

Star Fox Adventures FAQ/Walkthrough

by Myke

Updated to vFinal on Oct 11, 2002

Star Fox Adventures - Guide/ US Version

For the Nintendo GameCube

Version FINAL (October 11th, 2002)

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1 Player

Memory Card: Use 3 Blocks

Progressive Scan Compatible

Table of Contents

1.....	Version History
2.....	Controls
3.....	Characters
4.....	Walkthrough
5.....	Credits
6.....	Copyright

Version History

- Oct. 11, 2002: Walkthrough completed, battle with Andross is also
Version FINAL completed. Final version of this guide, don't expect
anything else to be added to this document.
- Oct. 10, 2002: Walkthrough updated to the 5th Krazoa spirit.
Version 0.8
- Oct. 8, 2002: Walkthrough updated to the 4th SpellStone.
Version 0.7
- Oct. 5, 2002: Walkthrough updated to 2nd Boss, the RedEye one.
Version 0.6
- Oct. 4, 2002: Walkthrough updated to the beginning of Lightfoot Village
Version 0.5
- Oct. 1, 2002: Walkthrough updated to the 2nd Krazoa Spirit.
Version 0.4
- Sept. 30, 2002: Walkthrough updated to the end of the first boss battle
Version 0.3 and the first SpellStone.
- Sept. 27, 2002: Walkthrough updated back in Thorntail Hollow after
Version 0.2 going through Ice Mountain and SnowHorn Wastes.
- Sept. 26, 2002: First version of the document, Controls, Characters, and
Version 0.1 Tribes are put down, and the walkthrough up to the first
Krazoa Spirit.

Controls

These controls are taken from the Star Fox Adventures Instruction Booklet.

-Control Stick: Walk/Jog/Run/Aim

Moves Fox/Krystal/Dinosaurs around the environment. Also used to aim Staff Weapons and to look around when in First-Person View.

-- Control Pad : P.D.A. Display

Adjusts Fox's P.D.A. device to display maps, information and a Fuel Cell Compass.

-C Stick: Weapon/Sidekick/Item Inventory

The C Stick Inventory. Contains Staff Upgrades, Sidekick Commands and Items. Tilt Left or Right to access the three main options, then Up or Down to highlight the required icon.

-L Button: Camera Control/Sidestep Mode

Camera control. Press the L Button lightly to center the camera behind your character: hold it down until it clicks to enter Sidestep mode.

-R Button: Defend

Use to trigger a force-field during exploration and to block frontal enemy attacks during combat.

-Z Button: First-Person View

Allows you to see the world through the eyes of your character. If you have Fox's Zoom Goggles, use the C Stick to zoom in or out.

-Y Button: Assign from C Stick Inventory

A blank button to which you can assign your own choice of action for immediate access [e.g. highlight an item within the C Stick Menu and press the Y Button to assign it that action].

-X Button: Avoid

Triggers different evasive actions depending on your situation. Activates a forward roll during exploration and a range of flips and rolls during combat situations.

-A Button: Staff Actions/Use/Select Items

The Action button. Its function depends on the situation, e.g. wield the Staff in combat, activate a Sidekick Command, use an Item or talk to a Dinosaur [check the A Button on-screen display].

-B Button: Put Away Staff/Cancel

The Cancel button. Its varying functions include putting away the Staff, canceling a Sidekick Command and quitting out of the C Stick Menu [check the B Button on-screen display].

-START/PAUSE: Communicator

Pauses the game and activates the Communicator. Here you can talk to your Star Fox team members to gain further information, save your progress to the Memory Card or quit the game.

ARWING CONTROLS

-Control Stick

The Arwing is always flying 'into' the screen, so tilt Left and Right on the Control Stick to bank left and right, Up to dive and Down to climb.

-A Button

Fire the Lasers.

-B Button

Fires a Bomb, but only if a Bomb upgrade has been picked up within the level.

-L & R Button

Hold down lightly to bank the Arwing, allowing you to turn more quickly. Press until they click to perform a 360 degree barrel roll, temporarily warding off attack.

-X Button

Hold down to reduce your speed.

-Y Button

Hold down to trigger a brief burst of speed.

-START/PAUSE

Brings up the Communicator and pauses the game.

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Characters
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These characters, character descriptions, tribes, and tribe descriptions are taken from the Star Fox Adventures Instruction Booklet.

-Fox McCloud

Eight years after the defeat of Andross, Fox McCloud has matured as a leader and continues to be recognized as a great hero. He's still an active pilot, and his many skills with weapons and martial arts are often called into play.

-Falco Lombardi

Falco Lombardi left the team several years ago and hasn't been seen since, though one thing's for certain: whatever the circumstances, Falco and Fox will always maintain a strong friendship.

-Krystal

The only survivor of her doomed home planet of Cerinia. Krystal roams the galaxy in search of answers. When a distress call draws her to a small planet in the Lylat system, Krystal suspects that she may finally be drawing closer to the truth.

-Tricky

It's hard to believe that the mischievous Prince Tricky will one day rule the EarthWalker Tribe. And with his father imprisoned, the future of the world looks bleak: could an unlikely partnership be the only hope for Dinosaur Planet?

-Peppy Hare

Although retired as a pilot, Peppy Hare has close ties to Fox and remains on the team as an effective advisor. Despite his increasing absent-mindedness, he is still well-respected by everyone.

-Slippy Toad

Recently Slippy Toad has been devoting a lot of time to Cornerian Weapons R&D, though he continues to work with his good friends in the Star Fox team. His upgrades to ROB and the Arwings prove invaluable.

-ROB The Robot

After several rebuilds by Slippy, ROB has now been infused with much more personality and has gradually become recognized by all as a full-fledged member of the Star Fox team.

-General Scales

Rejected as a ruling tribe, the twisted SharpClaw and their self-appointed leader Scales have amassed an army to overpower all. In recent times the General's power has dramatically increased - is he in this alone?

TRIBES

-EarthWalker Tribe

One of two ruling tribes of Dinosaur Planet. Their great strength and speed have helped them grow into a respected family of Dinosaurs (though the CloudRunner may disagree)

-ThornTail Tribe

These friendly creatures live amidst the foothills of the mighty Ice Mountain. Their knowledge of the local area and the Mysterious Warpstone make them valuable allies.

-LightFoot Tribe

A spiritual and reclusive Tribe, the LightFoot are seldom seen. The appearance of SharpClaw in the area has only served to heighten their natural suspicion, as Fox will find out for himself.

-CloudRunner Tribe

The other ruling tribe of the Planet, the CloudRunner are a proud and valiant race whose Queen becomes a valued ally in the struggle to overthrow General Scales.

-HighTop Tribe

These gentle giants are easily spotted from a distance as they tower high over the rugged environments of the planet.

-SnowHorn Tribe

Thick, woolly coats and massive endurance have seen the SnowHorn Tribe through many years of harsh living. This strength could prove priceless to Fox in his quest.

-RedEye Tribe

Flesh-eating Dinosaurs and deadly killers, the RedEye Tribe were safely under EarthWalker control until General Scales set them loose to overrun the Walled City.

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Walkthrough

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Eight years have passed since Andross was finally overthrown by the daring Star Fox team. Following the celebrations, Fox McCloud and friends returned to the only life they knew - an endless patrol of the Lylat system, guarding against ongoing threats to their territory

Boredom soon struck, causing Fox's close friend Falco Lombardi to simply disappear, leaving only rumor to suggest that his lone-wolf nature had finally led him to pursue a more free and profitable life.

Then Slippery Toad traded his pilot's wings for a place in Weapons R&D, demonstrating a natural flair for invention, while Fox's old friend and mentor Peppy Hare retired from active fight duty to concentrate on a role as navigator and general advisor.

The Great Fox itself had also seen better days. Keeping a ship of that size in prime condition cost serious money, and well-paid jobs for fighter pilots and mercenaries were increasingly difficult to come by.

So it was that Fox and co. found themselves drifting through the galaxy, waiting and hoping for General Pepper's hologram to pop up with just the kind of high-stakes, high-reward mission that they needed...

Once you start the game, you will take control of Krystal riding on a bird dinosaur called Pteradon. Some fireballs shoot by from behind you, one knocked the staff off Krystal's hand. A scene of a large ship with a dinosaur's head in front fly by Krystal, you will be put behind the ship.

To control the bird, just tilt the control stick left or right and try to dodge the fireballs. Press A to shoot laser at both poles until both are caught on fire and then you will be taken down to the propeller of the ship. Shoot lasers at it quickly until all of the propellers are gone. And then you will have to dodge more fireballs from the rear of the ship, keep shooting lasers at the two poles again until the scene of the ship turns and fly towards you, keep shooting lasers here but aim at the dinosaur's head until Krystal get on the galleon of the ship.

From here, go down the stairs and through all of the crates in the middle section of the ship and up the stairs. On the right side of the stairs is a little Pteradon in a cage, press A to talk to it and this will open one of the doors behind you. Go through the door and go down the stairs to the deck. In the middle of the room is a key to Krazoa Palace. Go back up to the galleon and back to where the birdcage is. General Scales will show up and think that Krystal want to challenge him, but Krystal is only here because she heard a distress call and she thought it is coming from the ship. General Scales said that the whole world is in distress and he is ruling the tribes. Krystal then tried to attack him but General Scales caught her and threw her off the ship. The bird dinosaur saved Krystal and they both went to Krazoa Palace.

KRAZOA PALACE

An ancient palace of mysterious power. Once home to the magical Krazoa. A race of beings who could control Dark Matter!

Once you arrive at Krazoa Palace, head over to the left edge of the platform and unlock the door with the key you found back in the ship. Inside is a barrel, which you can pick up and throw. Throw it to kill the two enemies

that are flying around on the platform. The barrel will regenerate, so you can pick a new one up whenever you throw one. If you break open the crates, you will pick up a PukPuk Egg or a Dumbledang Poo (fruit), they both refill your health meter by one.

Go down the ramp and to the back of the area near one of the EarthWalkers (Triceratop) and you will see a crack in the wall. Go back up the ramp and grab a barrel and head back down and throw it at the wall to blow it up. Head inside and turn right, you will see two baskets that holds a fruit inside if you need to fill your health meter up. Head back down the opposite way and turn right and talk to the EarthWalker here, it will tell you that General Scales only came here to capture the Krazoa Spirits for himself, then it will tell you that the Spirits holds great power and have been safe within the palace for a million years.

Take a right from here and dodge the flamethrowers and you will see another crack in the wall up ahead. Grab a barrel from around the corner from where the triceratop is. Throw the barrel at the wall to break it open. Continue up ahead and grab the barrel and take it over to the switch across from it. Stand on the switch and a new area will open up, put the barrel down to weigh the switch down. Go into the new area and talk to the EarthWalker here, it will tell you that the king sent them here to protect the Spirits, then it will tell you to go in the new area of the palace, which is the Krazoa Shrine. Stand on the warp and press A.

The first you you would probably ask yourself is "where am I?" Well, you are in the Krazoa Shrine, and you have to find 6 of them and return them to Krazoa Palace. You have to complete the test first and it will be yours. Go up the ladder and go through the flames and down the ladder, avoid the enemy here and then up the ladder. Go up to the force-field door and it will tell you how many enemies you have to defeat to get through it (if you haven't kill any one of those jellyfish look-a-like creature, do so). Grab a barrel and go into the new area. Turn right and weigh the barrel down on the switch, a gate at the far end of this corridor will rise, and a new jellyfish will appear. Go through the flames and into the next area.

Go in the middle area of the room and press A to talk to it, you will have to play a little mini-game where you have to keep a close eye on where the spirit is hiding in one of the urns. It will switch and move around. When it stop, go to that urn where the spirit is hiding in, do this right three times in a row, do so and you get to obtain your first Krazoa Spirit!

You will be taken back in the Krazoa Palace and the EarthWalker will tell you that the only way to stop the war is when you collect all of the spirits. There is a platform near the EarthWalker and if you stand on it, it will elevates, taking you to the corridor above. Go in and take a right and stand on the blue platform and press A. Watch the cut-scene here. You will see that the statue opens its mouth and shoot out a ray and a mysterious person pushed Krystal into the ray and the next thing you know, Krystal is trapped inside the crystal.

