

Ty the Tasmanian Tiger FAQ/Walkthrough

by WishingTikal

Updated to v1.0 on Sep 29, 2007

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Ty the Tasmanian Tiger
(Gamecube, PS2, Xbox)

FAQ/Walkthrough
By WishingTikal

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version 1.00
02/29/04

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##  -----
###  1. INTRO
##  -----
#

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Ty's mainly for kids and I was kind of disappointed by the easiness of the levels and the short length of the main game. It's still a great game and I had a lot of fun playing it so I decided to make that FAQ because the other ones I found on the net were all written in one block per level and it was horribly difficult to read that and understand where the items were if you didn't want to read the whole paragraph. So I divided mine into sections for each item for better comprehension. The only problem is that it was quite hard to describe the location of certain things but I did what I could. Have fun with the game.

WishingTikal

<https://www.youtube.com/WishingTikal>

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#
##  -----
###  2. F.A.Q.
##  -----
#

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Questions must be sent to wishingtikal at gmail.com and will be answered ASAP.

Q: What do I get for collecting all Rainbow Scales ?

A: You'll get a second life meter (second paw). So 6 lives total instead of 3.

Q: How do I unlock the movie ?

A: Collect all 250 picture frames.

Q: How do I unlock the gallery ?

A: Find at least one picture frame to unlock it. Then, you'll have more images in the gallery as you find more pictures.

Q: How do I unlock the bonus level ?

A: Finish the game to 100%. The bonus world will appear in the cave behind the waterfall in Rainbow Cliffs.

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#
##  _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
###  3. WALKTHROUGH
##  _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
#
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-----
|                               RAINBOW CLIFFS                               |
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```

=== RAINBOW SCALES ===

- 1- Behind the yellow house in Blibli Station
- 2- Behind the purple house in Blibli Station
- 3- There's an alcove in the back of the Talisman Tower, glide from the tower to the alcove behind for the scale inside
- 4- On a ledge at the right side of the Talisman Tower
- 5- From the Talisman Tower, glide in direction of the waterfall with a cave behind it and grab the scale in mid-air on your way
- 6- Behind Julius' lab
- 7- Next to the wheel left of Julius' lab
- 8- From Julius' lab, follow the small path to the left and get the scale in a corner of the wall at the start of the path (look carefully)
- 9- At the end of the path mentioned above, near the extra life next to the wall
- 10- Look behind the wall at the left of the entrance of Pippy Beach for a scale
- 11- At the right of the entrance of Lake Burril, look along the wall for the scale
- 12- In a corner of the rock face in the area with many pillars in the water
- 13- Climb on the pillars to access the upper part of the cave behind the waterfall to find the scale
- 14- Next to the wall on the land at the right of the waterfall with a cave behind

- 15- Behind the ice veil in the tunnel leading to Pippy Beach, use the flamerang to break it
- 16- Look at the bottom of the lake (when you can swim underwater)
- 17- Look at the bottom of the lake for this one too
- 18- At the entrance of Lake Burril, throw the Frostyranng at the trees on fire to destroy them. The scale is behind
- 19- On the highest wooden platform in Lake Burril
- 20- Go near the waterfall next to Julius' lab and take out the frostyranng. Enter Ty's view and look down at the water. Throw the frostyranng into the water to create an ice block on the water's surface. Jump on it and create other ice platforms until you reach the scale over the water. (This is the scale that requires the platform over the water that you have to hit a button to make it move, but you don't even need it...)
- 21- In gate zone, in front of the entrance
- 22- Also in gate zone, turn to the right after entering
- 23- At the emplacement of Julius' machine in Blibli Station after he moves to the next place
- 24- At the emplacement of Julius' machine in Pippy Beach after he moves to the next place
- 25- At the emplacement of Julius' machine in Lake Burril after he moves to the next place

```

=====
|                               Blibli Station                               |
-----
|                               TWO UP                                   |
=====

```

----- THUNDER EGGS -----

- = #1 Collect 300 Opals
- = #2 Find 5 Bilbies
 - Bilby 1: After the first waterfall, next to Maurie's signpost below.
 - Bilby 2: Next to 3 crates halfway through the level.
 - Bilby 3: On top of another ledge near Golden Cog #3.
 - Bilby 4: After the small cave, go on the bridge and jump on the land to the left. The cage is behind the pillar.
 - Bilby 5: After collecting Thunder Egg #8, glide in direction of the waterfall near the platform, the cage is behind it.
- = #3 Time Attack
 - After getting Thunder Egg #5, return to the starting place and get the small clock to start a mini race. Race to the finish line under 38 seconds and go

through all the rings to receive the Thunder Egg.

= #4 Glide the gap

Glide over the gap at the end (when you have 2 boomerangs) to collect the Thunder Egg on the other side.

= #5 Rang the Frills

Kill all the 7 Frills indicated by Maurie to get the Thunder Egg and the second boomerang.

= #6 Rock Jump

At the very start, on your way on the platform over the fence.

= #7 Super Chomp

When you arrive near the spy eggs (the flying capsules), press the Bite button repetitively to bite all the spy eggs in a row. On the ledge at the top is the Thunder Egg.

= #8 Lower the platforms

Before entering the cave near Julius, go on the small platform on the right instead and jump on the higher one. Then, glide to the higher part of the path from the platform to access a new area. Hit the 3 switches on the wall in this new area to activate the moving platforms. Jump on those platforms to reach the Thunder Egg on top.

***** GOLDEN COGS *****

* #1 After the first waterfall, go down on the ledge below and glide to the right on the ledge on the other side of the waterfall.

* #2 Behind the lower part of the first waterfall, in an alcove.

* #3 On a ledge near Julius' cabin.

* #4 Right next to Julius.

* #5 Before entering the cave near Julius, go on the small platform on the right instead and then jump on the higher one with the Golden Cog on.

* #6 Before entering the cave near Julius, go on the small platform on the right instead and jump on the higher one. Then, glide to the higher part of the path from the platform to access a new area. Jump on the platforms over the water and go to the left to collect the Golden Cog on a wooden platform.

* #7 In the area mentioned above, follow the path down and jump on the platforms over the lake with the crocodile to reach the Golden Cog on the last platform.

* #8 After going through the cave near Julius, cross the bridge and jump on the ledge. Then, go to the left and on the other ledge. Glide to the left to get the Golden Cog on the pillar.

* #9 After going through the cave near Julius, cross the bridge and jump on the ledge. Then, go to the right and on the other ledge. The Golden Cog is on a platform in the middle of some water at the right of the path.

* #10 On a platform at the left of a bridge in the area with many bridges and

a waterfall.

Extra Life : Behind the waterfall in the area with bridges.

