

Star Fox Adventures FAQ/Walkthrough Final

by me frog

Updated on Jan 2, 2005

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Star Fox Adventures

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|                                     ~~~~~~FAQ/Walkthrough~~~~~ |
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|                                     |by me frog| |
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| cskull@frogdesign.com | Created on: July 9, 2004 | VersionFinal | GAMECUBE |
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|  RATED T (FOR TEEN) | Last update: Jan. 2, 2005 | AIM: NOW CLOSED |
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	%%%%	Version History	%%%%	VER.
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VersionFinal| Jan. 2, 2005 | The final update that I am making to this FAQ.
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|Version 1.0| July 17, 2004 | For the most part, this guide is complete. I could
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| split up the versions from July but I worked on
| a new version every day. Ten versions of
| descriptions of what I did would be like thirty
| KB, so this is probably the first and last version
| that I'll give.
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	%%%%	Introduction	%%%%	INTR
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I've really lost interest in doing introductions. For the past few FAQs, my introductions have been pure crap. So anyway, I'm me frog. I made a huge FAQ Plan back in April which basically laid out everything that I was going to do for the rest of the year. About ten days after I made it, some VERY large changes occurred. At the beginning of July, even more drastic changes occurred. So I am about halfway done (or close to halfway done) with the plan and for the most part, I'm sticking to my original plan. I don't even remember the original now, except for the first half :) Oh well. Anyway, Star Fox Adventures was not part of my first or second plan. It was too much trouble to do Super Mario RPG because I couldn't track down a cheap SNES and I was saving for an iPod.

Also, although Star Fox Adventures isn't the greatest game (I'd give it a 6/10), I wanted to do one last run-through. This is a game that's fun the first time through, but with no replay value so I knew that if I wanted to write for it, I'd have to do it soon. And... well, this is how this guide was born. That's really the biggest intro I can think of right now. Wow, I suck, don't I?

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	%%%%	Game Basics	%%%%	GBAS
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+=====+
| Story STORY |
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return it to the core of the planet (okay, so you DO get to visit the actual planet for about a total of ten seconds in the whole game) where there is a huge amount of energy pushing the planet apart. Placing the four SpellStones will channel the energy so the planet will come back together again. There are two different temples you have to go through to get the three SpellStones to the Force Point. The orange SpellStones (stones one and three) have to be taken through the Volcano Force Point Temple. The blue SpellStones (stones two and four) must be taken through the Ocean Force Point Temple. They both eventually lead to the same place, the actual Force Point.

Once all four are placed, the planet will get back together again and you will have completed your mission.

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|                Krazoa Spirits                KRAZOAS                |
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Aside from the SpellStones, the Krazoa Spirits are the most important items in the game. There are six Krazoa Spirits, and you get two of them in the Krazoa Palace. Krystal gets the first one within the first half hour of the game, inside Krazoa Palace. Fox gets the second one at Moon Mountain Pass. The third one is located at LightFoot Village while the fourth one is found in SnowHorn Wastes. The fifth one is at Walled City and the final Krazoa Spirit is located back inside the Krazoa Palace. You'll only have four Krazoa Spirits even after you get all of the SpellStones so you'll have to get the final two before you can finish the game. For the first five Krazoa Spirits, you'll have to take a test to get the Spirit.

The first test is the Test of Observation. The next four are the Test of Combat, the Test of Fear, the Test of Strength, and the Test of Knowledge. The final Krazoa Spirit is gotten very easily. Damn, it'd be nice if you could get it in some extremely challenging way but oh well. Each time you get a Krazoa Spirit, you'll have to return it to the Krazoa Palace. For the first and sixth ones, it'll be easy since you'll already be in the depths of the Palace. The second one is the hardest to return because you have to go through the WHOLE Palace. The third, fourth, and fifth ones are easy because you don't have to actually head through the whole of the Palace; you end up warping near the end. Once you get all six Krazoa Spirits, Krystal is freed and you'll face the final boss.

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|                Health                HEALTH                |
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Health works just like lots of health in an action-RPG. You have different segments of health and each time you get hit, you'll lose a portion of a segment. You start off with three segments of health, so you'll actually have twelve "units" of health. Each time you get hit, you'll usually lose a unit. Some attacks are strong enough to take out two or three units so watch out for those types of attacks. When you get lit on fire, you'll slowly lose units of health until the fire goes out (roll to put it out quicker). Each time you get a SpellStone, you'll gain a segment of health. You can get up to seven segments of health for a total of twenty-eight units. For people looking for a challenge, you can't avoid gaining extra health, sorry.

Recovering health in space and on land is different. In space, you fly through the silver rings spread out. There are very few silver rings and, unfortunately, you only restore a unit of health per ring. On land, you can get different eggs/pods. Eggs will restore an entire segment of health, while pods only restore two units. When you lose all of your health, you'll fall to the ground dead. If you have a creature called a Bafomdad, you can be revived at full health and

your Staff Energy will increase. You'll want to get it as large as possible so you don't have to constantly refill it. That's all there is to the Staff really. You'll get very familiar with it as you progress through the game, so don't worry :)

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|                Tricky                TRICKY                |
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Fox will rescue Tricky about a half-hour into the game. From then on, he becomes Fox's ally. Tricky has several commands that you give him. The first one is Heel. This will automatically call Tricky back to Fox if a distance grows between you or if you just ordered Tricky to stay in one place. The second command is Play. You must buy Tricky's Ball at the ThornTail Store (15 Scarabs is the List Price, 11 Scarabs is the Bargain Price) before this command becomes available. If you play with Tricky a lot by using the ball, something special will happen. What is it? Every throw, Tricky will slowly change colors. Eventually, he'll become a totally different color. It's nothing special, just a little extra. But hey, if you get bored with Tricky's color, you know what to do :)

Find is another important command. If you find dirt patches or cracks in a wall, have Tricky use Find. He'll dig in the area and uncover a hole or an item that is usually either a Bafomdad or important to your quest. The next command is Flame. If you are in front of an ice wall, vent, or unlit torch, you can use Flame to melt/light it. Don't get in the way of Tricky's flames or you'll be burned too! The next command is Stay. If a switch requires weight, then have Tricky use Stay and he'll remain there so you can do whatever you need to do. Just use Heel to call him back. Both Find and Flame require GrubTubs to use. Tricky has a sort of power meter as well, made up of six little fungi called GrubTubs, an EarthWalker's favorite food.

Find and Flame each cost one GrubTub. If you empty the meter, Tricky won't be able to perform those commands. You'll have to feed him more (they are all over the place) to get him to do those commands.

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|                Controls                CONTROLS                |
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Control Stick: Move
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The control stick is used to maneuver, like all games... almost. You can move in any direction within 360 degrees (duh). Fox McCloud can run pretty fast but the control is slightly sloppy. Just keep that in mind when you're running near edges. Anyway, if you hold it very slightly in any direction, your character will start to tiptoe. Running doesn't alert enemies any more than tiptoeing does, so it's perfectly fine to run. However, you'll sometimes have to go across very narrow areas, and that's where tiptoeing comes in handy big time. Anyway, if you hold the control stick about halfway, you can walk. That's somewhat handy during those tight bridges. Push it all the way forward and your character will then begin to run.

You never get tired, so you can run all you want without fear of slowing down when outrunning an enemy. You can outrun most enemies, but if you can't, then just fight them. When you jump in the water, you can also move around within 360 degrees on the surface. You don't swim very fast in water, but you can swim as long as you want to on the surface. You can't swim underwater, so don't worry about that.


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A Button: Use Staff  
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Get out the A button to start using your Staff. When you're not fighting, you can only whack once with the Staff and perform no combos. When you're locked on to enemies, you can perform many different combos. If you hold up or down on the control stick and press A, Fox will twirl his stick rapidly, hitting the enemies. He'll then charge up the staff in a blue light and give another whack. If you hold left or right while pressing A, Fox will hit in the lower part of the SharpClaws bodies and then do a jump 360 and do a final whack. If you just tap A without pressing the control stick, Fox will do a few whacks. He'll then do a jump spin kick and a sidekick before ending the combo. There aren't any added powers to these combos so just do whichever one is the coolest to you.

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B Button: Cancel Command  
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Once you get out your item list, the A button will perform whatever the highlighted item is. By pressing B, you'll cancel the item list which switches your A button command back to the Staff. That's all there is to this. One of my shortest move descriptions ever.

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X Button: Roll  
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Rolling is actually pretty useful in this game. If you roll constantly while moving, you'll actually move faster than if you did a regular run. However, you can't attack while rolling and it's harder to control yourself as well. But if you're against the clock or trying to outrun a fast enemy, rolling is the thing to do. Don't do it if you have to make sudden, sharp turns since you'll only do wide turns while rolling.

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Y Button: Assign Command  
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Yet again, a command without that big of a use. If you highlight an item in the items list, and then press Y instead of A, the item/move/command will be assigned to Y as a shortcut. So whenever you press Y, you'll automatically switch to that move. For example, say you need to be in an area where you're constantly switching to your Fire Blaster. Just assign it to Y to get it out quickly for quick use. This applies to all items, all Staff Powers, and all of Tricky's Commands.

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C-Stick: Item Inventory  
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You don't pause the game or anything to get to items. Nope, you have to do it while still in the game. But since it's the C-Stick, it's pretty simple to do. Tap the C-Stick in any direction to bring the item list up. You use left and right to cycle between the three item folders (Items, Tricky Commands, and Staff Powers). Use the up and down C-Stick controls to cycle up and down between items in different menus. It's very easy to do this, though it might seem hard, so even when you're running from an enemy while rolling you'll be able to manage (though I don't know how Fox would manage... but oh well).

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R Button: Shield  
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There are two types of shields. One is a lot more useful than the other, but they each appear when needed. When you're not locked on to an enemy, hold R and a very nice-looking blue sphere will appear around Fox. Any strikes/blasts sent by enemies will be deflected. When you're actually locked on to an enemy, you have the worse shield. Fox will use his Staff and hold it in front of him. Any strikes a SharpClaw sends at you will be deflected, but you won't be able to attack the SharpClaw back. Let me note that you can't use any items/moves/commands or even move whenever you're using a shield. Only use it if the enemy is "passing by" or you'll otherwise have to eventually unshield and face the enemy anyway.

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Z Button: Use Goggles  
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When you press Z, Fox will automatically switch to a first-person view. Before you buy the High-Def Goggles, you'll just be able to look around left and right. When you get the goggles, the screen will change. You'll have a meter which shows you how directly center you're looking. Also, pressing the C-Stick up or down will allow you to zoom in or out. This allows you to look at things much closer and it's actually required in a later part of the game. When you want to get back to third-person mode, you simply have to press Z again.

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Walkthrough: Parts 1-10	WALKTHR
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Part 1: Prologue	PART1
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Galleon	GALLEON
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The game opens with Krystal searching for the truth of her parent's death. She hears a distress signal from a small planet in the Lylat System called Dinosaur Planet. She decided to investigate. She's riding on a dinosaur and all of a sudden, meteors come down from below. They smash Krystal's staff and it falls down. A huge flying ship approaches and your first battle begins.

BOSS: General Scale's ship

At the start, two holes will be spitting meteors at you. Use the dinosaur to move up and down and press A to fire at the ship. You need to fire at the two holes to light up their flames. You have infinite health, so don't worry if you're hit. Keep firing at one until the flames light, then focus on the other. Once that's done, you'll automatically shift your focus to the propellor. Rapidly fire beams of light at the propellor wings and they'll flash red. One by one, the wings will fall off. You should be able to knock off all four wings before you return to normal view. If not, you'll have to repeat the start again before getting a chance to knock the rest of the wings off. Once the wings are gone, you'll have to light up the two holes again.

This time, the ship will turn around and the front will charge at you. Fire at the dinosaur face at the front and each time you hit it, it'll flash red. It doesn't take that many hits in the face to kill, so you should wipe it out on your first try. Once it's done, a cinema will show Krystal landing. The dinosaur will take off and you'll have control of crystal.

At the start, the game will tell you to move with the control stick. You must track down a cry for help, but at the moment you can't hear anything. You can press X to roll but it doesn't really help. Go down the ramp and then head across the deck (ignoring the moving boxes). Go up and eventually you'll find a bird trapped in a cage. The game will tell you to press A when the "A" symbol appears. So do so and the bird will open the door behind you. So turn around and go down the steps and cross to the other side of the deck, where a door is now open. Go down to the deck and you'll find a key on a pedestal. Grab the key and then exit the deck. Return to the birdcage which is where you need to go next and another cinema will occur.

As you approach, a huge lizard will pop out and introduce himself as General Scales. He'll say how he's the leader of Dinosaur Planet and Krystal will confront General Scales, saying as how she heard about how evil he was. He'll say that he has to control this planet with fear in order to keep it intact. Krystal, being the drunken furry creature she is, thinks she can take him on so she'll charge at him. General Scales throws her off the edge of the ship, but she's rescued by her dinosaur friend. As they fly off, General Scales will shot that this isn't over.

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|                                     Krazoa Palace                                     PALACE1 |
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You'll be taken to Krazoa Palace by the dinosaur. He'll warn you about the dangers inside, but we have to go in anyway. The game will tell you that you can save anytime when you feel like it by pausing and then selecting to save. With that in mind, ignore the tentacle creature and rush forward to the fallen dinosaur. He'll tell you that the King EarthWalker sent them to protect the palace but they were (obviously) defeated. He'll tell you that you can press X to roll out of the way when you find yourself in danger (but we already knew that, didn't we). By now, the tentacle crature should've spotted you, so you're in trouble. Roll out and to the right, where the path is blocked by boxes. Uh-oh. In the center is a little circle.

Approach it and the game will describe it as a Fuel Pad. When you use a barrel, another fuel barrel will appear at this spot. Useful. Now go to the left of the hurt dinosaur to find a locked door. Use the C-Stick to get to your inventory and open the door with the key you got at the galleon. Inside is a fuel barrel. Grab it with A and rush over to the boxes. Throw the barrel at them to clear a path. They'll reveal eggs which can restore your health. Grab them since you probably have lost some health and then head down the ramp into another area of Krazoa Palace. Another injured dinosaur is near you. Talk to it and he'll explain that General Scales and his SharpClaw army attacked the palace and the dinosaurs were overrun.

He'll then say to safely search an area, you can search from head view with Z (which we'll never use that much). Now head left, past the fallen pillar, to talk to another dinosaur. He'll tell you to do sidestep mode, hold L and move the control stick left and right. This will be described as strafing in the guide. Anyway, you'll find a cracked wall here which means it's time for another Fuel Barrel! Return to the Fuel Pad where a barrel will be. Head down the ramp (don't fall or you'll let go of the barrel) and rush over to the cracked wall. Toss the

barrel there to blow it up. Head inside and go left (head right and bust open the barrels if you need Pods for health). Ignore the tentacle enemy and take a right. Talk to the dinosaur who will explain that they hid the Krazoa Spirits from General Scales throughout the planet (nice, WE have to find those) so that Scales couldn't find them.

Behind the dinosaur is another Fuel Barrel. Pick it up and look right, where some boxes are. Toss the barrel at them to clear the area. Past the boxes, there are flmaethrowers guarding a cracked wall. There's nothing we can do here at the moment so head back to the tentacle enemy and continue forward down the path. At the end is a Fuel Pad that should have a Fuel Barrel on it. Pick it up and QUICKLY rush to the flamethrower area. If you touch the flames, the barrel will blow up so you have to wait when they appear. Rush to the wall and throw the barrel at the wall before the barrel explodes in your hands. If you succeed, the wall will be torn down. Head through to be in a much bigger room. There's a Fuel Pad with a Fuel Barrel on it.

Pick it up and go right to find a big black switch. Stepping on it opens a HUGE door but if you step off the door will close. You need to weigh the switch down with something. Place the Fuel Barrel on it to keep the door open. Head through and talk to the hurt dino. This one has much more important information. This is the dinosaur that sent the signal. He'll say how the Krazoa need your help since they are dying. He'll explain what the Krazoa area, Peace Spirits that bring life to a planet. Without them, the planet is dead. You need to take a test to earn a Krazoa Spirit. If you're pure of heart (duh), you can complete the test. He'll open the Krazoa Shrine entrance where you can try to earn the Krazoa Spirits. He'll tell you to come back once you're done at the Krazoa Shrine.

Once he's done talking, head over to the warp and press A to warp to the Shrine. In here, head forward to find a ladder on your right. Climb it (notice how Krystal's feet actually meet the rungs... first game in a LONG time that actually does that) up to the top and then rush past the flamethrowers. Drop down into the lower area with a tentacle enemy. Ignore it and climb the ladder up to the weird shield. Up forward it'll explain that the shield is a Life-Force Door (like in Jet Force Gemini) and to open it, the enemies in the room need to be defeated. Pick up the Fuel Barrel here and throw it at the tentacle enemy to open the door. In this next area, you'll find a switch, flamethrowers, a gate, and an enemy across from you.

Step on the switch and wait there until the gate opens completely and then rush forward, through the flamethrowers (you'll only get hurt a little) and through the gate before it closes. Inside the next area, you'll find your first Krazoa Spirit. Talk to it to start TEST 1 - THE TEST OF OBSERVATION. You have to watch where the spirit hides in the urns. At the start, the spirit will hide in one of six urns. The first part of the test is VERY simple, with them moving very slowly. Run up to the urn afterwards to discover where the spirit lies. The second and third tests are also very easy. Once they're done, the spirit will charge into Krystal's body and you'll be granted the first KRAZOA SPIRIT of the game.

Notice how her eyes changed to purple. You'll now automatically return to the Krazoa Temple. Rush over to the dinosaur who will explain that the Shrines keep the Spirits safe from harm. So the Krazoa Spirit must return to the Shrine to stay safe. The dinosaur will then let you go. Behind him is a platform that will take you to a very nice looking tunnel. Follow it down and right and step on the shining light and press A. Krystal will release the Spirit into the Shrine (looks painful). Suddenly, the spirit will spit a weird laser forward and a creature will approach Krystal. Who is it? We don't know yet. After a weird scene with lots of blue light, Krystal will be trapped in a... crystal with the first spirit circling her.

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|           Meanwhile, in a lost corner of the Lylat System           SPACE#1   |
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Having not received a mission in a while and going bankrupt, we find the StarFox team in distress. Falco has left due to boredom and Fox has gone down to listening to music, Slippy to working on her robot, and Peppy to mapmaking. Suddenly, the General will come on and say that he has a mission for the team. And, well... you know the rest.

Mission Briefing - Your mission takes place on ThornTail Hollow. Locate the Queen of the EarthWalker Tribe. She will help you further.

Fly through one gold ring to reach Dinosaur Planet. Flying is easy. Control stick to move, A to fire. That's all you need to know. Seeing as how there's a total of ten rings in the place, flying through one shouldn't be that difficult at all. They are small, but you can manage. I was able to go through nine on my very first time of playing the game (two years ago). Try to get high scores since it's... well, fun.

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|           Part 2: Tricky & the Queen           PART2           |
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|           ThornTail Hollow           THORN1           |
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Fox will land and General Pepper will pop up on Fox's communicator. He'll explain that you can contact Slippy, Peppy, or Pepper. After a few more words, Fox will complain about not being able to bring his blaster. Pepper will respond by saying the mission is about saving the planet, not blowing it up. Uh... he still needs his blaster. Fox will go out and you'll start the REAL game. Go forward and talk to the ThornTail. After talking, head over to a circle of trees with a patch of grass in the center. You'll find Krystal's fallen staff here! She'll pop up and a message will play about how she's in grave danger if the message is being played. That's REALLY cheesy but oh well. Anyway, after some more talk, you'll be in control.

There's LOTS of things we can do here, but for now just head forward into the little area in front of a door. Out will pop four SharpClaws. This is your first test with the staff. Fighting is really easy. You automatically lock on and the SharpClaws don't understand the meaning of "team up" so they'll just watch as you fight. Hey, if anyone finds animated blood, tell me (not flashes of red) since that's why this is Teen and I can't find blood anywhere. Oh well. Anyway, after wiping out the SharpClaws (you can do different cool combos with the staff by using the control stick, so keep that in mind) another message will play. Again, really cheesy but what are you going to do? Anyway, a door will open nearby. Go left for a while, over the river and passed the circular structure, to find a cave with a rock.

Life the rock with your staff and you'll reveal a hole. Drop down to a hidden area. Go through the tunnel, and then jump to the island in the center of the water. Here, you'll power up your staff with a STAFF UPGRADE. These things we add new powers to your staff. This one is the most important: the Fire Blaster. Use the C-Stick to switch to the yellow bar and select the Fire Blaster. Aim with the control stick and fire with A. You'll use up energy from your magic meter thingybob. Anyway, aim at the red switch next to the closed gate and fire at it. If you hit, it'll turn green and the gate will open. Head back through the tunnel

and return to ThornTail Hollow. Out here, head back to where you fought the SharpClaws.

Get out your Fire Blaster and shoot at the switch at the top of the door. This will open the door. Head through the tunnel to find the Queen Earthwalker, who's really depressed. She'll speak in Dino Talk and Slippy will translate for you. Apparently, her son Tricky has gone missing in Ice Mountain. She wants you to find Tricky and bring him back to her. She'll call for the Warp Stone to let you go to Ice Mountain when you're ready. Once that's done, you'll be back in control. You need to blast open the wall to the second area but first let's do some other things. Head down near the start of ThornTail Hollow and you'll find a dinosaur surrounded by many rocks. You should be able to lift these rocks with your staff.

