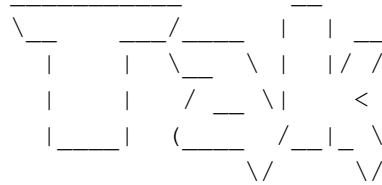


Tak and the Power of Juju FAQ/Walkthrough

by winnie the poop

Updated to v1.0 on May 29, 2004

This walkthrough was originally written for Tak and the Power of Juju on the GBA, but the walkthrough is still applicable to the PS2 version of the game.



AND THE POWER OF JUJUJUJUJUJUJU!!!!!!

Based on the Game Boy Advance version
Written by Martin Dale-Hench
hockeyfox@ameritech.net (AIM: hp9999mp99)

Table of Contents

-
- 1. Controls
- 2. Basics
- 3. Sheep-A-Through
- 4. FAQ
- 5. Fin

1. CONTROLS

Left + Right --- Move Tak
Down --- Crouch/ Crawl
Up --- Climb on walls/vines/ropes
A Button --- Jump or Fly (as a Chicken)
B Button --- Use Weapon/Pick and Throw Bombs
R Button (Blowgun) --- Aim
R Button (Rattle) --- Charge up for Juju power
L Button --- Switch Weapons
Start --- Pause

2. BASICS

***** WEAPONS *****

Blowgun --- This weapon, with unlimited ammo, can only stun enemies. However, this is very useful in hitting faraway switches or making the tam go forward to knock a boulder down (found in late Worlds).

Rattle --- You get in the middle of the game. This weapon, when taught the power of Juju, can release a powerful beam of Juju. This is the only weapon that can destroy foes.

STUFF

Continues

If you die during a stage, you will be revived by Flora and you will have to start the stage all over again. If you lose all of your lives, you will have to start the entire World over again.

Saving

You cannot save during a stage. The game will save your progress automatically after the conclusion of every World, except after 8-5 (for the final boss).

Sheep

There are several Sheep on every Stage that you can collect. Unfortunately, this game was rushed to match the release date for the console version (PS2/GC) so there were no reward made for this because the developers didn't have time. So there are no incentive for collecting them all except to satisfy your gaming whims/pride. Oh well.

Golden Feathers

The small Golden Feather will revive a Feather to your health. The Big ones will revive two feathers.

Special Golden Feather

One on every level (except that there are two in World 7 and none in 8), this rare, shining Golden Feather will ADD a feather to your MAX health!

Yorbels

Yorbels are the red spheres that appear ALL OVER the game. If you pick 50 of them up, you get a 1-UP.

ENEMIES

Red Nerbil

This one will just sniff around and throw some claws randomly. One hit from your Rattle of the Bees will kill it.

Green Nerbil

Same as Red Nerbil, only that it needs two hits to DIEEEE!

Yellow Nerbil

This one throws lances or rocks. Dodge them and hit it once to slayeth.

Speedy Nerbil

Also red, but it will curl up in a ball and roll at you. You can't damage it when it is rolling. :(

Wizard Nerbil

Comes in many flavors, this guy will shoot blue stars that homes on you. Wizards are stagnant, so you can stay in one place and hack away at him. As for his projectiles, try to make them hit the ground to disappear.

Blue Bird

Hard to see coming, they will fly at high speed when you pass a certain point in a level. The best way to avoid them: duck.

Bees

They will appear from beehives if you hit it with a Blowgun or Rattle. They will also come out if you walk underneath one. They know no friend or foe, so they might kill some Nerbils for you!

Chicken

Seen as a chicken or a Rooster, they will await for your presence and charge to eliminate your smelly, skinny ass. They cannot be killed.. only stunned. I recommend you to just jump over them an run, run, run very far away.

Shark

Found only in water, of course. They cannot be damaged or stunned. When you cross in their line of vision, they will lick their lips and charge in that direction. So if you got to pass in their vision, do it QUICKLY!

3. SHEEP-A-THROUGH

JUNGLE 1-1

This is like the introductory stage, a trial. Here, you will get a lesson on your blowgun. Flora will tell you that your Blowgun will not decimate the Nerbils, but if you shoot the bee hive above them, the angry bees will drive them away. Now you know what to do!

The red shperes are "Yorbels" and if you collect 50 of these, you get a 1UP.

Also, to climb up the vines, just jump to them and press UP to attach into it. Press A and a direction to jump, and hold UP to get to the next vine.

SHEEP (6)

Sheep #1: Directly front of you, CAN'T MISS.

Sheep #2: Again, can't miss. This one is beyond the first thorn bush.

Sheep #3: After the second Beehive.

Sheep #4: When you see the vines that you can climb on, drop down to the ground BELOW the vines and you should find Sheep #4 there.

Sheep #5: From Sheep #4, head directly right. You should find a beehive and a Nerbil below it. Shoot the beehive to drive the Nerbil away. Then, continue going to right to find the sheep against a cliff's base.

Sheep #6: Jump across the vines above Sheeps #4 and #5 and reach the cliff to the right. There, you will find the final sheep. Too easy.

JUNGLE 1-2

Watch out! Although this level is a lot similar to the previous level, there is a new enemy introduced here: the Blue Birds. They will zoom through your path sometimes. When you see one, DUCK! Then you have no problem here. Or, rather, just own them with your JUJU BLOWGUN!!!!11 GARRRRRRRR!!1

Also, you will be using your first monster, the Rhino, here. When you see him, just walk up to him and he'll give you a nice lift. He will kill whoever stands in the path. You can still use A to jump.

1UP ALERT! - From the location of Sheep #7, head right and you should find it rather easily.

SHEEP (8)

Sheep #1: Climb up the first vine. This sheep is on the highest platform up there.

Sheep #2: You see the second vine, the one right after the first sheep? There is a pit under that vine. Drop into that pit. Yup, there's a sheep.

Sheep #3: Pretty obvious. Yes, you get to see it at first, but some thorns blocks you from getting it handily. Go on the platform above it and get on the other side. Yup, just go back to the Sheep via the below path. Yawn.

Sheep #4: Right after using the Rhino, climb the vine in the end of the ride all of the way to the top. The Sheep is to the left.

Sheep #5: Use the pillars to the right of Sheep #4 to get you high enough to reach Sheep #5 on the highest platform.

