

Star Fox Adventures FAQ/Walkthrough (w/ Vash The Stampede15)

by BurningFox

Updated to v1.1 on Apr 17, 2004

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Star Fox Adventures FAQ/Walkthrough
By BurningFox and Merca
Version 1.1 (1/24/03)

Special Thanks to CWall at the FCB Board for the Awesome ASCII Art!

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Introduction  
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First announced as an N64 game, then a Gamecube release game, Star Fox Adventures finally game out in late September of 2002 as Rareware's farewell project on Nintendo as they were bought out by Microsoft. Because of its long game development Star Fox Adventures (SFA for short) was extremely hyped and didn't live up to most people's expectations. Though the game seemed rather rushed and the graphics less amazing toward the end, SFA is still an amazing game showing the power of the Gamecube.

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Controls

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Control Stick: As with most other games out there, tilting this in any direction will allow you to move in that direction. Simple enough, right?

D-Pad: Toggle your PDA's current function.

C-Stick: You can use this to access all of your items on the fly. Moving it right or left will toggle between the different categories of items and tilting it up or down will select an item from the chosen category.

A button: This is the action button that'll perform most of your moves and such. It also allows you to attack using your staff.

B button: Other than putting away your staff (if you have it pulled at), all this button does is cancel your current selection.

X button: With this, you can perform a forward roll. When you're locked onto an enemy, you can also execute a plethora of other evasive manuevers with this same button.

Y button: You can assign an item, staff ability, or Sidekick command to this button and use it easily with the press of the Y button.

Z button: Pressing this will allow you to take a look at your surroundings in first-person view mode.

L trigger: Pressing this will center the camera behind your character. If you hold it down, you can enter what's called "Sidestep mode". During this, the camera will stay behind Fox's back and you'll be able to easily strafe around and such. Pretty useful, if you ask me.

R trigger: This will execute a blocking move whilst fighting enemies. Very useful.

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Characters

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Fox McCloud: Fox is the protagonist of the story, and the guy we control for the vast majority of the game. Not only is he the leader of Star Fox, a group of space mercenaries, but he's also an incredibly competent pilot. Unfortunately, we don't get to see a whole lot of his piloting skills in this game. Instead, we get to help him beat up dinosaurs with a stick.

Krystal: Krystal is a mysterious girl who is the sole survivor of some ancient race. Since she's such a kindhearted person, she heads straight for the world known as Dinosaur Planet when she hears a distress call.

Prince Tricky: Tricky is the young prince of the EarthWalker tribe, and a royal pain in the neck. For a good portion of the game, he'll follow

you around like he's your shadow. Of course, he can't actually do anything worthwhile to help you out in battle. Nope, instead he can dig stuff up. Whoop-de-doo.

Peppy Hare: This old donkey is one-fourth of team Star Fox. If you contact him during the game, he'll display the world map for you.

Slippy Toad: Another member of the Star Fox team is Slippy the Toad. Talk to him during the game and he'll give you some nifty little hints pertaining to the task currently at hand.

General Pepper: This guy doesn't play much of a role in the game, but he does charge Fox with the mission on Dinosaur Planet. If you click on his icon on the submenu, he'll display your current status and all the stuff you've collected.

General Scales: Not only is this guy one bad dude, but he's also the leader of the SharpClaw tribe and your main foe in this game. As bad as this game's storyline is, though, I'd still rather not spoil anything for you.

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===== Battling War Galleon =====

Tasks:

- [] Win Battle
- [] Gain Access to ship

The game starts out with a movie of a young girl named Kyrstal coming to Dinosaur Planet because of a distress call. As she's flying in the air with her dinosaur a fireball coming from a ship zooms by knocking her staff down to the planet. After this the movie ends it is time for battle. The battle consists of four phases, the first is you are fighting two heads on the back of the ship, avoid their fireballs and deliver one of your own fireballs to each head. You've hit one when it's on fire. The second phase is the easiest. Basically what you want to do is destroy the back engine type thing. Shoot your blue fireballs at the rods sticking out of the circle until all of them are destroyed. The third phase is the same as the first, and the fourth phase is you verse the head of the ship (literally). Deliver a few blows to the dinosaur head and the battle is over and you appear on the ship.

===== Onboard War Galleon =====

Tasks:

- [] Get key to Krazoa Palace
- [] Get thrown off ship

After the battle is over you come onboard the ship. Run down the ramp and across the straight stretch. Run up the ramp in the northern portion of the ship now and talk to the thing in the cage by using the A button. After you finish talking a door will open up behind you so run down the ramp, across the straight stretch and into the newly accessible room. Inside this room find a golden key to the Krazoa Palace then head out and back up to where you talked to the thing in the cage. A movie will start with you talking to General

Scales, the dictator of Dinosaur Planet. Scales will get mad and throw you off the ship, but your dinosaur will save you and you'll fly off to Krazoa Palace.

===== Krazoa Palace =====

Tasks:

- [] Blow your way into the palace
- [] Learn about the Krazoa Spirits
- [] Get the first Krazoa Spirit
- [] Get Crystallized

From where you start out outside the palace head north a bit and you'll go through a fuel barrel explanation. After the fuel barrel thing continue going north and talk to the nearby dinosaur that will tell you about rolling away from enemies. Continue on going west and you should see a locked gate with a place to put a key, put the key you got in the War Galleon in and the gate will open. Inside there is a fuel barrel, pick it up and head over to the eastern side of where you can go. There is a bunch of crates somewhere around the eastern side, throw the barrel at them revealing a path down, but don't go down yet. Go back to where you had the fuel barrel explanation and there will be a fuel barrel there, pick it up and head over to the newly opened path.

Head down the stairs (the new path) and into the sheltered area and there will be a crack in the wall somewhere. Throw your fuel barrel at the crack making a passage into the hallway and enter the hallway. Head left until you reach a dinosaur, talk to the dinosaur then grab the fuel barrel near him and throw it at the pile of crates destroying them. Don't go to the new area yet though, go back out into the hall and go all the way left then up and find a fuel barrel. After you get a fuel barrel go back to where the dinosaur is then go into the new area. There is fire in this new room that goes on then off, if you are hit by it while carrying the fuel barrel the barrel will explode, so be careful when navigating through the room. At the end of the room should be a cracked wall, throw the fuel barrel at the wall creating a passage to a new room.

In this new room there will be a fuel barrel and a switch, pick up the barrel and put it down on the switch opening up a new area. Go over and talk to the dinosaur there then head to the Krazoa Shrine warp pad and warp to the shine. When you arrive climb up the ladder and you'll be at a sort of a gauntlet, but it's very easy. Wait until the fire is out to cross those obstacles then climb down the ladder, run across then climb up. There is a weird barrier protecting your access to the next room though, this is an enemy barrier, you must kill all the enemies in the room before passing; grab a fuel barrel then throw it at the enemy. The door will open, but first grab another fuel barrel and move on into the next room.

Put the fuel barrel down on the pad then run across the fire things when they aren't spewing fire and the gauntlet is over. Talk to the spirit and it's time to take the first Krazoa Spirit test. This is the test of observation and it's easier than getting dressed. All you have to do is watch the spirit go into one of the vases then watch the vase it does into. Guess correct three times and you get the spirit easy huh? After you get the spirit you'll automatically be taken back to the Palace. Talk to the dinosaur then head over to the circle with the weird looking design on it and ride it up to a tunnel. Find a place to release the spirit in the tunnel then Krystal will be crystallized by some mysterious force. The game now shifts over to Fox McCloud.

===== The Great Fox/ Flying =====

Tasks:

- [] Get new mission
- [] Fly to Dinosaur Planet

Welcome to the Great Fox home of the Star Fox crew. Your time at the Great Fox is short, just some talking and fox gets a mission. After the talk you'll be able to fly to dinosaur planet. Flying is pretty easy, basically you must shoot things with the A button while going through the required or more than required amount of golden rings. This time you only have to go through one golden ring, but try to go through as many as possible. Also note that if you hit something you'll probably die, so use your blaster to destroy things and navigate around undestroyable objects.

===== Thorntail Hollow =====

Tasks:

- [] Get Staff
- [] Get fire-blaster staff upgrade
- [] Talk to Queen Earthwalker
- [] Warp to Ice Mountain

Welcome to Dinosaur Planet! Begin out by heading north until you see a staff between some flowers and palm trees, pick it up and listen to the girl talk about it. After the talking is over head north to a sort of stone place and some enemies'll attack you called sharp claws. Destroy them with your staff. After the battle is over an area to the west will be shown, hurry over there. At this area lift up the rock with your staff and go down the hole. Run down the path and you'll be at a place with water and a bunch of platforms. Swim to the platform in the middle and press A to get the fire-blaster staff upgrade. Go back to exit this place, but you'll discover there's a gate blocking the way. Next to the gate is a red pad, shoot it with your fire-blaster and the gate will open and head back outside.

Now head back to where you were attacked by the enemies and look up, there's a giant red pad. Shoot the red pad with your fire-blaster and head into the place that opens up. Inside you'll find the queen. Talk to the queen and learn that you need to rescue her son who's been kidnapped and taken to Ice Mountain. After you're done talking a dinosaur will move revealing a weird pile of dirt. To get to Ice Mountain you need a few things first, so time to get them! Start out by pulling rocks up with your staff until you have 10 scarabs (money) then go to the store, the cave in the west portion of the hollow. In the store buy a rock candy then leave and get 5 more scarabs and buy a map of the Snowhorn Wastes.

Now there is only one more thing to do to, go back to where your spaceship is and search around until the explanation of bomb plants and go up. Shoot the bomb plant with your fire-blaster, collect some spores, then go to where the dinosaur moved and the weird dirt is. Plant a bomb spore where the weird dirt is making a bomb plant, then blow it up making a hole. Go through the hole and you're in the Warp Stones place, go around to the back and talk to the Warp Stone. He'll complain nobody ever brings him gifts so give him the rock candy and he'll agree to warp you to places eventually. Now it's time to warp to Ice Mountain!

===== Ice Mountain =====

Tasks:

- Rescue Tricky
- Make it to Snowhorn Wastes

After your journey to Ice Mountain Warp Stone style you'll appear in a cave, walk out and a movie will start. Prince Tricky will be lowered down from a plane, then beaten and taken into a locked place. After the movie ends find a fuel barrel nearby and throw it at the pile of small crates. Defeat all the enemies behind the crates making a red pad appear above where they took tricky. Shoot the red pad with your fire-blaster upgrade opening it up, Tricky will run away and the people that have Tricky captured will speed of toward him. Grab a snow bike from inside and take off also. This is one of the harder parts of the game, the objective is to beat the two enemies to the end of the ride, which can be either done by passing or destroying them. To destroy them ram them until they blow, and passing is self-explanatory.

It may take a few tries, but eventually you should win. Make sure to never get hit by the mines they plant and to jump off hills if possible (it looks cool and give you a speed boost). After you win you'll fly off a cliff a land in the water where you'll have a talk with tricky, he'll then become your partner until you get him home. Follow the path now and soon you should come across a passage across lava, but sadly its broken so go to the right of it and head toward a circle dead end place. In the south of this circle is some cracked dirt, use Tricky's "find secret" command to unearth a switch. Get Tricky to stand on the switch opening up a little area. Run over to the little area and put your staff in the hole where you can.

