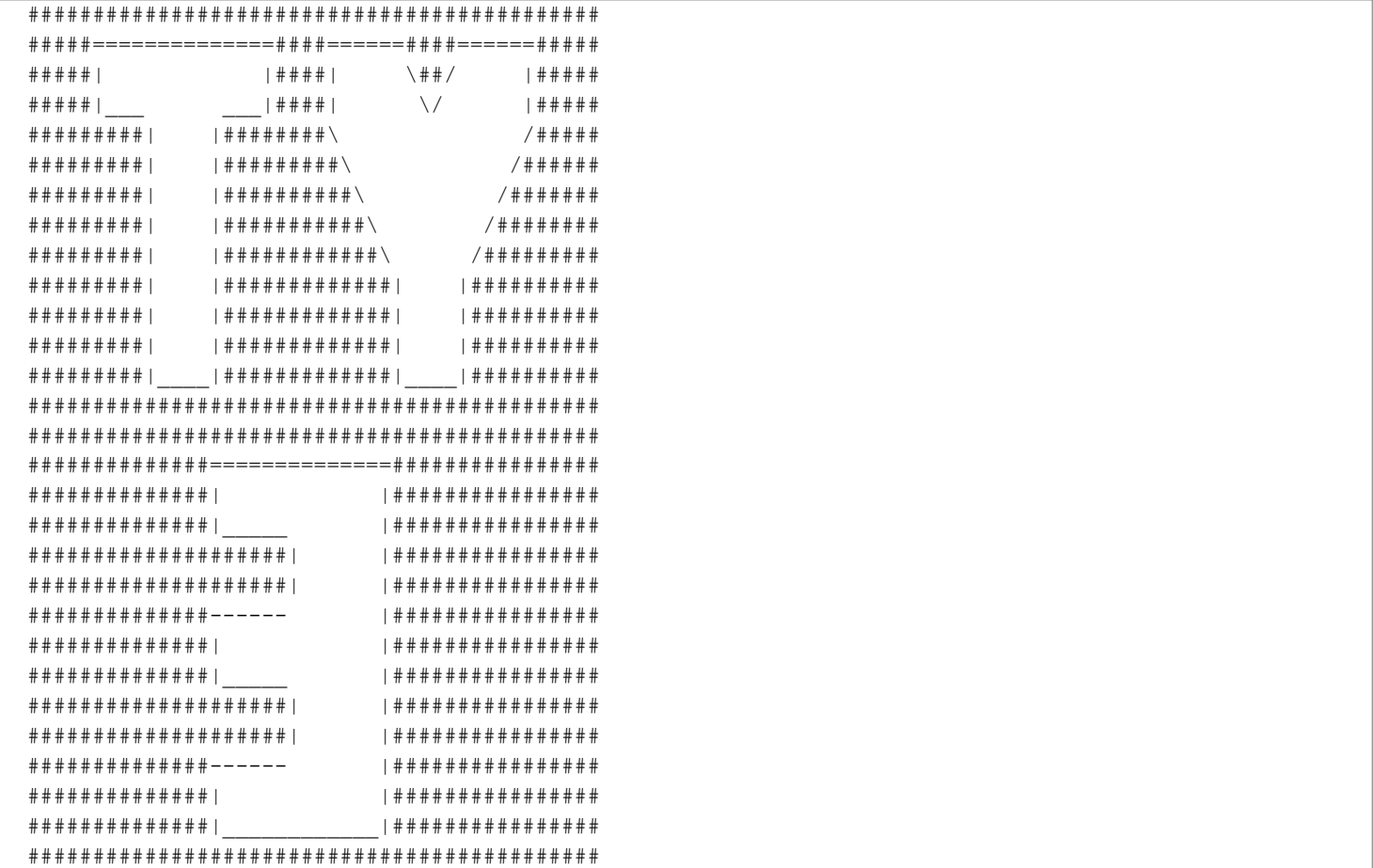


Ty the Tasmanian Tiger 3 FAQ/Walkthrough

by delljr

Updated to vFinal on Oct 28, 2005

This walkthrough was originally written for Ty the Tasmanian Tiger: Night of the Quinkan on the GC, but the walkthrough is still applicable to the Xbox version of the game.



NIGHT OF THE QUINKAN
GAMECUBE VERSION WALTHROUGH
NTSC VERSION

Ty 3 Night of the Quinkan walkthrough---NTSC VERSION
Guide Author; delljr1967(D.Ellison)
Platform(s); X-box, Playstation 2, Gamecube
Developer/Plublisher; Krome Studios PTY.LTD/Activision INC.
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NOTE:THIS GUIDE MAY CONTAIN SPOLIERS I WILL DO MY BEST NOT TO GIVE
SPOLIERS.SOME INSTANCES MAY ARRISE TO WHERE I HAVE TO GIVE
SPOLIERS TO FINISH THIS WALKTHROUGH. IF A CUTSEEN ARRISES I WILL
SAY CUTSEEN IN WALKTHROUGH WITH OUT GIVING PLOT OR CUTSEEN
IF I HAVE TO GIVE SPOILER I WILL SAY *****SPOPLIER***** FOR
READERS OF THIS WALKTHROUGH MAY WANT TO READ FUTHER.

THIS WALTHROUGH IS FOR NTSC VERSION AND FOR THE X-BOX, PLAYSTATION 2
AND GAMECUBE VERSIONS AND NOT FOR THE GAME BOY ADVANCE VERSION.

VERSION 4.0

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{2.00}	COPYRIGHT/LEGAL INFO	
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```
*-----*
| {3.00}          CONTACT IFORMATION          |
*-----*
```

This is my first complete walkthrough so please bear with me. Any gamer that has questions or comments may contact me thru e-mail my e-mail address is (www.delljr@bluebottle.com). Please header e-mail with TY3. Some gamers might find easier ways to do something or get certain items then what the walkthrough points out. I will take eaiser ways and will post in walkthrough with credit. I will try out new tech. to see if it is easier and if it is the case I will add to walkthrough and give credit were it is due. If two people e-mail with the same idea I will only take the first person idea sorry first come first serve. I will not accept valgur or spam e-mail if any e-mail in this manner is sent I will delete and no reply will be given. I do work a full time job also. So please allow one to two days for reply before sending another e-mail.

NO SPAM E-MAILS PLEASE

```
*-----*
| {4.00}          REVISION HISTORY          |
*-----*
```

VERSION 1.0

Started walkthrough, thru cassopolis and added legal info, contact info and added Gamecube,Playstation 2 Controls, Some Collectibles and some cheats.

VERSION 2.0

Add Redback Stash, thru Kaka Boom Island to walthrough. Added some more collectibiles. Add some missing stuff in Cassopolis add the cost of Buyip power ups, and some cost of rang chasis. Added the collectible map section. Fixed some miss spelled words and some grammer.

VERSION 3.0

Added www.cheatcc.com to aproved web site to host this faq. Added Southern Rivers after Kaka Boom Island thru Backwood Blizzard 2nd visit. Added some more collectibles, added rang stone collection and rang chasis setup and effects section fixed some more spelling and grammer and added some more Q&A. Added the X-Box controlls and add more credits

VERSION 3.5

Added collectible run 1 thru final boss to walkthrough. Fixed some missed spelled words and fix some gramer. Added more collectibles

VERSION 4.0

Went thru walkthrough and fixed alot of miss spelled words and alot of grammer mistakes and add one more Pitchure fram to the collection list for the one I missed. As for know this will be the Final but I'am subject to add in the later future if I see fit. Added somemore Q&A.

```
*-----*
| {5.00}          STORY          |
*-----*
```

Everthing's been quiet since Boss cass was put back in jail... a little too quiet. That is, untill the Bunyip Elder turns up and tells TY that he needs help!

Evil Spirits known as Quinkan have infected the sacred land of the Dreaming with their senseless war and only TY has the strength to banish them back into the portal from which they came.

To get something special at the ending you must retrieve a 100% game total that is finish all missions and collect all collectibles. Dont worry thats way I'am wright this FAQ for the people having a hard time finding all the collectibles. So if your trying on your own or with my help Good Luck and see ya at the end.

```
*-----*
| {6.00}                      CHARACTERS/ENEMIES                      |
*-----*
```

```
=====
[6.01]    CHARACTERS
=====
```

- TY The Tasmanian Tiger
- Shazza
- Dennis
- Maurie
- Fluffy
- Boss Cass
- Ranger Ken
- Julius
- Bunyip Elder
- Karlos
- Redback Jack
- Redback Thorn
- Ridge
- Sergent Bluey
- Bruce
- Tiberius
- Chockers
- Parrotbeard
- Snappy
- Lilly
- Lenny

```
=====
[6.02]    ENEMIES
=====
```

- PROTOQUIN- The Protoquin has a powerful arm and a wicked lashing tongue.
- ELECTROQUIN- The Electroquin adds significant fire power to the Quinkan arsenal. Its power ranged energy-ball attack decimate opposing forces from a distance. They also have a diving head butt and also powerfull arms for close combat.
- PYROQUIN- They have strong melle attacks and a tongue attack even more powerfull then the Protoquin's.
- LAVAQUIN- They fare at home in very hot enviroments and can survive under lava.
- UBERQUIN- These quys are the elite warriors caste of the Quinkan. Their huge frames boast crystalline spines down their back and have diamond sharp claws.
- QUINCRAB- The Quinkan has manages to assimilate sea life. TY should be wary of these enemies.
- SHIELDQUIN- These Quinkan are a bigger defensive player in the Quinkan army. It protrols the front lines to protect the more elite Quinkan ranks.

SKYQUIN- These flying Quinkans vehicle hell bent on eliminating Bush Rescue's fleet of Gunyips.

WINGQUIN- These enemies are capable of death-defying stunts at high altitudes. These guys are the cheif threats faces by the Gunyips.

MAGAMAQUIN- These powerful behemoth serves as the commander of the Quinkan army Its deadly molted tentacles and magma boulder attacks are formidable opponents. It's tough rock back exterior can only be craked by the shadow Bunyip or a Bunyip Laser Turret.

ZOMBIE FRILL-These Frills have been brainwashed to serve the Quinkan. These guys are tougher then previous Frills Ty used to know.

UBERFRILL- These creatures are warm-bloddness of a mammal to a normal Frill they still lurk throught Southern Rivers.

DROP BEAR_ These Bears are 1.5 Times of the size of a regular Koalas. They live in the tress and will drop down when Ty walks underneath.

SHARK_ These White pointers are commond throughtout the waters off the coast of Southern Rivers.

```
*-----*
| {7.00}                CONTROLS                |
*-----*
```

```
=====
[7.01.0]                GAMECUBE CONTROLS
=====
```

```
*****GAMECUBE CONTROLS*****
-----
|Green Button = A | Red Button = B      | Y Button = Y      |
-----
|X Button = X      |C (Yellow) Stick= CT |cONTROL Joystick =CS|
-----
|Purple Button =Z |Left Triger = L      |Right Triger= R    |
-----
|Directional Pad=D|Start Button = ST    |*****|
-----
```

```
*****
(7.01.1)    TY
*****
```

```
*****TY CONTROLS*****
-----
|Move Ty in any direction          =| LJ|
-----
|To jump                            =| A |
-----
|To Bite                            =| X |
-----
|To throw TY'S Rang's              =| B |
-----
```

```

| To open Ranges Selection          =| Y |
|(move the control stick to switch rangs) | |
-----
|To Dive Bite                       = |A&X|
-----
|Jump And Glide                     =|A&HOLD|
-----
|To Dive in Water                   =| X |
-----
|To Swim Under Water                =|A&HOLD|
-----
|Swim faster Underwater             =|TAP&HOLD A|
-----
|To Swip at eniemies within close range =| B |
-----
|Camera                             =| CT|
-----
|Pause Menu/Collectables list      =| ST|
-----

```

*****TY CLOSE RANG COMBAT*****

```

-----
|Jump                               =| A |
-----
|Bite                               =| X |
-----
|Swip Enemies Within Close Range    =| B |
-----

```

*****TY COMBO ATTACKS*****

```

-----
|Quick Slash                        =| B |
-----
|Slower Move powerful bite attack   =| X |
-----
|Quick left slash, followed by right =| B,B |
|Slash                              | |
-----
|Quick left slash, right slash,     =|B,B,B|
|uppercut                           | |
-----
|Bites and then uppercut            =| X,B |
-----
|Jump up then finishing move        =|A,B+A|
| (after an uppercut)               | |
-----
|Jump up do a finishing move        =|A,X+A|
| (after uppercut)                  | |
-----

```

(7.01.2) VEHICLES

*****SHADOW BUNYIP*****

```

-----
|Move The Shadow Bunyip             =| LJ |
-----
|Jump                               =| A |

```

|Fire Selected Weapons =| B |

|Punch =| X |

|Change Weapons =| Y |

|Jump And Glide =|A&HOLD|

*****EXTREME BUNYIP*****

|Move The Extreme Bunyip =| CS |

|Jump =| A |

|Fire Selected Weapons =| B |

|Punch =| X |

|Change Weapons =| Y |

|Swim in Lava =|HOLD A|

|Swim Faster in Lava =|TAP&HOLD A|

|Jump and Glide =|A&HOLD|

*****CRABMERSIBLE*****

|Move the Crabmersible =| CS |

|Jump =| A |

|Fire Homing Missiles =| B |

|Claw Attack =| X |

|Dive on Waters Surface =| X |

|Hop in/out of Crabmersible =| Y |

*****GUNYIP*****

|To Move Gunyip =| CS |

|Fire Machine Gun or Powerup =| X |

|To Boost =|Y&HOLD|

|Left Roll =|Left on CS + A|

|Right Roll =|Right on CS + A|

|Preform a Dip =|Down on CS + A|

|To Reverse 180 Degree =|Up on CS + A|

|Release Bombs =| B |

*****Cart Racing*****

```

-----
|To Steer Cart                =| CS  |
-----
|Accelerate                   =| A  |
-----
|Brake/Reverse                =| Y  |
-----
|Fire Primary weapons        =| B  |
-----
|Fire Secondary Weapons      =| X  |
-----
|To Change Cameras           =|UP or Down on D|
-----
|Powerslide                   =|Press&HOLD R|
-----
|Hop                           =|TAP R|
-----
|First Person View           =|Press&HOLD L|
-----

```

```

=====
[7.02.0]                PLAYSTATION 2 CONTROLS
=====

```

This credit goes to SilverPhoenix and a big thanks for the Playstation 2 contols.