Meanwhile, in the Lylat system, you will finally get to see the Star Fox team! Slippy is repairing ROB and Peppy Hare is here, and the famous Fox McCloud. General Peppers will appear in hologram and tells you that parts of Dinosaur Planet has cracked apart and if the planet explodes, the whole Lylat system will be affected. You have 5 destinations to choose from, but you can only go in one for now, which is in Thorntail Hollow.

You will be taken to an Arwing stage where you have to go through one Gold Ring to get the force field to open. Shoot lasers at asteroids and mines

and other jets to clear them out of the way.

THORNTAIL HOLLOW

Home to the Thorntail dinosaurs and the mighty WarpStone. The Hollow is a safe place to stock up on supplies via the ShopKeeper's Store.

Your goal here is to find the Queen of the EarthWalker. General Peppers will tell you that talking to any one of the dinosaurs will give you information, but they speak in their own language. Peppy Hare will help translate it for you, but here is the Dino Alphabet (taken from the Instruction Booklet), the only letter that doesn't exist is letter Y, I wonder why...but Y is the same as O in English alphabet.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
U	R	S	T	O	V	W	X	A	Z	B	C	M	D	E	F	G	H	J	K	I	L	N	P	O	Q

Look around near the palm tree behind the ship and go in the narrow path, there is a basket back there, pick it up and break it for your first SCARAB, which is the currency (money) of Dinosaur Planet, and they come in many different values. There is a bag for collecting Scarab, which you will pick up later in the game, but you can only carry 10 scarabs. One if the EarthWalkers will tell you that the queen is locked, now you know that the queen is locked, but where? Talk to the other dinosaurs if you want, instead, go in the Thumbtail Store, just walk across the river and enter the large building.

Look in the Store section in this document to find the item list and their price. Head back out and press START, talk to Slippy Toad and he tell you to look for something that is sticking out of the ground. From the store, go across the river and if you front in front of the Arwing, facing AWAY from it, you will see an area with palm trees and flowers, go there and you will see an object sticking out of the ground, pick it up with A and you found Krystal's Staff! Mess around with it if you want, try using it on the circle of rocks by one of the EarthWalkers.

Out near where the staff was, is a little area surrounded by brick walls, go in that area and you will get to use your staff in combat, 4 enemies will come out and you have to press A to attack. Kill all 4 and a new area will open up. Go across the river and to that new area, if you get by the only object sitting in this area, you'll feel the controller rumble, press A by it and Fox will lift the rock up with the staff, a ray of green light will shine, step in the area and you will appear in a different area.

In here, take the only path until you reach the little pool of water, the gate will close behind you. Go to the platform in the middle of the pool and press A, your staff will receive its first upgrade, the Fire Blaster. Go back to the gate and to the right of it is a red switch, aim the staff with the Fire Blaster equipped and shoot a laser at it to make it green and the gate will rise, allowing you to pass.

Back in Thorntail Hollow, go to the walled area and aim the red switch above the door with the staff and then shoot, it then will turn green and the door will open up, head on inside and watch the cut-scene. You will learn about Prince Tricky and Ice Mountain. A new area will open up and you have to talk to the WarpStone (the big stone guy) to learn some other things.

Behind Queen EarthWalker is a fuel cell, pick it up and head out in Thorntail Hollow and head into the store if you have 5 or more Scarabs. Take the left curtain and buy a Bomb Spore, head back out and as soon as you exit out of the store, take a right and across the river and up the hill until you see a Bomb Spore planting spot, plant the bomb spore you bought here and it will grow into one, stand back and aim the staff at it with the Fire Blaster and shoot at it, it will explode, making a hole in the wall.

If you buy another Bomb Spore, there is another patch right underneath the waterfall, plant one there and then stand back, blow it up with the Fire Blaster, inside is 4 Fuel Cells and 2 crates with a power-up in each.

Go talk to the WarpStone and he will say that nobody ever brings him gifts anymore, go to the circle of rocks and pick up some more Scarabs and go in the store and buy the Rock Candy, which is a very TASTY. Exit out of the store and go to the WarpStone and give it to him. He will teach you how to use the warpstones, tilt the Control Stick to the left to go to Ice Mountain, I know one of the spirits is in Krazoa Palace, but we'll get there later.

ICE MOUNTAIN

A huge mountain that towers above the planet. Used by the SharpClaw as a makeshift prison.

Go up the path and watch the FMV of a ship releasing a harmless dinosaur down to the ground and being chased at into the cave.

Veer to the left into an area with a crate and a barrel. Pick up the barrel and take it over to where you see a stack of smaller crates and a cannon sitting on the ledge behind that. Once you open up the new area, kill the two dinosaurs inside and a new switch will appear. Head over to the new switch and take out your staff with the FireBlaster equipped and shoot at the switch to open the door.

Inside, you will see a scene of the two dinosaurs picking on Tricky, and then the next thing you know you'll be on for a little snowmobile ride! Your goal here is to be in front of the two dinosaurs. If you fail, you'll have to try again, but there are two fuel cells inside that cave, pick both of them up.

Once you win the little race, watch the scene with Tricky. Take the only path until you reach a pit with hot lava down below. It seems to be missing a bridge here, or there wasn't one? Tricky will be feeling tired and he'll want some GrubTub Fungus, veer to the right of the pit and you'll find some in an area nearby. To catch them, just hit it with your staff and feed it to Tricky, he will teach you about some sidekick commands.

Now, look around for a crack in the ground, which is near the fire in the middle of the area and go in your inventory and look for the "FIND SECRET" command and Tricky will run over to the spot you are standing on and start digging. Now, this looks like a switch to somewhere, step on it and a gate across from you will rise, but you need something to weigh the switch down, but what? how about Tricky? make Tricky stand on the switch and go to the inventory and find the "STAY" command to make Tricky stay on the switch. Run over to the gate and press A in front of the object. This will make a new platform appear in the pit with the lava.

Go down to the pit by climbing down the wall and jump onto the new platform

and jump again to get on the other side of the pit then climb up the wall, don't worry about Tricky, he will be by your side almost at all time. There is a GrubTub Fungus in this path, take it if you want. Go up to the crack in the wall and make Tricky dig a hole through it. Go through the hole and into the next area.

Go up the path and kill the two SharpClaws up ahead. Tricky will then start running downhill, run after him and at least 3 SharpClaws will pick around on Tricky, kill them. Tricky will teach you a new command, Heel. Head over to where a large fallen tree is and there is a patch of ground (not covered in snow) and have Tricky dig up the ground here, grab the Alpine Root, which is a food for the SnowHorn tribe. There is another patch of ground by another fallen tree and if you let Tricky dig that up, a green ray of light will shine. Drop in below and press A at the platform to receive an upgrade for your staff.

There is nothing else to do here now, go talk to the SnowHorn (woolly mammoth) and he'll be too hungry to talk to you, give him the Alpine Root root you dug up not so long ago. After he eat it up, he'll give you a Scarab Bag, which allow you to carry a maximum of 50 Scarabs. He will be wanting another root, there is a patch of ground over by the fire, have Tricky dig it up and grab the Alpine Root here. Head back over to the SnowHorn and feed it to him, the SnowHorn will make the geyser in the middle of the frozen pond to stop shooting. You can now push the block anywhere, but you want to push the block to the area between where you see two torches sitting on the ledge to the RIGHT of the SnowHorn.

Go down the path until the path divides into three, take the middle path and avoid the "burrowing" creature and trigger the switch on the wall nearby it, this will make a new platform appear in the lake behind the wall. Go back down to where the path divides and take the path that leads to the lake and jump onto the new platform and onto the alcove where you see two fuel cells. Head back across the lake and take the path that leads down to the lower ground. There are two SnowHorns down here, go near the one that is farthest away from the SharpClaw and look for a patch of ground. Have Tricky dig up the ground and you'll find a BafomDad, this creature will restore your life when you die, but you can only carry one at a time until you get the BafomDad Holder. There is nothing else to do down here, but collect at least 25 Scarabs and pay BribeClaw to go back down to Thorntail Hollow (just stay or go in the direct where the water is flowing to).

THORNTAIL HOLLOW

Once you are back in Throntail Hollow, you will hear a cry and Tricky will know thats her mother is calling and he will run off. Go down the ladder and kill any SharpClaws you see and go in the cave where you first met the Queen. Tricky said that the mother give her White Grubtub when hes not feeling well, so, you have to find that White Grubtub.

Head into the store and buy a Firefly Lantern for 20 Scarabs and 5 Bomb Spores, leave the store and go to the structure to the right of the store, and you will see a crack on one side of the structure, have Tricky dig a hole. Inside is a well. Go down the long ladder (or slide) and head into the room with the little river. At one end of the river is where you can plant a Bomb Spore and blow it up with your FireBlaster. Jump in the hole to receive an upgrade to your staff (Rocket Boost). Head back in the room

with the ladder, there is a rocket boost pad, get on it and boost yourself onto the ledge above, see how cool that was? There are two fuel cells in the room with the river, do the rocket boost to get up on the ledge. There is another Bomb Spore patch, but its on the bridge, boost up on the ledge and plant it on the bridge and blow it up with your FireBlaster, a block will drop down.

Go back down to ground level and push the block onto the switch up ahead, this will raise the gate to the right, inside is a dinosaur. Talk to him and he will move aside, plant a Bomb Spore here and blow it up, revealing a ladder leading down.

Slide down the ladder and look around, there is a White Grubtub near one of the red mushrooms, grab it. Go in the back and into the area with floating green flies, these are FireFly, so, grab one and exit out of this area and turn left into the dark room. Let the FireFly out and look for a Bomb Spore in this area. Plant one here and blow it up, which blow the wall down. There is another White Grubtub in there. Now head back to the little water with the FireFlies and go in the dark room to the left of it, the 3rd White Grubtub can be found in there. Look for a Bomb Spore in here, plant one on the patch here and blow it up, this explosion will shorten the pillar next to it down. Go back up the ramp and take a right, you will see a rocket boost pad. Use it to get on the ledge above and keep going right, jumping over the two gaps. You can collect two more White Grubtubs here. Go back over the two gaps and the final and the 6th White Grubtub can be found somewhere near where the FireFlies are flying.

Now that you got all 6 White Grubtubs, go back up the two ladders to get back to Throntail Hollow. Go back to the area where the Queen is and feed the White Grubtubs to her. Watch the scene here and she will give you the SharpClaw Prison Key and she will tell you that General Scales was last seen in DarkIce Mines.

Head back to SnowHorn Wastes via the ladder and the sewers, the current may be too strong for you to swim against now. Get on the platform and stand on the switch, this will raise the gate, command Tricky to stay on the switch and climb up the wall, activate the switch to make the current flow in the opposite direction. Now you can swim through the water and get to SnowHorn Wastes.

SNOWHORN WASTES

Covered in snow and ice and home to the SnowHorn Tribe. You will find Garunda Te, one of the SpellStone Gatekeepers within its lands.

Once you enter SnowHorn Wastes, there is a gate straight across from BribeClaw. Use the SharpClaw Prison Key here that the Queen gave you on the keyhole, this will raise the gate.

Enter the new area and turn left and up the hill until you see a frozen lake and a hole in the middle, but something's moving in there. Talk to it and you will find out that its Garunda Te that the Queen mentioned and he is trapped in the ice and he tell you to get the Frost Weeds from the tree nearby so that he can get out.

A little battle begin, just ignore the SharpClaws and head for the Frost Tree and use your staff to knock the weeds down. What you need to do here is kick any one of the weeds over to Garunda Te and he'll suck it up and

you will see a bar being filled 1/3 of the way through. Kick two more weeds in and he will be strong enough to break through the ice. He will tell you about General Scales, SpellStone, and his daughter. He will tell you that the SpellStone can be found in DarkIce Mines and he will open the vortex for you.

Before you leave SnowHorn Wastes, go down the hill near the river and veer to the left, run pass the burrowing creature and there is a tree at the end here. There is an enemy inside the hole, blast a laser at it and this will cause the tree to tip and fall over, acting like a bridge to get on the other side. Go across the tree and climb up the wall, grba the two fuel cells up there.

Now head all the way back to ThornTail Hollow and jump in your Arwing.

