

Kao the Kangaroo Round 2 FAQ/Walkthrough

by WishingTikal

Updated to v1.0 on Jan 13, 2015

This walkthrough was originally written for Kao the Kangaroo Round 2 on the GC, but the walkthrough is still applicable to the Xbox version of the game.

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Kao The Kangaroo Round 2

FAQ/Walkthrough

By WishingTikal

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Platforms: Gamecube, Xbox, PS2, PC

(FAQ based off Gamecube version)

v.1 08/29/06

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 |-----1. Introduction -----|
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Platformers come in various shapes, forms, colors, size, lenght and what not. Introduce Kao, the kangaroo mascotte who first appeared on Dreamcast a few years ago. He's back in a colorful, short, easy, straightforward platformer to save the day, once again. A fun platformer, might I add.

Also, before you dig further into it, know that the PSP version of the game is actually different, containing three more levels that aren't available in the console versions. You might want to check the PSP FAQ for this one, as my FAQ doesn't cover these three levels.

WishingTikal
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 |-----2. F.A.Q. -----|
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Fill up this section.

Send out your questions to wishingtikal[at]gmail[dot]com

Q. What's the reward for collecting everything?

A. Nothing. Same for bonus mini-games, no reward.

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 /-----3. Game Basics ----- \
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Everything in this section is from the game's instruction manual, for those who are missing it.

--3A. Story --

Kao must deliver the world of animals from the hands of the evil hunter and his wicked henchmen. Kao can count on his friends, like the Firefly and the Parrot to help him.

The game begins on a ship, where Kao's friend, Parrot rescues him. After escaping, Kao finds himself in Dark Docks, where he will start his adventures. Talk to animals in Dark Docks to get them to take you to their world, where your help is needed. After finishing each world and beating the boss, Kao returns to Dark Docks, where he must find another of his friends and undertake the next adventure.

While Kao helps his animal friends, he must collect 3,000 ducats to bribe the Bossman into letting him enter Hunter Barnaba's domain, the Abandoned Town.

--3B. Friends & Foes --

o Parrot

A little bit scared and grumpy but very helpful! He keeps Kao up to date on what is happening to the animals around the world, and helps him follow the right path to save them all.

o Beaver

The Beaver lives in the forest world and usually has some kind of riddle to solve! Very energetic!

o Firefly

She is Kao's guardian angel and always gives good advice. Talk to Firefly

when you are not sure what to do next.

o Bear

The fragile little bear lives in the winter world and is counting on Kao's help!

o Turtle

Lives in the ocean. Usually Kao has to rescue him using torpedo power ups.

o Pelican

This bird lives in the tropical world and will guide and help Kao.

x Magician

Tries to put a spell on you. Hard to defeat!

x The Great Bear

Cannot be defeated -- the only thing to do is run away from him!

x Puffer Fish

Floats slowly in your direction. Explodes like a sea mine! Watch out!

x Bossman

A keeper of Barnaba's domain. Although standing firmly on his post, he will, for a reasonable amount of coins, let Kao into the city...

x Hunter Barnaba

What a mean, despicable character! Kao must defeat him to ensure the freedom of the animal world!

--3C. Objects --

o Pontoon

Kao can steer the platform by running from one side to another.

o Water barrel

The barrel floats with the river's current -- Kao can steer left or right.

o Torpedoes

Underwater controllable object. Kao can steer and shoot them.

o Catapult

Kao can shoot pine cones using the catapult.

o Motorboat

The motorboat can speed up, slow down and jump using platforms.

o Badger

Kao has to herd little badgers to their dens.

o Pelican

Pelican can run and fly with Kao on his back! He comes from Scotland and is now inhabitant of the Island World. He is very helpful when Kao has to fly over the sea or platforms.

o Snowboard

Use the snowboard to glide and jump!

--3D. Power-Ups --

o Energy

Increases Kao's health.

o Crystals

Needed to access bonus levels via the Dark Docks. The required number is given at the entrance of each bonus level.

o Stars

Collect stars to improve Kao's skills.

o Boomerangs

To throw at your enemies!

o Speed Up

Allows Kao to run at high speed!

o Flying Helmet

Tap jump continuously to fly higher.

o Fish

Your friend Pelican needs them to stay in the air longer.

o Ring-bell

It's a checkpoint. When Kao dies, he will reappear at the last Ring-bell he picked up.

--3E. Controls--

(Gamecube)

Basic Controls

L Button	-	Look around
Start/Pause	-	Menu
Y Button	-	Throw boomerangs/objects
X Button	-	Punch
A Button	-	Jump
B Button	-	Roll Attack
R Button	-	Strafe Mode
Control Stick	-	Move
C Stick	-	Camera

Combos

A + A	-	Double Jump
A + B	-	Low Jump Attack
A + A + B	-	High Jump Attack
A + X	-	Low Tail Attack
A + A + X	-	High Tail Attack
X + X	-	Punching right and left
X + X + X	-	Punching right, left and kick

Underwater Controls

Control Stick - Move
A Button - Swim
L Button - Swim forward
X Button - Shooting, release torpedo
R Button - Strafe Mode
C Stick - Camera

Motorboat Controls

Control Stick - Steer
A Button - Accelerate
R Button - Turbo

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 /-----4. Walkthrough ----- \  
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Throughout the walkthrough, I will use specific different parenthesis to make the items total easily noticeable.

() = coins
[] = stars
< > = crystals

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 /----- 4A. Dark Docks ----- \  
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You start in a ship; simply follow the coins and use the Double Jump to reach the ledge above the crates where the exit is. (25 coins)

Go talk to the beaver sleeping on the bank to enter the first level.

Later in the game, you will be able to explore that area more thoroughly and collect coins. Here are the locations:

2 coins in crates at the left of the fountain square
6 coins in crates in the train station
3 coins in crates in the passage leading to the train station
4 coins in crates in the warehouse at the left of the train station
5 coins in barrels in the warehouse at the left of the train station
1 coin in the passage leading to the port
8 coins in barrels in the passage leading to the port
4 coins on stack of crates at the right in the harbour
4 coins in barrels at the left in harbour
2 coins in crates at the left in harbour

5 coins in the lower area of the harbour
1 coin in a crate in the area below it
5 coins in passage leading from the square to the port

Total: 50 coins

/ ----- 4B. Beavers' Forest ----- \
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Go straight (3 coins) and punch the jars at the right for three more coins (6), then cross the pond by jumping on the log platforms (10). Five coins at the right (15), then go up to the house (17) and break the jars at the right for three coins (20). A beaver will come out of the house and ask you to find his friend. Look at the right of the house for three crystals <3>, then break the boxes at the front of the house for two coins and the barrels for three more (25). Then break the jars next to the fence at the left for three more coins (23).

Now follow the arrow and break the barrels along the way for a buncha more coins (46). Watch out for the bombs inside. You'll come to a lake with a beaver holding a signpost. Pick up the nut on the dock and throw it at the signpost. You'll have to repeat that a few more times to make platforms appear. The farther the signpost is, the longer you need to hold the button before throwing the nut. Once you're done, jump on the platforms to reach the other side where you'll get to the first checkpoint.

Jump in the barrel at the left and carefully ride down the current without touching the walls (60 coins). Then pick up the coins (66) and jump on the mushroom to bounce back up near the entrance. Go right to find a door that the firefly will unlock. Go through that new path and you'll reach the second checkpoint. Punch the jars at the right for coins (72), then pick up the nut and throw it at the beehive on the tree that's on the other side of the river. Then throw a second one at the tree to make it fall. Cross using the trunk and kill the three bees here (wait for them to sting and miss their shot, then punch them while they're on the ground) to earn three stars [3]. Then follow the path at the right where a lone coin is (73).