```

*****|Playstation 2 Controls|*****
-----
|Triangle Button = T | Square Button = []| Circle Button = 0 |
-----
| X Button = X      | Left Joystick = L3| Right Joystick= R3|
-----
|Left Triger#1 = L1 |Left Triger#2 = L2 | Right Triger#1= R2|
-----
|Right Triger#2 = R2 |Directional Pad= D | Select Button= SLE|
-----
| Start Button = ST |*****|*****|
-----

```

```

*****
(7.02.1)    TY
*****

```

*****TY CONTROLS*****

```

-----
|walk/Run                    =| L3  |
-----
|Jump                        =| X  |
-----
|Double-Jump                 =|X, Tap, X|
-----
|Bite                        =| O  |
-----
|Dive-Bite                   =|X, Tap, O|
-----
|Swim Underwater             =|HOLD, X |
-----
|Swim Faster                 =|X<HOLD, X|
-----
|First-Person View          =| L2  |
-----

```



```

-----
|Loop-the-Loop                =|  X  |
-----
|180-deg Turn                 =|L3,UP+X|
-----
|Dip                          =|L3,DN+X|
-----
|Roll Right                   =|L3,RT+X|
-----
|Roll Left                    =|L3,LT+X|
-----

```

*****CART RACING*****

```

-----
|Steer                        =|  L3  |
-----
|Accelerate                   =|  X  |
-----
|Fire Primary Weapon         =|  []  |
-----
|Fire Secondary Weapon       =|  O  |
-----
|Brake/Reverse               =|  T  |
-----
|Hop                          =|  R2  |
-----
|Powerslide                   =|HOLD R2|
-----
|Change Camera               =|D-pad Up/Dn|
-----

```

```

=====
[7.03.0]                X-BOX CONTROLS
=====

```

This credit goes to TheLightsAreOn and a big thanks for the X-Box controls

```

*****| X-BOX CONTROLS|*****
-----
|YELLOW Button = Y| BLUE Button = X | RED Button = B |
-----
|Green Button = A | Left Joystick =LJ| Right Joystick = RJ|
-----
|Left Triger= LT | Right Triger= RT | Directional Pad = D|
-----
|Back Button = B | Start Button = ST|*****|
-----

```