Sheep #6: Immediately after Sheep #5, drop down and find the next pit. Jump into it for this sheep.

Sheep #7: You see the two beehives above some platforms? Just wait until the bees are out of the way and dodge them en route to the platforms. Boost yourself to the top and go on the left platform to find a Sheep.

Sheep #8: Can't miss. Just before the end.

JUNGLE 1-3 (2 Herbs)

The elder Jibolba commands you to find 11 Herbs to heal the Sheep-spelled Lok. The Herbs looks like a shining green plant, so you shouldn't miss those if you keep your eyes open for shining stuff. Although the screen says you have to find 11 Herbs here, it doesn't mean there's 11 Herbs in this very level. There are 11 Herbs to find over the ENTIRE WORLD. Follow?

When you meet Flora and have a conversation about her using the Juju magic to transform a plant into a red orb... Use B Button to pick the red orb and press B again to throw. Aim the red orb toward the stone wall to the right. Wait and it will explode, creating a path through the wall for you.

SHEEP (6)

Sheep #1: Are you blind? It's RIGHT front of your dumb self!

Sheep #2: Should be easy enough for you. Above the first beehive. Just use the vine to the right of the hive.

Sheep #3: After crawling through the gap, you will find the third sheep after a pit with thorns. Again, can't miss.

Sheep #4: In a pit along with a Nerbil and a bee hive. You know what to do with the Nerbil. After conquering the rodent, the Sheep's yours.

Sheep #5: After bombing the wall for the first time, go up to the top and return to ground floor via some slopes. The Sheep's there on the bottom.

Sheep #6: On the very end of the stage, waiting beyond the dripping poison (or lava...? Who knows).

JUNGLE 1-4 (2 Herbs)

There is a new breed of Nerbil here... the one with a projectile gun. He will shoot it in one direction and toward only one place, so keep away. Wait until he fires a shot and jump up to the beehive and shoot it. Two bee attacks will do him in.

SHEEP (9)

Sheep #1: A tricky one... Finally! You see the rising platform right front of the entrance? Use it to lift yourself up. Then, jump to the left to snatch the sheep stuck on a platform!

Sheep #2: After defeating the first enemy, go right and climb to the platform above and follow it to the left. Ta-da!

Sheep #3: Again, use a raising pillar to reach the far-away sheep.

Sheep #4: Before going under the tunnel to get the Herb #1 and moving on, go over the entrance of the tunnel and climb upwards until you find the Sheep.

Sheep #5: Like the previous one, you find this by jumping over the entrance of the SECOND cave.

Sheep #6: IN the second cave.

Sheep #7: After completing the second cave/tunnel, jump to the left and climb up the pillar to the sheep.

Sheep #8: Just stay on the ground instead of being Tarzan-like, moving on via rocking the vines. You will find a Sheep on a platform, pick it up quickly because there's a monster with a projectile underneath.

Sheep #9: To the right of Sheep #8, on the ground.

JUNGLE 1-5 (4 Herbs)

Here you will rely on the red bomb flower to destroy enemies instead of the standard shoot-the-bees-and-watch-them-get-angry method. Just pick a red bomb and throw it at the enemy, he'll blow up on impact. Again, you have to use the bombs to break down walls.

SHEEP (10)

Sheep #1: Jump over the first thron bush and you'll find this creature.

Sheep #2: Seen after the first Herb. Can't miss the Herb or this one.

Sheep #3: In the first tunnel. Watch out for the fallin flames!

Sheep #4: Above the second Herb.

Sheep #5: For Sheep #5-#7, pick the SECOND bomb flower up (by the SECOND Herb) and run to the left and throw it at the single block blocking your way to a secret room. Once the block is broken, crawl through the hole to the room with three Sheep.

Sheep #6: See #5.

Sheep #7: See #5.

Sheep #8: Can't miss. Oh well... it's to the right of the third Herb.

Sheep #9: In the same tunnel as the third Herb.

Sheep #10: Below the ninth one, en route to the finish line.

JUNGLE 1-6 (3 Herbs)

Again, you are without your favorite beehives here. Use the red bombs to your fullest! *tear* The enemies will be placed in a more strategic positions. For example, one would be placed on the blocks that you can blow up, so you have to be really careful around that place because you can't reach him up there.

SHEEP (6)

Sheep #1: Right after the first enemy you face, in a pit with a bush.

Sheep #2: On the platform to the right of the first blow-able blocks. Watch out for the pesky Nerbil to the left of the Sheep.

Sheep #3: Probably the toughest one to find yet. After blowing the Nerbil on blocks making a "L" shape up, go a bit to the right to find a vine above a thorn bush. Reach it and climb up, and keep jumping to the right and right and right and... you know. Until you get to the platform with this Sheep. Yay.

Sheep #4: On the pillar just before the first hole that you have to crawl through after Sheep #3.

Sheep #5: After the fourth Sheep, you will face a Nerbil wizard. Kill or stun it and go to the right. You will see a pit below, but ignore it and move on to the right platform. The Sheep is on that one.

Sheep #6: Difficult. Return to the bomb flower before Sheep #5, and use it to blow the block in the pit. Enter the tunnel and dodge the fire pellets to find the final sheep and a Life 1-UP!

----- TREE VILLAGE 2-1 -----

You hit this round off by riding a Rhino. You have done it once, momentarily, in World 1. It's the same thing here. Just let the Rhino lead the way. You don't have to do anything, really. Enjoy the ride! The other parts of the level are mostly the same as the previous ones, you know what to do.

HOWEVER, there is a big difference. Just one, tho. :) Instead of vines, since you're not in the Jungle anymore, you will have wooden ladders on the trees. There's one right after the Rhino Ride, so look for it on the trees carefully. I spent a while searching for a way out after the Rhino Ride! :P

Still, the vines will be here along with the ladders. Also, there is a new enemy here: a rooster (or a chicken?). They, when they detect you, will run after you like an angry drunk bastard. Just jump away from them and you'll be fine.

SHEEP (7)

Sheep #1: Right after the first blocks you have to blow up, also after the Rhino Ride.

Sheep #2: On a balcony of a treehouse. Use a ladder to get there. It's right after the walkway that goes up.

Sheep #3: Continue going all of the way to the left after Sheep #2. On the end of the path, there's a Sheep.

Sheep #4: After picking the third Sheep, climb up the vines and look to the left once you reach the top-most treehouse (before the lone long vine going up).