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=====
|                               Blibli Station                               |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|                               WALK IN THE PARK                               |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
=====
```

----- THUNDER EGGS -----

= #1 Collect 300 Opals

= #2 Find 5 Bilbies

Bilby 1: In the tree trunk with the bouncing mushrooms near the turkey.

Bilby 2: When you're on the rotating tree trunk before the waterslide, drop down from it and look behind the waterfall below.

Bilby 3: Where you get Thunder Egg 8, go to the other side of the area, climb on the second inclined tree trunk and glide to the cage on the platform behind the waterfall.

Bilby 4: Near the start, when climbing to the waterslide by crossing over gaps on tree trunks, when you're on the second trunk, drop down below and climb on the top pillar to get to the cage.

Bilby 5: On the fifth tree trunk (same area as Bilby 4), drop down and look next to the flower for the cage.

= #3 Wombat Race

Get the small clock at the start of the level to begin a race against your pal in the waterslides. When you arrive at the fork in the waterslide, take the left path and you'll win the Thunder Egg if you arrive first.

= #4 Truck Trouble

Talk to Shazza next to the truck at the top of the level to play a mini game where you must hit the enemies before they reach Shazza's truck. Shoot the rock just a little in front of the enemy so it will hit him. If you keep a good rhythm you should win this easily. Hit 10 Blue Tongues and Shazza will give you the Thunder Egg.

= #5 Bounce Tree

In the area with the turkey, enter the giant tree trunk near the crates and bounce on the big mushrooms inside to reach the top and the Thunder Egg.

= #6 Drive me batty

After the first part of the waterslide, talk to Ranger Ken to learn about the bats in the cave he wants to get ride of. Go in the cave and go to the right at the fork. Kill the beetle enemies when you arrive in the large room. Now look at the ceiling until you locate the bats on it. Throw your boomerang ONCE on them. They will change their location. Wait until they stop to a new place before throwing the boomerang again. Only throw the boomerang once and only when they are stopped. Repeat this 2 times until they move out of the cave and Ken will give you a Thunder Egg.

= #7 Turkey Chase

After the 2nd waterslide, you'll see a turkey steal a Thunder Egg. You won't catch it if you run after it, it's no use. Instead, wait until he stops running and go around him (keep a good distance) until you are facing him. Now run towards him and he'll start running towards you so rapidly bite him before he turns back to get the Thunder Egg.

= #8 Log Climb

After the first waterslide, go to the left and drop down in the area below. Climb on the pillars and jump on the first inclined tree trunk. Turn the camera around to see a Thunder Egg on the small tree trunk at the right. Glide to it.

***** GOLDEN COGS *****

- * #1 Right at the beginning, on a pillar behind where you start.
- * #2 A little after the start, get on the small pillar and to the higher one to find the Golden Cog on top.
- * #3 When you cross on the tree trunks before the waterslides part, after the 2nd trunk, go on the trunk at the right and kill the beetle. You'll find the Golden Cog in the area behind.
- * #4 In same area as mentioned above, after the fourth trunk, go to the right and kill the beetle to find the Golden Cog behind.
- * #5 When you're on the rotating tree trunk just before the waterslides, drop down from it and look behind the waterfall below to find the Golden Cog at the end of the cave.
- * #6 Behind the waterfall just before the first waterslide.
- * #7 After the first waterslide, go to the left and drop down in the area below. Use the nearby pillars to reach the wooden platform with the Golden Cog on.
- * #8 After the 2nd waterslide, climb on the pillars to get the Golden Cog on top.
- * #9 After you go up the first slope with falling rocks, it's right on the pillar at the top of the slope.
- * #10 At the top of the mountain (where Shazza is), go in the direction of the Opal machine and when you're on the bridge, drop down from it and look under it to find the Golden Cog.

Extra Life : In the cavern with the bats.

=====

| Blibli Station |

| SHIP REX |

=====

----- THUNDER EGGS -----

= #1 Collect 300 Opals

= #2 Find 5 Bilbies

Bilby 1: After going through the underwater gate at the start, swim to the left and climb on the wooden platforms until you reach the top one with the Bilby on.

Bilby 2: After the part with the eels, go in the path at the left with the big fishes. Go on the land there for the Bilby.

Bilby 3: After collecting Thunder Egg #6, drop down in the area below and go on the pillars to reach the Bilby.

Bilby 4: In the area with the shipwreck, go on the mountain, but instead of going to the top where the nest is, go to the left of the mountain, just above the moving sand area and follow the small path along the mountain side to find the cage at the end. (Or drop down from the area with the nest at the left and you should fall on the path with the Bilby)

Bilby 5: Look around the base of the huge mountain where you found Elle.

= #3 Race Rex

After collecting Thunder Egg #4, return to the starting point and pick up the clock to start a race against Rex. Don't miss any ring or time. The goal is situated at the top of the huge mountain. Rex is faster than you in water, but you're faster than him in running. You'll catch him back when running around the mountain even if he outruns you while swimming. Win the race for a Thunder Egg.

= #4 Where's Elle?

Where's Elle? Well, that's something you'll find out by following the seahorse. At the start, hit the switch underwater to open the gate. Follow the seahorse or the opals until you arrive in the place with sharks. Get on the platform over the water and hit the switch on the wall next to the gate to open it (use the zoomerang). Then go through the gate and climb around the huge mountain in the center. You'll find Elle at the top and will get a Thunder Egg.

= #5 Aurora's kids

After the underwater gate at the start, swim to the left and you'll encounter a seahorse surrounded by a purple hallow. Talk to her to learn about her missing babies. You'll have to swim around the area and find the 8 kids. They are all underwater and not so dispersed. Find them all and bring them back to Aurora for a Thunder Egg.

= #6 Quicksand Coconuts

Use the underwater tunnel near the area where Aurora is to access a new area. Get on the land there but watch out for the quicksand. Go to the right where the palm trees are. Throw your boomerang at the coconuts in the trees and one will fall. Jump on the coconut, then aim for another one, jump on it and repeat the process to cross to the other side. The coconuts will sink after a while so be quick. Cross the 3 quicksand spots and reach the Thunder Egg on the platform at the end.

= #7 Ship Wreck

In the area of Thunder Egg #6, look in the water part for another underwater tunnel that will lead you to a large area with a ship wreck in the center of the water. Go underwater and look around the shipwreck to find a small hole on its side. Throw the aquarang into the hole to hit the red switch inside the ship. This will open a door. Enter the wreck by this door to collect the Thunder Egg inside.

= #8 Nest Egg

In the Ship Wreck area, climb on top of the mountain in this area to find a nest at the top. The Thunder Egg is in it.

***** GOLDEN COGS *****

* #1 From Rex's house, go to the left and jump on the chair to bounce up and reach a wooden platform above. The Golden Cog is on it.

* #2 Just after leaving the sharks area, go through the gate to the area with the huge mountain. Swim to the right from the gate door and look underwater to find a switch behind the big rock. Hit it with your aquarang to make a platform appear. Use that platform to reach another platform above with a Golden Cog on.

* #3 Climb to the very top of the mountain where Elle was. The Golden Cog is on top.

* #4 Next to the opal machine in the huge mountain area, use the bouncing chair to reach the moving platform above. Jump to the platform with the Golden Cog.

* #5 This one is on a small land part near the underwater tunnel leading to the quick sand area.

* #6 After going through the underwater tunnel that leads to the quicksand area, get into the square area surrounded by fences and stand on the Bunyip Elder Power Up to get lifted up. Glide to the moving platform and jump on the other ones to reach the Golden Cog on the last one.

* #7 This one is at the bottom of one of the water holes in the quicksand area.

* #8 In the shipwreck area, on top of a small mountain on the beach.

* #9 At the bottom of a water hole near where you found Bilby 1 (see above).

* #10 After going through the underwater gate at the start, swim to the right and climb on the pillars to reach the Golden Cog on top.

Extra Life : In the quicksand area, on top of a pillar in the middle of a quicksand spot.

Extra Life : At the bottom of a water hole near the quicksand area.

Extra Life : On the mountain where Elle is, on a small ledge at the back.

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To beat this boss, you'll have to have him hit himself into the pillars around the level. When he charges at you, stand in front of one of the rock pillars and stay there until he approaches. Then, quickly move away just before he reaches you. He won't have enough time to stop and will rush into the pillar, losing some health. He has two easy to avoid attacks, shock waves on the ground (jump to avoid) and falling boulders (move away to avoid). Repeat the process 3 times to defeat him.

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| Pippy Beach |

| BRIDGE ON THE RIVER TY |

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----- THUNDER EGGS -----

= #1 Collect 300 Opals

= #2 Find 5 Bilbies

