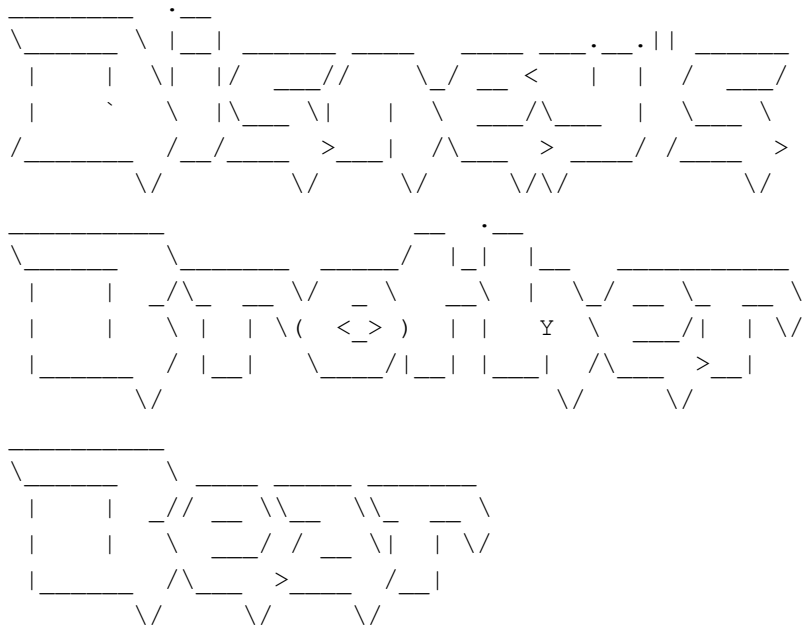


Disney's Brother Bear FAQ/Walkthrough

by Overated

Updated to v1.01 on Jun 17, 2007



After writing a guide for 'Disney's The Lion King 1 1/2' the public support was overwhelming. Things were fine for a while as the fame lead to pimped out rides, dope threads, and damn-she-fine women but soon a cry emerged, "Overated we need you! Please help us with Brother Bear!" Alright I told myself, hopping down the fire pole in my house, grabbing my brother's GBA and sliding to my computer, some serious FAQing needs to be done. Bring it 'Brother Bear' I'm gonna make you my bitch.

-Overated
overatedsan@gmail.com

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===== Right
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### I. STORY \*SPOILERS\*

This section recaps the game's story. In it will be the script from the game and descriptions of what happens in the animated shorts and in the levels.

^\_^^\_^^\_^^\_^^\_^^\_^^\_^^  
^ Characters ^  
^\_^^\_^^\_^^\_^^\_^^\_^^\_^^

Kenai- A young man who is turned into a bear.

Koda- A talkative bear cub who has become lost from his mother.

Tuke and Rutt- Two wisecracking moose who aid Kenai and Koda on their journey.

~~~~~ KENAI ~~~~~


Rutt: Well, geeh eh, you're one big beaver.

Kenai: I was transformed into a bear. Magically. I was lifted into the sky by my brother. I need to find where the lights touch the earth to change back.

Tuke: Oh, yeah, yeah, see we're not moose either.

Rutt: We're not?

Tuke: No, we're like.. ah.. we're like squirrels, yeah!.

Kenai: Why am I even talking to a couple of dumb moose?!

^_^^_^^_^^_^^_^^_^^_^^
^ Snow Forest 1 ^
^_^^_^^_^^_^^_^^_^^_^^

Rutt: Hey there, Mr. Bear.

Tuke: He's a beaver, remember?

Rutt: Oh, yeah. It was nice meeting you Mr. Beaver, eh.

Kenai: Umm... thanks. I'll be on my way.

Tuke: No need to thank us. Just let us know if anything dangerous comes around, eh.

~~~~~ KODA ~~~~~

72SaZZWMMMMMMMMMMMMMMMM@ZWZWXWMMWBBrrrii:i;iiii:i,:::,::,,::::,:::.....,:  
Z8a22B8 ., ,i:~::~:i:i:i:i:iiiiii:~:iiiiii:~:~:, ,XXrrr  
2Z08M ,::ii:i:i;iiiiiiiiiiiiii;iiiiiiiiii;i:i:iiii:iii:i:iii:iii:i.,:: r7;i;