This will make a platform rise where the lava passage is, making it able to cross so go back there and climb down the stones. Jump across the platforms and climb up the stone wall and continue on. There is a cracked wall coming up, but no fuel barrel around, use Tricky's find secret command to create a hole in the cracked wall and proceed through it then run on into the Snowhorn Wastes.

===== Snowhorn Wastes =====

Tasks:

- Get Scarab Bag
- Gain access to cave
- Get to Thorntail Hollow

Welcome to the first area in the game with natural enemies that you can fight (unlike that pesky Krazoa Palace *shakes fist*). Begin out by heading down as you kill enemies until you get to a circular area. Destroy the enemies in the area then talk to the dinosaur, who is apparently very hungry. To get the dinosaur food you need to unearth in from cracked dirt spots, there are two that contain food. Go to the bottom left, then the bottom right of the circle and unearth the cracked dirt there to receive some Alpine Roots. After you get both Alpine Roots talk to the dinosaur and give them to him. For the first root he'll give you a new 50-scarab holding scarab bag and the second time he'll make a block appear.

Push the ice-block east to where the area extends on your map and you should hear a puzzle solving sound. After you hear the sound climb up ontop of the block and up onto a path and continue on. Soon you'll be at some cold water; Slippy will warn you about it, but go right down ignoring it. At the bottom there are a lot of rocks around, lift them up getting at lease 25 scarabs then continue on and you should see aguard. Pay him 25 scarabs and you'll gain access to a cave so do it and go inside the cave (ya! Almost done with this mission! Or so it seems).

The cave is pretty straightforward, move along killing bats as you go until you get to the water. At the water jump in and go with the flow, left, then up, then right onto the other side of the cave and finish the cave off. Soon you'll see... Sunlight! But wait it's blocked off by a mysterious gate (damn those nazis!). Anyway the morons put a switch where you can put your staff in RIGHT NEXT to the gate that opens it up.

===== Thorntail Hollow =====

Tasks:

- Get Firefly Lantern
- Enter Well

Once you're back in the Hollow head down the nearby ladder and to the queen. Once you reach the queen there will be a cut-scene and she'll be very sick. Tricky will say the only way to save her is to get white grubtubs, so you'll have to find six of them. Before you go off and get them you'll need to buy a firefly lantern, get 20 scarabs from under rocks then buy a firefly lantern from the shop. After you buy the lantern, head north until you see a cracked wall, use Tricky's "find secret" command to dig a tunnel into a well.

===== Thorntail Hollow Well =====

Tasks:

- Get Staff Boost Upgrade
- Head into lower portion of well
- Collect Six White Grub-Tubs

As you enter the well head down the ladder to a small platform and jump down to ground level. Go through the nearby tunnel and plant a bomb spore in the middle of the room where there is the spore dirt (there is a plant if you need spores in the northern portion of the room). Explode the bomb spore you planted with your fire-blaster and head down the hole into a staff upgrade shrine. Like the first one head into the middle and press A to receive an upgrade, this time it is the staff boost upgrade. After you get the staff boost upgrade leave the staff upgrade shrine and head back to the first room of the well via the tunnel. Search for a weird looking thing on the ground that brings your C-menu up when you go there.

Use your staff boost upgrade on the little pad when you find it and shoot up to a higher area. From this new high area head into the other room and plant a bomb spore where you can in the middle of a bridge. After you plant the spore fire-blast it and a brick will fall down, jump down toward the brick now and push the brick over to a switch opening a gate. Go through the gate and talk to a dinosaur, who will move then plant a bomb spore where the dinosaur was and fire-blast it with your staff creating a passage down deeper into the well. Head down now into the bottom of the well.

After you reach the ground from climbing down the ladder turn around and there is a white grub-tub, stun it then capture it. After you capture the grub-tub head forward until you get to a side passage on the left, go into the side passage. There should be a staff boost pad, put your staff in it and boost to the higher area. Grab the white grub-tub and the fireflies then head down and head left into the darkness. Use a firefly in your lantern to see in the dark and find a place to plant a bomb spore. After you plant the spore blow it up with your fire-blaster staff upgrade then head into the new area and get the white grub-tub (yay! half done), leave the darkness now.

Head forward and there will be some fireflies, get them and head into the nearby darkness and light your lantern. There will be a grub-tub in the

beginning of the darkness, grab it and head on. Somewhere in the middle next to a pillar there will be a place to put a bomb spore, plant one then blow it up making a pillar fall. Leave the darkness now and head to back to the staff-boost pad and boost up. Jump across the platforms now, get the two last white grub-tubs and some bomb spores and leave the well back into the Hollow.

===== Thorntail Hollow =====

Tasks:

- [] Feed Queen White Grub-Tubs
- [] Get Key from Queen
- [] Head to the SnowHorn Wastes

Now that you have the white grub-tubs head back to the queen. Feed her the six white grub-tubs and she'll come back to normal and there will be a very long and boring talk. After the talk is over you will get a key, now head back to the ladder you came from the SnowHorn Wastes. Climb the ladder and enter the cave. Head through the cave until you get to the water, the currents are backwards so you can't go anywhere, the only place you can go is to a platform with a switch on it. Go to the platform and make tricky stand on the switch, opening a gate. Climb through the gate and down the path and you'll see a place to put your staff in. After you do this the water currents will change, go back in the water and head to the other side and finish your journey through the cave.

===== Snowhorn Wastes =====

Tasks:

- [] Free the Wolly Mammoth
- [] Head back to the Hollow

As you enter fresh air again head over to the nearby gate and put the key in and continue on past the gate. Run over to the nearby wolly mammoth stuck in some ice. He will ask you to get him out and a bar at the bottom of the screen will appear. Once this bar is full he will be free from the ice, you must use Frost Weeds to unfreeze him. Luckily, Frost Weeds grow on a tree a little bit to the south. You will need to bring the Wolly Mammoth three Frost Weeds to unfreeze him. This task is not very difficult, simply run down to the tree three times, hit it with your staff and push the Weed up to the Wolly Mammoth. Sharpclaws do appear, but they shouldn't be much of a problem.

The Wolly Mammoth will open the gate to the Dark Ice Mines so you can get back a spellstone that General Scales stole, head back to the cave and then to Thorntail Hollow.

===== Thorntail Hollow =====

Tasks:

- [] Get the Dark Ice Mines Map (and maybe fuel cells)
- [] Fly to the Dark Ice Mines

There is not much to here. If you have enough fuel cells to take off the Dark Ice Mines do so (go up to the Arwing to see if you have enough), but get the Map of the Mines from the Shopkeeper first. If you do not have enough fuel cells collect as many scarabs as you can and buy them from the store (also buy the Dark Ice Mines map) then take off. Flying to the Dark Ice Mines isn't that difficult. It is just like flying to Dinosaur Planet, but you have to get three rings. Zoom through any three rings you want; the only problem I can see happening is if you hit into too many giant asteroids you might die.

Tasks:

- [] Get Tricky's Flame Command
- [] Brake through the main gate
- [] Enter the mines via Bike
- [] Find Tricky and Belima
- [] Defeat the boss and get the SpellStone

Ah! The Dark Ice Mines. Begin out by running across the elevated ground until you reach a snowy camp place. Take out the SharpClaw then run to the left over to a house with a crack in the bottom. Have Tricky use find secret on it and then crawl through. Take out the SharpClaws then get the Shackle Key from the box and crawl out of the cave. Run north to a SnowHorn (I will no longer be calling them Wooly Mammoths) and free them with the Shackle Key. They will reward you with the Bridge Cog. After you've gotten the Bridge Cog run forward out of the camp and down the cliff. Run up to a wall with a bunch of gears on it and insert the Bridge Cog in the middle.

Inserting the Bridge Cog caused the bridge to work, run over to the cliff and climb up. Run past the bridge and follow the path until you reach some SharpClaws beating up a poor SnowHorn :(. Destroy the SharpClaws then talk to the SnowHorn. He will help tricky learn the Flame Command, but he is too weak/hungry to help you bash the front gate of the mine - you need to bring him Alpine Roots. Head all the way back to the camp and to the house on the right that has an ice coating on it. Make Tricky use Flame Command and the ice will melt allowing you go through. Kill the bat that should be around and have Tricky Flame Command the sticks burning a hole in the ground.

Jump down into the hole and run to the end where there will be an ice coating. Have Tricky use Flame Command on it like before then have him use Find Secret on the weird patch of dirt revealing an Alpine Root. Head back and push the Ice Block with you, once you reach as far as you can go climb up on the Ice Block and climb back up to the upper portion of the cave. Exit the house and leave the camp, cross the bridge, and run straight down a hill. Run to the right until you reach an ice coating; like past times use Flame Command on it to melt it. Have tricky use Find Secret on the odd patch of dirt in the cave revealing another Alpine Root. Head up the hill and over to the SnowHorn.

Feed the SnowHorn the Alpine Roots and he'll recover. Climb onto of him using the elevated wooden area and ride him to the gate (straight ahead). Having him use the Tusk Attack and ride him to another wooden area and dismount. Head left to yet another ice coating. Use Flame Command on it like previous times and head though climbing the nearby ladder. Use the Staff Booster on the pad to get onto a ledge and jump across the platforms into a cave. Head through the cave and kill the SharpClaw. Take control of the SharpClaw Cannon and shoot the thing with a giant X and then kill all the enemies that come out of the house until you see a cutscene where a red barrier disappears. Run out of the cave now and jump off one of the platforms.

Run north where the Red Barrier disappeared from and enter the cave there. Open up the chest thing with your staff and get a Bridge Cog, run out of the cave and into the SharpClaw house. In the middle is another chest, open it like the last one and get a Second Bridge Cog. One more cog left, where you shot the X there should be a cliff there, climb it into a new area where it is snowing. Run up the hill on the left and flame command the ice coating there. Get the Last Bridge Cog from a chest type thing there and run all the way back to where the SnowHorn is. Head left to where you destroyed an Ice

Coating and climb up the ladder there. Instead of using the Boost Pad run to the side and there is a gear board, insert the three Bridge Cogs.

A bridge will appear, jump down and cross it (it is behind you, below the ladder) and approach a wall with a crack. Have Tricky use Find Secret and crawl through into a cave. There is a switch on the wall, shoot it with your Fire-Blaster and a clock starts, and four vents appear. Use Flame Command on all four vents within the 60 seconds and a door will appear, run through it. Jump off the cliff and run along the midair path and Flame Command the ice block. Receive the Dinosaur Horn and leave all the way back to the place where you destroyed the X. Climb the cliff and run up the hill on the left and stop in the middle where there is a C Icon. Use your Dinosaur Horn and a SnowHorn will come.