Bilby 1: Before the small river with a dead tree trunk across it (halfway through the level), go to the right and throw the flamerang to the spider web blocking the path. The Bilby is at the end of the path.

Bilby 2: Before the small broken bridge you have to glide to reach the other side (a little after Bilby 1), go to the left until you're at the edge of the mountain and go left again. Throw the flamerang to the spider web and the Bilby is just behind it.

Bilby 3: Swim in the river at the very start of the level and go to the right until you find a cave. The Bilby is on a pillar inside.

Bilby 4: Under the bridge next to Neddy's home.

Bilby 5: Where you found Dennis for the first time, go to the left to find the Bilby behind a tree.

= #3 Time Attack

After getting Thunder Egg #4, return to the level's entrance and pick up the clock there to start a race against the clock. You'll have to make it to the end under 2:18 and not miss any ring on your way. The race is pretty long but easy. You'll get the Thunder Egg at the end.

= #4 Home, Sweet, Home

Talk to Dennis the green tree frog when you arrive in the second area of the level. You'll have to escort him home. Follow the main path and light up the barrels on your way with the flamerang. If you see that Dennis isn't following you anymore, back up and light up any barrel you may have missed. Light up all the barrels on the way to Dennis' house and he will arrive there safe and sound. He'll offer you a Thunder Egg for all your trouble.

= #5 Heat Dennis' House

Talk to Dennis after bringing him home. He'll ask you to light up the 8 flame pilots around the area to heat his house. To light them up, throw a flamerang on them.

1: In front of Dennis' house.

2: Next to Neddy's home.

3: In the area with the 2 turkeys.

4: On the small piece of land where Rex is.

5&6: Near the opal machine, in the place with the 2 platforms floating in the air, go on the nearby pillar and jump on the moving platform. Then aim for the flame pilot with your flamerang and throw it on. Jump on the second platform and do the same with the other flame pilot.

7&8: Find the dead tree in the water near the entrance of the huge bridge and hit the underwater switch next to the tree trunk to activate a platform near the opal machine. Go to that platform which is where you found Bilby 5. Hop on it when it floats near the shore and wait until it passes near the wall with the flame pilots. Throw your flamerang at them to light them up.

= #6 Tag Team Turkeys

Go on the section of the huge bridge leading to Neddy's domain. When you arrive at the broken part, jump on the wooden platform hanging next to the bridge. Then glide to the heightened island with a fence around. There'll be 2 turkeys there and one of them is in possession of the Thunder Egg. When you bite the turkey that has the Thunder Egg, he'll throw it to his teammate.. So if you want to get the Thunder Egg, wait until the 2 turkeys are near one each other, then bite the one with the Thunder Egg and immediately run to the other turkey and bite him too before he catches the Thunder Egg. If the 2 turkeys are bitten at the same time, you'll get the Thunder Egg.

= #7 Ty Diving

From the Opal machine, go left in the water and swim to the island where you will find Rex. He'll teach you how to dive. Dive into the yellow crate in the water (jump forward + bite) and if you succeed, he'll challenge you to dive from the Super Tower. This is so easy it's almost pathetic. Go through all the rings while diving and you'll get the Thunder Egg.

= #8 Neddy the Bully

When on the huge bridge, don't go in the direction the arrow is pointing (Dennis' house), but instead go straight behind the arrow. Jump over the pit on the bridge and you'll arrive to Neddy's home at the end of the bridge. Enter his domain to fight him. Let Neddy charge at you, then quickly move away from his trajectory and hit his back with your boomerang. You'll need to hit him 3 times so he'll loose his belly protection. Hit his belly once and he'll become your friend and give you a Thunder Egg.

***** GOLDEN COGS *****

* #1 After crossing the first bridge at the start, continue straight ahead to the rock face, don't climb up to the left like you usually would do. Turn to the right when you arrive at the rock face to find the Golden Cog.

* #2 Before crossing the second bridge near the start, go to the left of the arrow that is near the bridge and throw your flamerang at the spider web on the left. The Golden Cog is behind.

* #3 After passing by the big tree near the start, go up the slope then go to the left of the dead tree trunk in the river above. Go to the edge of the mountain and glide to the Golden Cog on the pillar next to the big tree.

* #4 After the small river with the dead tree trunk in the upper area of the level, there'll be a place with many spiders and a some heightened ledges. Kill the spiders, then throw the flamerang at the spider webs to climb up

on the ledges and glide to the Golden Cog on the nearby pillar.

* #5 When you reach the second area of the level, where you found Dennis for the first time, you first go down some "stairs" to access this area. Look at the left of this stairway for a Golden Cog hidden in the herbs.

* #6 Climb on the big tree branch at the left of Dennis' house to reach a Golden Cog in a large tree trunk above.

* #7 In the water under the second small footbridge in the place with 3 footbridges on the way leading to the bigger bridge.

* #8 After the 3 footbridges, but before the huge bridge, go to the right and jump on the platforms over the water to the pillar with the Golden Cog.

* #9 Hit the switch in the water next to the underwater dead tree trunk near Golden Cog 8 to activate a platform that will start floating over the water. Go to that platform and hop on it when it passes near the shore. When the platform is near the Golden Cog on a pillar under the big bridge, jump to it to collect it.

* #10 When on the huge bridge, just before entering the tunnel leading to Dennis' house, jump on the left ledge of the bridge and glide to the dead tree with the Golden Cog on its upper branch. (Near the opal machine)

Extra Life : In a basket near a tree in the second area.

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|                               Pippy Beach                               |
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|                               SNOW WORRIES                             |
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----- THUNDER EGGS -----

= #1 Collect 300 Opals

= #2 Find 5 Bilbies

Bilby 1: This one is really hard to find if you don't know where to look and also very hard for me to describe its location. All I can say is that he is before the frozen lake, if you go back up the ice slope with the tree where Bilby 5 is. You'll find it on a small pillar on the side of the ice slope, in a corner of the field... Look carefully as he's a pain to find even if you know its location. (Somewhere near where you found the fifth koala, see below)

Bilby 2: In the large area with the many rock pillars and the inclined field (at the right along the right ice slope near the beginning), go at the end of this area and you'll see ice blocks stacked up one over the other. Break them using the flamerang and rescue the Bilby on the pillar behind.

Bilby 3: At the base of the mountain, choose the path on your right (the one you climb up using the small snow platforms on the mountain's side) and you'll find the Bilby in the area just above.

Bilby 4: Near the musical icicles cave, you have surely noticed an unreachable

Bilby on a high pillar near the rockface. Back up a bit to another pillar, but this one is more low so you can go on it. From this one, jump on the ice platforms in the air (hard to see but they're there) until you reach the highest pillar with the Bilby on.

Bilby 5: Near the frozen lake, look on one of the sides of the lake to see a ice spot (not on the lake, but next to it) with a tree in the center and many enemies around it. Look next to this tree for a Bilby.

= #3 Time Attack

After rescuing Sheila's baby koalas, return to the starting point and start a race against the clock. The goal is located at the top of the mountain and you have 2:30 to get there. You'll receive the Thunder Egg if you make it there on time and don't miss any rings.

= #4 Koala Chaos

At the beginning, Sheila will ask you to bring her back her 8 baby koalas that lost themselves into the field. They are quite scattered...

1 to 4: In the first area where Sheila's house is, they are 4 of them hidden under snow heaps in the field. Throw the flamerang at them to melt the snow and liberate the children. They are in the ones surrounded by kangaroos.

5: If you go slide the right ice slope at the beginning, you will eventually come to a snow field on your right with a path blocked by some ice bushes. Throw the flamerang to break them and at the end of the path, melt the snow heap to find the koala.

6&7: In the large area with the many rock pillars and the inclined field (at the right along the right ice slope near the beginning), these 2 koalas are on the two highest pillars. Climb on the smaller ones and glide to the highest ones where the babies are. (One on a front pillar and the other one on a back pillar)

8: In the area in the middle of the two ice slopes near the start (with the pillars and the herbs/ground through the snow on the path), the last koala is hidden in a snow heap between some kangaroos, throw the flamerang at it to melt it and liberate the baby.

Return to Sheila to receive the Thunder Egg.

= #5 The old mill

In the mountain area, go up all 3 wooden silos that are connected to the old sawmill and press each switch in the enclosure at the end. Each switch pressed will raise a wooden platform near the sawmill on top of the mountain. Look around the mountain for the 3 silos and avoid the saws in each one to reach the top. After the 3 switches have been pressed, return to the top of the mountain and climb on the 3 wooden platforms that appeared to reach the top of the sawmill. The Thunder Egg is on the roof.

= #6 Trap the yabby

