges, but I haven't tested it here yet. Try this if you're having trouble:

- Use Fatty. His swing radius and power are unmatched.
- Back one or two of the buggers up against the wall. Beat the crap out of them by swatting them. Hopefully they won't have time to recover.
- At some point, either they'll break free or an ally will attack. When

that happens, run away. Repeat at your earliest opportunity. Once you're 20 or 30 points ahead, run out to sea. Sure, they can cast Lightning Clouds your way, but you'll be eaten by sharks soon enough and sent back to the island -- so run the other way. You can filibuster pretty much indefinitely this way.

I managed to beat the 3 on 1 Death Challenge on my second try using this method, and it was my first try using Fatty (I used the Leprechauns the first time, and got crushed pathetically). If you use it here, let me know how it works (see CONTACT INFO, below).

Winning this unlocks the Tornado spell. I know *I* felt gypped. I expected a hidden character or something for all that work. At least the rest of the 3-on-1s are worth your while.

27. Hottie's Mine Challenge

This isn't bad at all. Claim Tikis in central areas, and ignore the Mine spells, because they're terrible. If you must place them, put them in those narrow walkways so it's hard to get by without hitting them. If you do, be careful to avoid your own.

Winning here unlocks the Mine spell. Big deal.

28. Boar Polo 3

Surprise. It's Boar Polo. Harder than the last two, but not too bad.

29. Rodeo: 2 on 1 on 1 Challenge

Like any Challenge where you're outnumbered, this is a pain in the neck. Stay on the boar as much as possible, and use spells to knock them off, especially Lightning.

30. Lucky Day! Leprechaun 3 on 1 Challenge

If I never hear the phrase "A wee bit o' Lightning for ya" again, it'll be too soon. This one's bloody ridiculous. It's like the Twitchies (#26), but they're better than you, stat-wise. There's two ways to do this: the fair way and the cheap way. I've never gotten the fair way to work, though I did win *one* round once. If you insist on trying, the only advice I have at this point is the following:

- Use boars. A LOT. That's how I score most of my points.
- Avoid birds like the plague. They suck.
- Use spells to your advantage, particularly Lightning (use that especially to get enemies of boars). Although the Lightning Cloud spell isn't unlocked, there are a few floating around, and a few Tornados, too. Make good use of them.
- Try to claim Tikis in the middle. They'll occasionally hit something, and even if they don't, at least the enemy can't claim them.

- They love to cast pretty much every spell except Mine. Keep them away from spells at all costs -- few things are more irritating than having Lightning cast on you, over and over and over and over and over and over and over and over again. Lightning Cloud's bloody annoying too.
- If you can possibly help it, keep them off the animals. It's insanely hard to get them off again. It doesn't help that the game usually gives them the benefit of the doubt if both of you are on boars and are ramming each other -- usually he'll be fine, but you'll go flying and your boar's life bar will decrease, a LOT. The only good thing about this is that they're not too bright, and will often ride the boars into the water in an attempt to get at you, which of course will get them thrown. Not that it matters, since you're out to sea when that happens and they usually get back to shore before you and start throwing Shrunken Heads.
- Remember how the Twitchies cast Lightning Cloud even though there weren't any tokens (at least, not that I could find)? The same thing applies here, except they cast the Meteor spell. This is like Lightning Cloud, but more annoying, because the big fiery death will strike a much larger area. Once in a while it's helpful in clearing them away, but more often than not, it's just annoying.

The way I finally won was the cheap way. I used Fatty for this. Here's what you do:

- Grab a Tiki near the middle of the island as soon as possible. If it gets destroyed, claim another if the opportunity presents itself, but don't go out of your way for it. If you get a breather, push it up by the base of the ramp on the left side, as you face the little pond in the middle.
- Grab any Lightning or Fireball spells you see.
- Get to the water, and bring the Leprechauns with you. If it gets them thrown from a boar this is a plus, but not necessary. Once they're in the water, get out. Proceed to beat the snot out of any Leprechauns in the water. Don't let them out if you can avoid it -- just keep smacking them back in. If they get out, swat them back in. If you can't do that, hit 'em with a lightning bolt so you can move in. Fireballs are also useful because once they get set on fire, they run towards the water -- exactly where you want them. Once they're doused, keep swatting them back in.
- Once you're 18 or 20 points ahead, head for the water yourself. Swim out as far as you can go. This minimizes the points they can get on you -- the only way to hit you is to ride a bird out, and they're only one point each. At some point a shark will eat you. When it does, you'll restart on the island. Swim out again immediately. If the opportunity to smack Leprechauns arises, take it -- but only at the water's edge. Lather. Rinse. Repeat.

