

# Tak and the Power of Juju Walkthrough

by Myke

Updated to v0.2 on Oct 28, 2003

This walkthrough was originally written for Tak and the Power of Juju on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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:2S      :Z88Zi
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OZMW 2MW@0i 7MM ,:;Wr
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MMMWW ,MMWXX ...,: aX
        aB72ai ,,:SZM,
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        M@2rSar,,,,rM
        MB7i728i,..ZX
        OM0i::7Zi, :.M
        SMa;i::8:;, @M
        :;aXS.WM      :MMM@2Zi, WM      .2;.
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M77Xai,. .M2
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MB7;XS7i7aBMMMM2
M:i70MMMMMW
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Tak and the Power of Juju  
For the Nintendo GameCube  
Version 0.2  
Guide by Myke

Oct. 28th, 2003  
Version 0.2

2 new worlds (Mummy Tombs and Spirit World) are added.  
All objectives for Burial Ground, Mummy Tombs and Spirit  
World are completed and written down.

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## Introduction

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### The Pupanunu people's prophecy

Many centuries ago, a Pupanunu shaman prophesized the tragic fall of the beloved Moon Juju sometime in the distant future. That knowledge has been passed down from shaman to shaman for generations. The Moon Juju is the Pupanunu tribe's goddess protector and she is in great danger.

At the election for High Shaman, all in the tribe decided that the much respected Jibolba should represent them to the gods. The old man is honest and has strong Juju.

The other candidate was Tlaloc. Though a powerful shaman, he is arrogant and disliked by the tribe. When rejected, he became enraged and plotted revenge against the tribe. The prophecy was beginning to play out.

Jibolba thought he was prepared for the day the prophecy would come true. He trained his apprentice, named Lok, to battle any evil that might challenge the power of the Moon Juju.

But now it seems that Lok has been transformed by some evil magical spell ...into livestock! He has been sheep-shifted and turned into a helpless hapless hooper. Lok, the young shaman warrior and savior of your tribe, is nothing more than a lamb in sheep's clothing. Actually, almost every villager is out grazing as we speak!

All this weirdness was perpetrated by evil sorcerer Tlaloc and his voodoo doll back-up team named Pins and Needles. Tlaloc stole the magical Moonstones from the Moon Juju leaving her powerless while transforming himself into the most powerful mortal in the world. What a sheep trick!

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## Controls

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-MENU CONTROLS

-START

-Start/Pause game

-Control Stick/Pad	-Highlight menu items
-B	-Previous screen
-A	-Confirm
-Z + Control Pad	-Display objectives
-L + Control Pad	-View collected items

#### -TAK CONTROLS

-Control Stick/Pad	-Walk/Run
-A	-Jump/Pole vault
-A (tap twice)	-Double jump
-L (hold) + A	-Normal jump -Somersault jump (when holding Club or Spirit Rattle)
-Control Stick/Pad Up/Down	-Climb rope
-B	-Swing back/forth on rope -Attack -Throw object
-Y + Control Stick, then hit B	-Aim and fire blowgun
-R	-Change held item
-Y	-Use item -Jump on/off animal -Put object down
-B (hold) + Control Stick, then release B	-Aim and throw object
-X	-Use Juju Power
-Hold L/R + Z	-Cycle through your Juju powers
-L	-Shift
-C-Stick	-Change camera view

#### -SWIMMING CONTROLS

-Control Stick	-Swim
-A	-Jump out of the water

#### -TAK CHICKEN SUIT CONTROLS

-A	-Flap wings
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her the Pupananu tribe is helpless.

#### -Tlaloc

Be careful of Tlaloc's powers. He is a shifty shaman - dishonest, very tricky, smarter yet and downright evil. He wants control over your world and the Moon Juju's world. If you can't rescue the Moon Juju, it's going to get real ugly around here and Tlaloc is going to be the Master of Ceremonies.

#### -Pins and Needles

Meet Tlaloc's dancing voodoo doll henchmen. When it comes to diabolical creepiness these two little monsters have it all sewn up. At least one of them has to keep his mouth shut because he doesn't have one.

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### Walkthrough

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Before you get to control your character, there are several things you should look out for across the world. You will see hundreds of feathers floating around and those are for your life meter or for your Mana.

#### Life Feathers

See that feather on Tak's head? it changes color slightly. If it is lightly colored all the way to the tip, that means you got full health. If something inflicts damage to you, it will darken.

#### Mana

This is for your Juju Powers. That is pretty much all I can say here. Collect as many purple/orange/blue feathers as you can find to perform many kinds of Juju Powers.

Purple Feather - Worth 1 Mana and a slight health increase.

Orange Feather - Worth 3 Mana and a moderate health increase.

Blue Feather - Worth 10 Mana and a slight health increase.

Gold Feather - This special feather gives full health increase.

There are also several objects you must look out for and collect. If you decline to pick them up, you may not proceed farther in the game.

#### Moonstones

They look like a bluish egg. You must collect these to restore power to the Moon Juju. If you don't collect them, she stays powerless.

#### Gold Teeth

There are local tribal statues scattered throughout the world. You will be rewarded these items for curing each statues.

#### Acorns

Basically a pellet for your blowgun that you will get not too far into the game. Collect as many as you can to use them on eliminating your foes.

#### Magical Nubu Plants

These plants comes to life! And they are not something you can just pick up. Defeat these and bring them to your shaman, Jibolba. He will use them with the Yorbels to cure Lok's spell.