Go on the frozen lake and break one of the breakable ice spots to end up in the water. Go underwater and find the Thunder Egg laying on the ground. A lobster will come to steal it though. If you want to get it back, you'll have to hit the lobster with your aquarang in direction of the alcove in one of the walls. Hit him enough times until the lobster is inside the alcove. Once he's in it, hit the stalagmites above the alcove to make them fall. This way you'll trap the yabby and he'll hand back the Thunder Egg.

= #7 Musical Icicles

When you arrive at the base of the mountain, take the right path to climb up. Then go up the stairs and after the stairs, go to the right and enter the cave you'll see in the rockface. Kill the spiders inside and look at the ceiling to see 5 colored icicles. Hit them with a boomerang in the right order to receive the Thunder Egg. If you hit the wrong icicle, it'll fall. The right

order is : red, orange, yellow, green, blue.

= #8 Snowy peak

This Thunder Egg is waiting for you at the very top of the mountain.

***** GOLDEN COGS *****

* #1 On a pillar behind Sheila's house.

* #2 Go on the right slope at the beginning and slide until you arrive in a small area on your right with pillars set in circle, in order from small ones to tallest ones. Climb on the smallest pillars to the top one with the Golden Cog on.

* #3 In the large area with the many rock pillars and the inclined field (at the right along the right ice slope near the beginning), look near the stacked up ice blocks for a way leading to another area. The Golden Cog is on a pillar there.

* #4 On the frozen lake, go on the small mountain in the center using the small pillars on the other side of the mountain. The Golden Cog is in the middle of that small mountain.

* #5 This one is over one of the breakable ice spots on the frozen lake. If you want to grab the Golden Cog without breaking the ice, go up the little slope near the ice spot and slide it down to get some run up. Let Ty slide to the ice spot, don't touch any button and he'll slide over the ice without breaking it. He should slide to the Golden Cog or almost to it. If you're near enough, jump to it to grab it or if you think you're too far, only press the control stick slightly so Ty will walk very slowly over the ice, that way it won't break. Then jump and grab the Golden Cog when you're under it.

* #6 In one of the underwater tunnels in the lake.

* #7 In the lake, hit the switch at the bottom of the water in the 2nd large room to open a gate in one of the tunnels. Swim through that gate and in the tunnel behind is the Golden Cog.

* #8 Before going on the mountain, go up the first stairway at the base of the mountain and turn to the left to see a small mountain of snow nearby. Glide to it and go on top. Then glide to the pillar with the Golden Cog on.

* #9 In the area where the musical icicles cave is, look for another cave in the rockface leading to a Golden Cog.

* #10 On one of the beams of the highest wooden silo leading to the sawmill. Drop from the area above and glide to the beam.

Extra Life : Under a snow heap near the beginning.

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----- THUNDER EGGS -----

= #1 Collect 300 Opals

= #2 Find 5 Bilbies

Bilby 1: In a metal shed at the right of the opal machine.

Bilby 2: In a metal shed somewhere on the roadside.

Bilby 3: Behind the wooden structure at the end of the road going through the village.

Bilby 4: In a metal shed between 2 boulders near one of the tornadoes.

Bilby 5: At the bottom of the waterfall at the right of the cave where Ranger Ken is.

= #3 Race Shazza

After getting Thunder Egg #4, return to the starting point to find a clock nearby. You'll have to race against Shazza. She's pretty fast so you may need a few tries before beating her up. Be sure to be in front of her at the start of the race since she will outpaces you half-way through the race. The only time when you can outpaces her is at the very end of the race (I always win by about 1 second...). Do sharp turns at every corners of the roads and you should make it before her for the Thunder Egg.

= #4 Emu Roundup

Talk to Shazza near the start and she'll ask you to catch the Emus for her, with the help of your Lassorang. There are 8 Emus to catch and you have 10 minutes. They are all situated along the roads so look everywhere (roads only) carefully. When you see one, throw the Lassorang at it and hold down B (Gamecube) while holding the control stick down to catch it. If the emu is too far when you catch it, the rope will break up so only throw the Lassorang when you're near the emu. Once all 8 emus are caught, Shazza will give you the Thunder Egg.

= #5 Frill Frenzy

Talk to Maurie at the left on the road as you leave the starting area. He'll ask you to help Shazza to get ride of the Frills that get in her way while she tries to drive on the road. All you have to do is drive in front of her and throw the Lassorang at the Frills you see on each side of the road. Defeat them all to clear Shazza's way and you'll receive the Thunder Egg at the end.

= #6 Fire Fight

Talk to Ranger Ken near the village area. He'll ask you to help him take off the fires in town. What you have to do is to charge into the 4 water towers in the village to take off the fires in the houses. Once that's done, return to Ranger Ken for the Thunder Egg.

= #7 Toxic Trouble

In the lake with the waterfalls, go to the back and enter the tunnel to find Ranger Ken at the other side. Talk to him to start a mini-game where you have to stop the Frills from repairing the pipes, which you have to destroy. Each pipe takes 3 hits to destroy and there are 6. Destroy the more pipes you can before the Frills start coming. Once they start arriving to repair the pipes, kill 2 Frills, then hit a pipe, kill 2 other Frills, destroy another pipe,

etc. If you do it that way you should be fine. Once all 6 pipes are blocked, you will receive the Thunder Egg.

= #8 Secret Thunder Egg

This one is in the waterfall area, at the right of the bottom of the waterfall in front of the tunnel leading into the mountain.

***** GOLDEN COGS *****

- * #1 Behind a fenced area next to the road, hidden in some hay stacks.
- * #2 In a hay stack behind a big boulder, near the first tornado.
- * #3 In a metal shed on the side of the road near the first tornado.
- * #4 In one of the 3 metal sheds on the side of one of the roads near the second tornado.
- * #5 In the village, in a metal shed near one of the houses.
- * #6 In a metal shed on the side of the road near the village.
- * #7 In a metal shed near the waterfalls area (on the side of the lake).
- * #8 In a metal shed on the slope leading up to the mountain.
- * #9 After you jump from the slope on the mountain, turn back and look at the edge of the waterfall for the Golden Cog.
- * #10 In the tunnel behind the biggest waterfall, hidden between some rocks.

Extra Life : There are 4 or 5 extra lives in metal sheds throughout the level.

| CRIKET'S COVE |
=====

This boss is cool. First, get on the wooden platforms over the water and go near one of the food containers. Bite the food container and a fish piece will fall in the water. The shark will come to eat it. While he is distracted, dive underwater and hit one of the oxygen tanks at the bottom of the water with your aquarang. The tank will float back to the surface. Quickly leave the water and return on one of the platforms. The shark will come and bite the tank. While he has it in his mouth, go on the nearest platform and throw the flamerang on the tank in the shark's mouth (aim for it). It'll explode and damage the shark. Repeat this process 3 more times to win.

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| Lake Burril |

| LYRE, LYRE, PANTS ON FIRE |

=====

* In this level, Lenny the Lyrebird will guide you to the end, but he's a liar, so you'll have to do the opposite each time he tells you to do something.

At the beginning, he tells you to go through the right log, but go in the left one. Then, he tells you to hit a red switch to open a door, but hit the blue switch behind the red one (use the zoomerang to see it). Then, he'll tell you to glide over the right bridge, but go to the left and glide over that bridge. Finally, he tells you to bite the spy eggs at the right, but go to the left and bite the row of spy eggs there.

----- THUNDER EGGS -----

= #1 Collect 300 Opals

= #2 Find 5 Bilbies

Bilby 1: When going up the path leading to the factory, there are 2 gaps you have to jump over into that path. Drop down in the second one to find the Bilby.

Bilby 2: After opening the door with the blue switch near the start, go straight and drop down in the river below. Go to the end of that river, past the path leading back up, and look for an alcove in the left wall before the platform with the flower.

Bilby 3: After jumping over the 2nd gap into the path leading up to the factory (see Bilby 1), go in the small path leading to the left. Kill all the enemies on that path and reach the end to find the Bilby.

Bilby 4: Well hidden behind the huge root of the tree where Golden Cog #5 is located (see Golden Cog 5 below).

Bilby 5: Just before the waterslide, turn back and go look behind the waterfall to find this Bilby.

= #3 Time Attack

After getting Thunder Egg 4, return to the start to start this level's race. The race will take part on the waterslide. Press forward to go faster and always go left at each fork for shortcuts. You should then arrive first and get the Thunder Egg.

= #4 Lenny the Lyrebird

Enter the factory by the entrance up above, the one showed by Lenny. Wait for a platform to come, hop on it, and enter the factory, where you'll come face to face with a mysterious tasmanian tiger, Sly. The fight is as simple as that: pick up the Megarang from your inventory, run around the room and throw the megarang to Sly until he has no more energy left. Then you'll receive the Thunder Egg.

= #5 Fiery Furnace