You'll see a path blocked by a barrier at the left and further on below, a barrel in the river. Before jumping down there, head right and follow the small path going around the large rock. You'll find two hidden crystals <5> and a jar with a single coin (74). Now go down to that barrel in the river and break the jars by the wall for three coins (77). Press the green button by the river with a Ground Pound to open the gate up there, then hop in the barrel to get some more coins on the river (83).

Now go back to that gate and follow the new path (84 coins). You'll find the third checkpoint and will get attacked by this little dwarf character or whatever he is. Avoid his hammer attack and punch him a few times to defeat him and receive your fourth star [4]. Also break the barrels by the wall for three more coins (87). Keep following the path up to the next area and break the jars at the left for yet again three more coins (90). Now use a Double Jump to grab onto the net ahead and cross to the other side avoiding the piranhas (99 coins). Once you reach the other side, kill the bee in the

small tunnel to get another star [5].

Walk up to the river to get the sixth star at the left [6], then look at the right for another star [7] and four crystals <9> hidden in the corner of the river. Then cross the river and hit the fourth checkpoint. In the middle of the path ahead, jump on the stack of logs to find the tenth crystal <10> and also a star hidden behind it [8]. Continue ahead and three spiky little guys will appear. Punch them while they're not in their ball form and you'll get three stars for defeating them [11]. Also break the jars by the wall at the right for three coins (102). And there's a star [12] hidden behind the boulder at the left by the river (near the waterfall -- before crossing the river).

Platforms should have appeared on the river, so you can now cross to the fifth checkpoint. Before heading on ahead, follow the path that goes to the left of the watermill and you'll find two crystals <12> and two more stars [14] hidden on the side of the mill. Now follow the path at the right of the mill and break the barrels by the wall to get two coins and also the jars at the right for tree coins (107). Then enter the watermill and collect the coins (112). To free the beaver, jump on the crate next to him and use a high tail attack to break the cage.

Now that the wheel's working again, go back to the front of the mill and jump on one of the moving platforms to go up to the area above. Use a tail attack again to free the beaver locked in the cage and collect the coins around (115). Now to the carnivorous plant. To defeat it, you'll need to attack its stem three times with your tail attack. Simply avoid its attack by using the roll, then when it gets back up and reveal the stem, quickly tail attack it. Repeat this two more times to get a star [15].

Now head onward to the next area and look down the pit to see plenty of items in the water below. Drop down there and collect the star [16] and crystal <13> in the corner, then get the four coins behind the pillar and three more crystals <16> a little further ahead as well as five more coins (124) in the far end corner. Now go back up by jumping on the mushroom (125 coins) and cross over to the other side of the pit by jumping on the platforms while avoiding the wobbling logs. You'll get five more coins (130).

Reach the sixth checkpoint, then follow the path (133 coins) and defeat the dwarf guy to obtain a star [16]. Jump on the boulder at the left to get another star [18] and look behind that same boulder to find five coins (138). Cross over to the house on the other side of the water and punch the barrels next to it to get three more coins (141). Then jump on the platforms over the water and a beaver will come out and ask you to get rid of the badgers in the meadow.

Head over to the meadow and hop on Mama Badger. What you have to do is really easy, simply walk over to a baby and try to make it enter one of the dens by walking towards it. Just follow it around and get near a hole. It should go inside. Do this will all the babies to make some mushrooms appear. Jump on these mushrooms to reach the ledge at the right and collect the two last stars [20] and the crystal <17>. Then jump on the mushrooms and collect all the remaining coins (150). Then jump back down below and look at the end of the river behind the waterfall for the three last crystals <20>. You should now have all the items for this level. Jump back on the mushrooms and enter the cave at the end to reach the exit.

Totals:

150/150 coins

20/20 stars

/ ----- 4C. The Great Escape ----- \

At the start of this level, you're pursued by a huge bear. You'll need to grab the bonus speedups you come across on your way to replenish your speed bar. The path is straightforward, so simply hop over the gaps and follow the coins up to the first checkpoint (45 coins). Get the three crystals here <3>. The follow-up is a bit harder, and there are two paths you can take at the end to get all the coins, so you may have to start it back a few times if you want all the coins (132).

You'll then end up in an area with the second checkpoint. Get the three crystals here <6>, then break the barrels for three coins (135). Grab the boomerang from the chest and use it to shoot the tentacles. Jump on the crates to cross over and get the coins (140). On the other side, kill the three bees to obtain three stars [3]. Then punch the barrels next to the house to get five coins (145) and a crystal <7>. Then hit the third checkpoint and look on the other side of the house to find another crystal <8> and the fourth star [4].

Now jump on the platforms over the water and climb up the little hill. Defeat the dwarf to get the fifth star [5], grab the five coins (150) and use the tail attack to free the beaver from its cage. Walk down to the gate near the pond, which should now be open. Grab the two crystals at the right <10>, then go in and defeat the dwarf for the sixth star [6]. Don't forget to grab the seventh star at the left [7], also. There is a ladder on the wall next to that star leading up to a secret area with some items. Climb it up and collect the six coins (156) then climb up the next ladder to reach 13 coins (169), three stars [10] and three crystals <13>.

Now go back down to the cave and walk up to the fourth checkpoint. Pick up the nut and throw it at the acorns in the trees over the lake to make them fall, creating some platforms to cross. Then jump down, and before crossing the lake, get the three stars below [13] and the coin inside the barrel (170). Then cross over and enter the little cave at the top of the cliff. Defeat the dwarf inside to get a star [14], then jump on the crates in the water to get three coins (173) and look at the left for a lone crystal above a boulder <14>. Talk to the beaver on the other side, then get the other crystal <15> and the two coins (175). Grab the star at the right [15] of the fifth checkpoint and look down for a lava pit.

Jump on the platforms to cross and get the five coins on the pillar (180). When you reach some grass, look at the right in the air to find three crystals <18>. Then defeat the dwarf for a star [16] and break the barrel for a coin (181). Get the other coins and the five ones on the pillar ahead (188), then cross using the moving platforms. Collect the coins on the other side (193) and follow the path (198 coins) to the sixth checkpoint. Pick up the boomerangs here, then cross by jumping on the crates to reach the seventh checkpoint.

Get the lone coin here (199) and the two last crystals <20> and the star at the left [17]. Follow that wall to the opposite corner where a boulder is and jump on it, then quickly jump again to reach the ledge above where two stars [19] are as well as the last coin (200) in the barrel. Then go back below and move

on at the end of the path to get the last star [20] behind the boulder at the right. You'll notice the bouncing mushroom is stuck in some ice. To free it, walk up to the dynamite pack and wait for one of these little dynamite guys to start chasing you around. Run up to the mushroom while making sure the little guy is following you. When you get to it, jump on it and the dynamite will make it explode. Bounce on the mushroom to reach the exit.

Totals:

200/200 coins

20/20 stars

20/20 crystals

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----- 4D. Great Trees -----
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Defeat the dwarf at the entrance to get your first star [1], then free the two beavers and a bridge will appear. Cross it to get to the first checkpoint, then collect the four coins inside the tree (4) and run down the catwalk while jumping over the barrels that fall behind you. Get the coins from the alcoves (16), then when you reach the bottom, defeat the dwarf to get the second star [2] and grab the two first crystals <2>. Also pick up the third star [3] and break open all the barrels, crates, jars and the chest to collect all the coins (34).

Hit the second checkpoint, then cross the bridge ahead. This is one of these sections where you need to jump over gaps while collecting the bonus speedups and coins (68). It's fairly easy, you'll then reach the third checkpoint. Grab the boomerangs at the right, then go inside the tree and shoot the tentacles to cross safely. Grab the star [4] above the platforms and also the two crystals <4> on each side of the door. In the next part, jump on the clouds to reach the fourth checkpoint below, collecting the coins along the way (80). Defeat the dwarf to get the fifth star [5], then look behind the pillar in the corner to find two hidden crystals <6>.

