

# Juka and the Monophonic Menace FAQ/Walkthrough

by Ishtar Dark

Updated to v0.70 on Nov 7, 2006

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Juka and the Monophonic Menace FAQ/Walkthrough by Ishtar Dark
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NOTE: If you're colorblind or can't make out the difference between simple shapes such as a triangle or square, don't play this game.

Modus operandi NOTE: If you wish to locate a certain section, just use CTRL+F and search for '[section name]', without the apostrophes but including the brackets.

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VERSION HISTORY
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Version 0.5 - walkthrough finished up to Icefield Guardian, possible glitch preventing me from defeating him. I hope it'll be resolved soon.

Version 0.55 - just added this little section and my email address, which I seem to have forgotten in the previous version.

Version 0.56 - made a couple of corrections, added the Speed Walkthrough section

Version 0.70 - remodeled walkthrough, having matured since when I first wrote this thing... also, finished Snow and uploaded to inform the readers that I have indeed continued with the walkthrough. Ruins should be coming soon (unless I'm impaired by my upcoming tests... but I'll try my best to finish it as quick as possible)

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----- [INTRODUCTION] -----
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Juka and the Monophonic Menace is a game that defies the proverb 'Don't judge a

book by its covers', since it is as fun and quirky as the name suggests.

The game places you into the world of Obla, once ruled by the Ancients and their sound-machines. Even though the Ancients have long since vanished, their technology and ruins remain. Many 'cycles' later, peaceful Settlers came. However, after the discovery of the power of the Ancients' Technology of old, the Settlers entered the Great War. In the present, a fragile society lives in a shaky place. The story begins with a cheerful and good-willed young man named Juka.

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-----[ABOUT THE AUTHOR]-----  
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My name is Dario Papic (alias John Parker) and I come from a small European country called Croatia. This is my third complete walkthrough for a game, and I hope you will enjoy it.

My e-mail address is ishtardark@email.t-com.hr, as stated near the top of this FAQ/Walkthrough, so if you have any questions, advice or ideas on how to improve the FAQ, feel free to send your mails to that address.

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-----[CONTROLS]-----  
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The controls for Juka are quite simple and easy to grasp. The game takes place in a kind of isometric 2D world, and it does it magnificently. Players of Kingdom Hearts: Chain of Memories will feel a bit nostalgic when they see the graphic style, even though CoM's is a bit more polished. Now, for the actual controls.

[The A Button] scrolls through text, makes selections and activates your Light Shield.

[The B Button] cancels selections and activates your Dark Shield.

[The Left Shoulder Button] scrolls through available targets (a 'target' can be an enemy OR an object, doesn't matter - but if you have an object targeted, you can't use the Light or Dark Shields, so you're pretty much screwed if an enemy decides to attack you at that time.)

[The Right Shoulder Button] opens the Potions menu where you may select which Potion to throw at your current target.

[The START Button]... does nothing. ^\_^

[The SELECT Button] opens the main menu, from which you may access your journal, the mixer or the map.

[The D-Pad]... switches through selections and moves your character, as usual.

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-----[THE WALKTHROUGH]-----  
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Upon starting a new game, you will witness a scene between Juka, your character,

and Bufo, his froglike and obviously much smarter companion.

Juka is surprised by the fact that the teleporter actually worked. Bufo seems glad to see the teleporter didn't vaporise Juka... Bufo tells you it would be a good idea if you looked around and tested the Recorder to see whether it works.

Basically, you can't try out your controls because they're all disabled. So, just walk a bit southeast to initiate another scene.

We now spot an adorable looking creature. Bufo tells you to get closer so we can get a better look, and Juka agrees, seeing as how the creature looks friendly enough. Juka approaches... and the creature hits him with a projectile. Very friendly indeed. Juka has obviously changed his opinion, as he now agrees to throw a Sleep Potion at the creature.

Follow the on-screen instructions as they're quite glaring. You'll learn how to throw Potions at enemies while at it - but this Sleep Potion doesn't seem to work on the enemy in front of you. Strange.

Now Bufo states that he's getting an energy spike from your Sound Staff and asks Juka if it's glowing. Juka confirms, wondering why that is since it obviously never glowed before. Now Bufo informs you that the missile that hit you is actually a Sound Shot, and that your Staff's Light Shield can catch them.

INTERLUDE: Now, to instruct you a bit on the game's pattern combat system. Enemies like the one you see here can fire projectiles of different shapes and colors: rectangles (kind of), triangles and circles in blue, green or red. Now, when you have an enemy targeted, the scroll at the bottom of the screen shows you the pattern of projectiles you need to capture with your Light Shield in order to be able to attack the enemy. When you capture a projectile, the symbol that signifies it in the scroll starts spinning, informing you that you should now catch the second symbol in line. It'll all become clearer when you play through the game more. If you don't get it now, don't be frustrated.

Anyway, when the conversation ends, you have an instruction to press the 'A' button. So, press and hold the A button to see the oh-so-famous Light Shield appear around Juka. When the creature fires its blue triangle projectile, the Light Shield will capture it. You will now see that the triangle in the scroll is rotating and the creature's mini-picture is flashing. (AND you have an instruction to press 'R'.) Well, that means that you've collected all the projectiles you need to attack the targeted creature, and can simply press R to fire at it. Do that now and watch the creature go 'pop'.

Now we see some more enemies, which are obviously too much, so Bufo orders Juka to get back to the teleporter and return to HQ - pronto!

This was all just an intro, but now the real game starts.

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===== [THE MEADOW] =====  
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Juka obviously has a rough landing back in ye olde HQ. Take one step and Bufo will start talking to you. Sadly, it seems that all of Juka's Ingredient Jars broke when he landed on his backpack. Bummer. Not all is lost, however, as Bufo seems to have some spares out in the garden. If you approach the Organ here, Bufo will tell you that it's broken since he used parts of it to fix the Teleporter... neither works now, though. Profitable business, I tell you.

Now approach the door and go outside. Bufo tells you that there are 3 spare Jars near the house, and that you should find them. Move a bit southwest to find the first Jar. It is the Yellow Ingredient Jar, which obviously lets you collect Yellow Ingredients.

But, 'how do I collect Ingredients?', you might ask. Well, dear child, just approach the plant a bit west from the Jar and you'll see the instruction to press the A button. (Also, a red exclamation mark appears above Juka's head - this always signifies that you can press the A button to do something.) After you press it, Juka will seemingly grab the plant, and you get the instruction to press right and left on the D-Pad. Now, what you're doing is shaking the plant, so press left and right one after the other quickly. Eventually, the plant will release some weird thingies which we identify as Yellow Ingredients.

Collect all three. Go a bit northeast to spot yet another one of those plants, which will yield Yellows as well.

