

Amazing Island Walkthrough

by mountaineers132

Updated to v1.11 on Jan 30, 2008

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Amazing Island FAQ/Walkthrough
Ver. 1.10
Last Update: January 24, 2008
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Edited and Reviewed By Robbie
(Mountaineers132)

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|=====|SECTION ONE: GUIDE INFO|=====|
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| and 'F' keys at the same time. Then type in the Roman numeral that heads |
| each section (along with any letters for subtitles) and hit 'Next'.) |
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| II. Copyright Information |
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This guide was written by Nathan Spencer and Robbie Hewitt. Currently, this guide is only allowed to be posted on GameFAQS, NeoSeeker, and Supercheats. If you see this guide on ANY other site, please tell us contact us. For info on how to contact us, check out section XXVIII. If you want to put this on your website, or use any part of this guide for another FAQ or something, just ask. Most of the time we'll say yes, unless you're some kind of vicious criminal. Then we won't.

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=====O
| III. Version History |

O=====O
Alright. Here we go. You start up the game. Hit 'Story Mode' if you want to start a new game, which, because you're reading the very start of this walkthrough, I assume you do. Then start up a new file. This is gonna take up 13 blocks for your file and your first monster, plus 8 more blocks per new monster. Alright, now that we have your new game, the story begins to unravel in front of you. You are a boy or girl who finds this old book. It's full stuff about this island with a bunch of monsters on it. You guessed it. It's Amazing Island. Anyway, that night, you hear this voice calling to you. It wants you to save the island. So then you're carried away to Amazing Island. You get a preset monster too. Congrats.

NOTE: It matter whether you choose to play as a boy or girl. If you choose a boy, you will receive boy-related accessories to start out with, and vice versa. And obviously you'll look different. Also, you can't change your name, so make it good.

NOTE: The preset monster is not the same for everyone, it is randomly generated. There are a whole lot of them, and you can unlock the rest later, so don't be too sad if you got a dumb one. If you can get over it though, then just restart the game and try your luck again.

Alright, now you're on Amazing Island. Now you finally get some control over your character. Move forward a little bit using the control stick, and an evil little guy will jump out at you. His name is Chinto. He's really not all that bad, just kinda brainwashed. He calls his boss. It's not pretty. The boss is actually an Eviling, a race of evil minions who have taken over the island. The Eviling kicks Chinto for no good reason, except making himself look evil. The he gets sort of angry, and wants to defeat you. Turns out, he wants to defeat you in what seems to be volley ball with a molten rock, while on top of stone pillars floating in a pool of lava. Ouch.

O=====O
| VI. First Battle: Eviling Volley |
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OK, this is going to be your first minigame. It's something you should get used to, because it's the main premise of the game. You will be presented with some intructions for how to play the game, and you will be given the option of whether or not to use a potion, which raises your monsters stats. Big potions raise a lot, tiny ones raise a little. Each monster has its own stats too, which also affect minigames, but we'll go into that later. Right now, it's time to play some lava volley ball.

O=====O
| Eviling Volley |
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| INTRUCTIONS: You are going to bounce a ball of molten rock back and forth. |
| When the ball comes in front of you, you can press A or B to |
| send it flying back at him. If you press A, the ball will go |
| straight to him, but if you press B, the ball will soar high, |
| reaching him from an angle. You can also hold down and release |
| the A button for a power shot, which is very fast, but is easy |
| to miss with, and is overcharged can cause you to lose your |
| chance. Every time either one of you fails to return a shot, |
| one of your pillars will fall. When all three pillars fall, |
| the monster falls into the lava and loses. |

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| TIPS: I don't recommend using power shots, especially because this is your |
| first Eviling Volley. I would use mostly the B button for high shots, |
| because it is hard for him to hit on this angle. Use A shots every |
| once and a while, because although they are easier to hit, they are |
| faster and can throw in some suprise if used appropriately. Keep your |
| cool and don't lose your timing. |
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| SPOILS: Red Vision Orb |
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So you defeated the Eviling. Nice job. Now it's almost time to make your own monster. (sort of) Chinto is freed from his curse-thingy as soon as you kick the Eviling's butt. Chinto gets all excited and runs into a big tree. Yeah, you have to follow him. Then, inside the temple, another freaky thing named Lagu will tell you that this is the place from the book: Amazing Island. He brought you to the island because you had a pure heart. Then he'll insist that you go see the elder of their tribe.

After Lagu explains everything to the Elder, he tells you that they are the Maboo tribe, and that he has been the elder for 1000 years; since humans created the island. he says that humans used to live on the island. Then, moving on to a graver subject, he explains that the Maboo are fighting for their lives against and evil force: The Black Evil. He shows you some events, and then sends you off with Lagu to make a monster with a final bit of info: the orb you got was a vision orb, and if you get all eight of them, the Black Evil could be defeated.