Sheep #5: After descending down a downhill walkway, keep dropping until you reach the bottom of a tree and climb the vine above the tiny ladder.

Sheep #6: To the right of Sheep #5, also on high platform only accessible by vines.

Sheep #7: Can't miss... Follow the only path east of Sheep #6 and you'll find it sitting all pretty.

TREE VILLAGE 2-2

After the completion of 2-1, you are awarded with a new weapon, the Spirit Rattle. It is a more powerful weapon against the enemies, for it can slay them instead of just stunning them. You can switch between weapons with the L Trigger.

The enemies' number starts to pick up A LOT here. I suggest, for faraway enemies, stun them first (BlowGun) and kill them second with your new Rattle.

There is a LOOOOONG stretch of tunnels and enemies after the third Sheep, so be prepare and set your up with the BlowGun and shoot the enemies down while running. You don't have to kill them, just stun them and jump over them. Watch out for the compressing stones from above! They will take off two feathers worth of health off you if you're careless.

SHEEP (3)

Sheep #1: IGNORE all of the vines at the beginning and DROP all of the way to the bottom. Dodge/kill the Nerbils on the bottom with your new weapon (or not) and use the bomb flower to destroy the wall to the right. Pass the new gap to pick the Sheep up.

Sheep #2: Get on the vines and dodge the Nerbils on the Treehouses and get to the right-most vine and climb up all of the way to the top. To the left will be a platform with a Sheep on it.

Sheep #3: To the right of the Sheep #2, there's a hole that you can crawl through. Go through it and keep going deeper into the tunnel and you will find it all alone eventually.

TREE VILLAGE 2-3

Nothing special, really. The enemies are also abundant here, so watch out. You will find your third Special Golden Feather in your path here. YAY.

SHEEP (6)

Sheep #1: On the first treehouse right of you. Don't drop down or anything, just jump or use the vines to get there.

Sheep #2: #2 and #3 are on separate treehouses on the way down. Just make sure you have THREE total Sheep before you hit the bottom. Those two aren't hard to find, either.

Sheep #3: See #2.

Sheep #4: Head to the right and you will find an entrance to a tunnel. Stop right there and look up for a way to get back up. Get back up via platforms or vines and go to the right. You should be on a tiny treehouse connecting to another treehouse. On the second treehouse (the farthest treehouse to the right), there's a sheep.

Sheep #5: Blatantly in your path. Also on a treehouse balcony, it's the first treehouse after you escape the tunnel.

Sheep #6: Climb the vine up (the one LEFT of Sheep #5) and get on the treehouse above the previous treehouse. Jump off that platform to the next platform, to the right. The next platform will have your final Sheep. Yay.

TREE VILLAGE 2-4

Another tough one if you're not focused enough. After three simple Sheep, you find yourself in a tough winding path filled with red and green Nerbils. The best way to control them in these narrow passages is to shoot them with your Blowgun to stun them and kill them off with your Rattle. Remember, the green ones needs two hits for it to die, while the red version only needs one.

SHEEP (5)

Sheep #1: Drop down to the ground right away to find a 1-UP. Go right to find three Nerbils. Decimate them all and keep going right. Above the last beehive, there's a shepp waiting on a platform.

Sheep #2: Just on the upper path, on stone. CANNOT miss it.

Sheep #3: *sigh* Further on the same path, only on a wood pillar above some leafs. You will have pass some tough Nerbils, however.

Sheep #4: Hidden in the leafs in one of the paths through the trees with all of that Nerbils all around. Control the Nerbils with your Blowgun or Rattle and find this Sheep hidden away in the right-side corner.

Sheep #5: On the end of the stage, JUST before the finish line.

TREE VILLAGE 2-5

This Stage is one of the easiest stages in the Tree Village. All you have to do is find three Sheep, destroy some imbeciles (like you haven't done that before!) and ride a Rhino to the end! Ta-da!

SHEEP (3)

Sheep #1: On the top of the ladder on the end of the ground floor.

Sheep #2: Go west of Sheep #1 and stay off the ground by hopping across the treehouses, and you'll find it sitting quietly on the left-most treehouse.

Sheep #3: COMPLETELY HIDDEN!!! For real! OK, follow me here. When you reach a place where there's completely leaves all around, and you're on the top and there's a passage below you... this is the one after a fairly lengthy northern passage... Go to the right side of the turn into the lower passage and you should find it.

BURIAL GROUNDS 3-1

Strangely enough, this place DOES NOT look like the Burial Grounds! It still looks like we're in the damn Jungle! Oh well. The enemies are old, nothing new. Just follow the path as usual and own everything.

SHEEP (5)

Sheep #1: Directly front of you when you start, but you'll have to go over it and return in a different path to get it. Not too hard, either.

Sheep #2: After blowing up the first wall, it's on the ground beyond that point.

Sheep #3: After finding the Special Golden Feather (the HUGE-ass feather), jump up to the vine above it and climb up. The Sheep will be on the platform above.

Sheep #4: Climb a vine to get across the large thorn bush that you can't jump across. Use the vines to get to the other side and you'll find the sheep.

Sheep #5: Just before a bomb flower on a ledge, it's sitting against the wall below the bomb flower. To classify, it's past the only beehive in this level. If you can't find it... go to the end but don't leave. Walk to the left and drop off the ledge, you'll find it.

BURIAL GROUNDS 3-2

After taking the first sheep, don't give in to the temptation to go to the pit below. There's nothing but three Nerbils waiting to eat you up. There is a Special Golden Feather to the left side, however. Just go to LEFT side, ok?

There are two parts with plenty of vines as your only mode of transportation

over the large thorn bushes. Don't try to jump over them when there's some vines for ya. ;)

Still no Burial Grounds... :/

SHEEP (4)

Sheep #1: o_o It's in your screen as you start! If you didn't see it... you should be shot.

Sheep #2: After the long part with the vines at the beginning, you find this sheep under a platform. Just go right of the platform you're on and drop off and return to the sheep via the lower platform.

Sheep #3: On the middle platform to the right of Sheep #2.

Sheep #4: Blow up the wall and head up the upper path and you shall find this.

BURIAL GROUNDS 3-3

This level is THE EASIEST stage in the entire game. Seriously. All you see is some Nerbils and three Sheep and that's it. You will drop down a pit in the end, thus starting the REAL Burial Grounds which starts at 3-4.