This Arwing mission is a little more difficult because you got bigger chunks of asteroids and all you have to do is go through 3 gold rings and the force field will be open. Some gold rings are hard to get through and some are easy. Just try as best as you can, because you'll only need to go through 3 gold rings and that's it.

DARKICE MINES

The SnowHorn Tribe have been imprisoned here by the SharpClaw.

Once you land in DarkIce Mines, go up either one of the two paths here and kill the flying enemy halfway up. As soon as you hit the area with hot lava below with fireballs flying around, just avoid the fireballs and jump over gaps until you reach the next area.

In here, there is a SnowHorn on the left side is in shackles, to the left of it is a crack in the wall, have Tricky find the secret and dig through the hole. Crawl through the hole and go down the path, kill the two SharpClaws down there and after you kill both, the gate will open and inside is a chest that holds the Shackle Key.

Go back up to ground level and unlock the shackles off the SnowHorn and she will tell you to help and look for Belina Te, and then she will give you the Bridge Cog. Keep going down the path and run pass the last SnowHorn here until you reach the area with the river below. Below the ledge you are on is a wooden boardwalk, climb down the wall and onto the boardwalk. Run over each gap until you are right in front of the machine. Place the Bridge Cog here from your inventory and pull the lever to make the bridge appear. Climb back up and cross the new bridge.

In this next area, continue on the path until you see two SharpClaws beating up a SnowHorn, kill the two meanies and the SnowHorn will tell you that Tricky have yet to learn a new command, Flame. The SnowHorn is too exhausted and he want some food. Head back in the village area and have Tricky blow fire on the structure covered in ice. Head down the path and have him blow fire on the logs and watch the scene here.

Drop down into the hole and go up on the path and kill the burrowing enemy in here and have Tricky melt the ice wall in here and use him again to dig up the patch here to find an Alpine Root. Head back out of this area by pushing the block in the middle to the grate (where you came in from) and jumping up onto the block and again on the ground, go back to where the beaten up SnowHorn is, but jump down in the narrow area where you see rolling

rocks and go in the direction to where the rock is coming from, there is a iced wall at the end. Command Tricky to melt the wall down and dig up the patch here, grab the Alpine Root and head back to the beaten up SnowHorn and give them both to him. He will be feeling much better and tell you to get on his back so you can smash through the gate up ahead.

Once you are in the new area, veer to the right and you will see a platform where you can get off the SnowHorn. Jump back down on the ground and ignore the cannon that is firing at you for now. Head back towards where the gate is, but veer to the right and you will see an iced wall, have Tricky melt it down, go through the tunnel and then climb up the ladder and into the room with the machine in it. It looks like the same machine you put the missing cog on earlier, but this one is missing two or three cogs, ignore that for now and use the Rocket Boost on the pad to launch yourself up onto the ledge above and jump from platform to platform until you reach the end. Go through the tunnel and kill the SharpClaw in here. Watch the scene after that.

Finally, a dangerous weapon which you can use, but it looks too heavy to carry, oh well. Start shooting at the SharpClaws that are coming out of the little hut, there should be at least 5 and after you kill all of them, the door will open. STAY ON THE CANNON! There is a boarded up wall with the "X" marked on it, break it down. Now you can go back down on the ground, look for two chests within the area, one in the little hut and one in the cave below the SharpClaw Cannon.

Head over the area where the board you just busted up not so long ago and jump up onto the ledge and go up the incline on the left and run pass the pad in the middle and have Tricky melt down the iced wall and open up the chest inside to find the final Bridge Cog. Head back to where the little hut is and take the path to where you got onto the SharpClaw Cannon, but before you use the Rocket Boost, look to the right and you will see a machine, place the three cogs you found on the machine and pull the lever down to make another bridge appear. Go across the new bridge and up the slope and have Tricky dig a hole through the crack wall.

In the next area, shoot the red switch up high up on the wall and this will start the clock. You have to have Tricky blow fire at all four vents in the middle of this area within a minute. There are 3 Grubtubs in here if Tricky start to get "hungry". Go into the next room and jump, the invisible bridge will become visible, and then go into the next room with the ice structure in the middle. Have Tricky melt it down and pick up the Dinosaur Horn.

Now, head all the way back to where you use the cannon, BUT, take the path where you knock down the boarded up wall with the "X" on it. Go up the slope on the left and get on the Horn Pad and use the horn here. A SnowHorn will come out from the blizzard. Get on the platform next to him and press A on the block to get on the SnowHorn. Go up the slope and you'll have to go through the blizzard while riding on the SnowHorn. Be sure to do this in daytime so that you can have better vision to the next Alpine Root.

Once you reach the goal, stay on the SnowHorn and bash through the boards at the end, then you can get off the SnowHorn unless you want to ride on it some more, go ahead, I'll wait until you are done (you know you are having fun). Go into the cave and kill the two SharpClaws down here. Keep going down the path and get on the vehicle at the end. Ride on it until you get to the end and you'll end up on the conveyor belt.

Avoid being in the path of the flames while on the conveyor belt and jump off it by going down the ramp on the right side. Kill the three SharpClaws in here to open the door. Look for the Rocket Boost pad and it is close

by to the conveyor belt. Launch yourself up onto the ledge above and then crawl through the hole. Follow the rolling rock downhill until you reach the third chamber (the one with the flaming torch) and trigger the red switch above the torch to distinguish it. Go in the chamber and open the chest to get a SharpClaw Prison Cell Key (Silver Key). Head back to the previous room and head over to where you see the two structures with flaming jets rotating around each one. Run past them while avoiding being hit by the flame until you reach the prison. The key you just got is for the right prison, unlock it to free Tricky.

Now that you got Tricky back, go over to the door which you just opened while killing the three SharpClaws and have Tricky melt down the iced wall, head inside and open the chest to get the Prison Cell Key (Gold Key). Now head back to the prison area again and open the left cell, head on inside and talk to Belina Te. She will get mad about her father (the Gatekeeper) and the next thing you know, she runs in full speed and ram through the wall. She will tell you that she will meet you at the bottom of the mine.

Once Fox turns around, the first thing you will see is a crack in the wall, have Tricky dig a hole through it and then crawl through the hole after him. Go near the lake and look up, you will see a couple of stalactites above. Shoot the three green ones with the FireBlaster to get access across the lake. Jump over them and get onto the platform with the switch and activate it to make three little icebergs move downstream. Quickly run across the lake and boost yourself up onto the ledge above and get on the first line of icebergs. Your goal here is to get to the opening on the other side of the stream before the waterfall. In the next room has a block, push it over and off the ledge and then climb down the wall next to where the block drops off it. Once you reach on the ledge below, jump up and onto the next path and go down the long path until you reach the bottom, kill the two SharpClaws down here and then head into the next room.

Get on the conveyor belt and get through several sets of flaming jets until you reach the end of the course, continue going down the path until you catch up with Belina Te. She will tell you that the SpellStone is close by somewhere. Go take the path up ahead and keep going straight down in the large area until you see some explosion up ahead, look around in front of it and you'll see a ladder, climb up on it. Once you reach the top, grab the barrel and go up the slope while avoiding being hit by one of the rolling barrels. Until you reach the top, go to the next circular structure and you'll see a very light picture of a barrel pad, put the barrel down on it. Climb up on the ladder at the other side and go around the path, you'll see a switch, activate it to make a machine to pick up the barrel and put it on the same level as you are on. Pick it up again and head for the structure with four flaming jets on it, make your way through it and get on the path on the other side and throw the barrel at the cracked wall to knock it down. Activate the red switch inside the alcove to make a bridge near the barrel dispenser (go back down the ladder if you get lost). Once you get down there, follow the boulder down the path until you see a ledge where you can get off the path, on that ledge is another switch, activate it to make a bridge appear near the cannon. Head back into that big room and go up the ladder again and go across the new bridge and climb up the ladder and kill the SharpClaw here.

When you get total control of the cannon, look for the two large columns and aim for the "X" mark on each one to make a ramp appear. Go back down on the bottom most ground and go up the ramp and into the new room, step on the teleporter and press A to be teleported to the next room which is the boss room.

BOSS BATTLE: BOSS GALDON

In this large room, go up to the frozen boss and have Tricky melt it down, you'll see that this Galdon is holding a SpellStone in his hand, but the boss will eat it like it was Rock Candy. You need to go behind the boss and hit the red part on his behind to cause damage, do this about 4 times and he'll eat you. Once you are inside its mouth, hit its uvula about 3 times and he'll spit you back out like you were some 5 years old milk. Watch the next scene CAREFULLY and you'll see some mark on its neck. His next form will have him inhaling and spit green fireballs at you. From your inventory, put the FireBlaster and press Y to make it as some type of a "shortcut" and whenever the boss inhale, aim for its neck and fire the laser at it to damage him, do this 3 times and he'll eat you up again. Aim for the uvula and damage it some more and the SpellStone will drop and Fox will then retrieve it. The boss will be choked and spit you out again and it will die. Cause of death? choking. Watch the scene after that.

After the battle, jump back in the Arwing and head back to Dinosaur Planet.

THORNTAIL HOLLOW

Once back in Thorntail Hollow, one of the EarthWalkers will run up to you and tell you that the SharpClaws put out their beacons. The beacons keep them comfortable and not scared at night. You have to find a way to light them up again. Swim across the river and go to the tree that has burnt orange leaves and dark brown trunk with fire weeds on them. Hit the tree to make the fire weeds fall off and chase any one of the weeds and hit it with your staff to catch it. You need to catch at least 3 Fire Weeds. Now, place one on the beacon on the ledge in front of the well and have Tricky use his Flame command to light the beacon up. The second beacon can be found where the WarpStone is and the final beacon is in the gate in the southwest corner of Thorntail Hollow, but you need to raise the gate up to get to it. Go to where the door to Queen EarthWalker was but veer off to the right and run pass the red mushroom and get up on the ledge in the south and run from here all the way to the southwest corner ON THAT LEDGE, you'll have to jump over some gaps on the way. There is a switch hidden behind the grass, press A while standing in front of it to raise the gate and head on inside. Place the third Fire Weed on the last beacon and have Tricky light it up with his Flame. After all that, the EarthWalker will come up to you and give you the Moon Pass Key, which will open the gateway to Volcano Force Point.

To get to Moon Mountain, if you purchased the map from the store, you need to go to the northwest corner of the Hollow, which is behind the well. Look for the sign that says "This way to MOON MOUNTAIN PASS." Now that you know where the path is, go back in the store and purchase a Bomb Spore, and then go back to that path and plant a Bomb Spore on the patch at the end of the path and blow it up with your FireBlaster to break down the wall to Moon Mountain.

MOON MOUNTAIN PASS

Millions of years ago, the second moon of Dinosaur Planet came crashing to the ground, bringing with it strange creatures from space and creating a mutant race of dinosaurs called the SharpClaw!

Keep going on the path and you'll fall through the hole in the ground, try to go through one of the holes and jump from platform to platform until you are in another column with "funnel" in it and you'll be sent back up on ground level. Your goal here is to get on the path on the other side of this area (if you bought the map from the store). Once you are in Moon Mountain, a scene will show up of two SharpClaws on the fort up ahead and they see you coming, so they begin their rolling barrel attack...plenty of them. Dodge through the barrels and when you get to the gate, use the key that the EarthWalker gave you to get through the gate. Once you get through, look behind you at the gate and you'll see a lone fuel cell sitting on the ledge, go up the ramp on the right side and get on the ledge to get to the fuel cell. Now, head inside the gate and kill the two SharpClaws in the gate to remove the force from the door. Go through the door and head in the temple of Volcano Force Point.

VOLCANO FORCE POINT TEMPLE

The Fire SpellStones must be returned to this blazing temple.

Once inside the temple, wait for the platforms to extend out and jump over all three quickly before the platforms go back inside the wall. The next room have the flaming jet in the middle, go down into the room below when its stop flaming and then go down the ramp and run through the narrow path while avoiding the Fire Bats. The only thing you can do here is to go up the escalator while avoiding the barrels that are rolling down and turn left when you reach the top follow the sign to head into the temple itself.