I recommend Fatty for this because (a) when he hits, they go flying -- this minimizes the chances of them getting back out -- and (b) he's got a wide swat radius. You don't have to be *right* next to them to swat.

After you beat this incredibly exasperating, godforsaken level, you'll unlock the Leprechaun Kahuna. You'll also find out that the next challenge is another !&#*% 3 on 1 battle.

 31. 3 on 1 Death Challenge

If you managed to win the other 3 on 1s, you hopefully have some idea of how to do it by now. Once again, I recommend using Fatty. Back these suckers up

against one of the walls (you're fighting on Ziggurat -- that means there's walls pretty much everywhere) and wail on them over and over. If you get stopped, run away. Once you have a solid lead (20-30 points) run out to sea and kill time til you win. I beat this my second try, having developed that solid Fatty strategy.

Winning here unlocks the Death Kahuna.

32. Boar Badness

It's Free-For-All time again, though this time you're not being ganged up on. You're on a very small island (Twitchy Tutorial), and there's lots of boars (4, the maximum). Try to avoid getting knocked off -- they like to pelt you with Shrunken Heads when that happens. If you do get knocked off, and you're having a hard time getting back on, try swimming around the island a little bit (watch out for sharks) to a less crowded place on the shore. Use the boars to your advantage -- if you ram someone off the edge, not only can you continue to bring the pain, but they can't do anything to you while they're in the water.

33. 3 on 1 Pirate Challenge

Another 3 on 1. The thing is, this island (Spider Island) isn't all that conducive to the Fatty Strategy -- at least, not without some modification. The key to victory here is the second island. It's directly across the water, in the opposite direction from the volcano. Rack up whatever points you can on the mainland, and get a decent lead (10-20 points). Then grab every Shrunken Head you can lay hands on and make for the island. One of two things will happen. Either (a) they won't follow, and you can sit there for the remaining minute and a half or so, or (b) they will follow, and you can hold them off with Shrunken Heads. They only seem to do cast things like Lightning and Homing Head if they follow, and you can easily make up the points with the Shrunken Heads. If and when you run out of Shrunken Heads, there's a Shrunken Head Tree at the top of the island, which is good for about 5 Shrunken Heads each time you come around. Sometimes there's a Tiki -- you don't really need it, and it's easy to knock off, so I recommend leaving it alone.

If they chased you, you'll probably run out of options shortly after running out of Shrunken Heads. When that happens, run to the top of the island, grab whatever Shrunken Heads are there, and make a big graceful Fatty dive into the water. You have two options: head back to the small island, or head back to the mainland. Base this decision on where they are. Remember, while they're swimming, they're helpless -- use Shrunken Heads to widen the gap. I don't recommend trying for more swats, because (a) you shouldn't need the points, and (b) it's too easy for them to hit you. And believe me, they're ruthless with the spells.

Winning this one nets you the Pirate Kahuna, an analogue of Fatty.

34. Boar Polo 4

This is remarkably easy. Death's your partner this time, and a fine one he is. He scored two of the five goals on his own, one within ten seconds of

the round starting. Same rules as usual apply.

35. 3 on 1 Hoodoo Challenge

Rarely do the game designers give you total safe spots, but they did here. Get a decent lead -- 10-20 points should do -- then go out to sea. Now, you see those really big walls? The tall ones you can't shoot around? Get behind one. You're totally safe here. For some reason, there don't seem to be any sharks there, so you can't be sent back to the island. Tikis can't touch you, nor can Shrunken Heads. The only two spells which could possibly hurt you are Lightning Cloud and Meteor, and they've never cast those on me. You can then sit out the rest of the round in watery bliss. If you can, try to grab some good spells during the first round before you go in the water. That way you can force your way back on to land to get your second-round lead.

Having trouble getting the lead? Remember the Fatty strategy (you can use the Pirates too, now that they've been unlocked). Get 'em near one of those stairways and beat the stuffing out of them. Then make for the wall.

A victory here will unlock the Storm Cloud spell.

36. Gettin' Funky 3 on 1 Challenge

Disco Dude! You ran into him in one of the Rodeos.