After leaving the room where you battled the Tasmanian Tiger Sly, hop on the platform in the air in front of the door and wait for another platform to come on the opposite side of the one you came from. Go on it to reach another door on the factory's side leading to another room. Enter and inside you'll see Lenny and a furnace. Lenny tells you to heat the furnace with the flamerang, but since he's lying anyway, do the opposite. Freeze the furnace with the frostyrang by hitting it a couple of times. The door will open and a Thunder Egg will come out.

= #6 Water Worries

After the waterslide and after the rotating tree trunk, go straight on the path and then to the right of the toilet checkpoint. Enter the log into the wall a little further ahead. You'll end up in an area with a dry lake. Talk to Sheila to learn about the 5 levers that could bring back the water into the lake. So go back up to the factory and go on the catwalk. Cross it to the end while hitting the levers along with way. The 5 levers are on this catwalk. Then go back to the lake and talk with Sheila again to get a Thunder Egg.

= #7 Muddy Towers

This location is quite hard to describe so as a point of reference, return in front of the tree where Golden Cog #5 was (see Golden Cog 5 below). From there, drop down in the area just below and kill all the spiders. Then use your Flamerang on the spider web blocking the entrance to a cave to burn it up. Enter the cave and hit the switch on the wall to activate a platform in an area full of mud. To get there, glide over to the other side when you come to the broken footbridge, then go to the right on the path leading to the mud area. Jump on the wooden platform, then use the moving one to reach the tower with the Thunder Egg.

= #8 Granty Glide

Go on the catwalk next to the factory (not the one going up left, but the straight one), and go to the end of that catwalk, when it stops at the wall. Jump at the right to land of a small part of catwalk below, between 2 walls. From there, look at the rockface above to see a tree trunk into the wall. Jump to it and enter to end up in a hidden area. Climb to the top pillar to retrieve the Thunder Egg.

***** GOLDEN COGS *****

- * #1 After going through the log into the wall at the start, bite the spy eggs around the pillar to reach the top with the Golden Cog.
- * #2 After opening the door with the blue switch near the start, go straight ahead to the broken bridge and jump down on the pillar below. Then jump to the other pillar with the Golden Cog on.
- * #3 Drop down from the pillar where Golden Cog #2 was and go to the end of the river. Jump on the platforms at the end and in the big red flower. It'll launch you on a high pillar nearby. Turn the camera around to see another pillar with a Golden Cog on. Jump on it to pick it up.
- * #4 After gliding to reach the other side of the broken footbridge near the start, go to the right and at the end of the path are 3 small towers and an ice block on the last one. Throw your flamerang at it to break it and get the Golden Cog inside.
- * #5 Before crossing the long wooden log serving as a bridge, turn to the left and go up the path. Enter the giant tree at the left and inside, bounce on the mushrooms on the sides of the tree to reach the top where the Golden Cog is.
- * #6 When you come to the long wooden log serving as a bridge, go on it and drop down to the right to land on a pillar below with the Golden Cog on.
- * #7 When you reach the bottom of the waterslide, go to the right in the path there and kill the enemies to clear the way. At the end is a Golden Cog.

* #8 When going up the path leading to the factory, there are 2 gaps you have to jump over into that path. Drop down in the first one to find the Golden Cog.

* #9 Go on the catwalk going up next to the factory (the one on the left) and at the end, glide to the platform below and to the other one with the Golden Cog on.

* #10 Go on the floating platform in front of the factory's door (the one leading to the room where you fought Sly). Glide from this platform in direction of the waterslide. Land on the small tower in front of it to get the Golden Cog.

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|                               Lake Burril                               |
|-----|
|                               BEYOND THE BLACK STUMP                       |
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----- THUNDER EGGS -----

= #1 Collect 300 Opals

= #2 Find 5 Bilbies

Bilby 1: From Maurie's signpost at the start of the upper part of the level, go straight until you come to the toilet checkpoint near Ranger Ken. From there, turn back and go to the left. Look at the left behind a tree there to see the Bilby in the corner. Destroy the spider web with your flamerang and free the Bilby.

Bilby 2: From the start, go straight, right, then left (in the direction the arrow is pointing) and continue past the toilet checkpoint to the 2 trees straight ahead. Look at the right to see the Bibly behind a spider web. Throw the flamerang at it and free him.

Bilby 3: From the start, go straight, right and continue straight to arrive in the place with bushfires at the left and an opening in the rockface at the right. Go into that cave in the rockface to find the Bilby inside, at the right in the corner of the wall.

Bilby 4: From the start, go straight, right and continue straight until you come to the lake. As soon as you enter the water, go to the right and there, jump to the left, over the pit. Destroy the bushfires with the frostyrang and continue to the left. Jump in the flower at the end to get launched on top of a pillar. Jump in the other flower on the other pillar to land on the pillar with the Bilby cage.

Bilby 5: From the area of Thunder Egg 8 (see below), in this very same area is a hard to see opening in the wall leading to another area below. Drop down in this area by the opening in the wall to find the Bilby there.

= #3 Wombat Rematch

After getting Thunder Egg #4, return to the starting point to start a race against the snowboard bear who wants a rematch. He's pretty slow so you shouldn't have any problems getting this Thunder Egg. Just be careful when

running on the ice to not lose your track.

= #4 Koala Crisis

Sheila will ask you once again to find her babies...

Koala 1: From the start, go straight, right and continue straight to the area with the bushfires at the left. Destroy them all with your Frostyrang and go at the left end corner to find the koala.

2: Go to the lake area and you'll find this koala on the platform in the center of the lake.

3: Cross the lake to the other side, then go right, and right again. Destroy the bushfires there to find the koala behind.

4: As soon as you reach the lake, go to the right and jump to the left over the pit there. Destroy the bushfires, then jump in the flower at the back to land on a platform. Then glide to the other platform with the Koala on.

5: As soon as you reach the lake, go to the right and go straight ahead, passing into the hole. There is an area with a giant log on a pillar. Go up the slope in this area to end up on top of the log. Destroy the bushfires on the other side, then jump to this place to find the koala.

6: On the other side of the lake are some pillars and in the center a flower with a Golden Cog above. Jump into that flower and enjoy the ride to a pillar with the koala on.

7: From the start, go straight, right, right again, and right once again to end up in an area with a spot of ice in a small area below. Go down there and kill the spiders. Then throw the flamerang at the spider web on your left and pick up the koala behind.

8: In the same area as mentioned above, on the pillar there.

Return to Sheila for the Thunder Egg.

= #5 Cable Car Capers

Talk to Ranger Ken in the upper part of the level. He'll ask you to help him get rid of the Frills throwing rocks at the cable cars. So climb to the top and hop on a cable car when one passes near you. Take the Zoomerang and zoom in to see the Frills on top of the towers on the left side of the cables cars. While your cable car advances, aim at the Frills and throw them the zoomerang when you pass near them. Hit them all, then go back down and talk to Ranger Ken to receive your Thunder Egg.

= #6 Flame Frills

Go to the top of the mountain using the cable cars, then glide down on the other side of the mountain to end up in a very vast area. Go to the center area with the trees to meet up with Ranger Ken once again. He'll ask you to use his new snowball thrower machine and prevent the Frills from burning down the trees. What you need to do is to shoot snowballs on the Frills when they appear on the screen. The trick is to hit each Frills as soon as they appear on the screen, this requires some precision so take your time before shooting. After 120 seconds pass, if all the trees are intact, you'll get the Thunder Egg.

= #7 Catch Boonie

In the upper part of the level, Maurie will tell you about Boonie, one of the koala kids that found a Thunder Egg, but he always run away when you approach him. When you find him, don't start running after him, try to catch him by surprise. Bypass him and get in front of him while he runs, then bite him to make him stop and he'll hand back over the Thunder Egg.

= #8 Pillar Ponder

From Maurie's signpost (upper part of level), go straight, right and right again while on the ice to enter a hard to see area when you go too fast. Go straight again and drop down at the end in a small area below. You'll see the Thunder Egg between some pillars at the left. Jump on the small pillar next

to the ice and glide to the higher pillar around the Thunder Egg. Now you can pick up the Thunder Egg.

***** GOLDEN COGS *****

* #1 From the start, go straight, right and continue straight to arrive in the place with bushfires at the left and an opening in the rockface at the right. Go into that cave in the rockface and go up the slope inside (at the left) to reach the top of the tor. Then jump to reach the Golden Cog on the ledge above.

* #2 This one is above the flower between the pillars on the other side of the lake.

* #3 Go on the other side of the lake and continue straight, then go left and jump on the pillars to reach the Golden Cog.