Climb onto the SnowHorn and head north into the blizzard. Follow the Alpine Roots until there is a cutscene at the end. Tricky has been captured, but you're fine. Have the SnowHorn bash the door then dismount and head into the cave, kill the SharpClaws, and ride the bike into the mines. Run across the ramp watching out for the fire once you arrive in the mines and kill all the SharpClaw in the area opening an area with an ice coating (ignore it for now). In the south of the area is a Staff Boost Pad, run there and boost up and crawl through a small space in the wall. Run down the path and shoot a switch that is on a wall making a fire go out. Where the fire went out there is a chest with a key, get the key and leave and jump down to the area again.

Tricky is located in the northern portion of the area, run across the wooden circles until you reach his cell; unlock him when you reach it. Smack him with your staff to wake him up, talk to him, then run to the cave with the ice coating. Use Flame Command to melt the ice then get the key, leave, and unlock the SnowHorn in the cell next to Tricky's. Attack her to wake her up and you will discover she is the GateKeeper's Daughter. She'll blast through the wall and down into the lower caves, use Find Secret on the side and crawl through. Shoot the green icicles on the ceiling when you emerge making ice blocks in the water. Cross them and activate the switch with your staff and cross back.

Head over to a Staff Boost Pad and boost up then jump onto a block close to you, then jump to one in the middle, and finally jump to one on the right. On the one at the right jump onto the ledge at the last moment and push the Ice Block into the water. Jump down on the ice block and climb on the ledge. Run down and kill the SharpClaws. Run onto a ramp and ride that down avoiding fire blasters, then run the rest of the way down. You will meet up with Belima. Find a ladder behind a pillar and climb it up to the top. Grab a barrel and run to the top. This is a very hard process, the only advice I can give you is trust your eye, the barrels come in left to right to left to right to left order. If they are coming to the left and it's in the middle move to the left on the next one, it will be in the right.

Once you reach the top find a place where it says "Put Down" put it down, and then climb up. Activate the Magnet and the barrel will be zapped up, grab the barrel and run over to a wall at the end of a long bridge. Throw the barrel making a huge hole in the wall. Activate the switch there and go down the ladder and go over to a small bridge and cross it. Run into the cave and activate the switch there. Run out and climb the ladder, run across a small bridge that should have appeared and climb the ladder. Kill the SharpClaw and gain control of the cannon. Shoot the X's with the cannon then jump all the way down and cross the lava on some platforms that appeared and warp to the boss.

Galdon is not a hard boss at all. When the battle begins he is solid ice, have Tricky use Flame Command to start the real battle. Run around to the tail and hit his tail three times with your staff and he'll swallow you. Now you're in his stomach. Repetitively hit the thing hanging in his stomach until he spits you out. Now you're at the hardest stage. Avoid all the attacks and when he is sucking in air shoot a fireball at him with your Fire-Blaster. He'll eat you again; attack the hanging thing and the battle is over! He'll spit you out and die. Now that you've got the spellstone fly back to the planet, fly through one ring (that's a real challenge) and you'll be there with four life bars now. Cool!

===== Thorntail Hollow =====

Tasks:

- Light Beacons
- Get Moon Gate Key
- Enter the Moon Mountain Pass

Back to ThornTail Hollow! The SharpClaws have extinguished the fire beacons around the area, and we need to get them back. Run to the Firewood tree near the shop and whack it with your staff. Hit the Fireweed pick it up; hit two more and pick them up as well. There is a ramp in the northern portion of the Hollow, west of the place where the queen is; run up the ramp and light the beacon on fire by putting a fireweed in it and having tricky use Flame Command. Next run to where the honorable Warpstone resides. There is a beacon around there, use the tactic like last time to light it on fire. The last beacon is on another high area. There is an entrance by where you can get to the queen behind a mushroom, climb the ladder and jump across until you see a switch; put your staff in it and enter the area where the last one is.

Light the last beacon on fire and you'll get a Moon Gate Key. Run to an area in the Northwest portion of the hollow, jump down, plant a bomb spore, and shoot it with your Fire-Blaster go through the crack in the wall and you're in a cave. Run until you fall down and make your way to an opening in the left and jump across the platforms. You'll eventually get back up, run to the Moon Mountain Path.

===== Moon Mountain Pass =====

Run along until there is a cutscene. SharpClaws will begin rolling barrels down, avoid them and get to where the SharpClaw are. Kill the SharpClaws and the red barrier will disappear. Run along until you reach the Force Temple.

===== Volcano Force Temple =====

Tasks:

- Get the Ice Blaster Upgrade
- Put the SpellStone in the Force Point
- Leave back to Moon Mountain Pass

Run until you reach a room with platforms in the walls. Wait until they come out and hop across. Run until you see a hole in the floor that has a flame in it. When the flame disappears jump down and run straight until you arrive at a Staff Boost Pad, boost up and put your staff in the nearby switch and get the life up thing. Jump down and run up while avoiding the barrels. Take out the fire bats and jump across the hole in the floor. There is a place to put the SpellStone, put it in and run along. There is a SharpClaw, kill it and you should see orbs on both sides of the room. Shoot them with your

Fire-Blaster when they are the same color as the torch. When you get both right the door will open, use your spell stone again and proceed on.

Run up the barrier and some SharpClaws will appear. Take them out and proceed through, and have Tricky use Flame Command on the furnaces in this area, extending some platforms. Climb up the nearby ladder and jump to the door. Jump across when the fire goes out and climb up the ladder, collect some energy re-fillers and go back down. Head across like before until you reach a cave. Yay! Another Staff Upgrade! Get the Ice Blaster upgrade and leave. Head back to the room where you used Flame Command and use your Ice Blaster on the torches. A platform will rise, ride it down underground and run to a room with some SpellStone holes. Listen to Peppy then put the SpellStone in and leave the room. Put out the torch to your left and go up the platform.

Climb up a ladder and make all the fire blasters go out with your Ice Blaster and a door will open. Run back to the ladder, go down and head to the door. There are two flame things, jump across (avoiding getting burnt). Use your Fire-Blaster on some fire symbols and Tricky will cross. Have Tricky use Flame Command on the furnace and enter the Force Point. Put the SpellStone in and run out of the temple back to Moon Mountain Pass.

===== Moon Mountain Pass =====

Tasks:

- [] Get the Ground Quake Upgrade
- [] Enter the Krazoa Palace for a test

As you enter the pass again Fox will hear a girl's cries (Krystal's). Afterwards a Krazoa dude will appear and tell you what happened to her. He will then open a door thing, go through it and lift up a rock with your staff opening up a hole. Go down the hole and you'll be in an Upgrade Area. Go to the middle and learn the Ground Quake Upgrade. Leave the room and head back to the pass and a monster will appear. To defeat it use the Ground Quake and it will reveal the weak spot, hit the weak spot twice to get a Moon Seed and to defeat it. Put the Moon Seed in some weird dirt by a crack in the wall. Next, have Tricky use Flame Command on it to make it grow into a vine; climb it.

Defeat the monster that is on top as you did the last one and get the Moon Seed. Plant the seed in the right dirt and jump across to get some Bomb Spores. Defeat the monster, get the extra life thing, and jump down. Run forward and put the Moon Seed in some dirt. Climb the seed and enter the cave. There will be a place to put a Bomb Spore, so plant it and destroy it with your Fire-Blaster. A meteor will crash, cool; get three rocks to put them in the holes in the meteor and it will lift up. Run under it and plant a moon seed, and continue on going down another ramp. Plant yet another Moon Seed and climb up. Kill the enemy and plant one last Moon Seed. Get the Cheat Token from the well and climb down and continue up until you find the teleportation pad to the Krazoa Test of Combat.

===== Krazoa Shrine =====

Tasks:

- [] Pass through the gauntlet
- [] Get Krazoa Spirit #2

Your second Krazoa Test of the game, and the first as Fox. Run straight and climb the ladder near you. Kill the fire bats and jump into the water. Swim across the water watching out for whirlpools and extinguish the fire with your Ice Blaster when you get out of the water. Climb up the cliff and there

will be some shallow water. Shoot the red thing on the roof with your Fire-Blaster and it will raise the water. Swim across and kill the enemies. Run across avoiding flame-throwers and there is the test! This test is incredibly easy. All you have to do is kill all the enemies that spawn in a time limit. Simply kill them as fast as you can and get the spirit.

===== Thorntail Hollow =====

Run through Moon Mountain Pass into Thorntail Hollow. Run over to the Warpstone and warp to the Kraoza Palace.

===== Krazoa Palace =====

Tasks:

[] Release Krazoa Spirit #2

Tricky can't be warped, so it's just Fox. Run straight up a ramp and kill the SharpClaws and it will open a barrier. Exit now and there is a fuel barrel on the left, take it and head inside. Run into the dark room and activate your Firefly Lantern. Run up the ramp to your -> and run across it until there is a ramp going down. Go down the ramp and throw your barrel at the crack in the wall. In this room there are some orbs and torches. Shoot the orbs when they and the torches are the same colors with your Fire-Blaster. Shoot the flame-thrower a few times and get a fuel barrel and set it down on the pad and the door will open.

There are some SharpClaws, kill them and go onto the platform. There are some air things, use them to go up; go all the way up to the top of the Palace where there is a place to put the Spirit and where Krystal is imprisoned. Fox stares at Krystal for a few seconds, find the right side to put the Spirit in and release it teleporting you back to the Thorntail Hollow.

===== Thorntail Hollow =====

Tasks:

[] Get to Cape Claw

Back at the Hollow! Mr. Warpstone will give you a new Scarab Bag, cool. Run over to your Arwing and down the path behind it. Head to the area where there is water. Jump into the water and swim around to the other side. Run along to Light Foot Village. As you enter kill the SharpClaws and go forward and pay the machine 60 Scarabs to get entrance to Cape Claw. Run through the maze and follow up this upwards area until you reach Cape Claw.

===== Cape Claw =====

Oooo... a beach like area ^_^ . Head down the ladder and Tricky thinks he saw something. Head to the left to a waterfall and shoot a red thing behind it with your Fire Blaster. A bridge will appear, cross it and head into the water and swim towards the big dinosaur (HighTop). Pay the guard 25 Scarabs and talk to the HighTop. He has lost his gold bars and needs your help to find them they are located at:

- Near the ramp you ran up to the HighTop, dig to find it
- In a sandy area with a Thorny wall. Kill the enemy and dig nearby to find the bar.
- Have Tricky burn the thorn wall with Flame Command and have him dig in the water and it is there.
- Run to the side where you first came into the water and there is a bar

there, dig it up.

Head over to the HighTop again and give him the bars. He will make a ladder appear, climb it and put your staff in the switch opening a gate. Jump down and jump across to another platform. Enter the gate and the door will close behind you. Move the blocks over the vents so that the gas doesn't kill you within the time limit and a gate will open. Run over to the gate (it's by where you dug up the 4th Bar) and you will talk to the Queen CloudRunner. She'll open up the way to the CloudRunner Fortress, but Tricky won't go because of species rivalry. Anyway, head by to the Hollow and enter the Arwing. This mission isn't that tough to get to the Fortress. You have to go through five rings, try to go through the first five you see so you won't have to worry later on.