SHEEP (3)

Sheep #1: Just kill the first Nerbils that come your way and you'll find the lone Sheep waiting beyond.

Sheep #2: *scoff* Keep going from Sheep #1 and you'll find a Nerbil wizard. Own him for the rights of Sheep #2 that is behind him.

Sheep #3: OMG. Just go up the stairs and kill the NEXT wizard? Guess what? The final sheep is yours! It took you like 20 seconds to get all three! HAHA!

BURIAL GROUNDS 3-4

Yep, the real Burial Grounds is here. This creepy subterranean place has rough walls that can be climbed on. Just jump to the walls with the bumps and press Up to crawl up them (like the vines and ladders of old).

There is a new breed of obstacle: the spikes. Not too special, it's like the Burial Grounds version of thron bushes. You know what to do.

SHEEP (9)

Sheep #1: Directly to the left of you once you start.

Sheep #2: I missed this one the first time! Just before the wall that you had to blow up (and above the bomb flower), jump to the left, above the entrance you just used, and reach the tiny platform that you

could barely see. Use that to keep going upwards to the Sheep.

Sheep #3: Climb up the chain of rocks (with the beehives above them) to get to other side of the chasm. The sheep lurks on the other side.

Sheep #4: From Sheep #3, jump to the LEFT, toward the platform above the beehive. Keep going left, hopping across small stone platforms. The Sheep is on a cliff's edge above the entrance to this area.

Sheep #5: Can't miss... Sitting on a platform to the right of a beehive.

Sheep #6: When you have to crawl on the wall to get over the pointy spike thingys, keep crawling all of the way to the other side. Then, drop off to the left of the ledge. The Sheep is below, isolated among the spikes.

Sheep #7: After Sheep #6, crawl under the hole and jump over a set of spikes and you'll find it. Not too hard.

Sheep #8: It is above Sheep #7, you have to use the tiny platforms to get up there. Mind the wizard's attacks, too.

Sheep #9: Fairly difficult. It's to the left of the final wizard in the last area. You'll have to defeat the wizard... just stun him with your BlowGun and hack him away with your Rattle while jumping.

BURIAL GROUNDS 3-5

SHEEP (12)

Sheep #1: Climb on the wall right away and look for this one behind the wizard up above.

Sheep #2: On the ground, directly below the wizard and the first Sheep.

Sheep #3: Blatant. It's on the path going downward after the part with the first two Sheep.

Sheep #4: After getting out of the crevasse that had Sheep #3 in it, jump to the left of the right-side part for this.

Sheep #5: Simply drop down via a hole before the long platform (after the beehive).

Sheep #6: From #5, keep dropping and the Sheep will be yours.

Sheep #7: Get out of the hole with Sheep #5 and #6 and continue right on the large platform you just went under. The Sheep will be on the edge to the right of the platform.

Sheep #8: On a platform amongst the Nerbils. I recommend you to take the lower path and kill all 5 red Nerbils (easiest) and jump onto the right-most platform and head left for that platform.

Sheep #9: From Sheep #8, keep heading up via platforms and you shall find.

Sheep #10: Too easy. To the right of Sheep #9, beyond two Nerbils.

Sheep #11: Go past the bomb-able floor and the bomb flower and you'll find it in a small hole.

Sheep #12:

BURIAL GROUNDS 3-6

Alright, this level has a sudden influx of crazy-ass arrows. There's a part in the beginning that has a wall that you have to climb up with arrows coming from each side of the wall. Just stay in the middle in this area, because the arrows won't fire all of the way... they're more like lances, sparring and retreating.

After getting the final Sheep, there's a long tunnel with a lot of Nerbils, so take out your Rattle and whack them away. Using BlowGun to stun them is a good idea, but I prefer using the Rattle since there are some wizards that might cause havoc.

When you finally reach the end, you'll be transported to the heavens and meet Death Juju in 3-7.

SHEEP (9)

Sheep #1: Follow the path downward and find this sheep behind a yellow Nerbil, in an right-side alcove.

Sheep #2: When climbing up the walls with arrows gunning for you on each side, look for a hole to the right with a wizard inside. Get in there and destory the wizard to regain possession of the Sheep behind him.

Sheep #3: On the ground, after getting out of the area with the arrows on each side.

Sheep #4: On the left-most point of the stage. Just go left from Sheep #3.

Sheep #5: After using the wall to move on from Sheep #4, look up when there's a path up. There should be a wall for you to climb on. Climb up to an end with a Sheep.

Sheep #6: Drop dwon from Sheep #5 and continue going right. Sheep #6 is on the platform a few steps away. However, to get it, use the platforms UNDER it and jump to a higher platform to the right and access the Sheep from that.

Sheep #7: Under the platforms you used to access #6. Bah. (under the duo of beehives)

Sheep #8: Keep going down after Sheep #7.

Sheep #9: In a tunnel below #7 and #8. Can't miss. This tunnel will lead you to the end.

BURIAL GROUNDS 3-7

Guess what? You get to meet Death Juju and he'll gladly give you Lok's Balloon Spirit Thingy! LOL! Tak will bring the Balloon back to the elder and he'll just poof Lok right out. Sadly, Lok's power has drained entirely and it's up to you to retrieve the 4 Moon Stones to stop the evil Tlaloc! You start in the Chicken Island!

CHICKEN ISLAND 4-1

You still can climb on walls, but there's no definite wall to climb here. Instead, you have screen walls here. The effect is the same anyway. There's plenty of platforms to climb around. There is a new enemy, too - Chicken. They are invincible, but they can be stunned by a swat from your Rattle or a blow from your BlowGun.

SHEEP (6)

Sheep #1: Jump onto the platform above the first chicken, and jump next two platforms to find the Sheep on the last one.

Sheep #2: On the second platform east of the first ledge.

Sheep #3: Easily missed. From the ledge with Sheep #2, heading to the next pit, jump to the upper platform with the Wizard on it. Then, jump off to the right, and make sure you're heading all of the way to right, not a puny jump. You should land on the platform below with the Sheep.

Sheep #4: In the second pit, it's on the south-east-most platform.

Sheep #5: Get out of the second pit via the right-side screen wall. Walk the platform to the right to find the fourth sheep.