## Yorbels

Pretty much the same reason why you must collect these. They look like an egg with purple and blue stripes on them.

## Tiki

Look for these and you will unlock hidden powers!

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After watching the opening movie, you will get to control Tak. Get familiar with the controls first as you cannot alter the controls to your liking. There will be several tutorials for you as you explore this part of the world. Get to learn how to jump to reach platforms and using animals to gain access to different areas. To get on the rhinoceros, either jump on it or stand next to the creature and press the Y button. Lead the rhinoceros to the first fence and hit B to make him bash it's horn through it to break it open. Do this through each fence until you get to the end when Tak flies off the rhinoceros's back. By the way, there are several plants scattered out through this starting area that you can take a swing at with your club to reveal your first many purple feathers to collect. At the end of the corridor is a floor switch, stand on it to open the door nearby.

Flora will talk to you once again and here, you will learn how to throw objects to break stuff. Pick up the coconut-like object by walking over it (Tak will automatically pick it up). Get close to one of the three targets in the background and when you see one of the target has some kind of a spiraling magic in front of it, hit B to throw. Do the same for the remaining two targets. After you are done, turn around and jump up to the ledge nearby for your next course.

You will see a monkey sitting on the branch of a tree. Pick up the rock near the ledge where you will drop down and aim towards the monkey to create a target on him to launch the rock at him. This will make the monkey to open the next gate for you. Drop down and jump up to the next ledge and go through the gate.

You will get your first blue, orange and gold feathers in this small corridor. Move along and you will see more orange feathers for you to pick up. There are at least eight feathers and 5 purple feathers (hidden in flowers) for you to collect. You must also watch out for those little rats as I would like to call them. About 3 or 4 good hits from your club should beat them. There is nothing else to do here, so move up to where the cute looking orangutan is. Watch what it is doing... it is pulling the banana tree down to get a banana off from the tree and the tree levitates back up quickly. Right when the orangutan pull the tree down, position Tak on the leaf and wait for the orangutan to let go off the tree and you will be sent flying to the next area!

You don't have to do this, but if you want a quick laugh, try hitting the orangutan once. It will give you a good punch to the guts and laugh at you!

Again, same with the first orangutan, stand on the leaf when he pulls down the banana tree. After you land in the water in the next area, follow and collect the trail of orange feathers up to the first platform. You will learn how to use the rope. Simply jump towards the rope and Tak will automatically grab onto the rope. To swing, hit the B button and to jump off, hit the A button. Practice this a couple more times if you have to and sometimes you have to adjust yourself on the rope (up/down) to get a better position to the next platform.

Once you are done learning how to use the ropes, head over to the next

orangutan and have him launch you to the next area. You will land in the water once again and a trail of feathers that you will follow. There is a single feather hidden behind one of the rocks in the water if you want to pick that one up before you head up.

Make your way up and collect the orange feathers until you get to where a mean looking goat is. To get to the orange feather and the floor switch behind him, you have to find a way to get around it. If you try to jump over it, it will try and ram you down, resulting in failure in trying to get past him. There is a platform in front of it with some rocks around it, pick one up. Walk as close as you can to the goat and once a target appears on him, press B to throw a rock at him, this will stun him for a little bit. Once he is stunned (or turned around), quickly run and jump up onto the ledge (or jump over the goat). Grab the orange feather and then activate the floor switch to open the gate in front of you. You will be back at the start of this area, but the door you haven't went through before is now open, go through it.

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#### 4.1: Tak's Village

##### Objectives:

- Return 9 Plants
- Find Burial Ground

This is a big area you are running around in and it links to all 11 worlds. The area where you see a couple of sheeps and a cauldron has pots for you to break open with your club for feathers. After collecting the purple feathers, go across the next two bridges.

After you run across the 2nd bridge, veer to the left and you will see a hut. Around the hut are plenty of pots for you to break open and don't forget to break open the hanging crate (jump and hit B to attack in air). Hit it at least 3 times to get all of the feathers out of there. Make sure you wipe the area completely and not to go through any tunnel yet. Look for Flora who is suppose to be straight across from the 2nd bridge, following her will lead you to the Burial Ground.

Watch out for the bottomless pit when you pass the first Burial Ground sign. Keep following Flora deep down the tunnel as you jump from platform to platform. There will be at least two rats that will interfere you. There is a elevating box that you have to jump in and hit Y to complete your first objective.

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#### 4.2: Burial Ground

##### Objectives:

- Open Warrior King's Tomb
- Collect 3 Plants

This will be your first world of the game. Follow the feathers and don't forget to break open the white crate in the same corridor to get an extra feather before the cut-scene. After watching the small cut-scene, go down the rope to your right and swing to the nearest platform. Follow the orange feathers downward to the elevated ledges with several little snapping plants and a rat. Go up and jump up onto another ledge and you will see a goat and some feathers around where the goat is. Pick up a rock nearby and stun the goat to get whichever feather is closest to him and then collect the remaining feathers. Go up another ledge and you will see a shining object in the middle

of the stoned floor.

This is a gold tooth and take a look around you. You will see four statue and each one is missing a tooth, walk up to whichever one you choose, I picked the first one to the left of the door to start off with. There will be another gold tooth for you to pick up somewhere else in this world.

The next gold tooth is located directly behind you. Go back down where you came up from and at the base of the little stepping way, veer to the left. Look for any crates or pots to smash open on the ground before jumping up on the wooden ledge. There are also several little snapping plants for you to eliminate here. Make your way up to the next Gold Tooth and pick it up. Head back down and look for a dead tree with a hanging crate on it. Break the crate open to get some purple feathers before you head back up to where the four statues are.