They have Scarabs underneath them. Grab one Scarab, which is actually worth ten. Now cross the river and head through the door on the other side. Climb down and follow the path to enter ThornTail Store. Listen to the shopkeeper's introduction and then head through the door across from you when he's done. Lots of great things are here but what we want is the Rock Candy, which costs ten Scarabs. Buy it and then look around. If you want other things, get more Scarabs from the rocks and buy them. Otherwise, we're done at the store for now. Head out and look for a strange plant by the river with smoke coming out of it. Get out your Fire Blaster and shoot at the plant. This is actually a Bomb Spore Plant and when you shoot it, it explodes and sends Bomb Spores everywhere.

Grab one and then head over all the way to the corner where the dino moved when you talked to the Queen EarthWalker. There's a dirt patch next to a cracked wall. Use the C-Stick to select the Bomb Spore and plant it here. It'll grow into its own plant. Use the Fire Blast to blow it up, blowing up the wall as well. Head into the next area, which is where the giant Warp Stone lies. Locate the ledge where you can jump to and then step on the green patch of grass. The Warp Stone will complain how no one gives him gifts anymore. Use the C-Stick to give the Rock Candy to him. After a lot of talking, Fox will convince the Warp Stone to let him warp to different places. At the moment, we want to go to Ice Mountain. Hold left on the control stick to warp to the mountain.

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|                                     Ice Mountain                                     ICEMOU1 |
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At the start, rush forward through the tunnel. You'll see a scene of a huge ship bringing Tricky down to two SharpClaws. After beating Tricky, the SharpClaws will chase him into a cave where the door will slam shut. Damn. Head forward and you should see a cannon in the distance. A SharpClaw will HORRIBLE aim is trying to shoot at you. Ignore him and go left up a small hill. You'll find a Fuel Pad with a Fuel Barrel already on it. Pick it up and light on top will start to flash. These Fuel Barrels have timed bombs inside. If you hold it for too long, it'll blow up and damage you. You want to rush it to the barricade of boxes blocking the path. Throw it at them to clear the way. Inside are two blue SharpClaws. Wipe both of them out and a switch will appear above the closed door.

Head over to that area and use the Fire Blaster to hit the switch, opening the door. Head inside to start another cinema. The SharpClaws are beating Tricky again and Fox will interrupt. Tricky will run off not realizing that Fox is there to save him. The SharpClaws will jump on speeders and chase after him. Conveniently, there's a leftover speeder that Fox will jump on. A chase scene begins! This is pretty simple; A button to accelerate, B to break, and control stick to move. The SharpClaws are pretty tough, laying bombs down to slow you down. If you pass both of them, then you should have a clear path for the rest of the course. You can also blow up the other speeders by ramming into them. If you

do that, you can make things a lot easier but only do that if all else fails.

Simply try to get and keep the lead and you'll win easily. Once that's done, Fox will fly into a hot spring and Tricky will taunt him. After many failed attempts at understanding Tricky, Slippy will finally activate the translator so you can understand all dinos now. Excellent. Once you're back in control, Tricky will join you. Head down the path and you'll come to a huge area of lava. Ignore it and go right, past the lava. You'll find two sleeping... mushrooms? Whatever. Anyway, Tricky will explain that these are GrubTubs, an EarthWalker's favorite food. Whack them with your staff and then collect them. Feed them to Tricky with the C-Stick and A and he'll feel strong enough to help you out. You'll get the FIND option for him.

Go to his C-Stick menu and select FIND SECRET near a crack or dirt patch. If something's there, Tricky will dig it up. There's a dirt patch near the fire so have Tricky dig there to uncover a switch. If you step on it, a gate will open. However, stepping off will make the gate shut. Have Tricky stay on the switch and use his STAY option so he'll remain there. Head through the gate and stick your staff in the hole. This will trigger a pillar to rise out of the lava you saw earlier. Head back there and climb down the ladder onto the ledge. Jump to the pillar that just appeared and jump to the other side of the lava. Climb up the ladder and go forward (get the GrubTub). You'll find a strange wall at the end. Use Tricky's Find Secret command to reveal a hole. Crawl through and follow the path on the other side to enter the Snow Horn Wastes.

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|                               SnowHorn Wastes                               SNOWHO1 |
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Go forward a little to find two SharpClaws. Defeat them both with your combos. Tricky will run off while you do this. This can't be avoided, so ignore it and continue fighting the Claws. Once they're gone, head down the path and another strange enemy will pop out of the snow. Defeat it and continue into a wide-open area. Tricky is being chased by three SharpClaws. Defeat all of them and Fox will scold Tricky for running off like that. Tricky will apologize and tell Fox to use his HEEL command if Fox ever needs Tricky at his side. Once that's done, go forward. Near the fallen tree, you'll find a dirt patch. Dig it up with Tricky to find an Alpine Root. Near another fallen tree, you can find a dirt patch that has a hole underneath. Drop through to enter the hidden cave. Head forward and at the end is another Staff Upgrade.

This one will increase your Staff Energy Meter for good. You now have twice the Staff Energy. Very, very useful. Grab the Energy Gems and then head back outside. You can locate another dirt patch near a tree that has a second Alpine Root. Once you have both roots and the upgrade, head over to the Snow Mammoth and give him the first Alpine Root. He'll give you the first Scarab Bag, which allows you to carry fifty scarabs! Nice! Give him the second Alpine Root and he'll uncover a huge ice block. Press and hold A and push it over to the ledge with the electric blue balls. Climb up to the ledge and grab them to find that they're Fuel Cells used to power your Arwing. Now push the ice block over to the ledge and climb up. Follow the path for a while until you see some water with floating icebergs in it.

Slippy will mention how the water looks cold. There's nothing you can do on the other side, so ignore it and head down the path. Drop down to find a bunch of mammoths. Lift all the rocks until you have twenty-five Scarabs with you. Search for a dirt patch to find a BAFOMDAD. Use this to restore your health when you die. EXTREMELY useful, though too much are in the game (I NEVER got a game over thanks to these except at the final boss). Anyway, continue down the path until you find a large SharpClaw blocking a cave entrance. Pay twenty-five Scarabs and

you can pass. Head through this long cave, ignoring the bats, and jump in the water at the end. Swim to the other side and head through the cave to get to ThornTail Hollow.

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|                ThornTail Hollow                THORN2    |
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When you enter, use the staff to flip the switch, opening the gate. Head through and you'll hear the Queen EarthWalker crying in pain. Tricky will jump down and rush to her. Climb down the ladder and then head to the Queen's cave. You'll find Tricky with her sick mother. You need White GrubTub to heal her. After some more talk, you're back in control. Before you go, head behind Tricky's mother and up the ramp to find a Fuel Cell. Now head back out of the cave. Go back to the bunch of rocks near the dinosaur and lift up all the rocks until you have at least twenty Scarabs (forty is recommended though in case you want to buy excess crap). Head to the ThornTail Store and go and pick up the Firefly Lantern. It's required for the next part of the level.

After that, I went and bought EVERY map available. It's always handy to have them. You might not find the Scarabs but if you want the maps, search in both areas for Scarabs. You should be able to find enough. However, you MUST get the Firefly Lantern first. Also, make sure you have at least five Bomb Spores from the Bomb Spore Plant. Once that's done, head to the wide and somewhat small (in length) cylinder which is actually a well. Have Tricky use "Find Secret" on the dirt in the wall to reveal a hole. Crawl through and Fox will tell Tricky to remain behind. Reluctantly, Tricky will agree. As Fox, get on the ladder and slide down. Drop down off the ledge and head through the tunnel into the wide room with the small pond.

Blant a Bomb Spore in the dirt and blow it up to reveal a hole. Drop down and head through the tunnel. At the end, jump to the island and press A. Fox will hold the staff up and you'll get a STAFF UPGRADE: the Staff Rocket Boost. You can find special rocket pads on the floor of the area. Stick your staff in and you can rocket up to an area. It's very useful here. Once that's done, head back out of the tunnel and into the main area. Locate the box below the ledge here and smash it to reveal a Rocket Pad. Rocket up the ledge above you and get the two Fuel Cells. Now return to the first room and locate the Rocket Pad here. Boost to the upper ledge and then head through the tunnel. Here, head over to the bridge and plant a second Bomb Spore.

Blow it up and the middle section of the bridge will drop down to the lower floor. Follow it down and push the new block onto the switch. This will hold the gate open, allowing you to proceed. Here, talk to the dino. If you have the Firefly Lantern (and you should) then the dinosaur will move. Plant a third Bomb Spore in the dirt here and blow it up to reveal a hole. Slide down the ladder to the bottom. Here, turn around and grab the WHITE GRUBTUB (1/6) near the Fungus. Now continue forward and head into the left antechamber when you can. Here, use the Rocket Pad to head to the upper ledge. You'll find a bunch of Fireflies flying around here. Grab all of them (I'll explain their use in a second) as well as the WHITE GRUBTUB (2/6).

Now head back and then go into the very dark cave across from you. Activate the lantern to light your path to find another dirt patch. Plant a fourth Bomb Spore here and blow it up to reveal a small cave with a Fungus and a WHITE GRUBTUB (3/6). Now head back out onto the main path and continue. Grab all the Fireflies in the little pond and head down the path left. Light up the way into the big chamber. Here, locate the escaping WHITE GRUBTUB (4/6) and then search for the patch of dirt. Plant the final Bomb Spore and blow it up to lower a pillar. Return to the area where you found the second Grubtub and rocket back up to that

ledge. Head down the other path and jump to the pillar you just lowered. Jump to the other path and head out.

You'll find the final WHITE GRUBTUBS (6/6) here. Blow up the Bomb Spore Plant to clear a path and then make your way to the beginning of the well and climb out. Return to the normal part of ThornTail Hollow. Head back to the Queen EarthWalker and give her the GrubTubs. She'll explain everything. General Scales broke the Krazoa seals and released them, which broke the seals at the ForcePoint Temples. There is a magical force on Dinosaur Planet which constantly pushes the planet apart. To stop this, four SpellStones were placed in the center of the planet. Scales removed the SpellStones, which sent the magical force shooting out. This separated the planet. You must find both the SpellStones to restore the planet and the Krazoa Spirits to restore the seals.

Simple? No. Tough. Anyway, once that's done, you'll get a SharpClaw Prison Key. You must return to the Snowhorn Wastes to find the GateKeep which will open the way to DarkIce Mines, your next destination. But that's in part two of the walkthrough!

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|                                     Part Three: The First SpellStone                                     PART3      |
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|                                     ThornTail Hollow                                     THORN3      |
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Before you head over to the Snowhorn Wastes, go over to the ThornTail Store entrance (don't go in). Next to it is a Rocket Pad. Charge up and head to the upper ledge. Go right to find some Fuel Cells and then plant a Bomb Spore in the dirt. Blow it up to reveal a hole. Shoot the four switches here with your Fire Blaster to reveal a hole. Drop down into the hidden cave. Head to the back for a STAFF UPGRADE. This is another Staff Eenergy Booster. You now have 33% more energy than you did before. Useful. Drop down and get a few more Bomb Spores for later and then head over to the ladder near the well. Go inside to enter the Snowhorn Wastes.

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|                                     SnowHorn Wastes                                     SNOWHO2      |
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Go forward and then follow the tunnels until you get to the sewer. Head across the river and then step on the switch. Have Tricky stay on the switch while you climb up the brick wall and through the now-open gate. Go forward and turn the switch with your key to reverse the river flow. Drop back down and start swimming. When you get to the middle, stand on the little brick in the water with the Rocket Pad. Boost up and then turn around. Whack the switch with the Fire Blaster to open the gate and then turn around and grab the Fuel Cells. Jump back into the river and swim to the end. Once you're back out, go forward and then locate the keyhole near the door. Use the SharpClaw Prison Key you got to open the gate.

Head inside to find Garunda Te, the Gatekeeper for the DarkIce Mines. He's trapped under a huge sheet of ice. He needs Frost Weeds to free himself. Head to the Frost Weed tree and whack it. Four SharpClaws will now approach. Ignore them and keep pushing the Frost Weeds toward Garunda Te. When you feed him three, he'll free himself and the SharpClaws will run off. Scales told him to open the gate or he would wipe out Garunda's tribe. Garunda refused, but his daughter didn't want the tribe to be destroyed so she opened the gate. Instead of destroying the tribe, he enslaved them. Garunda will open the gate for you, but

you have to return to ThornTail Hollow. If you've been following this guide, you should have at least fourteen Fuel Cells. You need five to go to DarkIce Mines.

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|                                     To DarkIce Mines                               SPACE#2   |
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Mission Briefing: The SnowHorn Tribe is in great danger. General Scales has enslaved them to work in the DarkIce Mines. If you can locate the GateKeeper's daughter, she will be able to help you. Free the SnowHorn by finding that SpellStone!

This mission is more difficult than the path to Dinosaur Planet, but it is still quite simple. You have to fly through three gold rings this time to open the ForceField. Avoid the meteors and mines and try to collect as many mines as you can. There is one gold ring with an X in the middle. You can't fly through it until you destroy the X so make sure you do so. Some of the rings move back and forth also. If you focus, you should be able to fly through all ten of the rings, just like last time.

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|                                     ThornTail Hollow                               DARKICE   |
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Follow the path on your right at the start, being careful not to fall into the lava. The path is long, and near the end you can get blasted by flying flames. Some parts of the path explode so be very careful not to fall through. Eventually, you'll get to a snowy camp-like area with SharpClaws guarding the whole thing. Wipe them out and then head to the first "building" on the left. You'll find a snow wall with a crack. Use "Find Secret" and Tricky will uncover a hole. Crawl through and head down. Wipe out the SharpClaws to open the Life-Force Door. Head into the antechamber and you'll find a strange object in the center of the floor. Stick your staff inside to open it and reveal the Shackle Key. You can unlock the SnowHorn Leg Shackles with these.

Now head back out into the camp. Go left and you'll find a SnowHorn chained up. Use the Shackle Key to unlock the chains and the SnowHorn will thank you by giving you the Bridge Cog. Once you have that, head down the path. You'll find a large gap that you can't cross. Jump down into the water and then swim to the right. Head up onto the ledge and then place the Bridge Cog into the empty spot in the machine. Flip the switch and then the bridge will extend, allowing you to cross the gap up on the upper ledge. Jump across the wooden ledges and climb the brick wall to the top. Now cross the bridge to the other side. Go left and you'll find two SharpClaws whacking a SnowHorn. Defeat the SharpClaws and the SnowHorn will teach Tricky the Flame command.

Now return to the camp. On your right, you'll find a giant ice sheet blocking the entrance to a cave. Breath fire on it to melt it. Inside, light the fire with Flame to destroy the floor in a huge meltdown. Fun. Drop down into the water and walk into the secret underground tunnel. Head past the ice block and melt the ice with Flame. Inside, use Find Secret on the dirt to reveal an Alpine Root. Once you have that, head back out. Push the ice block forward to the ledge, then climb up to get yourself out. Head back into the outdoor area and then return to the SnowHorn that taught Tricky the Flame action. Feed him the Alpine Root and he'll feel a bit better. He stills need one more, so we have some more work cut out for us.

Head back and drop down into the pit and then go right. Avoid the ice balls as best you can and you'll reach a ledge at the end. On your left is an ice sheet.

Melt it with Flame and get the GrubTubs inside. Also, use Find on the dirt to reveal a second Alpine Root. Now head back out and climb up the snow to get out of the pit. Return to the SnowHorn and give him the second Alpine Root. He feels good enough to help you now. You can climb on his back now to knock down the huge gates blocking the entrance to what seems to be a kind of fortress. Go forward and smash the gates. You'll see a short cut-scene of a SharpClaw charging up a cannon (he's about to shoot it at you). Head to the ledge and get off the SnowHorn's back.

Now locate the ice sheet on the side of the wall and Flame it. Head through and go right. Climb up the ladder and head into the cave. There's three cogs missing from a bridge machine. Ignore it and use the Rocket Pad to boost up to the ledge. Head forward and go out. Jump from ledge to ledge until you get to the upper area. Head through the tunnel to find the SharpClaw managing the cannon. Defeat him and some more SharpClaws will come out of the hut in the middle of the area. Head over to the cannon and press A. You now have possession of the SharpClaw Cannon. Use the control stick to aim and A to fire. The longer you hold A, the farther you fire. You lose a VERY small amount of Staff Energy each time you fire, but it's no big deal.

Kill all the SharpClaws with the cannon (if you go down there, they'll run away) and you'll open a Life-Force Door. Head down and drop to the bottom. Head into the hut to find one of the strange chests. Stick your staff inside to reveal a Bridge Cog. Head inside the cave that is available now that the Life-Force Door is open. Inside is another chest with a second Bridge Cog. Now head out and return to the cannon. Aim for the boarded up wall and fire the cannon at it. When you successfully hit, it'll come down. Rush over and jump down, and then climb up the ledge near the wall you blew up. Head in and climb up the hill on your left. Go past the symbol on the floor and burn the ice sheet with Flame. Inside you'll find another chest.

There is a third Bridge Cog inside this chest, so grab it (duh). Return to the bridge machine and place all three cogs in their proper spots (each one has to be placed in a specific spot). Turn the machine on to extend another bridge. Cross the bridge and follow the path to the end. Use Find on the wall and Tricky will reveal a small cave. Inside here, feed Tricky until he's at full health. Now get out your Fire Blaster and shoot the switch high up. You have a minute to quickly shoot fire into all four vents with Flame. Once that's done, a door will open. Head forward and you'll see a swirling vortex below you. There's these sparkles on the ground. Jump to it and a bridge will appear. Go forward to find a strange object in ice.

Thaw it out to get the Dinosaur Horn. If you find a horn symbol on the ground, you can use the horn to call the SnowHorns. Now head out of the cave and then back into the open area (with the hut in the center). Climb back up the ledge and go to the spot where you found the third Bridge Cog. On the ground there's a strange symbol. Step on it and play the Dinosaur Horn. You'll summon the SnowHorn to you. Climb up on the ledge and get on the SnowHorn, then head into the blizzard. You have a meter that will steadily decrease in here. To refill it, you must follow the Alpine Roots. These will also lead you to the end. Near the start, you'll see Tricky rush off ahead of you. When you get out at the end, you'll notice that Tricky is missing.

Damn... Anyway, use the SnowHorn one final time to bust open the doors to the DarkIce Mines. Jump off him and head through. Go down and kill the two SharpClaws to open the Life-Force Door. Head down to find a speeder. Time for some more fun! There's no one who's chasing you or no one who you have to chase. I guess Rare just put this in for the hell of it. Speed through the outside and through the mines and eventually you'll crash and fly onto a conveyor belt. There are flamethrowers here so run backwards until they stop. At the end, go right and

down a ramp into a much bigger area. There are two SharpClaws waiting for you. Take them both out and then go forward a little more to find a third SharpClaw. Once he's gone, a Life-Force Door will open.

There's nothing you can do inside though, since there's an ice sheet there and we don't have Tricky. Head back and locate the path where there are two flames spinning around. Wait until one passes you, then jump in and go left. Cross the bridge to find another circling flame duo. Again, go left after one passes you and then cross the next bridge. Eventually, you'll reach two cages. The first has Garunda Te's daughter and the second has... Tricky! How'd they get him in there so fast? Anyway, we can't free either of them yet so head back to the big area and search for a Rocket Pad. When you find it, boost up to the upper ledge. Go right and crawl through the hole. Follow the tumbling boulders until you get to a flamethrower that doesn't shut off.

Look above her and then shoot your Flame Blaster at the switch. The flamethrower will stop. Go behind it and open the chest to find a Prison Cell Key. Backtrack for quite a while until you get to the two prison cells again. The Prison Cell Key can be used on the second one, which will open Tricky's cage. Now that we have Tricky again, jump back down to the open area. Head through the Life-Force Door that you opened a while ago. Inside, melt the ice sheet with Flame and head inside. Open the chest to get another Prison Cell Key. Return to the remaining prison cell and you'll find Belina Te, the daughter of Garunda Te. After some talk, Belina will get very mad and charge through the wall. Did she uh... JUST get the strength to do this or something?

Anyway, Belina will tell you to meet her at the bottom of the mine, where she'll continue talk. Fox will turn and notice a crack in the wall. After Tricky creates a hole with Find, crawl through. Head down and then look up. You should see three discolored stalactites. Shoot them with the Fire Blaster to create a path to a ledge with a switch. Jump from the stalactite platforms to the switch. Stick the staff in and you'll lower a gate, causing small icebergs to begin floating down the river. Jump back to the land and head to the Rocket Pad. Boost to the upper ledge. Here, jump from iceberg to iceberg until you're at the back row. Wait until they reach the end and look right. There's a ledge you should jump to. Cross through the tunnel and then push the ice block off the ledge.

Climb down and you'll find that there is now a new path that you can head through. Go through and then down the path to the bottom part of the mine. Wipe out the two SharpClaws and go through out onto the conveyor belt. Pause before going through each flamethrower, waiting for them to turn off. At the end, head down the long path to find Belina. She'll explain that the SpellStone is somewhere close. Rush off through the cave and into the final, VERY large area. Wipe out all the SharpClaws if you wish and then locate the ladder. Climb up this large ladder and you'll find a VERY long ramp and a Fuel Barrel. This can be very hard and frustrating. Pick up the barrel and start up the ramp. All of these barrels are rolling down at you.