=====
===== CloudRunner Fortress =====

Tasks:

- [] Get the SharpClaw Disguise and escape jail
- [] Talk to the Queen
- [] Rescue the Queen's Babies
- [] Get the SpellStone

As you arrive the CloudRunner Queen will go ahead. Run straight and kill some SharpClaws then go down the ladder to your right. Swim over to a button and a timer will appear. You have to jump through all the star rings before the time is up. Jump across barrels to improve your time, if you succeed a red thing will appear above the gate, go back up the ladder and shoot it with your Fire-Blaster. Head through the gate and kill the SharpClaws. Head up the ramp and climb down the ladder at the top. Put your staff in the switch and it will open up the gate. Go to the gate and Scales will put you in prison. Push out the block and get out of jail.

Walk to the left until you are in a room with a sleeping guard. Walk (not run) and out of the room (watch out for the water). Run straight and climb down the ladder to your left. There is an air thing, put the barrel down in the air thing and step on the button blowing up the room. Slippy will now transport the SharpClaw Disguise. Use the disguise and head back to the room with the sleeping guard. Head over to him and he'll go off into a break. Take your staff and put it in all the switches releasing the animals. One of the dinosaurs will give you the Power Key, run to the area where you went down the ladder and use your Fire-Blaster on the thing on the roof. Climb up until you reach the top.

Run across the area and run over to the stairs with a CloudRunner painting on it. Push the CloudRunner logos to open some gates and put out the fire with your Ice Blaster. Use your Staff Booster to enter one of the gates and get a Light Gem. Find the crate with a switch and flip it dropping a latter. Put out the fires with your Ice Blaster and press the left CloudRunner button. Run back and climb the ladder, get another Light Gem and push the middle Cloud Runner button and climb up the crates to your left and get the last Light Gem. Find a door to put the Power Key in and then put the gems in and a air thing will start up.

Float up the air thing and kill the SharpClaws. Step on the pad and put on your disguise to get through. Kill the SharpClaws the barrier will disappear. Go into the room with a fuel barrel and put on the disguise, it is needed to pick it up. Carry it over two rooms and put it on the barrel pad. Climb up the ladder and stand on the SharpClaw pad to bring the barrel up. Throw the barrel at the wall to the right opening it up. Kill the SharpClaws and turn on the disguise and stand on a pad lowering the ladder. Climb the ladder and put your staff in a switch. Talk to the Queen CloudRunner and jump out to the crate and flip the switch opening a gate.

Go back to the air thing and grab a fuel barrel. Jump across the air thing and toss the barrel at the pillar holding the cage the queen is in. She will give you a CloudRunner Flute to help get her lost babies. They are:

- Where you killed five SharpClaws, it is to your right. Kill the SharpClaw and use the flute bring it back.
- Where you found the Light Gems, it is around there. Kill the SharpClaws around it and send it away with the flute.
- Where you used your Staff Booster on the platform. Defeat the SharpClaws and use the flute to send it away.
- Where you saved the first one, go left of it. Defeat the four SharpClaws and send it back to the Queen.

Go talk to the queen now, She'll open up a room. Go back to where you saved the first baby and go under the arch thing. Head down the ladder and walk along the path and you'll reach the room. Kill the SharpClaws and head right; Flip the switch making the air go down. Put on your disguise and pick up a fuel barrel where they are. Go to the air thing and run into a dark room and put on your lantern and there is a crack. Throw the barrel at the crack and there is a ladder. Go down the ladder and you'll see Scales. Some SharpClaws will go off on some bikes with the SpellStone. Head on a bike and destroy them to get the spell stone and head back to the planet!

===== ThornTail Hollow =====

Ok, so now that you're back to ThornTail Hollow, where to? The Ocean Force Point Temple is your new itinerary. If you check Peppy's map subscreen, you'll learn that it's located down at Cape Claw. You've been there before, so make your way down there by yourself.

===== Cape Claw =====

Tasks:

- [] Protect LightFoot and collect Fire Gem
- [] Use SharpClaw disguise to enter caves behind Krazoa head
- [] Open the mouth of the giant Krazoa head
- [] Navigate through the catacombs and locate the Ocean Force Point Temple

When you arrive, follow the path down towards the beach on the right side of the cape. You'll find a helpless LightFoot getting his butt beat by a few SharpClaws. Of course, you'll need to intervene and take down General Scales's advocates. Talk to the LightFoot after the battle and he'll express his gratitude (or lack thereof) to you. You'll also receive a pretty little jewel called the Fire Gem. Nifty.

Run over to the giant Krazoa head in the middle of the cape. Just past it, over the opposite side of the beach, is a set of wooden platforms. Climb up the ladder that you'll find over here and hop over to the left. That SharpClaw disguise you obtained in the CloudRunner Fortress still has some use left in it. Put it on and step onto the switch just in front of the door. Doing this will open the doorway ahead.

Enter your new doorway and follow the solitary path until you reach a large chamber filled with water. On the far left side of the room is a red switch protruding from the wet stuff. Swim over and have your buddy Tricky stand on it while you use the platform it raises to access the ledge with the staff switch. Activating this switch will lower the water level outside, so head back out and towards the opening underneath the waterfall.

Due to the presence of several whirlpools, there is a powerful current in this little cove. Fortunately, it's still pretty simple to swim towards the back of the cave, where you'll locate a little ledge. Step off of it and you'll fall down onto some solid ground. Head into the only room there is and make your way to the back, where you'll find a small Krazoa head with some flames spewing in front of it.

As you may guess, you'll want to use your staff's ice blast to extinguish this burning flame. Once you've done so, approach the head and press A. This will cause Fox to place that Fire Gem we got a bit earlier onto the head. A lot of stuff will change around (for one thing, the room you're standing in fills up with water). Just swim out the conspicuously-placed window and you'll be outside again!

Head up the ramps and enter the immense Krazoa head via its gaping mouth. Hmm... There are two mini-Krazoa heads in the back of the room and you just so happen to have two Fire Gems. I wonder what we're supposed to do? If you can't put the pieces together, what I'm saying is this: put a Fire Gem in each of the mini-Krazoas. Simple, no?

At this point, you may notice that one of the Fire Gems appears to be blazing and the other hasn't changed in the least! To change this, you'll want to head over towards the entrance to this room. Next to the pillar that would be on your right as you entered is a staff switch. Activate it, then have Tricky stay on the lowered pillar. Raise it again and use Tricky's Flame command. His hot stankin' breath will burn the thorns in the window to nothingness, allowing the sun to cascade into the chamber and light up the second Fire Gem. Boom, the door ahead opens.

Head through the narrow passageway ahead and you'll emerge in a room with some shallow water at the bottom. In the water is a switch that will open the door ahead. As you may guess, you want to have Tricky stand on it so that you can easily head on through, your path unhindered.

Through the next set of claustrophobia-inducing corridors is a semi-outside area that just happens to be chock full of unfriendly creatures covered in scales. Most are just those annoying little worm-like guys that pop out of the sand, so there isn't anything to worry about, since they're total wimps (but then again, so is just about every other enemy in this game. In any event, I digress).

Feel free to stock up on health, magic power, and or those blue mushroom things that Tricky eats before heading up the ladder on the right side of this area. At the top is one of those big SharpClaws armed with an axe and shield. He's no trouble to take down, though, just apply the same tactics you would against any other foe in this game.

Once that guy's out of the way, use the SpellStone in conjunction with the SpellStone-shaped hole in the ground to open the path ahead. Head into the series of corridors ahead and allow me to welcome you to the Ocean Force Point Temple!

===== Ocean Force Point Temple =====

Tasks:

- [] Activate the three staff switches
- [] Use the Warp Pad to head deeper into the temple
- [] Solve the various puzzle rooms
- [] Make your way to the SpellStone room and deposit it

Make your way down the steep ramps and you'll come into a room with a switch on a ledge directly in front of you. Step on the switch and some of the panels on the wall behind you will light up. These highlighted panels indicate the path that is safe to use to cross the series of blue panels up ahead. Have Tricky stand on the switch so that you can refer back to the wall as you cross.

When you reach the other side, you'll be greeted by two axe and shield-wielding SharpClaws. Take them out by whatever means you deem necessary. Hop into the pool of water to your left and swim into the next chamber. Whilst avoiding the swimming foes, make your way back to the ledge at the far end of the room. Climb out of the water and leap over to the platform suspended in the air.

All three narrow paths ahead lead to staff switches that need to be activated. Once you've done that, return to the room where you fought the two shield-wielders and swim through the opening on the right at the far end of that room. Follow the path around and you'll soon come to a little area where you can ascend the wall. Do so, and you'll reach the warp area.

However, you can't warp just yet. Look past the warp platform towards the room that you came from. See the green orb sitting atop that pillar? Yeah? Good. Now whip out your staff's fire blaster and shoot through the torch at the orb. Of course, it'll only work if you wait until the flames turn the same color as the orb (green), so naturally you'll need to wait for that.

Once that is complete, you'll be free to step onto the warp platform and head forward! When you first arrive, there will be two different ways that you can go. Either behind you through the large double doors or straight forward into a small doorway. Take the large doors behind you.

There isn't anything worthwhile to do in this first room, so proceed on through the corridor to the right. Hop into the water and swim over towards the ledge on the left. Climb up and activate the staff switch. Doing so will lower the water level in this room. Cool... I guess.

Now that the water is all shallow-like, you can drop down to the floor and use that way cool SharpClaw disguise of yours again. There is a little panel on the floor that will open a door when you step on it while in disguise. Head over to the door it opens up and drag out the blue block. Pull it to the side of the pillar nearest to the unopened door (not the door you came in from, but the one to the right of that). There is a little niche in the pillar that is where you want to place this block. You'll hear a chime when you've put it in the correct location, as well.

Before climbing up the block, activate the switch just to the right of where you entered this chamber. Doing this will open the door onwards. Nice. Now, climb up that blue block and hop over to the ledge with the staff switch. Reactivate that and the water level will rise back to its normal level. As you may guess, you now have easy access to the next room. Swim over there.

When you first enter the next room, have Tricky use his flaming breath to light up the little furnace on the right. In order to open up the path leading ahead, you'll have to put out the flames in each of the four statue-esque things in the center of this room. AT THE SAME TIME. How might one do this? The answer is, simply enough, to shoot all four of the symbols on the ledges above as a statue is below. If you're running a bit short on the magic power, keep in mind that there are plants on the platforms at the top of the climbable walls. Of course, the two and a half minute time limit doesn't make things very easy, but the key is to just keep hitting each symbol as you go around in order. It may take a while, but you'll get it eventually.

The room ahead will greet you with a little block maze. Fortunately, it's pretty darn easy. Start by heading to the far side of the room and hitting the block in the center (using your fire blaster) from behind towards the area you came from. From there, move over and hit it from behind again. Hit it towards the door leading ahead, then hit it up towards the wall with no doors on it. At this point, you'll want to nail it so that it goes towards the door that you most recently entered through. One final hit (towards the small door) will solve this puzzle! Nice work!

Head through the small doorway and find that booster pad that was just revealed to you. Keep following the only path there is until you reach the room where you kept tikiing with the water levels. There is a green orb that you need to hit on the far wall. Like before, though, you need to shoot through the fire only when it is green. Do this properly and a bridge will extend, leading to another warp pad.