Jump across the gap and climb up the wall and go ahead into the next room, go down either ladder before crossing the bridge, below it is a fuel cell that you can grab. Now, head across the bridge and stand on the pad and bring out the SpellStone from your inventory to get through the gate. Now, the next part is a little bit tricky. If you stand in front of the door and look up on the left and right side, you'll see two orbs of different color and if you look behind you, you'll see two torches changing color from red, green, and blue. You need to stand in front of the torch and whip out your FireBlaster and shoot the laser through the torch to the orb when the torch reach the same color as the orb. The bar will now move out of the way so that you can use the SpellStone on the door to get through.

The next room has the force field in front of the room up ahead, go up in front of it and turn around, four SharpClaws will appear, kill them all and the force field will be removed. In the next room, have Tricky torch the two vents in the room and then go up the ladder, jump across the gap up there and take the corridor with the blue flames and run down the path when the flame jets are clear out of the way and then go up the ladder and you'll be outside, take the path on the other side and climb down the ladder, run through the flame jets and jump over the gaps. Go in the room with the green light and drop down in the light, continue down the path and have your staff receive its upgrade, the ICE BLAST! Now, head back in the room with the two vents, BUT stay on the top ledge and get in position so you have four red torches in sight, use your new Ice Blast skill to take out all four torches to make the platform in the middle of the room to act like an elevator.

Take the elevator and go down to the room below and go up the path while avoiding the Fire Bats and then when you reach the next room, Peppy Hare will page you and tell you about the temple. Go up to the yellow pad and

take out the SpellStone to open the door behind you. Head back and use the Ice Blast to cool down the flame and then go through the new door.

In the next area, run pass the flames and take the elevator up into the room above. Climb up either one of the ladders before you go down the path and take out the four torches up there and the door up ahead will unlock. Go down the ladder and then go through the door, kill the three SharpClaws inside to remove the force field. Wait for the flame jets to stop flaming and jump on the moving platform and then do it again with the next set and a scene will show that Tricky can't do this professional stuff. You will see a red switch on the moving platforms, trigger them both to make them stop and Tricky can now hop across the pit. Have Tricky torch the vent on the right side of the door up ahead to unlock the door. Go through the corridor and step onto the pad in the middle to be teleported to the Force Point.

Place the SpellStone you have in your inventory on the only slot you can put it in (whenever the C-Stick shows up) and you'll be teleported back to the start of the temple. Head back to Moon Mountain Pass.

MOON MOUNTAIN PASS

Once you return, you will hear Krystal and it sounded like she is in trouble, the large statue in front of you will speak to you about the test and you have to finish what Krystal started and that you will need a MoonSeed.

Go through the new door that just opened and go through the long narrow path. Once you are in a room, press A in front of the object in the middle and then jump in to get an upgrade for your staff, this one is the GROUND QUAKE. Exit out of the portal and head back out in the Pass. In front of you is a new enemy in a crater, whip your staff out and use your new Ground Quake here and the enemy will spin and when you see the purplish red on its back, hit it. Do this again and you'll receive the MoonSeed. Plant it on the patch of ground beside it and have Tricky torch it up and the seed will evolve into a vine! how neat!

Climb up the vine and you'll meet some more of those burrowing green enemies, kill them and plant the MoonSeed in any ground patch you see out in this area. Climb up the second vine from the start of this area and jump over the two gaps, and then go in the cave with the green burrowing enemy and a patch to plant a Bomb Spore. Plant one here and then use the FireBlaster at the Bomb Spore to knock down the wall. Go through the path and kill the green burrowing enemy if you want, a cut scene will come in with a single meteor crashing down on the planet and it looks like its in your way.

To get the meteor out of your way, you need to cover the right vents with three rocks. Two of the rocks can be found in the two ground patches here, but you have to have Tricky dig them up. The third rock is caught on fire, use the Ice Blast to cool it down. Now, you need to place them on the vents in front of the meteor, you'll know you put the rock in the right vent when you hear a music and a scene of the meteor hovering. Once you put the rocks in the right vents, run underneath the meteor and there is a ground patch behind the green burrowing enemy, you can plant the MoonSeed there and have Tricky heat it up. Climb up the vine and then go down the slope to the next MoonSeed patch, plant another one there and have Tricky use his flame to make the seed evolve into a vine for you to climb up on. Go up the inclines and then into the room with the portal in the middle, press A to be teleported

to a different area...where are you?

NEAR KRAZOA PALACE

You are in the palace to look for the 2nd Krazoa shrine. Climb up the long ladder and then jump in the water where there is no whirlpool, because if you do jump in whirlpool, you'll receive some damage and you don't want that. Cool down the flaming jet with the Ice Blast and then climb up the wall. Climb down the ladder and turn around and look up, aim the FireBlaster to trigger the red switch above the ladder to raise the water. Get up on the other side and head on into the next room. Now, walk carefully across the skinny path while avoiding the flaming jets. When you get to the other side, you'll meet up with the Krazoa Spirit again and he'll put you in a test, the test of combat that is. You have to beat all 10 SharpClaws within 3 minutes and 30 seconds. If you succeed, the Krazoa Spirit will enter your body and stay in there until you get to the Krazoa Shrine.

After the battle, you'll be teleported back to Moon Mountain Pass. When you exit out of the cave, the Krazoa spirit will tell you to go to the palace. Go down the inclines and go through the path up ahead. You will see several air funnels, and a barrel pad to the left. Now...this is the hard part, you have to pick the barrel up (it has a limited time to it before it explodes) and you have to take it with you over the air funnel BUT! you won't be holding the barrel, the barrel will glide with you. Your goal here is to blow up the wall underneath the cliff up ahead. You need to guide the barrels over the two platforms...OR, if you are lucky enough, you can try to toss the barrel across the funnels and hope it will land on the ledge below the cliff. When the barrel hit the ledge, get over there and throw it at the wall to knock it down. Don't worry, it took me a long time to get through this, so, don't feel bad.

Once you knock the wall down, go through the tunnel and step into the air funnel here, you'll be back in the area with the green burrowing enemies and vines. Head all the way back to Thorntail Hollow and go to where the WarpStone is and have him warp you to Krazoa Palace.

KRAZOA PALACE

Once you arrive here, you will notice that Tricky can't be warped along with you, so, it looks like you will have to do this on your own.

Head into the first room and kill all 4 SharpClaws to remove the force field up ahead. Once you defeat all 4, proceed into the next room which is too dark for you, you can get a firefly by breaking open a crate outside of the palace. Light the lantern up and go up the ramp on the right side and then take a left down another ramp and then right again. Now you see a cracked wall, so, you need to grab a barrel from outside the palace and bring it all the way back to the cracked wall. Go through the hole and into the next room.

In here, aim at the red switch up above with the FireBlaster to make the flame jets to move back and forth. Pick up the barrel (in the hallway after you blow up the first wall) and dodge through the flames and toss it at the wall to knock it down. Go through the hole and into the next room. In here, you will see a floor switch, but something is guarding it. To move it out

of your way, look at the two orbs beside it and the two torches that change colors. Shoot a laser through the torch to the orb of the same color and do the same for the other set. The field around the robot will be removed, aim and shoot at the robot a couple time to blow it up. Grab a barrel from the previous room and set it on the floor switch to weigh it down and proceed into the next room. Kill the SharpClaws in here and get on the orange platform and ride it up to the tunnel above. Turn left and head into the next room.

Now, in here, you have to ride the air funnels up to the top of the room. Jump from funnel to funnel until you do and go up the one air funnel inside the wall on one side of the highest floor level and then go up the ramp, watch the cut-scene. Go back down the ramp and stand on the pad to release the Krazoa Spirit out of you.

After all that, you'll be back in Thorntail Hollow and the WarpStone will give you a Medium Scarab Bag, which holds 100 scarabs. Now...you are to head to the seaside area of the planet, which is Cape Claw.

Before you go, do you have 60 scarabs? if not, then use the staff to lift up the circle of rocks in Thorntail Hollow, and break open some pots within the area. To get to Cape Claw, look on the map and you want to go southwest off Thorntail Hollow.

CAPE CLAW

A beach paradise taken over by SharpClaw. There is a giant Krazoa Head Statue there that hides the path into the Ocean Froce Point.

Once you reach the new area, turn right and jump into the water to get on the other side of the path. Read the sign and it will say "TO LIGHTFOOT VILLAGE", take that path. Go through the tunnel and the wooded area, kill the SharpClaws in the area and when you reach the golden object in front of the gate, pay it 60 scarabs to get through the gate.

You'll be in a maze, if you bought the Cape Claw or the Lightfoot Village map, you won't have a problem. If you don't, then here how you get through:

Take a left and go around the wall, take another left around the wall and then take the first right. Take the second left and watch out for the plant enemy on the wall. Run pass the enemy and then take the final right.

Go down the well at the end of the path and you want to take the tunnel that is straight across, so, go down the ladder and another one, go around and climb up the ladder to get to Cape Claw. If you go through the well, you'll find plenty of fuel cells and refills and grubtubs for Tricky.

Once you reach the actual area of Cape Claw, watch the scene, and then continue up ahead. To get across the gap, trigger the red switch up above on the waterfall to make the bridge extends so that you can cross over it to ge on the other side. But, you want to take the boardwalk (before you go across the bridge) and go down the beach and up on another boardwalk, pay the BribeClaw 25 scarabs to get pass him. Talk to the long-necked dinosaur and he will tell you that he hid 4 gold bars within the area. The first one is on the beach to the left of the dinosaur (facing it), have Tricky dig up the patch to find the first gold bar. The second one is underneath the crate on the beach before the beach where you got the first one (close to the creature in the prison). The third one is in front of the ramp before you go pay the BribeClaw. The last one is in the beach area with the "tumbling

weed" blocking the entrance to it, have Tricky burn it down and find the patch in the water. Go back up and stand in front of the Hightop and give him back his gold bars and the ladder in the back of the area will descend.

Take the ramp in front of the giant Krazoa Head Statue and turn right and up some slopes and then climb up the ladder that just dropped down. Press A on the switch here to raise the gate nearby. Slide down the ladder and jump from the boardwalk over the gap to the other boardwalk and then go up the path and through the gate and into the next room. When you try to go back, the door will shut down and the four blocks will move, filling the room with poisonous gas. A meter will show up at the bottom of the room and you have to place all four blocks back on the vents for the door to be open again and the gate with the CloudRunner inside to be unbarred. Watch the scene here and it looks like your next destination will be CloudRunner Fortress, but, Tricky will sit out on this one because there is something going on between the EarthWalkers and the CloudRunners. Head back to Thorntail Hollow and jump back in the Arwing, you'll need 8 fuel cells to get to CloudRunner Fortress.

Once you are in the Arwing mission, you have to fly through 5 gold rings, watch out for some new things and knock them out of your way.

CLOUDRUNNER FORTRESS

When you land in CloudRunner Fortress, the CloudRunner Queen will talk to you again. You have to open the gate up ahead, so, slide down the ladder to the right of the gate. Go to the platform straight across from behind the ladder and it has a switch on it, step on it. Rings will appear and you have 30 seconds to get over there and go through them. Once you go one ring, the timer will add a couple more seconds for you to have time to get to the next ring. If you successfully went through all 3 rings, a switch will appear above the gate. Trigger the switch to open the gate, kill the two SharpClaws in there.

Go up the spiral ramp, but there are two robots up there that shines spotlight at you and if you are caught, they will zap you. Hide behind the pillar to avoid being in their view. When you get to the top, go down the ladder next to the gate and run around the balcony until you see a switch, press A to raise the gate which you just passed by. Climb back up the ladder and run through the corridor, watch the scene.

When you get control of Fox again, you'll know that you don't have the staff with you. Now, take a good look on the dark wall (green) and you will see that one of the blocks' color doesn't match the others, push it out of the way and then head outside of the room, the "START" button will appear, so press START and read the message about disguise to fool the SharpClaws and other enemies. Head out of the prison and into the room with a CloudRunner in each birdcages. You need to go pass the guard BUT DON'T STEP IN THE WATER PUDDLE, or you'll be put back in the cell. Go pass him and into the hallway up ahead, take a left and go down the ladder. Now, you need to take the barrel and throw it in the air vent in the middle of the room and then head over to the floor switch and stand on it to make the barrel go up, wait until the barrel explode to make a hole in the ceiling. Slippy will contact you and give you the disguise.