```

*****
(7.03.1) TY
*****

```

*****TY CONTROLS*****

```

-----
|Walk/Run                    |  LJ  |
-----

```

Jump	A
Double Jump	A+A
Bite	B
Dive Bite	A+B
Swim Underwater	A
Swim Faster	A+HOLD,A
Open Rangs	Y
Throw Rang	X
Change Camera	D-PAD UP/DN

*****TY CLOSE COMBAT*****

Jump	A
Bite	B
Left/Right Slash	X+X
Left/Right Slash Uppercut	X+X+X
Bite Uppercut	B+X
Jump Uppercut Finishing Move	A+X+A

(7.03.2) BUNYIP CONTROLS

*****SHADOW BUNYIP*****

Move	LJ
Jump	A
Punch	B
Fire Selected Weapons	X
Change Weapons	Y
Jump Glide	A+HOLD, A

*****EXTREME BUNYIP*****

Move	LJ
Jump	A
Dive	B
Punch	B
Fire Selected Weapons	X

|Change Weapons | Y |

|Jump Glide |A+HOLD, A|

*****CRABMERSIBLE BUNYIP*****

|Move | LJ |

|Jump | A |

|Dive | B |

|Claw Attack | B |

|Fire Homing Missels | X |

|Enter/Exit | Y |

*****GUNYIP CONTROLS*****

|Move | LJ |

|Loop-the-Loop | A |

|Realease Bombs | B |

|Fire Gun | X |

|Speed Boost | Y |

|Left Roll |Press LJ Left,+A|

|Right Roll |Press LJ Right, +A|

*****CART RACING*****

|Accelerate | A |

|Fire Secondary Weapon | B |

|Fire Primary Weapon | X |

|Brake/Reverse | Y |

|Hop |PULL RT|

|Powerslide |PULL HOLD RT|

|Change Camera | D-PAD |

-----*
| {8.00} Walkthrough |
-----*

***** Watch the opening cutseen*****

=====
[8.01.0] THE DREAMING
=====

After the opening cutseen you and Shazza are the in the dreaming. Run forward and throw your rang at the three Frills after the first bend and collect opals after they are dead keep following the path north killing all Frills as you go. Keep following the path north till you reach a set of starirs. Go up the stairs and jump the gap on the stairs and stay to the left. When you reach the top drop dead all the eniems up here and collect the opals and go around the cincular area and break open the creats for opals. Then follow the path north to another set of stairs. At the top take care of the Frill and open the crates. Continue North to some more stairs and take care of the Frill and grab the crates as you go. Follow the hall around to the west and grab the two crates then follow the hall south up to some more stairs. Watch for the frills as you are going up the stairs. At the top of the stairs collect the crates and a basket for health if you need it. Follow hall east and north and get all crates on your way follow hall around and take care of the Frill. When you reach the set of stairs follow stairs up for a little CUTSEEN showing the Spy Eggs.

After the cutseen go around this area and take care of the Frill. After the Frill are taking care of there are some crates in the northeast area and nothwest area there is also a basket behind a tree by the red door and two creat on the platform to the right before you get to the door. After collecting all items in the area go to the platform by the spy eggs and start biting the pods to the next platform turn east alittle and bite the other pods to the next platform. At the top of this platform wait for the floating platform to reach you then jump on this platform and look to your left a little and you can see the item in the cage from the opeing CUTSEEN as you get close to the cage throw your rang to blow up the cage and then jump to that platform to snag the BUNYIP GUNTLES (which lets you fight close range with the eniemy). After you clame the Gunlets then watch the CUTSEEN. After the cutseen you will now me facing a diffrent kind of enemy these take a little bit to destroy so use combo attacks and if you look on top of the Quinkan they have a life bar on top of them. You must destroy all six of them to get the red door to open. After the red door is open then follow the stairs and take care of the Quinkan till you reach the top. For a checkpoint and then watch the CUTSEEN. After the cutseen Shazza will leave you and you know are in the SHADOW BUNYIP (Refer to the controls). Go around this area and punch those ugly Green giants. After all are taking care of then change to your Shadow Beam and blow up the Purple door then procede up the stairs for a quick CUTSEEN. After the cutseen take care of all the Quinkan the way you see best. After all the Quinkan are taking care of change your beam to Shadow Beam and blow up all the purple platforms holding the portal. After all are taking care of a CUTSEEN will take over to complete your mission.

=====
[8.02.0] RESCUE THE GENRAL
=====

After the CUTSEEN you must rescue the general. Just go up the path and take out the number of quinkans that show up the are three sets of three you have to take care of. After all are taking care of then a CUTSEEN will take over.

(8.02.1) NEW BURRUMUDGE

NOTE; YOU ARE FREE TO MOVE FREELY AROUND BUT TO GET ALL COLLECTAIBLES FOLLOW MY PATH TO CLAIM ALL THE COLLECTIBLES OR YOU CAN TRY TO RETRIVE THEM FOR SOME ARE HIDDEN PRETTY GOOD.

After the CUTSEEN from your starting position go stright and break open the grates for some opals then jump on the roof of the building and go to the back side of the deck to get PITCHURE FRAM(#1). Then grap the opals on the top and then jump to the ledge to your right. Then to the ledge to your left then go down in the pit then climp the ladder to collect PITCHURE FRAM(#2). Then drop down and follow the path to the first building on the right and jump to the roof and grap some opals and then jump to the green water tower to the spring pad to get on top of the water tower for a OPAL bag worth 200 opals. Then jump glide back down to the ground and countinue foward to the bridge and cross it and in between clothes line in PITCHURE FRAM(#3). Then jump glide to the ledge stright down and a little to the right for BILLIBE(#1). Then jump back up to the ledge and follow path to the rock formation to your left and go to the southerneast corner and jump to the ledge to your left and climp the ladder to the top to clam ORB(#1). Then jump glide back down to the ground by the bridge. Then follow path to your first camper jump on top the camper then turn around and jump to the building ledge to the other ledge for GOOBOO BERRY(#1). Jump back to the ground and contuine foward to the next building on your left to get a grate. Then continue following the path to the green tapoline and look at the building with the stairs at the bottom of the stairs look to your left and see a rock formation go behind this rock formation to grap PITCHURE FRAM(#4). Then go to the building with the stairs and climp the stairs. At the top turn around and jump glide to the platform with the PITCHURE FRAM(#5). Then jump glide to the tree with the BLUE STONE(#1) then look right wial still in the tree to claim PITCHURE FRAM(#6). Then jump to the ground and follow the ramp back up to the top and countinue foward and go past the building with the stairs and countinue till you reach an area were you cant go no further and to the ledge to your left you will see a platform you can jump and glide to and then another a little higher to claim BILLIBE(#2).Then return to the building with the stairs and go back by the ramp and jump glide to PITCHURE FRAM(#7). At the bottom were you landed go stright and you are were we started go to the building with the green light and go to the right side of the building and then jump to the top to get some opals. Then jump to the ground and go to the back of this building and by the rock formation is a trapoline to jump on to get PITCHURE FRAM(#8).

After doing all the collecting lets go shopping go to the building with the green light and buy the DUO CHASIS at the store and one upgrade of the fire stone and if you have enough cash get the Lasherang. Chasis We will be back later to do more collecting. So lets head for our mission from General Dennis. From the store head left and head to the white star on you map. Go into the elevator and ride it up to Southern Rivers.

NOTE AS YOU ADVANCE THERE WILL BE DIFFRENT AREA IN SOUTHERN RIVERS
I WILL CALL THESE AREA MAPS AS THEY BECOME OPEN TO YOU

=====
[8.03.0] SOUTHERN RIVERS AREA MAP 1
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After getting of the elevator follow the yellow sign to the left and follow the path around to the right and go up the slope and follow the path to Razor Back Stream.

=====
[8.04.0] RAZOR BACK STREAM
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As you enter the Razor Back Stream kill the Frills on the path and follow the path and drop down the cliff and take care of the Frills by the water.After the Frills are gone follow the water to the right. You dont have to worry about the Quinkans to your left as they wont bother you and follow the water path to the right. After a little ways you will see some Frills on your right you have to take care of so take care of

them. Then follow the water to the end and take care of the Quinkans to the left and follow that path to your left and follow it around to a water stream take care of the Frills across the water stream and cross the water

and follow that path to Maurie Watering Hole.

=====
[8.05.0] MAURIE WATERING HOLE
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Follow the path stright then to the right and then to the left to the campers. To the left of the campers maurie is siting on his perch go up and talk to him and watch the CUTSEEN.

=====
[8.06.0] THE BIG RACE
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After the CUTSEEN with Maurie you will be shown the track to race Maurie. This race is pretty easy. the only thing you have to do is be the last one alive everyone has a life bar above the cart when it reaches empty you loose. There ain't much of a streadegey hear. The only thing I can tell you is stay in the back and let most of them destroy the others intill there is only one left and go get it. After everyone is gone you are Rewarded a CUTSEEN. So watch the CUTSEEN.

=====
[8.07.0] MAURIE WATERING HOLE
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After the CUTSEEN go back to the first river and turn left a little and follow that path a little up on your right is an opening (it will be a green star on your map). Enter this area and jump down to the lower level and go around the bend and jump up on the floating platforms and follow path enter when the door opens.

=====
[8.08.0] CINDER CANYON
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As you enter jump on the crates to your left and jump on the ledge to get PITCHURE FRAM(#9). Jump back down to the ground and equip the fire stone to your Duo Chasis and burn all the spiders and cob webs in front of you. Ther are a few that will jump around at you. After taking care of the webs and spiders hit the red button on the rock wall and some floating platforms will show up. Dont hesitate on these for these are on a time limit. Jump to the top and get the 200 bag opals. Then jump back down to the ground and jump up on the ledge to you left and continue along the path and take out the Frills and a new enemy the Pyroquin these guys have a lashing tongue and alittle more nasty use your Duo with the flame stone equp. to take care of these guys. After there gone contuine along the path and take care of the Frills in the open area. After the Frills are gone then go back to the first pillar you past and jump on this and to another and to another and use the Spy Eggs to get to the other pillar then use the Spy Eggs to get to the another pillar. Then again use the Spy Eggs to get to the last pillar with KUROME ORB(#2). Jump back down to ground level and return to the first pillar and by the outhouse turn left and burn the webs and spider and at the very end hidding is BILIBY(#3). Then go back to the outhouse

and continue along the normal path. At the end of the last Pillar were you got the orb if you look you can see some invisible platforms (Due this if you got the lasherang chasis from the store if not skip this section and come back when you do have it). Jump on these platforms and at the top equip the Lasherang and lasherang over to that highest ledge in the distance to get 3 bags of 100 opals and 500 bag in the grass on the left side of this ledge.

Then go to the ground level and take care of the Frills and go further up the path and take out the Pyroquin. Then jump on the platform in front of you then to another till you get to the PITCHURE FRAM(#10). Then go back to ground level and continue along the path at the yellow sign there is a ledge by the rock wall jump on this and in the trees are 2 bags of 100 opals. Then continue along the path and take care of the Pyroquin and the Frills and at the top of this incline there are Frills and Giant Frills take care of these but dont drop down yet go back a little and jump on the now floating platforms to get KUROME ORB(#3). After you get the orb jump back to the ledge and jump down. In this area kill all the Frills and Pyroquin and then return back to the ledge and jump on the platform till you reach the floating platforms and jump across to claim PITCHURE FRAM(#11). Then follow the path and after the purple fungus things get ready to take on 6 Pyroquin. After these are gone then jump up on the ledge and continue along the path and take out the Frills and Giant Frills then continue forward till a CUTSEEN takes over. Then fight of the Frills intill another CUTSEEN then fight of the Pyroquin. After the last CUTSEEN go behind the chopper to collect PITCHURE FRAM(#12). Then follow Duke and take care of the Pyroquin as you go. After going down the path a little Duke wont move and talk about his ankle. So go across this rock bridge and take care of all the Frills and a new enemy Electroquin these are pretty easy to take care of so do so. After their all gone return back to Duke. What you have to do here is hit the broken bridge at the gaps to turn the bridge so Duke can cross. Do this all the way to the other side. Then continue with Duke to another bridge walk. What you have to do here is go along the bridge and hit the red dot on the platform to lower it so Duke can cross. Watch out for the Electroquin if they become a nusense then take care of them or you just can go foward without hesitating and you should be alright. At the end of this walk take care of the Frills and continue along the path till you see a purple platform. What you got to do is find the presure platform and stand on it intill it lowers a platform for Duke to get on. The first presure platform is to the left on a ledge jump up there and stand on this to lower the platform. After Duke gets on this platform jump of to the left and Duke will rise to the next ledge. After you jump of the ledge with the presure platform continue to the next ledge and take care of the Electroquin and stand on the next presure platform next to Dukes platform to lower it. After Duke get on this platform jump of and go to the left and jump up to the next ledge and take care of the Electroquin. Then stand on the next presure platform and wait till it comes across the gap and when Duke gets on jump of and go to the left and jump up on the higher ledge and take care of the Electroquin. After Duke gets across follow the path for a CUTSEEN. After the CUTSEEN jump down off the ledge and we are at were we started this level. go right to leave this area.

=====
[8.09.0] SOUTHERN RIVERS AREA MAP 1
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As you enter Southern Rivers take care of the Frills across from you and go left. Follow the path to the river and then go left then follow the river straight to the Green Star on the map. Enter the Tunnel and ride the elevator down. After reaching the bottom follow the tunnel till a CUTSEEN takes over.

=====
[8.10.0] BATTLE ARENA EPSILON
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After the CUTSEEN you are now in the Shadow Bunyip. You will Have 3 Phases

of battles to do.

1st Battle- You must shot 10 Quinkan to continue this is pretty easy to do. Just go around the arena and take out the Quinkan but watch out for the chainsaws in the walls and try not to get too close. After these are gone then the 2nd battle starts.

2ND Battle--In this battle you must take on 20 enemies these are a mix of giant Quinkans and Giant Frills. Just go around and take out all the enemies like before and watch out for the chainsaws again. After all 20 are gone then the 3rd and final battle starts.

3RD Battle--This battle is a little different and you meet a new enemy the Lavaquin. Which rolls at you and can deal damage on the Buyip. Overall this is still easy and all you have is 10 enemies to take out. Shot all the enemies and again watch for the chainsaws and the Lavaquin. Once they are all gone then a CUTSEEN takes over.

NOW THE GANG ARE BACK FROM BUSH RESCUE LETS GET STARTED DOING THE MISSIONS IF YOU BEEN FOLLOWING MY GUIDE YOU SHOULD BE AT 15% COMPLETED ALREADY.

AFTER THE CUTSEEN ARE OVER GO TALK TO KARLOS AND RE ENTER THE ARENA AT THE LOWEST COST.

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[8.11.0] BATTLE ARENA EPSILON SECONDD VISIT
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After the CUTSEEN from above reenter the Arena at the lowest cost and when you get in the arena go to the northeast opening and punch the switch several times to get the platforms on the wall to move. After punching the switch go back out to the arena and go to the right and jump glide to the platforms when there out to the top to get the FIRE STONE. Finish of the battle to leave the Arena. Then when you return after the battle leave thru the door.

=====
[8.12.0] SOUTHERN RIVERS AREA MAP 1
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After leaving the door go to the right and stand on the pressure platform to lower a floating platform hurry and jump on this platform. now you must jump on these platforms in a special sequence or they will disappear on you. Thanks for a FAQ and my self typing to give you this sequence. (Note the pattern I give you is the way you are facing after you jump to that platform). First from the platform you rode up on jump to the Right Corner, then straight, right corner, right corner, left corner, straight, left, straight, right, far right (must jump and glide to get to this), right corner, straight, left, straight, right corner, right corner, straight, left, straight, right corner, right corner, and who claim this KUROME ORB (#4). (Easter EGG: If you actually look under the platforms the fire goes out on the next two platforms you must jump to if your having problems). After you claim the Orb jump into the lake and go swimming for some opals. After you get done collecting follow you map back to the entrance to New Burrumudgge but dont go thru the door but turn right and enter the Crabmersible.

(8.12.1) SOUTHERN RIVERS AREA MAP 2

Get into the Crabmersible and go to the left on the road. Follow the path and kill all the Frills and Quinkans in your way. A little up the road there are fire spiting flowers to watch out for and bomb plants all around try not to hit the bomb plants and shot the flowers. Then break down the road block and destroy some more flowers. Countinue intill the intersection then go right to the wooden bridge and destroy the Frills on the bridge. Then look of to the right and you should see some blue floating block you can jump to. Jump accros these to get to the Water Stone.

From the Water Stone block jump to the bridge and go striaght and take care of some more Frills Quinkan and firing spitting flowers and more barracades. After there taking care of go to the back side of the circle drive and get out of the Crabmersible at the open gate and go talk to Duke for a CUTSEEN.

=====
[8.13.0] ALL YOUR BASE
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After the CUTSEEN with Duke you are know in the Gunyip. The object here is to fly around and destroy those big purple towers. Each tower has 6 yellow lights on them. After you destroy all yellow lights it will be destroyed. The yellow light are round the circle part by the top and there are 6 bases to destroy. There are also big purple monster like creatures known as SpiderQuin shooting at you and some Skyquin shooting at you also. There aint really no spiecial way to do this but to try to stay alive intill all six bases are destroyed. You only have 3 Gunyip to do it in or you will be taking back to Southern Rivers and you have to start all over again.

After there all are destroyed you get a CUTSEEN and get a Fire Stone.

=====
[8.14.0] SOUTHERN RIVERS AREA MAP 2
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Aftewr the CUTSEEN with Duke get back in the Crabmersible and head back to the wooden bridge. Destroying all the Frills and Quinkan and Fire Flowers. After getting back to the bridge turn left and follow the road to the next green start on you map watching out for big ships shooting lazars at you as you go. Once you arrive at the next mission hop out of the Crabmersible and you can buy up grades to your Bunyip if you want. After you get done shopping or decide to wait. Go see Sly in the other end of this area. Watch CUTSEEN.

=====
[8.15.0] BACKWOOD BLIZZARD
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After the CUTSEEN you are now in the Shadow Bunyip. As soon as you enter destroy the Uberquin and after there all gone contuine on the metal bridge about half way there is a switch on the left side punch this 7 to 8 times to get the floating platforms moving then jump glide to the floating platforms watching out that you dont fall or you will die in your Bunyip. After jumping over to the other side hit that switch 7 to 8 times and the platforms you are standing on will go in. Dont do nothing and let the platforms drop you down collecting opal bags as you go and at the bottom you get a Water Stone. After collecting the water Stone go over to the spring pad and it will spring you back to the bridge. Go foward on the bridge and contuine intill you get a CUTSEEN. After the CUTSEEN destroy the Uberquin and after the number of kills are meet the next door will open. Of to the right by the rock formation you can punch the ice wall to break it to collect some opals in some crates and a basket behind the tree.

After collecting the opals go thru the now open door to the next area and a CUTSEEN will take over. After destroying all the nubmer of Lavaquin destroyed contuine further thru the now open door for another CUTSEEN.

After the CUTSEEN destroy the number of Uberquin to countine. After the Uberquin are gone jump up to the ledge to the higher ground by the lava and countuine till some moving platforms. Jump across these to the end to get ready for a Mini Boss Battle.

(8.15.1) MINI BOSS BATTLE (Magaquin)

This is a pretty easy Boss Battle. His first attacks are swinging his tentecals around stay in a good distance away and when he turn around shot him in his back for him to loose health. Do this a few times and he changes his attack.

His next attack is slamming the ground with his tentacals which give a shock wave and he still slaps them around also. After he slams his tentecals to the ground jump up past the shock wave and the shot him in his back to take some more health. Do this a few times and he changes his attack again.