This place look familiar? It should. Find the proper hole in the stone ahead and place the second SpellStone in it's rightful place. You'll then be warped back to Cape Claw. If you were smart enough to check Peppy's super-duper map, then you'd know that you're next destination would be ThornTail Hollow. Get your butt over there.

===== LightFoot Village =====

Tasks:

- [] Survive the LightFoot torture
- [] Collect the three wooden blocks and gain access to the Chief's hut
- [] Complete the Tracking Test
- [] Complete the Test of Strength
- [] Find the entrance to the Krazoa Shrine

Of course, on your way through the area surrounding the LightFoot village, you and Tricky will be ambushed by some unhappy LightFoots (or would that be LightFeet?). Apparently, they think you stole their treasure, so they wanna kill you. Just before the sadistic torture begins, though, some friendly CloudRunner decides to help you out.

Here's what you need to do to survive the LightFoot torture intact: the little red line will move across the gauge at the top of the screen. Press A while it's in the green section and the CloudRunner will be able to fend off the enemy attack. Fail and you'll take some damage. You should have enough health to avoid being hit several times, but it's still a good idea to try to hit it in the green each time, eh?

When you complete this little mini-game successfully, the LightFoot will agree to untie you so long as the CloudRunner stops with the flame-breathing. Sounds like a fair trade-off, wouldn't you say? Anyway, you're trapped inside LightFoot Village for now, so you may as well find the village chief and see what he's got to say.

To reach the Chief's hut, however, you'll need to do a bit of item-seeking, as the hut isn't reachable by ordinary means. There are three wooden blocks that need to be found in order to progress. Their locations are as follows:

- Directly in front of the plateau where you were tortured is a small island. Find the thorny brambles and have Tricky burn them to a crisp. Inside is an area where you'll find a place to dig. Do so, and say hello to the first block!
- On the far right side of the village, you'll find a ladder leading up to a hut. Below the hut is a little portion of grassy area. Have Tricky dig in

the brown area over here and you'll uncover the second block.

- The third and final block is probably the easiest to locate. It's right behind the plateau where you were tortured, near the statue with the long arms protruding to either side.

Once you've obtained all three blocks, return to the plateau where you were tortured and place each block in it's respective hole in the stone areas. Since they're all differently shaped, finding the correct hole shouldn't be much of a task. With all three blocks in place, several pedestals will appear in the water below, granting you access to the Chief's hut. Find your way inside and he'll tell you that there is a mighty chamber built by the Krazoa hidden underneath the village. The Chief is willing to let you take a look, but only if you can complete the two LightFoot tests.

You should partake in the Tracking Test first, as it is substantially easier. You'll be given two and a half minutes to find and activate four totem poles hidden throughout the village. Luckily, none of them are very well-hidden. The first one is on a ledge only accessible if you use a booster pad. This area was where you found the first wooden block, also. The second totem pole is very close by this one; it's sitting on a tiny island that you'll need to hop over to. From here, you should swim back towards an island with a tall stone tower on it. At the top is the third totem pole. The final totem is atop the stone tower that leads to the Chief's hut.

The Test of Strength, unfortunately, isn't so easy. For whatever reason, I tend to have ridiculous amounts of trouble completing it! It's pretty much a straight-up button-mashing fest, but there are a few little tricks that can be helpful. For one thing, momentum is a factor. Let your opponent push you a bit right off the start, then come on strong and force him into the hole.

THE BEST WAY TO WIN THE TEST OF STRENGTH! Okay ladies and gents, listen up if you, like me, lack the 1337 button masher skillz needed to complete this test. Here's what ya gotta do: grab a normal ballpoint pen without anything sticking out of it and lay it horizontally across your A button. When the test begins, start rolling it across the button as quick as you can. Works like a charm.

When (if) you beat that, the Chief will make you an honorary member of the LightFoot tribe. He'll also open up the entrance to the big mound. Cool. Head on in and use the ladder on the far side of the balcony to head down. The door leading onwards is locked, though, so we'll have to find a way to open it up.

Climb up onto the yellowish-orange boxes (you know, the ones that don't look like regular crates?) and step onto the switch up here. This will cause the totem pole in the center of the room to start rotating around all circular-like. Pull out your fire blaster and shoot each of the individual blocks so that the snake design lines up all even-like. Do everything right and the gate ahead will open up. Run over and say hello to the next Krazoa Shrine.

===== Krazoa Shrine =====

Tasks:

- [] Proceed through the rooms
- [] Complete the Test of Fear and collect the third Krazoa Spirit

Head forward and smash open the crate you find to your right to reveal a boost pad. Use it to zoom up to the ledge high above and head forward and to the left. Hmm... Flame jets? Check. Obnoxious flying foes? Check. Gate that closes stupid quick? Check. Looks like we've got our work cut out for us, eh? It actually isn't all that bad - I just like to make things sounds worse than they

are. That way, it makes it seem like more of a feat when we actually do it!
Want me to shut up? Okay.

Stepping on the switch at the front of the room will, of course, open up the gate which is conveniently located at the end of this chamber. Plant yourself on it and wait for the gate to crank all the way up, then charge ahead, steering clear of the flame jets and ignoring the flying bird-dudes. It's quite easy, really.

The next room provides somewhat of a similar challenge. As with before, stepping onto the switch will open the gate at the end of the hallway. When the gate's completely open, hop into the purple-ish water and start swimming towards the far side of the room, making sure you avoid the spikes. Climb up the ladder and proceed onwards.

In the next room, you'll have to step on another switch, then race on up an incline while unusually bouncy barrels try to kill you. It isn't very difficult, though, so you needn't worry about my safety. Or yours.

Talk to the Krazoa Spirit who's hanging in the subsequent room. Time for the Test of Fear! Get ready to pee your pants, kiddies! Actually, it isn't scary at all, but I may as well act as if it is, right? Anyway, this test is really quite easy. A little red line will move across a gauge and you have to press the Control Stick in the opposite direction to keep it inside the green area. Simple enough, ya? I tell ya, Fox is afraid of some pretty weak stuff. In any event, the Krazoa Spirit is all yours once you complete this. Nice job!

Now make your way back to the WarpStone and get to the Krazoa Palace.

===== Krazoa Palace =====

Tasks:

- [] Enter "The Big Room" and use your SharpClaw disguise to open the path ahead
- [] Release Krazoa Spirit #3

You'll immediately show up in a room with some SharpClaw fools hanging around near you. Have fun beating them up with your stick. When that's all taken care of, ride up the elevator in front of the warp pad and enter the corridor ahead. Take a left turn and you'll come into a place I lovingly refer to as "The Big Room". Ride up the windy tornado thing and turn to the left.

Get onto the solid ground on the ledge over here, then run towards the door marked by the blue torches. Use your SharpClaw disguise on the pad to open up the door, then head in and say goodbye to Krazoa Spirit #3. Only three more left to go!

You'll immediately be warped back to ThornTail Hollow.

===== ThornTail Hollow =====

Tasks:

- [] Protect the ThornTail eggs from thieves
- [] Gain Portal Device staff upgrade
- [] Talk to the Queen EarthWalker and break the seal
- [] Set off for the Walled City

Instead of running off like some stupid idiot, hang around the WarpStone and look for the distressed ThornTail over by the cave. It seems some nasty little buggers have been stealing her eggs, and she needs you to defend the eggs. Head down into the cavern and a timer will begin ticking down.

To complete this challenge, you have to fend off the egg-stealers using your staff. Stand as close to the eggs as you can and deliver a hardy blow to any foe who comes anywhere near. If you happen to miss, don't go racing off after one guy, because that would allow the rest to go grab all the eggs. If you see any foe escaping with an egg, though, make sure you take care of him before he gets away. Overall, surviving until the end of the time limit shouldn't be too difficult.

When you win, she'll open up a nifty little hole inside her cave. Go check it out and you'll find that it's one of those way cool staff-power-providing caves. What new power is hidden inside, you ask? Why, it's the Portal Device, of course! Using this, you can open certain doorways that were previously locked. Sweet!

At this point, you'll want to go see what's going on with the EarthWalker Queen, so head on over there. She'll inform you that Tricky's daddy is a prisoner inside the Walled City. Since he's the GateKeeper, getting there to save him won't be so easy. Fortunately, he left his uber GateKeeping powers sealed away in the door behind the queen.

Hmm... I wonder how we could get that door open. I've got an idea! Why not use that door-opening power that you just received two minutes ago! Geez, use your brain every once in a while, eh? I'm just kidding, though, so you don't need to start crying or anything. I'm sorry.

Anyway, go open up the portal and the seal will break, giving you access to the Walled City. Get back to your Arwing and set off. The Arwing Mission en route to the city is no difficult than any of the others. But that's because they're all laughably simple. In any event, you have to fly through 7 gold rings to open the way to the next level. Geez, does collecting all these gold rings make anyone else think they're playing Sonic the Hedgehog?

===== Walled City =====

Tasks:

- [] Light the torches and meet King EarthWalker
- [] Gain Super Ground Quake staff upgrade
- [] Defeat RedEyes and collect Gold RedEye Tooth
- [] Activate tree switches and collect Silver RedEye Tooth
- [] Defeat King RedEye

If you want, you can mosey on over to the nearby EarthWalker, but he won't say anything worthwhile ("Our King is being held within the temple"). Anyway, you want to head over towards the temple and find the small structure directly to the left of the bridge. There's a little button that you need to press using your earthquake move. Once you've done so, a timer will appear and you'll have to head into the temple (the main building) and find a passageway that'll lead you to the top of the small structure. Once there, you'll be wanting to use Tricky's flame command to light the torch.

With that done, you'll now want to find another similar structure on the opposite side of the temple. You'll have to race against the clock again, but it shouldn't be any more difficult than the last time. When you have Tricky light up the second torch, a doorway will open up, giving you access to a kind of basement. Head over there.

Inside, you'll get to meet up with Tricky's daddy, the King EarthWalker. He hasn't got the SpellStone with him, but he does know where it is. First of all, you need to find some holy teeth or something. In order to do that, though, you

first have to locate the Magic Cave. Apparently, the answer lies within.

Get out of here and find the bridge that just appeared. In addition to another EarthWalker who, as you may guess, has NOTHING of any use to tell you, you'll also find some thorns impeding your path. Have Tricky burn them down, then climb on up the wall and look for the Bomb Spore patch. Plant a Bomb Spore, then blow it up with your fire blaster. This will reveal the entrance to the Magic Cave. Drop on in and claim your final staff power: the Super Ground Quake! Nice job, buddy!

With this powerful new weapon now in your arsenal, you're prepped to take on the RedEyes themselves. Head to the area surrounding the temple and you'll find four of them. To take them down, you first need to utilize your new quake move to stun the beasts, then you can either pepper them with shots from your fire blaster and toss a Fuel Barrel their way. Whatever floats your boat.

Defeating all four RedEyes will open up a Life-Force Door atop a hill. Head over to where you found the Magic Cave, but keep going right instead. Make your way to the top of the hill and you'll find the Gold RedEye Tooth inside a box. Cool beans!