B@W0aM .:i:iii:i;::ii;;ii;;iiiiiii;:::ii.,. :ii:iiii:iiiiiii:iii:i.,,. rr;ii;  
a. XaM .:i::i:ii:iiii;i...ii;iiii;:: r .,X iii::iii:iiiiiii:i.:,, rri;i;  
. SBOM ,,iiiiiii:iiii: :i;i ,:i;i @MWMBMW :iiii, .i:i.,, ,7i;i;  
. rSS@ ,:iiiiiiiiiii; XM82aZW@7ii ;a0WS7iii72BM0; SOWMO ii.,, ,riii;  
S:.XZM ,i:i:i:i:iii; im888Z27XSZBMWWZ2aZaaaZ22XXXa@W;SBMB272ZMM ;i.:,, rr;ii;  
80002M ,iii:iii:;iii M82Z0Z800aX7728MM@WZZZZZ8ZZZ8Za2Z8a77rZaBZM ;i;, , ;i;i;  
SS22aM .:ii::iiii;. MSZ8ZSaaZ0080W2S2ZZZaaaaZ2aaa2ZB8222aZSMM ii:X, ;7i;ii  
208B@M :::i:iiii:iri MZza28SZ8Z8B82SaZZZ2aa8ZzaaaS2SaBSza28@ iii,rX, ;r;ii  
8BMM0; :::iiiiii:ir @M88Z00aSZaZaaBM@0MBZaaZa8ZZ0B0ZS8a2XZM, ;iii.ii7 i;;i;  
SW2 ; i:iii:iii;ii; MMWBZza2aZZZ880 @ZZ8MW88BB;:M0S222Z2 :i:i,i;::r;;;  
iMM ,:i:;iii:i:i;i. MB8S2aaa88B XMB BB@i :0B2 7 @2a22aMMS.i:i:i:ir;;i;  
WMMWBM .:i:i:ii:i:iii;i WBZ22ZaaZZB0 i.rMr @.MM @Za8aaWB :i:i:7,.,r;;;;  
;iza8M ,:i::iiiiiii:ii; 7MZ22ZaZZZZWMMW7 ;0BBZ,,Z7:rM8aZa2SOM ;i:::X: ;i;ii  
a08a8M ,:::iiiiiiiiiiii; rMaZSS2ZZ8BZ .MM8Za00Mi,Wm8aZzaZa@i i:i:7;i;::iii  
a8Z8M .ii:iiiiiiiiiiii;, M0882a2Z00 iM;,XMWM2BMM:.,02ZaZZ2ZM .i:i:Xri:;;i;  
ZZZZM ,ii:iiiiiiiiiiii; ;MZaZZ2Br;,M, i8M0MB:.Z;W2Z2aSMM :i:::,7;7,i;i;i  
SZZZM .ii::i:ii:iiii:i;i ZM8880ZBi7,Mzi r 0rX02aaS8MM .:iii:i7irir;rr;  
2Z88BM .i:::iii:ii:i:ir XMISMZ2ZMir:W0@WBZZZ800X,8aaSaWMZ .i:iii:i7i;7i;ii;  
aaZ8M ,:iii:::iiiiiii: Wi ;WWZZBZiirM SZzaX2a, 802ZWMM ,:i:ii:riiir;r;r;  
Z8Z8M .:ii:iiiiiiiiiii; X8.2iir20W0Wii:00rr72ZZ ,Z@MMMB iii:i:i::,Xri:r;r;;;  
Z@MBBM .:::iiiiiiiiiiir ZMZ@WW8ZaSS@MS.,ZMr, 2a;WMMMr :;:::iiii: Xrr;r;ii;  
:aa:aM .,:::,.,:i:ii, ,2Z8aZ2aa0077MWX. SMMWW8W, :i:::iiiiiii:i,7;rr;7  
Xr;XM .:iiii:i:i:ii, aZSZ2aaaZ88BBirMMMWX;,XaaM iii::i:i:iii:i,r;rr;ir  