Go in your C-Stick inventory and equip the disguise. Go back in the cage room

and talk to the sleeping guard and he'll ask you to take over, do so. Now you can have your staff back, there are four switches in the room, activate them all to raise all of the cages. If you raise the cage with the dinosaur inside, he will give you the Power Room Key and tell you about how you get the SpellStone with the Wind Lift.

Go back in the hallway and aim at the switch in front of the door to open the door. Now, there are several robots with spotlight in this room, only climb up when the spotlight pass by the wall. Do the same for the next two walls until you reach the corridor. Head into the field and avoid being in sight of the spotlight robots here. You are in here to look for the gems to restore the generator room. Make your way around and get on the structure in the middle of the field with the five columns. The three columns which you can press A with have you to do some things. So, lets go from left to right.

Press A at the left column to raise the gate in the corridor to your left, head over there. To the left of the corridor is large crate and a smaller crate on top, climb up on the large crate and knock the smaller crate out of your way with your staff, activate the switch behind it to make the ladder beside you accessible. Climb up the ladder and use the Ice Blast to get rid of the flames, open the chest at the end to get the first Light Gem.

Head back to the structure and press A at the middle column and the gate above the first Light Gem will raise. Now, go down the ramp and look straight across as soon as you turn left off the ramp, you will see a stack of crates. Climb up on the crate until you get on the ledge. Just run straight for the chest in the second gate to get the second Light Gem.

Head back to the structure again and press A on the right column, watch the scene and you'll know that you have to get over there and use the Ice Blast to get rid of the flame and use the Rocket Boost to boost yourself up into the alcove with the third and final gem inside the chest.

Now that you have all of the gems, but where is the generator? Take the corridor to the right of the structure and you'll see a pattern of the Power Key on the wall, place the key in the slot, turn right and go through the door (a meter will show up at the bottom of the screen, because the room is poisonous) and quickly place each of all 3 colored gems in the slot of the same color. If you succeed, watch the scene.

Look at the map and you want to go in the top right section of the area, head in the hallway and ride the wind drift up and drop off into the room with 3 SharpClaws, kill them all. You will see a pad up ahead, so, equip the disguise and step on the pad, the gate will raise, allowing you to go ahead. Within the balcony area are 5 SharpClaws, kill them all and the force field will be removed, head inside the room and you have to equip the SharpClaw disguise to be able to pick up the barrel. Head out and turn left, run pass the gate and into the next room ahead, put the barrel down on the pad. Climb up the ladder in here and stand on the SharpClaw pad to make the machine pick up the barrel and place it on the level you are on. Pick it up again and turn right, jump across the gap and you will let go off the barrel and let it hit the wall to break it down. Head into the corridor but you'll fall through the grate and land on the wind drift below. Drop off into the room ahead and kill the two SharpClaws in the field. Step on the pad, but you have to be a SharpClaw. Climb up the ladder that just dropped and talk to the Queen CloudRunner up there, she'll tell you that the floor in the cage is unstable.

Go around the left side of the cage and jump across the gap onto the crate and jump across another gap, activate the switch here. There is another

switch on the other side of this area, activate that one too to lower the gate. Head back through the gate and go back in the room with the SharpClaw barrel, pick it up, head out and turn left and left again where you see a wind drift. Run over the drift and pick up the barrel again and run STRAIGHT across and toss it at the column that supports the weakened floor the queen is standing on. The queen will give you the CloudRunner Flute for you to call her babies back.

Head back out in the balcony area and you will see a scene of a SharpClaw trying to attack the baby CloudRunner. Head over there and defeat the SharpClaw and then the CloudRunner will land on the nearby crate. Climb up on the first crate and use the flute here, watch the scene and you'll know where the second baby is. Head over there and trigger the switch above the gate to get through. Go across the wind drift (if you fall down, just trigger the switch on the door to make the drift go up), kill the two SharpClaws in here and use the flute again. Watch the scene of where the third baby is, to get there, just drop through the hole in the floor and head over to where the structure is, now there is a pile of rubbles, go through the pile and then take a left, slide down the ladder and bust open one of the crates, under one is a Rocket Boost pad, boost yourself up on the balcony above and head over to where the third baby is and beat up the SharpClaws here. Use the flute for the last time to find out where the last baby is. You'll have to go all the way back to the other side, kill the four SharpClaws there and save the baby, use the flute and head back to the queen, she will tell you where Scales hid the SpellStone and give you her reward.

Head out to the balcony and on the map, you want to go to the right side and you'll see a gazebo-like thing, go down the ladder behind it and follow the narrow path to the room. Stand in front of the gate and it will rise, head on inside and kill the two SharpClaws in here. Go into the next room and pick up the Fireflies. There is a tunnel nearby, follow it into the next area. There is a switch before the wind drift, activate it to make the drift to go down, run over the drift and into the next tunnel. Once you reach the dark room, you'll see a crack in the wall. Now, all you need is a barrel, grab the one from the balcony (disguise as a SharpClaw and then turn left and drop into the vent) and toss the barrel at the wall to knock it down. Slide down the ladder.

Go through the tunnel (either one) and you'll meet up with General Scales again. You'll be in another race with the other SharpClaws Your goal here is to ride and run into the leader and make his vehicle to blow up by ramming into him, he then will drop the SpellStone and then watch the scene after that. You want to head back to the planet after you leave CloudRunner Fortress.

CAPE CLAW

Once you arrive back in Thorntail Hollow, head back into Cape Claw. Go up to the giant Krazoa Head Statue, but to the right of it is a ladder, climb up on it and jump over the gaps to the pad on the platform. This here is a SharpClaw pad, so, you have to wear the SharpClaw disguise. Stand on the pad and the door will open. Head on inside and jump in the pool. To the left in the water is a red platform, get up on it and have Tricky stay on the red switch. Get on the new platform and hop up onto the platform with the switch and activate it to make the waterfall stop flowing. Exit out of the pool area and head over to where the waterfall was, swim down in the tunnel and you want to go to the green section on the map (watch out for some

whirlpools). Once you get up on the ledge, jump down into the room below and then take out the fire in front of the Krazoa statue and take the Fire Gem out from its mouth. The water will rise in here and drain in the previous pool room from above. Now, exit out of this pool area and go up the ramps and into the pool area above. In here, you will see two Krazoa statues, place the Fire Gem in either mouth. Exit out of the area and head over to the right beach (facing away from the Krazoa Head Statue). You will see two SharpClaws beating up on a Lightfoot (a tribe you'll meet later), kill the two enemies and then watch the scene here. Now that you have the second Fire Gem, head back in the pool room and place it in the other statue's mouth. Behind you is a switch, activate it to lower the column next to you. Have Tricky stay on it and activate the switch again to raise the pillar and have Tricky torch up the weed here to get rid of them so the sunlight can go through the right eye of the statue and shine on the Fire Gem, this will open the new door.

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OCEAN FORCE POINT TEMPLE

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In the first area, jump into the pool of water below and get on the other side of the room, turn around and look up, you'll see a red switch. Aim your FireBlaster at it and make it turn green, the water level will rise. Take either one of the blue hallways and have Tricky torch the plant up in the middle of the hallway, then push the block into the water. Aim at the switch again to turn it back to red to lower the water level. Find that block and push it to the floor switch, this will raise the gate up ahead. Go through the new gate and you'll be in the outside area of the temple. Climb up the ladder on the right side and when you reach the top, take out the large SharpClaw here, then whip out the blue SpellStone and place it on the platform ahead. This will make the wheel in front of you to turn and let you to go ahead in.

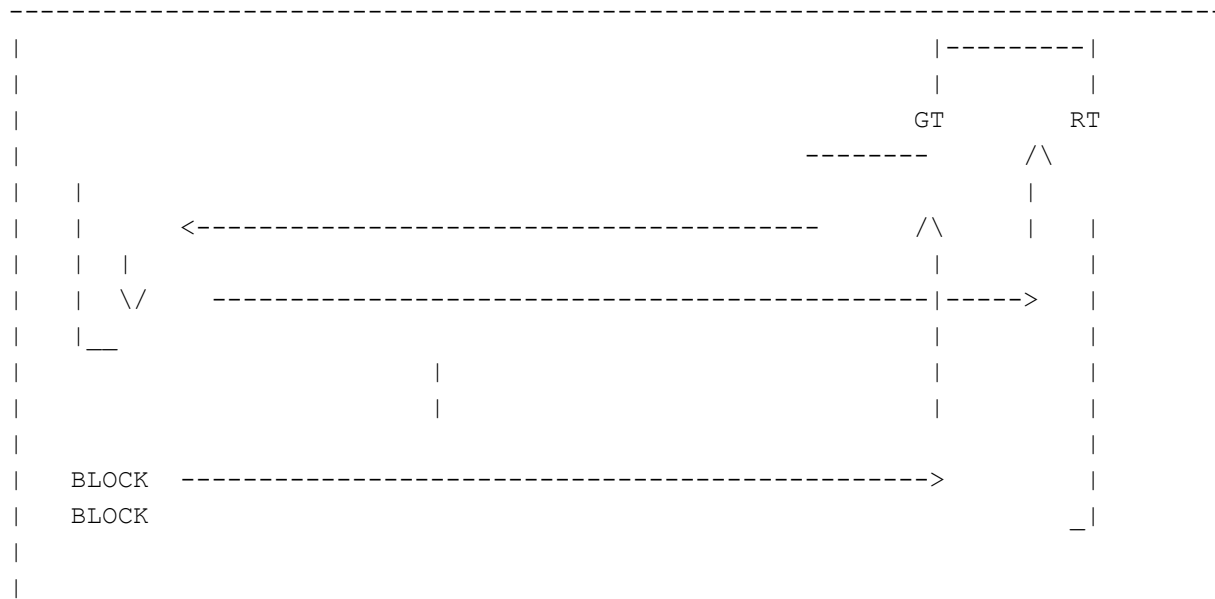
Now, head up on the ramp and have Tricky stay on the floor switch and look at the door, you'll see 6 panels on the door being lighted up. Behind you is a larger version. You have to step on the right switch as it is on the door, if you step on the wrong one, you'll receive some damage. If you successfully got through it, kill the two SharpClaws up ahead and turn left to jump into the pool and veer left to head into a larger pool with some turtles. You want to get on the platform on the far side. Once you get there, hop up onto the platform above. Take all three paths and flip each switch at the end of each path. Once you activated all 3 switches, head back to where you killed the two SharpClaws and take the narrow corridor near the grate, climb up the wall back there. You'll be on the floor with the teleporter in the middle. Now, look for the torch that changes color, stand in front of it and aim your FireBlaster at the orb behind it, when the torch turns green, fire the laser and pray it will hit the orb. If you succeed, the teleporter will activate. Step on it and press A.

Go through the large blue doors and turn right, kill the jellyfish before you go up the ramp. Jump into the pool of water and veer to the left, you'll see a switch on the wall, flip it to drain the water. Jump onto the floor below and look for another switch (its near the circular door) and activate it to make the circular door move out of the way. To get up there to proceed ahead, you need to raise the water level back to where it was. But how you ask? Look for the SharpClaw pad (orange glow), then put on the SharpClaw suit and stand on the pad. This will open the door on one side of the circular platform in the middle. Head over there and pull the block out of the alcove, you need to slide the block in the little slot on one side of the circular platform.

Hop up on the block and into the corridor and then jump over the gap. Now you can raise the water level back to where it was.

Go through the new door and down the ramp into another large room. Turn right and have Tricky heat up the grate, this will start a time of 2 minutes and 30 seconds. For what you ask? See those four torches? and the four statues above them with the switch underneath each one? You have that long to trigger all 4 switches to make the statue dump water onto the torch below while the platform with the four torches rotates. Once you succeed, you'll head onto the next new puzzle.

In this new puzzle, you need to make the block with the four red switches on them to slide in between the red and green torches. I've counted at least 6 times I hit the block to get it to slide in between the torches.



Crappy Art made by Myke

Here is the map above for those who are stuck in this block puzzle. Once you get through this puzzle, a Rocket Boost pad will appear in the first room. Head back in there and use it to get up on the ledge above. Go through 3 corridors and you want to be in the room with the torch that changes color and the orb. Hit the orb through the torch with your FireBlaster and the bridge will appear in front of you. Go across it and then step into the teleporter. Go to the structure in the middle and place the blue SpellStone in one of the two slots.