His next attack is he spits out Lavaquin out and swings his tentecals and slams the ground for a shock wave. Try to take out the Lavaquin wial watching his tentecals and as he slams the ground jump over the shock wave and shoot him in his back for some more health gone. Do this a few more times and he start shooting bolders at you. Hopfully you took care of all the Lavaquin and just watch his tentecals and the boulders he shots at you and when he turns around shot him in the back once or twice and he is no more.

After you took care of him then you get a CUTSEEN to watch.

=====
[8.16.0] SOUTHERN RIVER AREA MAP 2
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Get back into the Crabmersible. Then head left then take the next left then another left at the next intersection. Then follow the map to the green star on the map. Do the same as always and destroy anything in your way. Get out of the Crabmersible at the entrence to the area and head to the right and behind a tree is a bag of 200 opals. Then go talk to the kids and watch the CUTSEEN.

=====
[8.17.0] EXPERI MENTAL CART
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This race is kind of hard and tricky. Your cart goes really fast and then you have to watch other racers hitting your cart with powerups. Then you got to come in 1st. The only advice I can give on this race is look at the track and there is a shortcut you can take. Try to take this shortcut on all three laps. If you can hit the sortcut and not get hit by to many powerups then you should be alright. Just keep trying you will finally get it and get the 1st place. After you get 1st watch the CUTSEEN and get a FIRE STONE and another CUTSEEN.

=====
[8.18.0] SOUTHERN RIVERS AREA MAP 2
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After the CUTSEEN get back in the Crabmersible and look at the map we are going to the green start on the top right hand corner of the map. So go and ahead there and take care of anything in your way to your destination. Then get out of the Crabmersible and head inside for a CUTSEEN.

=====
[8.19.0] BOSS BATTLE

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This Battle is in Three phases it ain't a hard battle put will take a little time to get him.

1st Phase--This phase is the easiest of the three just run around the circle platform and when you reach a yellow switch on the wall hit it with your rang and a door will shut on him taking some health. (Dont try to hit him with your rang for he has a shield around him and you wont do no damage to him). Do this three times to get a little CUTSEEN and start phase 2.

2nd Phase--This phase is a little harder. You are are now in a smaller pit and his line of attack changes. He will start chasing you and then he throws thing thru the ground to try to hit you then he seperates into two alike and the preform a beam from each other and they do a circular motion. To do damage to him after he seperates and preforms the electro beam jump over the beam and when there done a pink glowing mark is on him throw your rang to take some more damage from him. Do this two more times to start phase 3.

3rd Phase--This phase is a little harder. His line of attack changes again. He know has a jump slam and he still throw thing thru the ground but know instead of having a electrobeam when he sperates they both chase you wial throwing things thru the ground. To give him damage after they seperate and start combining back together you will see a pink glowing mark throw your rang at him when this happens. Do this three times and he is no more.

After he his gone you can watch the CUTSEEN.

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[8.20.0] SOUTHER RIVERS AREA MAP 2

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Get back into the Crabmersible and head left and go thru the tunnle at the end which can be hard to see but it is there. At the end wait for the door to open and enter Souther Rivers Area Map 3.

(8.21.1) SOUTHERN RIVERS AREA MAP 3

As soon as you enter you are now in a diffrent part of Southern Rivers and a whole new map. Look at the map and just a little ways in you will see the entrance to your next mission.

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[8.21.0] DEAD DINGO MARCH PART 1

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As you enter watch the CUTSEEN. After the CUTSEEN follow the path and take care of the Frills and the Quinkans. Dont worry about the collectables we will be getting some of these before we leave this area. For now just follow the Uberquin to try to rescue Shazza. After going down the path a little you will get a little CUTSEEN. After the CUTSEEN contuine on the path and watch out for the swinging spikes and then the stick spikes further up. After you get past the secound ground spikes there will be a tree

crossing the path go to the left side and jump on the platforms to get over this tree. After you cross the bridge take care of the Pyroquin and cross over the bridge for a CUTSEEN.

(8.21.1) MINI BOSS BATTLE

WOW SHE LOOKS LIKE SOMEONE WE NOW MAYBEE FLUFFY. I THOUGHT WE TOOK CARE OF HER IN BUSH RESCUE WELL BACK TO THE FIGHT.

Now you are in a Shadow Bunyip as all the other fights so far this is in three phases. This battle can get really trick because of the camera and I thinks She has been practicing since Bush Rescue it doesn't take long and she will start knocking you out. So don't stand around for a long time. Lets get started.

1st Phase--This phase you must keep your distance from her if you get to close she can destroy you in minutes. She swings her fist and does a slam punch to the ground. To give her damage run around intil she does the punch slam then fire at her if you hit her at that point you will take some health from her. Do this three times and get phase 2.

2nd phase--This phase I think is a liittle eaiser then the first. She now runs around the outside walls at you and after a few minutes she will do a sumersault toward the middle. After she does her sumersault turn and fire at her if you hit her you will take some more health from her. Do this about three to four time and she will go to phase 3.

3rd Phase--Her third phase is both phase 1 and phase 2 together so keep running arround and you must shot a her when she does the punch slam to the ground. Hit her two more times and her health is all gone.

Then watch the CUTSEEN.

(8.21.2) DEAD DINGO MARSH PART 2

NOW ON TO COLLECTING SOME COLLECTAIBILES HERE.

Start of by going foward and grinding down to the pit to drop a ladder and go to the bottom of the pit. Then start jumping up on the platforms intill you get to the one you doped the ladder down and look down on that platform and jump down there to get PITCHURE FRAM(#13). Then climb the ladder and grind back to the top. At the top head left and as your going around you should start seeing a floating platform with wood spikes around it. Just before you get to it there is a liittle aclove to your right and a rock formation you can jump up to that to collect GOOBOO STEVE(#1). Then jump back down and go to the floating platform and jump on it and ride it to the top as you reach the highest point jump of and claim PITCHURE FRAM(#14). Then follow the path foward and take the first right. Go fowrad a little and watch out for a Drop Bear that will drop on you. Shake him of and then hit him with your rang to destroy him. After he is gone. Take your first right. as you get to the top of the little incline another Drop Bear will drop on you after you take care of him look to your right for some platforms. Jump to the top to claim PITCHURE FRAM(#15). Then drop back down to the ground and take the path stright ahead of you and down the path you will see two crates next to a tree. Break these crates to reveal a red switch. After you hit the red switch then follow the path stright to get to a ladder you just dropped with the red switch and climb to the top. At the top grappel accross with you lasherang to the platform with PITCHURE FRAM(#16). Then contuine grappeling accross to the gate and jump glide over the gate. Go to the open area and read the two sign one to the left and one to

the right. We will have to come back here when we get the Earth Stone and the Zoom Stone. So for now go back to the gate and use the platforms to the left to get back across. Then follow the path straight to the water watching out for Drop Bears on your way. Once you are at the water jump on the floating platform and ride it to the next floating platform and jump to the platform to your left to get PITCHURE FRAM(#17). Then read the sign. Then jump back to the floating platform you came from and jump to the other floating platform straight ahead. As you jump on this platform a ladder drops across from you ignore that for now and ride this platform up to the next floating platform. Then jump to the stationary platform and as you land some ladder drop. Climb the ladder in front of you to the top. At the top look down to your left and jump glide to the PITCHURE FRAM(#18) that's on an invisible platform. Then jump down into the water and swim back to the platforms you just came from and climb the ladder to the first platform. Then go to the left edge and equip a water stone to one of your rings and look up in the tree to see a Bilibie. Go into first person view and make an ice berg under the bilibie. Then jump and glide to the ice berg and jump to get Bilibe(#4). Then swim back to the platforms with the ladder and climb all the way back up to the top. Equip the laserang and grapple across to the third grapple point and swing and jump glide down to PITCHURE FRAM(#19). Then swim back to the platform with the ladders and climb back all the way back to the top and grapple again this time keep going straight at the end you will start sliding down the rope just before you get to the end jump off and grapple to the next grapple point. This can be a little trick if you miss swim back to the platforms and grapple across until you get it. After that grapple to the platform to get a GOBOO BERRY(#2). Then jump back into the water and swim all the way back to the platforms with the ladder on the way swim under water on your left to get PITCHURE FRAM(#20). After reaching the platforms climb back and jump back to the floating platforms and go to the right this time. As you reach the platforms jump onto the spring pad to be lifted into the air and glide to the next spring pad. Do this until you get to the top then glide down into the fence and swim under water to get KUROME ORB(#5). Then resurface and jump on the raft and hit the switch and jump over the fence and swim to the ladder by the rock wall and climb all the way to the top. Go forward and drop off the cliff and go to your left and climb over the big tree in the path on the other side take care of the Frills and there is a tree on the right of the downed log with a switch on it hit the switch for some platforms. Jump up on these platforms to get PITCHURE FRAM(#21). Then look to your right on this platform and you should see another switch in the trees. Hit this switch for some more platforms. Jump across these to another platform that drops a ladder. On this platform look again to the left and see another switch. Hit this switch for some more platforms. Jump across these to get to some platforms on the wall. Jump back and forth on these platforms to reach the top for KUROME ORB(#6). At the top look off to your left a little and you should see a stone and invisible platform going back and forth. Jump on this invisible platform and ride it over to claim the Water Stone. Jump glide back to ground level and take care of the frogs and then go back to the fallen tree and get on top. Go to the left side on the top of this tree and you should see another invisible platform jump on this and use the grind rail to get KUROME ORB(#7). Jump back down to the ground and go straight to the wooden spikes and jump across these and go past the swinging spikes and keep going to the second water puddle in the path and you should see a ledge you can jump on. Get on this and find the grinding point and grind to the floating platform. Then look closely to see some invisible platforms. Jump across these to another platform. Look for some more invisible platforms jump across these to the ledge on the wall. Then use your laserang and grapple across to another platform with a Earth Stone. After getting the earth stone jump back down to ground level and go back to the grinding rail and grind to the platform and jump across to get to the ledge with the metal grate. Equip the earth stone and break open the crate to get PITCHURE FRAMS(#22,23,24,25,26). After getting these follow the path and leave this area. We will be back later after we get the Zooming Stone to get the rest of the collectibles.

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[8.22.0] SOUTHERN RIVERS AREA MAP 3
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After leaving Dead Dingo Marsh look at you map and toward the south to see a green star that is were we are going follow the path and the map watching for Frills, Quninkan, Fire Flowers and Bomb plants. When you reach a part in the path were there is a tree with brances blow these up to advance and contuine to the green star. As you go to the water by the green star watch out for sharks and exit the Crabmersible and head thru the linear tunnel.

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[8.23.0] CASSOPOLIS
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As you enter this area go to the right all the way by the shop on your map and climb the stairs. Break open the metal grates and get PITCHURE FRAM(#27). Then Enter the shop lets spend some opals we have been collecting. Buy the Smash Chasis, and the Ring Chasis then by a Zoom Stone if you have enough buy a Warp Stone and a Air Stone. You should almost have enough if you been collecting Opals on your way if not go get some. After shopping exit the shop and go back down the stairs and turn left to find some more metal crates to break and one has PITCHURE FRAM(#28). Then look to the right on the wall and you should see some platforms that you can climb climb to the top to get BIBLE(#5).Go back to the entrance and right before the entrance on the left you will see a girl dancing look above her head to see a red switch hit this switch and then a count number 5 will be displayed on the screen. We are going to get the other 4 now. Go North a little and you should see a big tank with green liquid go past this a little and there are some pipes by the wall in between the two is switch #2. After hitting this switch go north again and go behind the middle structure and half way down look up in the cieling and you should see the switch. Equip the zoom stone and hit switch #3. Contuine on and as you turn left look right and right beside the big pipe on the right is switch number #4. Then under the big pipe is a metal crate to break for PITCHURE FRAM(#29). Then contuine to the entrance door and look above it to find switch #5. All these switch extracted some platforms we will get to in a minute. For know turn around and see those two big metal block go to the one on the right and behind it break the metal crates to get PITCHURE FRAM(#30). Then turn around and jump on the platforms on the middle structure these are what the red swtiches extracted. Jump to the top to get KUROME ORB(#8). Go back down the platforms and turn right go down and on the right wall you will see a yellow switch. Hit this switch to bring down a ladder. Climb the ladder and follow the rail around to a pressure switch. This part get really tricky if you stop at any giving time you will have to start again. After standing on the switch start running across the platforms they only extract once and in a sequence. Run on the firtst set and as you get to the last one a sping pad extract jump on to it to get to the next set run on these and at the block in the wall jump to the next set to the warp pad. Your are now warp to another section but dont stop running for these are also on the same sequence but a little more tricky. Run across these and jump over the gap and collect PITCHURE FRAM(#31). As you are almost at the end jump glide to the end to get BILIBY(#6). Then go thru the wrap pad and to a platform to get Chrono Stone. Then turn left and jump down and head to the little open alittle to the left and go in here. Break open the metal crates. Then see those platfroms moving in and out we are going up here this is alot of timming jumps. Jump up on these and when you get to a point we you see a tunnel jump inside and break the metal crates to get PITCHURE FRAM(#32). After all the crates are busted there is a BILIBY(#7) by the grate. After collecting these go back out and climb the ladder on the right and start jumping again all the way up to get a Ultra Stone. After you get this stone jump glide to the bottom and leave this area out to the the big open area and go back by the entrance and start jumping on thosse extracting platforms intill you get to the end and

stand on the presure plate to realese a spring pad by the middle structure on the side you are facing. Go there and jump on the spring pad to get spring around in a set of bounces as you get to the end glide to the bottom rail and break open the metal crates to get PITCHURE FRAM(#33). Then jump to the higher rail breaking the metal crate and then to the next higher rail to get KUROME ORB(#9). Then equip the Ultra Stone and look up and throw it in the invisible switch up hear and some platforms will extend to get to the other side. Hit this yellow switch in the gate which realease another ladder we will get to in a few but for know equip the laserang and look up for the grappel point and start grappeling around to the left to a spring pad and then to another grappel point then to a warp pad. Try to hit this warp pad right in the middle. As you warp you will be sent on another spring pad and if you didnt make the middle of the warp you probaly will miss the higher rail so go spring around again and keep trying intill you reach the rail. Once you reach the rail collect the Water Stone and go to you right and break the metal crates and then go to the left side break the metal crates to get PITCHURE FRAM(#34). Then jump glide down and head to the tunnel to the right of the entrance and climb the ladder in the corner and go around this upper level braking metal crates to get PITCHURE FRAM(#35,36). Then leave this area and head to the tunnel in the back. Break the metal crates to the left and infront of you and then climb the ladder on you right this is what we release with the yellow switch in the cage. Get on this rail and then jump on the extracting platforms and look close for a grinding rail which is hard to see but it is there grind to the next rail then jump across the extracting platforms to the spring pad then break the metal crates and jump to the next extracting platform to the platform to your right to get GOOBOO BERRY(#3). Then jump down from this and head stright to get a CUTSEEN. After the CUTSEEN leave this area. If you have enough Opals buy a Ppwerup for your Bunyip if not there are many more shops you can buy these at. Leave this area to Souther Rivers.

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[8.24.0] SOUTHERN RIVERS AREA MAP 3
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Look at the map of this area see that green star at the east side of the map that is were we are going so go ahead and head there and do the same as always and take care of the enemies and pick up opals. I will see you there.

Once you arrive get out of the Crabmersible and talk to the Redback gang. Then watch the CUTSEEN.

=====
[8.25.0] REDBACK STASH
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This race can be a little trick you must pick up all the Thunder Egg pieces and get in 1st place (if you get in 1st without all the Thunder egg pieces you will automaticly get 8th place) all the wial you are getting hit with powerups. The only good thing is this cart is slower then the race before. The Thunder Egg pieces are the purple dots on the track map. My only advice is go around a couple of time to get your self fimilar to were all the pieces are. After you are fimilar with the pieces then give it a try. The best thing I found out to do is get all the pieces on the first lap then all you have to do is try to stay in first the rest away to the finish once you do all that watch the CUTSEEN.

=====
[8.26.0] SOUTHERN RIVERS AREA MAP 3
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After the CUSTEEN bring up the area map again. If you look just south of here you will see a shop and if you look closely there is also a green star. Head there as you leave you will see a number pop up on the screen. All you have to do is destroy 10 Zombie Frills within 2:00 minutes. When you do this you will get 500 opals. Just move around this area alittle and they will pop out of the ground. If the time get really low just go north or

south intill the nubmer disappers and come back and you will start over.

Then lets get back to our mission as you get out of the Crabmersible go to the Shop. We have to buy the Shadow Beam if you didnt buy this in Cassopolis and then we also have to buy the Grav. Grenade you will need 10,000 Opals. If you dont have that many then go get some opals to get these items. Once you have purchased the items then go alittle to the west and talk to sly for a CUTSEEN.

=====
[8.27.0] WINTER WOODS 1st VISIT