They go in a pattern so you'll always want to watch where they land before they bounce down. If you do that, you can slowly make your way up to the top. If you get hit, the barrel explodes and you have to start over. When you reach the top, turn left and go around the pillar. Cross the bridge and go left to find a Barrel Pad. Place the barrel down and then climb the ladder up to the top of the pillar. Go around and flip the switch and a machine will come and pick the barrel up and bring it to the top of the pillar where you are. Pick it up and cross the bridge. Wait as each flamethrower shuts off before continuing. Go left and after two flamethrowers, cross the bridge to the cracked wall. Throw the barrel at it to blow up the wall.

Inside the cave, flip the switch to make a bridge appear much farther down. Head

back to the ladder and slide down, then return to where the barrels spit out. Cross the bridge that just appeared and follow this path for a while until you get to a switch. Flip it and high up, another bridge will form up high. Head up to that area and cross the bridge, then climb the ladder. Up here, kill the SharpClaw then get on the cannon. Shoot at the two X's on the pillars to create a stone bridge down below. Drop down (the MUCH shorter way will only cost two units of health... though it should cost Fox his life since he fell from 100 feet on his head... oh well). Head across the stone bridge and then set the Fire Blaster to Y.

Jump onto the warp and warp to the boss arena.

BOSS: Galdon

At the start, head over to the giant ice statue and melt it. Tricky will exclaim that the monster, know as Galdon, has the SpellStone (which is a statement of fact). Galdon will then stupidly eat the SpellStone and a boss will start! At the start, Galdon will simply throw his head out and you. If you get behind him, he'll slam his stinger onto the ground. Lock onto his stinger and press Y to get out your Fire Blaster (if you set it to Y, like I told you to). Get behind him and start shooting shots at Galdon's stinger. After a few shots, Galdon will rear back in frustration and swallow Fox whole. Inside, you'll find the SepllStone inside the uvula. Whack the uvula as many times as you can with the staff (it might be a good idea to collect the energy gems as well) and eventually Galdon will be in so much pain, he'll spit you out again.

This time, the target is his neck. You should automatically lock onto his neck. Now you'll want to circle around him, avoiding the evil grates in the floor that spit out fire which can harm you (no, really?). Galdon will continue to lunge forward at you while you continue to circle. If you keep circling, he should miss you. He'll also spit green beams at you. Again, continue to circle and he should miss. After a while, he'll try to suck you up. Shoot him once in the neck with your Fire Blaster and he should freak. The strategy will repeat until he rears his head back again. Again, shoot his neck. Do this once more and he'll swallow you again. Rush toward the uvula and start whacking the hell out of it. If you whack enough, this should be the end of the battle.

The SpellStone will fall out and Fox will collect it. You'll be spit out and Galdon will fall to the ground dead. On a side note, there are energy gems all around the perimeter of the arena as well as some health inside some boxes. So just keep that in mind if you run low on supplies.

Once you're done, Belina will be talking to Fox and Fox's life energy will increase by one! Now you'll be back at your Arwing. Climb in and take off, then return to ThornTail Hollow.

Mission Briefing: Good job, Fox! You saved the SnowHorn Tribe and collected the SpellStone. But it's not over yet. You need to return the SpellStone to the Force Point Temple. Peppy has indicated that It's located beyond Moon Mountain Pass. I'm sure the ThornTails can point you in the right direction.

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|                ThornTail Hollow                THORN4                |
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When you land, a ThornTail will rush over to you. Everyone's freaked out since the SharpClaws put out all of their beacons so it gets too dark at night. I didn't know dinosaurs freaked out over little crap like that. Oh well. So as you

can see, we need to light the three beacons here. First, head over to the tree with the branches that are on fire. Whack it and Fire Weeds will fall down. Hit the Fire Weeds with your stick to put the fire out, then collect just the weed. Get three of them and you're ready to go! Position yourself so you're facing the well and go right. Climb the ledge and you'll find the first beacon. Put the Fire Weed on it and then use Flame to light the beacon. Now return to your Arwing. From it, go left to the corner.

Climb up the ledge and then go forward, jumping the gaps. At the end, flip the switch to open the gate. Head through and you'll find the next beacon by a dinosaur. Put the Fire Weed on and then light it with Flame. Climb the brick wall and get the Fuel Cells. Now head back out and go to the second area (with the WarpStone). Here, climb up to the ledge and light the final beacon. One of the ThornTails will then approach you and give you the Moon Pass Key, which allows you to get into the Volcano Force Point Temple. Now head back to the well area and go right. Head down the path, rolling past the Funguses, and at the end plant a Bomb Spore. Shoot it to blow the wall up which will open a large cave. Head through this and at the end, drop down the vent.

You're underground, floating, in a toxic chamber. Float through the left passage you'll land. Jump from pillar to pillar and into the next vent. Be careful of your energy, which is displayed as a meter below you. When it drains, you die. Float up through the vent afterwards. Head out and follow the path to reach Moon Mountain Pass.

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|                                     Part 4: Spirit Two                                PART4      |
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|                                     Moon Mountain Pass                                MOONMO1     |
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Head down through the first few areas and then you'll see a cut-scene of a large SharpClaw looking out with a telescope. Far away, he'll spot Fox. He'll tell the other SharpClaw that someone is coming and they'll both run off. Then, a TON of boulders will be released. You have to rush up the hill trying not to get hit by the boulders. If you do well, only one or two should hit you. At the top, open the door by using the Moon Pass Key and then climb up the ramp on your left. Up here in the fort, go into the second room where the big and regular-sized SharpClaws are. Kill them both to open a Life-Force Door somewhere. Head back down and start going forward, through the Pass. You'll encounter a sudden scenery change once you enter the building.

Go forward into the open room to enter the Volcano Force Point Temple.

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|                                     Volcano Force Point Temple                        VOLCAN1     |
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At the start, wait for all three platforms to stick out. Jump from platform to platform before they disappear. If you fall in the lava, you'll simply burn up until you climb the brick wall out. On the other side, head through the long and empty tunnel until you get to the next room. Here, you'll find flames spewing from a hole. Wait for the flames to stop, then drop through the hole and go forward. You'll go out onto a bridge above lava and a bunch of firey bats will chase after you. Ignore them and head to the back of the area, where there's a Rocket Pad. Rocket up to the top of the ledge and go right. Use the staff to flip the switch to open the door. Climb up the ledge and grab the Bafomdad. Now drop back off the ledge.

Head up, onto the conveyor belt. Run up it, avoiding the barrels (which should be pretty simple) as you try to make it up. At the top, head through the gate on your left. Go through the tunnel to be in a room similar to the room that you were in before. Head through a door on the left to be in a very wide-open area with a lava pit in the center. Cross the room to the other side, ignoring the fire bats, and climb the brick wall. Head forward and the door will roll shut behind you. Continue forward over a bridge to find a pad with a SpellStone shape. Use the C-Stick to select the SpellStone. It'll hover over the pad and then open the path. Continue forward and defeat the SharpClaw. When you try to use the SpellStone on the door, you'll find out that it won't work.

If you look on the left and right walls, you'll find a blue and green orb. If you look at the flames behind you, they change color from blue to red to green. Stand behind the flames and get out your Fire Blaster. Position your shot so it'll pass through the flames and hit the orb. When the flames are the color of the orb you're aiming at, shoot. This will light up a panel above the door. Do the same for the second orb and some locks will slide off. Now place the SpellStone in to open the path. Head forward down this empty corridor to find a Life-Force Door. But wait, where are the enemies? Turn around and start heading back and four SharpClaws will appear. Kill them all (two of them have shields, so they're a little harder) and the Life-Force Door will open.

Head through into a very large and empty chamber. On your left and right are two vents. Run over to each one and do Flame and above the vent, a platform will appear. Once both platforms have appeared, climb the ladder on your left. Jump to the ledge that just appeared and jump to the next ledge. Head through the door and go past the flamethrowers, jumping the gaps as you go. At the end, climb the ladder and head outside. Head to the other door and climb down, then head back the other way and into the large chamber. Jump to the other ledge that you made appear and jump to the next ledge. Head into the next room and fall through the hole. Go through the tunnel and in the big cave, jump to the center. Press A to get another STAFF UPGRADE: the Freeze Blast.

You can now put out fires by using this wonderful move :) Head back out and return to the large, empty chamber. Here, put out the four flames by using the Freeze Blast. It only works from close range so you'll have to cross over to the other side again. Once all four are put out, the gate in the floor will shift and an elevator will rise up. Jump down and take the elevator to the bottom of the Volcano Force Point Temple. Here, go forward into the next room. Carefully avoid all of the lava as you head out into the core of the Force Point Temple. Peppy will explain that there are two Force Point Temples and two SpellStones were placed in each to stop the planet's core energy from ripping the planet apart. Once he's done explaining, you'll gain control again.

Head forward and place the SpellStone over the point to unlock another huge door. Go back to the door you just went through and look left to find a huge fire blocking a path. Put the fire out with your Freeze Blast and head through the door behind it. Go down the hallway and take the elevator up to the upper part of the core area. If you go down the hallway, you'll find that the exit is locked. So instead, climb the ladder on the left or right and go around the top part of this area, putting out all of the flames with the Freeze Blast. Once that's done, you'll unlock the door. Slide down the ladder and head through the tunnel. In the next area, you'll find a Life-Force Door. As you approach it, a bunch of SharpClaws will appear.

Defeat them to get through the Life-Force Door. You'll find a bunch of flamethrowers and moving platforms here. Wait until the flamethrowers stop, and then jump from platform to platform until you reach the other side. You'll see a short cut-scene of Tricky, left behind, too afraid to cross. Conveniently, there

are switches on the back of the two moving platforms. Hit both of the switches with your Fire Blaster and the platforms will stop in the middle of the lava. Tricky will safely cross. On the other side, have Tricky use Flame on the vent to unlock the door. Head through the tunnel and at the end, step on the warp pad. You'll warp to the Force Point in the very center of Dinosaur Planet. Here, approach the correct SpellStone hole and place the SpellStone in.

One-fourth of your objective is complete! You'll now warp back to the beginning of the Force Point Temple. Simply backtrack through the remaining few rooms (if you want, stop at the room with the two closed gates and you can now open the middle one with the Freeze Blast, which has Fuel Cells) and you'll be back at Moon Mountain Pass.

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|                Moon Mountain Pass                MOONMO2        |
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Go out of the temple and into the moonlight. Head past the first area and then a cut-scene will occur. Krystal is dying and she needs the remaining five Krazoa Spirits to survive. The Krazoa that Krystal freed at the beginning of the game will speak to Fox, saying that she is depending on Fox with her life. Very reluctantly, Fox will agree to save her. So now you have yet another task in the game to complete, finding the Krazoa Spirits. The Krazoa will tell you to defeat the large creature to get a MoonSeed, which lets you proceed in Moon Mountain Pass. You can't kill the creatures her with any of your normal attacks and the Krazoa knows this. He'll open up a new path for you and it'll help you find something to kill the creatures.

Head through the path and down the tunnel. At the end, use your staff to push aside the rock and then drop in the hole. Head down to the chamber and get the STAFF UPGRADE: the Ground Quake. This will allow you to create huges... well, quakes on the ground. Head out and return to the top of Moon Mountain Pass. Head to the crater where a large crature will appear. Use the Ground Quake to stun him. It'll spin around wildly. Whack the creature in the back with your staff twice to get a MoonSeed. Plant it in the dirt nearby and then use Tricky's Flame to make it grow into a very large vine. Climb it up to the next ledge. Here, go forward to find another one of those creatures. Defeat it to get another MoonSeed.

Continue on into an open area with two more creatures. Get their MoonSeeds and then head back to where the second creature was (this is including your very first one you fought). Plant two MoonSeeds in the patches and make both of them grow into vines. Climb the one on the left (as if you're facing the front) and then jump to the ledge with the creature and the Bomb Spore Plant. When you Ground Quake the area, you'll blow up the plant so be careful. Once the creature is gone, collect your MoonSeed and get the Bafomdad behind the creature. Now drop down and climb up the other vine. Go forward and enter the long tunnel on your left. At the end is yet another Bafomdad. Now head back, drop down, head up the first vine again, and jump back to the platform that has the Bomb Spore Plant.

Jump to a ledge on your left and follow the path into a cave. Defeat the creature and get the MoonSeed (you should have three MoonSeeds now, BTW). Now you'll want to plant a Bomb Spore in the dirt and then blow it up. Go forward, killing the creatures, and you'll see a cinema scene where a meteor will smash into the ground, blocking your way. Locate the ledge on the right and climb up. There's a Bafomdad in one of the boxes, a Fuel Cell, and a Pod/Egg (who knows?). Drop back down and you should find a dirt patch near here. Use Find to uncover a rock. Pick it up and carry it over to the area with the meteor and all the vents. Place it on one of the first three vents. Another rock is one fire near the vents (put it out with the Freeze Blast).

Pick that rock up and put it on the second vent. The third rock is under some dirt that you can use Find on. Once you find it, place it on the third vent. The meteor will be lifted high enough into the air so you can pass under it. Plant a MoonSeed in the next area and make it grow, then climb the vine. Here, look left and plant yet another MoonSeed and then make it grow with Flame. Climb up and then pass the second MoonSeed dirt patch (unless you want a Cheat Token) and continue into the temple. Step on the warp to warp to the Krazoa Shrine.

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|                                     Krazoa Shrine #2                               KRAZOA2 |
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At the start, head forward and climb the ladder on your right. Rush forward and jump into the water. Swim on the left side, since the whirlpool on the right damages you. Climb up the ledge and then continue forward. Put out the fire with Freeze Blast and climb up the brick wall, then kill the Wraith. Slide down the ladder into the pit. It seems completely empty but no, turn around. Hit the switch to raise the water level so you can cross over. Head into the large room with the narrow planks. Walk onto the planks, avoiding the flamethrowers from below (you can tell what part of the path has a flamethrower because there's a grate there). When you reach the other side, turn around and shoot the switch with your Fire Blaster.

This will open the gate to the Krazoa Spirit. Here, you'll have to take TEST TWO - THE TEST OF COMBAT. It's very simple: all you have to do is defeat the ten SharpClaws within three minutes and thirty seconds. You should do it in half that if you're good enough. They all drop pods and eggs so don't worry about dying. Once you're done, you'll get the second KRAZOA SPIRIT and you'll be transported back to Moon Mountain Pass.

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|                                     Moon Mountain Pass                               MOONMO3 |
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Head back out and the Krazoa Spirit (the one already freed) will speak to you, telling you to return the Spirit to Krazoa Palace. He'll then activate a bunch of whirlwinds to create a shortcut through Moon Mountain Pass. Drop down all the ledges and head to the back of the area. Pick up the barrel and throw it to the first pillar (it'll be carried there by the whirlwind. Cross over yourself and then throw the barrel to the second pillar. Now throw it to the ledge and float there yourself, then throw the barrel at the wall to blow it up. Head through and a vent will take you up to a much earlier part of Moon Mountain Pass. From here, you simply have to make your way back to ThornTail Hollow. Do whatever you wish to do there and then talk to the WarpStone and have him take you to Krazoa Palace.

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|                                     Krazoa Palace                               PALACE2 |
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Head forward and Fox will realize that Tricky isn't with him. The WarpStone's voice will come on and explain that he can't warp dinosaurs, but the WarpStone and Tricky can still hear him. Anyway, head forward and defeat the Wraiths on both sides of the ramp. In all of the boxes, you'll find Fireflies. Grab them all and head up the ramp. Go down the long, empty hallway. There's a Life-Force Door at the end, but no enemies in sight. As you approach the Life-Force Door, a bunch of SharpClaws will appear. Defeat them all and head through the door. In here, it's completely dark so spawn a Firefly. If you go right up the ramp and then around the perimeter of the area, you'll find a cracked wall at the end. So what

to do?

Head back outside and you'll find a Fuel Pad with a Fuel Barrel already on it. Grab it and a timer begins! You quickly need to head inside the building and go around the perimeter (with the Firefly) to the wall before time runs out or you'll have to start over again. And you can't jump, or you'll lose the barrel. It's hard, but possible. Once you've succeeded, head through the new passage. You'll find two flamethrowers that never stop spitting fire. Get out your Fire Blaster and shoot the switch and the flamethrowers will start to move. Grab the nearby Fuel Barrel and head through the flamethrowers. Blow up the wall on the other side of the 'throwers. Head into the big room. You'll find a giant flamethrower that spits whenever you get near it.

So, like in the Volcano Force Point, look to the left and right of the flamethrower. The colored orbs are there and the color-changing flames are also. Spit the color of the flame at the orb (you've done this already so I shouldn't have to explain it so thoroughly). This will lower the force field of the flamethrower. Now shoot at it with the Fire Blaster from afar to destroy it. Return to the previous Fuel Barrel and grab it, then head to the switch. Place the barrel on the switch to weigh the switch down and open the door. Head through the large door and eliminate both SharpClaws. Ride the platform in the back up to the tunnel. Head through and turn left. Head into the giant whirlwind and ride it up to a second whirlwind.

When you're taken to the top off that one head to the third one and ride it up. Once you're up, get off and onto the exterior of this gigantic chamber. Head around to the other side and go through the door to be inside another whirlwind. At the top, approach the crystal that Krystal is trapped in and Fox will then waste a lot of time staring... staring... staring... until Peppy tells Fox to get ahold of himself and to get back to the mission. Drop down and locate the Krazoa head. Stand in front of it and press A to release the Spirit. Excellent! You'll now be warped back to ThornTail Hollow.

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|                Part 5: The Second SpellStone                PART5                |
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|                ThornTail Hollow                THORN5                |
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Here, the WarpStone will compliment you and then give you a gift: a second SCARAB BAG. This one holds 100 Scarabs! Excellent! Your next destination is Cape Claw, where the information for the second SpellStone is being held. At ThornTail Hollow, you'll want to try to stock up on as many Scarabs as you can get your hands on. Try to get at least eighty, but sixty is required if you wish to move on. You can get twelve from the lone rock in the WarpStone area and thirty-eight in the area with the rocks and dinosaur near the Arwing. Once you have as many Scarabs as you can find, it's time to head to Cape Claw. From your Arwing, go right, down the path. You opened the gate a while ago to light a beacon but now we're gonna go beyond that.

Head down into the walled area to be in LightFoot Village.

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|                LightFoot Village                LIGHTF1                |
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Head down the empty, narrow path and you'll come out to an open area with a bunch of wooden stakes blocking your path in front of you. So go left and drop down

into the water. Swim around to the other side of the stakes. Good. Now head into the lit tunnel. Go through this whole thing until you get to the other side. Head out and you'll be in a strange, deserted area except for a couple SharpClaws. Defeat them and then at the end, you'll find a hilarious statue thing that wannntssss Scarabbbsssss..... specifically, sixty. Pay it sixty Scarabs and the gate behind will open. Head through to be in a maze. If you have a map, it will be extremely easy to find your way out. If you don't, it'll take a few minutes but you'll get out quickly either way.

On the other side, follow the path until you get to a well. Get on a ladder and slide down. Head right and climb down the ladder, then go around and climb up the other ladder to get out of the well. Continue forward afterwards to arrive in Cape Claw.

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|                                     Cape Claw                                     CAPECL1 |
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Go forward, past the rocks, and you'll emerge in a huge area near the beach (hence the name Cape Claw). Head down the path and fight the tough SharpClaw. You'll then encounter a short cut-scene from someone else's eyes watching you from behind bars. When it's over, continue down the dock and onto the beach. Head across, defeating the enemies, and go left up the dock at the end. The BribeClaw here demands twenty-five Scarabs to pass. You know what you say? TO HELL WITH DAT! Jump into the water behind the dock and you'll find a Rocket Pad. Boost up and wala, you've gotten behind the BribeClaw. Approach the BribeClaw from behind and the game will think that you've already paid, so the BribeClaw will move aside allowing you to pass from here on.

See, you saved twenty-five Scarabs in exchange for using up ten extra seconds. Nice. Head over and talk to the dinosaur here. He buried his gold when he heard the SharpClaw were coming but, being a forgetful dinosaur, he forgot WHERE he hid the gold. If you find the gold for him, he'll help you on your quest. Close to an exact quote there, BTW. Anyway, with that in mind, jump off the dock and into the water behind you. Swim to your right and onto a small patch of land. Kill the tough SharpClaw and use Find on the dirt in between the two trees to find a GOLD BAR (1/4). Now head over to the thorns and use Flame to burn them up. Head into the next area, where you should defeat both SharpClaws before using Find on the dirt in the water. Another GOLD BAR (2/4) will be revealed.

Now head back into the water and swim across to the other, larger shore. Head to the back corner (left side) and dig in the dirt patch with Find to get the third GOLD BAR (3/4). Now swim to a lonely island with a dirt patch. This has a Bafomdad, so grab it. Then swim to the shore with the caged CloudRunner. There's a box on top of a dirt patch here. In the dirt is the final GOLD BAR (4/4). Go right, into the small cave, and dig in the dirt here. There's a single Fuel Cell. There's also ten Scarabs under a rock if you want them. You have all of the Gold Bars now so return to the HighTop. Give him the gold and he'll slam a ladder onto the ground, allowing you to continue. He'll then tell you that the SharpClaw have captured a CloudRunner.