NOTE: Just for future reference: I cannot stress enough how important it is to collect Ingredients wherever you go, no exception. They respawn when you leave the screen, so it's awfully easy to collect them. However, in the beginning of the game, you are going to get the impression that you will always have enough Ingredients. This is WRONG. Don't learn the hard way, like I have. Please, always collect, even when backtracking, even when you don't feel like it.

Now, cross the bridge here. You will spot a purplish plant which also releases Yellows, so you're free to shake it. Don't shake the green one which looks like a tree, though. First you need the Green Ingredient Jar, which is just a bit northeast. After you collect the Jar, you may now shake all the plants in this area to get their goods (and - in accordance to the previous note - I strongly urge you to do so to every single plant). After you get your share of Yellows and Greens, proceed to the northeast, cross the bridge and enter the next screen.

(From now on, I will no longer tell you to shake the plants for Ingredients, because I expect you're smart enough to do it yourself - you have been warned.)

Move a bit right and you'll spot the last of the three Jars we're supposed to collect, the Blue Ingredient Jar. You're now free to go a bit north and jump into the azure water and collect Blue Ingredients - you see, you get them straight from the water. You don't have to do anything, just cross over them (or dive under them with B) and you'll pick them up. Sweet! When you pick up your first Blue (and if you collected enough Yellows and Greens), Bufo will take you to the mixer screen and teach you how to brew Potions. You see, each Potion has a specific formula and amount of Ingredients it requires. A Sleep Potion, whose formula you already know (that is, Juka knows), requires 1x Blue Ingredient, 3x Green and 6x Yellow Ingredients to brew. So, now you made your first Potion! YAY! I strongly suggest you keep making Sleep Potions until you have about 10. Keep going between screens to refill on Ingredients, too. (You can check how many you have by pressing R on the game screen.)

When you're done collecting, go to the east towards the bridge and you'll notice a weird signpost. This signpost, as Bufo so smartly informs you, is this game's 'Save Point'. When you save here, you also restore your Stamina and Shield meters (you'll find out more about them later on).

After you save, approach the 'rotating handle'. As you see, the bridge is currently drawn in. To draw it out, grab the handle and keep pressing A to turn it, until the bridge is all the way out, after which you should cross it. As Bufo sees you're ready to travel farther out (having collected the three

spare Jars you initially broke), he informs you of an errand. You need to find Miss Windsong in the Village and pick up some parts necessary to fix the Organ in Bufo's house. Now you'll be taught how to handle the map (which I find a rather useful tool, unlike in some other games... the design is very nice, too).

Now, look around the map, notice the village, and that's it. The cloudy areas are, obviously, areas you have yet to explore in the Meadow. Now, close the map, browse around the menus some more (you'll get used to them pretty soon, don't worry), and when you're ready, move on to the next screen.

Move a bit right to be introduced to a new enemy: the dopey-looking Thief. They are different from the creature you met in the intro, who was a 'mechanical' enemy. Thieves are, in lack of better term, 'living' enemies and don't hit you with Sound Shots which you can catch. They shoot you with different projectiles which home in on you. If they hit you, they knock off some of your ingredients, but don't harm you physically. They can be easily retrieved, of course, but it's best to avoid the Thieves nonetheless.

Considering their 'living' status, you can't destroy them like you did with the creature you met before. The worst you can do to them at the time is throw a Sleep Potion at them. Luckily, the Sleep Potion holds them asleep for an indefinite amount of time (or at least until you leave the screen), so you might as well consider them dead. Now you will be instructed to hit it with a Sleep Potion, so do just that and watch it go into deep slumber.

NOTE: If you didn't understand, the Thieves' shots which you'll see from here on in can't be blocked by your Light Shield, so don't bother.

Now you can continue boldly, because there are no more enemies on the screen. You can tell because there is no mini-picture at the bottom of the screen. You see, when you defeat an enemy, your target automatically switches to the next enemy or object in the screen, so you can basically tell if an enemy is left even if he's miles away from you, but on the same screen. You'll see what I mean. Continue east now, collecting Ingredients, and enter the next screen.

Here you will find something interesting: a Ruinstone of the Ancients. They guard the Elements, but I use the term 'guard' really really lightly. You'll see what I mean. ^\_^ Now go and talk to the Ruinstone (yes, talk to a rock).

He presents himself as the Ruinstone of the Meadow Glade (they have really nice names, in my opinion). He seems to have lost his Element (told you so), and asks you to retrieve it. In return, he'll teach you a secret of alchemy - basically, a new Potion recipe.

We obviously want that, so now we're supposed to go down the south path, past a bunch of Thieves and retrieve the Ruinstone's Element. No biggie. Make sure you have a bunch of Sleep Potions, though. Go south to the next screen.

Go a bit south and you'll be instructed on switching targets. You may do so with the 'L' button. Now, just throw a couple of Sleep Potions at the Thieves to put them to sleep. If one of them shoots a projectile at you, hide behind a pillar or something. Even if it hits you, just pick up the Ingredients again.

NOTE: Don't think you have to stand in one place while throwing a Potion. Juka and the MM is a very flexible game, you can move at any time without breaking an event. As long as the Thief is targeted, the Potion WILL hit him no matter where you go.

So, theoretically, you could simply stay at the top of the screen, push R and

throw the potion at both enemies from far away. ^\_^ And you'd be right to think so. No one's stopping you. After you get rid of them, continue south.

Here you'll spot the Element we need. Pick it up now and go back to the Ruinstone. Be warned, though, the Thieves will be awake again, so either use two more Sleep Potions or just move really really fast. Anyway, talk to the Ruinstone once you're back and he'll thank you for finding his Element. In return, he adds the recipe to the Animate Potion in your journal, which is 4x Blue, 3x Green and 5x Yellow.

Now, a bit east from the Ruinstone is a targeted blue circle (it's kinda difficult to see: just look in the target's center, you'll spot it). When you see this kind of circle, you should use an Animate Potion to animate certain things on the screen. (To animate, as in, to bring to life.) Anyway, mix up an Animate Potion now and make the cliff-rock-wall thingy move out of the way (so, you animated it and it moved). This is the path on. However, don't take it yet. Go a bit north from the Ruinstone and you'll notice a cave entrance. Go through it.

If you check the map, you'll see you're in the secluded lake part. This is Blue Ingredient paradise. Leave the screen and return as much as you want and stock up on Blues. When you're ready to move on, go back to the Ruinstone screen and approach the path you opened up. When you approach the cliff, you'll see the red exclamation mark above Juka's head. So, press A and you'll grab the edge. Press A again to climb it. You can also press B to drop down.

Go to the next screen, which is a lonely one. Save at the signpost and rip the Ingredients off the local plants.

NOTE: Screens with signposts (also marked on the map) are often, if not always, enemy-free. They're like sanctuaries.

Now, move a bit south, animate the wall out of the way and go through the southern path. You'll notice a Rabbitcow here. It's completely friendly, and you can even pull it around. ^\_^ Don't worry about it. Rip the Ingredients from here, too, and go back up to the previous screen. Continue to the east and to the next screen.