Now follow the path up to some more clouds. Use them to cross over to the fifth checkpoint, collecting more coins on the way (88). Get the four coins in the alcove (92), then walk down the path and defeat the dwarf to get the sixth star [6]. Run down the path to the end, get the four coins in the alcove and get on the platform with the lone coin (97). You'll go down to another path with a lone coin (98) and the sixth checkpoint.

Grab the flying helmet and quickly press A to fly over to the closest cloud. Get the other helmet and fly up to the next cloud. Cross over to the next path by jumping on the clouds and collect the coins (110). Head onwards to the seventh checkpoint and instead of jumping on the wood platforms, drop down below to fall on another path underneath. Defeat the dwarf here to get a star [7] and collect the coins (115) and other star [8]. Also get two crystals <8>, then jump on the mushroom to go back up.

This time, jump on the wood platforms to reach the path above and you'll get to a bridge. Before crossing this bridge, jump over to the house on the other side of the gap. Collect the crystal <9>, then knock on the door of the house (give it a punch) and a beaver will give you a coin (116). Now jump back to

the bridge and cross it. Get the star [9] on the other side, then kill the three bees to get three more stars [12]. Go inside the tree and collect the two crystals <11>, then follow the path and ride down the platform.

A spider will come down here. Jump near that area to grab a hidden crystal <12> over in the air. Keep following the path to get the coins at the end (121), then go inside the tree and defeat the dwarf to get a star [13]. Pick up the three crystals in here <15>, then hit the next checkpoint and grab the nut at the end of the path. Throw it at all the purple balloons (ONLY the purple balloons, not the red ones) to create a path with the platforms. Cross over to the other side and defeat the dwarf to obtain another star [14].

Then move ahead and get all the coins (129) inside the tree. Jump on the mushrooms to get to the top, but don't go through the door yet. Jump back below on the platforms with coins to get the last star [15], three crystals <18> and coins (143). Then go back up and go through the door to find the last checkpoint. Break the barrels behind it for two coins (145), then slide down the slope at the right while avoiding the bombs. When you get to the bottom of the slide, look on your right to find the two last crystals <20> in the corner. Then jump on the pillars to collect the last coins (150) and talk to the beaver on the other side to exit the level.

Totals:

150/150 coins

15/15 stars

20/20 crystals

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/ ----- 4E. River Raid ----- \
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Follow the path to the outside of the cave, getting two coins along the way (2), then look at the left of the house for three crystals hidden behind <3>. Break the jars at the right of the house for three coins and get the two coins nearby (7). Also knock on the door of the house to have a beaver give you a coin (8). Then defeat the carnivorous plant by hitting its stem three times with your tail attack to obtain a star [1]. Once you're done with it, head for the small creek behind the waterfall to find five coins (13), tree stars [4] and three crystals <6>.

Now head for the dock and jump on the platforms over the water to reach a bridge (17). Cross it (19), then jump on the platform on your right and climb up to the top ledge (27 coins). Kill the bee here to get a star [5], then cross the bridge (29) and kill the bee on this side to get another star [6]. Head down the cliff and break the crates below to get more coins (34). Hit the first checkpoint, then hop onto the pontoon.

It's kinda hard to manoeuvre, but you have to stick to the sides to make it change direction. The course is pretty short anyway. When you make it to the other side, hit the second checkpoint and break the crates to get two coins, plus the ones on the shore (40). Go up the path to the next area (43) and kill the bee to get a star [7]. Then look on your right for two crystals <8> and break the two crates for two coins (45). Now cross the bridge to the platform in the center of the area (46) and defeat the dwarf to get another star [8].

Collect all the coins around the area (56) and follow the wall to find two stars [10] and four crystals <12>.

Then climb to the top and break the crate to get a coin (57). Cross the bridges above and break the crates for more coins (68), then use a tail attack to free the beaver from the cage. Follow him back to the pontoon you left at the shore and you'll notice a new path has opened up. Jump back in the pontoon and you'll ride it down to a new area. Get all the coins on this shore (82) from inside the crates, too, and get the three crystals <15>, then press the green button using a ground pound to open a gate ahead.

Hop back into the pontoon to reach the new area. Get the three coins (85) and defeat the two spiky guys to get two stars [12]. Then jump on the wooden pillars to reach three more coins below (88) and press the green button. Water will start flooding the area. Quickly jump back across the pillars to reach the top and hop back into the pontoon. The gate will open so you get to the next area. Hit the checkpoint and break the crates next to it to get three coins (91).

Then climb up the cliff (94) and defeat the dwarf to get another star [13]. Break the jars at the right for three more coins (97), then open the chest for four coins (101). Cross the bridge ahead (103), then for the next part, look at your right to see some spiderwebs on the wall. Double Jump to grab onto the webs above your head, then cross over to the carnivorous plant and defeat it to receive a star [14]. Now use the webs again to cross to the other side and defeat the dwarf in the tunnel ahead to get another star [15]. Follow the path in that tunnel (106) to reach another checkpoint.

Jump on the pillars and collect all the coins along the way (122) until you end up outside in a new area. Break the jars here for three coins (125), then free the beaver and jump on the mushroom to collect three more coins (128). Hop back onto our beloved pontoon to reach the next checkpoint and a coin (129). Break the crates here for more coins (133), then jump on the platforms over the water to collect more coins (140) and reach the next part of the area.

Break the crates on the shore for four coins (144), then climb up the cliff (150) and jump on the mushroom to reach a platform with a dwarf and a crystal on the left. Defeat the dwarf for a star [16], grab the crystal <16>, then climb down to the shore (156) and break the crates for four coins (160). Jump on the shroom ahead to collect some more coins (178) and get to the last checkpoint. Defeat the two spiky enemies here for two more stars [18], then break the crates and collect the coins on the shore (190).

Defeat the two dwarfs to obtain the two last stars [20] and collect the ten last coins (200) and four last crystals <20> on each side of the gate. Then go in to exit the level.

Totals:
200/200 coins
20/20 stars
20/20 crystals

First boss. He can be quite hard to figure out, but he's actually pretty easy to defeat. After he shoots the bolts of thunder, that you can easily avoid by quickly moving left and right repeatedly, he will send out shockwaves, that you need to avoid by jumping over. During that phase, some of the panels on the platform will light up and be surrounded by a green light. What you need to do is to stomp these panels with a ground pound (A+B) to make the platform the shaman is on go down, which will reveal small mirrors at its top.

Grab some boomerangs from around the platform and shoot them (Y) at the mirrors to break them all. Once you've broken 'em all, the shaman's protective barrier will be down. Use that opportunity to hit him a few times with some boomerang hits (do so before he starts attacking and keep attacking without giving him a chance to attack). You'll then need to repeat the process until his health bar is empty. It's not hard, especially since health units constantly reappear around the platform for you.

Back at the Dark Docks, head left through the train station to catch the train and enter the next level.

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----- 4G. Igloo Village ----- \
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Head onward and run along the ledge at the left, avoiding the snowballs and jumping over the gaps and icicles while collecting the coins along the way (7). Slide down the icy slope ahead (31), then collect the coins on the ice at the bottom (38). Defeat the three icicle little guys to earn three stars [3], then turn back around and look near the pine trees on the side of the ice slope to find another star [4]. Now look behind the house near that ice slope to find two coins (40) and ring the bell at the front of that same house to get one coin (41). Then ring the bell at the front of the other house to get another coin (42) and look behind that house as well to find a star [5], three coins (45) and two crystals <2>.