Now head back onto the beach and go right, up the path and onto the path that you first started on. This time, go the other way, towards the waterfall with the switch behind it. You'll find the bridge is only half extended, but that's okay. Whip out your Fire Blaster and hit the switch behind the waterfall to extend the bridge. Cross the gap and go right, down the path. Go forward all the way and climb up the ladder that the HighTop dropped for you. At the top, flip the switch to open a gate. Slide down the ladder and jump to the next ledge. Here, head inside the gate. Circle around and try to exit, but the door will slam shut, the blocks will move, and the room will fill with toxic gas. A meter appears at the

bottom of the screen.

When this meter empties, Fox is dead. You have to push the blocks over the poisonous vents before time runs out. It's fairly simple, and as you push more and more blocks onto the vents, the speed of your meter decreasing slows down. Eventually, you'll get all the blocks back to their normal positions again. The door will open and a cage below will lower (why? We didn't really CHANGE anything). Head out and drop back down to the beach. Head toward the now-open cage and a CloudRunner will emerge. Tricky freaks out at this and starts yelling at the CloudRunner to get away. The CloudRunner will explain that EarthWalkers and CloudRunners do not get along well. The CloudRunner will then explain that she is the Queen of the CloudRunner tribe and also the GateKeeper to the lands.

She'll explain that General Scales invaded her lands to get the SpellStone. Fox will explain that he needs the SpellStone so the Queen CloudRunner will agree to open the gateway to the CloudRunner Fortress. Tricky will inform Fox that he is absolutely NOT going to go to the CloudRunner Fortress. Fox will tell Tricky that he can sit it out and wait at ThornTail Hollow. So we won't have Tricky for the next part of the game but oh well. Once you have control, you need to head all the way back to ThornTail Hollow. Make any preparations that you need to do there and then head to your Arwing. Eight Fuel Cells are needed to head to the CloudRunner Fortress. Remember, if you've been searching well (even without this guide) you should have at least twenty.

If for some freakish reason you DON'T have eight, you can always buy some at the ThornTail Store, but they cost ten Scarabs each.

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|               To CloudRunner Fortress               SPACE#3   |
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Mission Briefing: CloudRunner Fortress has been attacked by General Scales and his SharpClaw army. It would make an ideal base from which he could rule over the Planet. The fortress stands on ground that is rich in gold and diamonds. With this wealth, Scales would become unstoppable. Find the SpellStone and save the CloudRunners.

This is DEFINITELY a lot more hectic than the last two. I actually died on this one once before. You have to fly through five gold rings to reach the CloudRunner Fortress and yes, there's ten. But there are different paths you can go through now so you can sometimes miss the gold rings entirely. You should be able to get five easily but it'll take some practice if you want to go for a perfect score of ten. You'll need to fly through as many silver rings as you can as well, because if not you'll probably lose all of your health and die. When you're going through the narrow tunnels, try to stay in the middle and pick up as many bombs as you can. Fire them at the rows of enemies and at giant asteroids. It should take you two or three tries to beat this your first time through.

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|               CloudRunner Fortress               CLOUDRU     |
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Fox will land on a symbol of a giant CloudRunner and the Queen will land just as he does. She'll tell Fox that she'll fly ahead to check if it's safe, and then tell Fox to meet her inside. Go forward, killing all of the SharpClaws as you go. At the end, you'll find that your path is blocked by a gate. On the right is a ladder. Slide down to get below the bridge you were just on. Swim across to the platform in front of an arc in the water. Step on the switch here and sparkling rings will appear in each of the three arcs. You have thirty seconds to jump

through the three rings and this can NOT be done by swimming. You have to jump from box to box, from platform to platform, crossing every bridge. You can't hesitate once or you're basically screwed.

It may take you a few tries, but you should get it within five minutes or so. Once that's done, a switch will appear above the gate that was closed. You'll automatically be back at the bottom of the ladder. Climb up and shoot the switch with your Fire Blaster. Open the gate and defeat the two SharpClaws, then head inside the tower. Start climbing up the spiral ramp. You'll pass two machine watchers that will zap you when they spot you. You barely lose any health when you're zapped (only a unit) and it's too much trouble to hide from them. Just rush up to the top, passing the two watchers. There's yet another closed gate here. And yes, there's another ladder. Climb down and then flip the switch below to open the gate.

Climb back up the ladder and head through the gate. You'll see a cut-scene where General Scales is ordering the Queen CloudRunner to tell him where "the fox" is, but she will refuse. Fox will jump out to confront Scales but four machines will constantly shock him, knocking him out. Fox will awake in a prison cell with his staff gone. No staff and no Tricky. Damn. You can push the block in here forward and out (really crappy prisons in every video game where you have to escape out of one, isn't there?) of the cell. You're free. Go forward into the maze of the prison. Slippy will contact you and explain that he can give you a Disguise cloak but the prison walls are causing too much interference. You need to "explosify" things a little to get the disguise.

Follow the path to an open area with a bunch of cages. Go forward, but don't step on the puddles or you'll wake the SharpClaw. Head into the next area, where you should slide down the ladder. Pick up the Fuel Barrel here and place it in the middle of the whirlwind. Now step on the switch and stay there while the Fuel Barrel rises up to the ceiling. Wait until it explodes and blows a hole in the ceiling, giving a very clear connection for Slippy. He'll slip you the Disguise, which goes under your Staff Powers. So uh... STAFF UPGRADE: Disguise. When you use this, you turn into a SharpClaw. You can't attack at all but you can slip past detectors and other SharpClaws unnoticed. Use the Disguise and return to the sleeping SharpClaw.

Wake him up and he'll tell you to take over. When he's gone, turn back into Fox and grab your Staff. Now that you have it back, head to the front of the room and open the four cages by throwing the switches. One of the dinosaurs in a cage will give you the Power Room Key, which turns on the CloudRunner Fortress Generators. Now head back to the tunnel and hit the switch with the Fire Blaster. This will open the door into another large room. Switch to the disguise and you can safely climb the walls with the machines zapping you. Climb up all the walls and you'll emerge into the bright sunlight. Here, switch to the disguise and go to the right side of the area. Locate the Power Generator Keyhole and slip the key inside. Inside the Power Generator, you'll slowly lose health in the form of a meter.

You can't do anything inside yet, so head outside. You have to find three different keys to place inside the Power Generator. Put the disguise on and head to the middle of the area, where you should climb up to the center structure. There are three switches. Each of them leads to a different Generator Key. Go around the structure to the left side. Here, climb up the box in the back with the smaller box on it. Turn back into Fox and break the box, then throw the switch behind it to drop a ladder. Climb up the ladder and switch to the Freeze Blast. Put out the two fires and put the disguise on again. Return to the center structure and push the left button. Quickly go around and climb up the ladder, then head through the tunnel and go through the gate before it closes.

Inside, open the strange chest to get the first Generator Key. Now drop down and

put the disguise on. Head to the upper-right corner and put out the fire blocking the small room. Return to the center (I should have to tell you to put the disguise on ahead) and push the right switch in. Quickly rush over to the small room and use the Rocket Pad to boost up to the now open gate. Inside is another chest with another Generator Key. Return to the center and push the middle switch in. On the upper floor, a gate will open. Turn around and head down the ramp. On your left, you should see a bunch of boxes. Climb up all of them (still in the disguise, I hope) to be on the upper floor. Head all the way to the end and go through the gate.

Open the chest for the final key. Now return to the Generator Room and quickly place all three keys in their correct slots before your meter empties (you have just enough time). This will activate all of the vents in CloudRunner Fortress. You can make vents go up or down, depending on what the switch nearby says (flip them with your staff). The whole level becomes available now so you'll be able to go a lot farther into it. Now switch into your disguise and go to the upper right corner of the area. Jump in the vent and you'll be taken up to a long room with three SharpClaws. Switch to Fox and wipe them out. Head over to the gate and you'll find a strange pad in front of the closed gate. Switch to your disguise (if you don't have enough energy, there is a gem right next to you) and stand on the pad to open the door.

Head out into the open area and switch back to Fox again. Here, search the large area and take out the five SharpClaws. There's also a Bafmodad on top of two boxes stacked together. Climb the singular boxes and jump to the one with the Bafmodad. Also, on the far right side, hit the switch above the gate with the Fire Blaster to create a shortcut. Now head back to the Life-Force Door that opened when you defeated the five SharpClaws. Inside is a Fuel Barrel, but you can't pick it up. What to do then? Switch to a SharpClaw. Pick it up and it'll start flashing. Quickly rush out and left, and then into the open door. Place the barrel on the pad and then climb the ladder (while still in your SharpClaw disguise).

Quickly step on the Disguise Pad to activate the machine that will take the barrel up to the floor that you're on. Head outside and turn right. You can't jump across the gap with the barrel but throw it across and it'll blow open the wall. Head across the gap and go through the doorway with the wall you just blew up. Walk over the grate and it'll collapse. You'll land on an air vent. One of the paths is closed by a gate but the other is open. Take the available path and switch to Fox. A few SharpClaws will appear. Defeat them and then go behind two boxes to find a Disguise Pad. Step on it as a SharpClaw to drop a ladder. Climb it and follow the path to find the Queen CloudRunner trapped in a cage. Talk to her and she'll mention how the floor of her cage seems unstable.

She wants you to find a way of breaking it. To your left there are boxes stacked up. Jump to them, then jump to the ledge on the other side. On your right, there's a switch. Flip it with your staff and then jump back to the area with the Queen CloudRunner's cage. Head to the other side of the room and flip the other switch to open a gate. Jump off the ledge and head to the entrance. Go across the air vent to the now-open gate. You're back in the large area where you killed the five SharpClaws. Switch to your disguise and go right. Enter the room that has the Fuel Barrel. Grab it and return to the whirlwind. Throw the barrel across. If it doesn't make it, you can simply push it to the other side. Pick it up and head to the pillar supporting the CloudRunner's cage.

Toss it at the pillar to break it, which will bring the floor down. The Queen CloudRunner will then tell you how her children became scared when the SharpClaw came and they're now hiding throughout the fortress. You'll get the CloudRunner Flute, which is the only way to bring the CloudRunner kids back to the Queen. Now head out into the open area and a meter will start to empty. When this meter runs

out, the CloudRunner that you have to save will run away and never return. Quickly head to the right, where a CloudRunner kid is flying up above a SharpClaw trying to bring it down. Kill the SharpClaw and the kid will land. Approach it (not too close or it'll fly away) and get out your Flute. Play it and the CloudRunner kid will fly off.

Bingo, one rescued. The second one is being taunted out near the open area near the Power Generator. Turn around and go down, through the gate that you opened a while ago by hitting the switch. Go through and then cross the whirlwind. Two SharpClaws are taunting the CloudRunner kid. Defeat both of them to make the CloudRunner land. Play the flute. Okay, two out of four are safe. The next one is far away, and being taunted by three SharpClaws. Quickly drop off the ledge and then head around to the front of the middle structure (where the three switches were). Go out, past the rubble, and take the tunnel on your left. On the other side, slide down the ladder on your right. Go right once you're at the bottom and bust open the crate.

Use the Rocket Pad to get to the high-up ledge and go left. Defeat the three SharpClaws to make the CloudRunner there land. Play the flute to rescue the third kid. The final one is in the same area the first one was, which is FAR away. Quickly drop off the ledge and then climb up the ladder. Head through the tunnel and turn right, going through the debris. Head around the middle structure and then go to the upper-right corner. Take the whirlwind up to the tunnel and head down and out into the open area. Rush over to the SharpClaws (four of them) and kill them all to make the final CloudRunner kid land. Play the Flute to make the final key fly off. Head through the center door and take the whirlwind across. In the next area, climb the ladder and head to the cage.

The Queen CloudRunner is waiting for you here. Talk to her and she'll open the Treasure Room, which is where the SpellStone is being held. Drop down off this ledge and then go to the open area where the first and fourth CloudRunner kids were. Go right all the way, through the arc. Slide down the ladder to get to a narrow ledge attached to the wall. Follow this ledge and jump to the platform with the Bafomdad. Grab the Bafomdad and continue down to the end. Here, the gate will open into the Treasure Room. Defeat the SharpClaws and head through the next gate. Follow the path of gold dust and grab the three Fireflies on the ledge (break open the box for some health). Now enter the cave. Go to the end and then STOP.

If you head into the whirlwind, you'll be taken back to an earlier part of the level, the big open area that you always went to. Flip the switch to bring the force of the whirlwind down, so you can continue without getting pushed up. The next area will darken greatly. Get out a Firefly to brighten the way. Follow the path and you'll find a cracked wall. But there's no barrel around. Well, there's on... Damn. Take the LONG way up (you can't take the vent up) to the wide-open area and locate the Fuel Barrel that you can only pick up with a SharpClaw. Grab it and then head to the middle entrance and take the vent down. Head through the cave and use a Firefly to get to the end. Throw the barrel at the wall before it explodes in your hands.

Head into the next area and slide down the ladder into the very depths of the CloudRunner Fortress. Go through one of the tunnels and then you'll see a scene with General Scales. Fox will confront him and start shooting his Fire Blaster at him. Wow, Fox has REALLY crappy aim. Scales will use one of his own SharpClaws as a shield and tell the other two to get the SpellStone out. Scales will then disappear. Fox will jump on a speeder and another speeder race will begin! This one is a lot harder than the last two. First, you must destroy both speeders to finish but there's no narrow areas so the race is going to be like this: catch up, ram, fly back, catch up, ram, fly back, catch up, ram, fly back, catch up, ram, explosion.

Then you have to do the same to the other speeder. If you take too long, the first speeder will come back. Your fuel is at the bottom of the screen. The race will last until that runs out. Also, there are many obstacles here. Flamethrowers, anvils, and bombs are just a few of them. If you hit them, your speed will greatly decrease. There are giant speed boosters here so make sure to hit them so you can go faster to catch up to the SharpClaws. Once you've defeated both, Fox will pick up the second SPELLSTONE. You'll see a cut-scene of the CloudRunner tribe thanking Fox. The King CloudRunner will tell Fox to take the SpellStone to the Ocean Force Point Temple. Fox will nod and then he'll jump into his Arwing and leave CloudRunner Fortress.

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|                Part 6: Spirit Three                PART6                |
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Mission Briefing: The fortress is back in control of the CloudRunners. You must take the SpellStone back to the Ocean Force Point Temple. It must be located near the sea. Have you been anywhere like that yet, Fox? When you get back to the planet, contact Peppy for further details.

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|                ThornTail Hollow                THORN6                |
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So, you should have 100 Scarabs so if you need anything in the store, it should be available. Also, you now have five units of health! Nice! There's really nothing required that you have to do in ThornTail Hollow so make your way to Cape Claw. If you forgot the way, turn around from your Arwing and go down, through the passage. Go around the wooden stakes and then into LightFoot Village. From there, go forward and through the maze to arrive at Cape Claw.

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|                Cape Claw                CAPECL2                |
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At the entrance to Cape Claw, head forward and then down the path. When you get to the bottom, go left, towards the waterfall. Head across the bridge and go down the path. At the end, climb the ladder on your left. Head to the Disguise Pad and become a SharpClaw to open the door. Head through and turn into Fox again. Swim over to the pillar and step on the switch. This will make a pillar rise out of the water. Have Tricky stay on the switch to keep the pillar up. Jump to the pillar and jump to the ledge with the switch. Throw the switch to turn the waterfall off outside. This will lower the water a little, allowing you to enter another area. Jump into the water outside and swim to the area where the waterfall was.

Go through the tunnel behind it. Swim forward and then drop off, and head into the open room. There's a Krazoa head here. As you approach, flames will appear in front of the head. This is extremely pointless because you can just put them out with your Freeze Blast. Once you do that, take the gem out of the Krazoa Head. Water will fill the chamber you're in an empty another chamber. When you have control, swim out to the tunnel. Head out and go up the path. Enter the giant Krazoa Head. Inside, place the Fire Gem (the jewel that you got from the Head) in one of the Krazoa statues. It will shine brightly with the power of the sun. Now head out and jump into the water. Swim to the beach where two SharpClaws are fighting a strange creature.

This creature is a LightFoot. They hate the SharpClaws, but they also distrust

pretty much everyone. They're best left to themselves but we're going to really get involved with them later. After some talk, the LightFoot will throw you another Fire Gem and run off. Rush all the way to the giant Krazoa Head and go inside. Place the gem inside of the other Krazoa statue. It doesn't shine though. Why? Turn around and go to the back. Flip the switch to lower the pillar. Have Tricky stay on the pillar and flip it again so it'll rise up. Use flame on the thorns to burn them up, allowing sunlight to pass through. The second jewel will burn with the sun's power and open the door. Head inside and go through the tunnel.

At the end, turn right to enter the Ocean Force Point Temple.

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|                Ocean Force Point Temple                OCEANF1 |
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Head forward and a gate will open into a fairly large room. Here, drop down into the water and then climb up onto the ledge on your left. Head up the ramp and you'll get to a closed gate. Turn around and get out your Fire Blaster. Look up to find a switch. Shoot it to make the water level rise... a lot. When it reaches the top, you'll be able to enter a new tunnel. Swim to that tunnel and climb up to it. Go around it to find some thorns blocking a wall. Use Flame to burn them up. Behind the thorns, there's a block. Push it into the water and it'll drop to the bottom. Shoot the switch once more with your Fire Blaster and the water level will lower once more. Now push the block onto the switch to open a gate. The block will hold the switch down so you can get up and go through the gate.

At the end, you'll be in a beach-like area. Jump down and go to the back. On the right, climb up the ladder and then climb up the second one. Go left to find a tough SharpClaw. After defeating it, you'll find a SpellStone slot. Take out your SpellStone and it'll hover over the slot, opening the way. Take the SpellStone back and then continue through the tunnel. You'll come out in a long corridor with lots and lots of blue. Head forward to find some blue panels. If you step on them, there's a three in four chance that you'll be electrocuted. Turn around and step on the switch. Some panels on the wall will light up. Memorize the lit up panels (it's different every time you step on the switch so I can't tell you what it is).

Once you have them memorized (there's only six so it shouldn't be too hard) step off the switch. Head towards the panels. One of the four in the row will correspond to one of the lit up panels. Step on the panel that was lit up on the wall and the whole row will come down. Do this for the next five panels to cross the electric field. Go forward and defeat the two SharpClaws. Jump into the water on the left and then swim left. You're in a wide-open pool of water with three turtle enemies. Swim to the ledge and climb up the narrow path. At the square, you can take three paths. You have to take all of them so just choose one and carefully make your way to the end. The path is very narrow, so be careful not to fall.

At the end of each path, there's a switch. Throw all three switches with your staff and then jump back down into the water. Swim back into the narrow part and go past the first tunnel on your left. Head into the second tunnel and swim to the end, then turn left. Climb up the brick wall. The warp doesn't work yet. You'll find a color-changing torch beyond the warp. Ahead of it is a green orb. You know what to do. Shoot a blast through green flame and hit the green orb to activate the warp. Jump onto the warp to warp to the next part of the Ocean Force Point Temple. Head forward through the giant doors. If you want Fuel Cells, jump across the gaps to the gap across from the entrance. Destroy the box to reveal a Rocket Pad.

Boost to the upper ledge to get two Fuel Cells. Otherwise, go right, through the large tunnel. In this large area, you'll find that half of it is filled with water. Swim over to the ledge on your left and flip the switch to lower the water level. You'll find a Disguise Pad down here. Use the SharpClaw disguise to open a door that has a block in it. Now locate the switch below here. Flip it to open a door high up. The water needs to be raised again in order to reach the door but there seems to be no way of reaching the ledge. No worries. Head over to the block that you made appear and push it over to the slot. Climb up and head through the little tunnel, then jump to the ledge that has the water level switch.

Raise the water again and swim to the door that you opened. Head down the path and into the next area. Kill the Wraith and get ready for a puzzle. Locate the vent in the wall and use Flame. The circular flame holders in the middle will begin to spin and switches will appear below each Krazoa Statue. You have to quickly shoot all four switches in a limited out of time. I have a feeling there's something else to it also, but that's all I've had to do. Once that's done, another door will open. Follow the path and you'll be in an area with a square pit in the center. There are walls, a block, and a slot in between two torches. On all four sides of the block, there's a button. You have to shoot each button and that'll push the block in the direction you shot it.

Your goal is to try to get it in between the two torches. However, if you hit one of the exterior walls (the blue walls are okay) then you have to start over. It's fairly simple to find the solution, and it should take only about a minute or one or two tries. Once that's done, a Rocket Pad will appear in the same room as the warp. Go through the small door to be in the warp room again. Locate the Rocket Pad and boost to the upper ledge. Head around through the passages and you'll eventually get to an area with a gap separating you from a warp. There's a gem past a color-changing flame. You know what to do. When the gem is lit, the bridge will extend. Cross it and jump on the warp. You'll warp to the Force Point. Place you second SpellStone in.

Two down, two to go! You're done in the Ocean Force Point Temple. Head back to Cape Claw and then go back to LightFoot Village.

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|                LightFoot Village                LIGHTF2    |
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As you enter, a cut-scene will occur with a whimpering LightFoot. Fox will approach it but all of a sudden, about twenty LightFoots will drop from the trees and knock Fox unconscious. He'll awaken tied to a totem pole with a bunch of LightFoots tied around him. One will be with the Chief LightFoot and tell the Chief that Fox stole his Fire Gem thingy. After some shouting, the LightFoots will approach Fox with their spears ready. But suddenly, a CloudRunner (obviously grateful for what you did back at CloudRunner Fortress) will swoop down. She'll tell you to press the A button when the line is in the green part of the meter and she'll be able to get rid of a LightFoot. For every LightFoot you defeat, the green meter will shrink and shrink until it takes up barely any part of the meter.