0@WM@M .:iiii:i:i:ii, aZSZ2aaaZ88BBirMMMWX;,XaaM iii::i:i:iii:i,r;rr;ir  
0@WM@M .:iiii:i:i:ii, aZSZ2aaaZ88BBirMMMWX;,XaaM iii::i:i:iii:i,r;rr;ir  
.2ZZ2M .:ii:iiiiiiiiiii; XMSSZza2222aZaZ8aBW.i @@8Sza8SM iii:ii:i,;:ii:7ii;7i;ii;  
8BB0ZM .,,:i:::i, WMXX82a22SaZ2S22aSZW 02@8SaZ8a@ ,ii:ii,i:::i:.;r;r;rr;  
B8880M .:iiii:i; XMrXaa2SSZ8aX7S80B0aZWXMB8aaaaZ8BSX i::i:iii:i:i,XX i 7r;  
2.7Z0M .,iiii:ii M77Zza22Wa2Xa80ZZZ08aZ8@28SaaaZ8XW .ii:iii:iii;i,i ZMMM r7;  
Z@BB8M .i: Mi7Za2a8a22888Z0Zza2a8SSS0Z2a22aZ77M ,iii:ii:iir ;0MB88S :rr  
82XSaM . 2MMWBW8W8W02ZZBBS88Zaa8a8aZ88Z8X7ZzaSSZ8SMi :i:ii;: MMWZ8BM .77r  
8BWMBM SMS;XSZZa27ra0BZZ880Z8a88Z0Z8Z8aZ88XXBaZ8BrWS@Bi ;:ii ;B80@WMM rrii  
8Z888M M7SB8Z82ZZZSi20ZZBBWZ8808BZ2aZ8Z8Z02r08Z8iW0aaBMX :MMW00Z0B ;S777  
ZB@MMM 7@8aSSSSaaB0BW2XXBaZ8WBW80Z00BB8ZB8a0Z0Sa0ZZiWZZ8Z88MXrW@B8a0BZ0M arXXX  
WW2 WZ8Z0B088Z880Z@BSa8aSZ8W8WMMW@0BZZ0ZB8B0rZWB7WZZZZ80BBW@088a0aZBM ZSSXX  
,;MMW8Z8Z2ZaaZ2ZZZ2ZwaXa82a222Xa2aZZW0Z828Z8B02227BBaaaZ8aaaaa0a8M7.2.,,  
MMM@8B8ZSZ8SaZzaZ2Z8SSaaZaaZaZ822WB0ZZ08ZZB00B88SZ8Z8Zaa8Z2Z00aWM 2.iiii  
.W80Z8Z08aa88ZZZ88ZaZ80aaZza0aZaaaaaZ8822aaZZZ8Z88aW8BB@WMBB808M8ZBM X2.iiii  
@SM8aaZBB8aZ0B2a8Z880Z08aZaaaZaZZZaa2aZ888Z2a22ZZ08Z80800Z0880BWB0@M B7.iiii  
MB8B88aB88Z88088808Z0Wwa8Z888080BMMMB8W8BBZBB880W@MMMMMMMMMMMMMMMMM ,Zai.iiii  
M BMMW00ZZZ880Z0Ww0B0ZB@MMMMMMMMMMMM SW; W8aaSa22ZSZ. ;00a r77ri.:i:  
@2 W@8Z8Z82ZZZZZ0@0BM a7 BWaaaZ8Z8Z08WMMi ;i;i:, ir...:iiii  
ZOMMa ZMWZZZ2ZZZa8Z2a@M8 ,. ,:::;i; MM@WWW0ZB000W@MMM i:::i;ii,iaXXX;iiii  
aBOB@M @MM@W0080WMMMi .iiiiii:ii:i aWMMMMMMMMMMMM@: i:i:i:iiii,iZSa0r;iii  
8880ZM XWMMMM@8i ,iiiiiiii;iiii. ,ii::iiii:i.i2r72i.iiii  
Z8ZZM .ii. :;iiiiiiiiiii;ii:iii;iriiii;rrri;iiiiiiiiiiii;arXai.iiii