Now, either I've gotten much better, or these guys are really, really easy. I didn't even need to hide in the ocean, and I won both rounds easily. Again, use Pirate or Fatty. Swat when you can, and use boars if the opportunity presents itself. Most of these guys' strength is in their legs -- that's right, they run away a lot. Use boars to run them down.

Win here to unlock the Disco Kahuna.

37. Grumpy Old Dwarves 3 on 1 Challenge

Rodeo time again. What they don't bother to tell you is that there's two guys on the same team.

This is the first Tribal Challenge game of Rodeo I've found remotely challenging, because these guys are smart enough to actually USE THE BOAR. That means you've got to be able to knock them off. Fireball and Lightning are your best friends, along with luring them into the water, where they'll be thrown.

Despite being the first challenging Rodeo match, it's still not very hard.

Complete this Challenge to unlock the Dwarf Kahuna.

38. It's SuperGuy! Boar Polo Challenge

For all his vaunted reputation, SuperGuy's frightfully bad at Boar Polo. Waste him like in every other Boar Polo match.

His Kahuna is yours upon victory.

39. Bitter Dregs: 2 on 1 on 1 Challenge

This Rodeo's actually sort of hard. Not nearly as hard as some of the 3-on-1s, but not easy. That is, it's not too hard to prevent them from hitting *you*, but it's sort of tricky to keep the team from hitting the loner. Same plan as usual, though; keep the boars coming, and Lightning or Fireball anyone who gets on a boar themselves. They'll run into the water a lot here too, with the proper encouragement. Again, I recommend Fatty.

Win here to unlock the Abe Kahuna.

40. Guess Who? 3 on 1 Challenge

3 on 1 with Honest Abe... this one's hard. I can't recommend Fatty or his counterparts for this one; Abe's just too fast for him, despite having the same stats as Hottie and Disco Dude. I finally won this one with Disco Dude. There isn't much to say; if you've beaten the rest, you should have a good idea of how to proceed. General things to watch out for:

- Abe loves Storm Clouds, Lightning and Fireballs. Be especially careful about the Fireballs -- being set on fire over and over gets old *really* fast.
- Repeated swats are lovely things.
- Boars can be quite useful here, but watch out for Lightning.

This one's tough. Good luck.

For your troubles you unlock Meteor. Big friggin' deal.

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V. SECRETS
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A. Hidden Characters

All of the hidden characters are unlocked by completing certain Tribal Challenges. I've mentioned them in the Tribal Challenge section (GAME GUIDE, above), but here's a listing of the hidden Kahunas and how they're unlocked.

1. Leprechaun Kahuna

Unlock by completing Lucky Day! Leprechaun 3 on 1 Challenge, #30.

2. Death Kahuna

Unlock by completing 3 on 1 Death Challenge, #31.

3. Pirate Kahuna

Unlock by completing 3 on 1 Pirate Challenge, #33.

4. Disco Kahuna

Unlock by completing Gettin' Funky 3 on 1 Challenge, #36.

5. Dwarf Kahuna

Unlock by completing Grumpy Old Dwarves 3 on 1 Challenge, #37.

6. SuperGuy Kahuna

Unlock by completing It's SuperGuy! Boar Polo Challenge, #38.

7. Abe Kahuna

Unlock by completing Bitter Dregs: 2 on 1 on 1 Challenge, #39.

That's all of the hidden characters I'm aware of. If you know of more, please contact me (see CONTACT INFO, below).

B. Spells

Like characters, spells are unlocked for your use when you complete key Tribal Challenges. You may see certain spells in the Challenges before they're available for your use, and you'll often see them casting spells that don't seem to appear for you. Unfair, isn't it?

I've mentioned the spells in the Tribal Challenge section (GAME GUIDE, above), but here's a big list.

1. Fireball

Unlock by completing Great Balls of Fireball Challenge, #6.

2. Lightning

Unlock by completing Hoodoo's Lightning Challenge, #8.

3. Homing Head

Unlock by completing Hoodoo's Homing Head Challenge, #12.

4. Tornado

Unlock by completing Bitterly Unfair 3 on 1 Twitchy Challenge, #26.

5. Mine

Unlock by completing Hottie's Mine Challenge, #27.

6. Storm Cloud

Unlock by completing 3 on 1 Hoodoo Challenge, #35.

7. Meteor

Unlock by completing Guess Who? 3 on 1 Challenge, #40.