If you press A in the blue, the CloudRunner will miss and you'll be stabbed (which takes away two units of health). It's fairly simple, and you shouldn't get hit that many times. When it's over, the Chief LightFoot will ask for you to make the CloudRunner stop attacking and he'll untie Fox. Fox will call the CloudRunner off and the CloudRunner will fly away. You're now in control of Fox in the LightFoot Village. You have to find three different blocks now to advance. Climb down the ladder here (don't drop down or my directions will confuse you). When you get down, head right, past the rock and you'll find a dirt patch. Use Find on

it and Tricky will uncover the first Wooden Block Carving. Now search around the perimeter of the area (past the water).

There's a thorn wall in one part. Burn it up and behind it, you'll find another dirt patch. Inside is the second Wooden Block Carving. Now head left, around the perimeter, and you'll find the final dirt patch with the final Wooden Block Carving. Once you have it, return to the totem pole where you were tied up. Place the three wooden pegs in the holes. Then (a cinema won't show you but it'll happen some platforms will rise out of the water. The ones we need to use are behind the circle hole. Drop down and jump across them to the ledge. Flip the rock to reveal a Rocket Pad. Rocket to the upper level. Cross the bridge and then climb the ladder down. Follow the path to the Chief LightFoot's hut. He'll tell you that there's a secret chamber below the village that was built by the Krazoa.

To see it, you must clear the two LightFoot tests. The first test is the Tracking Test. You must activate all four Totem Poles within the LightFoot Village. You have to beat MuscleFoot's record of two minutes and thirty seconds (how do these people get records that are JUST on the second?) to pass the test. Look on your map. The large red dots are the totem poles. The totem pole that you were tied up to doesn't count, so don't go there. You should find all the totem poles easily if you use your map. The second test is The Test of Strength. You must beat MuscleFoot in a strength contest. The way this works is both of you are on either side of a statue with long arms. You're trying to push your arm against the force of MuscleFoot.

There's a pit that the loser will fall into if they lose. You simply have to tap A. FAST. It starts off easy, but right before MuscleFoot goes down, he'll throw in all of his strength. Don't look up at the screen since it'll distract you. Just rapidly press A until you hear the words of a cinema scene. The Chief LightFoot will congratulate you on beating the strongest LightFoot and the test will end. Once you've cleared both tests, the Chief LightFoot will open the door to the hidden chamber for you. Head inside and drop down to the bottom. Climb up on the orange boxes and step on the switch. The totem pole will begin to spin in sections. Whip out your Fire Blaster. You have to shoot each section of the totem pole so they all line up and create the correct picture.

It's pretty simple and if you make a mistake, just shoot a section again to get it to start spinning once more. When you've cleared it, a gate will open. Jump down and head through the gate. Go through the tunnel and jump on the warp to enter the third Krazoa Shrine.

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|                Krazoa Shrine #3                KRAZOA3    |
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At the start, go into the small and empty room. There's a Rocket Pad below a box here. Destroy the box and use the Rocket Pad to boost to the next ledge. Go forward and left. You'll find a switch, a flying enemy, a gate, and a bunch of flamethrowers in this hallway. Step on the switch until the gate opens up completely. You now have to rush to the gate before it closes or you have to step on the switch once more and start over. I always just run straight through the flamethrowers. They don't damage you that much and there's health on the other side anyway. Once you get through the gate, head into the next room. Here, stand on the switch until the gate opens completely and the water completely empties. Jump off the ledge and enter the pit.

This is a very small mini-maze. You have to go around the spikes to find the correct path to the other side. If you take too long, the gate will close. On the other side, climb the ladder and head through the gate. In the final room, climb down the ladder and step on the switch until (once again) the gate opens. Barrels

are rolling down. If you time it correctly, you can run straight up the ramp in the center and not get hit once (even if you time it incorrectly, you'll only get hit once or twice if you run straight through the middle; if your timing is HORRIBLE, then you'll get hit a lot). The Krazoa Spirit is in the next room. Approach it to take TEST 3 - THE TEST OF FEAR. This sounds easy because you're wondering, "What in this game could frighten me?"

This is actually one of the hardest tests. You must keep your line in the green part of the meter. The green part never shrinks and unless you do some HUGE push to a side, the line will never freak out and throw itself to one side. Then why is this so hard? What's going on while you're trying to keep the meter in is EXTREMELY distracting. Dinosaurs lunge around and hop around, then a huge ghostly enemy comes out and haunts Fox. When the enemy picks Fox up, then you'll win. Yes, this is one of the hardest tests. And if you fail, you have to start the whole shrine over. Frustrating? Very. Once you complete this difficult test, you'll get the third KRAZOA SPIRIT put into your body. You'll now be warped back to LightFoot Village.

From there, return to ThornTail Hollow. Do any preparations you might need to do and then ask the WarpStone to take you to Krazoa Palace.

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|                                     Krazoa Palace                               PALACE3 |
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You'll warp a LOT farther into the palace than you did before. Like, a lot. This makes things a LOT easier for you... and for me :) Anyway, defeat the SharpClaws if you want but otherwise, ride the platform up to the tunnel. Head through the tunnel to end up in the very large and vertical chamber once more. Head forward and into the first whirlwind. Ride it to the top and then head into the second vent. Head over to the second floor of the area and go left. You'll find a Disguise Pad in front of a door. Use the disguise to open the door. Inside is a small room with a Krazoa statue. Stand in the light and press A to release the third Krazoa Spirit in the game. Nice job.

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|                                     Part 7: The Third SpellStone                       PART7 |
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|                                     ThornTail Hollow                               THORN7 |
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Jump off and you'll find a dinosaur ahead of you roaring and crying. Talk to her and she'll say that her eggs are being stolen. Head into the cave to start a sort of mini-game. You must protect the eggs from the creatures that come out of the holes. Whacking them once with your staff will kill them. You must stand by the eggs and whack a creature whenever they come from one of the four holes. There are certain points where a huge rush of creatures will rush for the eggs. It'll be insane and you'll have trouble stopping them all. So use a Ground Quake to wipe out every creature closeby (I found this out out of frustration... yay). You have to keep the eggs safe for ninety seconds before you finish. If a creature gets totally away with an egg, you lose.

When it's over, the dinosaur will create a hole in her cave. Drop down to be in one of those nice cave-like things. Head to the large chamber and jump to the center. The next STAFF UPGRADE is the Portal Device. This can open strange door with the holes in them (slots for the staff obviously). When that's done, head out of the hole and then go into the main area of ThornTail Hollow. Return to the Queen EarthWalker's cave. She'll tell Tricky that his father, the King

EarthWalker, has been taken prisoner within the Walled City. Fox will tell the Queen to point him in the direction of the GateKeeper and they'll go and rescue him. Problem is, Tricky's father IS the GateKeeper. Okay, now THERE'S a big problem.

Luckily, the King left his powers behind in a sacred seal that he knew Scales wouldn't be able to break. The Queen doesn't know how to break the seal, but we luckily have just the item that CAN break it. Head behind the Queen and stick your staff into the hole. After a very cool scene, the gate will be opened. Head to your Arwing and get ready to take off for the Walled City. For eight Fuel Cells, you can go there.

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|                                     To Walled City                                     SPACE#4      |
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Mission Briefing: This is dangerous ground! Walled City was once the EarthWalkers' home, but it has been overrun by the deadly RedEye Tribe. General Scales has imprisoned the King EarthWalker within its walls. You must rescue the King and find that SpellStone. Hurry! Those nasty beasts are mighty hungry!

This is definitely the hardest one yet. You have to fly through seven gold rings out of the ten this time. There are more enemies, more meteors, more tight corridors, and less power-ups. There seem to be more silver rings around though, so fly through as many of those as you can to restore your health. Also, there are opening and closing doors this time around so you'll have to break or boost unless you want to fly right through them and damage yourself. You should be able to get at least eight gold rings your first time through, though it's unlikely that you'll get all of them the first time.

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|                                     Walled City                                     WALLED1      |
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At the start, go all the way forward to talk to the EarthWalker. He'll tell you that the King EarthWalker is being held within the depths of the temple. Head back to the bridge and cross it. You'll see a HUGE dinosaur cross by. This is a RedEye, and you aren't exactly in shape to kill one yet so ignore it. Head left and you'll find a blue ring with the C-Stick icon flashing (when you get close). Perform a Ground Quake and this will raise a vent up above you. You have a minute to get up to that vent and burn a fire in it with Flame. There's no way to climb up this from where you are so turn around and head for the ramp that starts the climb to the top of the temple. At the top of the ramp, you have a choice of going left or right.

Since you activated the sun vent, you'd naturally want to go left (red flames). But the game is fooling you here and you actually want to go right. Follow the path and try not to get pushed off by the block that's moving in and out of the temple wall. You'll go up to an upper level of the temple. Here, you'll reach the tunnel lit by the red flames. Take it down. It seems empty, but you'll soon run into flamethrowers which will move back and forth. Just roll through and if you get hit, don't worry about it. You don't lose that much health and you should have ten Bafomdads with you anyway. Eventually, you'll emerge in front of the vent with about twenty seconds left. Use Flame on it and that will light up a sun panel.

Now drop off and go to the other corner of the temple where there's a blue vent. Use Ground Quake on the sparkling ring to raise the vent. You have eighty seconds (since you are across from the ramp) to get to the vent and light it up. Of

course, you can't reach this one from here either. Return to the temple ramp and take the opposite path this time. Follow it, past the moving blocks, and then head down the blue tunnel. You'll find "icethrowers" spraying up and down this time. Roll under them and continue. Again, you should reach the vent with about twenty seconds, twenty-five or so if you rolled the whole way. When you light the vent, the moon panel will light up. Drop down and go right. There's a ramp leading down into the floor.

You opened a door there. Inside, you'll find the King EarthWalker, which is also Tricky's father. The King will tell Fox (before he asks) that he hasn't got the SpellStone but he does have a very shrewd idea of where it is. The RedEye King holds the SpellStone, but to get to him, you have to get through a very special system. The SpellStone is protected by the actual Life-Force of the RedEye. So you have to actually kill all the RedEye in order to get the SpellStone. You must also find two teeth to place in their slots. With all this in mind, leave and cross the bridge in front of you. Go left, past the EarthWalker, and use Find on the dirt patch to reveal a Bafomdad. Go right and then you'll find a raised ledge that you can't reach.

On the right side of the ledge is a bunch of thorns. Burn them to reveal a brick wall which you can climb. At the top is a dirt patch. Plant a Bomb Spore there and blow it up with the Ground Quake to reveal a hole. Drop down into the cave and head through the usual tunnel and into the large chamber. Jump to the middle to get the final STAFF UPGRADE: the Super Quake. This replaces your Ground Quake with a much more powerful upgrade. It uses more Staff Energy, but we can finally take out those damn RedEyes. Now head back out and jump off the ledge, then cross the bridge to the area around the temple. When you see your first RedEye, use the Super Quake to flip it over. Near the areas that had the two sparkling rings there are also Fuel Pads and Fuel Barrels.

Go to the closest one and get a Fuel Barrel, then throw it at a flipped RedEye to bring it to its death. You have to do this to all four RedEyes to open a Life-Force Door. Once that's done, you'll want to head to the door that you opened. Return to the bridge that you crossed to get the Super Quake. Cross it and go right all the way. Start to climb up the spiral mountain and head inside the little door at the end. Open the chest and you'll get the Gold RedEye Tooth. Now head out and drop down. Behind the spiral mountain, there's an EarthWalker near a tree (they're all near trees, come to think of it). Shoot the switch on the tree with a Fire Blaster. There are three more trees with switches that you need to shoot.

An EarthWalker is by each tree. Go all the way to the other side of this area (near the dirt patch that had the Bafomdad). Shoot the switch on the tree there. Now head all the way back to the area near your Arwing. Shoot the switch on the tree near the EarthWalker here. Now head behind the area with the red flame vent. Go past the pit to find the final tree. Shoot the switch and a sparkling ring will appear in the river. Head toward it and swim through. Far, far away (all the way on the other side of the river) a door will open. And you have twenty seconds to get to it. What to do? Swim through more rings. You have to swim through every ring in the river to keep your time active. If you miss even one, then you'll run out of time.

It may seem like you're getting more and more time but you'll start losing time near the end and you should only make it with about five seconds left if you don't hesitate at all. Inside the small house, open the chest to get the Silver RedEye Tooth. Now head out and climb up the ladder. Return to the chamber where the King EarthWalker is. Place both Teeth into their proper spots to open the gate. So wait, their life-force protects a GATE that can easily be blown up with strong powers? Wow.

BOSS: RedEye King

At the start, Fox will be rushing into the room when the door will slam shut behind him. Doesn't Fox play video games? He seems a little TOO surprised that the door slammed shut. Oh well. Anyway, another door will open and out will come the giant RedEye King. This is a LOT harder than the first boss fight you had but then again you should have ten Bafomdads now (if you don't, then you've only loosely read this guide, I can tell). This guy is pretty damn fast. He can outrun you if you keep running in a circle. At the start, you'll want to quickly whip out your Fire Blaster and hit the switch in the corner. This will raise up a cage that holds a Fuel Barrel. Pick the barrel up and stand BEHIND (not on) the switch that is all lit up.

Eventually, the RedEye King will approach. He'll roar once at you, then begin to charge. Just as the roar is nearing the end, step on the bright switch. Electricity in the center will begin to charge up and you should have it timed correctly so the electric bolts shoot out just as he runs through the middle. When he's shocked, the RedEye King will fall to the ground. Rush over with the Fuel Barrel and throw it at him. Now quickly turn around and run away. Turn the corner and you should find a little alcove in the wall on your left that you can hide in. Wait until the RedEye King passes and then get out and follow him. Stop at the corner and hit the switch with the Fire Blaster to raise the gate. Grab the Fuel Barrel and rush to the end of any corridor that has a lit up switch.

Each time you hit the RedEye King, the switches will temporarily disappear. Then they will reappear, but closer to the center. By the time you throw the third barrel, you'll be close enough so that the explosion will damage you as well. So be ready to take a hit. You shouldn't actually die during this battle because you should have so many bafomdads. When he's chasing you from the third time, you can't hesitate ONCE. You should BARELY make it into an alcove before he charges past. Charging is the only way of attacking, but his charges hurt. Remember that he can outrun you even if you get a head start so be careful. When you're getting ready for the final hit, the RedEye will sometimes change directions which can be confusing.

You'll just have to keep an eye on both passages. Once you hit him four times, the RedEye King will fall down and Fox will pluck the SpellStone out of his body. The RedEye King will make a move at Fox but Fox will do a freaky Matrix thing and land on the King's head and slam the staff into his brain. Ouch. The RedEye King will fall dead. Nice, you've just made a tribe extinct. How do you feel about that? Bad? Good.

Fox will be walking with the King EarthWalker and Tricky back to the Arwing. The King will tell Fox that he needs to get the SpellStone back to the Volcano Force Point Temple. You'll get another unit added to your energy meter and then you'll be back in control. Jump into your Arwing and return to ThornTail Hollow.

Mission Briefing: The King EarthWalker is very grateful, Fox. You saved him from those blood-crazed RedEye! Take this SpellStone to the Volcano Force Point. It will close the seal at the Volcano, and you will be one step closer to bringing the planet back together! Get to it, Fox. You know the way.

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| Part 8: Spirit Four PART8 |
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| ThornTail Hollow THORN8 |

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You have to make your way back to the Volcano Force Point Temple. It's the same way as you took before, through Moon Mountain Pass. You should remember the way and it's not that far (you only really went through the deep part of the Pass to get to the Krazoa Shrine) so even if you don't remember the way you shouldn't have much trouble finding it again. At the end, you'll enter the Volcano Force Point Temple.

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| Volcano Force Point Temple VOLCAN2 |
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For the most part, this is all the same but there are a few minor differences. Like the fact that all of the puzzles are solved already and the fact that you can get a few new things. At the start, wait for all three platforms to stick out. Jump from platform to platform before they disappear. If you fall in the lava, you'll simply burn up until you climb the brick wall out. On the other side, head through the long and empty tunnel until you get to the next room. Here, you'll find flames spewing from a hole. Wait for the flames to stop, then drop through the hole and go forward. You'll go out onto a bridge above lava and a bunch of fire bats will chase after you. Ignore them and head to the back of the area, where there's a Rocket Pad.

Rocket up to the top of the ledge and go left. Now that you have the Disguise, you can open the final cage. Step on the Disguise Pad as a SharpClaw to open the cage. Inside there's a Bafomdad and two Fuel Cells. Now drop back off the ledge. Head up, onto the conveyor belt. Run up it, avoiding the barrels (which should be pretty simple) as you try to make it up. At the top, head through the gate on your left. Go through the tunnel to be in a room similar to the room that you were in before. Head through a door on the left to be in a very wide-open area with a lava pit in the center. Cross the room to the other side, ignoring the fire bats, and climb the brick wall. Head forward and the door will roll shut behind you.

Continue forward over a bridge to find a pad with a SpellStone shape. Use the C-Stick to select the SpellStone. It'll hover over the pad and then open the path. Continue forward and defeat the SharpClaw. The last time we tried to use the SpellStone on the slot, it didn't work. We already solved the puzzle though so just take out the stone and head through. The Life-Force Door in this next room has already been opened but the enemies are still here. Fight or ignore the enemies, but either way head into the next room. Head through into a very large and empty chamber. You can skip a VERY large part of what we had to do before because you've already brought the elevator back to the top. So simple take the elevator to the bottom of the Volcano Force Point Temple.

Here, go forward into the next room. Carefully avoid all of the lava as you head out into the core of the Force Point Temple. This is where everything changes. You can't place the SpellStone in the first slot anymore. Put out either of the fires with the Freeze Blast and on the other side there's a second SpellStone slot. You can put the SpellStone in this slot. This will open a door with no visible way to reach. Jump down into the lava and jump onto a moving platform that's on fire. You're going to remain there getting burnt unless you quickly get out your Freeze Blast and extinguish the fire. Let it take you to the brick wall and jump to it. You should grab on automatically. Climb up to the top of the wall.

Go right, through the giant door that you just opened. Go through the tunnel here but watch out for the two flamethrowers that spit out... uh... flames. At the end, you'll be in a large blue room. Step on the elevator and take it down to a

higher level of the Volcano Force Point. If you go forward, you'll find that the door is locked. This is very similar to the second part of your first visit to the Volcano Force Point Temple. However, if you looked at the order of the lit torches in the tunnel (right in front of you) you'll find as blue, green, red, and yellow. Climb up the ladder and use the Freeze Blast. Like the tunnel order, put the torches out in the order of blue, green, red, and yellow. This will open the door, allowing you to continue.

In the next room, take out the two SharpClaws to make a switch appear. Have Tricky stand and stay on the switch. Climb the ladder and at the top, extinguish the flame with the Freeze Blast. Behind the flame, turn the switch on. This will open the gate. Slide down the ladder to the lower floor and call Tricky. Head through the gate that you just opened. In the next room, jump onto the platform on fire. You're burning up so quickly extinguish the flames. Now whip out your Fire Blaster. Yes, while a moving platform you must shoot through the flame at the three gems (the flame must be the color of the gem). You've had plenty of experience with this so I shouldn't have to tell you what to do. Now turn around and jump to the door that you opened.

Follow the path to arrive at the upper floor at the core of the Force Point Temple. Go around the path and step on the warp. You're back at the Force Point. Head to the correct slot and you'll weaken the flow of the magical energy. One more SpellStone to go! Now head out of the Volcano Force Point Temple and then out of Moon Mountain Pass. Return to ThornTail Hollow.

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|                ThornTail Hollow                THORN9                |
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When you enter, a bunch of enemies will rush out and start to attack the six EarthWalkers in the area. There are eighteen enemies, three per EarthWalker. You have a limited time (shown, not surprisingly, by a meter) to get rid of all of the enemies or you'll have to start over. Get out your Fire Blaster and rush over to the first one. They won't attack you (they don't even attack the EarthWalkers). They'll just hover over the EarthWalker. Kill them and move on to the second one, which isn't that far away. The third one is near the entrance to the Queen's cave. The fourth is near your Arwing while the fifth is near the entrance to the WarpStone's area. The sixth is near the entrance to Cape Claw (the one that most people forget).

One EarthWalker will say that you have (again) saved the EarthWalkers. Fox will exclaim that he's not getting paid enough to keep them out of trouble. The EarthWalker will then roll over a Large Scarab Bag that he had already planned to give to Fox. First off, Fox is rewarded every time he kept them out of trouble. Second, Fox = PWNED! Sorry. The Large Scarab Bag can hold up to 200 Scarabs. You need to collect at least 130 Scarabs because we need to buy the SnowHorn Artifact from the store. There's a quick fifty Scarabs in ThornTail Hollow. Thirty-eight in the collection of rocks by your Arwing and twelve under a rock in an area with the WarpStone. You should already have at least 100 since you haven't really bought anything, have you?

So head to the ThornTail Store and pick up the SnowHorn Artifact. Now you should have bought everything in the maps and special items room. For the most part, you're done with the ThornTail Store unless you need some supplies that you can find throughout the land. Anyway, head back out. You now have to go to SnowHorn Wastes so go to the ladder near the well and climb into the sewer area.