O=====O
| VII. Your First Monster |
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Lagu will take you back inside the temple, but this time, Chinto, Lagu, and a new guy will be there. That's Folu. Anyway, they all thank you and tell you that without all of them, the ritual couldn't happen. Then, you are forced to help and make your monster. Folu will ask you some questions. Your answers will determine what kind of monster you recieve. It's best to answer them pretty truthfully, even if some of them are just plain stupid. (Which they are)

Afterwards, Folu draws up a monster for you, and Chinto makes it a little more stylish. (Or sometimes more ugly) From here you can make your own changes to the monster. Hit 'Patterns' to change his skin, 'Voices' to change his voice, 'Eyes' to change his eyes, and 'Accessories' for accessory changes. For a much more in-depth guide on how to do this, visit Section Three: Monster Making, chapters XVI to XXIII. For now, I'll just say its pretty simple, with the exception of accessories. You can remove, add, adjust, flip, and do all sorts of things with these, but if you can't figure it out, just visit the appropriate chapter. When you're done, hit 'Finish', and name your monster. Then just take a quick picture and your done.

NOTE: The picture (Foto) you take can be changed later, so don't make a big fuss about how the background in the temple clashes with your monsters fur.

Alrighty then, now I'll explain how your chance stars work. In challenges, you have chance stars, which are like lives. You can get more by making more monsters. Easy-peasy.

Now you can go wherever you want. I strongly recommend that you go back into the Elder's hut. Talk to him and hit 'System Menu'. Then hit 'Save Game'. As you can see from the options below, you can also save your monster or progress individually, but it's easier just to save them all at once. Now since this is your first monster, you can just hit 'Yes' to everything, to a certain extent. If you want to, after you save you can switch back to your preset monster. Now you should leave the Elder's hut and get ready to play some more events.

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|                               VIII. Beginner Course                               |
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Once you have left the elder's hut, head to the direction opposite of the temple that you were just in a while ago. You should see a little platform over the water with yet another freaky looking guy. And yes, he has another name to remember. He's Ruby. You can ask him about the whole system and he'll tell you.

You compete in lots of different events that form a course. To pass each minigame, you must score at least 700 points. If you lose, you will lose a chance star and be asked to try again. If you run out of chance stars, you are forced to go back to the village and try again. Now, to boost your stats for an event, you can use a potion, which you can get from winning an event. Speaking of winnings, here's how the scoring system works for the prize you will receive after winning an event.

- 700-999 points = Bronze Chest
- 1000-1799 points = Silver Chest
- 1800+ points = Gold Chest

Bronze chests contain potions, silver chests contain new accessories, and gold chests contain new preset monster cards. (Now's the time you get away from that ugly one) As an added bonus, you are given half of your score for that event in money, which you can use back in the village to buy from shops. If you make it through an entire course, you will notice some changes in the town, and you'll receive massive rewards, like new skeletal bases for your monsters. (frames) Now that we have all that covered, you can start. Just tell Ruby that you're ready, and you'll be merged with your monster to perform the events.

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|                                     |
|                               Beginner Course Event 1: Jungle Dash                               |
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| INTRUCTIONS: You will race against an evil monster in this event. When the |
|               race starts, press A as fast as you can until you get to about |
|               the end. When you are close to the goal, press B to boost your |
|               way through it. If you start before the race starts, you will |
|               trip and lose precious time.                                     |
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|                                     |
| TIPS: This is really something that is not practicable, it's just something |
|               You can or can't do. It should be pretty easy, just press fast and |
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don't give up, it takes a while to build up speed. If you do have problems, a speed potion would help. Only problem is, you most likely don't have one at this point. Keep trying though. You'll get it.

SPOILS: Chest (type of chest varies by score)

Beginner Course Event 2: Waterskip Slider

INSTRUCTIONS: You will press the A button over and over as fast as you can to build up speed. When you reach the bottom of the ramp, push the control stick down, wait until the bar hits red, then release the control stick. Then flick the stick down again right before you hit the water to skip along. try to get as far from the start as you can.

TIPS: I suggest flicking the stick down right before you hit the water. You can also base your jumps on when the circle below you turns red. When you've passed the rainbow arch, you know that you made it. This one takes some practice though, so keep working. If you still can't make it, try using a stamina potion.

SPOILS: Chest (type of chest varies by score)

Beginner Course Event 3: Spin Break

INSTRUCTIONS: Knock other monsters out of the ring to earn points. Use the control stick to move around, and charge up your power with A. Release the A button when moving towards an enemy to unleash a super spin.

TIPS: Make sure you start charging up as soon as possible. Regular attacks have almost no power, so there should never be a time when you aren't charging. Try to be very fast. If you still can't make it, use a power potion.