Put the 2nd gold tooth in the 2nd statue to the left of the door. You will see where the 3rd gold tooth is. Head back down the path again and at the base of the path, veer to the right. Break open any crates you see and eliminate any foes you see around the base of the platform where the 3rd gold tooth is. Jump onto the lowest platform with the orange feather and then jump again onto the next lowest platform. For the last platform, you will have to double jump (tap the A button twice) and Tak will grab onto the edge of the platform. If he is in that position, hit A again to jump onto the platform. If you practiced the rope skill back in the tutorial stage, then you will have no problem getting this 3rd gold tooth. Collect it and head back to where the four statues are.

Put this 3rd tooth in the statue to the right of the door. The 4th gold tooth will appear, so drop back down the path again and veer to the right. Before you do anything, Be sure to look around the ground first for any crates or enemies to inflict damage at by where the 4th gold tooth is. Once you are done with that, it is now to collect all of the orange feathers by jumping from platform to platform until you nab the last gold tooth. To get the two feathers on the lone platform, look around on the ground for a spider web. Imagine this as a trampoline, just bounce on it until you are high enough to get yourself onto the lone platform to pick up those two orange feathers. Once that part is done, head back to the four statues.

Insert the final gold tooth in the last statue and doing this will complete the objective to opening the door to the coffin of a great warrior. Watch this funny cut-scene and after you watch it, test out your new pole. This is probably only used for extra jumping to hard-to-reach place when you perform a normal/double jump. This pole inflicts more damage than the club though as it can eliminate a rat in 3 hits to 4 hits off from the club. Use the pole and do a vault jump to be able to reach to the next corridor.

Once you are in the next area of the Burial Ground, turn right and collect some more orange feathers until you encounter your first Magical Nubu Plant. This foe can be tough because of the bombs its chucking at you, the shockwave it will create and it will also "lay" more nubu plants, two at a time. The two little nubu plants are easy to dispose of and the bombs chucking are pretty easy to avoid if you watch its action. The shockwave requires a little jumping, I tried the pole vault jump and it didn't inflict a damage to me. I have not tried the double jump. The pole is probably the weapon of choice for this plant here as it inflicts more damage than the club. Once you have demolish your first Magical Nubu Plant, you will receive a piece of the plant to give to Jibolba later.

If you are facing the green flag where the Magical Nubu Plant #1 was, turn



sharply to the left and follow the path under the ledge to another sign that points to where Magical Nubu Plant #2 is.

Get up on the platform and you will see a warp point. Activating this will warp you back to Tak's Village which you will do later. Turn left and jump to the next platform and slain all of the rats here with your pole or club before fighting with Magical Nubu Plant #2.

Use the same strategy you used on the first one. I found a better way to inflict more damage to it though. Run up to it and do a jump off the pole where you will do a somersault in the air and before you come down to the Magical Nubu Plant, hit B. This will deliver a blow that will take away about 25% - 40% health of it. Once you picked up your 2nd Magical Nubu Plant, head up the ledge and jump on the elevated block to get up onto the green rope. Slide down on the rope to the platform below and nab the lone orange feather on the next platform.

The path to the third Magical Nubu Plant is behind where the first one was. Stand on the platform where you slained the first plant and look around for a waterfall off in the distant. You can head towards the waterfall, but all you can collect back there are orange feathers. Look for a hidden path with a sign in front of it that says where Magical Nubu Plant #3 is. Another tip is that whenever this giant plant hatches two little plants, one of them will drop a gold feather most of the time, be sure to pick it up because it will regain your health bar to full. Your objective will be completed after you demolish Magical Nubu Plant #3.

There is a platform with four red-eyed statues at one point in the Burial Ground. I have no idea what links to this. If it does nothing, then head back to Tak's Village via the warp near Magical Nubu Plant #2.

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### Tak's Village

Objectives:

- Find Tree Village

Back in the village, two rats will attack you. Dispose them and look for Flora within the area you are in and she will fly over to the other side of the bottomless gap. Jump onto the platform nearby and wait for one end of the log to get close to you so that you can jump on it. Walk to the other end of the log and jump onto the ledge you haven't been on. Kill the rats and then stand on the floor switch to open the gate. You may collect the orange feathers that leads up to the ledge above.

Go through the tunnel and follow Flora through the windy path to the sign that leads you to the Lower Tree Village. There is another spinning log that you have to jump on one end and walk to the other end to jump onto the next ledge. Work your way up the path while killing off the rats and collecting feathers until you get on the platform that will take you to Lower Tree Village by pressing the Y button.

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### 4.3: Lower Tree Village

Objectives:

- Find the Juju acorn
- Collect 3 plants

In the first area of this world, jump on the lowest mushroom platform and jump your way from mushroom to mushroom while collecting feathers. Once you collect them all, jump back down to the ground and you will see a sheep on a running machine. Hit the sheep once to make it run on the machine to raise the gate nearby.

Walk through the gate and turn right until you see an orangutan. There is no other way besides this one, which leads to Magical Nubu Plant #1. So position yourself on the leaf when the orangutan pull the tree down and it will send you to a door that leads to Magical Nubu Plant #1. The gate is down and there is a running machine in front of it just like the one before. There is no sheep up here, so you have to slide down the vine back to the previous area.