And HERE you'll notice a scroll at the bottom of the screen, with a pattern a bit more complicated than the one we saw last time. The enemies here fire both green triangles and green... well... rectangles (kind of). Your job here is to collect one triangle (using your Light Shield; A button), and then one rectangle, after which you fire with the R button and destroy the enemy. Be careful, because if you accidentally collect another shape or color, you have to start all over (which isn't a big deal in this case, but you'll see later on).

There are three things that make you start your collection all over again:

1. Collecting the wrong shape or color.
2. Getting hit. (Utilize the Dark Shield (B button) to protect yourself.)
3. Switching targets. (So, keep your finger off the L button when you're in the middle of collection.)

Now, you have to defeat both of the enemies here to remove the Barrier they set up and move on to the next screen. Listen to Bufo's explanations, including the one about the Dark Shield. Basically, when you block hits with the Dark Shield, it restores your Sound Shield's power (which stops the projectiles from hurting your Stamina). The Sound Shield is the green bar in the top left corner of the screen. Anyway, this is too much information to be thrown at you at once, I know, but oh well.

Now, play around with the enemies and test out how all this works in practice. Just remember, you use the A button (Light Shield) to catch the shapes (a.k.a. the Sound Shots), and you use the B button (Dark Shield) to simply block them, which is useful.

Anyways, good luck in beating the enemies. After you do, the Barrier will open up and you can continue northeast to the next screen.

NOTE: Like Bufo says, you can't use Potions on these enemies, since they're mechanical. Just remember that. If they have patterns, they're mechanical. If they don't, they're 'physical' or 'live', like the Thieves.

In the next screen, draw out the bridge and cross it to meet a kid. He seems worried about something and Juka asks him what's wrong. It seems his mom's gone - she disappeared when many Soldiers started appearing at the village. Shady stuff. Juka tells the kid he'll find the kid's mom, and that he (the kid) should go home and wait. The kid then says that his house is in the Upper Village, and that if you take that path (the upper one), you should avoid most of the Soldiers. That's just what we're going to do, because the Soldiers are nasty guys.

Anyway, save here and then go north and animate the wall away. Continue north, flip the switch and board the platform which'll take you to the 'upper path'. Go to the next screen, which is quite empty (except for some plants), so just pass through it. Now we'll witness a strange scene.

A general guy in a weird room has a bunch of screens in front of him, one of which shows the idiotic and clueless face of our beloved hero, Juka. The military guy comments how he lost contact with two of his nearby Simplebots (the mechanical enemies), and that he's almost positive he detected a Sound Staff energy reading. However, no one seems to be around except Juka, so the guy concludes he should keep an eye on the kid.

And now we get a really nice look at the village we're supposed to visit. Take a few steps on the new screen and Bufo will remind you to visit Miss Windsong, and the screen pans over to show her house, which is just around the corner. So, enter it and speak to Miss W. It seems her sons, Johnny and Arlo, are gone. Now it seems that the disappearances are deeply connected to the Soldiers' appearances.

We decide to get to the bottom of this, and we'll put Bufo's errand aside for now. Miss W then gives us the Horn, an Earth Instrument she got from a Yeti. Now, it seems we'll need to visit the Yetis around the world to get their Earth Instruments. They are very special, obviously. They can create a bunch of Ingredients by using up some of your Sound Shield's power (which you restore by blocking hits with the Dark Shield, B button). The Horn creates Yellows, which is nice, seeing as how we need them most. Bufo will instruct you on how to use the Horn.

Now, talk to Miss W again, and she'll mention you should visit Maestro before you leave, since he's obviously very wise. Now exit, go a bit northeast and enter the house there. It's the kid you met a while ago, and his mom isn't back yet. He suggests you go see Mayor Ostenburg, and we will in a few moments. Exit and cross the bridge (or just swim across the river). Enter the house here and talk to the guy. He mentions Maestro told him about a jewel he found at the river. What could it be?

Anyways, exit and flip the switch near the house. Board the platform and enter the house here. The 'M's you see on the flags outside probably mean 'Mayor', so yea. We do a little bla bla with him, and he mentions the Soldiers appearing is

probably Maestro's fault. He lives just across the bridge near here. Exit the house, go a bit east and extend the aforementioned bridge. However, don't go to Maestro's yet. Flip the switch here and board the platform to be taken to the lowest part of the village. Roam around here, entering houses and noticing that almost everyone is missing. No matter - we'll find 'em all in due time.

Save at the signpost if you wish, and walk over to another Ruinstone on a small peninsula, then talk to him. It seems 'this one' (the Ruinstone of the Village - okay, this isn't a cool name, but wait till you see the rest) lost 'his' Element, too. Pfft, some guardians they are. If you find the Element, he'll teach you how to brew an Unlock Potion. Anyhoo, it seems one of the villagers stole his Element. If you've been to all the houses around, you'll know that the Element isn't hidden within any one of them. So, we only have one place left.

Go to the Mayor's level again and cross the bridge, en route to Maestro's place. It is just on the next screen, so don't expect a long trip. Anyway, enter the house and you'll immediately notice the Element. Approach it and Bufo and Juka will notice a letter.

NOTE: You'll find tons of spelling and grammar errors in this game. It can be quite annoying, but you'll learn to ignore it.

Now, it's all very mysterious. It seems Bufo used to work with Maestro, and he knows more than he let Juka know initially. It seems this Menace guy is the last of the Dark Alchemists, and that's REALLY bad news (no shit?). It seems those mechanical enemies are Menace Machines, and Maestro probably recognized them and immediately assumed Menace has something to do with whatever is going on. Now we are supposed to follow Maestro to Menace's castle or whatever. Oh well...

Grab the Element, exit the house and go back to the Ruinstone. He'll teach you how to whip up an Unlock Potion, which we obviously need to continue with the game. Listen to what Bufo has to say, but it's pretty obvious stuff. Now, swim over south and check out the handle. It's locked, so make an Unlock Potion, use it and spin the handle to open the path to adventure. Yay! If you check the map now, you'll see the letter 'A' marking the path we just opened. Since the map had to be nicely organised, they had to use this system. You'll see. Go through the path when you're ready.

Now open the map again and you'll see that you're God knows where, but there's that little 'A'. You see, equal letters signify paths which connect, even though they're not depicted as such on the map. Scroll around to the northeast and you'll notice the village, so we're still around here. Meh, anyway, moving on. Go through this screen, collecting Ingredients, until you hit a Barrier with a weird pattern on it. When you approach it, Juka will play the Horn we got from Miss W, and the Barrier will disperse. You see, each of these Barriers needs a different Earth Instrument to open, so they basically guarantee you won't go through the game without collecting things. Go to the next screen.