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After the CUTSEEN you are now in the Shadow Bunyip again. We have to power up 6 generators for Boss Cass. As soon as you take over TY take out the Uberquin. After he is gone then read the sign. You can use either the Shadow Beam or the Laser. I use the laser for it seems to power the generator quicker. So power up this Generator #1. After this is done go alittle north and look to your left and see the lava lake jump down to the ledge below you then on the right side of the lake are some platforms. jump on this by jump glide to the first one then to the next and to the tree branches over the third is BILIBE(#8). After getting the Bilibe jump to the next platform to get sprung back up to the place we started. Contuine foward and take out the Uberquin any way you see fit. If you want to practice the Grav. Granade knows the time to do it. After these are all gone follow the path north then at the intersection take the right path. At the ledge jump down and head to the right and read the sign. Jump on this blue platform and go to one of the corners of this platform and hit it with the Grav. Grenade to be lifted up. Jump to the ledge and take care of the Uberquin up here and after there gone power up the Generator #2. After you power this generator a small cutseen will take over but dont worry about this at the moment we will get to this shortly. Then jump back down and go to the left side of this area and jump on the platforms. Once you get to the higher ledge take care of the Elecroquin. After there gone get on the blue platform and use you Grav. Greande and ride it up at the high point turn right and jump to the first pillar. On this Pillar equip your laser and go into first person view and shot the Generator #3. Three down 3 to go. After this Generator is powered jump down and countuine up the path and get on the blue platform and do the same. As you are going up face the door infront of you and a little to your right and equip the laser. As this platform is going up start shooting before it goes back down to get Generator #4. Then backtrack to the intersection before and take the left path this time. Countinue to the lava and look there is the platform that was shown in the cutseen. So lets jump on this and you must shot it with the Grenade to get it to rise. At the top jump of to the ledge. Then look stright ahead see that rock formation go behind it and jump to the top to break these rocks to show the Generator #5 and power it. After that is done look to your right and there is a platform moving up and down get on this and ride it down to the bottom. Then jump to the first blue platform and raise it and jump at the top to get the PITCHURE FRAM(#37) and try to hit the secound platfrom without going in the lava. On the secound platform do the same thing to get PITCHURE FRAM(#38). When you land on the third platform ride this on up and jump to the pillar to get BILIBE(#9). Then back track to generator 5 and follow the path to the left. Go down alittle and a CUTSEEN will take over. Take out the Electoquin which is quiet a few. After there all gone the door will open and let you contuinue. So countuine up the path. In this open area you must hit three yellow switches to lift the steel case of the generator. The first swtich is to the right hit this switch and turn around and look above the entrance door to see another switch. Go into first person view and shot the switch. After this switch is hit the third switch is on the left of the generator hit this switch. Power up the Generator #6 and a little CUTSEEN will take over. We have to backtrack all the back by the lava lake in the beginning so head there and just before you get there look of to you left and get ready for another MINI BOSS BATTLE.

(8.27.1) MINI BOSS BATTLE

This Boss battle is a little more difficult than the first. This time the area is really small and it's hard to move around. Now he starts off throwing boulders at you and swinging his tentacles around. These boulders are hard to avoid. This boss is the same as before after he does an attack he turns around and shows you his back side.

Start off by jumping down here to start the battle. Watch out for the boulders and his tentacles after he swings his tentacles he will turn around and give him a shot. Do this type of attack until his health is about half way.

Now he does a slam with a shock wave and the boulders are still there and the swinging of the tentacles.

Watch for the slam and jump when he does this then he will throw some boulders and then swing the tentacles after all this he will turn and show the back side give him a shot. Do this until his health is gone and get a CUTSEEN.

=====
[8.28.0] SOUTHERN RIVERS AREA MAP 3
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After the CUTSEEN you are now back in Southern Rivers. Jump to The Plane pad right in front of you and jump up to get PICTURE FRAME(#39). Then go get back in the Crabmersible and pull up your map. See the Green star all the way over by Cassopolis go there and do the same and just watch out for the Sharks in the water.

As you enter here you will see a plane and look up by the plane you should see a warp stone. Equip the warp stone and go close to it and jump and throw the ring to grab on. Once on top go to the other side to get PICTURE FRAME(#40). (If you didn't buy this in Cassopolis then come back here to get it after you buy it).

After you get the frame jump back down and talk to Duke.
Watch the CUTSEEN

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[8.29.0] COSSIE ATOLL
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This is another mission with the Gunyip. This one is a little easier than the one before. What you have to do is see that big purple LadyBug you have to escort this and open the way for it without it getting destroyed.

Fly around and see the purple barricade on the path throw some bombs at it to destroy it and start trying to take out as many enemies as you can and just keep following the bug or go ahead of it a little to get the other barricades there are powerups you can retrieve. Just don't get too far ahead of transport just in case you didn't take out the barricade all the way. If the transport comes to a barricade and it is not destroyed all the way it will stop and all the enemies will start hitting it and take away some damage to it. Keep following this to the end which isn't all that long. You have to destroy 5 barricades to end this mission. Once the transport gets to the end the mission is over.

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[8.30.0] SOUTHERN RIVERS AREA MAP 3
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Bring up the area map and just above the last mission you will see a Green Star go to that area and get off the Crabmersible. Then go through the little tunnel and as soon as you get to the other side go to the right and go to the top of the arch. Take care of the Electroquin up here and get PICTURE FRAME(#41). Go back down and take care of the Electroquin here and bypass the Redneck gang for now. Go straight to the right for some more Electroquin. Then go to the right by the fence to get a 200 bag of opals. Then go down to the water and swim to your left. You can go swimming under water here to take care of the sharks and pick up the opals under water. Then swim to

the island to your right and as you get on the island take care of the Electroquin. Then jump on the hut for some more opals. Then go between the rock formation and on the other side go to your right and follow the cliff up and in the upper right corner is PITCHURE FRAM(#42). Then go back down and continue forward and at the water see that island to your right that is where we need to go. Take care of the sharks as you see fit. Once you get on this island follow the path to go over the arch and follow this path to the end to find GOOBOO STEVE(#2). Now go back to the bottom of the arch and follow the water edge all the way around until you see an island with an Orb on it. Go into the water and take care of the sharks. Once all the sharks are taking care of go back to the rocky edge and equip the water stone to a range of choice and start making ice bergs to jump on all the way to the island to get KUROME ORB(#10). After getting this look to your left and swim to that island. Once you get to that island. Walk to the other side of the arch and follow it to the top and in the far side is BILIBE(#10) (this one can be hard to find but it is there). After getting the Bilibe go to the north side by that building and jump glide to the platform above the green light and climb the ladder and walk around to get GOOBOO BARRIER(#4). Keep on walking around to pick up some bags of opals. Then drop to the ground and enter the store. This store has all the collectible maps buy anyone you want just remember we still have a lot of things to buy yet like stones and powerups for the Bunyip. After you get done shopping go to the next island to your left. When you enter this island go under the first arch to get PITCHURE FRAM(#43). Then go to the left side and walk up the incline and by a set of three trees is BILIBE(#11). After that is done go see DUKE for a CUTSEEN.

=====
[8.31.0] KAKA BOOM ISLAND
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Start off from your starting position go to the left past the spy wing and see that rock formation go to the back of it jump on the grate then to the higher ledge and look in the tree branch for BILIBY(#12). Then jump back down and swim under water to the right to get PITCHURE FRAM(#44). Then return to where you started and talk to Dennis. After talking to Dennis follow him a little bit and he uses his Boozoka on some Frills. After you get to the first mound in the water look to your right and see those grates. Equip a Ultra range and look in the top crate and hit the switch to get an invisible platform to start moving above the top crate jump up the with the Ultra stone still equip and jump to the invisible platform to get KUROME ORB(#11). Then return back to the first mound and then go straight to the smaller mound and to the right in the water in the weeds is PITCHURE FRAM(#45). Then follow Dennis straight and to the left taking care of the Frills and Electroquin. After you reach the next land go all the way to the right and by the edge of the land in the water is PITCHURE FRAM(#46). Then continue on the path once you reach the checkpoint equip your Smash Chasis or Ring chasis and equip at least two earth stones and then look at the wall to your left by the checkpoint and break open the breakable wall. Jump up to the ledge here and head left to get GOOBOO STEVE(#3). Then go back to where you came up here at and head between the rock formations to the end to get BILIBY(#13). Then go to the entrance of this alcove and right before you jump down head to your left and get GOOBOO BERRY(#5). Now you can leave this area and continue down the path keep the range equip with the earth stone for this will help you with all the enemies here. Go up a little from the checkpoint and a CUTSEEN will take over. Throw your range with the earth stone at the Crab to blow it up with one hit then Dennis should blow up the barricade on the path if not then throw your range and blow it up. Follow the path and throw your range and blow up the big grabs here along with the Frills. Continue down the path and then stop at the checkpoint and the rock wall look right of the rock wall for PITCHURE FRAM(#47). After collecting the fram continue down the path for a CUTSEEN. After the cutseen go thru the tunnel and watch out for the rolling spikes. and continue to the saw blade. Jump up by the saw blade and look to the right for a switch throw the range at the switch and the rolling spikes and the saw blade will disappear. Then Dennis will rejoin you then continue and right after the saw blade look to your left for a water fall jump down here and swim to the KUROME ORB(#12). Then return to the path and

look to the right of the saw bald area and blow up the explosion crate and on the other side of this jump down to the water. After you are in the water swim under water to the right to get a Magnet Stone. After getting the stone then swim all the way to the left to get KUROME ORB(#13). Then return to the ladder and countuine down the path taking care of the Frills and go up the starirs and go out the other side for a CUTSEEN. Countuine up the hill and watch out for the boulder coming down the hill. Keep following the path down intill you reach the Lava. Then jump accross the first lava river then jump accross the secound. Then jump to the water to the right and go to the island in the middle to get PITCHURE FRAM(#48). Go by the fence in the water and follow it to the right and under water is a log swim down and thru the log to get PITCHURE FRAM(#49). Then countuine in the water to the far right and get KUROME ORB(#14). Swim all the way back to the nomal path and countuine on the path. Jump over the little volcanoes and wach out for there spray. Jump accross the first volcano and the look to the right for some platforms in the lava jump on these all the way to the end to get a Earth Stone. Go back to the path and contuine jumping over the volcanos to the other side. On this side go around and take care of all the Lavaquin and Electroquin. After there all gone go back to were you jumped over the last volcano and to the right in the grass is PITCHURE FRAM(#50). Then follow the left wall all the way around past the checkpoint to get PITCHURE FRAM(#51). Then still follow the left edge to the water and in the water is PITCHURE FRAM(#52). Then countuine to Dennis for a CUTSEEN. After the CUTSEEN go to the right of Dennis and follow the water to the island with PITCHURE FRAM(#53). The go back and swim accross the big hole all the way to the other side is an little island go behind this island and in the water is a BILIBE(#14). Then go into the big hole and at the bottom you will get a CUTSEEN.

(8.31.1) MINI BOSS (WATER CRAB)

This Boss Battle is kind of hard if you ain't good in swimming. If your have way decent then this should'nt be all that diffucult. The hard part is you are in the water and there are three air bubbles you can get to regain your oxegen. This Crab will blow a green wave at you and if you get to close to him then he will start swingging his claws.

To take his health away you must hit his red eyes as they extand out. This is the best way and quick way I found how to do this.

Stop swimming alittle above him and out a little by doing this he will not blow out hit green wave at you. Go into first person view and wait till his eyes extend and hit them. You have to hit each eye three times to take away all his health. By doing this way you should be able to take care of him way before you run out of air. After the last eye is hit then you get a CUTSEEN, and you are back up were Dennis is.

After the CUTSEEN the Spy Wing is now accross the water go to it and leave back to Southern Rivers.

=====
[8.32.0] SOUTHERN RIVERS AREA MAP 3
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After getting back to Southern Rivers go all the way back to the beginning of this area. At the beginning look of to your left to see another piece of land to your left swim over there and take care of the Electroquin on the beach. After there taken care of go to the left side of this beach and go up the incline there and look across the water to another piece of land. Do a running start and do a jump glide to the middle island. This jump can be tricky but you can make it if you do it right you will grab on the edge and then pull yourself up to get PITCHURE FRAM(#54). Then go back to the beginning beach and talk to the Redback Gang for a CUTSEEN.

=====
[8.33.0] DEMOLITION DERBY
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This is a pretty hard race. This actually took me several times before I got it. What you have to do is be the last one left and to make it harder you only have 5:00 minutes to do it in. Some of the other racers destroy other racers but this is still pretty difficult to do. You only have two spots where powerups are located and some of the boxes are empty also. There is also a car grind bar located at a couple of different locations.

The best advice I can give is try to stay with the pack and watch out for the first turn after the starting line. This curve is a doozy and if you hit the tree you will have to reverse to get back on the path, and while doing this the other racers will throw powerups at you taking away your health. I found to try to get a Doom powerup or an Ultra powerup. If you get either one of these wait for most of the pack to pass you a little and throw it in front of you to damage a lot of racers at once.

Just keep trying this and you finally will get it. This might take a while so just be patient and try not to throw your controller through your screen like I really wanted to do a couple of times. Isn't funny how some game should come with anger management.

After you finally get them all you will be awarded a CUTSEEN.

=====
[8.34.0] SOUTHERN RIVERS AREA MAP 3
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After the above race get back into the Crabmersible we are going to go pick up some collectibles on the way to our next mission. After getting on the crabmersible look to your left see those bushes drive through them to get PITCHURE FRAM(#55). Then head to Cassopolis. As you arrive at Cassopolis go to where the fire spitting flower is and to the front and right is a bush drive through it to get PITCHURE FRAM(#56). Now bring up your map and look in the southwestern corner see that little loop spot head there. Once you arrived there go to the right side by the fence and go in a little you should see some platforms. Jump on these with the Crabmersible and jump across to the end to get a Choro Stone. Then hop off this platform and look to the right for some bushes drive through them to get PITCHURE FRAM(#57). Now follow the path back to the east and after you come to the branches you have to blow up to go further go to the right path and the first bush on the right drive through it to get PITCHURE FRAM(#58). Then follow this path east then north until you get to the bridge and as soon as you cross the little river not too far after you get on this bridge look to your left and in between two trees is a bush drive through it to get PITCHURE FRAM(#59). After collecting the fram go back to the bridge and head north and follow it to the right and you will arrive in an open area with a little water. In this area look to the left and you will see some platforms jump on these and jump across to get a Magnet Stone. Then go back to the bridge and go past the platforms to the end in some water take the Crabmersible down in the water to the right to get KUROME ORB(#15). Go back to the bridge and go toward the exit and at the exit before going through follow the left wall around and just before a water gate to the left is a bush drive through it to get PITCHURE FRAM(#60). Then go back to the bridge and pull up your map see that shop across from you that's where we are heading. After you arrive get off the Crabmersible and go to the shop we know have to buy the Thermo Cannon. You are going to need 6,000 opals. Hope you haven't been going on any shopping spree. If you don't have that many then go get some opals until you can buy this. Once you buy the Thermo Cannon go talk to Sly and watch the CUTSEEN.

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[8.35.0] WINTER WOODS 2nd VISIT
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You are now in the Extreme Bunyip. We have six more Generators to start up and this one is a little more difficult. So let's get started.

First of all take out the Uberquin and countinue straight ahead taking out the Electroquin and drop down and take out the Uberquin. then take the path to the right and jump on the first floating platform and then to the second from the second platform equip your hook and look straight up and see the

grappel hook up there throw you hook from here and it will lift you to the platform. Equip the Thermo Cannon and start Generator #1. Then return all the way back to the beginning. when you arrive a the lava lake on both sides. Jump into the lava lake to you right and go under the lake this Bunyip is made for hot temps so you wont loose damage. Go under the lava and watch out for the Lavaquin down here and in the middle of this is another hole go down in that and swim thru the tunnel picking up PITHURE FRAM(#61,62,63) and a Earth Stone at the end. Go back out and re surface and jump on the spring pad to get lifted back up. Then look across the same lava and see the grappling hook go to the very right edge and throw the grappling hook to get lifted to the platform. Then jump up to the next and then throw the grappling hook to the next to get lifted to the higher ledge. Take care of the Pryroquin and power Generator #2. return back to the main path once more. Now look to the other side and jump into the lava and again drive down and thru the hole in the middle and thru the tunnel to get PITCHURE FRAM(#64,65,66) and a Water stone at the end. The go back and re surface and go back up to the main path. Look across this same lava and see the hook grappel to the next platform and then grappel to the higher ledge. After reaching the top ledge look of to your right and see that ice wall break it open and follow the ice birdge down and then go behind this bridge and get BILIBY(#15). Then countuine accross the ice bridge across the lava and jump up the red stairs and at the top is BILIBY(#16). Then go back down these stairs and then punch the red stairs all the way to reveal the Generator #3 and a Mega Stone. Then leave this area and go back to the main path and go to the left and you should come across a metal bridge in the air go to this and walk up the bridge watching the swinging spikes and at the end is Generator#4. Go back down to the main path and follow the path. After the first pit and at secound pit there are alot of Lavquin. Jump down here and take care of all the Lavaquin Then follow the path to your right and at the end look up for a grappel hook and grappel up to the higher ledge and take care of the Electroquin up hear.and walk up the yellow bridge and jump across the gap and get PITCHURE Fram(#67,68). Watch out for the trap doors under the pitchure frams. Go to the end and hit the lifted part of the bridge to knock it over to reaveal Generator #5. Then go back down were you fought the Lavaquin and go up the stairs here and take care of all the Electroquin look to your left a little and see that platform we got to get it started. Go back down the stairs and to the right of the staires is a yellow switch hit that and hurry to that platform for this platform is on a timer. Once you get on the platform ride it to the top and power the Generator #6. Then watch the CUTSEEN

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[8.36.0] SOUTHERN RIVERS AREA MAP3
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Get back into the Crabmersible and we are going to do a little more collecting. On the way go past the race track on your left and then go past the blue liquid that slows you down and at the bridge right before the water there is a bush drive through it to get PITCHURE FRAM(#69). Then look to your right you will see a bunch of brances that look like a maze. Look for the entrance that is slightly across from the last fram. Go in and go immeditaly left then right then left then go stright and blow the branches that block you path and get PITCHURE FRAM(#70). Then go to the other side by the purple stone and blow up the branches here to get a Warp Stone. Then go back to the bridge and at the intersection take the right then go down just a little and look to your left there is a small tree between two big trees go behind the small tree to get PITCHURE FRAM(#71). Then go back to the intersection of the bridge and take the left path. Then pull up your map and head toward the green star. Dont enter yet go to the left and by all these branches go inside and blow the branches up and head to the back to get GOOBOO BERRY(#6). Then return to the green star and get of the Crabmersible and then enter the tunnel and ride the elevator down for a CUTSEEN.

=====
[8.37.0] BATTLE ARENA GAMMA
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We are now in a battle arena. You now have to complete 5 rounds to complete this mission. First thing after the CUTSEEN is equip you ring chasis and put (3) Earth Stones and (2) Mega Stones and watch all these guys just blow up.

Before blowing up everthing go to where there is platform in the lava and jump across these to get a Water Stone and countuine on the Arena.

1st Round Take out 10 Pyroquin. After all these are gone you will start the 2nd round.