The gate will still be open because the sheep is still running on the machine. Do not pick up the sheep on the running machine, instead pick one of the two other sheeps in the area. Carry him by pressing Y next to it and take it down to where the orangutan is. The orangutan will walk up to you and take the sheep off you and put it on the catapult. After he sends the sheep away, get on the catapult and you will be sent back in the same area you were stuck on.

Now that you got the sheep up here, put him on the running machine and hit him to make him run on the machine. This will raise the gate, go through it.

Inside, you will see some feathers leading down to the gate below, but it is down and there is no machine in front of it. There are several rats on the ground floor and a monkey on the tree that doesn't do anything. You will also see a shining item on one of the platforms that you need to perform the pole vault jump to be able to reach the platform. This item is called the acorn, which is your ammunition for your blowgun.

Now that you got some ammos, press the Y button to take out your blowgun. You have to aim at the sheep on the machine atop the gate and then hit the B button to make it run. If you successfully hit the sheep and the gate open, jump down to the ground floor and run through the gate.

The gate will shut down behind you. Turn right and fend off any rats you see here. Collect the purple feathers they left behind. You will see an orangutan, but if you get on the leaf it will take you back to the start of this area. There is another banana tree here, but the orangutan isn't underneath it. You have to make him leave the tree he is using to the unoccupied tree. Good thing you have your trust blowgun here, but you are not aiming at the orangutan. There is a tree and on that tree is a monkey, blow an acorn at the monkey. Watch the little funny action here where the monkey thought it was the orangutan that hit him, so the monkey threw an item at the orangutan. This gets the orangutan's attention and go after the monkey. Watch the little action here where the monkey will be on another tree that is closer to the unoccupied tree. Hit the monkey again to make the orangutan run over to the other tree, but after he's done with that pesky primate, he will be using that other banana tree! Now you will have access to Magical Nubu Plant #1.

Use the same strategy you used when you kill the three Magical Nubu Plants back in the Burial Ground world. Don't forget to pick up any feathers that the little snapping plants left behind after you eliminate them. Once you defeat Magical Nubu Plant #1, go down the mushroom platforms around the large tree, don't forget to collect the feathers on the way down. Follow the sign that leads to Magical Nubu Plant #2, follow it and you will see a rope on one platform if you didn't go around the bridge. Jump on the rope and climb up on it by tilting the Control Stick up, and be sure to position Tak's face

towards the nearest ledge because Tak jumps forward and not backward off the rope.

As you jump off the rope onto the nearest ledge, run forward and slide down the vine to the lower area where Magical Nubu Plant #2. Take care of that foe and pick up the item afterward. Drop down to the mushroom platform where the rope you climbed up on is and then go up the wooden bridge. There is a sign up there that is pointing to where Magical Nubu Plant #3 is, follow it. Once you get to where the vine slide is, slide down on it to the next ledge. There is another vine slide, but that will take you back down to the spot where you saw the first sign for Magical Nubu Plant #3 is, but all you will do is collect the orange feathers on the slide.

Go up the wooden bridge and follow the path until you see an orangutan. He is catapulting the tree the wrong way and there is an unoccupied banana tree. You have to make him go over to that other banana tree somehow. On the nearby platform are some coconuts laying on the ground, pick one up and walk near the orangutan to get his attention. He will see the food in your hand, make him follow you to the other banana tree and throw the food somewhere. He won't go back to the tree where he was and use the tree you dragged him to. Once he pulls the tree down, get on the leaf and you will be able to get on the platform where Magical Nubu Plant #3 is.

After you do your battle strategy with the final plant, slide down the vine to the next gate. The gate has a running machine in front, but a sheep is nowhere to be found nearby. Take a look around and you will see that it is on the ledge at the other side of the log. Thankfully this log isn't spinning, so you can just carry the sheep over to the running machine and hit it once to make it run, doing this will raise the gate. Going through the gate will take you back to the start of the level. There is nothing else to do in this level, so head back to Tak's Village via the green platform that you used to get down here.

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### Tak's Village

#### Objectives:

-Find Dryrock Canyon

Once back in the village, follow Flora down the ramp to the vine slide. Slide down the vine and then go down several platforms until you get on the ground. Follow Flora all the way to the fence, but you can't get past the fence. You needed that rhinoceros you used earlier, but where can he be? Look behind you and you will see a squared cage, the rhinoceros is inside that cage! You can't break it open with your club or your pole. There is a sign nearby that reads that you should not bother the monkey. That will give you a little idea.

Go around and get on top of the cage and take out your blowgun. Look for that monkey on the nearby tree and blow an acorn at it. If you hit it, it will throw an item at you very hard. So, when you hit it, jump out of the way fast before the item he threw hit you so that the item will hit the cage and break it open.

You freed the rhinoceros! Jump on him and make him charge and break down the three fences that curved to the right that will lead you back to where you found the rhinoceros, but on the lower area. Jump off him and go through where you broke down the first fence and you will see two signs. One leads to Chicken Island is where you should follow. Go down through the tunnel and you will see another sign and it reads Chicken Island. Hop from platform to

platform until you get to the other side. You will come up to two more signs, one leads to Chicken Island and the other points to Dryrock Canyon. Your next destination is Dryrock Canyon, so follow that sign pass the chicken coop and over the waterfall until you see another red sign that points to Dryrock Canyon. Jump down several platforms and across the skinny bridge until you get in the cable that leads you to Dryrock Canyon.

