

# Tak: The Great Juju Challenge Enemy Guide

by Guacamole\_Man

Updated to v1.1 on Aug 17, 2009

This walkthrough was originally written for Tak: The Great Juju Challenge on the GC, but the walkthrough is still applicable to the DS version of the game.

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Version 1.0

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Introduction \
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Welcome to the Tak 3 Enemy FAQ! This is my second FAQ, and I hope that you find it to be awesome. This guide is designed to show you, the player, how to recognise and defeat enemies in the quickest way possible. I only have access to the gamecube version of this game, but I don't think there's much difference between the versions (at least enemy-wise). But enough chat, on with the FAQ!

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  A Guide to The Guide... \  
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Now, in this guide, you'll find a layout for each enemy. The chart will look something like this:

ENEMY NAME

Appearance: A brief description of how the enemy looks.

Attacks: How the enemy tries to attack you.

Crystals: The number of crystals an enemy has. Crystals are VERY important to destroying an enemy, as this is the place you have to hit them.

Hit Points (HP): How many hits it takes with Tak's standard blue swords to shatter each single crystal on the enemy.

Crystal Spot: Where on the enemy the crystal(s) are located.

Stun Info: Information regarding how the enemy is affected by stun attacks (double jump attacks A+A+B). Some enemies can also be stunned using a throw attack (Tak Y). Some enemies are immune to stun attacks.

Found in: What levels the enemy is found in.

How to defeat: The part you want to see. A description on how to defeat the enemy.

Other Info: I'll comment on anything else you need to know.

\*Please keep in mind that rokkers with more than one crystal will release a fiery 360 degree blast (I'll just call it a fire blast) when you destroy one of their crystals (excluding the last crystal). This blast can easily hurt you so it is best to back off after you deal the damage. Interestingly, Rokker Conjurers and Shamans do not do this.

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  Enemy List \  
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### 3.1 Rokker Enemies

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Rokkers are the main enemies in the game. Most consist of blue-ish stone and one or more bright pink crystals. But that's where the similarities end. Rokkers come in all shapes and sizes, and attack in many different ways. Each is unique in it's own special way.

#### 3.101 REGULAR ROKKERS

Appearance: Small blue-gray spherical guys with that will sometime roll into a ball, but for the most part run on two legs.

Attacks: Will run or roll up to you and do a melee two handed grabbing attack.

Crystals: 1

HP: 3

Crystal Spot: Belly

Stun Info: When stunned, will turn curl up into a stationary ball. Throwing at them will damage them, not stun them.

Found in: Silver Stone Coast, Temple of Light, Caster's Hill, Parchlands, Gates of Nocturne, Fowler's Mirk, The Deepwood, and Obocodobo Crypt, as

well as Proving Grounds 3 and Proving Grounds Final.

How to defeat: Just go up to them and attack. The quickest way to get rid of them is to use a (A+B), (A+Y) or a (A+X) attack.

Other Info: The standard rokker enemy. Not very difficult to handle at all when there's a few around. But when there's a lot of them swarming you, the going can get tough. Use a spin combo with Tak (A+X) or spin attack with Lok (A+Y) when you're surrounded.

### 3.102 FIRE ROKKERS

Appearance: A medium-sized dull red dome-shaped rokker with smouldering yellow eyes. His front legs serve as dual lava cannons.

Attacks: This guy has two attacks, one used at mid-range, and the other at long range. The mid range attack is when he repeatedly shoots lava blasts at you. The long-range attack is when he stamps the ground twice, then the ground underneath you will start to become disturbed shortly before lava spews out from that spot.

Crystals: 2

HP: 3

Crystal Spot: One is on the stomach, the other is on the back.

Stun Info: Can only be stunned after it stops firing, will seemingly freeze and do nothing when stunned. I suggest not using a stun attack for this guy, as you don't need it and it wastes time. Throwing does nothing.

Found in: Temple of Light and the end of Ambush Grove

How to defeat: The way you defeat them in level 2 is very different from level 9. There's a different way to kill them, depending on the level:  
Temple of Light:

When you first approach him, he'll start shooting lava blasts at you. Keep moving to avoid them. He'll eventually stop and shake his lava blasters (guess it's jammed), which is where you rush in and attack. Take out his stomach crystal, then he'll perform a fire blast. He'll fire at you exactly the same as before, and then stop again, and rush in and take out the crystal on his back. Piece of cake.

Ambush Grove:

Use the cannons to shoot at them. Be careful of the long-range attack.