Now hit the first checkpoint and hop into the catapult. Quickly fire explosive nuts on the iceberg ahead to destroy it and create some ice platforms over the water. Get out of the catapult and use these platforms to cross over to the other side. Pick up the boomerangs and defeat the baddy ahead to get a star [6]. Also look around the pine tree at the right to find a hidden crystal <3>.

Now move on to the next area right past the spider and look on your right to find two crystals <5>. Also pick up the star [7] behind the wall ahead. When you're done, push the ladybug ice block against the wall and use it to jump on the ledge above. Collect the coins (50), then jump to the platform with a house below and look behind it to find two crystals <7> and a star [8]. Also get the coins on the side (53) and ring the bell at the front of the house to get one more coin (54). Then press the green button to make new platforms appear and jump on the mushroom to reach those platforms.

Jump on the next mushroom on the last platform to collect a star [9] and some

coins (58), then pick up the boomerangs on the next platform. Lock-on to the bad guy (R) and throw him a bunch of boomerangs to defeat him. Then use a Double Jump to jump over to where he was and collect your star [10]. Pick up the flying helmet from the chest and use it to fly over to the next platform on your left. Pick up the coins (63) and enter the cave. Push the ice block to jump over the ice spikes, then look on your right for a lone crystal <8> in an opening in the wall. Get the rest of the coins (67), then slide down the slope ahead to get a few more coins (72), a star [11] and a crystal <9>.

Defeat the two icicle guys to earn two stars [13], hit the checkpoint, then pick up the boomerangs and defeat the baddy on the other side. Once you've got him, cross over to the other side to pick up your star [14]. Also get the three crystals <12> behind the house, the coins (76) and the star on the other side [15]. Ring the bell at the front of the house to get one more coin (77), then cross back and open the locked gate. Before using the catapult, head back inside the little shed where the catapult was and look in both corners on each side of the door panels to find three crystals <15>.

Now hop into the catapult and fire explosive nuts on the icebergs at the left. Every time you destroy one, jump off the catapult to avoid the bombs that are fired at you. Destroy all the icebergs to create small ice platforms and jump on them to reach the next area. Defeat the baddy here, pick up the star [16], then jump down below to collect a hidden star [17] underneath the cliff and defeat the three icicle enemies ahead to get three more stars [20]. When you're done, head back up and jump to grab the spiderweb above your head. Shoot boomerangs at the spiders to defeat them and cross over to the other side while collecting the coins (85).

Hit the checkpoint, then defeat the baddy ahead and slide down the slope in the cave to collect the two stars [22] and more coins (96). Once you arrive at the bottom of the slope, look at the right for a star [23] and a crystal <16>. Also break all the barrels in this area to get a bunch of coins (106). Jump on the mushroom at the end to enter a cave where the hunter will come up in a submarine. He'll try to flood the cave, so you'll have to be quick for this part. Pick up the coins and destroy the barrels on the right (115), then grab the star [24] and the three crystals <19> on the cages. Don't forget the lone barrel on the left for a single coin before it floods. Keep moving on ahead for another crystal <20> on the left cage and break the other barrels on the right for more coins, in addition to the ones along the path (150) and the last star [25].

Totals:
150/150 coins
25/25 stars
20/20 crystals

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/ ----- 4H. Ice Cave ----- \  
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You'll start sliding down a slope with seven coins (7). Then hop in the barrel to ride down the river and collect the coins along the way (20) while shooting down the spiders. You'll also get a star [1] near the end. Once back on the ground, get the four coins around (24), then defeat the four icicle enemies to

get four stars [5]. The path ahead splits in two, but they both lead to the same area so just visit both to get the five coins in the left one (29) and the eight coins in the right one (37).

You can't go through the path behind the gate ahead yet, so head right and hit the first checkpoint. Get the six coins behind the pine tree (43) on the left, then defeat the two baddies inside the cave to get two stars [7] and grab the three crystals <3>. Five icicle enemies will fall down near the arrow signpost; defeat them all to get five more stars [12]. Jump on the mushroom at the end of the path to reach the second checkpoint and a catapult.

Hop into that catapult and shoot down the stalagmites on the ceiling to make them fall into the water, thus creating ice platforms for you to jump on. They will sink pretty fast, so don't loose any time and be really quick when you cross. Once on the other side, defeat the three icicle enemies to gain three stars [15] and press the green button to open the gate ahead. Break the two barrels to get two coins (45), then jump on the mushroom to end back up in the previous part of the cave, except that now the gate blocking your path ahead is now open.

Before heading on through it, turn around and go back to the end of the river you rode down at the beginning of the level. You should see a gate at the left, which should now be open as well. Climb up the ladder inside to find a secret area with three crystals <6>, two stars [17] and 10 coins (55).

Once you've collected the items in the secret area, go through the gate with the next checkpoint and slide down the slope ahead while collecting the coins and crystals above the ramps. When you get to the part of the slope where the path splits, you should have got 11 crystals <17> and two stars [19]. Take the right path to bounce on the mushroom and you'll be back at the start of the slope. You should have 80 coins at this point. Slide back down the slope and take the left path this time when you get to the split to reach the next section.

Get the three last crystals <20> on the right side of the bridge and defeat the enemy to get a star [20]. Then hit the checkpoint and get on the next slope. You'll hit a mushroom at the end and collect four coins (84) along with a star [21]. Keep sliding down the slope up to another mushroom and you'll get four more coins (88). Hit the checkpoint in the next area and jump on the moving ice platforms to cross over to the wooden platform on the left. Follow the path and you'll slide down yet another slope and hit the next checkpoint.

You'll now need to cross an icy platform while avoiding gaps created by falling stalagmites. Take the right path at the start to get a star [22] and you should also have 100 coins when you get to end of the platform. Defeat the three icicle enemies here to get the three last stars [25], then jump on the mushroom to exit the level.

Totals:

100/100 coins

25/25 stars

20/20 crystals

This level consists of snowboarding and coin collecting. It's pretty easy, so you shouldn't have any problems with it. Try to get on all the ramps to collect all the coins and don't forget that you can actually rush through the purple crystals on your way to collect coins hidden inside.

Start to Checkpoint 1: 21 coins
Checkpoint 1 to 2: 64 coins
Checkpoint 2 to 3: 85 coins
Checkpoint 3 to 4: 145 coins
Checkpoint 4 to 5: 186 coins
Checkpoint 5 to 6: 250 coins

/ ----- 4J. Crystal Mines ----- \
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Start by collecting the five coins above your head (5), then the ground will open and you'll fall down to the depths of the earth, collecting a star on the way [1]. Once you reach the bottom, defeat the three icicle foes to gain three more stars [4]. Also break the barrels around to get 8 coins (13) and hit the first checkpoint. In the next area, jump on the platform with the dwarf and defeat him for another star [5]. Break the barrels around for 7 more coins (20), then pick up the green crystal and throw it at the green button on the opposite wall.

A mine cart will come off the rail. Jump on it, then on the other one at the left and you'll reach another part of the area. Collect the two coins along the wall (22), then break the barrels below for two more coins (24) and defeat the dwarf for another star [6]. Break the other barrels on the left for one more coin (25), then walk south from the second checkpoint towards the part of the area you can't see since the camera blocks your view and you'll find a star [7] and two crystals <2> in the corner.

Now walk back north, pick up the boomerangs and press the green button on the ground to activate the platform next to it. Break the two barrels on the other side for two coins (27), then collect the four crystals <6> and two stars in the corner [9]. Jump on the wooden platform above, then on the moving one you just activated and hop into the mine cart at the top. As you move along the railway, throw boomerangs at the spiders and collect the lone coin (28). Jump on the mushroom at the end and you'll reach a platform with the third checkpoint.