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#### 4.4: Dryrock Canyon

Objectives:

-Find 3 plants

The first Magical Nubu Plant is just right across from where you are at. There is only one way to get up there but a mean goat is on the last ledge to get up there though. Position yourself on the platform below where the goat is and do a pole vault jump where you are hanging on the edge of the platform where the goat is. Jump up there and QUICKLY do another pole vault jump over the goat or onto the nearby area.

Here, you will encounter your first Magical Nubu Plant for this world. Do the usual strategy and when you get his health down to about 60% - 75%, it will take out a vine and swing it clockwise around the arena it is in. The ground is a little slippery as well but it shouldn't give you a hard time beating this plant. Wait for the vine to whip by and then run in and do a pole vault jump and when you are just about to land on the plant, give a good whack to the head. Doing this should greatly reduce the plant's health to 25% or so. It will take out another vine, making this a little harder than with one vine. Watch carefully and as soon as one of the vines whip by, quickly run in and give the plant another whack in the head. Using the blowgun can't inflict any damage to it. Collect the first Magical Nubu Plant for this world and then move on.

You can either take the skinny bridge or jump back down to the ground where the goat is. If you prefer the ground path, walk down and run pass the first goat you see. Another goat will be waiting for you, stun it first with your blowgun and then quickly jump onto the lowest ledge behind him. Be aware of the spitting plants scattered around the ledges, so wait until one is done spitting, jump up to the next lowest ledge. Work your way up to the top. The skinny bridge way is much quicker though as all you have to do is simply jump over each spitting plants on the bridge and follow the path to the back.

When you come up to the two signs that leads to Magical Nubu Plant #2 and #3, follow the one to the #2 plant. Hop down the ledges and go up the skinny ramp. You will see a goat up here and you will probably have a hard time getting by it. Here is a tip, there should be a sheep somewhere in the area at the bottom of the ramp. Bring the sheep up and throw it in the pit where the goat is and the goat will be distracted. Once you see the little hearts around the goat's head, run pass it and jump up onto the ledge behind it.

Get up on the next ledge and turn right, you should see a very skinny platform to jump on. As you jump on it, walk to one side and it will tilt. Make it stand straight up by standing in the middle and jump to the next ledge. Run pass the poisonous plant and turn right where you see a goat. Try and run by it to the back until you see a rope. Jump on the rope and slide down near the bottom of the rope and then swing. Jump off the rope and onto the platform, kill the rat here and then jump up a couple of ledges until you are on the bridge with a gap in the middle. Leap across the gap and you will engage in a battle with Magical Nubu Plant #2.

This is one of the first several plants you fought with earlier. There is no special type of attack this one will perform. So easily hack down this plant's life and collect the token afterward. Go all the way back to the sign that points to Magical Nubu Plant #3.

Follow the skinny ledge and jump over the two cactus plants. Beyond that are several ledges that you have to jump to and from, but each one has a spitting cactus plant on it, so be careful. Make your way to Magical Nubu Plant #3. This one does have two vines that whips around the plant after you inflict damage to it, but other than that, nothing but use some good clunks to the head.

You may have seen at least 2 or 3 gates that leads to other part of the areas in this level, but there is no way to get past them. Otherwise, head back to the start of the level and use the cable to go back to Tak's Village.

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### Tak's Village

Objectives:

- Get Spirit Rattle (Lower Tree Village)
- Summon Dinky Juju

Now that you have slain and collected 9 Magical Nubu Plants, go straight to Jibolba's hut. There is a total of 12 Magical Nubu Plants, but you only need 9 for Jibolba. The 12th plant will unlock an art gallery in the main menu of the game. Watch the cut-scene with Jibolba once you enter his hut. He will try to transform Lok back to his human form but fail to do so.

After the cut-scene, you will be engaged in a battle in Lower Tree Village. Your foes? Pins and Needles, Tlaloc's henchmen. This battle is not that difficult if you keep an eye out on both Pins and Needles. See that glowing item they throw at you? If the item hit you once, your head will get bigger. The 3rd hit will result you a lost in the battle. You need to throw the item at either Pins or Needles and when one of them gets hit three time, the other will need to be taken down the same way. Sometimes one throw the item at one another if you run in between them with good timing.

After you eliminate both Pins and Needles, go and pick up your new item, the Spirit Rattle! You will be back in Jibolba's hut after this and view another cut-scene. You need to collect Yorbels now for Jibolba to transform Lok back to his human form.

The new stick in your hand is called the Spirit Rattle. This is so much better than the club. You will only need to hit one time on the rat to the club's 4 hits. You can also cast spells with this item.

Once leaving Jibolba's hut, you will see your first Yorbel sitting on a platform nearby. Collect one of the 5 Yorbels for this world. You may see another sparkling item sitting atop a platform in the tree. Go make your way to where you used the rhinoceros to bash through the several fences to get to Numa Dunes, Chicken Island and Dryrock Canyon. Turn left where you will see some orange feathers at the two signs that points to Numa Dunes and Chicken Island. Jump from platform to platform and collect the Tiki at the end. You need to take this to the Shrine for some kind of a help.

Where is The Shrine you ask? Go back to the sign that points to Numa Dunes and follow the path until you go through a tunnel and at another split. One

points to Numa Dunes and the other points to the Shrine. Head up to the Shrine and stand in the middle and press the Y Button to release the Tiki here. You will summon a juju named Dinky. Watch the cut-scene and you will be kicked to another area in Tak's Village.

Next to you is an airship, but you can't use it until you find a sandboard. The sandboard is not far from you at all, in fact, it is on the 4th platform behind you. Lets worry about that later, but pick up the sandboard though.