2nd Round This round you have 10 more Pyroquin. With this type of a rang these guys dont even have a chance. After there all gone the 3rd round will start.

3rd Round Now the enemies are changed you know have 5 Shieldquin and 5 Proyquin to take out these are still pretty easy with this rang just start blowing them all up. After there gone then the 4th round will start.

4th Round This round changes again you know have 20 Zombie Frills to take out. Once again this round should not take to long to complete. Once there all history the 5th and final round will start.

5th Round You know have to take out 4 Lavaquin which is still pretty easy but you might have to throw is a couple of times to get them Just try to get them before they start rolling. Once there all gone you will get a Air Stone and a CUTSEEN.

AFTER THE CUTSEEN LEAVE THIS ARENA.

{8.37.1} SOUTHERN RIVERS AREA MAP 2

After getting back to Southern Rivers Area MAP 3 we now need to head to Southern Rivers area map 2. On the way make sure you have enough Opals for we have to buy another Bunyip Powerup which cost 5,000 opals. if you dont have that much then collect the opals needed.

After entering Sothern Rivers Area MAP 2 pull up your map and look to the bottom and head there.

Once you arrived get of the Crabmersible and go to the shop and buy the Satelight Strike. Once you have bought that then leave the shop and go talk to Sly for a CUTSEEN.

=====
[8.38.0] BACKWOOD BLIZARD 2nd VISIT
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After the CUTSEEN we are now in a Extreme Bunyip again. This mision we have to destroy 8 Eggs. The eggs are the pink dots on you map.

Start of by taking care of the Uberquin then countuine up to the wall and change over to the Satelight strike and take out Egg #1. The turn around and use the satelight Strike on the ground next to the tree to blow out the ice. Then drop down and break open the metal crates and get BILIBY(#17) and some opals. then use the spring pad to get back up. Then countuine on the bridge and at the first corner look of to you left and jump to the ledge down buy the lava lake and take care of the Uberquin and get BILBIE(#18). Then drop down on the next ledge and brake open the metal crates for PITCHURE FRAM(#72). Then jump into the lava lake. Swim over to a platform with floating platforms next to it. Then break open all the metal crates on this island and get some opals and PITCHURE FRAM(#73). Then stand on the pruple switch across the spring pad and then jump on the moving platforms and then at the end of these jump on either the right or left floating platform a little higher then to the higher ledge. Then take out the Uberquin then break open all the metal grates up here to get PITCHURE FRAM (#74) and destroy Egg #2. Then go back to the island with the spring pad and

use it to get to another platform. On this platform look of to your right and you should see a grappel hook. Grappel over to the ledge and take out the Uberquin and destroy Egg #3. Go thru the little passage here to a lava pond and jump in and swim stright down and go thru the long tunnel. After you resurface jump on the platform to get BILBIE(#19). Then go across to the land take care of the Uberquin and break open all the metal crates then next to the tree you will see a ice form blast this and go down there and break open the metal crates for PITCHURE FRAM(#75). and destroy Egg #4.

Then go up the ice stairs take out the Uberquin up here and Egg#5. Then look for another little lava pond and take this watch out for the Lavaquin in the lava thru the tunnel and swim to the other side. Jump up on a platform then to a higher ledge. take out the Uberquin break open the metal crates and get Egg #6. Then look for some floating platforms in the air and look on the walls here and you should see two spot that are ice covered. Go to each ice covered wall and blow up the ice to reveal a switch and hit each switch 7 times to get the platforms moving. Once there moving then start jumping on these and at the end you will get a Fire Stone. Then return back to the lava lake and swim back thru at the intersection go right and watch for the Lavaquin then surface and follow the yellow arrow. Once you enter this room do not enter thru the left door or you will have to take out some Lavaquin and some Uberquin when you return. So instead go up the stairs at the top there you will see an egg plant look to the right and you should see a wierd look wall. break this wall and enter here to get BILBIE(#20), and PITCHURE FRAM(#76). Then return back to the plant and jump across the moving platfroms to the other side then go to your right and destroy Egg #7. Then jump up the stairs break open the metal grates for PITCHURE FRAM(77). Then Power the generator and and if you want a 500 opal bag jump to the moving platforms and at the end is the bag. then jump up one more ledge and destroy the Egg #8

THEN WATCH THE CUTSEEN

NOW BEFORE WE GO RESCUE SHAZZA LETS GO GET SOME COLLECTIBLES WIAL WE HERE AND WE ARE NOW MORE EQUIP. WITH ALOT OF STONES

=====
[8.39.0] COLLECTIBLE RUN #1
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(8.39.1) SOUTHERN RIVERS AREA MAP 2

After getting in the Crabmersible go to the right and keep going to the secound road to you right go past that a little ways. You should see some platforms that you can jump on. Jump on these once you reach the secound platform all the blue platform go in line with each other. These platforms are on a timer so try not to hesitate to long and at the end is KUROME ORB (#16). Then countuine along the path and at the intersection go to the left and just on you right you will see a spot to get of the Crabmersible. Go in here and start jump along all the floating platforms and at the end of these is BILIBY(#21). Get back on the Crabmersible and pull up your map and go were the loop is thats were we are going. Once you get there get of the Crabmersible. Then go to the right and and by the rock formation to your left is a little passage. Go in here with a good rang equip like a earth stone and take care of the Crabquin and at the end is GOOBOO BERRY(#7). Now return to New Burmudgee.

(8.39.2) NEW BURMUDGEE

After entering Burmudgee go to were Ranger Ken is of to the left by the path that goes up is a breakable wall break this and get a Fire Stone. Follow the path up and take a left go to where you see a green trapoline and look up. Hit the edge of the board to get the tetoring board to move. Move this intill it is lined up with the trapoline and then use the toploine

to get on top then go across this and jump to the semi trailer and go to the left and look up in the tree and jump to get PITCHURE FRAM(#78). Then go left just a little and go to the 1st camper you come to and on the left is a Generator equip a Air stone and hit the generator then jump on top of the camper and on to the higher ledge to get a Multi Stone. Then go all the way around to the left is a house and a tower. On the right of the tower is another generator hit this and jump on these platforms as they come out these only come out once so watch your jump if you dont make it the first time hit the generator again and keep trying. Once at the top look down and jump glide to BILIBY(#22). Then follow the upper area up here around all the way to the water fall and jump to the waterfall but dont go down look down alittle and jump to this ledge to get GOOBOO STEVE(#4). From this ledge jump to the ladder and go down and go to the right along the wall to break open the breakable wall and get KUROME ORB(#17). Then go back to the ladder and go all the way and jump back to the bridge and go to the house to your left and jump across the gap and climp the ladder and go to the tree to your right and look up. To get this equip the Ring Chasis and put (2) Magnet stones (2) Zoom stones (1) Multi stones (1) Mega Stone then zoom in and throw your rang to snag the PITCHURE FRAM(#79). That is all the collectibles here so lets head back to Southern Rivers Area Map 1 if you forgot it is the area to the right of the Crabmersible.

(8.39.3) SOUTHERN RIVERS AREA MAP 1

Follow the path to the water taking care of all the Frills and go across to the other side by the houses and take care of the Pyroquin. Then go to the back of the house to your right and jump on top of the roof and equip a Warp Stone with the lash chasis and swing over to the ledge to get BILIBY (#23). Then go back down and follow the water to the left and take the left path to another river then go left we you see a stone in the air. Equip a Fire Stone to any rang Chasis and go down this path taking care of the webs and Spiders and at the end is GOBBO STEVE(#5). Then jump in the truck and power the generator with a air stone that will drop a ladder all the way back by the big water wheel. So head back there and to the left of the water wheel by the back wall you know should see a ladder you can climb. Climb this and jump on the grind rail and start grinding watch out for the electric parts of the grind rail and jump over them and at the end is a Multi Stone. Then jump back down now head to Cinder Canon.

(8.39.4) CINDER CANON

Take care of the spiders as you enter and jump on the ledge to you left and at the wall you will see a brakable wall. Break this wall and hit the switch and jump the platforms quickly and grind on the rail at the end is a bag of 500 opals. Then drop down and countinue along the path all the way untill you come to the Uberfrills (Giant frills) and drop down and take out the enemies here and then go to the yellow sign and jump up on the ledge and use a Warp Stone to get to the higher ledge to pick up the opals and BILBY(#24). Then drop back down and break the wall by the sign to get a 500 bag of opals. Then contuine down the path to the area with the two buildings at the ledge were you jump up here and turn around and equip a Earth Stone and toss one at the rock formation to your left to break the rocks. Then countinue down this new path and at the end break the wall here and get PITCHURE FRAM (#80,81,82,83,84). Then jump on the grind rail and jump over the gap then grind to the end to get GOOBOO BERRY(#8). Then go all the way back to the buildings. Once you reaches the building equip your ultra Stone and look high above the two houses in the middle for KUROME ORB(#18). Then go to the building to the left you should see a generator power this generator with a Air Stone ans countinue on the new platforms to the end to get a Fire Stone. Then drop down and countinue down the path intill you come to the first bridge. Drop down from here and in the bushes of to your right is PITCHURE

FRAM(#85). Then go back up and countuine on the path to the next bridge. As soon as you get on this bridge there is a Electroquin take him out and jump on the platform he was on and then to the bridge and look stright and you should see a ledge with bushes jump on this to get BILBY(#25). Then jump back to the bridge and countuine all the way to the end of this bridge and turn right to a breakable wall. Break this to get Kurome Orb(#19). That is all the collectibales here so countuine down the path to the end and leave this area. Head all the way back to Southern Rivers Area Map 3 to Dingo Marsh.

(8.39.5) DEAD DINGO MARSH

Go all the way back to were we fought Fluffy and to were we hit the switch. Hit the switch and jump up on the ladder and grappel all the way across and on the other side of the blocked door into the open area. Then jump on these platforms and at the top equip a earth stone and a zooming stone and break the meatal creats in front of you and then hit the red switch to get some platforms to appear. Jump on these and ride it to the left to get KUROME ORB (#20). Then jump back on the platform and ride it to the other side to get PITCHURE FRAM (#86). Then drop down form this platform and in the tree behind this is BILBY(#26). Then leave this area and go all the way back to the lake and jump on the first floating platform then the secound floating platform to drop the ladder then climb th ladder to the top and follow the right wall and in a tree is BILBY(#27). That is all in this area so lets head out of here and on the way make sure you have at least 10,000 opals we are going to go buy a rang. So if you dont have that much do alot of collecting on you way back to Cassopolis. Once you have that amount which you really should if you have been collecting on your way head to Cassopolis.

(8.39.6) CASSOPOLIS

When you arrive go to the shop on your right and enter the shop on top of the stairs. Buy the Mega Chasis. we will be back here soon after we collect some more opals remember we still have to buy some powerups for our Bunyip yet so lets hold of on the Doom chasis right know. Leave Cassopolis and pull up you area map and go to the green star.

NOW LETS GET BACK TO THE MISSION AND GO RESCUE SHAZZA

=====
[8.40.0] SOUTHERN RIVERS AREA MAP 3
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Once you arrive at the entrance go all the way back by the Whale and onto the land to the lrft of the Whale and walk around the higher ledge to the wing of the plane and jump down and on the other wing get KUROME ORB(#21). Then go talk to Duke.

WATCH THE CUTSEEN

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[8.41.0] SKIES OF CASSOPOLIS
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(8.41.1) BOSS BATTLE

This is a Dragon fight wial your in your Gunyip. He flies around the buidings here. He is the blue dot on your screen. What we got to do is shot the dragon in his tail. On this fight you must know how to use you roll spin both left and right and a loop-the-loop boost speed. like all other Boss battles so far this is also on three phases.

1st Phase In this phase he just flies around and you must go look for him. Start of and look for some good powerup around and dont run into the building as it will take health away from you Gunyip. After you have got a good powerup go look for the dragon and shot for his tail. Once you hit his tail you will take some health away Then he will round up and start shooting missels at you so just avoid the missle which is pretty easy to aviod and once you know there gone go look for him again and do the same intill you get a cuteen and he goes to phase 2.

2nd Phase Now the battle gets real intresting. He will round up and start shooting red laser at you to avoid this do a left and right roll as your doing this try to get a shot on his tail. After you get a hit on him to take some more health and then he will fly of. After he flies of go get a powerup and go look for him again. Do this 3 to 4 more time and you will get a cutseen and phase 3.

3rd Phase This can be the most difucult phase of all of them. He is now flying below you and after a while he will fly straight up and round up and shot a red laser at you and then fly under you again and fly straight up to try to hit you. Here is the esiest way I found out how to get him. Wial he is flying under you the first time drop a bomb on him and then hit your boost and go in between the buildings to avoid his red laser. If you dont have any building to go in between do the rollleft and roll right to avoid this attack. After the laser he will fly under you again keep doing this intill the dragon flies off to end the battle.

AFTER THE DRAGON FLIES OFF WATCH THE CUTSEEN

After the cutseen you are now in New Burrmudgee. Go all the way back to Southen Rivers Area map 3 and then pull up the map and in the bottom right corner is the next mission. Go there and get of the Crabmersible and enter the tunnel.

=====
[8.42.0] GOOBOO GULLY
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Watch the CUTSEEN and then follow Shazza and Fluffy down the path. Go to the the bridge that is above you and of to the left is a log jump over this log and go to the back of this passage to get a Fire Stone in the weeds and then blow up the explosion crates on the round platform to get KROME ORB(#22). Then go back to the path and countinue along the path to the next tree that is over the path go to the right back side of this log to get BILIBY(#28). Then follow the path and on the bridge take out the Electroquin and countinue down the path for a CUTSEEN. This is a little hard you actually need to look at you map to move Ty around intill the camera catches up with you. After you see Ty again countinue up the path and watch out for the boulders coming down go up the path and on the left and right of the path are PITCHURE FRAM(#87,88,89). Then go to the top and to the right and equip a rang to grap onto the PITCHURE FRAM(#90) in the air. Then countinue along the path and cross the bridge and take care of the Uberquin and countinue and take care of the Uberfrill and at the end of the path you will see a yellow switch on the right hit this switch to drop a grind rail. Grind on this an at the end turn around and look to your right for another yellow switch hit this and another grind rail will drop ride on this and hit the yellow switch to your right on the way and get on the next grind rail and after the first bend jump to the tree to your right to get BILBY(#29). Then go all the way back to Shazza and Fluffy. Then jump on the round platform then to the swinging platform and collect PITCHURE FRAM(#91,92). Then jump to the next platform and clim the ladder at the top get PITCHURE FRAM(#93). Then equip the Lash chasis and swing

to the grappel rope to the other side of the fence and in the water is KUROME ORB(#23). Then wial still in the water hit the yellow box to the right to get PITCHURE FRAM(#94,95). Then climb the vines all the way around to the other side. Then equip a Ultra stone and get the KUROME ORB (#24) from the invisible box. Then go all the way back to Shazza and Fluffy again. Then go back to the platform with the ladder but this time go on the other side and jump quickly to the platform for this will turn on you if you stay on it to long. Then jump to the other and to a ledge with GOOBOO BERRY(#9). Then jump back across these platforms and go to the platform with the ladder and then jump the gap to the other side with the yellow arrows. Go down the path alittle and go left on the path and jump over the wood spikes and at the end look to your right for a green switch hit this and a door back by the wooden spikes will open you only have 8 secounds to get thru this door and kill the Crabquin before time runs out. After you get thru the door take the Fire Stone and the Ultra stone. Then go back to the green switch and get in the turret. This is what you have to do you have to take out 18 Flyinquin with the turret. You have to keep pressing the fire button to power up the turret to take these out so keep pressing this as quickly as possible and look at the map to show you were they are these will shot a electro bomb at you so try to be quick and take all them out before they take you out. If you die you have to start over at the turret. After these are all gone then you get a CUTSEEN. After the cutseen go to the left of the turret and on the wall by the tree equiup a ultra Stone to reaveal a invisible switch. Hit this switch to reaveal some invisible platforms jump up on these to the roof of the house to get KUROME ORB(#25). Then head all the way back. When you get to the grind rail use the grind rail to the end. After the grind rail go around the bend and a little down the path on your left you will see a metal door equip your Ultra Stone and look on the right wall by the tree to see a invisible swtich hit this switch to open the door and inside is BILIBY(#30). Then go all the way back and leave this level to Southern Rivers Area map 2.

=====
[8.43.0] SOUTHERN RIVERS AREA MAP 2
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Pull up your map there are two green stars on the right side of the map lets go to the furthest one first.

Once you get there get of the Crabmersible and go to the building on the right with a fence and a borken down jeep inside go to the back of this jeep to get BILBY(#31). Then go talk to the Redback Gang.

WATCH THE CUTSEEN

=====
[8.44.0] RESPECT EFFECT
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This is another race mission but this race is very easy to complete there are no power ups to worry about just complete the race in first. This should not be a problem just watch out for the laser at the beginning and make sure you hit all the yellow turbos. The track corners are pretty wide so you shouldn't have a problem going around the corners at full speed. After the secound lap there are electrical cloud hanging around just avoid these which are real reasy to avoid.

After you get in first place watch the CUTSEEN and get an Ultra Stone. Now go back to the Crabnersible and pull up your map and go to the other green star and go talk to Ranger Ken and Duke for a CUTSEEN.

=====
[8.45.0] BLIMEY BILLABONG
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This is another Gunyip mission. You must destroy 9 Flying Fortress. This mission is a little harder then the first one.. These fortresses shot out missels this time you can shot the missels before they hit you. Then watch

out for the skyquin and and again you must shot out all 6 yellow windows to take these down. Watch out for the trees here if you run into one you will loose some health and you only have 3 lives to complete this mission or you have to start over.

To start of go find the three fortresses and take them down and three more will show up at the far left take these down and three more will show up and keep doing this intill all are gone there are powerup thru this area that will help you. This shouldn't be two diffucult but might take you two or three times to complete. After they are all gone then you will get a CUTSEEN and a Zoom Stone. Then get back into the Crabmersible.

=====
[8.46.0] SOUTHERN RIVERS AREA MAP 2
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After getting in the Crabmersible pull up you map and you should see a green star to the left of the map lets head there. But before we get there lets stop of at the shop and buy a Bunyip Powerup go in the shop and buy a Nuclear Shield for 7,000 opals. Then countinue to the green star. After getting of the Crabmersible go to the left of the Spy Wing and in the tree is BILBY(#32). Then go talk to Duke for a CUTSEEN.

=====
[8.47.0] MT BOOM BASIN