SPOILS: Chest (type of chest varies by score)

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| Beginner Course Event 4: Stone Spire Smash |
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| INTRUCTIONS: Blocks will stack up, with A or B on them. Press the button on |
| the block. If you switch buttons, you must hit it twice to |
| switch and smash. Hit when the meter is red to an instant |
| smash, green for tiny smash. Then a boss will appear. Hit the |
| button shown. Back away when the ! appears though, or you'll |
| get hit. Defeat him to win. |
| |

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| TIPS: Try to think about what button comes next and get prepared. Fast it |
| best. Timing is important too. If all else fails, a nice power potion |
| would work like a charm. |
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| SPOILS: Chest (type of chest varies by score) |
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| Beginner Course Event 5: Evilng Volley 2 |
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| INTRUCTIONS: Same as the first time. A is fast shot, B for high shot, hold |
| A for a power shot. |
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| TIPS: Just use lots of B shots. Very easy. Maybe a potion if you get stuck. |
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| SPOILS: Orange Vision Orb, Gold Chest (1st Time: Hero Frame) |
| (2nd Time: Dinosaur Frame) |
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| IX. Some New Options |
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Alright, we have some new things going on. First, the Temple of Life has a new power that allows you to draw on your own. From now on, when you make new monsters, you can draw their body shapes by yourself. A new tribe member appears, and the shop opens. Also, a training area appears for the Beginner Course. A totem pole appears in the middle of the village that displays the your rankings. You've got a lot to do now. First, I would go save the game and buy some things at the store. A new monster wouldn't hurt either. Then, if you want the dinosaur frame, just repeat the course to get one.

Now its time for a new course. If you face the same direction that Ruby is facing, and then look left, you'll see a pier. Follow this and you'll find a new little area. Suguru is another guy who looks just like Ruby, and he'll let you play any events that you've unlocked without losing any chance stars. You still get cash, but no chests. But heck, can't beat cash without penalty.

There's also another empty shop there, so thats not really of any use yet. However, there is another guy just like Ruby and Sugura, named Nimo. He'll show you how to do the Intermediate Course. In this course, the path splits up halfway through, and you'll need to get a vision orb from both the ends of the course. That means you're gonna have to do this two different ways. That only means we should get started as fast as we can though, so let's go.

=====O
| X. Intermediate Course |
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| Xa. Strict Route |
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| Intermediate Course Event 1: Seaside Sparklies |
=====O

| INTRUCTIONS: Really this is just like Jungle Dash with a twist. There's |
| water that will slow you down, and you earn points by getting |
| gems. Running is the same: quickly press A. |
| |

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| TIPS: Memorize where the gems are, they don't change. Don't bother going |
| for the gems that aren't gold or in a line either, their not worth |
| it. Gold gems are the best. Bring a speed potion if you need it. |
| |

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| SPOILS: Chest (type of chest varies by score) |
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=====O
| Intermediate Course Event 2: Basket Barrage |
=====O

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| INTRUCTIONS: Press A while the arrow is in the green to make a shot. If you |
| make a lot of shots in a row, you'll go into fever mode, where |
| you just press A as fast as you can to make shots. |
| |

=====O
| |
| TIPS: Who doesn't like basketball? Just keep your timing right and maintain |
| a steady beat. This is one of those win big or screw up big time kind |
| of things. Once again, if you're having trouble, try a mental potion. |
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| SPOILS: Chest (type of chest varies by score) |

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O=====O
| Xb. Goofy Route |
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OK, we have some complex explaining to do here. After Basker Barrage, the road splits in two directions. Left takes you to another set of events, and so does right, but the events aren't the same. You'll have to do both at some point, but for now we're going to head left. Under the next couple of event titles, you'll see the words "Strict Route". That's because heading left takes you to the Strict Route. After they stop saying Strict Route, they will say Goofy Route. To get to the Goofy route, start the Intermediate Course and turn to the right.

O=====O
| Intermediate Course Event 3: Waterskip Crusher |

O=====O
| Strict Route (LEFT) |

O=====O
| INTRUCTIONS: Exactly like Waterskip Slider but with obstacles. Press A to |
| bust the obstacles and gain a boost of speed. |

O=====O
| TIPS: Same as Waterskip Slider. Hit all the obstacles and use a potion if |
| need it. Simple. |

O=====O
| SPOILS: Chest (type of chest varies by score) |

O=====O
| Intermediate Course Event 4: Catapult Craze |

O=====O
| Strict Route (LEFT) |

O=====O
| INTRUCTIONS: Press A when the meter reaches a height power, then A again |
| when the angle is right, then A again when the catapult is |
| level. Reach the floating ring to pass the event. |