Lets go back to the Burial Ground. We got to re-explore that world again for Yorbels, Tiki and other things.

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### Burial Ground

#### Objectives:

- Collect 3 Yorbels
- Summon the Dead Juju
- Restoration Dance

The first yorbel is right where you found the 2nd gold tooth. If you can't remember, start from where the four statues are and if you are facing the entrance to the tomb, turn around. Go down the path you used to get up here and at the bottom of the path, turn left and you will see a ramp leading up to your first yorbel. Be careful now, you will meet two new enemies. A yellow rat and a bomb-throwing rat. You can take out the bomb-throwing rat in one hit off your Spirit Rattle but the yellow rat takes two.

Work your way up the ramp and watch out for the bomb-throwing rat behind the torch. Take out the rat on the ledge where the yorbel is with your blowgun and then after you dispose it, grab your first yorbel for this world.

The second yorbel is not a far walk from this one. Go back down the ramp and use the platforms like you are going back to the start of this area. Ah ha! Look straight ahead and you should easily see the 2nd yorbel. Nab it!

The third yorbel is where the final gold tooth you found is. It is sitting on a skinny platform. It is to the right of the start of the level and you can either use the spider web to jump up there or one of the platforms around it. Take out the bomb-throwing rat up there first before you pick it up.

Now that you completed one of the objectives, head to the second area of this world where the 3 Magical Nubu Plants are. Before you walk down or anything, take a look around in front of you using the C-Stick. You should see something glittering on a platform.

Head over to where the warp point is then to where you slained Magical Nubu Plant #2. Go up the hill nearby and jump up and slide down the vine onto the platform at the other side. Take care of the vermin on the small platform below and then collect the Tiki.

With the Tiki in your hand, simply jump down and turn left. You should see a shrine that you can use the item on. Stand in the middle of the shrine and press the Y Button to place the Tiki here. You will summon the Dead Juju and then a funny cut-scene will begin here. After the cut-scene, you

will find out that you gained access to the Mummy Tombs.

Before you go through the tunnel, look at the shrine again and then look a little to the left to find a dead tree. Search around behind it to find a new Juju rattle power called the Restoration Dance.

Congratulations, you have completed all of the objectives for this world. Time to head for the Mummy Tombs!

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#### 4.5: Mummy Tombs

Objectives:

- Collect 10 yorbels
- Open Access to Spirit World
- Spirit Sight

Go down the path and you will see a warp that will take you back to Tak's Village. Before you go in the Ceremonial Tomb, take the path that wraps around it. At the end of the path you will see a new juju power called the Spirit Sight, pick it up. Head inside the Ceremonial Tomb and you will see four doors. One of your objectives is to lead the mummies from their tombs to the Ceremonial Tomb here and this is what you are going to do here.

Go up to one of the doors and a cut-scene will show where the tomb is according to the color you picked from (if you stepped in the area where one of the doors with the color code is).

If you picked the blue-color door, head over to where you see a blue flag and look beyond it to find the cave.

From the entrance of the cave, go down the path and you can either use the movable platform to get to the other side of the pit or jump off to the side of the pit and do a little feather collecting. After you are done with this area, follow the path deeper into the cave until you get to the part where rows of block pieces are moving horizontally from left to right and right to left. Take your time making your way across to the other side and try not to make a mistake here.

The next part has a bridge in the middle of the pit and you can either perform a double jump to the bridge or step on the floor switch to make the bridge rotate 90 degrees. There are two yorbels in both of the alcoves that you can pick up once the bridge is rotated back to its original position.

At the end of this hallway, you will encounter a huge rat that spits out normal or bomb-throwing rats. You need to take out the big vermin immediately before it fills the place up with vermins. It will take several hits from your Spirit Rattle to kill it. Once you clear this area of vermins, go down the little alcove in the back to wake the mummy up.

The easy part is to make him follow you. The not-so-easy part is that you have to take him through some of the courses you went through. The bridge part shouldn't be difficult for you as long as you can make the mummy run across the bridge by exceeding your distance. The next one with the blocks moving back and forth you will have little trouble with. Slowly and take your time walking from block to block and making sure the mummy is close behind you to make it to the block you are on.

The last part took me a while to figure out. You can't take him around the pit because there isn't a path that leads up to the entrance and the mummy can't jump. Go back to one side of the pit and wait for the platform to come to you. Bring the mummy with you on the platform and quickly take him out with your Spirit Rattle so that he will be knocked out. Once the platform start to move, be ready to jump onto the bridge and then back down onto the moving platform. By the time it gets to the other side, the mummy should be awake. Take him to the Ceremonial Tomb and the entrance to your next tomb (green) should be opened.

This tomb is filled with fiery bridges that can inflict your health if walked on. You will have to jump onto a safe platform. Sometimes the platform you jumped on isn't safe enough and will sink into the lava where you will be forced to jump back to the previous safe area. Collect all or most of the feathers here and a yorbel sitting on one of the platform clinging to the wall. Make your way to the end of the tomb where you will encounter another large vermin. Eliminate the foe and dispose of any smaller ones it spitted out and as well as the bat. Step on the floor switch at the other side of the flaming bridge to open the alcove to your next mummy.

Lead the mummy across the burning bridge as it won't inflict his health or put any kind of effect to him. As you know he can't jump, bring him onto one end of the teeter-totter and quickly jump on the elevated end to make him flip towards the elevated area.