There are some new enemies in this screen, and we know we can't use Potions on them, so we have to hit them with their own medicine. The darkish, knight-like dudes need to be hit with a level 2 shot. This only means that you have to keep collecting patterns. When the first one is filled, another one will appear. Fill two of them and you'll be able to fire a shot at the darkie. Also, you should wait until they stop and start shooting; that way you can quickly sneak around them and shoot, because they can block shots from the front with that giant shield of theirs.

The other enemy just requires two hits to die. Nothing special. Just one more thing: Potions can go through walls, pillars, whatever, but shots can't. So, you can't hide behind a wall and shoot the enemy like you threw the Potion at the



first Thief you met. Also, you don't even have to face the enemy when you shoot him or throw a potion. You may as well be running away, facing the opposite direction: that weird spiritual hand will throw everything at your target, no matter what.

Now, go and take care of them to get the Barrier down, then head northeast and talk to the yokel you see there. After hearing his request and saying 'Aye aye, sir!', head to the far south-southeast and open the pen door by turning the handle. Now just drag the four Rabbitcows into the pen (you don't have to close the door, they won't run), and you're done. Piece of cake. (Just don't let one fall into the water: they're not really built to swim, you know.)

As a token of his appreciation, the yokel dude gives us the recipe for Yeti Potions. Now, I suggest you stock up on these right away - you DON'T want to meet a Yeti in the middle of nowhere with no Ingredients and one Yeti Potion short - you see, you have to give them the Potions in return for something.

(The first Yeti asks for 2, the second asks for 4, and the third for 6, so you should brew up ten or twelve now, and more later. Better safe than sorry.)

Anyway, the wall that was blocking the path will move away now, so we're free to continue east of where you found the yokel. In the next screen, chat with another Ruinstone - he's a delicate thing, he's actually crying. Awww... He's the Ruinstone of the Forest Pool and he, too, has lost his Element. Let's go find it and learn how to make that Flash Potion. Go northeast, climb up and go to the next screen.

Here you'll find three Simplebots and a new, red mechanical thingy. He's nothing special, really, just collect a shot and fire away. After you slaughter them all, the Barrier on the east side of the screen will disappear and you're free to go into the cave.

In the next screen, you'll notice your first target is a Thief. Whip out those Sleep Potions and hit them in a cowardly, long range style. Cowardly, but effective. ^\_^ Anyhoo, after they fall asleep, follow the land path here and it'll eventually lead you to a signpost (Save Point, if you haven't caught up to my terms so far) and the Element. Now just trek back to the Ruinstone (mechanical thingies don't respawn, thank God) and give him his Element back. He'll add the recipe for a Flash Potion to your journal. Bufo explains what it does: if you don't want to use up your Sleep Potions, just use one Flashie and it'll disable the homing missiles of all Thieves and Soldiers on-screen, so they'll be easy to avoid. Unfortunately, we need the Copper Ingredient to brew a Flashie, so that's out of the question for now. Now, you'll notice the Ruinstone removed a wall that was blocking our way. Head out to the next screen.

You'll meet a new enemy here - he only travels by water, so I'll christen him 'the Submachine'. You have to catch his projectiles while on land and shoot him when he's in sight. You can't use your Shields in water, or shoot for that matter. Anyway, after you get rid of two Submachines and one Simplebot, you can be at peace. Go to the southeastern corner of the screen, climb onto the piece of land and use an Animate Potion on the blue circle. It will make the wall up north move away, so go there and into the next screen.

(Note that as long as a Barrier hasn't been set up, you can just go through the screen without even touching the enemies if you don't feel like it.)

This is a save screen - just save and move on to the next one, where you'll find two more of those weird red machines. Simply shoot them off and move on to the next screen. When you see a Barrier at the start of the screen, it means there's a boss ahead (since the Barrier encloses you inside the arena). Go through.

Here you'll meet the first boss of the game (kinda). This is Antibufo. Anyhoo, he's a friggin idiot. He smash us. We not welcome. Now battle start.

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ANTIBUFO

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Well, basically, you have to fight and slaughter the numerous machines that Antibufo spawns. He spawns two kinds: the tough darkie and the weak Simplebot. You need to beat four Simplebots and three darkies to get rid of Antibufo. Now, there is a weird bomb-like thing running around the arena and shooting random shots - ignore him, he doesn't really affect the battle. Defending against shots is easy, just use the Dark Shield.

Anyhoo, after four dead Simplebots and three bummed up darkies, Antibufo oh-so-confidently says that we will meet again, calls us puny after we just kicked his undead booty, speaks into his walkie-talkie: 'Beam me up, Scotty!', and disappears. Prick...

Anyway, it seems Maestro had been held captive by Antibufo, and he's now free. It also seems, judging by his words, that Juka's Sound Staff is actually Maestro's ex-Staff. With it, we'll be able to defeat Menace, who is, sadly to say, 'back'. The only way to beat him is to break his Monophonic Spell (thus, 'Monophonic Menace') which is what guards those machines from our Potions. The only way we can break the Spell is by collecting machine parts and reactivating the Great Machine. It seems that Menace has kidnapped people from the village to 'power' his Guardian Machines, which hold the machine pieces. Anyway, we just have to beat the crap out of these Guardian Machines to get the machine parts and rescue the villagers. Okay... no biggie. We've done this before.

Now, Maestro gives us the first machine part (which was, presumably, left behind by Antibufo) and instructs us to travel from the Meadows to the Cliffs, as each Guardian Machine is probably in different areas of Obla. Now enter the cave behind Maestro, which is marked with a 'B' on the map.

You'll notice Thieves in the next screen. Long-range Sleep Potions work best, as always, but it's your call. Save and continue through the screen and to the next one. Firstly, climb up the cliff a bit left from the locked switch and go through to the next screen. Here, pick up the upgraded Green Jar which allows you to store up to 99 Green Ingredients. Now go back to the previous screen. Throw an Unlock Potion at the locked switch, flip it, board the platform, and meet up with a girl. She's called Miranda and is glad to see Juka. Her Grandpa, Skipwidget (I mean, really...) is missing. We promise we'll find him, yadda yadda, be well be well, smoochie smoochie, ciao. Unlock the handle further on and spin it to extend the bridge. Continue on to the next screen.

If you look at the map, you'll see that this screen is home to our first Yeti pal. ^\_^ His name is Dwayne (and I think it suits him well). He asks Juka if he wants to play a minigame - if we win, he'll give us the Maracataur, another Earth Instrument, so yea, we'll play.

NOTE: Don't feel weird about the talk here - it seems really strange. First he says 'Maracataur', then 'some Guitar', and then Bufo identifies it as the 'Maracataur'. Translation bull.

Since we need Earth Instruments, and it can make Greens, it's mighty useful, so we'll play the minigame. Listen to Dwayne's explanation of the minigame - it's really simple. You shouldn't have much problems with this, even if the odds

aren't in your favour. Just make sure you don't jump or fall unnecessarily, which takes away time. Anyway, after you win, he gives you the Maracataur. If you want to play again, feel free to, but the reward is a few potions, nothing really tempting. Play if you want to, but when you're ready, move on to the next screen.