O=====O
| TIPS: This one can be kind of hard. I use a potion when I do it. Take all |
| the time you need to line up the perfect shot on the power bar, but |
| be ready to react quickly to the angle and liftoff. Jump just as the |
| catapult is completely level. |

O=====O
| SPOILS: Chest (type of chest varies by score) |

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O=====O
| Intermediate Course Event 5: Sky Shooter |
O=====O
| Strict Route (LEFT) |
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|
| INTRUCTIONS: Shoot the Evilings to earn points. Press A to shoot. You |
| receive a bonus if you shoot all the targets or land quickly. |
|
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| TIPS: The Evilings move in groups, so focus on one group at a time. Don't |
| shoot unless you know you'll hit, and be fast. Potions don't hurt |
| either. |
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| SPOILS: Chest (type of chest varies by score) |
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O=====O
| Intermediate Course Event 6: Evilng Volley 3 |
O=====O
| Strict Route (LEFT) |
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|
| INTRUCTIONS: Same as before, but with two Evilings. Use the control stick |
| to aim at the Evilings, and A and B to shoot. |
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|
| TIPS: Switch Evilings often for a suprise factor, and keep using those B |
| shots. Again, power shots are too dangerous for use here, especially |
| with two Evilings. |
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| SPOILS: Yellow Vision Orb, Gold Chest (Dog Frame) |
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We've already covered what to do now right? Take a nap! Give yourself a break!
When you come back, you've got to do all that over again! Two events won't be
the same though.

While you're on your break, you can enjoy some of the new changes to the
village. First off, some new villagers (and a pig) shopw up. Also, the shop on
the pier is open, and you can now use the Stretch and Pull tool. or is it Pull
and Stretch? To tell you the truth, I don't remember or really care. Hurry up
and save though, and make a new monster if you like, because we have got a lot
more to do. Go back to the start of the Intermediate Course guide until you

get to the turn. Then pick up down here.

=====O
| Intermediate Course Event 3: Stonehead Swap |
=====O
| Goofy Route (RIGHT) |
=====O
| INTRUCTIONS: Switch the heads to match by color. Press A to pick up and put |
| down the heads. |
| |
=====O
| TIPS: Pause the game between switches so that you can plan your next move. |
| Closer is always better, so move swiftly to the closest moves. Speed |
| is a key element in this one, so if this is a too much for you, just |
| take a dose of speed potion. It really has a nice turnout here. |
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| SPOILS: Chest (type of chest varies by score) |
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=====O
| Intermediate Course Event 4: Bomber Bowl |
=====O
| Goofy Route (RIGHT) |
=====O
| INTRUCTIONS: Hit the boss with the bombs that are dropped, and avoid rocks. |
| |
=====O
| TIPS: Why did we do the Goofy Route Last? Because it's hard. Potions won't |
| help you, and it's as hard as a diamond. My only tips are to find the |
| boss, and throw the bombs ahead of him, since he moves. Don't lose |
| sight of him. Good luck. If anyone has any more hints for this guy, |
| please tell me via the email address in the 'Contact Me' section. |
| |
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| SPOILS: Chest (type of chest varies by score) |
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=====O
| Intermediate Course Event 5: Battle Blast |
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| Goofy Route (RIGHT) |
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| INTRUCTIONS: Earn points by hitting the little hopping creatures. To shoot, |
| use B, and A is punch. |
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| TIPS: Stay away from the spikes, and the other monsters. Both will beat the |
| living daylighters out of you. I just stay calm and attack the little |
| creatures that hop around, especially the gold ones. |
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| SPOILS: Chest (type of chest varies by score) |
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O=====O
| | Intermediate Course Event 6: Evilng Volley 3 |
O=====O
| | Goofy Route (RIGHT) |
O=====O

| |
| INTRUCTIONS: Same as before: there are two Evilings. Use the control stick |
| to aim at the Evilings, and A and B to shoot. |
| |
O=====O