* #4 At the place with the giant log on a pillar, continue a little further and you'll see a slope with ice blocks on. Destroy them with the flamerang to reveal a Golden Cog.

* #5 When climbing to the upper part of the level, after the first log, glide to the platform at the left on the other side and pick up the Golden Cog.

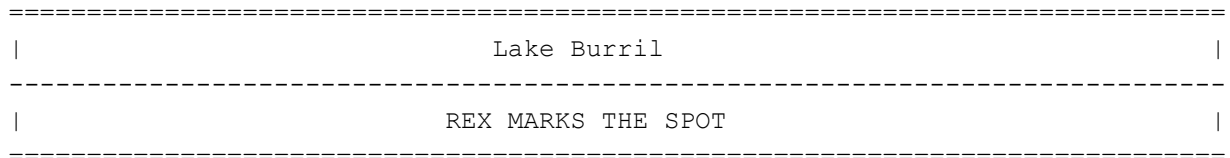
* #6 In the same area as Bilby 5 (see above), jump on the pillars there to reach the Golden Cog on the top one.

* #7 In the cave at the top of the mountain, use the cable cars to get there.

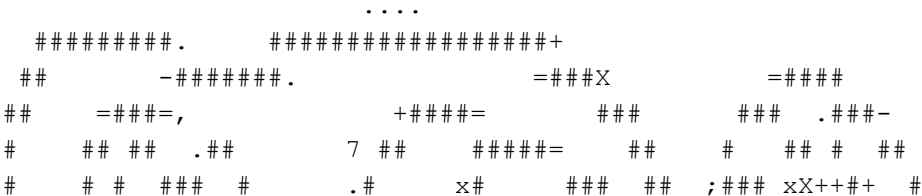
* #8 When gliding down on the other side of the mountain, follow the trail of opals and you'll eventually come to a platform with the Golden Cog.

* #9 Once at the bottom of the mountain (on the other side of it, in the vast area), follow the trail of opals on the ground to get led to a Golden Cog.

* #10 This one is hidden under a snow heap if you continue to the right from Golden Cog #9. Use the flamerang to melt the snow.



Use this map and the one you get when you pause the game to locate the islands and collectibles.



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----- THUNDER EGGS -----

= #1 Collect 300 Opals

= #2 Find 5 Bilbies

Bilby 1: On the shore at the back of Crab Island (island 6).

Bilby 2: At the extremity of island 5, between two rocky peeks.

Bilby 3: In the water near Skull Island (island 1) are 4 pillars (near the starting point). Jump in the flower on the top pillar to get launched on a unreachable ledge on Skull Island, where this Bilby is.

Bilby 4: Look around island 11 for this one.

Bilby 5: On island 9, go on the Bunyip Elder Power Up to get lifted up, then glide to the moving platform (moving around the tor) and when the platform passes near the pillar with the Bilby, glide to it.

= #3 Race Rex

After collecting Thunder Egg #4, return to the starting point and start the race against Rex. As always, he's fast in water, but slow on land. Don't miss any ring and make it to the end before him to get the Thunder Egg. Always swim underwater when you're in the water if you want to go a lot faster.

= #4 Treasure Hunt

Talk to Elle at the start of the level to begin the treasure hunt. The first chest will be on Crab Island (island 6), on the shore. The second one will be on the island with the anchor shaped rock (island 12), next to the anchor rock. The third one will be on Bald Island (island 13), on the beach at the

left. The fourth one will be on Coconut Shores (island 11). Finally, the last one will be in the shipwreck underwater between island 3 and 5. Return to Skull Island (island 1), on the little creek at the left (indicated by number 2 on the map), where the opal machine is. Find the very last chest on the beach there to get the Thunder Egg. (Don't forget you can use your map in the pause menu to locate the chests that will be marked there...)

= #5 Parrot Beard's Booty

On island 1, go up the slope leading to the cave where Rex and Elle are waiting for you. They'll ask you to get the octopus guarding the treasure busy. Shoot the tentacles to clear their way while they go retrieve the treasure and return. Only shoot the tentacles that appear in front of them if you're having problems. Rex will go twice and Elle once. They'll reward you for your help with a Thunder Egg.

= #6 Frill Boat Battle

Between islands 5 and 8, swim underwater where you see the Frills on boats and talk to Aurora at the bottom of the water. She'll ask you to get ride of the Frills that are annoying her. You've got 3 boats to sink. Take the Kaboomerang from your inventory, aim at a boat, throw the rang, and the Frill will sink into the water. After the 3 boats are sank, get the Thunder Egg from Aurora.

= #7 Geysir Hop

On the little piece of land connecting island 10 to 11, stand on the Bunyip Elder Power Up to get lifted up to a higher one. You'll get lifted up again so glide to the moving platform and land on it. Then glide to the other platform and finally to the pillar with the Thunder Egg on it.

= #8 Volcanic Panic

On island 8 (the volcano), go to the side face to face with island 9, and enter the cave there. You'll be inside the volcano. Use the Zappyrang to kill the enemies inside, it does an one-hit KO. Go past all the obstacles inside to reach the top door leading back outside to the other side of the island. From there glide to the platform outside and then to the other ones on your left. The Thunder Egg is on the smallest one.

***** GOLDEN COGS *****

* #1 On Skull island (island 1), go up the slope at the right and glide to the nearby tor at the right once you're on top. Then glide to the other tors until you reach the last one with the Golden Cog on.

* #2 Between island 3 and 4, on the small piece of land connecting them, are some bouncing deckchairs. Jump on them to reach the platform moving along the shore. Then wait for another platform to come near and glide to it. At the end glide to the last platform which has the Golden Cog on.

* #3 Between island 4 and 11 are some pillars in the water and nearby, two platforms floating above the water, one with the Golden Cog on. Use the pillars to glide from the highest one to the moving platform (you need to hit a switch in the water under that platform to make it start moving), then glide to the one with the Golden Cog.

* #4 On island 7 are three big flowers. If you jump in the one at the back, you'll get launched on a nearby pillar with a Golden Cog on.

* #5 On Anchor Rock Island (island 12), climb on the right side of the anchor

rock and glide to the nearby pillar. Then jump to the one with the Golden Cog.

* #6 On Bald Island (island 13), go on the tallest pillar, then use the zoomerang to hit the red switch on top of the rockface at the left. This will activate the moving platform. Use that platform to reach the pillar with the Golden Cog.

* #7 Inside Volcano Island (island 8), in the lava cavern, when you go up the first slope in the large open room, at the top, jump to the higher ledge at the left of the path to find the Golden Cog.

* #8 Between islands 1 and 11, at the bottom of the water near the net surrounding the level, in the middle of the sea mines spot.

* #9 Between islands 11 and 13, near the net surrounding the level, on a corals reef at the bottom of the water.

* #10 Between islands 6 and 8, near the net surrounding the level, between two coral reefs at the bottom of the water.

Extra Life : In the volcano cave, around the lava lake.

| FLUFFY'S FJORD |
=====

First phase -- Avoid his smash attack by running around him. After each of his attacks, throw the flamerang at him to burn him up. You need to burn his legs, arms and chest in order to defeat his first form.

Second phase -- Now that he's a robot, you can't burn him anymore so you'll need to heat up the flame pilots by throwing the flamerang at them. Each time you heat a flame pilot, the boss will loose some health.

Third phase -- Now only the head is remaining but he'll continue attacking. Throw the frostyrang at the head 3 times to destroy him.

Gate Zone
CASS'PASS
=====

This level is linear and easy so it doesn't require any particular walkthrough... go through it to the next.

Extra Life : In the lake with the spy eggs above.

Extra Life : In the water behind the land at the very end.

Gate Zone
CASS' CREST
=====

To beat Shadow the bat and get back the Talisman (and Shazza along the way), you'll need to hit 3 switches throughout the level to activate the ventilation shafts and hurt Shadow when she's on them. Then you need to stand on the shaft to get lifted up to another part of the level.

First switch : Top of the wall behind the ventilation shaft.

Second switch : Top of wall at the right of the ventilation shaft.

Third switch : Top of wall at left BEFORE jumping over the pit to the ventilation shaft.

Extra Life : In the first room, in an alcove underwater.

Extra Life : 2 on the pillars in the area with lava and pillars.

Extra Life : In the hole in the floor next to the third ventilation shaft.

Extra Life : In the last room, near a window.

| FINAL BATTLE |
=====

First phase : Throw the frostyrang at the flame-throwers to freeze them, then bite them to destroy them. Do this with all.

Second phase : Throw a rang at one of the 2 doors to break them and enter the robot. Inside, throw the flamerang at the tubes twice (once to break the veil, once to burn the wires). You have 16 to destroy. Don't loose your time with the enemies in this room, they keep reappearing after you defeat them.

Third phase : Sly will lend you the Doomarang. Throw it (you take total control of the rang) and go up into the green opening at the top of the robot. Then you need to navigate through the tunnel without crashing anywhere. It's pretty long and require some practice, but you'll eventually make it to the end.

After the credits, the ending sounds like there's gonna be a continuation to that game...

Now head for the Bonus World !

=====

| BONUS WORLD |

=====

To access Bonus World, go on the ledge behind the waterfall at the left of Gate Zone, when you have 100% completed.

There are 123 picture frames to collect in this world. Some are in plain view, others are in boxes like usual. If you want to collect them all, you'll have to find the 4 switches hiding around the world to activate various platforms leading to the picture frames.

- 1) Behind the hut at the left in the lake. Throw the flamerang at the hut to reveal the switch behind.
- 2) On the ceiling at the right of the waterfall. Throw the flamerang at the ice block to break it and reveal the switch.
- 3) Go near the ventilation shaft and zoom using the zoomerang in direction of the starting point. You'll see a switch at the back of a panel.

4) High above under the platform in the sky. Use the zoomerang and use it on the cliff where the starting point is.

These switches will activate some platforms that lets you go to the top of the level to collect the last portraits. You also have to hit the generator in the cave next to the lake with the Zappyrang to activate the ventilation shaft that lets you collect some more portraits.