Jump on the moving platforms along the wall, then on the mushroom to reach another mine cart and a star [10]. Collect the coins along the way (35) while defeating the spiders and you'll get to the fourth checkpoint. Go through the open gate to collect another star [11] and press the green button on the wall. The other gate will open, so head to it and break the three barrels to get three coins (38), plus the lone coin ahead (39).

Follow the path and jump over the lava pit. Break the barrel here for another lone coin (40), then grip yourself to the spiderweb above by jumping on the

crate to cross the lava pit and collect the coins on the way (42). Once you reach the other side, break the barrels for four coins (46), then jump on the crate and use the Double Jump to reach the spiderweb above. Cross the lava pit, collect the star [12] on the other side and press the green button to open the gate ahead.

Now jump on the platform above the lava to collect two coins (48) and go up to another section of the mine. Defeat the dwarf for a star [13], then collect the coins below (53) and the other star. Jump on the mushroom in the middle to reach an open area above and defeat the three icicle foes to get three more stars [16]. Then turn around and collect the seven crystals <13> and the star [17] along the wall behind you.

Then head inside the cave to reach the sixth checkpoint. Get on the slope and slide it down, jumping over the pits and collecting all the coins along the way (101) as well as two stars [19]. When you reach the bottom of the slide, collect the coins around the area (111) and the last star on the left [20], then jump to the seventh checkpoint at the right and break the barrels next to it to get three coins (114).

Cross to the next platform and break the barrels to get five more coins (119). Also collect the seven last crystals here <20>, then jump on the platform with the lone coin (120) and watch out for the falling stalagmites as you jump towards the next section. Go up the railway track for three coins (123), then follow the path down further into the mine (125) and you'll arrive at the train station. Break all the barrels in here to get the five last coins (130), then get in the train to exit the level.

Totals:

130/130 coins
20/20 stars
20/20 crystals

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/ ----- 4K. The Station ----- \  
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Not that much of a boss, but you'll have some shooting fun. Pick up boomerangs from around the place and throw them at the hunters who hide on the train. You don't need to lock-on them, so it's pretty easy. Just move around to avoid their attacks and continuously shoot boomerangs towards them.

After this part, you'll be in a catapult. The Hunter will shoot barrels at you, which you absolutely need to destroy before they hit you. Simply shoot them all before they do, then you'll get a few seconds to hit the Hunter. Shoot him a few times until he escapes, then repeat the process all over three times.

Back at the Dark Docks, head down to the harbour at the left of the fountain square and hop into the hoverboard to enter the race.

/ ----- 4L. The Race ----- \
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Fairly easy boat race where you need to arrive in first place to win 1000 coins and access the next level. You'll see a purple bar at the bottom of the screen, which is your speed meter. You can hold the R button to gain speed and refill your meter by collecting speed boost power-ups. To win, use all the ramps, shortcuts and use the speed boost at all time. There are plenty of power-ups around the place anyway so you won't run out of speed. You'll have to do 3 laps in order to be declared winner.

/ ----- 4M. Hostile Reef ----- \
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Swim on forward and a turtle locked up in a cage will stop you and tell you about how you can free him by using a torpedo. Look around and you'll notice two coins in the middle of the area, near the bottom. Follow them (2) and they will lead you to a small tunnel with the first checkpoint and that torpedo you need. Get on it and ride it out of the tunnel. You'll be back in the open area, so head for the turtle's cage ahead and position yourself towards the cage. Right before bumping into it, press the X button to let go of the torpedo and it will destroy the cage, thus freeing the turtle.

The turtle will now open the passage to the next area, but before moving on ahead, there is a few things to get first. Head back to the torpedo tunnel and get on another torpedo. Ride it to the entrance of the level where you can see a tunnel with some green liquid flowing from. Head into that tunnel and release the torpedo to break the bars blocking the entrance. Then go inside to find a secret area with coins and crystals. Pick up all the coins (10) and the seven crystals <7>, then shoot (Y button) the chests and barrels at the bottom for ten more coins (20).

Now return to the large area and explore the left side to find three crystals <10> behind a pillar with some seaweeds and corals at the bottom. There's also two more crystals <12> at the end of the path above the tunnel the torpedo was in and two other crystals <14> at the left of the pipe tunnel, by the wall. Once you've found these seven crystals, move onward to the next area. Hit the second checkpoint, then swim through the pipe until you reach another open area with a locked turtle. Before anything, look on your left to find three crystals below <17>.

Then go through the tunnel with the propellers and collect the coins (27) until you reach the third open area. Hit the third checkpoint here, then get on the torpedo at the entrance of the other tunnel and ride it through the tunnel back to the area with the turtle. Let go of the torpedo while facing turtle's cage to break it free. It will then open up the next passage for you. Go through that new tunnel while collecting the coins (32) and avoiding the obstacles until you spot a hole in the right side of the tunnel. Head in that secret area to find a bunch of coins (44) and shoot (Y button) the chests and

barrels in the corner to get ten more coins (54).

Now head back inside the tunnel and reach the end. Shoot the chest on the floor to get four coins (58), then hit the checkpoint and swim to the next area. Don't swim through the skeleton yet, instead look at the left of its mouth to find a hard to see passageway. Go through it and shoot the chests and barrels at the end to get eleven coins (69). Then get on the torpedo and ride it into the skeleton. Let go of it towards the turtle's cage to break it and a new passage will be opened ahead.

Before going through that new passage, look at the right of the skeleton for a small cliff with the three last crystals <20>. Grab them, then swim through the passage ahead into a small cave area. You'll need to take down a ray here before moving on ahead. Lock on to it with the R button as always, then shoot with the X button while dodging the attacks. Once you've defeated it, swim onward to some barrels. Shoot them to get the last six coins (75), then get on the torpedo to exit the level.

Totals:

75/75 coins

20/20 crystals

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----- 4N. Deep Ocean -----
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As soon as you start the level, move right to collect the trail of coins (6), then take down the ray enemy with a torpedo (Y button) and follow the path to the first checkpoint. Grab the four coins (10) in the tunnel right after, then avoid the lasers and get five more coin (15). Keep following the path for a row of 10 coins (25), then fire a torpedo at the gate ahead to break it open. Pass through the second checkpoint, shoot the other gates in your way, then go through the third checkpoint. Take down the eels, then follow the trail of coins (36) and pass through the large gates. Go through the fourth checkpoint, follow the coins (54), then go through the passage and you'll get to the fifth checkpoint. Avoid the toxic gas, then follow the tunnel to the sixth checkpoint. Take down the eels, then go through the seventh checkpoint. Get the coins in the tunnel (59), then keep following the passageway to the eighth checkpoint and fire a torpedo at the turtle's cage at the end. Once free, he'll open the path ahead.

In the next area is a shipwreck. Enter by the broken window and shoot the chest to get four coins (63). Also get the crystal <1> on the desk and shoot the barrels in the corner for three more coins (66). Then head downstairs for two crystals <3>. Shoot all the barrels in this area to get seven coins (73) and the chest for four coins (77). Head down deeper into the ship and collect the last two crystals <5> by the wall. Then shoot all the barrels and the chest around this room (don't forget the three ones behind the stairway) to get eleven coins (88). Now go up the stairway at the back of the room and shoot the two barrels to obtain the two last coins (90). Peek up to exit the level.

Totals:

90/90 coin

/ ----- 40. Lair of Poison ----- \

Silly boss tells you how to beat it. Anyhow, start by shooting down all the tentacles until the octopus retracts them all. You can't really avoid them, so it's pretty hard to dodge the attacks. You'll then be in control of a torpedo. Work your way to the end of the tunnel without touching the sides and bump into the octopus to take off some of its health. Now back to Kao, shoot down all the squids first, then the octopus will start moving its tentacles again. Repeat the same process as before two other times with the torpedoes and you'll be done with it.