| |
| TIPS: Switch Evilings often for a suprize factor, and keep using those B |
| shots. Again, power shots are too dangerous for use here, especially |
| with two Evilings. |
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| SPOILS: Green Vision Orb, Gold Chest (Hamster Frame) |
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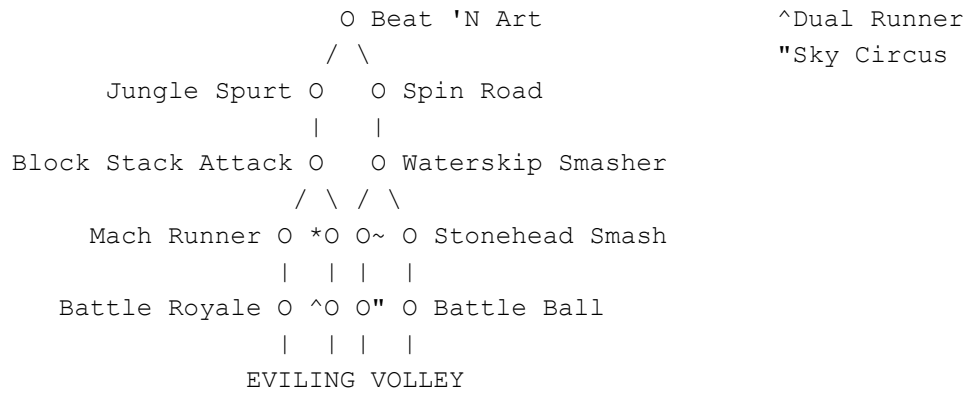
O=====O
| | XI. Some More New Options |
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Well, that took forever didn't it! But, to make you're small amount of time
off more comforting, the village has some new features. There are more
villagers now, and some more animals. Also, you can now use the size tool when
making monsters. The final, and most important change here is that a new area
is open, oppisite from the pier. Here you will find a new empty shop, and yes,
a new course. This one is the last course, but is EXTREMELY long, so be ready
to spend a while on this. When you're ready, just talk to Dalu.

O=====O
| | XII. Advanced Course |
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Before we start out, I'm going to explain this as best I can. The road splits
twice per route in this one. Take a peek at the diagram below for an example.

O Spin Attack *Stonehead Bingo
| ~Catapult Calamity



First, I'm going to take us through the Rush Rush Route, which goes straight from the top to the bottom left. This is the order for the Crispy Route and the others in case the chart confuses you. They are listed in the order that we'll attempt them.

RUSH RUSH ROUTE

1. Spin Attack
2. Beat 'N Art
3. Jungle Spurt
4. Block Stack Attack
5. Mach Runner
6. Battle Royale
7. Eviling Volley

CRISPY ROUTE

1. Spin Attack
2. Beat 'N Art
3. Jungle Spurt
4. Block Stack Attack
5. Stonehead Bingo
6. Dual Runner
7. Eviling Volley

TOUGH TOUGH ROUTE

1. Spin Attack
2. Beat 'N Art
3. Spin Road
4. Waterskip Smasher
5. Stonehead Smash
6. Battle Ball
7. Eviling Volley

NAIL BITING ROUTE

1. Spin Attack
2. Beat 'N Art
3. Spin Road
4. Waterskip Smasher
5. Catapult Calamity
6. Sky Circus
7. Eviling Volley

Once you've got all that, and made any preparations yuo might need for any reason at all, read on, because its time to collect a new vision orb by passing the Rush Rush Route.

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|                               XIIIa. Rush Rush Route                               |
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|                               Advanced Course Event 1: Spin Attack                               |
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| INTRUCTIONS: Same as Spin Break, but timed. Use A to charge and knock enemy|
|               monsters out of the ring.                                     |
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| TIPS: This is a fairly easy event, just use as many charge bumps as you can|
|       and use a heavy monster. Potions don't make a whole lot of difference|
|       in this one.                                                         |
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| SPOILS: Chest (type of chest varies by score) |
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| Advanced Course Event 2: Beat 'N Art |
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| INTRUCTIONS: Jump up on and hit the the stone with punches and kicks, using |
| A and B. Hit the red knobs with a kick to temporarily stop the |
| timer. |
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|
| TIPS: This one is hard for some, and easy for others. For me, it's hard. |
| Here's my advice: hit the red knobs as soon as you can with a kick, |
| then unleash a series of punches during the time stop. Any time you |
| aren't kicking a knob or in a time stop, continue to punch wildly. If |
| all else fails, switch to a strong monster and use a power potion. |
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|
| SPOILS: Chest (type of chest varies by score) |
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Now we are going to head left, to the Sea of Trees. If you turn the other direction, you can visit other courses, but we'll get onto that later. For now we're sticking to the Rush Rush Route.

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| Advanced Course Event 3: Jungle Spurt |
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|
| Rush Rush/Crispy Route (LEFT) |
O=====O
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| INTRUCTIONS: Press A as fast as you can, over and over, and dodge trees. |
| Get to the finish line as fast as you can for the best score. |
|
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|
| TIPS: It might take some practice, but given how much you've done these, |
| you should be fine. If you are caught between a rock and a tree, |
| (which you will be) crash the tree. It slows you down less. |
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|
| SPOILS: Chest (type of chest varies by score) |
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Advanced Course Event 4: Block Stack Attack

Rush Rush/Crispy Route (LEFT)

INTRUCTIONS: Choose a number of blocks to start with. The higher that is, the more points you'll get per block. Then hit the power bar when it's in the red or green, and the angle bar when it's on the arrow. The game ends when you drop a block or run out.