Save on the next screen and continue. The next screen is home to two Submachines, which are kinda tricky to get rid of since they swim a bit far from the land. It's doable, though, so after you kill them off, approach the targeted blue circle on the northwestish side of the screen and throw an Animate Potion at it. The wall a bit northeast will animate away. Go through there and into the next screen.

NOTE: You may notice that we didn't visit a screen southeast of the previous one - don't worry about that, we'll do that one later because the path further on is inaccessible, and it's just chock full of soldiers. They're annoying, so yea, I'm sparing you.

On the next screen, unlock a switch, flip it, board the platform, and watch as another Barrier disappears due to the sound of our Maracataur Instrument. Move on to the next screen.

There are some darkies here, but nothing you can't handle with relative ease. They're a bit more complicated now, but again, it's nothing too new or too scary. After you beat them all, head south to see a door and targetable mechanical thingy. To open this door, we're going to need another potion which we won't be getting anytime soon, so we'll get back to this later. In the meantime, go to the north and flip the switch, board the platform and target the blue circle. Animate it to make the wall to the southeast move away. Go through to the next screen.

And whew, here's our first encounter with a soldier. You can take care of them exactly as you take care of Thieves, by putting them to sleep, but if you choose not to, prepare to take some damage. Their projectiles aren't as fast as the Thieves', but if they hit you (and they probably will), they take away your Stamina. Or, in normal RPG terms, your HP. If they take it all away, it's Game Over. However, if you put one to sleep, he drops a muffin, which restores some Stamina. Nice. Anyhoo, after you make them all go to dreamland, continue on, save, and enter the next screen.

Move a bit north and Juka will notice a big door. It seems to be locked tight, and there are 4 keyholes. This means that you need to find four keys around Obla which open this door - we'll do that as we progress through the game. They're called Ruinskeys, by the way. Anyhoo, move on to the next screen (pass marked by the letter 'C').

There are two Cyclobots here, so you shouldn't have a problem. Just hit them a couple of times til they drop. Dead, that is. Go a bit north and use an Animate Potion on the blue circle, making the stone wall move out of our way. Enter the next screen.

Uh-oh - remember what I told you about these Barriers? Yup, another boss battle is here. Antibufo wasn't really a Guardian Machine, and they're the ones we're supposed to beat in every map. So, yea, prepare to be assaulted. By the way, this is funny:

Juka: "Ahh! What's that thing?!"

Bufo: "Calm down, Kid. It's just a giant, high-powered Menace Machine."

So comforting, don't you think? ^\_^ Anyway, it seems a villager is trapped within the Guardian. So, we need to kick its mechanical butt to free the

villager. Let's get down to business, then.

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THE HOVER ORB  
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Okay, first, to explain the Orb - he moves around the arena and throws Sound Shots at you, just like any other Menace Machine. However, his shots are special, and you can't catch them with the Light Shield.

They can do various things - slow you down, mix up your controls, or plainly hurt you. You are free to simply block them with your Dark Shield, HOWEVER, don't block the ones that look like a cross. If you do, they will still hurt you. Just evade them.

Now, how to actually BEAT Hover Orb. Like with any other Menace Machine, you have to hit him with his own medicine. However, you can't collect his shots, so you have to make use of the two turrets that appeared at the beginning. Each turret shoots only certain kinds of symbols - they don't shoot at random, they have set patterns. So, you have to catch the turrets' shots and then shoot the Orb.

He, sadly, requires a level 3 shot each time, so you need to fill out three scrolls of symbols to shoot him once. It's not really that hard when you get used to the system and learn which turret shoots which symbols by heart. After you shoot him twice, he'll switch his mode.

Now, HE will start shooting the symbols you need at you. However, he's also a bit faster, so you'll have to be somewhat careful. You have no more use for the turrets, so they disappear. Again, the same thing - collect a level 3 shot, shoot him, lather, rinse and repeat. After you shoot him three times, the battle is over.

Hover Orb explodes (well, falls apart would be a better term), and the Professor is freed. He and Juka chat a bit, when Juka mentions that the Prof's granddaughter went searching for him, and Juka will go and get her. Now, don't freak out. We won't have to backtrack - Juka brings the girl automatically. She and the Prof will return to the village and continue living a peaceful life, but the Prof first gives us another machine part - you know, one of those we need to restart the Great Machine. Now, the Barrier near you disappears, and you're free to enter the next screen. When you do so, however, you witness another scene with that military guy.

He is surprised that the Hover Orb is destroyed, and he concludes that Juka must have a Sound Staff - but how could a yokel like Juka get such a powerful relic?! He assumes the 'one whom he thought he had taken care of' is helping Juka. Who could this person be? Oh well, back to action. We enter a new map, and a new land of excitement! Woohoo.

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===== [THE CLIFFS] =====  
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If you check the map - you'll notice there is no map! We'll get it later on. Now, take a few steps and Bufo will teach you about the pipes, which are a new way to collect ingredients - you stand on a switch and the pipes throw up. Kinda.

Save here (yay, 25% of the game is done), and go east, climbing up the cliffs.

NOTE: Don't bother stepping on the switches, the pipes release Copper

Ingredients, and we don't yet have a Copper Jar yet, so yea. We'll get that soon, too.

After you climb a couple of levels, Bufo will introduce you to another novelty to the game - shimmying. ^\_^ Of course, that's nothing new for adventurers like us, no? Before shimmying across the gap, go southwest to the edge of the cliff where you'll find the Yellow Jar upgrade, which allows you to carry up to 99 Yellow Ingredients. Now jump and grab the poles, shimmy across the big hole and enter the next screen.

Thief alert - long range Sleep Potion assault recommended. There's only one, though. Anyway, you have two ways of crossing this small lake: either swim across it, or, if you're a hydrophobic cat, shimmy across the poles that span the cliffs at the north side of the lake. I prefer swimming. Anyways, after you cross, go a bit south and you'll notice a blue circle targeted on the land. Throw an Animate Potion at it to make the black rock wall up north move away. Proceed to the next screen.

Save here. Move a bit east and target the handle here, unlock and spin it to draw out the bridge. Cross it to meet the Smashspringer - a fancy name for a lame enemy. He just throws three shots at once, nothing really special. After you're done with him, unlock the nearby handle and turn it to draw out another bridge. After you cross it, target the blue circle on the ground and use an Animate Potion on it to open the path to the right. Now, flip the switch here, board the platform and quickly run northeast to the next screen. After doing that, go back to the previous screen (you'll see why we did this), and make your way back to the signpost (a.k.a. Save Point). Head south and to the next screen.

This place is filled with Soldiers, either take them out with a Sleep Potion or risk fainting. In any case, keep heading west and notice the small piece of land in the water. Target the blue circle here and, as usual, use an Animate Potion. It will open up the path to the west, so go there and proceed to the next screen.