Back at the Dark Docks, the parrot gets kidnapped. You'll need 3000 coins to go rescue him, which you shouldn't have at the moment, so instead head for the seaport and take the passage at the left. Talk to the pelican at the end of the dock to get taken to the next level.

/ ----- 4P. Trip to Island ----- \

At the start of this level, you'll be riding the pelican. You can make him fly short distances by pressing the A button rapidly. The first part is fairly easy, simply follow the arrows and fly from one platform to the other until you reach the first checkpoint. By then you should have collected one star [1] and 25 coins (25). Now keep following the path and collecting the coins until you have 33. After jumping from the platform and landing down on the ground, turn around to find three stars behind you [4]. Then instead of walking up the footbridge ahead of you, go on the land around it and look behind it at the end to find three well hidden stars [7]. Then get on the footbridge, collect the coins (44) and reach the second checkpoint.

You'll then arrive on a piece of land (48) and back in control of Kao. Defeat the pirate here to get the eighth star [8], then break the barrels all around (don't forget the one at the end of the small dock) to obtain six coins (54). Hit the third checkpoint, then jump on the bridge with the trail of coins (61). When you get to the end of that trail, don't go any further yet. Instead look on your right to spot a piece of land with grass and a tree. Jump over to that land and collect the ninth and tenth stars [10] behind a palm tree on the right.

Now get back on the bridge and climb up to the top. Jump on the bouncing mushroom to reach the upper ledge of the cliff. Before going any further, there are two more hidden stars to get. Just stand on the edge of the cliff and you should spot them on another ledge on your right. Fly over to that

ledge and collect the two stars [12], then go back up to the upper ledge. Collect the crystal <1> and the five coins (67), then jump on the bouncing mushrooms to reach the next area with the fourth checkpoint.

Defeat the pirate here to get a star [13], then collect the two crystals by the wall <3> and the three stars hidden behind a plant on the right [16]. Grab the two other crystals <5> at the end of the platform and the flying helmet. Use it to fly over to the next platform and jump to reach the lone coin (68). Go down to the fifth checkpoint, then head down to the bridge below and collect the three crystals <8>. Defeat the pirate on the shore to get a star [17], then jump on the mushroom to go up to a ledge above.

Pick up the nut here and throw it at the balloons. Throw two at each, not more. This will form a path so you can cross over to the platform in the center. Once on this platform, look down towards the shore to spot a platform with three crystals <11> and the three last stars [20]. Jump down to it and collect those items, then go back up the platform you were on and use the moving platform to reach the next section.

Collect the three crystals <14> in the tunnel, then hit the sixth checkpoint and ride down the river using the barrel. When you get to the end, jump on the mushroom to reach the path above and collect the three crystals <17>. Jump down to the last checkpoint, then head on to these platforms surrounded by lava. You'll need to climb around the mountain in the center while avoiding the obstacles and the raising lava. You'll get the three last crystals <20> and last coins (85) while heading for the top. Get on the pelican at the end to exit the level.

Totals:

85/85 coins

20/20 stars

20/20 crystals

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/ ----- 4Q. Treasure Island ----- \
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Break the three barrels on the third dock to get three coins (3), then climb up and pick up the boomerangs. Use them to defeat the enemy and get a star [1], then break the four barrels ahead to get four more coins (7). Defeat the other enemy for another star [2], then jump to the first checkpoint. Bounce on the mushrooms ahead to reach the next platform with two barrels. Break them open to get two coins (9), then jump on the winged platforms and let them carry you to the second checkpoint.

Collect the coin on the right (10), then use a ground pound to defeat the three crabs that will come out from the ground to gain three stars [5]. Also break the barrels on the shore for two coins (12) and look on the opposite shore to find two crystals <2>. Punch the treasure chests for more coins (24), then grab the lone coin (25) near the boomerangs and jump on the winged platforms to reach the area above. Defeat the foe here to get another star [6].

Now turn around and get the coin on the ledge (26), then punch the treasure

chest in the tunnel for four coins (30). Before going any further, look near this chest (still in the tunnel) to spot a crate with a ladder leading up, next to two crystals <4>. Climb up that ladder to find a secret area with four stars [10], five crystals <9> and twenty coins (50). Now go back down and jump on the winged platforms to reach a lone coin (51) and the third checkpoint.

In the next area, you'll need to ride the pelican and gather all the fish in order to allow him to fly further distances. When you get to the first island, collect the nine coins around (60), then fly up to the second island with two coins (62) and the fifth checkpoint. Fly up to the next small island to get three coins (65), then you'll get five more on the next island (70). Reach the shore ahead to get back in control of Kao and defeat the three crabs on the beach to obtain three stars [13].

Move on ahead to find three crystals <12>, then hit the sixth checkpoint. Before rushing on ahead, look around on your left to find a passageway with a lone coin (71). It leads to two hidden stars [15]. Now you can take the other path with another lone coin (72) and two crystals <14>. After the next checkpoint, you'll need to run and jump through the blue rings as fast as you can to get there before the boulder. This will open the door to the cave ahead.

Go inside and collect the star [16] and crystal <15>. Then hit the checkpoint, defeat the spider and open the chest to get four coins (76). Jump on the ledge at the right by the wall to find two stars [18] and a chest at the end. Open it for four coins (80). Now go back to where the first chest was and this time jump on the ledge at the left. Open the chest for four coins (84) and pick up the two crystals <17>. Go at the edge of this ledge and you'll spot two stars [20] next to a pillar further on. Glide to it to collect them, then go back to where the first chest was, again.

This time simply jump straight ahead and open the chest on the platform below to get four coins (88). Pick up the two lone coins ahead (90), then jump on the mushroom to reach a ledge with a heart. Double Jump to grip yourself to the trees above and cross over to a lone coin (91) and the next checkpoint. Jump on the mushroom to reach the next section and collect the two lone coins (93). Avoiding the logs, cross over to the next section and jump on the winged platforms to reach the two last coins (95) and the last checkpoint.

Grab the crystal <18> and the boomerangs, then take down the fiend to get a star [21]. Also defeat the two crabs for two more stars [23] and look on the side of the small hill the pirate was on to find a hidden crystal <19>. Now move on to the last area and defeat the baddy for another star [24]. Look around this area to find the last star [25] and the last crystal <20> hidden behind a pillar at the back. Once you're done with the item collecting, lock on to the balloon in the air and shoot it down. Hop on the pelican to exit the level.

Totals:

95/95 coins

25/25 stars

20/20 crystals

Before entering the pyramid, get the two stars [2] in the opposite corner of the area and the two crystals <2> by the wall at the left of the entrance. Also break the two jars to get two coins (2) and then enter the pyramid. Open the chest at the entrance for four coins (4) and break the jar in the corner for a fifth one (7). Advance further in the corridor and watch out for the jar with an enemy inside. There are two jars at the right with two coins (9) and another one at the left with another coin (10), plus a lone coin floating in the air (11). Watch out for the fake wall breathing fire and break the jar in the opposite corner for another coin (12).

In the next room, go left and break the four jars along the wall to get four more coins (16). Also pick up the boomerangs and use them to take down the foe shooting at you. Go get the star [3] you earned for defeating him and break the jar at the right for a coin (17). You'll see a box in this corridor. Hop inside and follow the path with the coins along the wall (22). You'll get to some electric fields. While inside the box, you can pass through these fields without being hurt. So cross over them and collect the coins (28) until you reach the other side.