TIPS: If you're good, start out with about 5 blocks. This will be hard, but score you big time. If you're newer, try 1-3, for an easier game. not much to it really, just stay calm and concentrate.

SPOILS: Chest (type of chest varies by score)

Now we're going to make another left. That puts us in the home stretch. Don't expect it to get any easier though, because once we reach Battle Royale, you will wish you didn't have those anger management problems.

Advanced Course Event 5: Mach Runner

Rush Rush Route (LEFT, LEFT)

INTRUCTIONS: Press a over and over to build speed. Dodge obstacles and get to the finish line as fast as you can. You have 1:00.

TIPS: Don't rush it. Hitting obstacles is worse than going at a steady pace and will kill your time. Use a stamina potion and make sure you build up a dash for the jump, because if you don't make it, your time will die. Yes, I mean die, not worsen greatly: die.

SPOILS: Chest (type of chest varies by score)

Advanced Course Event 6: Battle Royal

Rush Rush Route (LEFT, LEFT)

INTRUCTIONS: Use punches and shots (A and B) to do damage to enemies and kill them. If you die, you get no points, if you live, your

points are based on the damage you did.

TIPS: This event is HARD. I mean it! Use a power potion, and knock the other monsters into the spikes, while staying away from them yourself by staying away from the edges. Consecutively punching the same monster will earn you big, especially when it involves them falling into spikes.

SPOILS: Chest (type of chest varies by score)

Advanced Course Event 7: Evilng Volley 4

Rush Rush Route (LEFT, LEFT)

INTRUCTIONS: Same as always. A and B are shots, charge by holding A. This time there are three Evilings, so stay alert.

TIPS: Use B shots, don't use charged A shots. Simple. Aim at different ones every once and a while to add some suprise. Easy as pie.

SPOILS: Blue Vision Orb, Gold Chest (Dragon-Man Frame)

Well, you did it again. You've got yourself another vision orb. As usual, there are some more new things going on, like new citizens. Happy day. So go make yourself a new monster or whatever you need to do, and the hurry on to the Crispy Route, you're kinda almost three-fourths of the way done with the game. Or something like that.

XIIb. Crispy Route

Now I don't want to make this guide one of those guides that takes five hours to load, so I'm not going to repeat the first events from before the second split. You just need to repeat the first four events from the Rush Rush Route, and then when you get to the second road split, head right instead. This will take you to the Crispy Route. Then you can come look back down here and see the new events. For after you take the second turn and make a right, here you go:

Advanced Course Event 5: Stonehead Bingo

Crispy Route (LEFT, RIGHT)

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|
| INSTRUCTIONS: Align the heads by color by bashing them with A. |
|
=====O
|
| TIPS: Use potions, and get some practice. This one has a little more luck |
| in it too, so it might just take a while to complete. |
|
=====O
|
| SPOILS: Chest (type of chest varies by score) |
|
=====O

=====O
| Advanced Course Event 6: Dual Runner |
=====O
| Crispy Route (LEFT, RIGHT) |
=====O
|
| INSTRUCTIONS: Score points by running with the ball. There is another |
| monster who will knock it away from you, and you can knock it |
| back. |
|
=====O
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| TIPS: Run in a slight S shape to dodge the enemy. Don't kill your stamina |
| either. |
|
=====O
|
| SPOILS: Chest (type of chest varies by score) |
|
=====O

=====O
| Advanced Course Event 7: Evilng Volley 4 |
=====O
| Crispy Route (LEFT, RIGHT) |
=====O
|
| INSTRUCTIONS: Same as always. A and B are shots, charge by holding A. This |
| time there are three Evilings, so stay alert. |
|
=====O
|
| TIPS: Use B shots, don't use charged A shots. Simple. Aim at different ones |
| every once and a while to add some surprise. Easy as pie. |
|
=====O
|
| SPOILS: Light Blue Vision Orb, Gold Chest (Kid Frame) |
|
=====O

Now we have another variety of unimportant changes, such as the shop opening up. Alright, that one is a little bit important. You get a new tool too. More on that in the monster making section of the guide. We have the Tough Tough Route still ready for the clearing.

=====O
| XIIc. Tough Tough Route |
=====O

As I said before, I don't want to take up too much space repeating all the events that are the same. Just read the first two events from the Rush Rush Course's start, then take a right to get to the new events. Once you've taken that right, take a look down here for the next five events.