\*\* Kenai beats the level but gets trapped in a snare. He hangs upside down until a bear cub named Koda finds him. \*\*

Koda: Guess you didn't see the trap, huh? I saw it from a mile away.

\*\* Koda comes closer to the upside down Kenai. \*\*

Koda: You need to get down. Let me help.

\*\* Koda picks up a stick and tries to hit Kenai down. \*\*

Kenai: Ow! No!

Kenai: Just... Ow! Stop  
that!

\*\* Koda stops hitting Kenai with the stick. \*\*

Kenai: I need to get to the  
mountain where the lights  
touch the earth.

Koda: I know where that is!  
We watch the lights touch  
the mountain every year at  
the salmon run.

Koda: It'll be great. I  
promise I'll help you avoid  
any bear traps we run into.

\*\* Kenai and Koda join together to get to the mountain. \*\*

~~~~~ KENAI and KODA ~~~~~

..
.
70Z ;z@MMMMMMW0Z;
.rSaZ88Mi iaWM02SXXXS2aZZ08a;
:s7,:ixZs77Xr;zMMX7X. :2ZB8a22XSSSSSSS2a8X72a;
MM@Z2SS2WM822aX::;S8WB08aSaZZ222SSSSSS2SSXX88rra2X.
MM i0aX22Sxa0B82S7Z822a8a22S2SSSS2SSSSSSSS2XSZ8aX20S
MM772S22aaS7X2aZ0i;SZS7S222XSSSX2SSSSSSSSSSa2XX2aa72ai
rMzr282XXXSSa0BWZ:;Z2Xsa2ZSS2aXX2SS2SSSSSSSSa2SXaaaZaX
MBr2X7Z0aZS2Br,0;r8ZSXSXXSSXS2SSXSSSSXS2S2SXSSS222SS2X. .
MWS2Z0@Bzi .rMBr7Zza2SXSXS2SS22SS222S2aa7SS2a2SS2SSS2a00Z .
MMZ22ai ,XX: :7a2XS2227SaSX2SSSSXXSSS7X7XXXSS2XSSXSZ8aX .
7W8Z220BaX,,XZM8BB8SXSS22;X8S7aSSSSXS2Z88aX7XSSSS2Z8080@W7
@Wba2ZSrriZMMM00ZXXS2XSaiXZ7rX777XXSaBMMMMZSX7SXrrSaSSZMWi
@MMW0ZXS2;7ZSXaaSXS2222;80a8XZa2Z888WM0 MMMM000@MMMMW0SZ28
. ;ZB@B8S282S2aa2XXS22Sr:ZaS8SZZ80WB8@er iMMMMM0X:SMWaa0M
. 0M8s8Zs82Z2SSS2SSXSMMMMMMW0880Za@Z . aMWSMM
.082aSXMSZSXX2SS2a8; 2MWaZZZBM8 . . MMMZ ,.
. . ZM2SZ2WS0SXX22SSZ2 8Z8ZaWMr .. :
.BMZ0Sa07a77SX7XXXX a@MMB80ZMMr .
iMM2WBWSS7X22a00BB SMMMMMMMMM a8 7MMMMMMBa; .
,WM20ZZ00Waa00ZaaBM 72aaS: ,MMMMMS ZMMB0080WWW8
,WM88ZZZSaXaZ2XZMM8 MMMW0MWZMM0a088ZzaaaaZ2BMMM8;
MB8a22SaaaSSWMM7 . SW7 2 ;0M2;rr2ZZ88ZZZBWBMMMMX
. . . , 2@Z7Zaa82SZMMM; . . ;2B8XZ@008SBMM08Za20@W@a0ZZ@MMM
. . BMWX20XSa0MMMM :MMMS:.XWS288WMB82S0MMMMM; MMM;
ir2X:iZMMMaZ22S2MMM0 . .X20@BZ0WZ222ZMMMM .: XB.
:MMW@MW02SaZ72MMM: . X0008BM072WMMMr
i@MMMBZ2SX2MMMM, . MMW; 7MMMMMMMMMMBr70W0 . .
SMMMMMM@i :MMMMMMMMMMMMMMa iaa0MX
: ,i :. rBMr a@0MMS
 rMM8MMi
.. . . .BMMMM@MMB,
,ZMMMMMM@ ,

** Three levels later, Kenai and Koda have thorn patches obstructing them. Koda talks to Tuke and Rutt. **

Koda: Run!
There's a
hunter!

** Tuke and Rutt run through the thorn patch, clearing it for the bears. **

^_^^_^^_^^_^^_^^_^^_^^_^^_^^
^ Snow Forest Chase ^
^_^^_^^_^^_^^_^^_^^_^^_^^_^^

Koda: Kenai, a hunter!

** Kenai sees the hunter, who he knew when he was a human. **

Kenai: Denahi! It's me,
Kenai!

Koda: C'mon Kenai, run!

** Denahi brandishes his spear and chases after the bears. **