```
      #
     ##  -----
    ###  PICTURE FRAMES LIST
     ##  -----
      #
```

Use the Infrarang

RAINBOW CLIFFS

- * On the shore at the right of the waterfall cave
- * Above the Talisman Tower
- * Near the portal leading to Cass' Pass in Gate Zone
- * In Julius' lab
- * Above the extra life at the end of the small path left from Julius' lab
- * In Pippy Beach cave
- * Above the entrance of Lake Burril
- * At the entrance of Bli Bli Station
- * Between the purple and yellow houses in Bli Bli Station

TWO UP

- * Behind the starting point
- * Next to the first waterfall near the start
- * At the right of the third dunny, on the mound
- * Between the 2 trees if you go up the hill after Julius
- * In the upper area at the right of the cave after Julius, on the hill
- * Above Maurie's signpost in the above mentioned above
- * On a mound before the area with many bridges

WALK IN THE PARK

- * Behind the starting point
- * In the bats cave, in the central room
- * At the end of the cave mentioned above
- * After the first waterslide, go to the left and drop down
- * Behind the waterfall at the right of the bridge on top of the mountain (in the air)
- * Before the slope with the falling boulders, next to the dunny

SHIP REX

- * On Rex's house balcony
- * Other side of the balcony
- * Above the hut next to the pool
- * On the land at the left of the first underwater tunnel near the start
- * Behind the peak on top of the mountain where Elle is
- * In the quicksand area, in the area at the back of the quicksands with the coconuts
- * On the shore in the area mentioned above
- * In the wrecksite area, over the small isle in the water
- * On your way to the mountain with the nest on top, go left to the edge

BRIDGE OVER THE RIVER TY

-
- * After the bridge at the start, on cliff at left of the path
 - * At the left of the tree near the starting point
 - * At the right of the first huge tree (first area near start)
 - * On the cliff above that huge tree
 - * At the bottom of the waterfall below the broken footbridge
 - * Before the broken footbridge, at the left on cliff
 - * Near the opal machine, above the water puddle
 - * Above the wooden platform in the water near Dennis
 - * On the shore of the isle where Rex is
 - * Next to the tree before the huge bridge
 - * At the end of the long piece of land near the platforms floating above in the sky (second area)
 - * Above the bridge leading to Neddy's domain
 - * Next to Neddy's domain
 - * To the right of Maurie's signpost near Neddy's domain, at the end of this bridge part
 - * In Neddy's arena
 - * In Neddy's arena
 - * In Neddy's arena
 - * In Neddy's arena
 - * Above the bridge leading to Dennis' house
 - * In front of Dennis' home

SNOW WORRIES

-
- * Behind Sheila's house, above the tree
 - * At the end of the small path left from Sheila's house
 - * Above a tree in the first area near Sheila's house
 - * Behind the pillars where Golden Cog 2 is (see walkthrough)
 - * On the right side of the right ice slope near the one mentioned above
 - * At the right of the area in the middle of the 2 ice slopes
 - * In the area with the ice barriers
 - * In the area with the pillars and the inclined field, at the right
 - * In the area mentioned above, behind the ice blocks
 - * Near Bilby 1 (see walkthrough), above the ground part
 - * Near Golden Cog 3 (see walkthrough), on the other side of the ice slope
 - * Go right from where Bilby 5 was (see walkthrough)
 - * At the end of the shore mentioned above
 - * Near the start of the start of the ice near the area mentioned above
 - * Between the 2 ice slopes at the bottom
 - * Above the right ice slope, half-way
 - * On the left side of the left ice slope

- * Same as above, a little further from
- * Just before the lake, at the bottom of the left ice slope
- * On the other side of the lake, on the shore over the ground spot
- * At the end of the shore mentioned above
- * Near the path that goes through the shore mentioned above
- * On the other side of the cliff that's on the shore mentioned above
- * Above the ground part near Bilby 4 area (see walkthrough)

LYRE LYRE PANTS ON FIRE

-
- * A bit after the starting point
 - * After the door you open with the blue switch, above the broken footbridge straight ahead
 - * Next to the tree with the bouncing mushrooms
 - * Near the dunny before the waterslide
 - * At the bottom of the waterslide

BEYOND THE BLACK STUMP

-
- * Behind Sheila's house
 - * At the fork in the path at the start
 - * Near the big wooden log on a pillar
 - * Near area with spiders on the ice
 - * In the area if you jump to the left over the gap at the right of the lake
 - * At the other side of the lake, at the right area
 - * In the area at the left before the lake, above the many bushfires
 - * A little before the area mentioned above
 - * In the area where you climb to get to the upper part of the level, behind 3 trees straight ahead past the dunny
 - * In the same area as mentioned above, between the wall and a rock pillar
 - * When climbing to the upper part of the level, above the platform before the last log
 - * Before the area of Thunder Egg 8 (see walkthrough), next to the transformation warp
 - * Straight and left path from Maurie's signpost
 - * A little before the area where Boonie stands before seeing you
 - * In the left path near the one mentioned above
 - * Near the dunny that is near Ranger Ken
 - * At the end of the shoreline of ice near the cable cars tor
 - * Near the cable cars tor on the ice
 - * Near the cable cars tor on the ice
 - * Behind the small green house at the top of the cable cars tor
 - * In the first section of the mountain where the cable cars pass above
 - * In the second section
 - * In the third section
 - * In the upper section
 - * In the upper section
 - * When gliding down to the other side of the mountain, above one of the slopes
 - * Near Golden Cog 9 (see walkthrough), at the bottom of the other side of the mountain
 - * In the area with the trees at the bottom of the other side of the mountain (Thunder Egg 6 location)
 - * same as above

REX MARKS THE SPOT

use the map in the walkthrough

- * On Skull Island (island 1), above one of the big pillars
- * On Spoon Island (island 4), on the shore
- * On Spoon Island (island 4), on the shore
- * On Spoon Island (island 4), on the shore
- * On Spoon Island (island 3), on the shore
- * On the shore of Long Island (island 11)
- * On the shore of Long Island (island 11)
- * On the shore of Long Island (island 11)
- * On Anchor Island (island 12), on the shore
- * On Bald Island (island 13), on the shore
- * Near the cave leading inside the volcano on island 8
- * In the volcano cave, at the bottom of the large room around the lava lake
- * On the shore of Crab Island (island 6)
- * On the shore of Crab Island (island 6)
- * On the shore of Crab Island (island 6)
- * On island 5, on the shore
- * On island 5, on the shore
- * On island 5, on the shore

!This makes a total of 127 portraits, the other 123 are in the Bonus World.