After that, you'll be teleported back out of the temple. Head back to Thorntail Hollow and once you enter Lightfoot Village, a scene will show up, sit back and enjoy.

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LIGHTFOOT VILLAGE
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When you wake up, you'll be tied to a pole. When you get control of the CloudRunner, you have to have the red slider to hit the green bar on the meter. After you hit one Lightfoot, the green bar will get smaller and so on. The chief will then untie you.

Once you are free to roam around, you need to find 3 wooden block carvings.

The first one is right when you get off the ladder, but its over towards the bricked wall, this wooden block is a circle. If you have the Lightfoot Map, head to the northeast section (go across the river) and when you arrive there, look for a weed that is in the middle of the wall. Have Tricky torch it out of you way and dig up the patched ground behind it. You will find the squared wooden block in here. The last block is right smack in the corner in the northeastern part of the village. Or from where you got the 2nd block, as you exit out of the walled area, turn left and along the coast, go across the water and up on another land, you'll see another ground patch near the water. The triangular block can be found in here. Once you got all three, head back to the structure where you got tied up on. Now, look around the edge of the structure, you'll see an object where you can slide the block in the slot. So, slide the block in the slot of the same shaped object to make 3 platforms rise from underwater in the western part of the village.

Head over in the west section and get up on the first lowest platform, then hop onto the next two platforms. Jump over the gap and onto the ledge with the rock and a crate on it. Lift the rock up and out of the way and then use the Rocket Boost pad here to get up on the ledge above with the totem pole. Don't use the switch on the pole yet, instead veer to the right and climb down the ladder behind the hut, go across the bridge and watch the scene with the chief.

So, the only way to see this chamber is to complete the tests? That's fine with me, but I don't know about you. The first test has you find the four totem poles and activate each one within 2 minutes and 30 seconds. The first one, just climb up the ladder and go across the bridge. The second totem pole is in the middle of the village in the river (jump up on the two platforms to get up there), the third can be found where you got the squared wooden block or where you had Tricky burn down the weed in the northeast area, use the Rocket Boost pad back there to get up on the ledge above, the 3rd totem pole can be found up there. The 4th and final totem pole is in the southeast section of the village, head back down there to the lone green island in the corner. Climb up the wall to get to it.

The second test have you use your strength and a lot of A button pressing. Just repeatedly press the A button as quick as you can, My best time was 7:03.

The door to the underground chamber will open up. But, there are some tasks you have to do. There are three Lightfoots in the village (all three are mothers). Go to the one above the chief's hut, each mother have 3 babies and they are scattered out in the area. Chase them down to catch them, that is after you talk to the mother. The one who said her babies likes to climb trees, just exit out of this area in the south and whack the tree with the target on them, one will fall out and chase them into the blue force field. The one where she thinks her babies are underground, just go through the new door in the middle of the area and you'll find them on the top level, chase them around the circular path and into the blue force field. The last mother said her babies like to climb trees. Go to the Rocket Boost pad in the northeast area and you'll find them in the forest. Talk to each mother to get a reward.

Now that there is nothing else to do in Lightfoot Village, go in the new room in the middle of the village and then go down the ladder. Climb up the light brown crates and stand on the switch to make the puzzle on the totem pole rotates. You have to line up the image of a white snake. Once you complete it, the gate up ahead will open, proceed and then step on the teleporter.

You'll be back in the Krazoa Shrine again, break the crate on the right side to reveal the Rocket Boost pad underneath, use it. When you reach the next

room above, now, this section have you use your speed. Stand on the switch and the gate at the far end of this room will raise, run through the flaming jets and everything else and through the gate before the gate close. Turn right in the next room and step on the switch to drain the water. Jump down and run through the stalagmites and then climb up the ladder at the end and go through the gate. Go into the next room and climb down the ladder, step on the switch, then go up the ramp while dodging the rolling barrels to get through the gate at the top.

Whew, now, talk to the Krazoa Spirit here and he will put you in a test, the test of fear. You need to focus on the meter at the top of the screen and tilt the control stick in the opposite direction of where the red slider goes because you want the red slider to be in the green meter the whole time until some transparent person pick you up.

Once back in Lightfoot Village, go all the way back to Thorntail Hollow and have the Warpstone take you to Krazoa Palace. Once back in the palace, stand on the orange platform and it will lift you up to the hallway above. From the hallway, go into the room with the giant air drift in the middle, you want to go to the second floor. On that floor is a disguise pad, so, equip the SharpClaw disguise on and stand on it and then release the Krazoa spirit here.

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THORNTAIL HOLLOW
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As soon as you leave the WarpStone area, you'll hear a crying sound, but where is it coming from? Its back in the WarpStone area. Go to the EarthWalker in the very back and help her make the enemies stop stealing her eggs. You have the time of 1 minute and 40 seconds to save all of her eggs. She will open a portal up for you to upgrade your staff, Portal Device.

Now, exit out of this area and head over to the Queen EarthWalker in the cave in the southeast part of the hollow. She will tell you about Tricky's father and you will find out that he is the GateKeeper and was put to be prisoned in Walled City. She can't open the sealed door behind her, so use your new Portal Device here to open the vortex to Walled City. Jump back in the Arwing (you'll need 8 fuel cells for this one)

In this Arwing mission, there are more jets and mines in the field and a new object, the crusher. You need to fly through 7 gold rings to get the force field open.

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WALLED CITY
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Head straight and left, run across the bridge and veer to the left of the pyramid, watch out for the RedEye and head for the structure with an object under the gazebo, there is a circular platform on the ground beside it, use the Ground Quake on it to make the object rise. There is another one in the southwest section of this area. Once you hit the circular platform, a timer will start, so hurry up and get on the ramp on the pyramid in the middle and take the one with the red flame for the daytime one and the blue flame for the night one.

Once you got both sides (day and night) done, take the new path and in

the back of the corridor, you'll meet up with the Gatekeeper, Tricky's dad. To continue ahead, you need to find the two objects that fit in each statue's mouth. Head back outside and go across the bridge straight ahead and on one side of the wall is a weed, have Tricky burn it down then climb up the wall. If you have a Bomb Spore, plant one in the middle of this platform and then whip out your FireBlaster to blow it up. Drop in the green glow and you'll be in the staff upgrade room again for the last time, the last upgrade is the Super Ground Quake. Exit out of this area and there is a force field door in the western side of this area, but to get it out of the way, you'll have to kill the four RedEyes (Tyrannosaurus Rex, T-Rex). All you have to do is use your Super Ground Quake at each one and throw the barrel nearby at them and they're gone. Go back across the bridge you were just on and turn right, go up the hill and head on inside to get the Gold Redeye Tooth.

To get the Silver Redeye Tooth, there are four switches, one on each tree next to the EarthWalker. The first one is right on the ground below the structure where you got the Gold Redeye Tooth. The second one is on the same land, but it is over by where you got the Super Ground Quake from. The third one is straight across from the Arwing and the fourth and last one is on the eastern side, after you hit the third one, go back across the bridge and turn left and head towards the waterfall, but you are veering a little bit to the right and downhill, you'll see an EarthWalker. Hit the last switch and a ring will appear in front of the waterfall. A timer will start and you have to continue down the river and keep going through rings, then run inside and open the chest to get the Silver RedEye Tooth.

Head back to where the Gatekeeper was and place the gold tooth in the gold statue and the silver in the silver statue. The floor behind the King will lower. Go down the ramp and be prepared.

BOSS BATTLE-----

Holy Mackerel! This T-Rex is about the size of King Kong! Now, hurry and hit the red switch above the cage in front of you to raise the gate, grab the barrel inside and carry it out. When you see him far away, stand in FRONT of the switch and wait for him to growl or roar at you and then STAND ON the switch, he'll run into the electrical part and get electrocuted, run up to him and throw the barrel at him. He'll run a little faster after that and the switches will be closer together. Keep zapping and throw a barrel at him 3 more times and the battle will be over. Watch the scene after that. Time to head off back to the fiery volcano!

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VOLCANO FORCE POINT TEMPLE

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Do you remember how to get back here? If not, take the path to Moon Mountain Pass and then go through the cave in the very back of the area. Drop down in the pit with the flaming jet but wait for the flame to stop firing. Go to the area with the escalator with plenty of barrels rolling down on it. Before you go up, boost up onto the ledge in front of it and you can equip the SharpClaw disguise to get the fuel cells in one of the cages, and take out the flame with the Ice Blast in the other one of the two remaining cages.

Now you can go up the escalator while dodging the barrels and then take the direction to Volcano Force Point. Kill the two SharpClaws here if you want, then go across the bridge. Take out the SpellStone you just got and use it on the SpellStone platform here to get through the gate. Kill the

SharpClaw on the other side of the gate. Go through the double door up ahead with the SpellStone, and then use the elevator to go down as you get in.

Continue through the path and you'll appear in the large room with the two SpellStone pads in the middle, but you want to activate the 2nd pad (the one across from the closest one, of course) and a new door will be unlocked, but how do you get over there? Stand on the edge of the broken bridge and look down, you'll see three moving blocks, one doesn't have a flaming jet on it. You can try to jump over there, but there is another block like that close to it, and its not moving. Take out the flame with the Ice Blast and quickly hop on it and get on the safe platform. While on the moving safe platform, take out the other flaming platform and quickly hop onto that and jump on the climbable wall. Climb up and go through the new door, but there is another climbable wall nearby and if you climb up, you'll find a single fuel cell up there. Go through the path and get on the elevating platform in the middle to go up.

Once you get up there, you'll see four rows of torches to the door. Climb up the ladder near the platform and you have to take out the colored torch in order from farthest to closest to the door. So, it will be blue first, then green, red, and finally yellow, now you can go through the new door. In this next room, kill the two SharpClaws and then have Tricky stay on the red switch that appear after you kill the two enemies. Climb up the ladder, take out the fire with the Ice Blast and then activate the switch to raise the gate. Go through the new gate and have Tricky stay on the red floor switch. Take out the fire on the moving block and you have to aim at the three colored orbs through a single flame while on the moving platform. I don't think the flame will reappear, so take your time and aim at each orb.

Once you successfully got all of the orbs lighted up, go through the new door and step on the teleporter in the middle to be teleported to the area where you have to put the 3rd SpellStone in one of the two remaining slots. One more SpellStone to go and the planet will be back in its normal position.

Head back to Thorntail Hollow...

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THORNTAIL HOLLOW
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Once back here, you'll see a scene of those flying enemies attacking an Thorntail. Now, you'll see a meter at the bottom of the screen and you need to take out all 3 flying enemies on each Thorntail before it goes out. There are at least 4 out in the main area and one near the Cape Claw exit. If you successfully save all of them, they will give you a bigger scarab bag, which holds 200 Scarabs! Now, collect at least 130 Scarabs and then buy the SnowHorn Artifact from the store. Head back to SnowHorn Wastes via the climbable wall.

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SNOWHORN WASTES
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When you come here, take a left and go up the steep ramp that leads up to a lake with several platforms and a blue SnowHorn in the very back. Head over there and look behind the SnowHorn, you'll see an iced wall, have Tricky melt it down to get through. Kill the two SharpClaws back here and then head down the slope. Kill the burrowing enemy and the enemy that is living in the hole of the tree across the river. You have to hit it whenever its eyes

appears, when you do, you'll knock the tree over and have access to get across the river. Now, head back to the blue SnowHorn and give him the SnowHorn Artifact that you bought in the store. The pad will rise from underneath you, take out the horn and blow it to start a challenge.

This challenge has you to blow the horn at each new pad wherever they appear. The first one is right in front of the blue SnowHorn, of course. The second is in the area BEHIND the Blue SnowHorn. The third is if you go down the slope (where you recently killed the enemy in the hole of the tree) and cross the tree. The fourth is back in the village with the BribeClaw but its located underneath the long slope. The fifth is right next to the BribeClaw and the entrance/exit for SnowHorn Wastes. The 6th is located next to Garunda Te (where he was stuck under the frozen ice), the 7th and final pad is down the slope from where Garunda Te is, once you reach the bottom of the area, veer to the left and ignore the burrowing enemy and go across the tree (if you killed the enemy that was living in the tree earlier in the game) and then climb up the wall. Whew, after all that...the blue SnowHorn will open the gate. So, go all the way back up the ramp, across the lake and the tree which you just knocked over and find that Blue SnowHorn back there. When you do, go in the cave and press A when you step on the teleporter.