Get out of the box and break the three jars here for three more coins (31). Then keep following the path with the coins (37) and break the five jars in the corner to get five coins (42). Push the crate with the arrows by the electric fields and use it to jump over them. Grab the three crystals <5>, then press the green button to take down the fields. Collect the coins on the left, then on on the right (48) and watch out for the trap in the floor. Jump over it to get the coin and collect the other coins on the left (51). Then jump back over the gap to reach the other side and collect the three coins in the corner (54).

You'll see another gap with three crystals <8> and a heart on the other side. Collect the crystals, then go right for three more crystals <11> in the corner and two jars containing two coins (56). Press the green button to open a door near the entrance. Go back to the first room and head into that new corridor. Collect the four coins (60), then hit the first checkpoint. Collect the star in the left corner [4], then break the jar at the right for a coin (61). Use the flying helmet here to fly over the lava pit and collect the coins while you do so (66).

Press the green button on the other side to open the gate ahead and defeat the scorpio to get a star [5]. Also break the three jars by the wall for three coins (69). Then go through the newly opened gate and hit the second checkpoint. In the next room, pick up the boomerangs and use them to defeat the hunter fiend. Break the two jars and open the chest to get six coins (75), then go pick up your star [6] and break the three jars by the wall at the right for three more coins (78).

Hit the third checkpoint, then jump on the bouncing mushroom to collect another star [7] and get ready to run. You'll be chased down the hallway by lava, so as always, pick up the speed boost powerups to gain some speed and collect the stars and coins on your way. If you don't miss anything, you should get five stars [12] and 56 coins, bringing up your total to 134 coins.

Hit the fourth checkpoint, then go through the gate and open the two chests in the next room to get eight coins (142). Grab the boomerangs in the corner, then cross over to the other side of the room while collecting the lone crystal <12> by the lava pit on the right of the chests. Defeat the foe to

get a star [13], then collect the two stars [15] and two crystals <14> by the right wall behind the pillars. Also break the jar in the corner for a coin (143) and open the chest for four more coins (147).

Move on to the next corridor and collect the two crystals <16> in the right corner, as well as the three coins on your left (150). Follow the path to a large room with a kind of big kettle in the center. Defeat the hunter on the other side for a star [16], then collect the two other stars [18] behind pillars on the right and collect all the coins from inside the jars and chests around the room to bring your coins total to 171. Also don't forget the lone crystal <17> in the left corner of the room.

Now move out to the corridor ahead and collect the four coins (175). Defeat the two scorpions in this corridor to get two more stars [20] and hit the fifth checkpoint. Grab the boomerang ahead and the lone coin (176), then you'll be in a small room with a bouncing mushroom. Before jumping on it, get the coin in the corner on your left (177) and the star [21] on your right. Then jump on the mushroom to reach a higher ledge above and get the lone coin there (178). Follow this ledge for another lone coin (179) and you'll come to a pipe with a wheel, coming from the kettle below. You can walk on the pipe going right to find a star [22] and the three last crystals <20> at the end of the pipe.

After you have collected them, go back to the ledge and jump to the left to reach another path. Behind the door you'll find a star [23] and the path will lead you to a large lava room. First get the star [24] in the corner on your right, then the three coins on your left (182) and keep following that path to an elevator with a coin on it (183). The elevator will take you to the area above. Start by defeating the hunter on the other side to get the last star [25], then break all the barrels around the area to bring up your coins total to 200.

Now go through the door and take the other elevator down to be taken to the last checkpoint. For the next part, you'll need to use the crane to clutch the gold bars in the lava. You'll have to get 20 of them, but watch out not to take the explosive mines, or else you'll have to start back again. After you have got 20 golden bars, you'll get the last 1000 coins and be taken to the next level.

Totals:
2000/2000 coins
25/25 stars
20/20 crystals

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----- 4S. Pirate's Bay -----  
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The captain, who's the actual boss, will start by sending some of his minions after you. Defeat them all (three hits for each pirate will do them), while making sure to avoid the bombs, then the captain will come down. Give him a good punch to bring him down, then he'll start swirling around the area. What you must do is to look for small water spouts coming out from the ground. Stay close to one of them while avoiding the captain until he gets stuck in

the hole. Use that opportunity to pound the ground with your attack (A+B) right on him and he'll fall in the water hole. Just make sure you don't fall in yourself. Now repeat the process with the parrots (wait for them to come down on you, then defeat them) and the two remaining water spouts to take down the captain for good. If you need some health during the fight, there's a heart by the wall on the left side of the area.

To enter the next level, you'll need 3000 coins. You should have them by now, but if ever you don't, revisit past levels by talking to the bee near the fountain square and stack up on coins.

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----- 4T. Abandoned Town -----  
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Before moving on ahead, break all the crates and barrels around the harbour area and collect all the coins to get a total of 21 coins. There is also a secret area with many items, so first head for the big house at the back of the area (near the dock) and follow the ledge that goes around it on the left. It doesn't seem like it, but there is a ladder on this wall. Jump to grab onto it and climb up inside the house to find a secret room with 20 coins (41), five stars [5] and five crystals <5>.

Now that you have collected this, go back to the harbour and look at the left near the banks to find a box. Hop in, then go right and enter the station. Break the barrels at the left and right to get more coins (46), then hop back in the box and go through the small opening at the bottom of the wall. A crane will pick you up and bring you to the next area. Before jumping on the wooden structure here, look around the floor level to find three stars [8] under the structures. Pick them up, then go back to the entrance and push the crate towards the wooden structure.

Use it to jump on with the help of a Double Jump and collect the lone coin (47). Break the four crates ahead to get four more coins (51), then hop in the box nearby and use it to walk through the electrical fields. Then jump out of the box and look on your right to find some crates and barrels. Break them to get six coins (57) and press the green button behind. Now collect the lone coin near the moving walkway (58) and cross to the other side for another lone coin (59). Use the elevator to go up and break the crates and barrels above to get more coins (64).

Cross the moving walkways avoiding the obstacles (watch out for the trap in the center) and pick up the lone coin (65). Once on the other side, break the crates to get four coins (69), then jump on the mushroom to reach the highest level. Break the two crates here for two coins (71), then cross the moving walkway and collect the two coins (73). On the other side, break the barrels in front of you and the ones at the right to get four more coins (77). Collect the lone coin (78), then cross the moving walkway and collect the two coins on the other side (80).

Before jumping down, use the hay stack to reach the pile of crates at the left where a lone coin rests on the top (81). Then walk on the wooden beam along

the side of the wall to reach another beam with another lone coin (82). Then look near the entrance, where the crane is, to spot a crate on a beam above. Glide over to the nearest beam, then jump to the beam with the crate and break it to get another lone coin (83).

Now go back all the way to the arrows pointing down and drop down to collect the five coins below (88) and press the green button. Use the elevator to go down and collect the four coins (92), then hit the checkpoint. Collect the four coins in the corner at the left of the checkpoint (96), then head outside and collect the two coins (98). Also pick up the crystal <6> in the corner at the right end of the balcony. Grab the boomerangs, defeat the hunter for a star, and collect all the coins around, including the ones inside the barrel and crate by the wall (108).

Now move onward and jump on the barrels floating above the water. Enter the cave and collect the crystal <7> on the other side. Then use the net above your head to cross over to the green button. Press it to lower the platform outside, then go back and jump on that platform to reach the area above. Defeat the two parrots here to earn two stars [10], then collect the coins around (112). Head to the other side of the area now and look behind the piles of crates to find four coins (116), a crystal <8> and a star [11]. Then jump on the crates and collect the coins (123). Jump on the wall above to collect more coins (134), then head down the slope (136) to the next checkpoint.