Sheep #6: You see the pit after the fourth sheep (the third pit in the entire stage)? Get on a screen wall and climb all of the way to the top-left. The Sheep is on the northwest-most platform here.

CHICKEN ISLAND 4-2

Alright, you get to be a chicken here! Once you pass the chicken stuck in a stone, you'll become a chicken. With this costume, you can fly up by repeatedly pressing A. B will drop egg bombs under you, and you can only find eggs from hens scattered all around. Just walk to the hen to make it angry and collect the thrown eggs. Use the eggs to destroy the Nerbils on the way.

The Chicken costume will be removed once you pass the stone slab with a picture of chicken on the end, however.

SHEEP (7)

Sheep #1: Fly up right away after you become a chicken to find a platform with a sheep standing by.

Sheep #2: ALL of the remaining Sheep are ON the way to the end, so it's IMPOSSIBLE to NOT see them. Therefore, I leave them up to you.

Sheep #3: See #2.

Sheep #4: See #2.

Sheep #5: See #2.

Sheep #6: See #2.

Sheep #7: See #2.

CHICKEN ISLAND 4-3

Nothing special. No Chicken Suit this time, sadly. The Sheep here are mostly off ground, so stay above ground by jumping across platforms instead of tackling the Nerbils on ground.

SHEEP (5)

Sheep #1: Just drop down a platform right after the first edge.

Sheep #2: Keep dropping down platforms until you hit the ground. Go right and dodge/destory the Nerbils on the way until you see a Sheep on a platform above it. Of course, grab it.

Sheep #3: Return back up via the ladder to the left of Sheep #2 and go ahead and jump across the platforms to the right. Keep going until you see a screen wall ABOVE, not right or below, ABOVE the platforms. The wall should extend to the left. Climb that screen wall to the left to find this sheep.

Sheep #4: On the platform northwest of the Special Golden Feather.

Sheep #5: From the platform with Sheep #4, keep off the ground by jumping to the platforms. Eventually you will find the final Sheep by the exit.

CHICKEN ISLAND 4-4

Chicken Suit time again! I found this damn level a bit more challenging, because of all that Wizards... I recommend filling your egg supply with 10 eggs first, then you can obliterate the Wizards one-by-one. The thing I found the most annoying was that the Chicken couldn't get low fast... so you should stay low most of the time to avoid the Wizards.

There is a 1-UP in the upper alcove in the first room, fly to the upper part

to find it above a Blue Wizard. It will be there every time you go through this stage, so you won't lose any lives fighting here.

SHEEP (7)

Sheep #1: Take the Chicken Suit and drop down a few platforms. The Sheep is below the BLUE Nerbil Wizard.

Sheep #2: Just before you fly over the big purple rock to the next area, look for the Sheep on a platform near the big rock.

Sheep #3: Over the big purple rock, the third Sheep is on the second platform to the right.

Sheep #4: Directly below Sheep #3.

Sheep #5: On the very platform before the tunnel with two hens.

Sheep #6: No problem. The first platform after the tunnel with two hens.

Sheep #7: Northeast of Sheep #6.

----- CHICKEN ISLAND 4-5 -----

Pins and Needles

You will fight your first boss in the game here. The Pins and Needles are Tlaloc's sidekicks, and they are lousy ones at that. You still have the Chicken Suit so you can still fly. There's two hens on the ground, so make them angry and take the eggs. Fly above them and drop the egg-bombs on them. Each guy needs three hits to go away. One of them only shoots his slingshot straight up, and the other one does it in a diagonal direction. Not too hard.

----- NUMA BAY 5-1 -----

You can swim in water here. In water, you cannot attack at all, but you can manuever around the liquid pretty good. D-Pad will suffice. You don't have to use A to swim or whatever. TO get out of water, just press A when your head is above water line.

Sharks runs rampant in these waters, and they will charge at you once you corss their line of vision, so be alert.

SHEEP (10)

Sheep #1: Jump over the first pit and there ya go. Can't miss it. :)

Sheep #2: Seen on the black stone above ground. Just Jump up to grab him.

Sheep #3: Underwater, swim to the left the first time you get underwater.

Sheep #4: Also underwater, this sheep is in a small cave in the bottom of the cove.

Sheep #5: While on the Rhino, jump up to this sheep seen on the way. If you miss it, just go back on foot and get it.

Sheep #6: Meh. Jump over the pit after the fifth Sheep and you will touch it.

Sheep #7: When you enter the SECOND body of water, swim ALL of the way to the bottom right away. The Sheep is on the left side of the bottom.

Sheep #8: After getting out for the second pool via the right opening, go to left and jump onto the boulder and continue going left. The Sheep is on the left edge, over-looking the entrance to the same pool you just went in.

Sheep #9: To the right of the exit of the second body of water.

Sheep #10: On the way to the end, it's on the upper path.

NUMA BAY 5-2

SHEEP (14)

Sheep #1: In the first body of water.

Sheep #2: Also in the first body of water, can't miss the first two.

Sheep #3: On foot, it's in plain sight past a long pit. Don't go down that pit. If you did, you'll have to crawl through a hole and climb back up and go back left to find this one.

Sheep #4: It's in the pit PAST #3, not before. Just drop down into the large pit.

Sheep #5: In the second pool, on the left side.

Sheep #6: From #5, go right and look around the floor to find this.

Sheep #7: Still on the left side of the second pool, keep going deeper and you will find it against the left wall.

Sheep #8: Go east from Sheep #7, past three moving pillars and go down to do this one,

Sheep #9: Keep going in the path right of Sheep #8 and find Sheep #9 on the right side of the room with the Special Golden Feather.

Sheep #10: On the right-most corner of the second body of water, with three sharks around.

Sheep #11: Find a way to get moving upwards from Sheep #10 and you will find the tenth Sheep on the way.

Sheep #12: Before the narrow tunnel with a stream of water going right,

there's a shark guarding a Sheep under it.

Sheep #13: On the same stream mentioned in #12, stop before the stream/
current goes upwards to grab the Sheep in the corner.

Sheep #14: No more water! Yay... it's on the path, only that it's above
water. Can't miss.

NUMA BAY 5-3

The currents here are treachous, so handle yourself during your travels by
resisting against the current so you can slow down and manuever through the
obstacles.

SHEEP (11)

Sheep #1: On the platform above you, as you move a bit to the right.