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Once you arrive after the cutseen return to the Spy Wing and go to the back and behind a bush is BILIBY(#33). Then go continue down the path and take care of the Shieldquin to a ledge. Look to the left of this ledge and to the right break open the metal crates for PITCHURE FRAM(#96,97,98 99). Then jump on the ledge to the higher ground. Take care of the Frogs here and after there gone then countinue and jump on the purple mushroom on the wall to get bounced to the higher ground. Then still countinue intill the next little ledge then jump on this and then bounce on the purple mushrooms to the left to a higher ledge for BILBY(#34). Then go back down to the ground and then jump on the purple mushroom again to get to the higher ledge to get a CUTSEEN. After the cutseen go up the path just a little and to left is another passage way. Head there jump to the first rising platform then to the next rising platform and then to the big round platform in the lava step on the skelton switch and some platform appear out of the lava hurry and jump to the first on and turn around back at the big round platform and you should see a red switch. Hit this switch and jump back to the big round platform and look to your right and you should now see two new platforms jump on these to get KUROME ORB(#26). Then return back to the big platform and hit the skelton switch once more and try to time your jump to the first platform and countinue on the next platfroms dont hesitate or you will fall in the lava these can get tricky but just keep trying. Once you arrive at the next big platform equip. a Water Stone and watch how the next three platform sequence after you figured it out jump to the first and then to the secound and then to the third. When you hit the third platform thow you water rang to hit the lava platform to cool it down and hurry and jump on this. Sit here for a secound and wait for the closest platform to arrive you should have just enough time before the lava thaws out. Jump on the next series of platforms to the next big platform and get the last GOOBOO STEVE(#6) and a Warp Stone. Then after claming the lost steve jump in the red flower to get hurreld to the first big platfrom then jump the rising platforms back to the main path. Then countinue down the path at the intersection take the left or right path is dont matter. Once you get thru you will get a little CUTSEEN. Now its time to take on a Magamaquin this is what happens he will hurrle rocks at you and what you have to do on this one is go round all the way around to the tuuret. Sound easy right wrong. First of all you have obsticales in your way like Lavaquin and rasing platforms. The thing is we have three of these to take care of thru this level but this one is the hardest of the three. Start of by equip. the ring chasis and put at least two earth stones in it once that is done start going on the path to your right and blow up the

Lavaquin and look up in the air by them to see a invisible box and break this for PITCHURE FRAM(#100,101). Then keep following the path intill a big gap there is a rising platform here this is were it gets tricky dont wait to long or he will pound you with the rocks. Jump to the rising platforms and then once your at the high point of this platform jump to the other side and take out the Lavaquin on countinue following it around take out the Lavaquin as you go and at the end is a turret. Jump in know start tapping on the fire button and he still hurrels rock at you hit the rocks with the turret and aventually he will turn around and show you his back side make sure the turret is at full power to take a good chunk out of his health. Keep doing this intill he is gone and you get piece one of the ShadowRing. After the CUTSEEN go infront of the turret and pick up BILIBY(#35). Then countuine all the way around back to the beginning do not go thru the door to your left yet we have somthing to collect first. After going to the beginning look to the left lava and jump down to that platform and then jump across these platforms to the end to get KUROME ORB(#27). After collecting this then go back across the rising platform and to the door on you right for another CUTSEEN. After the cutseen take out the Lavaquin with the the ring chasis. Then jump in the turret and take out this Magaquin the same way you took out the other and after he is gone you will get a CUTSEEN and the secound part of the Shadowring. After the cutseen go back to the door entrance and look to you right you should see a passage with cob webs equip a Fire stone and burn the webs and the spiders. Then go in alittle. This is whats got to happen see that skelaton switch in frot of you. You have to hit three of these in a time limit and jump thru a round door and to get things tricky you have to do this twice. So lets get started stand on the first switch and hurry and go foward and jump up the stairs and at the top is switch 2 stand on this switch and the door opens and then jump the gap and another hit the 3 switch and jump the gap and then jump thru the round door if you did it in time it is now raining and go and do this whole thing again once you jump thru it the secound time your thru. Once you made it take out the 30 frogs with the Flame Stone and after there all gone a platform drops down and Take KUROME ORB(#28). Then return to the first skelaton switch and then equip a Ultra Stone and look to the right and on the wall you should see a invisible switch hit this and then jump down to the platform below and to the last to get Chrono Stone. Then return Back to the main path. Go back to were the secound turret was and jump on the platfom to take you down the wait for the floating platform to appear and jump on this and then jump to the secound platform and then to the other rasing platform. When you jump on this platform it will automatically will start rising once you jump on it if you rode the first one all the way down. Once this platform rises jump to the ther side and then go to the tunnel and at the edge of the tunnel break open the breakable wall for KUROME ORB(#29). Then equip your Ultra Stone and look to the left of the breakable door and hit the invisible box for PITCHURE FRAM(#102,103). Then countuine down the tunnel for a CUTSEEN.

WARNING BEFORE YOU TAKE OUT THE MEGAQUIN WE HAVE A COUPLE OF THINGS TO COLLECT FIRST. IF YOU TAKE HIM OUT YOU WILL HAVE TO COME BACK HERE AND GET THEM LATER SO LETS GET THE COLLECTIBLES FIRST.

Take out all the Lavaquin then look at the end of the tunnel and to the left you should see a passage with cob webs equip the Fire Stone and burn the webs and watch out for the purple spikes going up and down and wait till thay are down and jump over them and countinue and jump over the next purple spikes and then burn the next web and jump over the next two purple spikes and at the end is a saw blade moving back and forth and on the other side are some Shieldquin equip your explosion rang and take them out and wait for the saw blade to move and run thru. Go to the red flower and get hurried to a higher ledge then equip you Lash Chasis and grappel to the next ledge and then jump on the ladder to the next ledge and then watch the platforms as they disapear and jump across these to the end to get the last GOOBOO BERRY(#10). Then return back to the main path. Once you get there still before you take out the Magaquin equip a Ultra stone and look in the air by the turret and hit the invisible box for PITCHURE FRAM(#104,105). Then go to the right and hurry and jump across the rising platforms to the

other side to get a FIRE STONE. Then return to the turret. This time the Megaquin throw a little more rocks at you but still know big deal take him out like the rest to get the 3rd part of the Shadowring and a CUTSEEN.

IF YOU HAVE BEEN FOLLOWING THIS GUIDE YOU SHOULD BE AT 83% COMPLETION SO LET GO GET THE REST

=====
[8.48.0] SOUTHERN RIVERS AREA MAP 2
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On our way to our next mission lets stop off and get a collectible. Get on the Crabmersible and go to the left and pull up your map see the first road to your right go there and head half way down and on the left you will see some platforms. Jump to the first one and then jump to the secound and then jump to the long platform and wait for the blue platform to come to you and then get on this and ride this to the next platform. Then wait for the other blue platfrom and ride this one to the next platform to get the last KUROME ORB(#30).

Then pull up you map and see the green star by the shop to the bottom that is were we are going next so head there. Once you arrive go an buy the Orbdriills for 7,000 orbs. We should have enough. Then go talk to Sly for a CUTSEEN.

=====
[8.49.0] FROZEN FOREST 1st VISIT
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Start chasing Ranger Ken and follow the path and take out the Pyroquin. Then follow the path intill you come to a big open area with lava down below. Dont worry about going down here right know we will be back on another mission to finish this.

Jump on the platform in front of you and then to the floating platform then to the ledge to your right and into the open area the door will close and you now have to take out 15 enemies. Take out the Pyroquin, Uberquin and the Electoquin. After there all gone the doors will open.

Go thru the door to your right and follow the path. Jump the gap and go into the next area and take out the Uberquin and Electoquin. Go the the blue platfrom and use the Grav. Grenade to lower the platform and jump on it when it comes down. At the top jump to the disapearring platfrom and then on the higher ledge. Then use the Grav. Grenade to blow up the wall to the right of the egg flower and in the back is BILIBY(#36).

Then drop back down and countinue along the path and go thru the next door for a CUTSEEN. Once again the doors will close and you have to take out 15 more enemies. So take them all out and countinue out the door and drop down. At the bottom take out the Quinkan and follow the path to the right. Jump over the gap and into the next area and you will see a lot of frozen blocks. Stand back and from the left to right fire these block with the Laser. From the left and from the bottom count up two and fire at the third. Then for the middle count four up and fire the fifth. Now for the right side shot out the very top one. Now you can use these as stairs and go to the top to get a Magnet Stone. (If you screw up the blocks there is a switch by the door you came in here to reset the blocks).

Then countinue left jump across the platforms to the moving platforms and at the top you will get a CUTSEEN. Take out all the Quinkans here then go all the way to the left and look at a platform with a tree on it jump glide here and by the tree is BILIBY(#37). Then use the blue platform to get back to the top.

Then blow up the egg plant with a Grav. Grenade and then blow up the door and countinue down the path. Take out the Pyroquin and go to the end for CUTSEEN and get Shadow Stone (#1).

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Now lets get back into the Crabmersible and head all the way back to Southern Rivers Area map 3.

Once you arrive lets go to Cassopolis and buy the last Rang Chasis the Doom Chasis. I think this rang is useless but you might find it usefull for I dont think I used it once but anyways we have to buy it to get 100% and that is what we going for right, right. This rang will cost you 25,000 opals but this is the last thing we have to buy and all left over opals are spare change.

After you bought this leave this area and once you get back on the Crabmersible pull up your map. Then look at the bottom right corner see the green start that is were we are going. So lets head there.

Once you get there go talk to the Rednack Gang for a CUTSEEN.

[8.51.0] DENNIS DILEMMA

This race is very diffucult to complete you have to do two things to win this race. There are 6 thunder eggs to get and take 1st place. Sounds easy right wrong. There are three scatered over the track and the other three the Redback gang has and these could be droped anywhere over the track. To get these to drop from them you must shot thier cart or another racer can shot them and they will drop it.

Here is my advise collect the three that is laying on the track first. The first one is after the bend that turns left in the edge to the right and it is located buy a tree. Then follow the path straight head go past the first car grind rail to the left and take the grind rail behind this one to get the secound thunder egg then follow the path and take the short cut and to the right in the shortcut is thunder egg 3. Know you will be going to the finish line for the first lap hopfully by now the Redback Gang has droped there thunder egg start looking out for the droped thunder eggs what you want to do is try to get the other three on the secound lap. They will be on the track somewhere and not hidden. Once you got all the thunder eggs just try to stay in first which is still diffucult but can be done. Once you get all this accomplished then you will get a CUTSEEN and Shadow Stone #2.

[8.52.0] SOUTHERN RIVERS AREA MAP 3

After the CUTSEEN go to the very far left of this area and jump on the platforms in the tree. Jump up to the next highest platform and equip. the Lash chasis and swing on the rope to the lower platfrom to get BILIBY(#38).

Then go get back on the Crabmersible and pull up you map again. Look kind of stright and to the left you should see a green star that is were we are heading next. Once you get there get of the Crabmersible and follow the tunnel to the elevator and ride it down and go thru the tunnel for a CUTSEEN.

[8.53.0] BATTLE ARENA ZETA

This another battle arena. After the CUTSEEN and when you start the mission go to your left and look up use the grappel hook to get to the higher platform then grappel over to the catwalk. Go all the way to the end and grappel across then look at the door on the wall throw your hook to break this and jump on the invisible platforms to the end to get a Fire Stone. Know back to the battle.

Round 1 You have to take out 10 Uberquin during this round you can either punch them or use your thermo cannon

on them. There are explosion boxes around this but try to use them for the last round if at all possible they might not come back soon enough. After all 10 are gone then round 2 will start.

Round 2 This round you have to take out 10 Electroquin and all of these are located on the outter edges of the arena. Go to the closest one to you and hit the explosion box and easy as that there are health on these outer edges if you need any and if the explosion box didnt take care of them then just punch them. Keep on going around intill all 10 are gone using the explosion boxes to get ride of them to start round 3.

Round 3 This round can really be hard you now have to take out 10 Lavaquin and 10 Electroquin. Start going around and start hitting the explosion crates trying to take out as many as you can. Buy doing this you might only have about three or four to take care just go around and start punching the remaning Quinkans and the battle is over.

Watch the CUTSEEN and get Shadow Stone #3. Know our Shadowrang is equip. with the special powers. We still have to do one more mission before we can go use it so lets go to this mission. So lets head all the way back to Souther Rivers Area Map 2.

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[8.54.0] SOUTHERN RIVERS AREA MAP 2
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Once you have arrived in this area pull up your map. We have to go all the back to were we got the first Shadow Stone. I told ya we will be back here to finish up. So lets head there and once you get there get of the Crabmersible and go talk to Sly again for a CUTSEEN.

=====
[8.55.0] FROZEN FOREST 2nd VISIT
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We are back once again. Now were in the Extreme Bunyip and were going to go thru this level backwards this time.

Follow the path to the lava lake taking out the Pyroquin. Then once you reached the lava lake grappel across to the platform to your left and jump into the lava lake to your right. Go under the lava watching out for the Lavaquin and then swim thru the tunnel here. When you resurface on the other side jump up onto the ledge. Take out the Pyroquin and fire spitting flowers. Keep jumping all the way to the top take out everything in you path. Once at the top jump the gap to were the floating platform is take out the Pyroquin and wait for the platform to come down then jump on this. Equip. you grappel hook and grappel to the next highest ledge across the lava. When you get up here take out all the Uberquin and Electroquin and get PITCHURE FRAME(#106, 107,108,109,110).(You can grappel up higher to the invisible platfrom but all this does is get you a bag of opals that we really dont need). From up here jump back down into the lava and swim back thru the tunnel. Once you resurface jump on the spring pad to get hurrlled back to the platform we started at. On this platform look back down on in the lava lake to see a floating platfrom jump glide to this and ride it to the next floating platform and jump to that one then to another and then ride the last to a raising floating platform. Jump on this rasing floating platform and at the top on a ledge is BILIBY(#39). Then Go all the way back to the spring pad and get hurreled back up again. Then look across to another platform and see another grappel hook grappel across this to get a Water Stone. Then go back to the platfrom we were just on and jump to the ledge to the left and follow the path

takeing out the Pyroquin and Electroquin. Then just follow the sign on the path and once you reach a spot you cant go no further look to your left and jump glide down here and take out the Pyroquin and go all the way to the end for a CUTSEEN.

NOW THAT THIS IS DONE WE HAVE ONR MORE MISSION TO TAKE CARE OF BUT BEFORE WE GO THERE LETS GO GET THE REST OF THE COLLECTIBLES ON THE WAY.

=====
[8.56.0] COLLECTIBLES RUN #2
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Lets head all the way back to Southen Rivers Area Map 3 and stop of at these locations to finish up the collectibels.

(8.56.1) DEAD DINGO MARSH

Once you arrived here head all the way back to the pit were we fought Fluffy. Once you get there Equip your Ultra Stone and around the pit is a invisible box to get PITCHURE FRAM(#111,112,113). Then after collectting this go to the lake and jump on the first two floating platforns to lower the ladder then climb on this ladder and equip the Ultra Stone and by the left wall is another invisible box to get PITCHURE FRAM(#114,115). After all these are collected then leave this place back to Southern Rivers Area Map 3.

(8.56.2) SOUTHERN RIVERS AREA MAP 3

Now lets head all the way back to were we can swim with the sharks and then go to the area were we can go to Mt Kaka Boom Island.

Once you get to this island equip you Ultra Stone and you should see some invisible platforms go to the high incline and jump to these platforns to the Spy Wing and then go to the left wing to get the last BILIBY(#40). Then drop down and talk to Duke to go to Kaka Boom Island.

(8.56.3) KAKA BOOM ISLAND

We are only going to be here a real short time. After you get there go back behind the Spy wing and go back to the rock formation and jump on the metal gage and equip a Ultra Stone and look up to see an invisible box break this to get the last PITCHURE FRAM(#116,117,118,119,120). Then return back to Souther Rivers Area Map 3.

Once you get back into the Crabmersible lets pull up the map see that green start all the way to the bottom well lets go there to do the final mission. Once you have gotten there watch the CUTSEEN.

(8.56.4) A SPECIAL NOTE

NOTE YOU MUST HAVE GOTTEN ALL THE SHADOW STONES IF NOT GO FINISH THE MISSION OR YOU CAN NOT BEAT THE FINAL BOSS

WARNING THIS A POINT OF NO RETURN TO GET THE SPECIAL ENDING IF YOU HAVE NOT GOT ALL THE COLLECTIBELS THEN TRY TO FIND THEM OR YOU WILL NOT GET A SPIECAL ENDING IF YOU GOT ALL THE COLLECTIBELES YOU SHOULD BE AT

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[8.57.0] THE FINAL SHOWDOWN
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This final area is actually in two diffrent parts for each can be challanging as the next. Lets get ready

(8.57.1) THE GUNNTLET

This is one tuff run. You are know in the Gunyip and you have to destroy all the Quinkans. Sound easy right NOT. You are flying thru a gully and there are no room to move around and there are 4 fortreses you also have to take out the Fire Spitting flowers and Siderquin and the nasty Flyinquin. The only good thing about this is you have unlimited amount of guided misseles on this run. The bad news is you only have three ships to get to the end. You must clear out all the object in you way. Out of all of them the Fortreses are the most diffucult to take out for there is hardly no room to munuver in between them and you still have to take out all six lights to put them on the ground. So lets get started.

First of all the way I found it easier is just hold down the fire button and just start letting the bombs ripe they will automatic lock onto the next target as you get close but if you miss on them turn around in this tight gully watching out that you dont hit the walls to go back and get the ones you missed on the ground. You will defentaly have to keep turning around on the Fortreses which it is almost impossible getting them on the first run.

So start going down and fire all the stuff in the air and ground there are powerup in this area. The only thing that stinks is if you get a warp powerup just watch out because this can screw you totaly up and if you get the laser just start shotting at the Flyquin intill it goes away and then go back with the misseles to take out anything on th ground.

After awhile you will come to you first Fortress you can slide between it on the right but be very carfull for it is a tight fit but you can make it if you hit the wall or the fortress you will do alot of damage to your Gunyip and it is hard to take back control of this ship. Make sure you got the front 3 lights taken out before you slide buy this. Once your on the other side go up a little ways and take out all the Flyinquin and then turn around and start trying to take out the last 3. If you dont get them on the first run turn around before you get to close to the fortress and repeat intill it is destroyed. After this one is destroyed then countinue down the path taking out everything in the air and ground intill you come to fortress 2 this one I think is the hardes of all make sure you take out the front three lights before doing this. After the front three lights are taken out then slide between the fortress and the wall on the left to go on the other side and do the same as you did to fortress #1. After this is destroyed just keep going down the path making sure you take out everything look at you map make sure there are no colored dots but besides the ones infront of you and none behind you Just keep going down the path and the next two Fortresses are pretty easy to take out for you have a good path to get by them. After everything is destroyed then fly thru the portal at the end and watch the CUTSEEN

(8.57.2) FINAL BOSS

(QUINKING)

After the CUTSEEN equip a couple of Earth Stones to you Ring Chasis and start going down the corridor throwing the explosion rang. For all the Quinkan are here and the only ones really hard to nock out are the Lavaquin This path is basickly pretty linear just follow the path intill you see a door opening with eniemies by it and then turn left and and go up the spiral walk taking out all the Uberquin. Once you reach the top walk thru the purple light in the middle to start the Boss Battle. Watch the CUTSEEN and after the cutseen equip you Shadowring for this is the only thing that will take out the Boss.