```
  #  
##  -----  
###  4. GAME BASICS  
##  -----  
#
```

a) Boomerangs -----

BOOMERANG

This is your basic ancient gum tree model. No bells and whistles, just a good, reliable boomerang -- and mighty effective in the paws of the right Tazzy Tiger.

AQUARANG

This is the only 'rang that you can use underwater. Its hydrodynamic design lets it slice through the water like a normal boomerang flies through the air. Use a pair of these as fins and you yourself can zip through the deep blue like a greased-up platypus.

How to get it : Given by Rex in Ship Rex level.

FLAMERANG

Heat things up with a 'rang o' fire! Naturally they can cut through ice, but I've heard that they're also great for burning through sticky spider webs.

How to get it : Given by Julius after Bull's Pen boss.

FROSTYRANG

This 'rang doesn't pack a lot of punch, but it's a great strategic weapon. How's that, you say? You can use it to freeze enemies that are otherwise impervious to boomerangs, then move in and give 'em a good chomp! (Throw a

Frostyrang into a body of water to create a small iceberg that you can stand on.)

How to get it : Given by Julius after Cricket's Cove boss.

ZAPPYRANG

The power of lightning is contained within this electrifying boomerang. Use it when you want to give your enemies, or perhaps a piece of machinery, a supercharged jolt.

How to get it : Given by Julius after Fluffy's Fjord boss.

ZOOMERANG

This little beaut lets you do some long-distance 'ranging. But here's the best part. Switch to TY's View (press and hold the L button). Everything looks normal, right? Now press the C stick UP-- it's got a built-in telescope aimer! Bonza! If you've zoomed in a bit too far on an ugly henchmen, just press the C stick DOWN to zoom back out.

MULTIRANG

What this boomerang lacks in quality it makes up for in quantity. Although it may not travel as far or as fast as other 'rangs, you can unleash a whole flurry of them at once. Boss Cass' henchmen would have to be pretty quick to escape that barrage.

INFRARANG

This boomerang lets you see as well as a wedge-tailed eagle. Listen carefully when you're holding this 'rang. It has a built-in sonar that beeps if there's anything "special" close by. Just switch to TY's View (press and hold the L Button) and you'll see things you normally wouldn't with your Tasmanian Tiger eyes. Take a look around with them once in a while. You might be surprised at what you discover.

MEGARANG

Julius really outdid himself on this one. This crafty lil' 'rang can actually recognize bad guys and crates. It homes in on them and delivers a bull's-eye knockout punch. Those bad guys will think the 'rang had their name on it -- and they won't be far off the mark!

KABOOMERANG

This 'rang is made from the rare Outback element Exploderium, which is just as spectacular as it sounds. Launch one of these rippers and watch the fireworks!

CHRONORANG

Put the bad guys in a time warp! This is a great weapon to use on baddies that are impervious to other 'rangs. Hit them with a Chronorang and watch them move as slowly as a koala in quicksand. Then, move in for the bite.

DOOMARANG

The Doomarang is only available in the Final Battle, and boy, are you going to need it! Just launch this seeing-eye 'rang and guide it by remote control to those hard-to-reach places. Boss Cass won't know what hit him!

b) Collectible Objects and other items -----

TALISMANS

Long ago Ty's family knocked the five mystic Talismans out of Boss Cass' hands just as he was sending them off to the Dreamtime. This caused an explosion that scattered the Talismans across the land. Now Ty's in a mad race against Boss Cass to get them back. Collect all five of them and bring them back to Rainbow Cliffs, and the Tasmanian Tiger family will be free to populate the world once more.

THUNDER EGGS

These volcanic beauties are the key to powering Julius' Talisman Machine. This machine locates and teleports the missing Talismans back to Rainbow Cliffs. But you'll need at least 17 Thunder Eggs to get it to work. You can either find or earn Thunder Eggs by completing tasks, solving puzzles, or completing Time Attacks.

OPALS

There are plenty of Opals just laying about for the gathering, but there are a bunch more to be found, too. Try chomping open a crate! Each level has 300 Opals, in fact. Collect them all and bring hem to Julius' Opal machine and press the Action button to add another Thunder Egg to your collection.

BILBIES

That nasty Boss Cass has locked up your Bilby mates in cages all over the land -- five on each level, to be precise. If you free all five on a level, you get a Thunder Egg. (Bilby cages are particularly resistant to boomerangs, so try giving them a good bite.)

GOLDEN COGS

Your trusty boomerang has served you well, but it lacks the punch you need to get where you're going. Collect 15 Golden Cogs and bring them back to Julius in his lab at Rainbow Cliffs. He can then work them into his machine to make a new techno-rang for you.

RAINBOW SCALES

Collect all 25 of these little beauts for the Bunyip Elder at Rainbow Cliffs.

FOOD

If your health meter is running low, just look for a picnic basket that might contain some food to munch on, and your meter will boost back up.

MAGNET

If you come across a magnet, pick it up and make Opal collecting a whole lot easier until the magnetic effect wears off.

TY HEAD

This gives you one extra life, and with all the perils you've got to face, you'll need it.

PICTURE FRAMES

Somebody has apparently lost a few pictures from their art collection. I've seen more than one picture frame hidden in the outback. When you come across one, add it to your own collection and you can view it in the Gallery. Collect them all to see some special goodies!

DUNNIES

What with all the pressure and excitement of your adventure, you're bound to have an accident of two while out and about. No worries, mate -- that's what dunnies are for. If you happen to get clobbered or have a nasty fall or something and lose all your health, when you wake up you'll be relived to find yourself on the last dunny you passed. So don't hold back -- let 'er rip!

MUSHROOMS

If you see a field of little green mushrooms, stand in the middle of them for a few seconds. Then get ready for a little trip as you find yourself instantly transported back to either the beginning or the end of the level!

BUBBLES

When you see a vent of bubbles on the ocean floor, position yourself over it for a few moments so you can breathe in the bubbles and restore your air supply.

FLOWERS

Evidently these giant beauts don't like the taste of Tasmanian Tigers. Walk into the middle of one and it swallows you up, but then a moment later it spits you into the air like you were a piece of rotten 'roo meat.

BUNYIP ELDER POWER UP

This glowing green beaut is about the most mystical thing you'll see in the land down under. Walk into the middle of it and channel the awesome power of the Bunyip Elder himself!

c) Characters and enemies -----

TY THE TASMANIAN TIGER

That's you, mate! My, you've got a fair set of choppers on ya -- Boss Cass and those henchmen are in for it, dead-eert! Not that you go looking for trouble, but when somebody messes with your mates, you're not one to back down from a fight.

MAURIE

He is a bit of a looker himself he might say -- at least as far as sulphur-crested cockatoos go. He'll be sure to keep an eye on TY during his adventure and lend a word or two of advice when he thinks you might need it.

JULIUS

Strange as this chap is, be glad he's on your side. Julius is the most eccentric Koala Ty's ever met, but he's dinky-di with the machines. Just wait until you get a hold of one of his custom-made techno-rangs and you'll see what I mean.

SHAZZA

She's not even our species but it doesn't take another Dingo to see this is one beaut of a girlfriend TY's got. She's a tough sheila and can handle her own, but make sure you're available to lend a helping paw, just in case.

DENNIS

This awfully particular tree frog might not be the most loveable of blokes, but he's got quite the Thunder Egg collection so you'd best play up to his snootiness.

I'm not sure how anybody could get that refined growing up in such a dank, dark billabong, but that's Dennis for you.

BILBIES

These Bilbies look meek, but they're strong in character. They took TY in when he was just a wee orphan and raised him to the good bloke he is today. Now's TY's chance to repay them by freeing them from Boss Cass' crude cages.

BUNYIP ELDER

Most folks don't even believe in the Bunyips, those weird creatures that are

said
to be half beast, half spirit. But if you say you saw one, TY, that's good
enough
for me.

BOSS CASS

If there's a meaner cassowary in all of Australia, I don't want to meet him. Not
only has Boss Cass banished the other Tasmanian Tigers to the Dreamtime realm
and
locked up the Bilbies in cages, he's also trying to ruin the very land itself
through pollution and destruction. You've got to stop him, TY!

FRILL LIZARDS

These little sneaks are as nasty as they are numerous. They're no match for your
boomerang nor your bite, but watch out when they try to gang up on you.

BLUE TONGUES

These reptilian bullies are bigger than Frill Lizards, not to mention meaner and
tougher. They may not be the worst henchmen Boss Cass throws your way, but just
the same, I wouldn't want to meet one in a dark billabong.

RED KANGAROOS

I don't know why everybody thinks these yobbos are so cute! They're just
downright rotten if you ask me. Keep clear of those powerful legs of theirs or
they might kick you way out to Woop Woop!

d) Zones -----

BLIBLI STATION

Level	Environment	Some bad guys you'll see
Two Up	Billabong	Frill Lizards, Red Kangaroos, Salties
Walk in the park	Rainforest	Blue Tongues, Leeches, Rhino Beetles
Ship Rex	Barrier Reef	Sharks, Eels, Giant Crabs
Bull's Pen	Deep Outback	Bull

PIPPY BEACH

Level	Environment	Some bad guys you'll see
Bridge on the river Ty	Billabong	Bats, Trapdoor Spiders, Cockroaches, Skinks
Snow Worries	Snowy Mountain	Frills, Blue Tongues, Snow-Roos
Outback Safari	Deep Outback	Bike Frills
Crikey's Cove	Barrier Reef	Shark

How to access : Throw the flamerang at the ice wall blocking the cave

LAKE BURRIL

Level	Environment	Some bad guys you'll see
Lyre, Lyre, Pants on fire	Rainforest	Tics, Lil' Neddy, Geckos
Beyond the Black Stump	Snowy Mountain	Frill Lizards, Spiders, Blue Tongues, Snow-Roos
Rex marks the spot	Barrier Reef	Barracudas, Sea Snakes, Octopus
Fluffy's Fjord	Snowy Mountain	Guerilla

How to access : Throw the frostyrang at the bushfires blocking the path

GATE ZONE

Level	Environment	Some bad guys you'll see
Cass' Pass	Rainforest	Skinks, Ninja Geckos
Cass' Crest	Lava Cavern	Shadow the bat
The Final Battle	Hideout	Boss Cass

How to access : Throw the zappyrang at the generator next to the gate

```
#
## -----
### 5. CODES
## -----
#
```

During the gameplay (don't pause the game), press the following :

GCN: L, R, L, R, Y, Y, X, B, B, X, Z, Z.

PS2: L1, R1, L1, R1, triangle (2x), circle, square (2x), circle, R2 (2x)

XBOX: White, Black, White, Black, Y, Y, B, X, X, B, R, R

This will make lines appear while you're playing, all lines leading to a specific item.

Purple line : Thunder Egg

Yellow line : Golden Cog

Green line : Opal

White line : Bilby

* Only use this code if you're absolutely stuck...

```
#
## -----
### 6. DISCLAIMER
## -----
#
```

Contact Info

Notice:

- Include name of game in subject line -- this is not my only FAQ
- Do not call me dude, man, bloke, or whatever -- I am not.

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Visit me on Youtube for video walkthroughs!

<https://www.youtube.com/WishingTikal>