In the next area with the long flaming bridge, bring him as close to one edge of the bridge as you can and knock him out with your rattle. Quickly jump on either safe platform and then onto the ledge at the other side of the bridge. Wait for the mummy to regain his conciousness and once he sees you, he will walk across the hot bridge. Take him around the corridor and before you turn right to the next course, there is an alcove where a lone foe is. In that alcove is a hidden yorbel that you have to collect and this should be your 3rd yorbel for this world.

For the next course, bring him close to the bridge and take him out with your rattle first. You have to jump onto the safe platform to the right and into the alcove and step on the floor switch to create a safe platform to the other end of the pit and stand on that other floor switch to create another safe platform for the mummy to walk across on after crossing the first bridge. You should do this quickly before the mummy wakes up. Make sure you position yourself in the middle of the bridge so that he can walk straight to where you are safely.

The next and bigger course will take you a while to get him through. You have to lay him out cold in front of one bridge and make your way to the other side of the bridge and bring him to the safe platform you are on. You will have to do this at least 5 times to lead him out of the tomb safely. Take this mummy to the Ceremonial Tomb and the next cave with the purple insignia on the flag should be opened.

Look in either alcove at the sides and you should see a statue that spits out darts. Try to avoid being in the line of fire for the one on the sides and the one straight ahaead of you. Make your way to the next area where the path is twisted and full of floor switches that triggers the statue to spit darts at you. There are two alcoves in this area and each one has a yorbel in it, pick those up before you go to the next area.

This next course will give you a little puzzle thinking. There are three colored blocks and the two statues at your sides has two same color as the two on the blocks. One of the color isn't the same and that color is safe



for you to get on. Sometimes you might have to jump over a row to the next safe colored-block.

Once you get to the other side, turn right and there should be a dark corridor that hides a yorbel at the end of the corridor. There are floor switches leading from one end to the other end with no gap or safe spot in between. You will have to perform several double jumps and hope the darts will go underneath you until you safely reach the other end of the corridor where the yorbel is. Nab the yorbel and step on the floor switch in the other corridor to raise the door in front of you.

Proceed to the area you haven't been to and this one will put up a little challenge. There are 4 rows and 2 of them are the same color. Step on either one and zigzag your way through or work your way across on one color and jump over the darts each time it comes to you. Go around the statue to the next area. This one is simple, just jump over each colored floor switches until you meet up with a large rodent again.

Do the usual strategy in getting rid of all of the enemies here before you step on the floor switch to where your next mummy is. Put him on the teeter-totter and make him flip to the elevated platform. Now, you know you got to go back through all those floor switches and darts. Use your mummy as a protection as it can withstand by being hit by the darts.

For the first part of this course, stand behind him and push him through all the floor switches so that it will take the hits and not you. You have to push him in a straight line of course. For the part with the 4 rows with 2 of the rows being same-colored, you will have to walk in front of him and go in a straight line so that one of the darts won't hit you but the mummy instead. For the one with the colored tiles everywhere will put up more challenge than before. You can either jump through the whole thing or go tile by tile. For the one with the long narrow path, step on the tiles that are safe for you to past by and walk in a straight line so that of you or the mummy step on the next one, the mummy will take the hits. After all that is done, take him home and go to the next tomb.

Another tomb with some floor switches fun. Step on the first floor switch to open two doors, go through the farthest one first. Inside this area you will see several enemies that you can whack with your club or rattle. The floor switch in the middle of the floor will make a platform rise to a yorbel egg, let's worry about that later. The floor switch to the next door is up on a ledge, use the spider web to get up there. The next area contains nothing of importance at the moment, so move on to the area with the ropes. Use the ropes to collect the feathers and the yorbel here. Proceed to the last area with the large vermin waiting for you. Pummel him and any little foes he left behind before you open the door to the last mummy. Use the teeter-totter to make him go to the elevated area.

Now, hit him once and his head will deattach from the body. You can pick up the head like it was an item and when you throw it, the mummy will follow where you threw it at. So go to the area with the ropes and walk onto the lowest platform and jump up on the platform to the left and throw it onto the insignia on the path on the other side. The mummy will walk to it but it is stuck on the lowest platform. There is a floor switch in the middle of this area that you can step on and doing this will raise the two platforms. Now the mummy can walk to its head and wait for you to come by. Do the same with the other platform and then take him up to the next area.

This one with one elevating platform, you will have to take the mummy down to the lowest area and then work your way back up to the bridge at the other

side of the elevating platform. Throw the head on the other side and the mummy should be scrambling around on the elevating platform. Head over to the floor switch and step on it to make the platform elevate so that the mummy can stand next to its head. Pick up the head again and proceed to the next area.

Throw the head on the floor switch in the middle of this area. The platform that leads up to the yorbels should rise and stay at the highest point so that you can go up there and collect it. Pick up the mummy's head again and go to the first area and step on the floor switch there to open the door you haven't went through.

In here, get rid of the pesky foes first before you do anything. Once they are gone, pick up the head and throw it onto the floor switch. The platform in here will elevate so that you have access to the 9th yorbels sitting on the ledge. Jump back down and pick up the head again and take the mummy to the Ceremonial Tomb.

Once you put the last mummy in its position, the portal to a world called Spirit World will be opened. Step into the light to be taken there.

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#### 4.6: Spirit World

Objectives:

- Collect 9 yorbels
- Find Lok's Spirit
- Collect 3 spirit balloons
- Juju Compass

You can always press the START button and select "Return to Mummy Tombs" whenever you feel like leaving this world.