This screen is just Ingredient-gathering grounds, so when you've collected all you can, move on to the next screen where you'll meet a new kind of enemy. These wizardish guys use some kind of Stealth, according to Bufo (more like Warping, but okay). If they warp while you're trying to complete the sequence for a shot, you'll have to start all over again, so you basically have to shoot them quickly. It's not really difficult once you get used to it.

So, make your way around the cliff and eliminate the two Simplebots. After that, climb the big cliff from the southeastern side and deal with the wizardish dude. You'll see they're actually a piece of cake, just make sure you shoot as soon as you fill the scroll. Shoot him twice to destroy him, and then proceed to the next screen.

Here immediately turn left and climb the small cliff. Enter the blue warp hole to be taken to a new screen. Here, climb the central cliff and collect the Sound Crystal piece, which increases your Sound Shield's endurance. Now enter any of the two blue holes to be taken back to the previous screen. Go a bit northeast to meet up with Bert, an explorer who will give you (at last!) the map for this area. He also mentions seeing a Jar around here - through the tube (warp hole) near the Ancients statue on the right side of this screen.

So, head east and south from this man to encounter an obelisk-ish statue and a yellow warp hole near it. Enter the hole and pick up the Copper Jar sitting in plain sight. Now you can start collecting Copper Ingredients, which we need for a Flash Potion. Enter one of the yellow holes again to be taken back. Now go back to Bert and climb the cliff behind his back - enter the orange warp hole.

There are three darkies here - take care of them and re-enter one of the warp holes to be taken back. Near Bert again, enter the red warp hole just a bit southeast from him - we're moving on. In this next screen, take care of the two wizardish guys. One appears on the north side, and one on the south, respectively. After you deal with them, enter the warp hole to the far right.

Save on this screen and enter the next one. Unlock the nearby handle and turn it to draw the bridge out. While you're here, turn the other handle here, too. Anyway, cross the upper bridge to spot another Ruinstone. I missed those.

This is the Ruinstone of the High Valley, and (surprise, surprise!) he's lost his Element. You're Juka, mighty Element retriever, so we'll go and find the nice Ruinstone's Element. Anyway, board the platform near here to be taken to the lower part and follow the sparkly red things to the next screen northeast.

Here you'll meet the new, flying Menace Machines. Apparently, you can't shoot at them from the ground, so you'll have to find some higher ground. Bufo explains it nicely, you don't need me butting in. Anyway, go a bit south and target the blue circle here - throw an Animate Potion at it. You'll see your 'higher ground' rise. Now, collect the symbols needed for the shot from the ground (you need a level 2 shot), and then climb up on the higher ground and shoot. Simple as that. After you get rid of both flyers, proceed to the next screen.

Soldiers alert! Sleepify them or run like hell, it's your call. OR you could use a Flash Potion to disrupt their aim - that works too. Anyway you choose, go to the northeastern part of the screen, use an Animate Potion on the blue circle and proceed to the next screen.

More Soldiers here. Do the usual. Follow the path, up a cliff and further into the next screen. Collect the Element here, collect a bunch of Copper Ingredients, save and make your way back to the Ruinstone. As thanks, he'll teach you how to make Summon Potions and he'll remove the wall that blocks our path. Unfortunately, Summon Potions do NOT summon huge mythical monsters which wipe out all enemies on the screen. You use Summon Potions on certain summon points - just like you use Animate Potions on the blue circles. They summon various useful gadgets for the screen. Go down the bridge southwest and just continue south, unlocking, turning handles and crossing bridges till you enter the next screen.

Guess who's here? Another Yeti!! Her name is Chloe, and she too lets you play a minigame in return for an Earth Instrument, the Water Harp. So, what are you waiting for? Accept.

This minigame is really simple and really easy (at least to me it was). You have to swim through a track in a certain time limit. Collecting a green stopwatch nets you an extra 5 seconds, and collecting a red one takes away 5 seconds. You should also beware the Soldiers who will, as usual, throw projectiles at you. Getting drawn into a Whirlpool takes you back to the beginning of the track, and you're basically screwed. Diving is useful (B button), but it is way slower than swimming, so it's your choice. After you win, you get the Water Harp and are free to proceed to the next screen.

Here you'll meet the Clusterblaster - a Menace Machine that can't be beaten by the symbols he fires. So, we'll need another source of symbols to drain. Remember the Hover Orb and how you collected shots from the turrets? Well, we'll do the same here. As Bufo instructs you, brew a Summon Potion and use it on the antennae-like thing, known as a Summoner. This will cause a turret to appear - now just collect the shots from it and kill off the Clusterblaster with two shots. After that's done, continue to the southeast part of the screen and enter

the warp hole.

Take care of the two Cyclobots and Aquascopers on this screen and go to the far east side. Flip the switch, board the platform and watch Juka skillfully play the Harp to eliminate the Barrier. ^\_^ Bufo reports new info, but we don't really need it - we have everything under control. Proceed to the next screen.

Save at the far right side, climb the central cliff and speak to the Ruinstone. Presenting himself as the Ruinstone of the Great Mountain, he (unsurprisingly) suffered the same fate as the other Ruinstones - his Element is missing. Without further ado, head south and to the next screen.

Three Thieves on this screen. Do the usual - either hit them with three Sleep Potions from long range, or skillfully evade their shots as you make your way down south and to the next screen. You'll meet up with Subterrabots here. They're nothing really special, but they pop out of the ground so they may throw a surprise attack at you. Pretty weak, though. The same rules that apply to those wizardish Stealth enemies apply to Subterrabots, except Subterrabots require only one shot to be beaten, not two. After dealing with them all, continue to the next screen.

Head up north and climb the numerous cliffs to reach the Element we seek. Now head back the way you came and return to the Ruinstone. As thanks, he'll give you the recipe for the Drain Potion - unfortunately, we'll have to wait quite a bit until we're able to make it, as it requires the Red and Cyan Ingredients, and we won't be getting those in quite a while. Save again (if you wish), and enter the warp hole on the northwest side of the screen.

In here, you don't have to waste your time with those bridges - just swim your way through. Firstly, though, enter one of the whirlpools to be taken to a secret, secluded room on the map. Defeat the wizardish enemy here and go the far east side of the screen, where you'll see the Blue Jar's upgrade, allowing you to hold up to 99 Blue Ingredients. Enter the warp hole here to be taken back to the whirlpool screen, near the exit. Go a bit east, talk to the guy with obsolete info (muahahaha ^\_^) and proceed to the next screen.

Defeat the darkie enemy here and go up north - throw an Animate Potion at the blue circle (targeting it first, of course) to cause a nearby 'higher grounds' to rise up. Now defeat the flying enemy, too. Instead of proceeding through the southern exit, take the far northeastern one to the next screen.