You'll be back in the Krazoa Shrine area. Climb up the ladder in the next room. In the first room with the crooked path and several flying creatures in the air, kill those and then pick up the barrel, go down the ramp and go slow through the path and try not to fall off, then throw the barrel at the cracked wall up ahead. In the next room, you'll see a barrel machine moving back and forth, a pool full of whirlpools and a flaming jet. You need to go back in the previous room and pick up the barrel again, carry it back here and set it down on the barrel pad. Flip the switch to make the first flaming jet to stop blowing and the second one will start blowing fire a little further down. Now...look for the bot and watch what direction it takes. When it pick up the barrel and got pass the first flaming jet, flip the switch to make the second flaming jet to stop blowing and when the machine get pass that second jet, flip the switch again to go pass the third flaming jet and it will release the barrel at the far end of this room. Swim across the water, avoid being trapped in the whirlpool. When you reach the other side, ignore the barrel for now and proceed into the next room and kill the SharpClaw in the back, so that he won't interfere you. Head back across the wind drift and pick up the barrel, now...you know that you'll drop the barrel when you go across the wind drift, but this one won't blow up. It will float to the right and if it didn't go in, then just go over there and kick it in. Pick it up again and throw it whenever the middle flaming jet isn't firing to blow up the cracked wall up ahead. Head inside and talk to the Krazoa Spirit.

Another test! this test is the test of strength and its identical to the one back in LightFoot Village where you have to push the totem pole to make your opponent fall in the pit. You need to push and make it halfway through the circle to win and the 4th spirit will be in you.

You'll be teleported back in SnowHorn Wastes, head back to the WarpStone back in Thorntail Hollow and have him warp you to Krazoa Palace. Once back in the palace, set on the orange platform to be elevated up to the hallway, go through the hallway and you'll end up in the big room with several wind drifts on the way up. Get on the lowest floor (take the first wind drift on the right), go around the floor and use the Portal opener here, head inside and release the 4th spirit here.

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THORNTAIL HOLLOW

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Back in Thorntail Hollow, the WarpStone will tell you that you have one more SpellStone to go and that you have to go to Dragon Rock. Fox asked where he can find the 4th Gatekeeper and the WarpStone tells him that he is closer than you realize, he has no voice but lots of things to say or something to that extent. If you were bored one day and talked to every one of the Thorntails in the hollow, remember one of them who "mumbles" all the time and never said anything else? He is the one that you are looking for, no wonder why he was silent. Go to that Thorntail (by the well) and talk to him, watch the scene after that. So..the gate to Dragon Rock is now open, alright! More Arwing mission!

In this Arwing mission, you need to go through and collect at least 10 gold rings. There are a lot more other planes and mines in the field, 9 of the 10 gold rings are right in front of you most of the time through and don't miss the one hovering high to the left after you exit out through the one asteroid with 3 gold rings inside.

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DRAGON ROCK

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When you arrive here, look on the map (if you bought the Dragon Rock map from the store), head north and you'll see a blue dot on the map, but you are not going that way, keep heading north and look for the building with several flaming jets around the outside of the building. Climb up the ladder and go through the series of flaming jets on your way up and around the building. You need to look for the barrel on the right side of the building, pick it up. Carry it over to the barrel pad and a bot will come by to pick it up, you need to climb up the ladder and step on the red switch to make the jet stop blowing fire and let the machine go by, do the same for the 2nd jet. Once the barrel is set down, throw it at the boarded up wall to get through it. Go up the ramp and go around the rotating jets to the switch on the other side, activate it to release the EarthWalker.

Exit out of the area and head to the southern area of Dragon Rock and talk to the EarthWalker you just released. He will tell you about the HighTop and the robots around Dragon Rock. Get on his back and you have to bust down 4 shield generators. 2 of them are in the pillar (one near the Arwing, and the other one is in the southeast area), one on the building in the middle of the area and one in the back area to the right of the building you were just on (with the switch where you release the EarthWalker). Now that you got all four going, the shield around each one of the 4 robots are gone, you can now destroy all of them with your FireBlaster. When you got all four down, a gate at the north building will raise.

Head inside and look for the Boost pad, which is to the left of the dinosaur. Talk to the HighTop and he'll tell you that he tried to break out of the ropes but its too strong. Look at the pillar where one end of the rope is from, you'll see a red switch, whip out your FireBlaster and hit each one of the four red switches to release the HighTop. He'll talk to you and you'll find out that you'll be in another ride! You need to protect the HighTop while hes crossing the plain, so focus on the structure in the middle and since that you have unlimited amount of FireBlaster lasers, destroy any missile you see until the HighTop finds what he is looking for.

A new door will be lowered, proceed through. There is a force field in this

area and you see those weird looking dinosaurs crawling around? You need to kill them to get the barrier down, but how? Whip out your Ice Blast and aim it at the enemy and start cooling them down until they froze, whack it with the staff and they'll be gone, do the same for the other two and then the barrier will be gone. There is a barrel in the southern most part of the area and you have to step on the red switch to activate the machine to pick up the barrel, but whip out your FireBlaster and hit each red switch to stop the jet and the barrel will be safe to go by, do the same for the next two jets until the barrel lands safely on the platform, head over there and climb up the ladder.

The next part, you have to carry the barrel across the air drift and you'll know that you will drop the barrel and it will slide across the drift. You also know that whenever it floats across the drift, it will always veer to the right a little bit. So...pick it up and wait for the flaming jet to stop firing, stay on the LEFT side of the ledge and run across the drift, you'll drop the barrel and it will glide to the right. You know what to do with the next two air drifts. When you got pass the last air drift, pick the barrel up again and throw it at the boarded up corridor.

Go through the new corridor and drop down, flip the switch to get the cage with the CloudRunner inside to move, drop down to the lower floor and have Tricky blow fire on the vent to burn the rope. The cage will then fall and you'll find out that this CloudRunner was the one you were riding on in the very first part of the game while you were Krystal. You'll go on for another ride!

There are four towers around the outer part of the area and you have protect the CloudRunner by shooting off the missiles, your goal here is to take out the four red circular object on the top of each one of the four towers. I can't count how many time you have to hit them, but try to fire as many lasers can you can at each of those red circular objects until all four are destroyed. The CloudRunner will take you to the entrance, which is at the top of the structure.

BOSS DRAKOR

This is pretty much of a simple, but challenging boss battle to get through. You need to shoot of the cannon that Drakor shoots at you. But, you also have to shoot off the yellow mines that are scattered out through the field and there are plenty of flaming jets, but most of them has a red switch next to them, hit the switch to make the jet stop firing. There are those box with the letter "S" on them, hit those to "replenish" your health. Keep shooting at Drakor until his life meter goes down to zero, he then will drop the 4th and last SpellStone. Watch the scene after that.

After the scene, head back to Dinosaur Planet. Now you know where to go, right? If not, then you are going to go to Ocean Force Point. Take the Cape Claw direction.

When you arrive in Cape Claw, you'll notice that the entrance to the temple is boarded up, and who did it? Remember that scene earlier with a SharpClaw hiding behind the cannon while you and a LightFoot were fighting over the gold? or the gem or whatever? If not, this cannon is located across the water. Either swim or use the boardwalk to get over on the other side. To get to the cannon, go on the left side and you'll see a path going down, take it and use the Portal Device to get rid of the portal and then use the Ice Blast

to get rid of the fire. Get ahold of the cannon and aim it at the boarded up hole (or the statue's mouth). Leave the cannon and head inside the hole in the statue's mouth to get to the temple.

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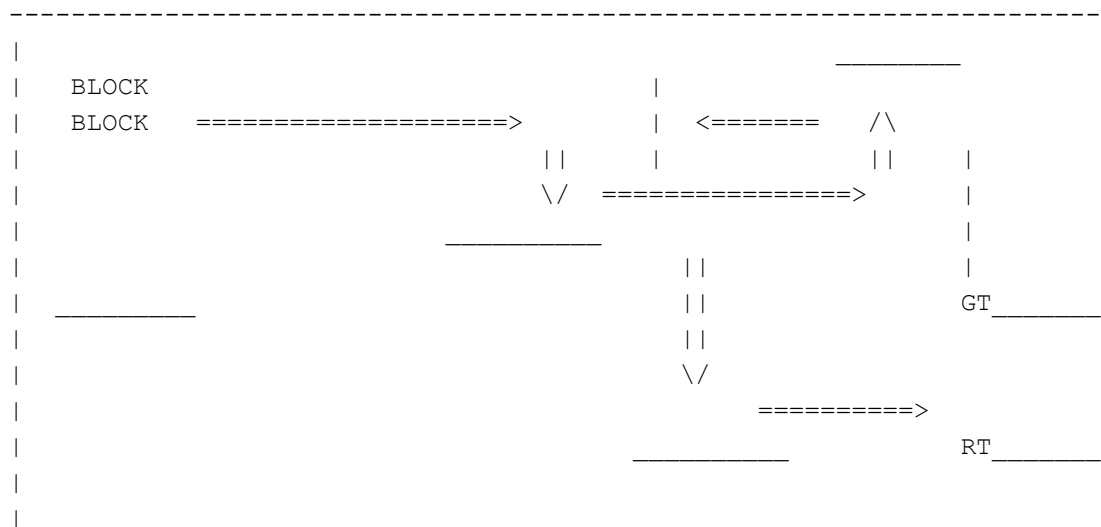
OCEAN FORCE POINT TEMPLE

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Once you are outside of the temple, go up the ladder on the right side and take out the SpellStone at the SpellStone platform up there to get through the gate. Inside, remember that part where you have to make Tricky stay on the floor switch and you see those lights on the door and the floor tiles? This time, it has 9 rows instead of 6. Step on the tile which is lighted on the wall (lowest to highest) and when you get through it, kill the two large SharpClaws at the other side of the floor puzzle. Take the farthest tunnel in the pool, then climb up the wall. Press A when you get on the teleporter.

Once you are in another area, go through the large double door and take a left across the pool. Kill the SharpClaw that appears on the middle of the bridge. In the next room, you'll spot a block to your right, push it next to the area besides the platform, climb up on it and hop up onto the ledge above. Activate the switch up there to open the door up ahead. Jump off the ledge to the ledge you haven't been on (opposite side of the room) and you'll see a SharpClaw pad there, you know what to do here. Putting on the disguise will make the door with the SharpClaw carved on it will raise, revealing a switch. Head back and jump across the gap to get to the switch and flip it to raise the water level so that you can go into the next room.

The new room has a platform in the middle of the pool. Swim across the pool to the right to get on the platform with the switch, flip it. This will make the four torches of different color to lit up on the platform and move around in a counterclockwise direction. Now, look up on the red switch, but look below it, you'll see a color. If you are looking at the blue colored tile, you have to hit the switch to make that statue above the blue-colored tile to pour water on the blue torch. Get it? When you successfully pass the challenge, you'll move into the room with the block puzzle. Here is how you solve it:



Crappy Art made by Myke

After you solve the floor puzzle, a new Rocket Boost pad will appear in the first room. Head over there and boost yourself up onto the ledge above. You are going to go to the room with a lone torch in the middle of the room with the blue orb behind it. So, aim your FireBlaster at the orb with the torch in

the middle and wait for the flame to turn blue, then pull the trigger. A bridge will extend, allowing you to cross over and stand on the teleporter.

You'll appear in the room with the object in the middle with the three SpellStones on it. Place the fourth SpellStone in the final slot and then watch the scene. You'll see the planet will be back in its normal form, but then its breaking up again, what is going on here? Peppy will page you and tell you that you'll have to go back to Walled City. Head back to Thorntail Hollow and then go in the Thorntail Store, buy the Hi-Def Device. After buying it, head back outside and jump back in the Arwing.

You want to go to Walled City, and you need to collect at least 7 gold rings to get there.

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WALLED CITY

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Back in Walled City, go across the bridge and talk to King EarthWalker He will tell you that you can find the remaining Krazoa spirits by experimenting with the Sun and the Moon stones.