Now let's start looking for the other tooth, shall we? You need to start out by finding several trees with fire blaster symbols on their trunks. You can locate said trees in the following areas:

- In the same area as your where you parked your Arwing is an EarthWalker and a tree, which just happens to be bearing a symbol!
- Just in front of the little plateau where you found the Magic Cave is an EarthWalker standing under a tree. That's one of the trees with the symbol!
- Near the hill where you located the Gold RedEye Tooth is another EarthWalker and tree combo.
- If you fall into the river, you'll have to wind around to the end, where you'll have to ascend a long ladder to get back up to the top. Head right at the peak of that ladder and you'll find an EarthWalker standing near a tree. Guess what? That's one of the trees that you're looking for!

When all four symbols have been activated (and their corresponding torches lit), a sparkly ring will appear in the river. Hop into the drink and find it. Once you swim through it, the gate at the end of the river will open up, leaving the precious RedEye Tooth-containing box free for you to collect... But wait a minute, you have to get there first! In order to obtain the next tooth, you have to swing through the series of rings before time runs out. It actually isn't too tough, though, so I'm sure you'll do just fine.

Now that you've got both the Gold and Silver RedEye teeth, return to the King EarthWalker and place each tooth in its respective dinosaur statue. This will open up a path leading downwards. I suggest you take it.

BOSS BATTLE: REDEYE KING

Holy tyrannosaurus rex, Batman! It's boss time! Doing battle with this giant dino can be an arduous process if you don't know what to do. Luckily, that's why I'm here! First things first, shoot the symbol above the cage directly in front of you and grab the Fuel Barrel. Now, see those pads strewn throughout the battlefield with the blue energy poking out of them? Yeah? Good. Stand by one and wait for your foe to appear in the distance. Wait for him to start moving towards you, then step onto it and an electricity field will completely fry him. While he's stunned, toss your Fuel Barrel at him and watch as he writhes in pain. Rinse and repeat, and he should go down in no time flat.

With the master dino down for the count, the third SpellStone is all yours. I suppose it's about time you returned to the Volcano Force Point Temple. What's that? You forgot where it is? GEEZ! Head back to ThornTail Hollow and make your way through the Moon Mountain Pass. Simple enough, no?

===== Volcano Force Point Temple =====

Tasks:

[] Deposit third SpellStone

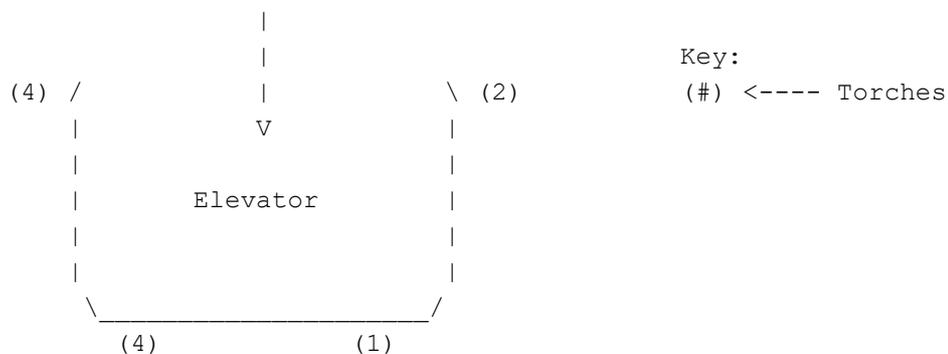
Since you've been through this place before, I don't see any point in explaining how to get to where you wanna be again. It's a pretty straightforward path, so you shouldn't have any problems. If you really suck or just can't figure out what to do, refer back to the first visit here. That'll help you out.

So anyway, you'll soon arrive in a nice, big room with some fiery lava boiling beneath your very feet. I suggest staying out of it. At any rate, head directly forward and use the SpellStone to open the currently closed gate. Run ahead and take out the SharpClaw lurking before you. Once that's over with, use the SpellStone again to open the doors ahead.

A lone SharpClaw soldier is hanging around in this next hallway. Slap him silly, then proceed into the next room. Activate the blue lift and ride down to the bowels. Pay no mind to the Fire Keese (wait a minute, this isn't Zelda is it? That would be "flaming bats". Sorry, my bad), as they hardly do any damage and actually striking them can be a bit troublesome. As you progress, the large coin-shaped door will slide out of the way and you'll gain access to the main chamber.

Head straight for the empty slot ahead, where you should utilize the SpellStone again. This will open up a door behind you, which you will want to go through. Follow the hallway, avoiding the flame jets that will impede your progress, and ride the elevator up. The door ahead is all locked up, so you'll need to ascend the ladder near the lift.

In order to open up the door, you'll have to use your ice blaster to douse the four torches on this balcony. However, it isn't that simple. You have to extinguish each torch in a certain order. I forgot which color each torch is, so instead I've decided to draw you a pretty map showing which torch to put out first...



I apologize for the extreme suckiness of my map, but I think it's clear enough to show which torch should be put out first. You know, it's the torch that's marked (1)? Pretty simple, right?

When the torches have all been extinguished in the proper order, the door ahead will be wide open, so go head through it. As soon as you enter the next room,

a couple of SharpClaws will appear as if from nowhere. Fortunately, they're total wimps and should be no match for your might staff of whacking!

Once they've both been defeated, a red button will appear in the center of the room. Have Tricky stand on it using his Stay command and ascend the ladder directly ahead. Using your ice blaster again, put out the flames to reveal a shiny staff switch! Activating it will cause the gate in the lower portion of this room to rise. Head through there.

There is another red switch in this next room. Like before, use Tricky's Stay command so that you can head over to the platform in the lava and, after extinguishing the flames, hop onto it. At this point, you'll need to whip out your trusty fire blaster and aim through the torch at each of the colored orbs above. Make sure you only shoot at an orb when the flames are the same color as the orb you are aiming for. Otherwise, it won't do a thing. Activate all three orbs and the coin-shaped door will slide open.

Proceed through the corridor and you'll arrive at the Warp Pad. Step on and you will appear in the SpellStone-depositing room (okay, so I couldn't think of any better name for this room). Find the proper slot in the main pillar and put the third SpellStone in it's place. Only one left to go!

When you're teleported back to the temple entrance, check out Peppy's world map and you'll learn that ThornTail Hollow should be your next destination. You know how to get there.

===== ThornTail Hollow =====

Tasks:

- [] Save ThornTails from flying enemies
- [] Purchase SnowHorn Artifact

The moment we return, a massive swarm of flying enemies will appear from the well. Since the ThornTails cannot defend themselves (even with their thorny tails), its up to us (well, I guess it's up to you) to fend them off. Hmm... I suppose we may as well get started, ya?

The meter at the bottom of the screen will display how much more abuse the ThornTails can take. You'll need to hurry in order to take them all out before you run out of time. Since the foes are just flying around above (and not doing anything to the ThornTails - why do they need to be protected?), you'll have to use your fire blaster to snipe them out. In addition to five ThornTails in the main area, there is also one down near the entrance to LightFoot Village. Your reward for this bothersome task? The large scarab bag - now you can hold up to 200 scarabs! Awesome!

If you were smart and read the little message that popped up on the screen, you will know that you now have the capability to purchase something "shiny and golden" from the shop. Scour the area and look for as many scarabs as you can (you'll need 130), then head into the shop and pick up the SnowHorn Artifact. Hmm... If you remember way back near the start of the game when you were chilling in the SnowHorn Wastes (get it? Chilling in the SnowHorn Wastes? It's cold there, so you were chilling there? GET IT!? Man, am I hilarious or what?), there was a SnowHorn who was all forlorn because he lost something of his. See where I'm going with this? Head for SnowHorn Wastes. Now!

===== SnowHorn Wastes =====

Tasks:

- [] Give SnowHorn Artifact to lone SnowHorn

- [] Complete the SnowHorn race
- [] Enter the next Krazoa Shrine

Up on a hill above the area where all the SnowHorns reside is an icy lake with some "islands" allowing you to cross without freezing to death or anything. Cross over those and talk to the SnowHorn you find on the other side. He'll inform you that his precious Gold Root has been stolen. Hand over the nifty little prize you recently picked up at the ThornTail Store and fork it over.

As a "reward" for returning his most prized possession, the SnowHorn forces you to partake in some sort of race. Hmm... I'd say that we're eternally gracious for his hospitality, but he really doesn't seem to be doing us much of a favor. Begin the race by using the horn you get way back in the DarkIce Mines.

The race will begin the moment you blow the horn, so be ready to run! First of all, head behind the SnowHorn and through the door that you should have already burned through using Tricky's Flame command. Another horn pad is straight ahead, so don't waste any time in getting there and blowing the horn. Continue down the mountain and you'll come to an icy river. Whip out your fire blaster and send a shot straight towards the tree on the other side. It'll fall and create a bridge for you! Keep going!

You'll find the next horn pad just on the other side of the bridge. Blow the horn again, then turn to the right and head onto the path. You'll soon reach a ledge that'll drop you right next to the third horn pad. The next one will appear adjacent to the catacombs that you must use to enter and exit the wastes, so get over there on the double!

Once that pad has been activated, another will appear right in front of the hole where Garunda Te, the DarkIce Mines GateKeeper, was once frozen inside. Quickly get over there and activate the pad, then drop down onto the ledge to the right and knock down the tree ahead with your fire blaster. Cross your new bridge and climb on up the wall, then activate the final horn pad. Your reward for this tricky race is access to the fourth Krazoa Shrine! Nice! Head on up there (it's near the second horn pad) and enter.

===== Krazoa Shrine =====

Tasks:

- [] Proceed through the rooms
- [] Complete the Test of Strength and collect the fourth Krazoa Spirit

Behind you are some pots with scarabs inside that you might be interested in grabbing. When you're done with that, head forward and ascend the ladder to your right. Grab the fuel barrel just ahead, then head into the room to the left and make your way across the narrow pathway. You'll probably want to eliminate the flying foes before starting out, though, because otherwise they will swoop down on you and cause the barrel to explode. Not cool. Anyway, just take it slow and you'll make it to the other side with minimal trouble. When you get there, bust open the cracked doorway and head on in.

Now go back and grab another fuel barrel, as you'll be needed it ahead. When you get into the next room, put the barrel down on the pad to the right. A machine will appear from the other side and grab the barrel. Now here's the tricky part: the barrel will explode if it comes into contact with the flames spewing from the walls. So you have to activate the staff switch to cause the flames to come out from a different wall. Get it? It actually isn't too hard.

When the barrel makes it across safely, swim over yourself and pick it up. Toss it into the tornado and it'll glide over to the next ledge, which is

precisely what you should do at this point. Put the barrel down on the pad to the right and take down the SharpClaw that will appear ahead, then grab the barrel again and head for the end of the room. Wait for the flames to stop for a moment, then chuck the barrel at the door. Voila! It's open!

Head inside and talk to the Krazoa Spirit. Apparently, it's come time for the Test of Strength. This is quite similar to the one in the LightFoot Village, only this is significantly easier. Even someone as slow as myself can win just by mashing the A Button. Who would've thought it possible?

Now that you've got the fourth Krazoa Spirit in your possession, return to the WarpStone in ThornTail Hollow and warp to Krazoa Palace.