Other Info: It took me forever to figure out that these were the guys at the end of Ambush Grove. Their lava blasters can severely hurt you, so be sure to make sure both Tak and Lok are avoiding them.

### 3.103 ROKKER CONJURERS

Appearance: Slightly bigger than a Regular Rokker but the same general shape, this guy is easy to recognise because he's white instead of blue.

Attacks: Conjurers don't attack directly, instead they poof up either Headbutt Rokkers, Regular Rokkers or Explosive Rokkers depending on the level.

Crystals: 3

HP: 3

Crystal Spot: Stomach

Stun Info: Throw (Tak Y) at these guys to stun them. An (A+A+B) attack will also work, but it's very slow and these guys are fast. You're better off just throwing. When stunned, these guys will clutch their heads and move it in a circular motion.

Found in: Caster's Hill and Gates of Nocturne.

How to defeat: When you first encounter this guy, he'll be a white tornado that you can't hurt (but it can't hurt you). Then he'll stop and disappear into the ground. He'll pop up a short distance away and start to conjure up a Rokker. This is where you leap into action. If you're really lucky and he popped up close to you,

just start attacking him (a spin attack works best). If you're a little farther away, which is what usually happens, start throwing at him to stun him. Keep throwing until you're in range for a spin attack.

Other Info: These guys spend most of their time as an untouchable tornado, and when they stop to conjure up a rokker, they waste no time at all. These guys are quick, so you'll have to be quicker. You'll also never know where he'll pop back up, so stay on your toes. When you encounter conjurers at the end of Gates of Nocturne, be careful because they conjure up Explosive Rokkers.

### 3.104 SNAKE ROKKERS

Appearance: A long, blue-gray segmented body, with a head that has a crystal on top and large mandibles.

Attacks: This enemy has two different attacks. The first attack is used when you're far away from it. It will fire green blasts at you from a distance. Once you get close to it to attack, it will start to bite you.

Crystals: 1

HP: 1

Crystal Spot: On top of the head.

Stun Info: Can't stun as the stun attack will kill it. Same goes for throwing.

Found in: Caster's Hill, Kiro Biro, Parchlands, Gates of Nocturne, The Deepwood, and Ghastfall.

How to defeat: Throwing is your best bet against these evil guys. If you find yourself already in close, then just smack 'em.

Other Info: Pure evil. Snake Rokkers can cause a lot of damage, and can also attack from a distance. The good news is, one hit will kill them. They usually appear off to the side when you're fighting other enemies and hurt you with their blasts, so it's a good idea to take these meanies out before dealing with the other guys. These are also the only Rokkers that Lok will encounter underwater.

### 3.105 HEFTY ROKKERS

Appearance: A medium-large bulky blue grey brute that walks about on two legs. Has large arms and broad torso, and smouldering yellow eyes.

Attacks: This enemy has three different attacks, as it changes each time you destroy a crystal. The first attack, when you first encounter him, consists of approaching you and then spinning around in a circle, trying to crush you with its fists. Once its first crystal is gone, it will then try to do a front flip and crush you with its legs. Once you take out the second crystal, it will hop around trying to crush you (at this point it's just a torso with a head).

Crystals: 3

HP: 1

Crystal Spot: All three are on the torso.

Stun Info: Immune to stuns and throws.

Found in: Kiro Biro, Ambush Grove and Ghastfall. There's also one at the end of Caster's Hill.

How to defeat: When you first encounter one, it will do its arm pounding attack. Move a little bit away to easily avoid it. Its head will then fall off once it's done (kinda random...). Quickly rush in and smash it once the head drops off. It will then do a fire blast, and you'll notice the arms are no longer there. It will then try to backflip onto you, again just move away to avoid. It won't be able to get up after the backflip, so move in and attack. It will then do another fire blast, and it will no longer have any legs. It will try to hop around after you. Move

a good distance away to avoid this, as this time he moves pretty fast. His head will then fall off again, revealing the final crystal. Run in to smash it and then he'll be gone.

Other Info: If the Hulk was a Rokker, he'd probably look like this guy. Be sure not to get hit by these guys, as their attacks will stun you for a short time. Also, each time you destroy a crystal, he moves faster, so look out because by the time he's just a torso and a head, he moves pretty quick.

### 3.106 HEADBUTT ROKKERS

Appearance: Medium-small, two-legged, pink-eyed, almost-animal-looking fellow with a tail that has that distinctive pink crystal.

Attacks: It will try to, as the name implies, headbutt you and send you flying.

Crystals: 1

HP: 3

Crystal Spot: The tip of it's tail.