Sheep #2: Once you enter the first pool, keep your head out of water and get
to the other side of the pool right away and get out to get the
Sheep. Now you may return to the water to swim underwater.

Sheep #3: After going through the wavy current to the left, look for a path
going up and swim through it to find a small room with a sheep
inside.

Sheep #4: On the right side of the cove after the first current,

Sheep #5: When you're swimming through the long current on the bottom of the
water, STOP. The Sheep this seekst is in an alcove above the middle
of that current.

Sheep #6: After the current going right, you will meet another current going
upwards. At the end of that current, you will find this Sheep to
the right.

Sheep #7: Head to the right to find two spitters. Dodge their spits to get
further right. Continue on to find a Big Feather to re-fill your
health. Get out of the water to find a Sheep. Sadly, it's a dead
end. Go back to the current going down.

Sheep #8: After following the current going down, head to the right path
instead of the down path. Dodge a spitter and get out of the
water. Ta-da! Your eigth sheep. Yay.

Sheep #9: Go to the BOTTOM-RIGHT part of the water after dodging three
sharks and some spitters. Once there, continue on to find another
current going to the right. Go on that current, but don't stay on
it for too long. There's a sheep above, mid-current.

Sheep #10: On the lower path of the fork in a current, below the waterline
that leads to the end.

Sheep #11: Just get out of the water and head to the right and you'll find it
en route to the end.

NUMA BAY 5-4

Pins and Needles

This time, the foes will be on a raft moving side-to-side, while throwing missiles at you. These missiles WILL hit if you don't move. They're that accurate. Just keep moving non-stop and they will miss you. To hit the raft, just whack the plants on the sides and hope the plant hits the raft. 5 hits to the raft will sink them.

CANYONS 6-1

Yep, time for a new area. Of course, like all areas, this one has an unique feature attached... that is the air vents (currents) that can move you up into air and into distant places. Think them like the water currents you just faced in World 5.

There are also switches in this World that opens doors/walls. The first one is to the left of the second Sheep, just jump off and hit it with your Rattle. The wall to the right will open.

To deal with the goat you will encounter later in the stage, just equip your Blowgun on and shoot him from behind. He will get surprised and run and ram into the boulder front of him, causing it to fall. Now you can move on!

SHEEP (12)

Sheep #1: Ride the air vent up to the air bridge. The Sheep is right next to the bridge.

Sheep #2: Climb up the rope after the bridge and there ya go.

Sheep #3: Blow the stones on the ground by the Bomb Flower and drop down to find #3.

Sheep #4: Continue on the path after you drop through the hole to find #4 sitting on the way.

Sheep #5: Reach the air vent right of Sheep #4 and let it push you all of the way to the top, where you will notice the fifth Sheep.

Sheep #6: After obtaining the Special Golden Feather that would expand your health to 8 feathers, go to the third air vent from the left and let it push you to the top, where the Sheep lurks.

Sheep #7: Instead of taking the lower path when you reach the fork, go up the upper path and ride the air vent going up. On the way up, you'll notice Sheep #7 on a platform.

Sheep #8: To the left of the platform with Sheep #7, there's a rope. Climb it DOWN and drop down. Ta-da! Number 8!

Sheep #9: Now go through the lower path I told you to avoid earlier. Glide over the air vents to the other side and obtain #9.

Sheep #10: After causing the ram to move with your Blowgun, you'll find it after the fallen obstacle.

Sheep #11: After #10, drop down against the current and HUG the wall to the left to pop into a passage with a Sheep in it. You only have ONE chance for this one!

Sheep #12: Again only one chance, so pay attention. After the previous one, continue on until you reach another big gap with some weak currents below. JUMP and float all of th way to the right and you will land in an alcove with a Sheep. Mind the arrows...

CANYONS 6-2

One of the shortest levels of all-time. You seriously don't need my help here. Ha.

SHEEP (5)

Sheep #1: On your way, can't even DODGE it. It's in the tunnel after the first ropes.

Sheep #2: After getting out of the tunnel, climb up the nearby rope up and use the platforms to get higher until you find this Sheep.

Sheep #3: Drop down after obtaining Sheep #2 and hug one of the walls of the pit with a long, big air current through it. Hug the right wall to bypass the current and float down to the floor to obtain the Sheep.

Sheep #4: Just use the air current going up (after the spikes) and jump off to the left.

Sheep #5: Meh. On a platform JUST BEFORE the Rhino. Grab it and let's get for the RHINO TIME!!!!!!!!!!

CANYONS 6-3

Mind the gushing springs, they blow off steam that will damage you if they connect.

Also, remember the ram? Yep, he's here again. When you see him, just take your Blowgun out and shoot him in the ass to create a path for you.

SHEEP (4)

Sheep #1: Front of you. Lalalala.

Sheep #2: After the ram, go down the passage going down. You shouldn't miss this one if you keep your eyes on the screen.

Sheep #3: To the right of #2, use the vines to move on between Platforms.
The second platform right of Sheep #2, there's #3.

Sheep #4: In the passage after #3, between gushers.

CANYONS 6-4

There is a new breed of Nerbil here: One that FLIES. They're not too tough, luckily. They will just float there until you hit it to get it down. Hack at it to destroy it for good. Har!

SHEEP (4)

Sheep #1: Go forward and you see four straight platforms placed before you...
Jump across all of them and you'll spot a Sheep below one of them.
Drop to it.

Sheep #2: After the ram, there is a Sheep in the tunnel stuck between spikes.

Sheep #3: On the way up an air current, you spot this one. So jump off and get it, you fool.

Sheep #4: Use the rope after the series of currents, including the one by #3 and climb it up to find this one. Jump to that platform to obtain the Sheep.

CANYONS 6-5

Pins and Needles

Pick the Bomb Flower and use the rocks to the left to jump up to the upper part of the Balloon. See the small red marks on the balloon? That's where you are supposed to throw the Bomb at. Two hits will destroy a spot, so you would need 8 good hits to finish the job. To dodge the pins/needles that the baddies throw at you, just duck or jump.

SUN TEMPLE 7-1

SHEEP (12)

Sheep #1: After climbing up the very first staircase, turn around and kill the Blue Wizard up above. Use the platform the Wizard was on to reach the Sheep to the left.