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===== Krazoa Palace =====

Tasks:

[] Release Krazoa Spirit #4

Like you've done every other time you've come here, proceed to "The Big Room" with all the tornadoes and such. From the central tornado, you'll want to head directly to the right from where you entered and land on the lowest tier. Weave your way around and find the portal, which you should open up with the help of your staff. Inside is the Krazoa Head you're looking for; release the Spirit here.

=====
===== ThornTail Hollow =====

Tasks:

[] Find the next GateKeeper

You'll be sent back to the ThornTail Hollow, where the WarpStone will tell you about another GateKeeper, the dude who watches over Dragon Rock. Apparently, he "is closer than you realize" and he doesn't talk much. Hmm... I wonder who that could be... Let's try the ThornTail who hangs out by the well and never says a thing, shall we?

He'll explain that has hasn't said a single word since he failed to save the planet. Apparently, this dino once lead a group of dinosaurs against General Scales, but things didn't work out and three of his closest comrades were taken prisoner at Dragon Rock. He'll then reveal that he is, indeed, the GateKeeper, and will give you access to the area that houses the final SpellStone. Get in your Arwing and go.

As you may guess, this is the toughest Arwing mission yet. You have to fly through all 10 gold rings in order to open up the forcefield, so you're margin for error is quite small. It may take a few tries, but it shouldn't prove too difficult.

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===== Dragon Rock =====

Tasks:

- [] Release the EarthWalker
- [] Destroy the shield generators
- [] Destroy the robotic guards
- [] Release the HighTop and protect him en route to the next area
- [] Release the CloudRunner
- [] Destroy the four spires and enter the tower
- [] Defeat Drakor

As soon as you dock at this desolate wasteland, turn and run to the left,

defeating any enemies save the flying robots that you want. Eventually, you'll come to a ladder leading straight through some flame jets. Guess what? You get to ascend it whilst avoiding burning off your tail. Thankfully, it's pretty easy if you just wait for the flames to stop momentarily before heading up.

At the top, you'll find a blockaded door to your left and a small ladder (no flames this time) to your right. Take the ladder and run ahead, directly below the flame jets. Climb down the ladder on the other side and activate the staff switch. This will cause the barrel-grabbing device to start moving. Continue on ahead and retrieve the fuel barrel at the end of the path, then carefully bring it back to the staff switch, where you should place it on the pad.

The barrel-grabber will start moving, so you need to climb back up the ladder and stand on the first red switch as the machine goes by. This will protect it from the flames, so that it doesn't blow up. That wouldn't be cool. Anyway, once the machine passes the first flame jet safely, hurry over to the next red switch and stand on it until the machine passes by. Drop down on the other side and toss the barrel at the boarded-up wall.

Head inside and you'll enter a room with some flames moving around in a cyclical fashion. Avoiding them and getting inside the little niche in the wall with the staff switch should be easy enough. Activate the switch and you'll free an EarthWalker. Make your way back outside and find the EarthWalker at the southernmost side of this area.

When you talk to him, he'll inform you that there's a HighTop that needs to be freed. Since he's an easy target for the patrolling robo-guards, we need to take them out first. In order to do that, you'll first have to destroy some shield generators. Four of them, actually. The EarthWalker seems very keen to cause some havoc, so hop on his back and destroy the generators you find in the following locales:

- On the north end of the large structure in the center of the area.
- One of the stalactites (or is it stalagmite? whichever is the one that stick up) to the left of your Arwing.
- To the right of the area where you did all the stuff with the fuel barrel to unlock the EarthWalker that you're riding right now.
- A stalactite in the southeast corner of the level is hiding the final generator.

With all four shield generators destroyed, you are free to dismount the EarthWalker at one of the platforms and hunt down those robotic guards! Using your fire blaster, you can hit them from a distance, so try to keep that in mind when fighting them, as you're less likely to die from a distance. Anyway, once you've destroyed all four, a gate will open up at the bottom of the north building (you know, the place we went when we first got here?).

Make your way inside and you'll locate the imprisoned HighTop that the Earth Walker spoke of. To release him, you'll have to whip out your fire blaster and shoot all four of the symbols on the pillars before they reactivate. Just fire the shots quickly and it shouldn't be a problem in the least. I was able to shoot them all from ground level, but you can use the booster pad in the back to get up to the higher tier if need be.

He'll tell you that it's time to cross the plain, and you've got to protect him while he goes. This next segment will be a good bit different from the typical SFA gameplay. You'll be locked in first-person view mode with an infinite amount of fire blaster energy. Since the HighTop is so large, he's one giant bullseye for your foes, so you need to shoot down any incoming missiles. It's kinda like Panzer Dragoon, except not quite as good. Anyway, since you've got

unlimited staff energy for this portion, you needn't worry about wasting it all. Shooting down all (or most of) the projectiles should be decently simple.

When you reach the other side, the HighTop will open up a door for you and say it's up to you now. First of all, head inside and defeat the three big dino foes using your ice blaster just prior to a good whack with your staff. This will unlock a Life-Force Door above, but there's no need for you to head up there just yet.

Instead, you'll want to locate the red button next to the fuel barrel. Use Tricky's Stay command on the button and a barrel-grabber will appear. Now, move to the left a bit and position yourself between the two flame jets, and bust out once more with your fire blaster. As the barrel-grabber goes by with your much-needed barrel, shoot the symbol under the jet to stop the flames, allowing the barrel to get by without exploding. Nice.

Now run to the ladder on the left and climb your way up. This next part involves explosive barrels, fire, and wind. Sound like a good combination? I didn't think so. Anyway, you have to get the fuel barrel over the three tornado gaps with flame jets constantly flaring up. It's pretty simple, though, since you just need to wait for the flames to stop momentarily, then toss the barrel and it'll float to the other side.

After you've gotten past all three windy gaps, chuck the fuel barrel at the blockaded wall and enter the premises. Drop down to the left and activate the staff switch directly in front of you. This will make the cage start to move, but the CloudRunner inside won't be free at this point. Drop onto the ground right below him and have Tricky flame the little furnace. Get the timing right and the rope will snap, causing the cage to fall and open up, allowing the CloudRunner to get out.

He'll thank you for your help, then tell you to hop on. He'll take you to the place where the SpellStone is hidden, but in order to get there you'll have to destroy four spires and protect your mount from incoming projectiles. These spires are pretty much just red buttons at the top of some tall towers. Anyway, each spire can take a lot of damage, so you'll most likely have to go past each one several times. Although your mount has a good portion of health, it's still a good idea to make sure missiles aren't headed straight for you when you approach a spire, as well. All in all, taking them down may take a while, but it probably won't be very difficult.

When you destroy all four spires, the CloudRunner will take you to the peak of the central tower and bid you farewell. Fox will hop in and prepare for the fight of his life...

BOSS BATTLE: DRAKOR

Although this creepy flying dinosaur-alien dude can fly around and blast at you with his arm cannon, he actually isn't all that difficult. Shooting down the little bolts of energy he fires at you is pretty simple, really. What makes this boss tough is the other obstacles that you need to be wary of: there are mines to be shot down and flame jets to be turned off by blasting the nearby symbols. Deliver a shot in the face to this flying foe whenever you get the chance and shoot the boxes marked "S" to receive a health-recovering silver ring when they pop up. This will most likely take longer than any other boss battle, but if you hang in there you shouldn't have too much difficulty with it.

As the battle ends, the SpellStone will begin to fall, but Fox will nab it

before it melts in the lava. Now return to Dinosaur Planet and make your way to Cape Claw.

===== Cape Claw =====

Tasks:

Man the cannon and destroy the blockade

Since the entrance to the temple is boarded up (with wood that is just too strong to be burned with fire), you'll have to head over to the locked portal and open it up with your staff. Once inside, extinguish the flames and take control of the cannon. Aim for the temple entrance and fire, then head over and enter.

After the first room with the two mini-Krazoa Heads, you'll enter a room with some inclines, a switch on the floor, and a closed gate at the far end. Since Tricky's too short to stand on the switch, you have to hit a fire blaster symbol above the door from which you entered. Doing so will raise the water level, giving you access to a tunnel otherwise inaccessible. Follow it around and have Tricky burn the thorns, which will give you a heavy block that you'll want to push off the ledge.

Now then, hit the fire blaster symbol a second time and the water level will decline. Grab your shiny new block and leave it on the switch, then head forth.

===== Ocean Force Point Temple =====

Tasks:

Complete the puzzle rooms

Shoot the orb and warp to the SpellStone room

Deposit the SpellStone

The first portion of this temple is almost exactly the same as it was last time you were here, so I'm gonna assume that you can make it through yourself. Things get mixed up a bit after you use the first warp pad, though, so I'll pick up once you get there.

First of all, you'll have to go to the left after entering through the large double doors. In the corridor leading to the subsequent room, a SharpClaw will appear, so don't waste any time in beating him down. When he's been taken care of, enter the next room.

The first thing you'll want to do in here is move the blue block on your right over to the platform on the right, so that you can climb up there. Once you've done that, activate the staff switch and watch the door leading into the next room open up. Hop onto the platform below and to the right and proceed to smash open the crate at the end. In addition to a health-replenishing egg, you'll also find a SharpClaw Disguise Pad. Put your disguise on and step onto it, thus opening a panel in the central pillar.

Run back a few steps and hop over the water and into the little niche you just opened. Activate the staff switch you find in here and the water level will rise, allowing you to get up to the ledge leading into the next room. Go ahead and go, defeating the SharpClaw who's guarding the subsequent corridor.

There will be a staff switch that needs to be activated on the far side of this room. Doing so will turn on the four statues in the center of this room. In order to proceed, you'll need to douse the torches on each statue, just like last time. There's only one catch this time, though: each torch has a specific color, and it can only be extinguished by the Krazoa statue above that has the

matching color on the panel on the wall below it. Even so, however, you've got a good three minutes to keep at this, so completing this task shouldn't be too trying.

Geez, what an obnoxious puzzle, ya? Took me far more attempts than it should've. Anyway, race forward to the next room and be ready for some block pushing fun! Start by heading around to the far side of the room and, given that north is the room you came from most recently, push the block in these directions: north, east, north, west, south, east, north.

Well, whaddya know? Another booster pad has appear in the first room! Head on back over there and booster up. Run across the various ledges until you come onto the balcony above the first puzzle room (where you had to adjust the water level). Once you're there, bust out your fire blaster and aim at the blue orb above, only shooting through the torch when it turns blue. Do this correctly and a bridge will extend, giving you access to a warp pad. Use it.

Ahh... The SpellStone room. Hurry up and place the last stone in it's slot, then watch as the planet... Doesn't put itself back together. Say what!? All that hard work for nothing! Ah, whatever. Let's just get those last two Krazoa Spirits and see what ensues. Return to ThornTail Hollow and the Queen Earth Walker will tell you something is amiss. It turns out, you DO need all of the Krazoa Spirits. Take your Arwing and head for the Walled City.

===== Walled City =====

Tasks:

- [] Talk to King EarthWalker
- [] Obtain the Sun Stone
- [] Obtain the Moon Stone
- [] Place the stones and use the warp pad

As Peppy said during your briefing, you should start out by finding the King EarthWalker near the temple. He'll explain that you have to return both the Sun and Moon Stones to the temple before you can get the fifth spirit. Alright, so where to begin?