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|                SnowHorn Wastes                SNOWHO2                |
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Go forward and then follow the tunnels until you get to the sewer. Head across the river and then step on the switch. Have Tricky stay on the switch while you climb up the brick wall and through the now-open gate. Go forward and turn the switch with your key to reverse the river flow. Drop back down and start swimming. Continue to swim to the end of the river and then get out. Follow the tunnels outside into the snow. Go to the end and start climbing up the hill of snow. When you get to the top of the first hill, go left a little and look to your right. WAYYY back at the beginning of the game, right after we first got Tricky, Slippy contacted us here and warned us that the water looked too cold to swim in.

He's right, the water is too cold. Jump in and your health will steadily decrease. Just jump from iceberg to iceberg until you get to the other side. Go behind the old SnowHorn and burn the ice sheet with Tricky's Flame. Head through and take out the two SharpClaws. You can't light the fire yet so head down the hill and you'll be in front of an ice-cold river. Get out your Fire Blaster and look across the river to find a creature in the tree. Shoot it and the tree will fall down, creating a bridge. This has just created a massive shortcut which will be in great use in the upcoming mini-game we're about to play. Head back to the old SnowHorn and talk to him. He'll say that his Gold Root was stolen and it's a sad day.

Seeing as how it was stolen years ago, I guess every day is a sad day. Take out the Gold Root you bought and give it to the SnowHorn. He'll say that it was stolen many years ago, around the same time that the strange floating dinosaur visited the Wastes. What a crook. Anyway, he'll give you the chance to "prove yourself" in return. A pad will appear below Fox. The "call of the SnowHorn" begins the challenge. Assign the Dinosaur Horn to Y and then press Y on the pad. You have forty seconds to head to the Dinosaur Pad that appears. Head behind the SnowHorn, past the ice sheet you melted, and you'll find the Dinosaur Pad. Blow the horn and you'll get time (about thirty seconds) added to your clock and another Dinosaur Pad will appear.

Head down the hill and across the tree bridge that you made. The second Dinosaur Pad is here. Step on it and blow your horn to make a third appear. Go right, past the fence, and under the tree. Drop off the ledge and rush forward to find the next pad. After blowing the horn, thirty seconds will be added. The next one is easy to find. It's by the BribeClaw right across from you. After that, go forward, right, and left to find Garunda Te with another pad right next to him. After you activate the pad, the final one will appear in an area that you haven't exactly been to yet. Turn around and head down the hill. When you get past the fence, go left (to the other side of the fence). Get out your Fire Blaster and shoot the creature in the tree to make the tree fall down.

Climb up the tree and cross the river and then climb up the brick wall. At the top is the final pad. Blow the horn and this time, a gate somewhere will open. Atop this area, you can also find two Fuel Cells and a Bafomdad (in the box). Now climb back down the brick wall and then head to the open area with the many SnowHorns and BribeClaw. From here, make your way back to where you gave the SnowHorn the Gold Root and head through the passage behind the area. Go right, cross the bridge, and you'll be in the area with the second Dinosaur Pad. Head into the water and swim across and to the left to find the gray SnowHorn and the gate that was opened. Head inside to find a warp (behind the warp there's a Fuel Cell).

Jump on the warp and press A to warp to the Krazoa Shrine

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As usual, head forward to be in a small room. This is covered in a sheet of ice so you'll be slipping around a lot. The whole shrine is covered in a sheet of ice so be careful that you don't mess up while trying to get through a room. Climb up the ladder and head into the next room. You can't do anything in here but to make things a LOT easier for you in a minute, take out the two enemies. Now head back to the small room you just went through and pick up the Fuel Barrel (if you let the enemies live, they'd swoop down on you and blow the barrel up. They'd die, but you'd take damage and would have to start over). Carefully carry the barrel across the ice path (you can't jump or you'll drop the barrel). On the other side, throw it at the wall to clear a path to the next room.

If you go all the way forward, you'll eventually be stopped by yet another wall. So what to do? You have to go back to the Fuel Barrel, pick it up, and carry it across the icy path again. Head through and into the next room. Place the barrel on the Barrel Pad and then flip the switch so that the first flamethrower is off. Let the machine carry the barrel past the first flamethrower, and then flip the switch again. This turns on flamethrowers one and three, but shuts off number two. After the machine passes the second thrower, flip the switch one last time to shut off the first and third flamethrowers. Once the machine passes the third thrower, the barrel will drop on the other side. Swim across the pool (beware the whirlpools though).

On the other side, pick up the barrel and jump into the whirlwind. Push the barrel out of the whirlwind and into the next room. Place the barrel on the Barrel Pad and then go forward and kill the SharpClaw. Pick up the barrel and head forward. Stop in front of the ledge where the flamethrowers are spitting fire. Stand in the middle and when the middle flamethrower is off, throw the barrel over the ledge. It'll land on the other side, explode, and blow up the wall. Head forward and into the Krazoa Spirit room. Here, talk to the Spirit to begin TEST FOUR - THE TEST OF STRENGTH. This is a joke. The SharpClaw you're fighting against doesn't fight back at all. Hell, you can tap A slowly and you'd still make it.

You have a minute to rotate the huge... thingy 180 degrees. Once that's done, the Krazoa Spirit will enter your body. You now have to return this Spirit to Krazoa Palace. So head out of SnowHorn Wastes and return to ThornTail Hollow. Once again, nothing required to do here so head to the WarpStone and tell him to warp you to Krazoa Palace.

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| Krazoa Palace PALACE4 |
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Once again, you'll warp a LOT farther into the palace than you did before. Anyway, defeat the SharpClaws if you want but otherwise, ride the platform up to the tunnel. Head trough the tunnel to end up in the very large and vertical chamber once more. Head forward and into the first whirlwind. Ride it to the top and then head into the whirlwind on your right. Go right and then you'll encounter a Portal Device. Open it and you'll find the Krazoa Statue inside. Step on the shining light and release your Krazoa Spirit. Four down, two to go.

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| Part 9: The Fourth SpellStone PART9 |
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| ThornTail Hollow THORN10 |
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When you return, the WarpStone will compliment you on how far you've progressed. He'll tell you that you must go to your toughest challenge yet, Dragon Rock. Fox will ask where the GateKeeper is and the WarpStone will say that "he is closer than you think" which means he's in ThornTail Hollow obviously. Head to the well and speak to the dinosaur that always says, "Mumble, mumble, mumble." The GateKeeper will explain that he's been silent since he tried to overthrow General Scales. Three of his friends were captured and put in Dragon Rock. However, he wasn't put in captivity because he's the GateKeeper. He'll open the gate for you and ask for you to save his friends. This is the one time where you MIGHT not have enough Fuel Cells.

If you don't, you can buy some at the ThornTail Hollow store. You need fifteen Fuel Cells to head to Dragon Rocket.

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|                To Dragon Rock                SPACE#5    |
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Mission Briefing: General Scales has unleashed the full force of the planet's dark energy, mutating Dragon Rock into a desolate wasteland. He has captured a number of dinosaurs and is planning to change them into powerful killing machines! It's rumoured that one such creature already exists! This final SpellStone should bring Dinosaur Planet back together.

You must fly through all TEN Gold Rings here, so I thought I'd do a super in-depth walkthrough for this since it can prove to be hard. At the start, fly forward (dodging the meteors of course). Shoot the supply crate to get some lasers on the left side. Wipe out all of the ships (or as many as you can) and then veer to the right a little to fly through the first GOLD RING (1/10). You now have a choice of flying through a silver ring or grabbing a supply crate. You shouldn't have lost that much health so I suggest grabbing the supply crate. Now go through the tight fit into the floating cylinder. Inside, avoid all of the mines (they'll explode around you, but you have no room so it'll be hard to avoid them).

At the end of the cylinder, there's the second GOLD RING (2/10). Right behind it is another supply crate with lasers. Veer upward into the floating cave. Here, a closing door will greet you. Try to fly through it without hitting it. You'll have to boost or break (or if you're lucky, you can fly through it at normal speed). You're now in a cave with ships flying straight at you. Shoot them as you go. You'll enter a more open part of the cave. Veer to the left and stay there. Fly through the GOLD RING (3/10) and get the bomb in the supply crate behind it. Quickly veer right and fly through the next GOLD RING (4/10). You now have a junction choice. There's a glitch where you'll sometimes fly through the wall in between the junctions and that allows you to see through the left and right tunnels, telling you what's in them.

The junctions don't have any gold rings so pick either one. When they merge, you'll see a GOLD RING (5/10) with an X in it. Destroy the X to fly through the ring. Quickly go up and to the left to get another GOLD RING (6/10). Head down right for a supply crate with a bomb. Go back left again to find a GOLD RING (7/10) right next to a silver ring. Now fly into the cylinder. Go straight to fly through the next GOLD RING (8/10). You'll fly out of the cylinder after that. Head forward through a seemingly empty area and then you'll find a gold ring moving back and forth on the left side. You have to time your flying correctly so you'll go through the GOLD RING (9/10) as it moves. Only one more gold ring left, so keep going.

Head through the cylinder and at the end, you'll find the final GOLD RING (10/10). Right after that, you'll finish the mission.

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|                Dragon Rock                DRAGONR    |
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Dragon Rock is only one area, but it is VERY large and there's lots of puzzles you have to solve. There's about a dozen different things that you have to do before you can challenge the boss for the SpellStone. There are Cannonbots and fire-like enemies here. The Cannonbots are surrounded by shields and you can't take them out just yet (you will though... you'll eventually have to take out everything). At the start, turn around and go towards the northern part of the area. You DEFINITELY need a map for this place because it's pretty hard to give directions on where to go so I'll sometimes say "go east, north, south, etc." assuming that you have a map. You should've boughten all the maps at the beginning of the game anyway.

At the northern part, a FlameCrawler will try to burn you up. Quickly head to the ladder. There are three flamethrowers here. Wait until the first thrower stops are climb past it. Wait until the second and third flamethrowers turn off before climbing past both of them (unless, of course, you don't care about getting burned; you have more than enough Bafomdads anyway). At the top, you should see a barrel machine and a boarded up passage. Go right and climb up the small ladder. You'll go right under the flamethrowers (you may be asking why they're there if they can't hurt you but you'll find out in a moment) so don't worry about them. On the other side, climb down the ladder. Pass the Barrel Pad and continue down the turn.

Head past the two Flamethrowers to find a Fuel Barrel. Grab it and wait for each flamethrower to shut off before heading past them. Now head to the Barrel Pad and place the Fuel Barrel on that. Flip the switch and the Barrel Machine will begin to move. Quickly climb up the ladder and stand on the switch below the flamethrower. This will shut the thrower off. When the machine picks the barrel up, it'll carry through the path of the flamethrowers. Since the first one is shut off, you'll be okay. Once the Barrel Machine is past the first thrower, run ahead of it and stand on the second switch to shut off the other flamethrower. Do this until the machine passes once more. At the end, the machine will drop the barrel.

Pick it up and throw it at the boarded wall to blow it up. Head up the passage and make the turn. You'll emerge on a huge bar-floor with a spinning flame duo on it. Head past it and throw the switch to open up a cage. Inside is an EarthWalker. This is all the way on the opposite side of Dragon Rock so head outside and jump down (roll as you land to avoid damage). On the other side, talk to the EarthWalker. He'll mention that if they free the HighTop now, it'll be destroyed by the Cannonbots. You have to eliminate the Cannonbots to free the High Top anyway and the EarthWalker will help you out. The shields of the Cannonbots are too strong to break with any of your weapons but you can shut off the shields with the help of the EarthWalker.

Each bot has a shield generator somewhere in the area. There are four shield generators that you have to take out. Get on the EarthWalker and start. The EarthWalker has a health bar too, below you. When you're hit, you'll lose a portion of it. If you lose all your health, you have to start over so be careful. There's on generator (they look like green blocks) on the pillar near your Arwing. Closeby, in the big center structure, there's another generator inside the wall (it can be hard to see when you're not looking in the direction of the generator but it's there). In the southeast corner, there's another pillar near a Cannonbot. The pillar has the third generator. Now head to the northern area with

the ladder you just climbed.

To the right of that are two FireCrawlers and the final generator. Head to the center structure and look for the spot where you can get off. Now go around Dragon Rock and whenever you see a Cannonbot, destroy it with your Fire Blaster. Once all four are gone, a gate will open in the same structure with the ladder that you had to climb. Head over that and go right of the ladder. Head inside and go through the tunnel. You'll enter a massive chamber with a large HighTop. The HighTop doesn't know you're there since it can't see you. Behind it is a Rocket Pad. Use it to boost to the upper ledge. Here, go to the front of the HighTop. Talk to him and he'll explain that the ropes are too tough for him to break. So, obviously, you have to do it for him.

You must shoot all four buttons in a limited time with your Fire Blaster. Since you've had a LOT of experience with shooting the Fire Blaster, it shouldn't be too difficult. Once all four are green at once, the ropes will go free. The HighTop will stretch out and he'll say that you have to protect him while he crosses the plain. Fox will jump on his back and it's time for yet another challenge. You have your Fire Blaster equipped this whole time. You have unlimited Staff Energy for this little mini-game so don't be afraid to fire. At the top of the center structure, a bunch of missiles will fly out. It takes one shot to take a missile out. At the start, it's pretty easy. Only two or three missiles are released at once.

About a quarter of the way through, more and more will start to be released at once. Each wave will get exceedingly larger and you'll have to have better aim and a quicker trigger finger as the waves get larger. At the halfway point, things will suddenly calm down. Then the waves will slowly get bigger again, you'll have a few weak waves, and then a HUGE wave will come at you. This one has like twenty or thirty missiles. Shoot all of them as fast as you can and then you'll have an absence of waves for about thirty seconds. Only small waves will come after you after that. At the end, the HighTop will activate a switch on the GIANT door, lowering it. He'll then disappear, leaving you to free the CloudRunner.

Head into the canyon area and equip the Freeze Blast to Y. Freeze the head of the FlameCrawler and whack it with your staff to defeat it. There are two more FlameCrawlers that you have to defeat. Once they're gone, you'll open a Life-Force Door. This next part is a little challenging. Have Tricky stand on the red switch next to the Fuel Barrel. Quickly rush out into the open area and get your Flame Blaster out. The Barrel Machine will pick the barrel up. Shoot the switch below the first flamethrower so it'll shut off as the barrel passes. Do this for the second flamethrower and then the third (as it nears; otherwise, it'll turn on as the barrel passes through). The Barrel Machine will drop the barrel on the ledge after that.

Head over to the ledge and climb up the ladder. You now have to get the Fuel Barrel through three vents with flamethrowers in them. Pick up the barrel and wait until the flamethrower in the first vent shuts off. Throw the barrel across. Unless your aim sucks, it'll make it across safely. Follow the barrel and pick it up. The final vent is extremely frustrating. There are two flamethrowers and the exit is aimed oddly so you have to have a perfect throw at perfect timing or the barrel will get caught in the vent and THAT'S where things get frustrating. If it explodes, you have to start the whole thing over. It took me three or four tries to get it through and it'll probably take you that amount of tries also. Once it's across, you're safe.

Carry the barrel over to the boarded up passage and throw it at the boards to clear the way. Head down the path to be up near the CloudRunner's cage. Flip the switch and the cage will start to move. Drop down and use Tricky's flame on the

vent. After a moment, this will cause flames to spit out in an area the same level as the CloudRunner's cage. If your timing is right, the rope of the CloudRunner's cage will pass through the flame, burning it. When this happens, the cage will crash to the ground. The CloudRunner will be freed. Turns out this is the same CloudRunner that helped Krystal at the very beginning of the game (the Prologue part, remember?). The CloudRunner will then offer to help you get inside the structure which holds the SpellStone.

This final part of the level can be pretty damn tough. You are, like you were with the HighTop, on the CloudRunner with your staff. You have unlimited Staff Energy again because you need to protect the CloudRunner from the missiles. This time, it's a lot more consistent in firing. There are no "waves," just a steady flow of missiles coming at you. You'll have to be really quick in aiming and firing to get rid of all of them. Remember, if the CloudRunner loses all health, it's over. As you approach the base from where the missiles are fired, you should see a circular target at the top. You must hit that as fast as you can. If you're fast enough, you can destroy it before you pass. Otherwise, you'll have to go in a circle to try to shoot it down again.

There are another three towers from which missiles spawn in the circle. Also, you have to destroy the tops of these towers. ONLY AIM FOR THE TOP WHEN THE MISSILES HAVE STOPPED FIRING. Otherwise, you'll be dead in ten seconds. It's very likely you'll have to circle around twice to destroy the targets. I had to circle around three times because I didn't destroy two of them on my second circle. Once all four are gone, the top of the structure will open. The CloudRunner will land there and tell you to be careful. There's supposed to be a "terrible creature" that is guarding the SpellStone. Well, duh... Fox will stupidly jump down into the pit. Didn't he see the ladder? Oh well. Anyway, you'll enter the boss arena for Dragon Rock.

BOSS: Drakor

Wow, Fox got really lucky that a floating platform was located right below where he jumped. Otherwise, he would have fallen straight into the lava. Anyway, Darkor will appear in front of Fox. This is one of the mutated EarthWalkers that Slippy was talking about before you took off. Ack, it looks tough. I hope you have ten Bafomdads and full health. This is the only actual boss with an actual health bar. This is probably the most fun boss out of the three that you face trying to get the SpellStones. You're on a moving platform and in first-person mode. The Fire Blaster is your only weapon and you (luckily) get infinite Staff Energy. Drakor flies around in front of you shooting blue balls of light at you. These hurt, so shoot them when they get near you to blow them up before you're hit.

Also, there are many hazards in the area. Flamethrowers spit right in your path and you have to shoot switches near them to deactivate them before you fly right through. There are supply crates throughout the area which, when hit, will bring silver health rings to you. Use this if you need to restore health that you've lost. It's usually too much trouble to try to aim at the supply crate and shoot while Drakor is firing blue light beams at you so I suggest just relying on your Bafomdads if you're low on health. You need to constantly be pressing A while aiming at Drakor. He has a LOT of health and it's made harder to hit him by the fact that he's hard to see with all the other stuff going on and the fact that he constantly zips around the area.

You move around the whole structure and that's a pretty big place. Eventually you'll arrive back at your starting point but not after weaving in and out of pillars, twisting through flamethrower passages, taking vertical elevators up and down, and going through gigantic, yet empty rooms. You should only make about one and a half circles around the area before you defeat Drakor. Each time you hit Drakor, you'll barely be able to notice any change in his health. You should be

able to get a lot of hits off him at once though and there are times when he's REALLY close to you. Take advantage of that and shoot at him only. He'll be firing his blue light beams, but three-quarters of them will blow off because they'll get in your path as you're shooting at Drakor.

The only big problem you'd have here is that you might get a little tired just tapping A but that's the only way out of this battle. After six or seven minutes of battle, you'll defeat this mutated dinosaur.

Fox will run over to his Arwing and all four dinos there (Tricky, EarthWalker, HighTop, and CloudRunner) will congratulate him on getting the final SpellStone. Fox will take off in his Arwing, and it's off to return to the final SpellStone!

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| Part 10: The Final Spirits PART10 |
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Mission Briefing: General Scales cannot harm any dinosaurs ever again. You have stopped his evil mutant army plans! This is the final SpellStone, Fox. You need to get it back to the Ocean Force Point as quickly as possible. With this seal closed, Dinosaur Planet will be saved!

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| Cape Claw CAPECL3 |
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There's nothing to do in ThornTail Hollow, but we actually have some things to do in Cape Claw before we head into the Ocean Force Point Temple for the final SpellStone. Go down the path and turn right, towards the direction of the gigantic Krazoa head. When you arrive at the head, you'll find that some bastard boarded the path up. You can't get through, so jump down into the water and swim to the beach on your left. Here, go right and into a cave. There's a Portal Door here. Use your Portal Device to open it. Extinguish the flames behind it and you'll be at the SharpClaw Cannon. Use it to aim at the boarded up Krazoa head. Fire it at the boards to open the way. But we're not done yet. On the right side of the HighTop, there's a small, fat pillar sticking out of the water.

If you zoom in with your High-Def Goggles, you'll see a crack in it. Fire at the pillar with the cannon and you'll blow it up. Jump down into the water and swim all the way over to the destruction site of the pillar. Not only is there a Bafomdad, but there's a hole that you should drop through. Head down to the open cave to get the final STAFF ENERGY INCREASE. Head out of the pit and then return to the giant Krazoa head. Head inside to enter the Ocean Force Point Temple.

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| Ocean Force Point Temple OCEANF2 |
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Until you get to the warp, everything but the electric floor is the same (though all the puzzles are solved, so that's a plus). Head forward and a gate will open into a fairly large room. This long puzzle has, fortunately, already been solved so just head across and climb up the ramp and then head through the gate at the end. Travel through the tunnel. At the end, you'll be in a beach-like area. Jump down and go to the back. On the right, climb up the ladder and then climb up the second one. Go left to find a tough SharpClaw. After defeating it, you'll find a SpellStone slot. Take out your SpellStone and it'll hover over the slot, opening the way. Take the SpellStone back and then continue through the tunnel. You'll come out in a long corridor with lots and lots of blue.

Head forward to find some blue panels. Last time, there were six. This time, there are nine. If you step on them, there's a three in four chance that you'll be electrocuted. Turn around and step on the switch. Some panels on the wall will light up. Memorize the lit up panels (it's different every time you step on the switch so I can't tell you what it is). Once you have them memorized (since there's nine now, it's a little harder; you might have to write them down) step off the switch. Head towards the panels. One of the four in the row will correspond to one of the lit up panels. Step on the panel that was lit up on the wall and the whole row will come down. Do this for the next five panels to cross the electric field.