Stun Info: Use the double jump stun attack to stun it. When stunned, it will stop moving and swing its head from side to side as if it's dazed. Immune to throws.

Found in: Kiro Biro, Gates of Nocturne, The Deepwood, Ambush Grove, and Ghastfall.

How to defeat: There are two ways to defeat these guys. The first is to avoid the first charge, and then it will stop. Rush in and attack THE TAIL. The other way is to stun it with a double jump stun attack, and then attack its tail while it's stunned.

Other Info: The thing to remember about these guys is to attack the tail. Some players will waste lots of time attacking the creature's head, not knowing that they're doing no damage whatsoever. These guys often, if not always, come in groups, so make sure you take them out one at a time. If one of it's attacks hits you, you'll go flying (sometimes off the map), and be temporarily stunned.

### 3.107 ROKKER SHAMANS

Appearance: A tall blue-gray and pink guy, most notably recognisable for the halo-like ring of gems around his head.

Attacks: Interestingly, this enemy has no melee attack. It attacks by throwing magic balls of stuff at you.

Crystals: 2

HP: 3

Crystal Spot: Torso

Stun Info: Throw at it to stun it. It will stand there and move it's head in a dazed circular motion when stunned. An (A+A+B) attack is pretty much useless, as you won't be able to get in close enough to use it.

Found in: Parchlands and Ambush Grove.

How to defeat: Easily the most annoying guy to attack (especially when you first encounter one in Parchlands). If you get too close to this guy, he'll disappear and pop up somewhere else. The trick is (using Tak) to throw at him from a distance to stun him, then rush in and do a spin attack (B+X). Repeat and he'll be done.

Other Info: Very quick. Pretty similar to the conjurer as he can pop anywhere, so stay on your toes. This guy is very annoying. I noticed that when he's around other rokkers in Ambush Grove, he casts a blue and pink fiery thing that causes all nearby rokkers to have a blue and pink flame on them. I have absolutely no idea what this does, so if you know, please notify me.

### 3.108 ROKKER GOLEMS

Appearance: A very large, almost fat, somewhat ogre-looking blue gray guy.

Attacks: This enemy has one direct attack, and also one indirect attack. If you get really close to him and stay there for a second, he'll send you for a loop. His primary attack will happen when he starts to make grunting noises and looks like he's about to take a dump. Instead, he'll have three Regular Rokkers pop out from him.

Crystals: 2

HP: 3

Crystal Spot: Chest.

Stun Info: Immune to throw and stun attacks.

Found in: Parchlands.

How to defeat: Wait for him to perform his primary attack. As soon as he's finished, he'll put his hands in the air as if celebrating a victory, revealing two crystals on his chest. Quickly rush in (ignoring the Regular Rokkers) and smash one with a (A+B), (B+Y) or (B+X) attack. He'll do a fire blast, and then repeat the process. You know what to do.

Other Info: Keep your distance before he performs the primary attack. If you rush in too soon, he might bat you aside. If you miss your chance to hit him, he'll turn into an unbreakable ball until you destroy all the Regular Rokkers, and then do the attack again.

#### 1.09 EXPLOSIVE ROKKERS

Appearance: A small, blue gray guy with a crown of pink crystals on it's head, and a strange yellow circular glow coming from it.

Attacks: Simple yet effective. It runs towards you and as soon as it touches you, it explodes, sending you flying and leaving you temporarily stunned.

Crystals: 1 (although it looks like there's more than one on it's head)

HP: 1

Crystal Spot: Top of it's head, in plain view.

Stun Info: Can't be stunned, as a stun or throw attack will kill it.

Found in: There's a lot at the end of Gates of Nocturne, and a few random ones in Obocodobo Crypt.

How to defeat: KEEP YOUR DISTANCE, and simply throw at them. One hit will kill it. A melee attack will kill it too, but that will cause you to get blasted away.

Other Info: These guys are fast, and it's pretty hard not to touch them, especially when they're in groups. I wanted to call them kamikaze rokkers, but explosive works too. They produce a weird sound aside from their grunting, almost like one of those old wind-up toy cars.

#### 1.110 EARTHQUAKE ROKKERS

Appearance: A huge, bulky mass of stone, has two large front legs and two small rear ones.

Attacks: He tries to crush you with his front legs. Be careful, the attacks create a very large shockwave.

Crystals: 3

HP: 3

Crystal Spot: Stomach and chest.

Stun Info: Immune to stuns and throws.

Found in: The end of Fowler's Mirk, as well as Proving Grounds Three and Proving Grounds Final.