For the Sun Stone, jump down in the area with the four blocks and four suns. If you push the block and if it hits the sun, it will stay in that spot, and if it hits the wall, you'll have to start over. The first block off the ramp, push it to the south (this will be easier if you have the map) or to the right (facing the area from the ramp). Go to the southeast/right block and push it to the first block then push it again to the north/left. Now, go to the farthest block from the ramp or the east block and push it to the west/2nd block and then push it again to the north/left. Finally, push the 4th block to the east where the final sun is. The sun insignia will be gone, stand on the platform in front of the pyramid and ride it up to the top. Stand on the brown spot and press Z to take out the Hi-Def device and zoom-in (C-Stick) to the sun and then the pyramid will open up. Ride the platform back down and then enter the pyramid.

In the first room, kill the two bats with the Ice Blast first. There are 3 blocks in the room, 2 of them has a sun insignia on it and one has the moon. Pull all three blocks out from the slot and look around the block for the insignia and if you see one with the blue moon on it, you have to push that block in slot with the blue torch. The two sun blocks will go in the two remaining slots. After completing this puzzle, proceed to the next room.

In this maze-like room, use the Super Quake on the platform, several invisible walls will appear. Now, if you were to face the door on the other side of the maze, go to the right and flip the switch back there to make the first invisible wall to disappear. Go through it and around to the right, you'll see a fire that you can cool down with your Ice Blast, flip the switch behind it to make the 2nd wall disappear. Continue down and the 3rd will be in the middle of the long path, go back and you'll see a red switch on the wall, but watch out for the bottomless pit. Whip out the FireBlaster and hit the switch to make the 3rd wall go away. Hurry down the path and veer to the right, have Tricky burn down the weed and finally, flip the last switch to make the last invisible wall disappear but the time is still ticking, exit out of the maze.

In the next room, you'll see a wheel with a little opening on one side and whenever the opening go pass one of the three signs (left, top, right), you'll see a switch which you can aim with the FireBlaster, but you have to hit it in an order. The order is left, top, right. A bridge will appear, run across

it while avoiding the flaming jets so that you can pick up the Sun Stone at the end of the bridge. Now, head back outside and over to the Moon side.

In the first area for the Moon Stone is like the one for the Sun Stone, but different arrangement. So, if you are standing from the ramp while facing the area, or if you have the map push the far right/south block to the north. The block next to it will go to the left/south. Go to the top/west block to the bottom/south. Finally, push the last block to the 3rd block then to the 1st block and then push it for the last time to the last moon. Go to the pyramid and use the platform to get to the top. Use the Hi-Def device (press Z) and zoom in at the moon to open the pyramid. Go back down to the bottom and then head inside.

In the first room, flip the switch first. Now, watch the first gate, when it goes down, hurry and go through it but don't stay on the floor too long because if you do, the floor panel will drop and you'll have to start over. So, either run around or walk slowly to each tile until the next gate drops.

After you get through the first room, the following room is a little more challenging, because once you use the Quake on the platform, you'll be put in an INVISIBLE MAZE. To get through this maze, you have to take the direction that goes all the way around the room. So, make your way to the right corner of the door and turn south, work your way around the maze and you'll finish the puzzle in no time. Use the Portal Device here to proceed through.

The third room, is the same as the one back in the Sun pyramid, but the order is reversed, so you have to hit the left switch first, then top and the right switch will be the last. Grab the Moon Stone at the end of the bridge that appears. Exit out of the moon pyramid and head for the opening behind the main building (where you first released King EarthWalker, this is also where you put the Silver and Gold Tooth on the two snakes) and put the Sun Stone on the left statue and the Moon on the right. A gazebo will appear at the top of the main pyramid.

C This is the point of where you can't return back to any area that
A you visited throughout the game. That means once you teleport to
U another area at the top of the pyramid, you won't go back to the
T main land (Thorntail Hollow) and buy something or go back to
I Lightfoot Village to play any one of the challenges or any other
O objective that you forgot to do and complete. If you forgot
N something, then I suggest you do it now before you teleport to the
! Krazoa Shrine to pick up the 5th Krazoa Spirit.

You'll be back in the Shrine for the 5th Krazoa spirit. Climb up the ladder and step on the floor switch to raise the gate at the other side. Just run through the air drifts and make it through the gate on time. In the following room, go across the air drift and extinguish the two flames, turn around and hit the red switch on the ceiling to raise the gate, but hurry! go across the last air drift to make it through the gate. The third room has a floor switch to raise the gate at the other side of the room. Go across the air drift and run pass the rotating flaming jets and do the same for the next set.

Talk to the Krazoa spirit for the next challenge, the test of knowledge. You have to place the item in its right "place" from throughout the game. For example, pick up the MoonSeed and remember planting those in Moon Mountain Pass? look for the "picture" of the area and place it in the slot in front of it.

Standing at the entrance of this chamber, on the left side from closest to farthest are Space, DarkIce Mines, and Walled City and on the right side from closest to farthest are Moon Mountain Pass, Lightfoot Village, and CloudRunner Fortress. You got 6 items and each one goes to each slot. Here is the list:

Space	-	Asteroid
DarkIce Mines	-	Dinosaur Horn
Walled City	-	Gold Tooth
Moon Pass	-	MoonSeed
Lightfoot Vge.	-	Wood Block
CloudRunner Fortthress	-	Flute

After you achieved the challenge, watch the scene and you'll find out that you won't be accompanied by Tricky no more and you are on your own. Head back to the Krazoa Palace. Once you are out in space, General Pepper will page you and tells you that he altered your flight path so that you are heading to Krazoa Palace instead of anywhere else, SEE?! I told you! You can't go anywhere else because you are near the end of the game. Fly through 1 Gold Ring to get to Krazoa Palace.

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KRAZOA PALACE
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Once you arrive here, you want to drop the 5th spirit off. So, go to the air drift that will take you down to the floor below. Go down to the lowest/giant air drift and look for the 2nd air drift up and drop off on the floor. Run around to the south end and look for a narrow corridor with 2 red torches in front. Go through the corridor and run across the air drift to get to the other side. You'll find out that you are in a balcony outside of the palace, kill the SharpClaw here if you want to and look for the statue where you can release the Krazoa Spirit.

Watch the scene and you'll see that you just dropped the gate around the structure on the top of the palace. Head back up there where your Arwing is and head west. Stand on the teleporter inside the structure to be teleported to a new area. As soon as you exit the room, a barrier appears behind you, not letting you get back to the teleporter. There is really nothing to do here, so head for either one of the ladders and climb up onto the platform in the middle. Go to the middle part of the platform and General Scales will call you out and he will fight you, as soon as you whip out your staff, a voice is heard and its calling out to Scales, and Scales has the final Krazoa Spirit?! Why couldn't we just kill him earlier? Anyway, General Scales will tell you that you'll regret it and release the spirit out from inside him and the final spirit will go inside you and Scales will fall over. Who is this speaking? Don't look at me, I wouldn't have a clue because I never played a Star Fox game before.

You'll be teleported back to the Krazoa Palace, straight from the structure is a Krazoa head statue on one side of the platform where Krystal is on, release the spirit here and watch the scene. The spirits that revolves around Krystal will go crazy and Fox thought it would save her. The spirits will exit out of the chamber and all of them will go in the giant Krazoa statue in the background. Krystal breaks out of the crystal she was trapped it and then the amazing Fox saved her from falling in the hole to the lower floor deep inside the palace. The Krazoa Statue Head unhooks itself and flying around, Krystal grabs the staff from Fox and tried to damage it with the FireBlaster, but Fox has something...better!

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A N D R O S S
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To be honest with you, I have never played a Star Fox game but I've heard of them (StarFox 64 for one). I used Fox once in a while whenever I play Super Smash Brothers Melee and Got all of the Fox McCloud trophies and this Andross trophy. So, I'm guessing Fox and Andross have met each other in one of the previous StarFox games. Again, to be honest with you, Andross looks like that old blonde-haired monkey in Planet of the Apes.

Anyway, onto the battle, you'll be in the ship most of the time...talk about muscle cramps and such. You'll have to go through several phases with Andross, and that number is 5 and all of them are difficult.

1st Phase:

The Krazoa Head Statue only has one attack, a line of rings and if it touches your ship, you'll receive some damage. Tilt your control stick around to avoid the rings while pressing A to take out the two eyes of the statue and the sparkling gem on its forehead.

2nd Phase:

Andross will turn around, to begin phase 2. His attacks are in the same order over and over. He will try to swipe with each of his hands and then claps his hands together making you feel like a mosquito in danger. As usual, tilt the control stick around to avoid his swiping hands. The good spot for this is to stay high in the air (or space). He then spit out a whole bunch of mini asteroids at you, it is wise to get right smack in the middle and shoot any asteroids that is coming at you until two Silver Rings shows up, collect those. Andross will then SUCK YOU IN, whenever he does this, CUT TO THE LEFT OR RIGHT as far as you can and barrel rolling repeatedly (press L or R button) and if you FAIL to do this, you'll receive a lot of damages, and you'll have to do Phase 1 again. To get pass this phase, look at Andross's hands, you'll see a gem on each, focus on one hand and keep firing at it before he swipes at you. Once that is done, focus on the other hand until its gone.

3rd Phase:

You'll face the Krazoa God again, one of its attack is the line of rings like before and missiles. Same as phase one, just aim for the eyes and the gem on its forehead until all 3 are gone.

4th Phase:

Andross again and its the same progress as before with the hand swiping, hand clapping, spitting out and sucking in asteroids. But, this is a little more difficult because whenever Andross opens his hands, he will shoot rings out from them, fly around and avoid being hit by one. One other thing that changed from the 2nd phase with Andross is that you have little room to move around...thats not fair, but we like tougher battle, right? Once those hands are gone, Andross will suck you in until something just hit him right smack in his forehead. It's Falco! Thanks bud!

5th Phase:

With Falco in help, stay in the middle of the asteroids and keep firing until a silver ring appear, grab it. After the asteroids, he'll fire missiles at you, dodge all of them until he spit asteroids out again, grab another Silver Ring until Falco hovers over and drop the crate with

the letter "S" on it, fire at it and grab the bomb. ONLY PRESS B WHENEVER ANDROSS SUCKS YOU IN.

Andross's face will go transparent, leaving only his brain behind and that is his vulnerable spot. Keep firing at the brain but keep flying around because Andross will ram his head at least three times before coming to rest. DO NOT STOP FIRING while he is at rest, and whenever he rams around again, just fly around and avoid it. Whenever his life meter goes to zero, the battle's over! and so is the game!

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Thorntail Store
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There are only one store in Dinosaur Planet and I listed all of the items and their price in Scarabs, which is the currency for Dinosaur Planet. You can refill your health by breaking crates, pots and such and refill your magic meter by chopping down the planet with the glittering gem hanging on it.

THORNTAIL STORE

-----Items-----	Price-----	-----Items-----	Price-----
Dumbledang Poo	3	Rock Candy	10
Dumbledang Poos	10	Hi-Def Display Device	20
Pukpuk Egg	6	Tricky's Ball	15
Pukpuk Eggs	15	SnowHorn Artifact	130
GrubTub Fungus	12	Cape Claw Map	5
Fuel Cell	10	FireFly Lantern	20
Bomb Spore	5	Bafomdad Holder	20
Fire Fly	10	Ocean Force Point Map	10
Krazoa Palace Map	5	Dragon Rock Map	5
Volcano Force Point Map	10	SnowHorn Wastes Map	5
Walled City Map	5	CloundRunner Fortress Map	5
DarkIce Mines Map	5	LightFoot Village Map	5
Moon Pass Map	5	Thorntail Hollow Map	5

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Credits
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Nintendo - For publishing the game

Rare - For developing this game!

[?] - this could be you if you care to help me out on anything in this document. You'll receive a big pat on the back.

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document, please give me full credit, do not alter my information in any way, shape, or form.

This document/guide can only AND ONLY be found at www.GameFAQs.com and www.NeoSeeker.com if you find this guide somewhere else, IMMEDIATELY notify me. Because this is the first Star Fox game I've played and I know the whole StarFox series is widely known to video gamers and Fox McCloud is one of Nintendo's top characters.

The controls, characters and tribes, along with their descriptions are taken from the Star Fox Adventures: Dinosaur Planet Instruction Booklet.

This game is (c) 2002 Nintendo. Game by Rare.

This game is rated (T) Teen (Animated Blood, Mild Violence)

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