Go forward and defeat the two SharpClaws. Jump into the water on the left. There's another large puzzle that you had to solve here but it's done already so just swim through the tunnel on your right and through the passage at the end. Climb the brick wall and, since we already activated the warp pad, stand on the warp to teleport to a completely new part of the Ocean Force Point Temple. Head through the giant doors. The right door, which is the path you took last time, has locked shut. Instead, the left door is now open. Jump in the water, avoid the Fungus Turtles, and swim to the left door. Climb up and then head through. A tough SharpClaw will appear at the end. Kill it and continue in the big, open area.

Go right and push the block forward and left. Push it into the little slot and then climb up to the upper ledge. Activate the switch to open another door. Jump to the ledge opposite the starting one. Then go left and put on the disguise after stepping on the Disguise Pad. This will open a door in the center pillar. Head back and jump to the alcove that you just revealed. Switch back to Fox and hit the switch to slightly raise the water level. It raises it enough so that Fox can reach the door that you opened. Go forward and defeat the SharpClaw. Enter the next room. This is a similar puzzle to one that you had to face the last time you visited the Ocean Force Point Temple. This time, it's a little more difficult to complete.

Jump into the water and swim to the switch on your right. A timer of two minutes and thirty seconds will begin. Let me try to explain this the best I can. Below each statue, there's a switch and below that, there's a colored panel. You'll notice the flames on each torch are different colors. Each time you hit a switch, the statue above it will slowly lean forward and dump water onto the torches below. You have to time it so the torch the same color as the panel gets dumped on by the same-color statue. Does that make sense? I hope so. If it's the right color, you'll put the torch out. Otherwise, the torch will remain lit. Each time you extinguish a torch, the wheel will spin faster and faster. You'll have to get better and better timing each time, but you should have enough time to get it all right.

Once that's done, the door will open yet again. Rush down the hallway to enter another block pushing puzzle. You should remember something like this from the first time you visited Ocean Force Point Temple so I'm not going to explain it again. The directions are different but if you have an ounce of intelligence, then you should be able to figure it out quickly. When it's done, a Rocket Pad will appear in the first room. Head to it and boost to the upper ledge. Head around the perimeter until you reach a color-changing flame with a gap between you and the warp. There's a gem behind the flame. You know what to do. When that's done, the bridge will extend allowing you to reach the warp. Warp to the Force Point and place the final SpellStone in it's rightful spot.

A hologram will appear above the Force Point in the core of the planet. It'll show Dinosaur Planet getting back together. Fox will get all excited about the completed mission. However, just as the planet gets back together, it splits back

up again. Fox will be confused and Peppy will come on and say that he discovered a Krazoa Shrine entrance in Walled City. Tricky will mention how he could've mentioned that (SO WHY DIDN'T HE?) and Fox will tell Tricky that it's time to return to the Hollow. So, well, do so :)

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|                ThornTail Hollow                THORN11 |
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The Queen is waiting for you the moment you arrive. She'll tell you that the Walled City hasn't returned to the planet yet and that the King EarthWalker is still up there. Fox will determine that the Spirits must have something to do with it. There's a Krazoa Shrine at the Walled City that we've yet to visit and that's where we need to go. You should've gotten the High-Def Display Goggles a LONG time ago but just in case you haven't, you'll need them for the next part so pick 'em up at the shop (you should have two-hundred Scarabs by now). Now jump in your Arwing and head to the Walled City.

Mission Briefing: Hurry, Fox! There must be another Krazoa Shrine hidden within the Walled City. When you land, go directly to the King EarthWalker. He should be able to tell you where to start looking.

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|                Walled City                WALLED2 |
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Head over to the front of the temple and you'll talk to the King EarthWalker. He'll thank you for returning the SpellStones to the Force Point. Then he'll tell you that all six Krazoa Spirits must be returned to their rightful points before the floating lands can return to Dinosaur Planet. Fox will ask the King if he knows where the Krazoa Shrine is. The King will tell Fox that the Shrine will be revealed once the Sun and Moon Stones have been returned to their rightful places. Two doors will then open to areas that you haven't been to. It's time to get those two stones. Head across the Sun Bridge to enter the SunStone area. This can be VERY difficult unless you have directions. You have to push all of the boxes onto the sun symbols.

However, if you hit a wall then you'll have to start ALL over. I worked through hell figuring this out so give me time. Okay, push the first block (close to the start) to the right to get it onto a symbol. Head to the one in the upper-left corner and push it to the closest sun panel (south, against the wall). Now go to the far block on your right and then push it up and then right onto the sun. Push the last block up against the previous one, and then onto the final sun panel. Yeah, that's the solution. This will open up a hole at the top of the temple. Go up the ledge and take the elevator up. Stand on the panel and take out your goggles. Zoom through the hole and a huge blast of sunlight will shine in Fox's eyes, causing him to turn away.

Take the elevator back down and head through the path. In the first room, defeat the fire bats with your Freeze Blast. Now you have a small block puzzle. Pull the northern block out and you'll notice how it has a Sun Panel on one side. Push it south and then to the right. Pull the left block out and push it into the slot that the first block was in. The Moon Block is now under the blue flame, where it should be. Now push the Sun Block into the vertical row and pull the third block out. Push it into the other slot so that the Sun Panel is facing out. Do the same with the final block and this will open the door. Head in and you'll be faced with a mini-maze and a somewhat tough challenge. To start it, Super Quake the sparkling ring.

Now a bunch of sparkling walls will appear, blocking your entrance to the maze. You have seventy-five seconds to get to the door before it opens. Rush forward and left and hit the switch to make the wall disappear. Head back and go past the wall. Take a left and then continue straight until you get to a dead end with a fire. Put it out and throw the switch behind it. Head back to the junction and take the other path. Go to the back and turn left. There's a pit here so STOP. If you fall in, you have to start over from the VERY beginning of the temple. Get out your Fire Blaster and shoot the switch across the gap. Now take the path that you passed and follow it until you can go left or right. Go right and burn the thorns.

Behind it is the final switch. Activate it to take down the final wall. Just head through the last part of the maze and you should make it easily. Open the Portal Door and then head into the next room. Get out your Fire Blaster. You have to shoot three switches behind a rotating wall. This wall has one hole in it and you can only shoot through that hole. Each time you hit a switch, the wall will rotate faster and faster. When all three switches are activated, an invisible bridge will appear and flamethrowers will turn on. Head past the flamethrowers and take the SunStone in the center of the wall. Now head out of the temple because you're done here. Back outside in Walled City, cross the bridge opposite you, the Moon Bridge.

Yet again, you start out with a block puzzle. The solution is different and you have to push this onto Moon Symbols. Push the southernmost block to the left, onto a Moon Symbol. Push the block north of that down. It'll hit the block you previously pushed. Now push the northernmost block left, onto the Moon Symbol. Push the block that you haven't touched south and then push the last block right and then north onto the final Moon Symbol. This will open a hole at the top of the temple. Again, climb the ledge and take the elevator to the top. Stand on the panel and zoom all the way up through the hole. Another light will blind Fox. This will open another door. Take the elevator back down and head through the door that you opened.

Head through the tunnel and then go into the first room. Flip the switch to open the door. You'll also make some gates rise. DO NOT step on the panels yet. Wait until the first gate lowers, then rush onto the panels. WALK across the panels left and right, so that you WALK on a whole row before going to the next one. Shortly after you step on a panel, it'll fall. If you run, you'll run over all the panels too quickly before the gate lowers. The moment the second gate lowers, rush through. Walk even more slowly on the next set of panels since it takes quite a while to have the third gate lower. When it lowers, rush through and into the next room. Here, you'll find another sparkling ring. Use the Super Quake on it.

An invisible maze will appear. Whenever you run into a wall, it'll flash. You have to go to the right corner, and then go clockwise around the room. You can't go totally clockwise. That's just the best description I can give. If you do that, you should reach the end before time runs out. Go forward and then open the Portal Door. Head into the next room where another rotating wall (with a small hole) is hiding switches. You have to hit the left first, then the top, and then the right. The invisible bridge will appear and so will the flamethrowers. These throwers don't seem to hurt me though, so don't worry about it. Grab the MoonStone at the end and return to the main temple at the Walled City. This is where you have to place the Sun and Moon Stones.

Head down into the pit where you freed the King EarthWalker/entered the RedEye's chamber. Place the SunStone in the red statue and the MoonStone in the blue statue. The top of the temple will raise slightly and reveal a warp. Head to the temple and climb to the very top. Before you warp, SAVE. Once you grab the fifth Krazoa Spirit, you'll automatically fly to the Krazoa Temple and you can't head

back to any other place after that because Rare was on every type of illegal drug when they created this part. Rare said that they wanted to make games where you could re-fight the final boss. Well, that's all cool but maybe if they let you GO BACK TO ALL OTHER AREAS it'd be cool too. But oh well. Anyway, save now and don't save again if you wish to visit the other places once more.

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|                               Krazoa Shrine #5                               KRAZOA5   |
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There's no turning back now. Once you've collected the Spirit, you can't go back at all. I hope you took my advice and saved. As usual, the first room small and has a ladder on your right. Climb up it and enter the first big room. Stand on the switch and stay there until the gate across the gap opens all the way. What is laid out in front of you is now a set of whirlwinds and flamethrowers. Just head through, across. Unless you're at super-low health (and if you are, that's pretty sad) then just head straight through the flamethrowers. The most you should lose is four units of health. Hover to the other side and head through the gate. Go left and into the next room, which also has some air vents and a fire in the middle.

Cross the first air vent and use your Freeze Blast to extinguish the flames blocking your way. Cross the second vent and turn around. High up in the ceiling is a switch. It's farther away than usual but it should only take two or three shots to hit it right. The gate closes quickly, so you need to be close to the gate when it opens. The next room is also quite simple. Stand on the switch and wait until the gate opens. Quickly head across the vent and run through the flame duo (it's no big deal if you're hit and the gate here closes a lot quicker than usual). Jump the gap to the next ledge and go through the next flame duo. Cross the gap and head through the gate (you should make it in time). The next room holds the Krazoa Spirit.

Head over and press A to take the final test. TEST FIVE - THE TEST OF KNOWLEDGE should be easy if you've paid attention to your surroundings well. You have to match the items with the levels that you found them in. You have eighty seconds, which is easy enough. There are six items to match. Start with the one on your upper left. This is the CloudRunner flute so head to the lower right slot and place the CloudRunner Flute in. Now head to the upper-central one. This is the Dinosaur Horn. Head to the center one on the left, which is DarkIce Mines. The upper right one is the Wooden Block Carving from the LightFoot Village. This is the central one on your right. Now go to the lower left item. This is the Gold Tooth from Walled City.

That's the upper-left slot. The lower-central item is a MoonSeed, which goes in the upper-right slot. The final one is an asteroid. That goes in the only remaining spot, the lower-left. You'll then pass the final Krazoa test. It'll jump into Fox's body, as usual. Back in Walled City, Fox will be saying his final goodbye to Tricky. Fox will give Tricky the Star Fox badge, making him an official member of Star Fox. Fox will promise to visit the EarthWalkers soon, and then you'll be able to jump into your ship. You can't go anywhere but Dinosaur Planet, and even when you go there you'll automatically land at the top of the Krazoa Palace.

Mission Briefing: Let's go, Fox! Get that Spirit directly back to the Krazoa Palace! I have adjusted your flight path so that you will land at the top of the palace. As soon as you get there, head down inside to release the Spirit.

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|                               Krazoa Palace                               PALACE5   |
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This is it. The final spot. Do NOT save here or you'll be stuck at this place for the rest of the game. You'll land at the top of the palace, right by Krystal. There's nothing for you to do here, so head down the vent that pushes the air down. Here, head into the vent and go left. You'll drop down to another vent. Cross over to the ledge next to you. Go right, which is the quickest way to reach the tunnel in front of the red torches. Head down and at the bottom, cross the vent (by the way, the vent appears only at this time so you couldn't of come here down earlier if you were wondering) to the other side. You'll head out onto a balcony. Go right and step on the bright light to release the Spirit. At the very top of the Krazoa Palace, a gate will lower revealing another warp.

Make your way out through the tunnel and into the large chamber again. From there, head to the top of the chamber and take the air vent out onto the roof again. Take the warp to a new area. You're on your way to getting the final Krazoa Spirit. Head forward and as you go through the gate, it'll lower and a Life-Force Door with one soul will appear. Head around the giant block and climb the ladder up. The moment you hit the center, General Scales will drop down. This is it, the final battle. As he approaches you, make a move to slash him. Suddenly, a disembodied Irish-like voice will speak. He'll tell Scales that his desire for power overwhelmed him, and that Scales brought him to Krazoa Palace when came.

The EarthWalkers could see [whoever is talking] but Scales couldn't. The voice will order Scales to hand over the final Spirit. Scales forcefully does so and the moment the Spirit leaves him, the General will fall down dead. Couldn't the voice at least let us fight Scales before it intervened? Damn disembodied voice. But on the bright side, you have the final Krazoa Spirit! You'll automatically warp back to the top of the palace. Go forward and surrender the final Krazoa Spirit. As this happens, the Spirits will fly around Krystal. Fox will get the feeling that he was tricked and that Krystal won't be saved after all. The Spirits will fly into Krystal and get... something from her and then the Spirits will fly into the Krazoa God.

The crystal will explode and Krystal will fall down. Fox will save her with the staff. The Krazoa Head will rise and shout how it's reborn. Apparently, Krystal knows it's evil and shouts at it. She'll then take the staff back from Fox and stupidly fire the Fire Blaster at the Krazoa God. Like that'll help. Fox rushes to his Arwing, jumps in, and takes off for the skies after the Krazoa God.

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| Final Battle - SPOILERS!!! FINALBA |
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In space, the Krazoa Head will turn around to reveal a familiar foe. As if you haven't already guessed who it is. In a huge twist, it turns out that Andross was behind this the whole time! Now that he's reborn as the Krazoa God, he has the power to destroy the Lylat System!

BOSS: Andross

I bet one in twenty of you knew that Andross would be the final boss. It definitely surprised me. By the way, surprises aren't over yet so don't get all excited. Okay, Andross has several stages of battle. This is going to be one LONG battle and (like in every Rare game) the final boss is actually HARD. Yes, hard. Freaky, I know. The first phase of the battle is quite simple. There are three weak points in the Krazoa Head. You'll have to fire at the left and right eyes and at the gem in his forehead. While you're doing this, he'll shoot a giant laser at you that rotates around the screen. Rotate clockwise around the

perimeter of your area and you should be able to avoid the laser without getting hit.

Keep firing while you're running away from the laser, but don't stop or you'll get hit. It only takes ten or so hits to take out a gem so it should be easy. Once all three weak points are gone, Andross will turn around and show his actual face. This phase is definitely a lot more difficult than phase one. If you remember Andross' original attacks in Star Fox 64, then you should recognize them. Andross will start by swiping his left hand at you. Head to the top of the screen as he pulls his hand and start shooting at it. You'll hit a gem on his left palm. When he swings forward, quickly get to the very top of the screen (you should be there already, but there's a chance you might've had to adjust your aim) and you'll avoid it.

Then he'll do the same with the right hand (again, move up to the top of the screen). A second gem is on his right hand, so shoot that as he pulls back to swipe. You won't get that many hits in, but don't worry. Andross will then clamp his hands together (again, flying up will help you dodge). While he's pulling them back, shoot whichever hand. Now Andross will spit out hunks of asteroids and a couple of silver rings out of his mouth. Shoot the asteroids and MOVE TO ONE SIDE. With everything out of his... uh, "body," Andross will have to suck everything back in, you included. Stay to one far side of the screen and barrel roll in the direction you're in CONSTANTLY. So if you're on the left side of the screen, barrel roll to the left (since barrel rolls were never needed, the controls are L and R in case you didn't know).

You may get hit by the asteroids but you'll suffer a far worse fate if you get sucked up. As in, you'll have to start the battle over (you take damage and he flips back around). You should be very close to Andross by the time he stops sucking. Then move back to the middle of the screen. Andross will repeat the hand swiping/clapping/spitting/sucking maneuver. On the third time, you should blow up at least one hand. Andross will then be reduced to only slashing with his remaining hand before spitting out the rocks and trying to suck you up. Once both hands are gone, it's on to phase three. This is more or less the same as phase one except Andross has a new (and very frustrating) attack that he throws into the mix.

At first, Andross will shoot out the regular beam so head around the perimeter of the screen. There's a brief pause between the first and second attack where you have time to shoot at one of the three targets before he starts shooting lots and lots of missiles. These missiles are pretty much the exact same type as the ones in Dragon Rock were except the target is you this time (no, really?). The best thing to do is to move clockwise around the screen again. The missiles can still hit you, but it's your best form of defense. You can also try to shoot the missiles, but you'll never be able to get all of them. DO NOT aim for the gems when the missiles are being fired or you'll take LOTS of damage. Once you've gotten rid of the three gems, phase four will begin.

Luckily, you've seen the last of the Krazoa God part of the battle. It's only Andross from here on out. At the start, the phase seems exactly like phase two but... well, it's not. Again, Andross will swipe at you with his left and right hand, then clap them together. Again, you'll want to aim for the gems on his palms. After that, he'll (once again) send things out from his mouth and try to suck you in again. But then he'll raise his right palm and shoot out the same laser that he shot at you in the beginning of the battle. Don't try to shoot his palm during this (though it's very vulnerable) because you'll get hurt. Bad. Dodging this is the same way as dodging the original laser. Move in a clockwise direction around the perimeter.

He'll then fire the same laser with his left palm. This time, you want to go

counter-clockwise around the perimeter of the screen to avoid getting hurt. After that, the attack pattern will start over once more. Continue to shoot his hands and, one by one, they'll blow up. Then Andross will unleash a new type of inhaling technique. This traps Fox in the center, where he can't move at all. It looks like the end is near for you when suddenly, you're saved by none other than Falco! He'll fire a bomb at Andross, which freaks him out and stop the inhaling. After a greeting from Falco, the battle will continue. Here comes the final phase, phase five. Andross no longer has his hands so you only have to worry about three attacks: the exhaling (grab the silver rings since you're health is probably gone less than halfway down), the missiles (yes, he carries is extremely frustrating missile attack over to this phase).

Then Andross will exhale once more. Look out for Falco's ship now. It'll dive bomb in front of you and drop a supply crate containing a bomb. You MUST GET THIS BOMB. Now wait until Andross starts to inhale. It's in the super-inhale attack, so you're trapped unless you fire the bomb into his mouth. This will make his head transparent and Andross' greatest weak point will appear: his brain (it's been his brain in every game, why stop now?). A health bar in the form of a meter will appear below. This is the health for the brain. Shoot it as Andross moves around the screen wildly. He'll pull back and try to ram you, which can be avoided if you move to the opposite side of the screen that you're on. There's NO chance that you'll take out the brain the first time.

This strategy will repeat for the rest of the battle. If it weren't for the damn missiles, you could win in no time. But no, the missiles make it hard. Some people might have to develop their own strategy. Barrel rolling while moving around the perimeter works for me best. You should take away at least a quarter of the health of his brain each time you shoot at him. When his brain health is gone, it'll explode, Andross will explode, the Krazoa God head will explode, and the Krazoa Spirits will fly out and back down to Dinosaur Planet.

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|                                     Endgame                                     ENDGAME      |
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Once again, Andross blows up in an explosion so big, it's hard to outrun. Luckily, this is space so Fox and Falco easily make it. Falco flies off without a word to Fox and Fox will fly into the entrance of the GreatFox. A scene will show the real Dinosaur Planet getting back together again thanks to the Krazoa Spirits. At Krazoa Palace, all of the SharpClaws are celebrating now that they're free of General Scales' power. Fox will wave to them and fly off. In the GreatFox, the Star Fox team will be celebrating and General Pepper will appear. The King and Queen EarthWalker thank you for saving Dinosaur Planet and Tricky apparently says "Hi." Fox will explain to General Pepper that Andross seemingly the power of the Krazoa and by trapping Krystal, who had the ability to channel this power, he was able to use this power to revive himself.

After General Pepper transfers out, he'll mentioning that he's transferring the fee as they speak. Falco will appear and say how he wants to be back with the Star Fox team once more. After a very brief hesitation, Fox will welcome him back. Then Peppy will give Fox a message from Krystal. As the message plays, Krystal will appear in the Great Fox. Wow, perfect timing. QUICK FOX, NOW'S YOUR CHANCE! Uh... sorry... yeah... that's the ending.

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|                                     |%%%% ThornTail Store %%%%|          THORNTA      |
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To reach the ThornTail Store, you'll need to go to the left side of the river in ThornTail Hollow. Follow the wall and you'll get to a brick portion with a hole. Climb down the hole and then head down the passage. When you climb up the ledge, you'll enter the ThornTail Store. A little further down, you'll meet the Shopkeeper. This is a freaky, floating dinosuar that talks really weird. He's a bastard that always tries to steal and cheat, but he is fair when it comes to betting. In reality, he wouldn't but this is a game where you... wait, this would never happen in reality. Damn. Anyway, there are tons of things you can buy at the shop. Some of them are at good deals but others are insane. I'll give you the list price and then the lowest bargain price.

I'll also tell you if something is a good deal or not.