~~~~~ DENAHI ~~~~~

8a2aZBSB 07 :,:i;r;ii;ii:::,:i;ii;ii;ii;iiiiiiiiiii; ;i7i iOMMMMMMMMMEX .;  
88ZZ8BSM. .:,:iiii;ii:ir77X;rrii;iii::i:iiiiiiii; ;iir7; ir7X7;  
Z808Z07BMW , . .:;i ,i; ;. . . . .:,:i; ;:i; ;:i; ;: . . .  
aSa0MM8MM: ;i22SSSXa8X X80Si. i80aaaa2aaZZ2a8aa02aZaZaZ8aaZZZZa2222a22S  
MMMMZ. W 7:,:;SSXXX8. rMMMMMMMMMMMM0 SZ2XXXXXS2SSXa27aS2r2XXrSSXX7rXXXXSSXX7  
.;@ M ;:;rX7XSB, MMMWW@M278W00WM@ ;77777X7XXXXXSXSSSSXX7777X7r77777XXXX  
iriiS8XM:M ,; ,XZ2aZX 7MB:@WZr ;SMWBB@MM 2777XXXXXXXSXSSXSXX77rrrXrrr7rrrrr7X  
ii:,72iW B ,; ,7SXS2i MM7:7a7Sa2 ZMM@BBM7 7r;r7rr77r;r7rrrrrrrXSSSSXXXrr7X7r7r7  
iii:XSr@ @ .:,,i BM;ZZ;.:S2; ;8MX8M2 ;:,:ii::i:,:iiii:i:,:X2S7XX77r77rX7  
ii;,XSrM M ,.i;r;r7, 8i; ;r; ;:riii8i BM rX;i; ;i;r; ;:;r; ;ir;i;i:72XXX7rXr7Xr;  
iii.XS;@ M, :;i;r; ;rX ZXi2:X7r;7X:7iMM0 .i7riiiiriii;ir;7rr;i;iiXX7X77XS7;7  
ii;,XSr@ M. :.:r;i;7, BZrX2X2Srr:aXMMMMB :r; ;7rrr;r;rr;r;ii; ;i; ;iXr777X7S2rr7  
iii.XSrM @. .:rr; ;7. MWSX2X7; ,i2B rMM: i7r; ;77;i; ;:iii;i;r; ;i,Xr7r;r777;rr  
iii.X2r@ M: .:,:; ;r;. i2:,:7Z8X::iMi777. 7X77;ii; ;:i; ;ii,2XX7rr77Srrr  
ii;,X2rW @, .:iiii; ;rr;77 :7BMa; :i7r;8X rBS i77rir;ii;r;iiSXX7S77X2; ;r  
iii.r2rW M: : :ii; ;:i;7r, i, iZX7i;S8a aMM80ZMMMS :r7i; ;ri;i: ,X77rr7XX2i;r  
iii.ra7B M: .: ;irir;r7. i .Si,r2@7 .8WaXSSX7r7SWM0 :r; ;ii;ii:S7XXX7X7a;rr  
:,:; ;SXB M, .: ;irir;i 87 :ZZ7 ;00a2S2XSSS22SX78Mi .7i; ;:i; :2X77XrXX2:7r  
:,:; ;a78 M. : :r; ;: ; ZM0B8@; ; .2MW0a2aX7SS22SSXSSS2XMX Xr; ;i.aSXRsr77X;7r  
:,:; ;a78 M. .: ;iir; ;MXX7aBwaa0B0ZZSXSS2S2aS22SXS2Sa7a2BM ;X:ri 2SXRsr7X7r  
i;i,iaX2 M. : ;ii;r7 M2SSXXZBSX2XXXXS2a2SXS2XXSSSSXaXSX2aM, ,7rii22SrXrX7Srr7  
i; .:r2r M i,i; ;7r a0X2XSr20ar2SSS22SSSSX22XSXXSXSXS2SSS22Mr .7: .SSX7XXaX2; ;r  
: ;i,iS2X M ,:iiX, Mar2SXRrXWZ2XXS2XXSXXS2SXXXXSXSXSSX2X27Z02 ;iS2r2XXSXZ;77  
i; .: ,iaSr W ,; ;S. M2XXMaSxa802XXSSSSXSSX2SxaZS7XSSSSS2S2XaS@W Z2XSSX2Sairr  
i;i,iaSXia0XS X2; BS2XBXrrrrSZZr777rXXXS2S2S2a0WXrSSS22SSSS228M. SZ2rSrSSS; ;r  
: ;i:i2Sri7: ;:7 rBZ27SZXaZz00Za0088ZSSX; r7SXXX2087S7aXa22SX7Z2M7 rZXsr2XZrr7  
: ;i; ;a2ri722ir22a0MW222rBW222XS0a22rSZ8BB@00Za2SSSWMZ88X2SS2SXSSaM 2S2XS7Si;7  
i; .: ;22;i7X2; r 8ZXSZ7SXZZ72XSXZZ2ZWZSrXs7SSaSZ28raZ XMSrXX22SarSSM 8;rSS2; ;r  
: ;i,i2S; ;7iZ. a ZXXSXSXSMSXSa22Z8aXZ8X72SS2XaSrZXZM2 ,@aSaSSS227M2 ZaXSXZr;7  
: ;i; ;ZX7,rXOX:X 8S2SSSSr0a22ZaSSX802Z8088S2SS22SXSMBZ MMZXSSX22SX2M 727S7a;r7  
: ;: ;2S7 WZi7S Z8S2S222ra82X2S222S80XXaaaaBZBaa2Z20XM, rBaaXSSXS2M aSaXai;r  
:ri: ;2SS Wa 28SS2SSSS7r8ZX2222SSZBaSa22XaaZaZZXaX0M 0aaXSSSSX@, 87SrX:rr  
: ;i:i2X2 0MX 28XS72SSSSS;8W2SS22S2SXa00aS2aa222S22aaWM MS7220MWWM2 7aSXS;7r  
ii:: ;ZX2 @Z .XBM0aSSXXS2MWa8S2222S222SXa8Z2Sa2aaaaa28MX r iMZB0 r .82Xi7r

```