How to defeat: When you meet him, he'll start to go through a certain series of crushing attacks. First, he'll do a small hop where both his front legs come off the ground a little bit. This hop will not hurt you. Next, he'll bring his right front leg forward and try to crush you with it. Move away to avoid being squashed. Then

he'll try with his left. Again, keep your distance and you'll be OK. Then, he'll rear up on his hind legs, revealing three crystals. Quickly move in and destroy a crystal before his legs come crashing down. He'll then perform a fire blast. This will be repeated until all three crystals are destroyed.

Other Info: Huge. The grand-daddy of the rokkers. Make sure you get in there and deal damage so you won't have to wait until he reveals the crystals again. He can destroy Regular Rokkers with his attacks.

#### 1.111 SPIDER ROKKERS

Appearance: It looks a lot like a Spikey Rokker, except it's brown and only appears on the climbing trees in The Deepwood.

Attacks: Will crawl towards you. If it hits you, you'll fall off the tree.

Crystals: 1

HP: Unknown. You can only attack it with the cannon, which instantly kills it.

Crystal Spot: Probably on it's belly as you can't see it.

Stun Info: Unknown. You cannot perform stun or throw attacks because you're climbing.

Found in: The trees covered in vines that Lok must climb in The Deepwood.

How to defeat: Shoot it with the cannon.

Other Info: These guys only appear on the climbing parts in The Deepwood, so the only way you can attack them is with the cannon. Because of this, I can't get much information on these guys. I first thought it was a Spiky Rokker, but Spiky Rokkers have three crystals and are blue. They are VERY hard to spot, so stay on your toes.

#### 1.112 SPIKY ROKKERS

Appearance: A four legged blue creature with a shell covered in spikes. Also has a small tail.

Attacks: It's primary attack is to hurl the spikes of it's shell at you, but if you get in close it will do a ground pound, which creates a shockwave that can stun you.

Crystals: 3

HP: 2

Crystal Spot: It's underside.

Stun Info: Immune to throws. An (A+A+B) attack will flip it over, leaving it temporarily vulnerable.

Found in: The Deepwood and Obocodobo Crypt.

How to defeat: Quickly approach it and hit it with a stun attack (A+A+B). It will flip over, revealing three crystals. Smash a crystal, and then it will perform a fire blast. Keep repeating until it's gone.

Other Info: It's actually pretty easy to avoid the spikes. This guy isn't too hard.

### 3.2 Other Enemies

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These are enemies other than Rokkers, so they don't have crystals. I'll just list how many hits it takes to kill these guys.

#### 3.21 WOODIES

Appearance: If you've played Tak 2, you should know what they look like. If you haven't, they look like weird humanoids made out of pieces of wood. They carry spears and have red eyes.

Attacks: Will run up to you and jab you with it's spear.

HP: Four hits will kill this guy.

Stun Info: Can't be stunned, as throws will damage them and double jump attacks (A+A+B) will kill them.

Found in: Feathercrag (the tutorial).

How to defeat: The quickest way to get rid of one is using an (A+B) or (A+Y) attack.

Other Info: These guys only appear in the tutorial, I guess as a tribute to the prequel, Tak 2.

### 3.22 IMPS

Appearance: Small, green devilish-looking creeps.

Attacks: Will come up to you and try to grab you with two hands.

HP: 3

Stun Info: Can't be stunned, as (A+A+B) attacks and throws will damage them.

Found in: The middle of Gates of Nocturne

How to defeat: When you encounter them, a huge mob will attack you, so just keep doing spin attacks (Tak: B+X, Lok: B+Y) to defeat them.

Other Info: They only appear at one point in Gates of Nocturne, not overly hard to defeat.

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  Frequently Asked Questions  \
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Q: How do I kill (insert enemy name here)?

A: Read the guide.

Q: But that doesn't work on my version! How do I kill him?

A: It works on your version. You must be doing something wrong. Make sure you read the guide.

Q: How do I contact you?

A: Via email. My address is at the beginning of the guide.

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  Version History  \
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July 16, 2009: VERSION 1.0 - All enemies are listed with detailed descriptions, frequently asked questions section created.

August 16, 2009: VERSION 1.1 - Fixed some spelling and grammar errors.

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  Legal Carp  \
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Pastel Forum (not that they'd want it): [www.pastelforum.com](http://www.pastelforum.com)

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Credits and Thanks \  
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THQ, Nick Games, Avalanche, ect.: for creating the game,  
My good friend Corbin: for lending me the game,  
My Wii: for not quitting on me,  
And YOU!: for taking the time out of your busy day to read this.

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I hope you have enjoyed reading this guide.

End of FAQ

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