Sheep #2: Walk to the right until you find a Bomb Flower by a gray piece of floor. Use the Bomb Flower to blow the floor up and drop through the hole. Look around the tiny room for your first Sheep.

Sheep #3: It's simply to the right of the Bomb Flower.

Sheep #4: Continue going right and drop to ground floor. It's on the ground floor, below the switches.

Sheep #5: Continue going right from #3 and you'll find a Sheep behind a wall. Just crawl under the wall and grab it.

Sheep #6: After closing the platforms and getting across them, you find two Sheep.

Sheep #7: See #5.

Sheep #8: Use the Bomb Flower by Sheep #5 and #6 to break the wall leading to a small stream. Swim along that stream to find a lonely Sheep on a one-block platform.

Sheep #9: Climb up the one-block platforms over the big rop in the middle and make a big jump to the right for a Sheep.

Sheep #10: ???

Sheep #11: ???

Sheep #12: ???

SUN TEMPLE 7-2

Here, you will have to swim a LOT to get through. It is possible to defeat this chasm with the regular Tak, but I recommend you to go right of the waters first to find the Fish suit so you don't have to worry about air. To get it, just head right (and grab Sheep #1 on the way) and find the Suit between arrows.

This palce is infested with a lot of switches. All of them are used to open platforms to let you through, though. Just hit them with a weapon and the gate will let you through. The switches looks like a dot in a square.

SHEEP (6)

Sheep #1: Skip the waters first and kill the Blue Wizard. Beyond him lies the Sheep. Keep going that way to find the Fish icon so you can swim more freely.

Sheep #2: Underwater right after the starting point. Just dive downwards.

Sheep #3: Keep going deeper in the water and stick to the left side.

Sheep #4: Go to the right and dodge the sharks and get out of the water and jump into the next body of water (separated by a pillar) and swim directly down to find this.

Sheep #5: Just to the right of #4.

Sheep #6: Further right of #5.

SUN TEMPLE 7-3

SHEEP (11)

Sheep #1: After blowing the wall with a Bomb Flower and opening a hatch with a switch, keep going right. You shall find the Sheep on the ground. How creative.

Sheep #2: Will be attained after you use a switch to open a hole in the ground in the sun.

Sheep #3: Drop off the edge after #3, and hug the left wall. You'll get it by a thornbush.

Sheep #4: Use the platforms to the right of Sheep #3 to get back up and tackle the Sheep on a platform.

Sheep #5: After the tunnel with thick Thorn bushes, drop a floor.

Sheep #6: First platform after #5.

Sheep #7: Attained while riding on the second Rhino.

Sheep #8: Attained while riding on the second Rhino.

Sheep #9: After hopping across the platforms with dripping flames, crawl through the hole and defeat the Wizard at the end. Behind him is the ninth Sheep.

Sheep #10: Northeast of Sheep #8, up on a platform. You will have to drop off from a platform from the right.

Sheep #11: Use the ropes to move to the right after Sheep #10 and tackle the Sheep on the ground on the way to the end.

SUN TEMPLE 7-4

Nothing special happening here, much like 7-3. Except that you get to use the Chchicken Suit once again. There are two bunches of sheep that total up to 7 Sheep, making this quest easier. So you really only have to find 4 bunches of Sheep to get all 9 (1+1+4+3).

SHEEP (9)

Sheep #1: After a while without any Sheep, the first one will be in the first body of water. Swim to the right side of the pool (past the Shark) to find it in the bottom.

Sheep #2: Climb out of the water and go right via the platforms. A Sheep is on one of those platforms.

Sheep #3: Once you obtain the Chicken Suit, fly all of the way to the top and enter the small tunnel with two Nerbils inside. Get out of the other side of the tunnel to find FOUR Sheep!

Sheep #4: See #3.

Sheep #5: See #3.

Sheep #6: See #3.

Sheep #7: Above the exit. So when you find the arrow to the exit, just stop there and jump onto the platform above. Three Sheep reside there.

Sheep #8: See #7.

Sheep #9: See #9.

SUN TEMPLE 7-5

SHEEP (10)

Sheep #1: Front you you. Hello?

Sheep #2: Drop into the first body water just to the right and dive down immediately to find this Sheep.

Sheep #3: On the platform to the right, above the drop to a lower level.

Sheep #4: Walk on the floor under #3 to the right and jump up some platforms. One of those few platforms has #4.

Sheep #5: Get to the next floor with the platforms you used for #4. Slay some Nerbils for this Sheep's rights.

Sheep #6: Continue going to the right (will see a lot of sitting Nerbils on the way). Can't miss.

Sheep #7: On a platform above a thorn bush. Just use a broken pillar nearby to reach it.

Sheep #8: To the right of #7, there's a hole down to a pit. DO NOT go in there because #8 is beyond that gap. Jump over it and pick this up.

Sheep #9: Keep going right and when you see no platforms to get on, drop down and hug the left wall. If you didn't land on the Sheep and got on the Rhino instead, just go back when the ride is over.

Sheep #10: Gotten on the Rhino Ride.

SUN TEMPLE 7-6

Pins and Needles

DDR Style Time! Instead of a battle, Pins and Needles challenges you to a dance-off! Yay! You will have to match Pins' moves three times and Needles' three too. If you choke three times, you lose. The dance moves will be shown below Pins/Needles in the D-Pad. Memorize the moves and copy it step-by-step. To record in a dance move, wait until the light orb above lights up. When it does, input the move! And keep going until you've put in all!

TLALOC CASTLE 8-1

Lava pits make a terrible cameo here. No real new elements are added, except that you have to make PERFECT jumps to get across some lava pits or thorn bushes here. There are no more Bomb Flowers to bomb the walls out, so you will have to use the Jujū Power of your Rattle to break down walls. Hold down R trigger to charge up and strike away!

SHEEP (4)

Sheep #1: Second platform above the first lava. Can't miss.

Sheep #2: Bah. Get back on ground after the first one and ta-da, you have it.

Sheep #3: After the second lava pit, jump up the stone platforms up.

Sheep #4: On one of the platforms in the lava pits.

TLALOC CASTLE 8-2

SHEEP (7)

Sheep #1: On the second platform after the ram's collision with a boulder.

Sheep #2: Blow up the break-able floor with out any lava under with the Bomb Flower. Drop through that hole to find this Sheep.