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|LEFT ROOM: NATURAL RESOURCES|
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| _____ By natural resources, I mean items that you can find simply by searching around Dinosaur Planet. Most of them can even be found in ThornTail Hollow itself! Pretty much all of these are bad deals but if you're ABSOLUTELY desparate and have money to spend, then stop by this area.

Firefly

List Price - 10 Scarabs (BAD)

Bargain Price - 7 Scarabs (OKAY)

Bomb Spore

List Price - 5 Scarabs (OKAY)

Bargain Price - 3 Scarabs (GOOD)

Fuel Cell

List Price - 10 Scarabs (GOOD - Only when DESPARTELY NEEDED)

Bargain Price - 8 Scarabs (GOOD - Only when DESPARTELY NEEDED)

GrubTub Fungus

List Price - 12 Scarabs (BAD)

Bargain Price - 12 Scarabs (BAD)

PukPuk Eggs

List Price - 15 Scarabs (OKAY)

Bargain Price - 10 Scarabs (GOOD)

PukPuk Egg

List Price - 6 Scarabs (BAD)

Bargain Price - 4 Scarabs (BAD)

Dumbledang Pods

List Price - 10 Scarabs (BAD)

Bargain Price - 8 Scarabs (BAD)

Dumbledang Pod

List Price - 3 Scarabs (OKAY)

Bargain Price - 2 Scarabs (OKAY)

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|MIDDLE ROOM: KEY ITEMS/MAPS|
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| _____ This is a room that you should empty early out in the game. By early, I mean before opening the

first gateway to a SpellStone level. I'll list the items here in order of importance. Most of these are good deals, but some of them can be a little rip-off.

Rock Candy

List Price: 10 Scarabs (GOOD)
Bargain Price: 9 Scarabs (GOOD)

SnowHorn Artifact

List Price - 130 Scarabs (OKAY)
Bargain Price - 110 Scarabs (GOOD)

Firefly Lantern

List Price - 20 Scarabs (GOOD)
Bargain Price - 18 Scarabs (GOOD)

Hi-Def Display Device

List Price - 20 Scarabs (GOOD)
Bargain Price - 18 Scarabs (GOOD)

Bafomdad Holder

List Price - 20 Scarabs (GOOD)
Bargain Price - 18 Scarabs (GOOD)

Tricky's Ball

List Price - 15 Scarabs (OKAY)
Bargain Price - 11 Scarabs (OKAY)

Krazoa Palace Map

List Price - 5 Scarabs (GOOD)
Bargain Price - 3 Scarabs (GOOD)

Dragon Rock Map

List Price - 5 Scarabs (GOOD)
Bargain Price - 5 Scarabs (GOOD)

Ocean Force Point Temple Map

List Price - 10 Scarabs (BAD)
Bargain Price - 8 Scarabs (OKAY)

Cape Claw Map

List Price - 5 Scarabs (OKAY)
Bargain Price - 3 Scarabs (GOOD)

+-----+
|RIGHT ROOM: ALL MAPS|
+-----+

| _____ This is another room that you should empty out early in the game. The more maps you have, the better. And if you get all of them at once, then you don't have to worry about going to the ThornTail Store every time you're about to enter a new area. I won't say if this is a "GOOD" or "OKAY" price because basically all of these are good deals, except for the list price of the Volcano Force Poitn Map.

Volcano Force Point Temple Map

List Price - 10 Scarabs
Bargain Price - 7 Scarabs

ThornTail Hollow Map

List Price - 5 Scarabs

Bargain Price - 4 Scarabs

SnowHorn Wastes Map

List Price - 5 Scarabs

Bargain Price - 4 Scarabs

Moon Mountain Pass Map

List Price - 5 Scarabs

Bargain Price - 4 Scarabs

DarkIce Mines

List Price - 5 Scarabs

Bargain Price - 5 Scarabs

CloudRunner Fortress Map

List Price - 5 Scarabs

Bargain Price - 4 Scarabs

LightFoot Village Map

List Price - 5 Scarabs

Bargain Price - 5 Scarabs

Walled City Map

List Price - 5 Scarabs

Bargain Price - 5 Scarabs

Thanks to Jim Avery's Shop Guide

(http://db.gamefaqs.com/console/gamecube/file/starfox_adventures_price.txt) for accurate Bargain Price information.

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+-----+
|   GAME ROOM   |
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| _____ The Game Room has two different entrances, and then it's a long tunnel to the actual room. Here, I'll simply explain the rules and a very small strategy for this risky betting game.

Talk to the ShopKeeper in here and he'll then tell you to select the amount of Scarabs you wish to gamble. You can gamble up to ten Scarabs at once but note that the more you throw in, the riskier the game becomes. You see, after you choose your bet, the ShopKeeper will throw the amount of green Scarabs you selected into the pit. He'll also throw an identical amount of purple Scarabs in the pit. You have a limited time to collect all the green Scarabs. If you succeed in getting all of the Green Scarabs, you'll get twice as many Scarabs as you gambled. However, if you touch a single purple Scarab, then you'll loose everything but what you had already gotten so far (so if you get nine green Scarabs and you bet ten, and then you hit a purple one, you'll lose one Scarab instead of ten).

I always go below seven Scarabs, since betting more than that is very risky. You need to be careful in the pit. If you're going for a green Scarab, and you think that a purple one will hit you, get away! If there's even a chance of losing, it's not worth taking. The time limit is good enough anyway, so don't worry.

SECRET IN THE THORNTAIL STORE

When you're done with the game room, turn around and head into the tunnel. You have a choice of going left or right. Ignore them and go straight through the wall. Follow a hallway to the end, where you'll find a VERY big rock. Lift it up with your Staff (you have to be efficient at pressing the A button for this rock) and out will pop three red Scarabs, or thirty Scarabs total! They replenish whenever you leave ThornTail Hollow. So, along with the Scarabs outside, you can get an easy eighty Scarabs each visit in ThornTail Hollow!

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|          |%%%% Cheat Tokens %%%%|          TOKENCH          |
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Cheat Tokens are, unfortunately, the only sidequest that you're going to see in Star Fox Adventures. And it's not even a very long one. To do this, you'll need the following: at least 160 Scarabs, about nintey minutes of time on your hands, and some patience. Oh, and a good sense of direction. There are eight wells scattered throughout Dinosaur Planet (not DarkIce Mines, CloudRunner Fortress, Walled City, or Dragon Rock). There is a Cheat Token Maze that the WarpStone can take you to. Inside, you have to try and find the well in the middle of the maze. There, you can throw your Cheat Tokens in for rewards. Here's the location of each Cheat Token as well as the reward the Cheat Token gives you:

CHEAT TOKEN 1 - ThornTail Hollow

|
|___The first Cheat Token is extremely easy to find. Simply head into the ThornTail Store and you'll find the well right in the center of everything. If you throw this token into the maze, you'll get the ability to see the credits.

CHEAT TOKEN 2 - Ice Mountain

|
|___The second Cheat Token is also fairly simple to get. In the very first area of Ice Mountain (the area that you're warped to when you use the WarpStone) head to the very back wall. Plant a Bomb Spore here and blow it up to take down the wall. Behind the wall is the second well. This Cheat Token (when thrown into the maze) will give you the ability to use the Sound Test.

CHEAT TOKEN 3 - SnowHorn Wastes

|
|___In the area where you free Garunda Te, swim downstream in the river. At the end, go on shore and you'll find the well just sitting there. This Cheat Token will give you a message about who really is the mastermind behind General Scales' plot.

CHEAT TOKEN 4 - Moon Mountain Pass

|
|___In the area where you plant the MoonSeeds to reach the Krazoa Shrine, you should find another MoonSeed dirt patch on your left. Planting a seed there will allow you to reach another well. This Cheat Token gives you the best reward (I think) which is the ability to switch the language to Dinosaur Language. I think it's worth replaying the game just to see the cinemas in this language.

CHEAT TOKEN 5 - Cape Claw

|

|___ Right before you visit the Ocean Force Point Temple a second time to deposit the final SpellStone, you'll need to use the cannon to blow open the doors. You can also use the cannon to reveal a Cheat Token Well. Blast the wall near the entrance area (on the lower deck) to reveal a hole which leads to the well. This is a fun one: you get to play the game in black and white!

CHEAT TOKEN 6 - LightFoot Village

|___ Once you complete both LightFoot Tests, talk to the mother of the three missing babies. She'll tell you to retrieve her kids. Do so (it's fairly simple) and she'll allow you to reach the sixth well. This Cheat Token gives you a second message which says that somebody still cares about you (it isn't James McCloud for sure, so I'm totally stumped on this one).

CHEAT TOKEN 7 - Volcano Force Point Temple

|___ You can get this Cheat Token on your way to delivering the third SpellStone. After using the SpellStone to open the large doors, go into the next room and drop off the left side. Plant a MoonSeed in the dirt patch and climb it up to reach the well. This will give you a message from Jamse McCloud (Fox's father for those who don't know... you had to rescue him in Star Fox 64).

CHEAT TOKEN 8 - Ocean Force Point Temple

|___ On your way to delivering the final SpellStone, you can get the final Cheat Token. After passing the electric panels, look to your right. Head to the Portal Door and use your Portal Device to open it. Behind the door is the final Cheat Token Well. This gives you a message about how an old friend will disappear in the near future. I think this means that Rare is going to leave Nintendo right after Star Fox Adventures is completed.

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|                                     |%%%%%      Enemy List      %%%%%|          ENEMYLI          |
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|                                     SharpClaws                                     |
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All of the SharpClaws are under the command of General Scales. They actually don't like the General, but they have no choice (he'd obviously destroy them otherwise). SharpClaws come in many different shapes and sizes. They also get more and more health and their armor gets beefed up. For example, the start of the game has SharpClaws with nothing but a club that they can strike and block you with. However, you'll move on to SharpClaws with shields, and then unusually large SharpClaws that have big shields and swords. For the most part, all of them are easy to defeat. The first few SharpClaws have horrible reflexes. If you strike at a bad time, then they'll be able to block your attacks by using their club.

If you are quick, you can get in past their club. The following part of this guide applies to ALL SharpClaw enemies. Once you've gotten past their weapon/shield, then they are defenseless. They won't have time to get their shield back and ready since you'll be whacking them so much. Even after they fall onto

the ground, continue to whack them so they don't recover from the blows. For the larger and tougher SharpClaws, getting past their shields is quite difficult. You have to strike at JUST the right time, or they'll always get you. Slightly after they lower their shield to strike you is the time to swing your staff at them. If it doesn't work, they'll bring their shield back around. You can see most SharpClaws in groups.

Rare had the extremely stupid idea of having SharpClaws not ganging up on you. What do I mean? Well, if you get into a group of two or more SharpClaws, you'll automatically focus on one. The others will just stand around and wait for you to finish attacking. This works to your advantage (obviously) so never try to fight more than one at once. While you're fighting one, another might get in the way and you'll whack it automatically. Don't worry about it though. Just focus on the one you're attacking.

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|                               Wraith                               |
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The Wraith is the most common enemy in the Krazoa Shrines and in the Krazoa Palace. These guys are the very first enemies you'll see in the game, when you're playing as Kyrstal. Since they're the first enemy that appears in the game, they can't be tough. And they're not. They barely hurt you and they are extremely slow. That's not to mention that they only take one shot to kill. The only thing the Wraiths can do is whack you with their tentacles, causing one health unit to vanish. Ooooh, they took away a single unit! They are probably annoying more than any other time at the beginning of the game. This is because you don't have a weapon and you have to carry the Fuel Barrels all over the place. And if a Wraith hits a Fuel Barrel, the barrel will explode.

It'll kill the Wraith, but also damage you. At the start, I suggest just throwing a Fuel Barrel at a Wraith if they get too annoying. As Fox, whack it with your Staff or take it out with your Fire Blaster if you don't want to risk getting damaged (say you only have a unit of health left or something, but that's rare).

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|                               Bloops                               |
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A Bloop is a flying enemy that will screech and dive-bomb Fox. It's certainly a strange name for an enemy (I have NO clue where Rare got that name). Anyway, these bird-like creatures will stalk you until you leave the area or until one of you is dead. They can be extremely annoying since if you don't take them out, they'll just keep hurting you. You can try to outrun them, but they'll capture you eventually and from there, you'll have to put up with their stabs and pecks. Since they fly around in the air, it should be obvious that the best way to put up with these guys would be to use your Fire Blaster from afar. From up close, let them come to you and then whack them with your staff. I suggest using the Fire Blaster so you don't get hurt.

Even if you don't know that they're there, their screech will warn you to get ready to use your Staff (since by then it'll be too late to use your Fire Blaster).

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|                               Red Fungus Mushrooms                               |
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The Red Fungus Mushrooms are the giant red Funguses that populate the area of ThornTail Hollow (mainly). A few can be found in other areas, but in the Hollow

(especially under the well) there's the biggest problems. The Red Funguses can sense when you're near them. When they do, they'll twist and turn and release a type of poisonous gas. Even if you're running past them, this is very difficult to avoid. If you roll, you greatly increase the chances of avoiding the gas but you still have to be far fromo the Fungus and you have to roll at just the right time (so you don't get up while still in the mist of the poisonous gas). These are often found in groups so it can be hard to roll past one without getting damaged by another.

The Red Fungus Mushrooms can never be completely destroyed. If you whack them with your Staff (bad idea, since you'll just end up getting damaged) or if you shoot them with your Fire Blaster, then you can stun them temporarily. If you're at low damage, that's what you should do before running through a field of Funguses.

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| Bat |
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Bats are mostly found in caves (duh) and they are similar to the Bloops, though not near as annoying. The bats will usually do one pathetic attempt to chase after you if you're running, but then they'll give up. If you stay in their section of a cave for a while, they'll dive at you and damage you when they fly into you. A single whack with your staff will destroy them but you can also take them out with the Fire Blaster, which is the more sensible idea. There's a second type of bat as well. This bat is tougher to defeat, but it is still extremely stupid. The Fire Bat is lit up in flames and it'll charge at you. You can't destroy it with simply your Staff or your Fire Blaster. The only way to defeat them is by using the Freeze Blast.

They usually fly right into it, destroying them instantly. That's all there is to it to bats. If they give you trouble, then sorry but it's sorta sad :)

+=====+
| Fungus Turtle |
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The Fungus Turtle sounds like the Red Fungus Mushroom but it's... well, not. These guys swim around in water. They are found most commonly in the Ocean Force Point Temple (gee, I wonder why...) where you can see a lot in certain points in the water. They will swim around inside their shell, but then their shell will pop up. This reveals a weak interior. The Fungus Turtles are fast and if you try to get away from them in the water, they'll catch you. They are VERY frustrating since you can't destroy them easily. You can't hurt them in the water since you can't use any weapons. The only way to hurt them is from land by using your handy Fire Blaster. Wait until they open up and reveal their soft, weak point. Fire a single shot in to kill a Fungus Turtle.

This is usually more trouble than it's worth, since once you get to a certain point in the water, the Fungus Turtles will stop following you.

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| RedEye Dionsaurs |
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The RedEyes have absolutely nothing to do with General Scales (they just happen to have one of the SpellStones that General Scales gave them... I'm half convinced that they hate him anyway) and they really don't have anything to do with the EarthWalkers either. They're their own, vicious tribe that simply wants to protect their turf. There's only four of them in the entire game, five if you

count the RedEye King. They make their home at Walled City. At first, you won't be able to harm them at all. Nothing, not even a Fuel Barrel or a Ground Quake, will take care of them. You have to first locate the Super Quake that's in Walled City (you should get it about halfway through your Walled City adventure). This is an upgraded version of the Ground Quake.

Rush over to a RedEye and use the Super Quake. This is so powerful, it'll flip the RedEye over. The RedEye will stay on the ground, flipped over, only for a short period of time. Rush to one of the two points that have the Fuel Barrels and pick one up. Throw it at a flipped RedEye and if it hits, then the RedEyes will die. RedEyes attack in a simple manner: they see you, they charge. It's difficult, but possible, to outrun them. If you roll constantly, you'll get to a point where a RedEye gives up trying to chase you.

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|                               FireCrawler                               |
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The FireCrawlers are another tribe that make their home on Dragon Rock. They simply want to protect their own turf just like the RedEyes. However, they are easier than the RedEyes to defeat, though they can cause more damage. When you approach a FireCrawler, it'll try to whack you. It doesn't chase you, since they're way too slow to compete with Fox's running speed. They'll then curl up into their shell, which lights on fire. If you touch it, you'll get lit on fire also. You want to use your Freeze Blast when their head is sticking out. When you freeze their head, you'll freeze the whole body. Now whack the FireCrawler once with your staff. This will eliminate it for good. FireCrawlers aren't that popular around Dragon Rock.

There's probably less than ten of them, and you only need to actually eliminate two of them to open up something. The rest can be left alone if you wish.

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|                               Ground Burrowers                               |
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There are two types of Ground Burrowers. One of them can move around the area and the other one stays still. They basically both do the same thing, which is burrow in the ground when you get close and when you're far away, they'll shoot at you. They are mostly found on the beaches in Cape Claw. They can be extremely annoying as well. If you're trying to run somewhere but a Ground Burrower pops up, you'll automatically lock on. Then when you de-lock and try to run away, it'll pop up in front of you again so you'll lock on once more. The best thing you can do is to kill them. Simply run up to them and whack them with your Staff a lot to eventually defeat a Ground Burrower. Sometimes, they'll burrow into the ground before you can whack them enough to defeat them.

This can be extremely annoying, but it can't be avoided. If you start whacking too late, then you won't be able to kill them before they retreat. You have to start using your Staff just as you get in range of these guys and you should kill them as they are burrowing down.

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|                               Kalda Chom                               |
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The Kalda Chom is an enemy on Moon Mountain Pass that can be a very irritating creature unless you know how to defeat them. These guys won't actually start to appear until you drop off your first SpellStone at the Volcano Force Point Temple. Then you'll need to defeat as many as possible because they drop a very important item (the MoonSeed, which I explain in the Items chapter). Anyway, they


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These things remind of the Audrey II. And yes, nintey percent of you don't know
what I'm talking about becuase ninety percent of you suck :) Anyway, the Spike
Plants are found in mazes. Pretty much any type of maze. The Cheat Token Maze,
the Walled City mazes, the LightFoot Village maze, etc. When you get near them,
they'll lash out their "tounge" and stab you with their spikes. This can be
damaging and annoying. They are never found on the sides of walls. No, they're
found in corners. For example:

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The Spike Plant will be on the northern wall. The only way to defeat these guys is to use your Freeze Blast on their tongue. This freezes the whole plant. Then you'll want to slash it with your Staff. It's more trouble than it's worth though, since you can just run past and you'll only lose a unit or so of health. You can live with that, can't you?

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|                                     TreeEyes                                |
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The TreeEyes are found in the SnowHorn Wastes. In some of the trees, there are holes. Inside, you can see two green, evil eyes. These things will shoot green balls at you and if they hit, you'll be damaged. It's very simple to kill these guys. You simply have to use your Fire Blaster and shoot one shot at the eyes. This will wipe them out for good and make the tree fall down. Sometimes this is required to crate a bridge or a path up to something. That's all there is to these guys. They don't move at all, they fire about a shot every ten minutes, and they have very weak defenses.

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Note that if you DO steal my FAQs, you will regret it. Seriously regret it. Stealing someone's work without asking is something that FAQ writers get really pissed off at. Stealing someone's work and crediting someone else for it is PLAGIARISM! That is a SERIOUS violation and I assure you, you'll pay dearly if you plagiarize any of my work.

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AIM Contact  
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I tried, I really did, for nearly a year to allow people to IM me for questions. However, people seem to not respect the rules. I understand that there were many that did, and I'm sorry this had to happen, but I am moving to a closed list. There have been many pointless IMs, including people who bash, advertising people (0_0), spammers, and people who "wnt to maek convursashon bye tlking liek thiz" which gets incredibly annoying. So it's only e-mail now, sorry.

~~~~~  
E-mail contact rules  
~~~~~

My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean full world guides, because if it isn't there I haven't gotten to them yet but I will. It means additional TIPS on beating a world or correcting information that I messed up. Secrets are TOTALLY accepted.

Praise mail. I used to be against this, but now I realize how rare praise really is. Just don't send me things like, "Yer faq is kewl, lol!!!"

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

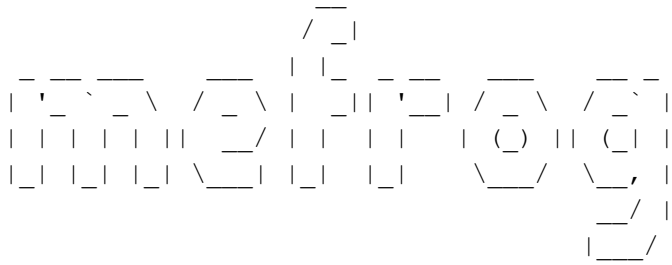
Asking permission to use this FAQ. No, you can't, so don't bother. Only four sites, which I have listed at the top of the guide, can use this FAQ.

Hate mail. No I don't appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of **** ever created! It sucks!" That just fills up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is:
cskull@frogdesign.com

CJayC: His awesome game site, and for posting this guide on it.



You can check out all of my other work at:

<http://www.gamefaqs.com/features/recognition/11408.html>

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CREDITS

Rich (Gbness) for the ASCII art you see at the top.

CyricZ's guide, where I got the names of some of the enemies.

Jim Avery's shop guide, where I got the info for bargianing for some items.