=====O
| Advanced Course Event 3: Spin Road |
=====O

| Tough Tough/Nail Biting (RIGHT) |
=====O

| INTRUCTIONS: Its an obstacle course with the spin-style of spin break. |
| Reach the finish line fast to win. Use A to charge up a super |
| spin to knock enemies off. |
| |

=====O
| |
| TIPS: If you can't get the jumps right, just keep trying until you get the |
| timing down. A fast monster helps, with a good weight to not be |
| knocked off. |
| |

=====O
| |
| SPOILS: Chest (type of chest varies by score) |
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=====O
| Advanced Course Event 4: Waterskip Smasher |
=====O

| Tough Tough/Nail Biting (RIGHT) |
=====O

| INTRUCTIONS: Its waterskip crusher with more obstacles and a harder format. |
| flick the control stick down to jump off the water, hit A to |
| get a boost from smashing obstacles. |
| |

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| |
| TIPS: The tips for the previous version apply here. Work on timing, and hit |
| every obstacle. If you do that, you're sure to pass the winning rain- |
| bow at the end. |
| |

=====O
| |
| SPOILS: Chest (type of chest varies by score) |
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O=====O
Now take another right to end up on the very last stretch of the Tough Tough Route. Hang in there tight, because we are seriously almost through the game. Well...sort of.
O=====O

| Advanced Course Event 5: Stonehead Smash |
O=====O

| Tough Tough (RIGHT, RIGHT) |
O=====O

| INTRUCTIONS: Smash the stone heads with A as they pop up. Gold is worth the |
| most points, followed by silver. The rest aren't many points. |
|
O=====O

| TIPS: During the second half of the event, devote yourself to one half of |
| the field, and then go for any silver or gold heads there. |
|
O=====O

| SPOILS: Chest (type of chest varies by score) |
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O=====O
| Advanced Course Event 6: Battle Ball |
O=====O

| Tough Tough (RIGHT, RIGHT) |
O=====O

| INTRUCTIONS: Grab the ball from the field or other monsters, and bring it |
| to the glowing center of the field to score points. Attack |
| with A and B. |
|
O=====O

| TIPS: First off, never use the punches. Always shoot. If you have the ball, |
| run either straight to the center or make a big curve into it. Don't |
| make little ripples in your movement, it slows you down too much. |
| Use a fast, strong, heavy monster, and use a potion if needed. |
|
O=====O

| SPOILS: Chest (type of chest varies by score) |
|
O=====O

O=====O
| Advanced Course Event 7: Evilng Volley 4 |
O=====O

| Tough Tough Route (RIGHT, RIGHT) |
O=====O
|

| INTRUCTIONS: Same as always. A and B are shots, charge by holding A. This |
| time there are three Evilings, so stay alert. |

=====O

| TIPS: Use B shots, don't use charged A shots. Simple. Aim at different ones |
| every once and a while to add some surprise. Easy as pie. |

=====O

| SPOILS: Purple Vision Orb, Gold Chest (Scorpion Worm Frame) |

=====O

Again with the changes. By changes, I mean more people. Say, when do we ever do anything that involves those people? We don't. But heck, one more route to go. Think you can do it? I sure hope so.

=====O

| XIIId. Nail Biting Route |

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This one is a little more confusing. You're going to look back at the Rush Rush Route's first two events, then make a right and look at the Tough Tough Routes next two, then take a left and end up back here. If that confuses you, then just refer back to the events we already did, make a right then a left, and read down here when you have all of your identical events done.

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| Advanced Course Event 5: Catapult Calamity |

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| Nail Biting Route (RIGHT, LEFT) |

=====O

| INTRUCTIONS: Just like Catapult Craze, but you choose your rock. Bigger |
| rocks have more power, but are harder to aim. |

=====O

| TIPS: Launch yourself when the catapult is level, and use a big rock if you |
| are really good. If you make it into deep space, hit a rapidly to |
| grab a balloon. |

=====O

| SPOILS: Chest (type of chest varies by score) |

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| Advanced Course Event 6: Sky Circus |

=====O

| Nail Biting Route (RIGHT, LEFT) |

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| INTRUCTIONS: Fall through the rings to the ground. Use the control stick to |

move.

=====O
| TIPS: Concentrate and each ring, and start tilting towards the next ring as
| soon as you pass the one before it. Don't hit the edges of the ring,
| it will slow you down and cost you a hefty time bonus.
|
=====O
| SPOILS: Chest (type of chest varies by score)
|
=====O

=====O
| Advanced Course Event 7: Evilng Volley 4
|
=====O
| Nail Biting Route (RIGHT, LEFT)
|
=====O
| INTRUCTIONS: Same as always. A and B are shots, charge by holding A. This
| time there are three Evilings, so stay alert.
|
=====O
| TIPS: Use B shots, don't use charged A shots. Simple. Aim at different ones
| every once and a while to add some suprise. Easy as pie.
|
=====O
| SPOILS: Black Vision Orb, Gold Chest (1st Time: Evil Beast Frame)
| (2nd Time: Evil Spirit Frame)
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| XIII. Final Preparations
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Getting tired of those giant boxes of tips and intruction? Yeah, so am I, but we only have one more little event to go: The Final Battle. So naturally, we want to be prepared. First of all, I'll explain what's going on now that you have finished the Advanced Course.