i;ii;aXZ WS , 2@MMMMMM; WS2Z2a2aZa22XSB88022S27aa@7 :XX M8. .,0SZX7a 7rXiX7
:;i:i2X8 @2 , , .Wa2aXZ2S2aa222rS28880W0BZ0S iSX S iBWZ;r;Wi .7;irr
:;i::aX8 @X ;,iXr77r;;XX7 rBXSSSSSX2S22aaSSS7XSX7XXa0; ,i ; 7W::ir;i8S :X7;r;
::;:;aX8 @2 i.:;i;ii;;;7 Z0X22ZSS2S2a22aSSa2ZSS2aSSX2Wa ;@Si@i7SX;;iaW ;7Xr
:;:;iaX8 W2 :.:;i;;;i;r;7r MZSSZX2ZSSaSS2SSaaa2SS27XZBBM8 2XX XBS;;a8 .7Xr
i;iiiZXZ BZ i.:;i;;r;ii;, M2SSS7aSaSSa222S2aSXX22X0@8a8M. X0i aaB XBXSbZ .ar
i;i:iZS0 OZ i,,i;;ri;;;X; BZ8WSa22a222aaSSSS2aSS2B0a2aX8@ r i07 S; iZXZMr rX
:;:;iaXX 00 :.,ii;;;;;7 WW80X7S2SXSSSSS2X7Za7Z@Z2SaZa2M@ r: ,is7i Xaa@M .7
:i:,:a7X 0B :.,ii;;;rr, M82S88MZXXa2Z2a2SX0BZMBa2aaaZaZ@M rX;;iX;X SMM; X7
:r:;:ZXB 00 :.,i;;;i;7i XMZaZa288ZXSSSXS0W08ZS2ZaZZZZZZaMM iXri7irr: iSr
:ri,:a7B 0B :.,;ii;i;X MZaZ8a2aZ0WZSZZ@Wa2S28aaa2aZaZ8Za2WM :;iXi;r7XXrrXr
:;i.:a7W 8B ,.i.;iri7 rMZSaaZaa22a800Zaa2a2aZaZa2aZ2SaZaWM ,r7:iiii::;7r
:;i,iarW 8W i:,irr:77; @82aa22S22a2S2a2a22Z82Za2a2aaZa2a22Z0M, :X:i;:;iiii7r
iiii:a7W ZB :.:;i;i;; MZaZaZaaZZZZ2aZaa2ZaZ2Za2aZaZa2aZaa228WM ri;:;iiiiX7
iiii:a7B aB :.,r;;;;7 2MZ22aZaaaZaZ8a2Z882aaaaaaZZZZZZZZ8ZaZMM r;ir;iiiiX7
i;i::a7W ZW ,.i.;ii;r M0Sa2Z2a2aaaaaaa28B0ZaaZaZaZaaaZaS2aaaaMW ;;;iii:X7
:ri,iarB aB ,.i;r;;r M022aaZZ2aa2aa2SZZSZB82a22Z2a222aa2aZa2ZS2M ;i:ii;rr
:i,:a7B a@ .i;r;r, Ma2S2Zaa2ZaaaaaZa2aaBZWaZa82a2aZaZ8Z22ZZ8aM7 r;ii;777
:ri,iZ7Z XM :.,iiiiX: MaZS2a2a2ZZZ8Z22aZaZ0 MZZZaZaZZZa2ZZZZ222aaWM 7;ii:r77
:i,:270 7M ,.i;;;7 MZ22ZZZZ222Za2aaZaZW BZaZa22Zaa2ZZZZZa2aa20M .Xiiiiir;r
:ri;2r0 rM ,:iiirr MW2aZaaaZ2aaaaa2aa2ZM ,Mz2S2ZaZZ2aaaZZZaa02 i7;i;7rX
i;i::ZrZ rM ,:;ii; MZaZa8aaaZaaaZ2ZZZaM M82ZaZ22aZaZaaZaaZaB@ ,:ri:i,i2r
i;i:iZ7Z ,@ :.;i;Xi r@2a2Z222aZ2aZ2a2MMM aM8Z2aZaaZaZa2aaZa220M ,i;iiii7r
i;i:i27a,.M :.ii;irrr M8Z22aZa22SSZ28aBM ; B@8aZZ2ZZ2aZa2ZaZ8MZ ;ii:i:rr7
i;i:ia7a:.M :ii;ii;r;i ,M@822aZaZa2a0MM, . 0M2aSX22aZZ2SZaaaMM ;i:.ir7
i;i:ia72. M ,:ii;iii;r Z@WZ272ZX8@MW iSX; iMMMWa822aa8WZBMr ZSSZaZa2X;r
i;i:ia7Z: M ,.iii;rr;iir M80B0W0@MM ;r7i;ir; .ZWMBW08BB@M .XaSSXSXSXr7
i;i:iara: M ,:;ii;rr;X MaaZ8ZaaZM X;i;;r;i;7r: aMBZZZZZ0B ,77S77rXSXSXiX
iri,ia;ai M ,.iii;ii;r: M888Z2Z0BM .rri;iiii;ri7X. @MBZZ880M ;XS7Sr7XX;r7
i;ii;Zra;.M ,ii;ir;ri;X; 0ZaZZZ8aMa ;rr:ri;:;:iiir BM00aZ8W: 7X777XX7;irr
:, ;iSi,M. ,ir27;:i: ;8M0ZZ80Z8@ r;;i;ii;iiii;;2 WZ8Z00MMM iSXX777;iiX7
.;a8MW8::M. ,. .0M@BB00SZaW2 .7;ir;i:i;ii7 SMZ088ZB8W ;ZaXXiii;X
@M@WB@08r:Mi ZMMMMMMMMBaZaZ8ZaWM ;ii:;iii:ii7 M80Z8Z88B@; ;irii;
BBBBB@BaS : , ZMMWZZZaBa8Z8Z8Z0WMMr i;:i:ii:iiiiiii; 2MB0ZZZ8Z8ZMMMa. ;r;i
0WWB0MWSW .:X7, ,MMMMMMMMMMMMM@, XZZ2aa2a22S222aaZ. ;MMW0Z0ZZZ08WMM i;;
0BOBB@W7@.:Z2irZS ,. :. XaSS77777X7X77777ZX 0MMMMMMWMMO ;ii
800BW@W;M2r27::S2a0ZXi,:.::;72Z8aZ2XX7S777r77X7r7XX7SXXaa2: rS22;, .iX;;;