Sheep #3: Climb the spider webs that comes up after you jump across moving platforms on the lava. Anyway, climb up the webs all of the way to the top to find not one Sheep, but TWO Sheep.

Sheep #4: See #3.

Sheep #5: On one of the platforms to the right of the spider webs you used to get Sheep #3 and #4.

Sheep #6: On the right-most white-greeny platform. On the path, can't miss.

Sheep #7: Go to the second floor of the white-greeny platforms and drop off to the small platform with Sheep #7 that is between the two floors.

TLALOC CASTLE 8-3

SHEEP (11)

Sheep #1: Second platform after the first lava pit.

Sheep #2: Drop a floor below Sheep #1 to find two Sheep.

Sheep #3: See #2.

Sheep #4: Four Sheep lies on the upper-most platform after the maze-like block madness. Go to the right side of the platform first and get onto the platform via a chain rope.

Sheep #5: See #4.

Sheep #6: See #4.

Sheep #7: See #4.

Sheep #8: Once you're a chicken, hug the ceiling until you find a opening up. Follow that opening to a room with two Sheep.

Sheep #9: See #8.

Sheep #10: There are two Sheep on a staircase-like platform on the end of the Chicken portion.

TLALOC CASTLE 8-4

SHEEP (14)

Sheep #1: First platform in the air front of you.

Sheep #2: In the corner below #1.

Sheep #3: Under the 1-Up and the skull face, get on the ground level and kill the Nerbil guarding the Sheep. Mind the Beehive.

Sheep #4: Second platform to the right of #3, above the lava.

Sheep #5: Several platforms DIRECTLY above #4.

Sheep #6: After the lava part with #4 and #5, you find #6 on a platform far up. Go to the right side and climb up a chain rope and get on that platform. Simple.

Sheep #7: Before dropping down the long hole, go over it and stick against the righth wall for a Sheep.

Sheep #8: After dropping through the LONG hole, go to the left.

Sheep #9: Literally ON a chain rope! You'll find it as you travel right after falling down the hole.

Sheep #10: Head all of the way right before scaling the skulls up and use the

tiny platforms to get this Sheep and the next two which appear in the rear room.

Sheep #11: Keep jumping the platforms from #10 and you'll find a room with two Sheep.

Sheep #12: See #11.

Sheep #13: Two Sheep are on a platform that lies two screens before the end.

Sheep #14: See #13.

TLALOC CASTLE 8-5

The number of sheep here might scare you, but don't worry, most of them are on the path so you probably won't miss most of them. The level isn't that long either! Indeed not the longest level in the game. You have come far to get to this point. Surely you won't have any trouble here.

Remember to use the Juju Power to knock down faraway enemies and blocks.

SHEEP (21)

Sheep #1: Up high above the platforms, all alone. Hard to explain exactly where, but there is a Sheep to the right, in dead end. There are also two Sheep to the left.

Sheep #2: To the right of #1, right-most point of the room.

Sheep #3: To the left of #1, un-missable.

Sheep #4: Use the moving block from the left wall to get on the TOP-MOST platform, where you will find the fourth Sheep. So you know when you reach this point, you should have four Sheep. Just make sure.

Sheep #5: Three Sheep are around a mid-level platform after the long top-most platform. From the top platform, use the chain ropes to reach this point.

Sheep #6: See #5.

Sheep #7: See #5.

Sheep #8: In a corner to the right of the last three Sheep.

Sheep #9: On a platform sticking out from the lava, directly below #8.

Sheep #10: Beyond a skull head, you see this while going down a ramp.

Sheep #11: After breaking the wall with your Juju power, kill the Blue Wizard and walk past the corpse for the Sheep.

Sheep #12: The next four are in a big room with a lot of platforms going around. All of them are easily seen and accessible and ON the path to your salvation, so don't worry about my help.

Sheep #13: See #12.

Sheep #14: See #12.

Sheep #15: See #12.

Sheep #16: The next three are to the RIGHT of the spot where you have to break two stones and then a Blue Wizard. To the left of that guy is a ramp up to the final segment of the stage. But we don't want that yet. Instead, go to the right to find three more Sheep.

Sheep #17: See #16.

Sheep #18: See #16.

Sheep #19: The final three are blatantly on a platform just before the final exit.

Sheep #20: See #19.

Sheep #21: See #19.

TLALOC CASTLE 8-6

Tlaloc

At last, the final boss! Tlaloc is not too hard... your only weapon against her is your Juju Power, so charge that Rattle up and HOLD it, don't release it yet. Just charge it up and wait. Tlaloc will cast a variety of attacks, such as two side-to-side electric balls (just duck/jump), three simultaneous thunderbolts from bottom (run to the only unaffected area), and finally the consecutive thunderbolts (wait for one thunderbolt to finish and go forward).

To damage her, you have to wait until her barrier drops guard and shoot the Juju Power at her. Six or Seven hits will destroy her for good. Yay. Enjoy the ending, I guess. :/

4. SPECIAL GOLDEN FEATHERS LOCATIONS

This section tells you where the Special Golden Feather that ADDS a feather to your MAX health. All of them, in my opinion, are easy to find, but I put them here, just because. :)

Jungle 1-4

Tree Village 2-3

Burial Ground 3-2

Chicken Island 4-3

Numa Bay 5-2

Canyons 6-1

Sun Temple 7-1

Sun Temple 7-5

5. FAQ

--Is there even ONE secret or bonus in this game?

NO! NONE! The reason for this is because the developers had to rush and finish the game so they could release this at the same time as the other versions did. This game had POTENTIAL... too bad this was rushed.

--Can you re-visit a previous level?

Nope. You could do the current World over again if you just turn the console off, but otherwise, no.

--Any incentive in collecting all of the sheeps?

Nope. Even the latter levels didn't tally your Sheep up like the earlier levels. A obvious cause of rushing.

--How do you break stone walls?

Just use your Juju Power or a Bomb Flower.

5. FIN

DISCLAIMER

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

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

Version 1.0 --- FAQ completed. Go me
(05/29/04)

Thanks to:

-THQ, I guess. Bah.

-CJayC

_____) _____ _)
(, / (, / (, / | / _)
/ _ , / / | /
) / _ _ / _) / | /
(_ / (_ / (_ / ')

Copyright Martin Dale-Hench 2004

This document is copyright winnie the poop and hosted by VGM with permission.