First thing you might have noticed is that there yet again, more villagers. Then you might notice that YOU HAVE ALL THE VISION ORBS! Give yourself a pat on the back for getting this far. Now give yourself a spanking for using a walkthrough for getting this far. Just kidding. Anyway, now you need to talk to the Elder again. He will basically say good job, and then the orbs will become a big light and fly into your body. Freaky.

Well, that just means you can now fight the boss of the game. That's a good thing in case you didn't know. But first you will need to do some things. Here's my list of things to do before fighting the boss.

1. Buy powerful accessories
2. Make a powerful monster
3. Practice some old minigames to get you into a nice state of mind

4. Save your game
5. Find an anger management pillow

Now that that is taken care of, we can go over to the big pile of spiked rocks along the southern coast. When you approach, the rocks will collapse and form a very scary cave. Home to a very scary boss. Let's go.

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| XIV. The Final Battle |
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| The Black Evil |
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| INTRUCTIONS: When the Black Evil shoots an orb at you, catch it when it |
| hits you by pressing A. If you catch it perfectly, you will |
| automatically throw it back and do lots of damage. If it's not |
| perfect, you will have to hit a when the bar is in the green |
| or red zone to do damage. When you kill him, he will sink into |
| the lava and come back up. Then catch the next ball he fires. |
| he will sink again, then come back up and shoot a laser. Hold |
| down the A button when the laser is big, and when it gets thin |
| press A rapidly to push the orb into his mouth and do damage. |
| when he runs out of Hit Points again, he is dead. If you fall |
| into the lava, you lose. |

=====O
| |
| TIPS: Always grab the ball just as it hits you. Never be early when you try |
| to catch, because you will fly back into the lava. Also, with the |
| laser he fires, if it goes back to being thick, start holding down A |
| again. All this one requires is practice. You should get it in about |
| five tries. Power potions don't help a lot, but they can't hurt. |

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| SPOILS: YOU WON THE GAME! |
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| XV. Amazing Island: Restored |
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Well, you did it. Seriously, you should go out and get an ice cream cone. It takes forever to master those events. Now Amazing Island is restored. The light flies out into the corners of the island, and the Vision Orbs scatter in all directions. The Elder gives a speech, and the game is over. You see a little cut-scene type thing and the credits roll. I think I might start to cry.

You still have a lot ahead of you. Beating your friends in multi-player, getting all the items, and building the perfect monsters. Good luck my friend. You've already come this far, no point in going back.

=====O

XX. Item Application

COMING IN A FEW DAYS

XXI. Voices

COMING IN A FEW DAYS

XXII. Hints and Secrets

COMING IN A FEW DAYS

XXIII. Fun Monster Instructions

COMING IN A FEW DAYS

SECTION FOUR: ITEMS

XXIV. ITEM LIST

COMING IN A WEEK OR TWO

XXV. Gender Differences

This is actually a very small factor in the game, but I thought I should include it, because it is often overlooked. It matters whether you choose boy or girl in the start of the game. Right now, the following are the known start out item differences. These are items that the boy and girl start out with that are not the same.

GIRL	BOY
1. Cat Pattern	1. Dog Pattern
2. Heart	2. ?
3. Cute Wing	3. Demon Wing

If anyone collects some data on this subject, let me know, or if I've made a mistake. Also, there are differences in the items that are first sold in the stores. If anyone has info on that either, please contact me. I am aware that this is something that I could do myself, and will, but I'm going to focus on more important aspects of this guide first. Thanks for your support.

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=====	SECTION FIVE: MULTIPLAYER	=====
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| XXVI. Multiplayer Competition |
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COMING IN ABOUT A WEEK

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| XXVII. Monster Trading |
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COMING IN ABOUT A WEEK

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| XXVIII. GBA - Cards |
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COMING IN A WEEK OR TWO

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=====	SECTION SIX: CLOSING	=====
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| XXIX. Contact Me |
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For contacting us, we have an email address at the bottom of this page. Check that out if you already know if you should be contacting us. Here are some good reasons to contact us:

- We made a mistake
- You have some useful data to add
- You need help and can't find it in the guide
- Important matters

Generally, we're nice, so don't worry to much. It might take a while to get back, so give us a while, and also make sure to title your email: Amazing Island FAQ Question, or something like that. otherwise it will be ignored. Here's the Email:

stargatesg100@gmail.com

O=====O
| XXX. Credits |
O=====O

Writer - Nathan
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Special Thanks - None Yet

Thanks everyone for reading! Before you leave I'd like to say that me (Nathan) and Robbie share the account Mountaineers132. If you help us, you'll be added here to the specila thanks area. See ya later!

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