```

\*\* The bears escape but in an ice cavern Denahi catches up. \*\*

```

^_^^_^^_^^_^^_^^_^^_^^_
^ Ice Cave Chase ^
^_^^_^^_^^_^^_^^_^^_

```

Kenai: It's Denahi, run!

\*\* Kenai and Koda escape from Denahi. \*\*

```

^_^^_^^_^^_^^_^^_^^_
^ Valley of Fire Chase ^
^_^^_^^_^^_^^_^^_^^_

```

Koda: Watch out Kenai, behind you!

Kenai: Nice try.

\*\* A spear is thrown and almost hits Kenai. \*\*





A- jump

In addition to a normal jump, Koda can leap off of vertical wall by hitting A when touching the wall.

L- Switch to Kenai

-- Kenai and Koda --

B- paw

A- jump

R- run

Hold Right/Left- push

Allows Koda to push small rocks.

^ ^  
\_/\_ Pick ups \_/\_

GREEN TOTEMS- Collect three of these at the beginning section of each level. Get these to create a path to the next level. It is easy to find these as more often than not they are in your path as you complete the level.

RED TOTEMS- Collect three of these in the middle part of each level to unlock the red path for such things as short cuts and Bonus Games.

GOLD TOTEMS: Collect up to three gold totems at the last part of the level to get gold berries. Use gold berries to play bonus games. Each gold totem is worth one gold berry.

BERRIES: Reddish fruit that comes in a bunch. Collect 50 of these for a free life.

GOLD BERRY: Currency used to play Bonus Games. You start with 3 berries, collect gold totems to get more berries.

BEAR PAW: Floating, rotating icon with a bear paw etched on it. Grab one of these for an extra life.

^ ^  
\_/\_ Terrain \_/\_

Thorn Patch- Green brambles that hurt when touching them.

Rock Pile- Small gathering of mismatched and weak rocks. Paw or Body Slam the pile to get rid of it.

Ice- Slick ground found in the Ice Cave levels.

Lava- Deadly black and red terrain found in the Valley of Fire levels.

Sharp Rocks- Blueish rocks that blend into the water slides. They hurt when you encounter them.

[]\>[] []\>[] []\>[] []\>[] []\>[] []\>[] []\>[] []\>[] []\>[] []\>[] []\>[] []\>[] []\>[] []\>[]

### III. WALKTHROUGH

Each of the 16 standard levels have three portions to them. In the first part

































the slide and when you see BERRIES, jump up and left and grab onto the rock. If you do not you will fall into a pit and have to start over. Jump up and right, trigger the CHECKPOINT STUMP and get the 2nd TOTEM. Go right into the next water slide and jump from that to the tree. If you jump right and up then back left and up you can get a BEAR PAW. Go right from that three, into the next tree and over to the rock platform. Cross the balancing log, getting the 3rd TOTEM and moving to the next part of the level.

#### RED TOTEMS

Get the three TOTEMS to unlock The Mountain 3.

Move all the way right and push through the mammoth's water stream for the 1st TOTEM. Switch to Koda. Bring him to the narrow opening with BERRIES in it. You will have to jump up the chute then hit A to bounce back and forth in the narrow opening, hitting A to keep sending him up. Make sure he is touching a wall by hitting over so that he can hit A to send him up further. Go right, over the thorn patch and to the boulder. Jump on top of it for the 2nd TOTEM then push the small rock right.

Jump right until you get to another water stream mammoth. Switch to Kenai. Jump onto of the small rock and then up and right, pulling yourself up onto the ledge. Go further right and get in the way of the mammoth's stream. Select Koda and have him jump past the mammoth. Go right onto the rock with a log on it. Either get Kenai to send him up or wall jump up and right for the 3rd TOTEM. Run right and bring Kenai right to go on to the next part.