Don't go right just yet, first turn around and look underneath that wooden path you just went down to find a coin (137) and three stars hidden in the corner at the right [14]. Now follow the path, collect the two coins (139) and defeat the pirate for a star [15]. Follow the path down ahead to a cave with some coins (149) and a green button. Press that button, then jump on the barrels and collect the lone coin on the dock (150). Go back up and head back to the top of the inclined path. The gate is now open, so head down the path with the falling barrels and hit the checkpoint.

Head along the path to the other side, then go up the slope and collect the lone coin (151). Jump down and defeat the two pirates to obtain two stars [17]. There are a lot of items in this area, so before moving on to the next, make sure you collect everything. There's two stars [19] in the corner at the left, five coins (156) and a crystal <9>, and three more coins at the end of the path (159). Then if you go right, there's four barrels with four coins (163), a crystal <10> near the close gate, two crates with two coins (165) next to that gate, a star [20] hidden behind some crates in the left-end corner and two more coins (167) inside a barrel and a crate at the right. And that's not all. At the right of that barrel and crate, you'll see a small wooden platform on the side of wall. Jump on it to enter the small tower and collect the four stars inside [24].

Once you have collected all of this, follow the main path (the bridge) and grab the boomerangs. Defeat the hunter in the next area to get a star [25], then look around and collect all the coins (173). Hit the checkpoint, then prepare to run as you jump down on the pathway ahead. Jump to avoid falling down until you reach the next area, which is also the last. Break all the crates, barrels and look around to find the remaining coins (200). Once you're ready to leave, head down the dock to the ship to exit the level.

Totals:

200/200 coins

20/20 stars

10/10 crystals

/ ----- 4U. Hunter's Galleon ----- \

Start by collecting all the coins in the corridor you start in, breaking all the barrels and opening the chests, and you should end up with 21 coins. Then pick up the boomerangs, and in the next room, break the barrel to get one coin (22). Use a Double Jump near the green cages to collect two crystals <2>, then jump to the next section and break all the barrels to collect more coins (35). The way will be blocked by a closed door, so use a roll attack (B) to break through it. Defeat the pirate in the next room for a star [1] and once again collect all the coins (47). Don't forget the two stars [3] hidden behind the desk at the back of the room.

Break through the door at the left and you'll find yourself in a room with your caged friends. Grab the coins here (51), then head upstairs and break the barrels to get three coins (54). Cross over to the other side and break the other barrel for another coin (55). Head down the hallway for two more (57), then break all the barrels for five more (62). Grab the two crystals here <4>, then press the green button to free one of your friends and to open the gate ahead. Go through and collect the three coins (65), plus one in the barrel at the left (66). Go forward to find a star [4], and break the rest of the barrels for more coins (74).

You'll now be in a room with ice at the bottom. Jump on the wooden platforms up to a net, then grab onto it to cross over to a small balcony with a green button. Press it to open another one of your little friends' cage. Now jump down to the platform in the center below and press the green button. Collect all the coins and you should now have a total of 93 coins if you collected everything around this room. Grab the star [5] at the left, then go through the now open gate and break the barrel for a coin (94). In the next section, use the roll attack to go up the hallway and avoid the falling barrels. Collect the five coins at the top (99), then jump on the stack of crates and use the tail attack to break the barrels on top of it (103) and reach the area above.

Go up the hallway here, avoiding the spikes and barrels, then break the barrels at the top for two coins (105). Head down the stairway (109), then break all the barrels at the left (115) and collect the star [6]. Keep heading down the stairway to the bottom and break the barrels for four more coins (119). Press the green button to free another animal, then head through the gate to a large room with a cage in the center. After talking to the parrot, collect the coins around the cage (128) and the two crystals <6>. There's another crystal <7> also behind the palm tree in the corner of the room. Collect the other coins around, and jump near the windows to get the coins on the ledges (134). Then head down the stairs on the other side of the room and collect the two coins at the left of the stairs (136). And the five stars [11] at the right. Go back up and use the glide to reach the two coins on the structure above (138).

Now head over to the opposite side of the room and in the corner you'll see some platforms and more coins. Collect these coins while climbing up using the platforms to reach the area above. Get the coins (150) and the star here [12], then press the green button to start the flooding. Head back down and

go up the stairs (154) near the cage. Break all the barrels at the top (161), then break through the door and collect the crystal <8> hidden in the corner of the wall on your left. Then head downstairs (165) and break through the other door. Punch the barrels here for more coins (169), then jump over the lasers and break the rest of the barrels (173).

In the next room, defeat the pirate for a star [13], then collect the crystal <9> at the left of the stairs and the two last stars [15] at the right. Break the barrels in the corner (178), then go up and break the other barrels (187). Keep going up the stairs for more coins (197), then hit the checkpoint and press the green button. This will open the parrot's cage. Go back to the room with the cage and the parrot will urge you to follow him. Hurry up the stack of crates and collect the two coins (199), then cross using the net and collect the last crystal <10> and the last coin (200). Quickly jump on the wooden platforms and reach the stairway before the water catches you up. Climb up to reach the exit.

Totals:

200/200 coins

15/15 stars

10/10 crystals

/ ----- 4V. Final Duel ----- \

It's finally time for the confrontation with Hunter. If you have collect 250 stars by now, you will get unlimited boomerangs, which makes this fight much easier. Hunter will shoot at you, which can be easily avoided by moving left and right. Lock on to his balloon and start shooting boomerangs at him meanwhile. He will then throw a bomb, which will cause flames to run through the floor, so jump over it. Holes will also appear in the floor, so be careful when you move around. Repeat the process and keep shooting at Hunter until the ship sinks.

The parrot will take up to some docks which Hunter will aim to throw bombs at you. You'll have to be really quick for this section. Just hurry across the docks and jump to avoid the bombs, until you reach solid ground. The next section is a one-on-one with Hunter. Just run around and break the crates to prevent Hunter from hiding and shoot him with the boomerangs until you defeat him.

Woo-hoo. Watch the credits, then you'll be brought back to the Dark Docks. Too bad collecting everything doesn't unlock anything.

/ -----5. Bonus Mini-Games ----- \

In Dark Docks, you'll find portals leading to bonus mini-games. Each requires a certain number of crystals to access. You get no reward for completing them, though.

BONUS: Rope

Cost: 50 Crystals

Each button represents a figure. Reproduce the sequence of figures Beaver shows you. Press the buttons accordingly.

BONUS: Trees

Cost: 100 Crystals

Press A and X alternatively very quickly to help the beavers cut down the trees before Kao gets to the river. You'll need to do this four times.

BONUS: Shooting

Cost: 150 Crystals

Shoot down the balloons. Each one is worth one point. Avoid the bombs at all costs.

BONUS: Race

Cost: 200 Crystals

Press A and X sequentially to run. Arrive first after three laps to win the race.

BONUS: Baseball

Cost: 250 Crystals

First, hit the nut (X) while in the red bar. Once you've hit it, run using A and X to reach the base. Then, throw the nut (X) while in the red bar. Use A and X again. Rinse, repeat.

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Contact Info

Notice:

- Include name of game in subject line -- this is not my only FAQ
- Do not call me dude, man, bloke, or whatever -- I am not.

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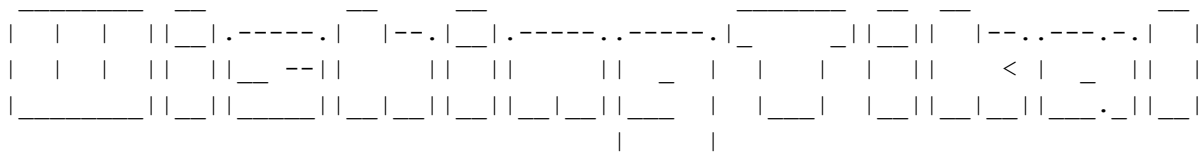
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