Throw an Animate Potion at the blue circle located on the central cliff to cause a nearby higher grounds to rise. Beat the two flying enemies here (use the central cliff as your 'higher grounds' along with the pillarish one you rose from the ground) and enter the warp hole a bit north of the central cliff.

Save here, deal with the two Thieves any way you like and head all the way southeast for a nice sight - the Fire Key, one of the four Ruinskeys you need to collect in order to open that Ancient door back in the Meadow. After collecting it and screaming 'Yay!', go back to the warp hole and go back to the previous screen, where you should now proceed to the northeast side and enter 'that' warp hole.

Lying in plain sight here is the Copper Jar upgrade, allowing you to hold up to 99 Copper Ingredients. Sweet! Now we have all the upgrades for the Jars we currently possess. Enter one of the warp holes here to be taken back to the previous screen. Here, proceed further west to an even earlier screen. And 'here', go to the far south and proceed to the next screen.

There are three Soldiers on this screen, so you may wish to get rid of them

immediately. Anyway, climb a cliff on the right (one of the Soldiers is standing on it) and climb again to a new level. Follow the short path to a few Copper Ingredients and a blue circle which you should hit with an Animate Potion, clearing our path of annoying rock walls. Proceed to the next screen.

This screen is home to three more Soldiers, and another blue circle located on a cliff to the right. Repeat the usual procedure of sleepifying the Soldiers and Animating the blue circle and continue to the next screen. Here, just collect a bunch of Ingredients as usual and proceed to the next screen.

Save here and climb the two cliffs next to the signpost. Speak to the Ruinstone of the Granite Pillars to receive the usual task. Go through the eastern exit, into the next screen. Deal with the enemies here (two Aquascopers and two Simplebots), then proceed to jump down the northern warp hole on the far east of the screen.

Climb the cliff just northwest of you and follow it to a Smashspringer. Beat him, unlock the handle, spin it to draw out the bridge, cross it and retrieve the Element. Now make your way back to the Ruinstone and he'll teach you how to make a Slow Potion. We're missing the Red Ingredient, though, so you'll need to be patient until a later time. For now, save again (if you wish) and proceed through the newly-opened south exit out of the screen.

Make your way west on solid ground and you'll spot a Summoner. Throw a Summon Potion at it to create a turret which shoots the symbols needed to beat all the enemies on this screen. After you deal with all of them (two Aquascopers and two Smashspringers - remember, you don't have to get near them, you can freely shoot from the turret's location, your shot homes in on your target), proceed west to the next screen.

There are two flyer enemies here, but don't bother beating them - there is no Barrier blocking the exit, so you can freely climb the cliffs and leave the room. Just keep your Dark Shield on to block the flyers' shots.

On this next screen, you'll meet another girl - Lucy. Her dad disappeared a while ago, so she came looking for him. After Juka tells her that he'll sort the thing out, she warns you about a giant flying machine in the next room that she had to run away from. Naturally, this is another Guardian Machine. So, save here and proceed to the next room to face the boss.

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CLIFF GUARDIAN  
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As soon as the battle begins (after some chit-chat), go a bit north, target the blue circle and throw an Animate Potion at it to cause the higher grounds to rise. Go west and do the same thing with the blue circle near the Barrier. The Guardian is joined by a Subterrbot who, unfortunately, doesn't give you the shots you need to defeat him. So, you'll either put a lot of effort into catching the Guardian's shots to defeat the Subterrbot, or you'll just ignore him and occasionally block some of his shots. I recommend the latter. You'll find a Summoner to the southwest, so activate it to summon a turret which fires the shots you need to beat the Cliff Guardian.

He requires a level 3 shot and you need to shoot him from one of the higher grounds, like you do to any flying Menace Machines. However, unlike the Hover Orb, he doesn't change his modus operandi after a couple of shots - shoot him three times and he's down for good. He is a bit trickier than the Orb, true, but it's nothing you can't handle.



After the Guardian falls apart, he reveals Lucy's father. Obviously, he was trapped inside like the Professor earlier, and now that he's free, Juka will bring Lucy over to reunite with her father. Oh, happy day. Anyhoo, we get another machine part, and the Barrier nearby disappears, so you're free to proceed to the next screen.

Collect some Coppers and go to the next screen - we're once again interrupted by a scene showing the general dude, enraged since we destroyed another of his precious Guardian Machines. Har har! Coodies on him for being such a lousy mechanic. He makes some more glaringly obvious conclusions and we're introduced to a new map: Snow.

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===== [SNOW] =====
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These are the Icefields, as Bufo informs you. Here you can find the Cyan ingredient, but first, we need the appropriate Jar. Save if you wish and go northwest, talk to the yokel, who mentions he saw a Jar down the path behind him. Very informative. So, enter the next screen - northwest.

Two Thieves ahead. Do whatever you please with them and proceed north to the next screen. Flip the switch, board the platform and collect the Cyan Jar. Anyway, go back two screens (dealing with the Thieves again) and this time, take the northeastern exit.

Three more Thieves here - do what you want. Make your way to the north of the screen where you'll meet the Icefields' version of a wall we need to animate. So, use an Animate Potion to get it out of the way and continue through to the next screen.

Go a bit north and talk to the Ruinstone who seems to be cold. He introduces himself as the Ruinstone of the Icy Plain and is obviously missing his Element. Head up the eastern path to the next screen.

Take care of the four extra-annoying Subterrabots and head east to the next screen. Bufo thinks there might be an Element in this room, and the screen usefully pans over to show it. If you wish to avoid annoying conflict, target the switch here, unlock it, flip it, board the platform, (optionally destroy the Simplebot up top), target the handle, unlock it, turn it to draw the bridge out, cross it and grab the Element (one more to go!!). Make your way back to our freezing Ruinstone friend to complete the sidequest and receive the recipe for the Stop Time Potion, which shares the same status as the Drain and Slow Potions - we need the Red Ingredient to make them. Bleh... Anyway, proceed through the newly-open northwestern path.

Go a bit west and save, then return back east and a bit north. Target the handle, unlock and turn it to draw out the bridge, which you should then cross. Read the sign here - Bert left you a message to climb up the left path. Why would we ignore the advice of a friendly character, then? Firstly, though, we have to take care of the three Cyclobots here. After you're done, head west-northwest of that sign and climb the cliff there - enter the next screen.

Turn the handle here to draw out the bridge, then cross it to meet up with Bert again. You guys catch up - fellow adventurer with another, and Bert gives you the map for this area. We're done here, so go back to the previous screen and take the northern exit out.

It seems that kid whose mommy is missing (we met him a long time ago) is trapped behind a wall - the better term would be that he's 'safe' behind that wall,

because there's a flying Menace Machine here. This one can, unlike the others, shoot you both on low and high ground, so you'll have to be careful. He also shoots in clusters, so it's tricky to gather the symbols. However, you can handle it. He takes two hits to go down. After kicking his sorry @\$ \$ goodbye, throw an Animate Potion at the blue circle on the central cliff to make the wall disappear.