#### GOLD TOTEMS

Go right, jumping over the hedgehog and over the pit. Jump up and right onto some raised and continue right. Jump up and right onto a small rock and right two more times for the 1st TOTEM. Fall right then move right and jump over the two pits. Keep going right until you reach the mossy rocks. Jump up twice, up and left and up and left again for the 2nd TOTEM. Move right then jump up and right to a stone place and paw the CHECKPOINT STUMP. Fall down and right, jump up and right and get onto the water slide. When the slide ends fall down and right for the 3rd TOTEM. Push the boulder right so it falls down and gets out of the way. Jump right, work your way up and right, drop down when the cave ends and keep going right to beat the level.

After dropping down and before going right and exiting the cave if you go left and leap a hedgehog you can fall down the go right for a BEAR PAW.

```
^_^^_^^_^^_^^_^^_^^_
^ The Mountain 2 ^
^_^^_^^_^^_^^_^^_^^_
```

You can bypass this level if you get the RED TOTEMS in The Mountain 1.

#### GREEN TOTEMS

Push the boulder right but not off of the ledge. Jump on it and up and right to the tree. Hop up the tree for a BEAR PAW and fall down to the right. Go right, jump over the rolling rocks and get the 1st TOTEM. Duck under the bouncing rocks and climb the hill for the 2nd TOTEM. Jump up and right, over the hedgehog and paw the CHECKPOINT STUMP. Get on the water slide and ride it down. Jump over the sharp rocks, ride it some more and jump over some more sharp rocks. At the end of it jump onto the balancing log, crossing it to get the 3rd TOTEM.







Sliding Game 1: Get the three RED TOTEMS in Snow Forest to unlock this game. You have 5 minutes to solve the puzzle.

Sliding Game 2: Get the three RED TOTEMS in Valley of Fire 2 to unlock this game. You have 3 minutes to solve the puzzle.

Sliding Game 3: Get the three RED TOTEMS in Valley of Fire 4 to unlock this game. You have 1 minute to solve the puzzle.

Sliding Game 4: Get the three RED TOTEMS in The Mountain 3 to unlock this game. You have 2 minutes to solve the puzzle.

-- How to Play --

Arrange to pieces to form a picture of Tuke and Rutt. Put the cursor on the picture and hit A to move it to the empty slot.

-- Strategy --

Do not try to get the squares into certain areas but instead try to line up the tiles in the correct order. Picture it like this:

```
321
45X
```

Where the numbers are tiles in the correct places and X is the empty square. Let's pretend the level starts like this:

```
241
35X
```

While it looks like the 5 is already in the correct position, it is more important to get the pieces in order, 1 followed by 2 followed by 3 followed by 4 followed by 5 in the wrong places than to get a few pieces in the correct slot.

What you want to do is move the cursor to 5 and hit A. This will result:

```
241
3X5
```

Move the cursor to 4 and hit A. This will result:

```
2X1
345
```

Move the cursor to 1 and hit A. This will result:

```
21X
345
```

Even though none of the pieces are on their correct spots, the puzzle can easily be solved. Simply go to the 1 and hit A, go to the 2 and hit A, go to the 3 and hit A, go to the 4 and hit A and go to the 5 and hit A. This will complete the puzzle:

```
321
45X
```

\_ / \ \_ Salmon Run \_ / \ \_

Salmon Run 1: Unlocked by getting three RED TOTEMS in Snow Forest 4. Get all 10 salmon in 30 seconds.

Salmon Run 2: Unlocked by getting three RED TOTEMS in The Mountain 2. Get all 10 salmon in 35 seconds.

-- How to Play --

Collect 10 salmon before the timer runs out. Use the directional pad to move around. If you run into too many rocks you will take damage and possibly have to start over.

-- Strategy --

Remember where the fish are so you can find them faster.

[]/\>[] []/\>[] []/\>[] []/\>[] []/\>[] []/\>[] []/\>[] []/\>[] []/\>[] []/\>[] []/\>[] []/\>[] []/\>[] []/\>[]

I'd like to thank the Disney company for making 'Brother Bear' the movie. I'd thank Vicarious Visions, but sadly a bear was pissed off that all the hedgehogs in the video game could kick his ass, so he beat me up and stole my thanks. All characters, story ideas and all brain wave patterns are copyright the Walt Disney company. This guide is copyrighted by me, Overated. If this guide is somewhere other than [www.GameFAQs.com](http://www.GameFAQs.com), [www.IGN.com](http://www.IGN.com), [www.neoseekers.com](http://www.neoseekers.com) or [www.cheats.de](http://www.cheats.de) I'm being screwed.

Peace to killer bees and you six four crew,

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