Head left from the temple (that's left if you are facing towards the temple, right if you are looking away from it). You'll enter a little chamber with several blocks strewn across it. In order to progress, you'll need to push the blocks towards the sun symbols. Keep in mind, though, that you'll need to restart if any one block so much as touches a wall.

Start off by pushing the block nearest to the ramp to the sun on the right side of this room. Next, push the block farthest to the right over to the block that you just moved onto the sun. From there, push the same block to the sun in front of the ramp. Now then, push the block on the far left side of the room up into the sun. By now, there should be only one block remaining. Slide it down towards the ramp you came from, then over to the final sun.

A window will open atop the small temple to the right, so head on up there. Ride up the elevator, then stand on the floor panel in the center and open up your goggle-view (keep in mind, you'll need the Hi-Def Display, so you might have to return to ThornTail Hollow and purchase it). Zoom in and look towards the sun design on the far wall, thus opening the entrance to this temple (and nearly blinding Fox in the process). Ride down and head inside.

Defeat the flaming bats in the first chamber, then start working with the blocks. What you need to do is this: change the location of each block so that they are each in a niche with their design facing outward. First of all, drag

the block from the left niche over near the rightmost block. This will allow you to grab the block from the back and drag it into the niche on the left. Now slide the other sun block near the one you just placed and move the moon block into the niche in the back. Slide the final block into the only remaining niche and the door leading ahead will be wide open.

Inside is a tricky maze that you'll have to navigate in a set period of time. Use your ground quake to start the timer and cause some invisible barrier to appear. Crap. First, head to the right and activate the staff switch, then hurry back to the front and follow the path (don't head left when you have the option to go left or continue straight). You'll come to a wall of flames, which you should douse with your ice blaster. Activate the staff switch behind, then head back and take that left path now, continuing straight instead of turning right. There will be a large pit impeding your progress, so whip out your fire blaster and hit the symbol on the far end. Now head back the other way and have Tricky burn the brambles on the right, revealing another staff switch for you to activate. Do so, and the path onwards will be at your very fingertips.

Open the closed door with your staff's portal device and proceed inside. A rotating circle on the wall ahead will reveal three different switches as it goes around. Hit them in the following order: left, top, right. Doing so will create a bridge that you can barely see, allowing you to run over and claim the Sun Stone as your own. Now head back outside and find the Moon Stone part of this challenge.

Just like the Sun Temple, this part begins with some oh-so exciting block movement. Fun! Not really, but we've gotta do this to progress, so we might as well, ya? Start off by pushing the leftmost block over to the moon at the top. Then, push the block nearest to the bottom over to the moon on the left. Now then, you'll want to push the westernmost block south, east, north, and finally to the west to lock it in place. The final block is as simple as pushing it due west.

Ride to the top of the temple and, as you did last time, check out the symbol on the far wall with the aid of your zoom goggles. Again, the temple door will open, so ride the lift back down and enter. The first room is a total pushover; just activate the staff switch and quickly cross the panels when the gates fall, making sure you don't stand on any one panel for an extended period of time.

The subsequent room is another maze, only this time ALL of the walls are invisible. That's not cool, but it's a part of the game that we're gonna have to sift through if we wanna get to the end. Of course, I could really care less about beating the game another time, but you might not have beaten yet and want to see what ensues, so you're probably gonna want to complete this.

At any rate, hit the switch in the center with your staff's quake move, then sprint towards the corner to the right of the door you wanna head through. Explaining the rest would be a pain and it would end up being very vague and difficult to understand, so just work your way towards the exit from there. You'll have to take a pretty roundabout route to get there, though.

Anyway, once you've completed this maze, open the portal with your staff and proceed forward. Just like before, there will be a large rotating wheel ahead that will uncover three fire blaster symbols as it moves. Hit them in the same order as before: left, top, right. A path will appear, allowing you to cross the abyss and snatch the Moon Stone.

Return to the area where you placed the two RedEye teeth on your first visit and set the Sun and Moon Stones where they belong. This will create a warp

pad leading into the fifth Krazoa Shrine atop the central ziggurat, so scurry up there and use it.

===== Krazoa Shrine =====

Tasks:

[] Complete the Test of Knowledge and get the fifth Krazoa Spirit

Head up the ladder on the left side of the ahead room and get ready to do something easy! Step onto the switch to open the gate at the end, then carefully utilize the tornadoes to cross the abyss, all the while avoiding the flames spewing from the jets.

In the next room, use some more tornadoes to access the central platform, where you should extinguish the flames with your ice blaster. When you reach the far end of said platform, turn around and check the ceiling for a fire blaster symbol. Hit it and the gate ahead will open, allowing you to enter. The next chamber is just as easy. Step onto the switch, thus opening the gate, then race across the platforms to the other side, avoiding the rotating flame jets as you go.

In the subsequent room, you'll find the fifth Krazoa Spirit anxiously awaiting your arrival. Talk to him/her/it. The Test of Knowledge will begin soon. The basic gist of what you need to do is that there are six items from various areas you visited earlier in the game and you need to place them next to the place they came from. Here's what matches up with what:

- Gold RedEye Tooth: Top left (Walled City)
- Dinosaur Horn: Mid left (DarkIce Mines)
- Asteroid: Bottom left (Space)
- Moon Seed: Top right (Moon Mountain Pass)
- Wooden Block: Mid right (LightFoot Village)
- CloudRunner Flute: Bottom right (CloudRunner Fortress)

When you complete this test, the fifth Krazoa Spirit will be all yours and Fox will return outside the temple and say farewell to Tricky (good riddance, I say!) and make him an honorary member of team Star Fox. After the Arwing mission back to the planet, you'll be automatically warped to Krazoa Palace.

===== Krazoa Palace =====

Tasks:

[] Release the Krazoa Spirit

You'll land on the roof, so after goggling at Krystal, you should find the vent and drop into the tornado-filled room. Hop onto the closest tornado, then turn to the left and drop down onto the next one. Float over to the ledge here, then locate the passageway marked by red torches. Head inside and release the fifth Krazoa Spirit. The entrance to the sixth and final Krazoa Shrine will appear on the roof, so make like a fox and get up there (I know that didn't make a whole lot of sense, but that's beside the point).

===== Krazoa Shrine =====

Tasks:

[] Receive the final Krazoa Spirit

This is the shortest, easiest, and most important of the all the Krazoa Shrines in the whole game. Yippee. Head into the only room there is and climb up the ladder. Before you know it, the slimy General Scales will emerge, ready to be

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== Pukpuk Egg ==

Default Price: 6 Scarabs

Lowest Price: 4 Scarabs

== Pukpuk Eggs ==

Default Price: 15 Scarabs

Lowest Price: 10 Scarabs

== Bafomdad Holder ==

Default Price: 20 Scarabs

Lowest Price: 18 Scarabs

== Cape Claw Map ==

Default Price: 5 Scarabs

Lowest Price: 3 Scarabs

== Dragon Rock Map ==

Default Price: 5 Scarabs

Lowest Price: 5 Scarabs

== Ocean Force Point Map ==

Default Price: 10 Scarabs

Lowest Price: 8 Scarabs

== Rock Candy ==

Default Price: 10 Scarabs

Lowest Price: 9 Scarabs

== Bomb Spore ==

Default Price: 5 Scarabs

Lowest Price: 3 Scarabs

== Dumbledang Pod ==

Default Price: 3 Scarabs

Lowest Price: 2 Scarabs

== Dumbledang Pods ==

Default Price: 10 Scarabs

Lowest Price: 8 Scarabs

== Firefly ==

Default Price: 10 Scarabs

Lowest Price: 7 Scarabs

== Fuel Cell ==

Default Price: 10 Scarabs

Lowest Price: 8 Scarabs

== Grubtub Fungus ==

Default Price: 12 Scarabs

Lowest Price: 12 Scarabs

== Firefly Lantern ==

Default Price: 20 Scarabs

Lowest Price: 18 Scarabs

-- Hi--Def Display Device ==
Default Price: 20 Scarabs
Lowest Price: 17 Scarabs

-- Krazoa Palace Map ==
Default Price: 5 Scarabs
Lowest Price: 3 Scarabs

-- SnowHorn Artifact ==
Default Price: 130 Scarabs
Lowest Price: 110 Scarabs

-- Tricky's Ball ==
Default Price: 15 Scarabs
Lowest Price: 11 Scarabs

-- CloudRunner Fortress Map ==
Default Price: 5 Scarabs
Lowest Price: 4 Scarabs

-- DarkIce Mines Map ==
Default Price: 5 Scarabs
Lowest Price: 5 Scarabs

-- LightFoot Village Map ==
Default Price: 5 Scarabs
Lowest Price: 5 Scarabs

-- Moon Pass Map ==
Default Price: 5 Scarabs
Lowest Price: 4 Scarabs

-- SnowHorn Wastes Map ==
Default Price: 5 Scarabs
Lowest Price: 4 Scarabs

-- ThornTail Hollow Map ==
Default Price: 5 Scarabs
Lowest Price: 4 Scarabs

-- Volcano Force Point Map ==
Default Price: 10 Scarabs
Lowest Price: 7 Scarabs

-- Walled City Map ==
Default Price: 5 Scarabs
Lowest Price: 5 Scarabs

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                                     Cheat Tokens  
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Cheat Tokens are hidden all across Dinosaur Planet. When you find one, go to the WarpStone and choose to warp to a place called the Game Well Maze. Find your way to the center of this maze and you'll find a well. Drop in a Cheat Token and a cheat will be activated. Here are the locations of each token, as

well as a description of what they all do:

Token # 1: Find this right in the main room of the ThornTail Store. Drop it in Game Well Maze and you'll be able to view the Staff Credits.

Token # 2: Head to the SnowHorn Wastes and dive into the river. Swim to the end and take a look around. Drop it in the well and you'll get some stupid message.

Token # 3: Go to Ice Mountain and blow up a Bomb Spore in the area around the cannon. Leave it in the well and you'll get the Music Test.

Token # 4: Get to the Moon Mountain Pass and plant a Moon Seed in the area right before the Krazoa Shrine. Drop it in the well and you'll gain the option to change the voiceovers to the Dinosaur language.

Token # 5: Head to the Volcano Force Point Temple, with a Moon Seed in your hands, and get to the second SpellStone gate. Head off to the left and you'll find a place to plant it. Drop it in the well and you'll receive a message from Fox's father.

Token # 6: Go to the LightFoot Village after you beat both tests there and help the mother whose babies are in trouble. Your prize is a message about one of your friends.

Token # 7: Return to the Ocean Force Point Temple after getting all four SpellStones and open the portal to the right of the electric panels right at the beginning. Drop it in the well and you'll get a message saying that some sad thing might happen.

Token # 8: Get to Cape Claw and find the cannon you can access only by using the portal device. Aim the cannon towards the rocks underneath the wooden platforms near the entrance to this place. Drop off the token and you'll be able to play in Sephia Mode.

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                                Legal Information
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                                Conclusion
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It's been real, cya!