Break open the pots at the start here and then go down the path. When you see the path that turns to the left, pick up the yorbels hidden in the grass to the right. You will see a row of feathers leading into the fog but there isn't a path that you can walk safely across on to get to the other side. Look to the left for a small shrine with a little pool in the middle. Jump into the shrine and watch the action here. You will create a bridge, quickly run across it before it disappear.

You will see another shrine but it is not activated. There is a spirit in one of the pots sitting on the elevated platform near the shrine. Break it open and the spirit will be released and the shrine will be activated. You will create another bridge, quickly run over that and break the pot at the end to release yet another spirit. Head over to the next shrine, but look around for a yorbels tucked back on the lower path to the left of the shrine. After you pick that yorbels up, jump into the shrine to create the world again. Look behind you for the banana-loving orangutan to get to the next area.

There are several feathers for you to collect before you meet the Dead Juju. After the conversation, look for a Juju Compass when you turn left at the start of this area. Break open any other pots you see here, but watch out for the two spirits. One can transform you into something else and one will create a blast which can inflict damage to you. There is a yorbels that you think may be collectible but it isn't, but you will soon.

There is a shrine in this area as well and you have to break one of the pots to release a spirit to activate the shrine. Once you find that spirit, jump

into the shrine to create a bridge behind you where you can collect that yorbel you couldn't reach before. Pick this one up quickly and at the other side of the bridge you should see another orangutan. Get on the leaf to be transported to another area. Work your way around to where you will see a balloon. Grab it and glide down to the area you were on and head over to the Dead Juju who is behind the shrine. To release the balloon, just step in the blue portal. Two more balloons left to collect.

Jump into the shrine again to create the strange world again. Veer to the left from the shrine and you should see a balloon sitting high atop a platform. Use the platforms that encircle the platform where the balloon is to grab it. Take that balloon and bring it to the Dead Juju, one more balloon left to go!

Jump into the shrine again to create the strange world again. The third balloon is pretty far away, but the bridge is closeby and you will have enough time to run across the bridge. This bridge is straight ahead but to the left a little bit. If you successfully make it across the bridge, turn left and jump from platform to platform until you get on the last platform where the final balloon is. To the right is another yorbel for you to collect. Pick up the balloon and glide down the air and then take it back to where the Dead Juju is and drop it off there.

After collecting the balloon objective, the Dead Juju will create a path to the next area of this world. Jump from platform to platform and then go through the tunnel. There is a yorbel sitting on a platform to the right, this will be your 5th yorbel after you collect it. Head back and take the path to the left of the tunnel but drop off to a small area just before you go across the bridge, you will spot your 6th yorbel here. Break open all of the pots here in this small area, you will release two of the three spirits but wondering where the third one is. Take the low path to the left of the shrine and walk to the end. You should see a lone platform off in the distance and on the platform is a pot. The distance is too great for you to reach over there, instead use the blowgun to break the pot. This will release the last spirit you needed for the shrine. Go across the new bridge until you get to the other side.

Break open all of the pots here. You should release one of the spirits and collect another yorbel. The other spirit is in the pot behind the narrow path with a large vermin on it. Drag the vermin down off the ramp first and deal with him before you break the pot. Once you are done here, head to the shrine and look for an orangutan nearby. As usual, get on the leaf to be transported to another area.

Once you arrive here, the first spirit is down the low path if you turn around and follow the feathers. The only problem is the large vermin blocking your way to the pot. This one spits out little vermins and they shouldn't be difficult for you to handle. Hit the large vermin at least three times to get rid of him. Break open the pot to release one of the two spirits. Walk around and look for the shrine. Once you find it, jump up onto the path to the right of the shrine and follow it downhill. This one pot with the other spirit in it is on an island with a torch off to the left. You will have to jump across the gaps to get there. You should also pick up the final two yorbels in this here area as well before moving on to the next area.

Jump in the shrine to make the strange world reveal again and turn right this time. You should see a stack of blocks where you will have to use your blowgun to perform a pole-vault jump to get over the block. Do the same thing for the one at the end of the bridge.

Head up inside the arena and eliminate the three vermins walking around. Once you kill off the last one, this triggers several platforms that will take you to the top of the arena. You will have to use the blowgun again to be able to make a jump to each platform. After you've collected all of the feathers here, go to the balloon and take it. You will find out that it is Lok trapped inside the balloon. Tlaloc will show up and he will make your trip back a windy one.

Use the balloon to glide yourself to the ground and then to the platform. Glide yourself down to the path. The two things you have to watch out for are the little snapping plants and the wind tunnel. The little snapper can knock you back with one snap and you will lose your balloon. The wind tunnel can cause the balloon with Lok inside go out of control and you may run into the thorns causing the balloon to pop. You will have to go through at least 12-15 of them before you sucessfully beat this world.

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TO BE CONTINUED IN THE NEXT VERSION.

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#### Credits

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A thanks goes out to the developer of this great platformer, Avalanche Software and THQ for publishing it. A thanks also goes out to Nintendo GameCube for letting Tak and the Power of Juju to be playable on the system.

Thanks to the Tak and the Power of the Juju Instruction Booklet for the introduction to the game, the controls, and the description of each characters.

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Thanks to Psycho Penguin and some other fellow writers on telling me how to use Microsoft Word since the program I used for all of my other guides is unable to function correctly.

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#### Copyright

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This game is (c) 2003 Avalanche Software LLC.

This game is rated (E) Everyone (Cartoon Violence)

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