Go talk to the kid to find out he was just worried that you were gone for so long and he decided to go out on his own. Fewlish child! DIE!! Oh. We're the nice hero. Darn. Oh well, we'll let him be for now. Head north to the next screen.

Okay, new type of terrain - slippery ice. It's just a bit trickier to navigate and collect shots. Otherwise, it's all cool. Also, don't step into those puddles, you'll freeze for a couple of seconds. Anyway, as you make your way across the stage, you'll meet some new enemies. They ride on the ice and shoot you with pretty simple patterns. They require one level 2 shot to go down. Kill off all of them and pass through to the next screen.

On this screen, save and head left to the next screen. Meet Rob, the Yeti, the proprietor of the most annoying minigame yet. If you win, you get an Ocarattle, another Earth Instrument. Oh well - if we must (and we must).

Okay, two advices: 1) don't lose control on the slippery ice and 2) keep pressing A rapidly - even if you don't think you can catch a fish, you can. Pressing A constantly will make sure you catch them efficiently. Be patient and you'll win.

Anyway, after winning the Ocarattle, leave the screen the way you came, save again and - discover that we've finished 46% of the game! Anyhoo, proceed right past the Barrier to the next screen.

Talk to the Ruinstone of the Frozen Hill here to discover that he needs his Element back, too. Moving right along, head north, unlock the switch, flip it, board the platform and go through to the next screen.

Bitchslap (pardon) the Hydrant-bots here and continue north to the next screen. Another slippery one - eliminate the three ice-skaters as you move along and enter the next screen. The Element is here - you may want to simply climb the central cliff in the frozen lake and throw an Animate Potion at the blue circle, then go get the Element. The enemies here aren't worth the trouble, really. Now make your way back to the Ruinstone and he'll teach you how to make the final Potion in the game - the Activation Potion.

Go a bit northeast to see a gear targeted and a closed door. You may remember these from the Meadow - we won't be backtracking there now, though, there is a much quicker way a couple of minutes ahead. Be patient. Anyhoo, throw an Activation Potion at the gear to open the door and enter the next screen.

Save here, then go north and activate the door - enter the next screen. Slippery terrain - deal with the four skaters as you usually do and make your way north to the next screen. Deal with the three land skaters and one ice skater here as usual, and take the southwestern exit to the next screen.

Slide your way through the slippery screen, killing off the enemies along the way. Go through to the next screen when you're prepared. A new Ruinsky awaits here... but first, defeat the couple of annoying skaters. They're really starting to get on my bad side. Now, unlock the switch to the south and flip it, board the platform and pick up the Wind Key. Board the platform again and backtrack two screens, this time taking the northwest exit.

Double Soldier alert. Anyway, near the beginning of the screen is a 'kinda' secret entrance to a secluded room holding the upgrade to the Cyan Jar, allowing you to hold up to 99 Cyan Ingredients. After getting that, continue north through the place and to the next screen.

Save and head to the next screen. Ignore the enemies here if you wish and simply proceed to the north and into the next screen - no enemy Barrier here. Same thing on the next screen, you can simply slide through with your Dark Shield up and enter the next screen. Here, however, we need to deal with two Swellbursters. They need to be shot twice, and are otherwise pretty simple. After they die, though, they release a spread of shots, so don't let down your guard. After beating them, go through to the next screen.

Save here and go directly northwest from the signpost to find another secluded room holding a Sound Crystal piece, which further increases your Sound Shield's endurance. Yay! Anyway, go through to the next screen.

Here, deal with more of those skaters (they're starting to get annoying...) and after you do, enter the next screen to the north. And on this screen resides another Guardian Machine.

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THE FROSTINATOR  
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Basically, the Frostinator stands atop a high platform while you fight three Machines on a slippery floor. Each Machine takes two level 2 hits to take down. Also, the boss throws freeze potions at you, which have the same effect as stepping in that ice water did while you were sliding around recently. They don't play a big role in the fight since you're zooming around the field anyway. While it may be a bit hard, destroying the three robots shouldn't pose too much of a challenge. When you succeed, the Guardian will retreat. Take the northeast exit.

Now starts the -real- Frostinator fight. As usual, we'll find another villager trapped within the Guardian, so you must kick its butt to free him. Okay, this battle isn't really hard as it is - it's the terrain and crossfires that makes it tricky. See, the Guardian is on the northeast side, on a heightened platform, firing off damaging Sound Shots at you. One type (the one that, ironically, looks kinda like a sun) freezes you, while you've already met the other - those cross-like Shots which ignore your Dark Shield, which you should avoid at all costs. On the northwest side is a set of three turrets which fire shots that you need to hurt the boss. So, basically, you need to avoid shots and collect them, all while trying to avoid the cold water which is part of the battlefield. The boss takes three level 3 shots before he goes down.

When you beat him, he'll get sucked into his trumpet and go POOF, making the villager appear. Talk to her, and it seems she's the mom of that little brat Billy. Juka will go and get him, after which they'll wish you luck and you'll get your fourth (that is, second-to-last) Great Machine part. Now go west and exit northwest.

You'll find (that is, Bufo will notice) the Water Key here. Unlock the handle, turn it to extend the bridge, go across then shimmy using the ledge west of you to get to the Key. Shimmy back across and exit north.

Save here and exit northeast, which will take you back to the Meadow, in a room I told you not to enter previously since it was a dead end. But entering from this side, it isn't. Anyway, use a Flash Potion to disrupt the Soldiers' aim (or

put them all to sleep), then climb the ledges south of you and use the handle to extend the bridge. Repeat the process a few more times and Bufo will speak to you. Your next goal is to collect all the Ruinskeys to open that big door you encountered quite a while back. Lucky for you, the last Ruinskey is just near here. Exit to the next screen.

Again, disable the Soldiers and quickly swim across all the way west and exit. Now take a look at your map. See the clouded room a bit east of you? It's time to go there now. Make your way to the room above it first, then go to the southern end and approach the ancient door there. Use the Activation Potion to open it and enter.

Here awaits your final Ruinskey. Beat the enemy if you feel like it, but ultimately pick up the Earth Key. Now go back to the previous room. Open your map again to see the Ruinsdoor a bit east of you. Just go there and approach the Ruinsdoor. Juka will place the keys in their slots and the door will open! Woohoo. Now another general-scene ensues. He's once again mad 'cuz you ruined his precious machines. He mentions that Juka is 'searching' for the Ruinskeys... Way behind, dude, we've already got them and are on our way to le Grande Machina. He mentions that he will send something named 'Kodo' after you, and 'then I'm coming for you... Maestro...'

Spooky. Cue new area.

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===== [RUINS] =====
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Coming Soon...

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----- [CREDITS] -----
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-Orbital, for making such a fantastic game - even though many fail to appreciate its charm.  
-Many people from the GameFAQs boards who, more often than not, offer much support to those in need.