C. Hidden Rulesets

Again, these are mentioned here so that there will be a central list of how to unlock Rulesets.

1. Boar Polo Ruleset

Unlock by completing Boar Polo Challenge, #10.

2. Rodeo Ruleset

Unlock by completing Rodeo Challenge Y'all!, #19.

D. Hidden Masks

I've only managed to unlock Level Two Masks. I don't know how to unlock Masks Levels 3-5; if you do, please contact me (see CONTACT INFO, below).

1. Level Two Masks

I'm not *entirely* sure how I unlocked these. I unlocked it after aceing a 5-point game of Boar Polo in Off-Line Skirmish mode. I played as the Leprechaun with Disco Dude as my teammate, against Disco Dude and Death. It was my second or third game, but the first of that session.

E. Codes

Codes can be entered in the 'Codes' screen, listed under the Options menu, right above 'Credits.'

All of these codes were taken from other sources, most especially Gamewinners (<http://www.gamewinners.com>). Normally I'd ask permission, but these have appeared in so many places I'm taking them to be in the public domain. If you know of some reason why I shouldn't print these here, contact me with the reason and I'll take them out (see CONTACT INFO, below). I don't see a reason why not, really; it's not like they're Gameshark codes or something, where people spend hours tinkering with memory offsets to find them.

I haven't tested any of these, so if you find one that doesn't work, or doesn't do what I say it does, let me know and I'll change it.

Master code (unlocks all unlockable things except Meteor): IGOTNOSKILLZ

Fireball unlock: STRIKEAMATCH

Lightning unlock: KILOWATTS

Homing Head unlock: DODGETHIS

Tornado unlock: BLOWHARD

Mine unlock: KABOOM

Storm Cloud unlock: STORMYWEATHER

All Tribal Challenges unlock: IMINFRANCE

Tribal Trial FMV Sequence: STRENGTHNO

Leprechaun unlock: BLARNEYSTONE

Death unlock: SALMONMOUSE

Pirate unlock: WAREZWRONG

Disco Dude unlock: DOTHEHUSTLE

Dwarf unlock: HEIGHTCHALLENGED

SuperGuy unlock: SECRETIDENTITY

Abe unlock: AHOUSEDIVIDED

Boars unlock: PORKCHOP

Birds unlock: AVIARY

Tikis unlock: IDOLATRY

Boar Polo unlock: TRICKSHOT

Rodeo unlock: SADDLEUP

Level 2 Masks unlock: ICHEAT

Level 3 Masks unlock: THEREFOREIAM

Level 4 Masks unlock: SOVERYVERY

Level 5 Masks unlock: WEAKANDSAD

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VI. CONTACT INFO / EMAIL RULES
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If you need to contact me, you can do so via email at rb011kNO@SPAMmail.rochester.edu; I check my mail regularly (2+ times per day), so you should get a response fairly quickly. (Remove the words NO and SPAM to get the real address -- this is, of course, a common anti-spam technique.)

This is my first FAQ, so be kind.

The following rules govern email:

Do:

- Send the following: information, praise, questions, constructive criticism. I want to make this FAQ as good as it can be. Heck, write me if you find spelling errors.
- Feel free to ask questions; I wouldn't have written this if I didn't want to help people out.

Don't:

- Ask questions answered in the FAQ (I'll still respond, if I don't get too many of these, but it's a drain on my time)
- Send hate mail or unconstructive criticism
- Spam me (you spam me, and I *will* hunt you down and kill you)

Anything not covered here, use common sense. I don't mind helping, but FAQ writing is a service.

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VII. FORTHCOMING IMPROVEMENTS
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If I figure out how, or if someone writes in, I'll add ways to unlock higher level masks.

If someone writes in with something useful that I hadn't thought about, I'll include it.

Those aside, I think the FAQ's reasonably complete. If I'm wrong, please tell me.

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VIII. CREDITS
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This FAQ was written by me, Robert Brooks, and I hold the copyright. See LEGAL STUFF, above, for clarification on what that means.

Other credits:

Visual Concepts - Game development
Sega of America, Inc. - Publishing
Gamewinners.com - This is where I got the Codes from.
GameFAQs - FAQ Hosting

Certain information (i.e., character briefs, etc.) were taken from the manual. The source for all such information is noted where it is used.

Corny as it sounds, I'd like to thank those who showed me what a good FAQ was. I hope I've in some way approached that. Specifically, that list includes Kao Megura, marshmallow and MCella.

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