This battle is kind of diffucult in this form he will run at you and then throw his rang at and then try to hit you with his rang if he hits you with his rang it will take alot of health from you.

So lets try to get this little guy the best way I found out to get him is do summersults around him and try to get a swing on him if you miss the first two shots start jumping or running or he will counterattack and take some good health from you. As your doing summersults around him when he does one try to get a wack on him and you will take some of his health. Don not try to throw your rang for this battle is close combat. This will take alittle while so be patient and you will finally get his health down to about 2/3 then you will get a CUTSEEN.

This form is much easier then the last. He has two lines of attacks one is making a shockwave on the ground and firing missels out of his back at you. His missles attack can easily be avoided by just running around. First jump over his shock wave and start running trying to stay behind him at all possible. After his missles are done go behind him and give his tail which the end is red a wack to take some more health from him. After the secound wack on his tail he will do three ground slams so watch out for that but the missles are the same and after the misseles are gone go give his tail one more wack to put him down and watch the CUTSEEN

Congradulations you have completed Ty 3 Night Of The Quinkans and if you followed my guide you should have done it at 100%

*****SPOLIERS*****

IF YOU DONT WANT THE SPOLIER OF THE SPIECAL ENDING THEN DONT READ THIS PART.

WELL IS THERE GOING TO BE A TY 4 WELL YOUR GUESS IS BETTER THEN MINE I WAS JUST WOUNDERING WHEN KARLOS WAS GOING TO DO SOMTHING WELL WE WILL JUST HAVE TO WAIT TO SEE IF KROME WILL KEEP UP THE GOOD WORK IN MY THOUGHTS AN EXCELLENT SERIES.

THANKS FOR LOOKING AT MY QUIDE AND IT WAS MY PLEASURE IN HELPING YOU THRU THIS WOUNDERFUL GAME. AND HOPFULLY WE WILL SEE YOU BACK IF THERE IS A TY4

| {9.00} COLLECTABLES |

=====
BILIBIES

=====

YOU NEED TO FIND ALL 40 BILIBIES TO REACH 100% THEY ARE ALWAYS STUCK
SOME WHERE SO LOOK IN ANY GIVEN PLACE AND UP HIGH.

- <>NEW BURRAMUDGEES---On a cliff by the wodden bridge
- <>NEW BURRAMUDGEES---On a high platform in the Southern most part of
Burramudgee by the upper campers.
- <>NEW BURRAMUDGEES---Up on the electric tank in the very most southern
part of Burramudgee.
- <>CINDER CANYON-----At the second part of cob webs fire them up and
this is at the very end
- <>CINDER CANYON-----After taking out the Uberfrills drop down and
go to the yellow sign to you right and use a
warp stone to get to higher ledge.
- <>CINDER CANYON-----Go to the secound metal bridge as soon as you get
on the bridge jump to the platform to your left
then back on the bridge and to the ledge stright
ahead of you he is in the bushes.
- <>CASSOPOLIS-----By the Alien by the store go to the back wall and
jump on the platforms and he his on the top.
- <>CASSOPOLIS-----Use the warp pads to get to the secound set of
extracting platforms and he his right before the
secound warp pad.
- <>CASSOPOLIS-----Use the extracting platforms in the left area with
all the extracting platforms and jump in the tunnel
break all the metal crates and he is behind them.
- <>DEAD DINGO MARSH--In a Tree by the Water you can get this after winning
the battle with Fluffy.
- <>DEAD DINGO MARSH--Go to the area you have to grappel to over the block
path and behind the platform with the pitchure fram
on it is this one.
- <>DEAD DINGO MARSH--Go to the lake area climb the ladder to the highest
ledge and follow the right side he is in the tree
before you drop down.
- <>WINTER WOODS-----At the beginning jump down to the lava and use the
1st VISIT platforms and he is in the tree branch by the third
platform.
- <>WINTER WOODS-----After the 5th generator ride the floating platform
1st VISIT down and jump to the last blue platform hit it with
a grenade and ride it to the top and jump to the
pillar to get him.
- <>WINTER WOODS-----Grappel across the lava lake to the right at the
2nd VISIT higher ledge break the ice wall go down the ice
bridge an behind this bridge is were it is.
- <>WINTER WOODS-----Grappel across the lava lake to the right at the
2nd VISIT higher ledge break the ice wall go down the ice
bridge then cross the bridge over the lava and climb
the red stairs.
- <>SOUTHERN RIVERS---By the first set of water go to the houses jump on
AREA MAP 1 the house to the right use a warp stone and swing
to the ledge to get this guy
- <>SOUTHERN RIVERS---Go to the section on the east side of the map and
AREA MAP 2 jump all the platforms and get this at the end.
- <>SOUTHERN RIVERS---Before entering the race Respect Effect go to the
AREA MAP 2 building with the fence and go behind the jeep.
- <>SOUTHERN RIVERS---Before entering the mission Blimey Billabong go to
AREA MAP 2 the left of the Spy Wing and he is in the tree.
- <>SOUTHERN RIVERS---Go to the northwestern part of the map were you have
AREA MAP 3 to swim with the sharks and this is located at the
top of the hill by the collectible map store.
- <>SOUTHERN RIVERS---Go to the northwestern part of the map and the island
AREA MAP 3 were you get on the ship to go to Kaka Boom Island
this is located to the left of the plane and by three
trees that come together
- <>SOUTHERN RIVERS---In the area that you do Dennise Dilemma mission. Go

AREA MAP 3 to the tree to the left and jump the platforms and ride the rope to the lower platform to get him.

<>SOUTHERN RIVERS---Go to the area were we went to Kaka Boom Island and use the invisible platfroms to get on top of the AREA MAP 3 Spy Wing and he is located by the left wing.

<>KAKA BOOM ISLAND--At the stating position go to the left of the Spy Wing and to the rock formation in the back jump up to the ledge and he is in the tree.

<>KAKA BOOM ISLAND--Destroy the breakable wall by the checkpoint before Dennis destroyes the barracade and he is in the middle section by the edge.

<>KAKA BOOM ISLAND--At the very end of this level with the big hole you have to swim down before swimming down go accross the hole to the little island and he is in the back of this island in the water.

<>BACKWOOD BLIZARD--Blow open the ice floor by the tree close to Egg 1 2nd VISIT go down this passage and break the metal crates.

<>BACKWOOD BLIZARD--At the beginning go on the bridge and at the first 2nd VISIT corner of the bridge jump to the ledge to your left and he is in the tree.

<>BACKWOOD BLIZARD--After the above jump down to the ledge with a grapple 2nd VISIT hook and go in the passage to the lava lake and swim in it and thru the tunnel and as you surface it is on the ledge.

<>BACKWOOD BLIZARD--Go to where there is a egg plant look to the right of 2nd VISIT this and use the Satelight Strike to break the wall and it is in the tree in the room.

<>GOOBOO GULLY-----At the beginning go past the bridge in the air and the first log over the path go to the left side against the wall to get this.

<>GOOBOO GULLY-----Go to where the boulders are and look to the left for a door and turn around and at the back wall use a ultra stone and hit the invisible switch to open the door and he is in side.

<>GOOBOO GULLY-----At the area with the round platforms just before that hit the yellow switch for a grind rail and grind hit another switch and grind and hit another switch and grind and at the first bend in the air he is in the tree to you right.

<>MT BOOM BASIN-----From the start return back to the spy wing and go behind it in some bushes.

<>MT BOOM BASIN-----At the secound spot to jump on the purple mushrooms jump to the left on a couple mushrooms and this is at the end.

<>MT BOOM BASIN-----Infront of the first turret

<>FROZEN FOREST-----Use the Grav. Grenade to lower the platfrom and the 1st VISIT jump to the dissapering platform and then to the ledge and then blow up the door by the egg plant.

<>FROZEN FOREST-----After the area with all the frozen blocks jump to 1st VISIT the platforms and then to the higher ledge and go to the right side and jump to the platform with the tree on it.

<>FROZEN FOREST-----After the starting jump to the floating platfroms 2nd VISIT in the lava lake and ride them to the rasing platform then ride this to the top and he is on the ledge.

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KURMOE ORBS

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YOU NEED TO COLLECT 30 ORBS TO COLLECT AND THESE ARE SCATERED ALL OVER AND YOU MUST FIND ALL 30 TO GET A TOTAL OF 100% OF THE GAME.

<>NEW BURRAMUDGE---On the most highest cliff must jump on the platform by the wooden bridge and then climb the ladder for the orb.

<>NEW BURRAMUDGE---Go to where the water fall is go down the ladder and

follow the wall to the right and break the wall for this orb

<>CINDER CANYON-----Use the Spy eggs to reach the pillar with this on it about a little ways from the start.

<>CINDER CANYON-----After killing the first set of Giant Frills hit the invisible switch to your right on the rock formation (You must get this before dropping down of the cliff or you must come back and do this later).

<>CINDER CANYON-----Go to the second bridge and go all the way to the end and to the right and break open the breakable wall for this.

<>CINDER CANYON-----High in the invisible box inbetween the two houses right before you rescue Duke.

<>SOUTHERN RIVERS---Jump across the sequence platforms by the entrance of AREA MAP 1 battle arena.

<>DEAD DINGO MARSH--In a fence in the water on the right side must use spring pads to get this.

<>DEAD DINGO MARSH--By the wooden bridge use must hit 3 different switch to have floating platforms appear.

<>DEAD DINGO MARSH--Get on the fallen tree over the path on the left side is an invisible platform jump on this and grind to this

<>DEAD DINGO MARSH--Go to the area you have to grapple to over the blocked path and use a Earth stone and a zoom stone hit the switch and jump on the platforms to this

<>CASSOPOLIS-----Hit all five switch in this area and jump on the platform on the middle structure to get this.

<>CASSOPOLIS-----Use the spring pads and at the end this is on the higher rail.

<>SOUTHERN RIVERS---On the map and go to the shop on the left of the map AREA MAP 2 and just north of this are some timed platforms and and at the end is this orb.

<>SOUTHERN RIVERS---After leaving Burrmudgge and get on the Crabmersible AREA MAP 2 go right and take the first road to your left and about half way down there are some platforms jump to the end to get this

<>SOUTHERN RIVERS---In the northwestern part of the map by the water and AREA MAP 3 in the back of the third island on a little island you have to make ice burges to get this.

<>SOUTHERN RIVERS---From the above go to the island to the right and walk AREA MAP 3 on the ledge to your right and jump on the wing of the plane and go to the other wing. (You must get this on the mission to rescue Shazza).

<>SOUTHERN RIVERS---Go top the shop were Sly is and follow the bridge north AREA MAP 3 and to the right and at the end of the bridge go to the western water and to the right under water is this Orb.

<>KAKA BOOM ISLAND--At the beginning in the water look for three grates stacked on each other and use the Ultra Stone and hit the invisible switch and then jump on the invisible platform and ride it to the top to get this.

<>KAKA BOOM ISLAND--After the saw blade look to you left for a water fall jump into the water there it is under water.

<>KAKA BOOM ISLAND--After the Saw blade blow up the explosion crate to the left and jump into the water and swim to the left.

<>KAKA BOOM ISLAND--Go to were the lava is going into the water and jump into the water and swim all the way to the right by the wood underwater.

<>GOOBOO GULLY-----At the beginning of the level go to the bridge in the air and jump over the log to your left and expold the crates to reaveal this orb.

<>GOOBOO GULLY-----At the round platforms climp the ladder and use the grappel rope and grappel over the fence it is in the water.

<>GOOBOO GULLY-----After the above climb the vines and go to the other side of the fence use a Ultra stone to show the invisible box to grap this.

<>GOOBOO GULLY-----At the end of the level use a Ultra Stone look to the

left of the turret and hit the switch and use the invisible platforms to get to the roof.

<>MT BOOM BASIN-----After the cutseen with fluffy go to the right onto the round platform and hit the skelton switch and jump to first platform turn around and hit the red switch and then return to the platform and jump the other platforms.

<>MT BOOM BASIN-----After taking out the first Magaquin go back to the beginning of this section and jump to the lava to the left and jump the platforms for this.

<>MT BOOM BASIN-----After defeating the secound Megaquin go back to the door and burn the cob webs hit the tree swtiches and jump thru the round door do this twice and then take out 30 frogs to get this orb.

<>MT BOOM BASIN-----After the secound turret right before you go thru the tunnel break open the breakable wall for this.

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GOOBOO STEVE

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YOU NEED TO FIND THIS GUY HE LIKES TO HIDE HIM SELF REALLY GOOD AND GIVIES A COMICAL REMARK WHEN YOU FIND HIM YOU MUST FIND ALL 6 TO GET A 100% GAME COMPLETION. ALSO IF YOU LET STEVE FINISH TALKING YOU ARE REWARDED WITH A STONE

<>NEW BURMUDGE--Go to where the water fall is and look down and he is on a ledge there.

<>DEAD DINGO MARSH--After beating fluffy go to were there is a floating platform with wooden spike around it and backtrack alittle and on the right side in a aclove and a rock wall you can jump to he is hidding up here right in the middle.

<>SOUTHERN RIVERS---Follow the path intil you see a stone in the air and
AREA MAP 1 take the left path and equip a fire stone and burn the webs he is located at the end.

<>SOUTHERN RIVERS---In the Northwestern part of the map were all the
AREA MAP 3 water is. Go to the 2nd island to you left and walk on top of the arch and follow the path he is at the end of the path.

<>KAKA BOOM ISLAND--Destroy the breakable wall by the checkpoint before Dennis destroyes the barracade and he is in the middle section by the edge.

<>MT BOOM BASIN-----After the cutseen with Fluffy go to the right and hit the swtich and jump the seires of platforms he is at the end.

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PITCHURE FRAMS

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THESE ARE THE HARDEST TO COLLECT IN THE TY SERIES YOU MUST COLLECT ALL 120 TO GET THE 100% OF THE GAME

<>NEW BURAMUDGE-- From were you Start Buramudgee jump on the building secound level deck infront of you go around the back and its on the deck.

<>NEW BURAMUDGE-- From the one above jump to the roof and then go right jump to the ledge then head left and climb the ladder and this is on the top of this platform

<>NEW BURAMUDGE-- After the bridge in the upper part it is in between the clothes line next to the cliff.

<>NEW BURAMUDGE-- Behind the rock formation next to the building with the two story stairs in the upper part.

<>NEW BURAMUDGE-- On a platform to the east of the one listed above must go on building with stairs and jump glide to this.

<>NEW BURAMUDGE-- In the tree to the east of the one listed above.

<>NEW BURAMUDGE-- Between to rock formation by the slope next to the tree

with the Pitchure Fram listed above must jump and glide from the most top corner of the slope.

<>NEW BURRMUDGE-- Go to the semi trailer and on the top look to your right it is located on the trees.

<>NEW BURRMUDGE-- Go to the highest part fo burmudgee were you got to climb a ladder and you got and Orb. Go to the tree to the right look up and set up a rang to pull this to you.

<>NEW BURAMUDGE-- Behind the Rang store jump on the Trampoline to get this.

<>CINDER CANYON--- At the beginning of the level jump to the ledge on your left.

<>CINDER CANYON--- Jump on some pillars in the first open area and at the top is this frame.

<>CINDER CANYON--- After falling of the cliff after the Giant Frills jump up to the floating platforms to get this Frame.

<>CINDER CANYON--- After meeting Duke and after the cutseens go behind the chopper to get this frame.

<>CINDER CANYON---Go to the first bridge after talking to Duke and drop down and go to the right it is in the bushes.

<>CINDER CANYON---Go to the area with the buildings and at the ledge you got on this ledge turn around at the grind rail and to the left use a earth stone and brake the rocks and at the end of the path brake the breakable wall to claim this.

<>CINDER CANYON---Same as above

<>CINDER CANYON---Same as above

<>CINDER CANYON---Same as above

<>CINDER CANYON---Same as above

<>DEAD DINGO MARSH-After beating Fluffy jump back down in the pit and on a ledge by the ladders.

<>DEAD DINGO MARSH-From the above go around the pit and you should see a floating platform surrounded by wooden spike. Jump on this platform ride it to the top and you must jump to it.

<>DEAD DINGO MARSH-Leave the pit and take first right the another right and at the little incline there are some platforms to your right jump to the top.

<>DEAD DINGO MARSH-From the above go down the path and hit the switch behind the crates to drop ladder and grappel to the next platform.

<>DEAD DINGO MARSH-Go to the water area and is on the first stationary platform.

<>DEAD DINGO MARSH-Go to the water area and use the floating platforms and go to the left and climb the ladder to the top look to you left is sitting on top the invisible platform.

<>DEAD DINGO MARSH-Go to the water area and use the floating platforms to the left and climb to the top and grappel to the third point and jump and glide to the platform to your left.

<>DEAD DINGO MARSH-Go to the water area and go all the way to the left and by the ship under water swim on the right side of it.

<>DEAD DINGO MARSH-By the wooden bridge hit the switch by the fallen tree to get platforms to appare and jump to the first platform.

<>DEAD DINGO MARSH-In a metal crate by using the grind rail by the entrance of this area and after jumping over some invisible platforms.

<>DEAD DINGO MARSH-same as above

<>DEAD DINGO MARSH-same as above

<>DEAD DINGO MARSH-same as above

<>DEAD DINGO MARSH-same as above

<>DEAD DINGO MARSH-Go to the area you have to grappel to over the block path and use a Earth stone and a zoom stone hit the switch and jump on the platforms to this

<>DEAD DINGO MARSH-In a invisible box located around the pit were you fought Fluffy.

<>DEAD DINGO MARSH-Same as above

<>DEAD DINGO MARSH-Same as above

<>DEAD DINGO MARSH-After the water climb the ladder to the north to the higher ledge and equip the Ultra stone to see the invisible

box.

<>DEAD DINGO MARSH--Same as above

<>CASSOPOLIS-----Break the metal grates by the rang shop

<>CASSOPOLIS-----From above go to the right and on top of some deprea and break the metal crate

<>CASSOPOLIS-----In a metal creat under a big pipe coming out of the wall by a red switch.

<>CASSOPOLIS-----Break open the metal crates by the entrance and behind the right big metal blocks.

<>CASSOPOLIS-----After going thru the 1st warp run along the second set of extracting platform jump the gap and its on the next set.

<>CASSOPOLIS-----In the area were all the extracting platforms are and you have to jump up to a tunnel break the metal grates to get this.

<>CASSOPOLIS-----Use the spring pads to get to a high rail and break the metal grates to get this.

<>CASSOPOLIS-----Use the grappel point from the one above and grappel to warp pad and get on the higher rail and break the metal crates on the right.

<>CASSOPOLIS-----Go to the tunnel on the right of the entrance and climb the ladder in here and break the metal crates up here.

<>CASSOPOLIS-----Same As Above.

<>WINTER WOODS-----After the 5th generator ride down the floating platform 1st VISIT and jump to the 1st platform and use a grenade and ride this to the top and jump to get this.

<>WINTER WOODS-----After the 5th generator ride down the floating platform 1st VISIT and jump to the 2nd platform and use a grenade and ride this to the top and jump to get this.

<>WINTER WOODS-----Go into the lava lake to the left at the beginning of 2nd VISIT the level go under the lava and in the middle hole and follow the tunnel.

<>WINTER WOODS-----Same as above
2nd VISIT

<>WINTER WOODS-----Same as above
2nd VISIT

<>WINTER WOODS-----Go into the lava lake to the right at the beginning of 2nd VISIT the level go under the lava and in the middle hole and follow the tunnel.

<>WINTER WOODS-----Same as above
2nd VISIT

<>WINTER WOODS-----Same as above
2nd VISIT

<>WINTER WOODS-----Take the right path from the beginning follow the path 2nd VISIT were you fight alot of Lavaquin go to the right grappel to the higher ledge and go up the yellow bridge jump the gap to get this.

<>WINTER WOODS-----Same as above
2nd VISIT

<>SOUTHERN RIVERS--After the Winter Woods mission jump on the plane pad and AREA MAP 3 jump up to get this.

<>SOUTHERN RIVERS--Before doing the Cossie Atoll mission use the warp stone AREA MAP 3 and warp to the top of the plane and walk on the plane to the other side to get this.

<>SOUTHERN RIVERS--In the Northwestern part buy all the water. As you get AREA MAP 3 off the Crabmersible go past the first arch and go to the top.

<>SOUTHERN RIVERS--In the Northwestern part buy all the water. Go to the AREA MAP 3 island to your left and it is located above the rock formations in the upper right hand corner.

<>SOUTHERN RIVERS--In the Northwestern part buy all the water. Go to the AREA MAP 3 island were you get on the plane to go to Kaka Boom Island this is located under the arch.

<>SOUTHERN RIVERS--In the area were you can rome with TY with all the water AREA MAP 3 go to the beach to the right after entering this area go up the incline to the left and jump and glide to the higer land over the water.

<>SOUTHERN RIVERS--In the bushes next to the area of the map were you can
AREA MAP 3 walk around as Ty with all the water you must still be in
Crabmersible to get this.

<>SOUTHERN RIVERS--In the bushes next to Cassoplois entrance by the fire
ARTEA MAP3 spitting flower.

<>SOUTHERN RIVERS--In the southwestern part of the map were there is a loop
AREA MAP3 go to the bushes in the middle.

<>SOUTHERN RIVERS--From the one above take the path southeast were you have
AREA MAP 3 to blow up some branches to countinue take the right path
and the first bush on the right is this fram.

<>SOUTHERN RIVERS--Go to the shop were Sly is and follow the bridge north
AREA MAP 3 and to the right and as soon as you enter and open area
follow the right wall to a water gate then back a little
and in the bushes is this fram.

<>SOUTHERN RIVERS--Right before the race trak on the left of the map take
AREA MAP 3 the bridge and just before the water the fram is in the
bushes.

<>SOUTHERN RIVERS--Right across from the fram above go to the branches to
AREA MAP 3 the right and go thru the maze and it is at the end to
the left.

<>SOUTHERN RIVERS--From the above go back to the bridge were the bridge
AREA MAP 3 goes left or right go right and down a little to the
left are two big trees with a small tree in the middle
it is behind this tree.

<>SOUTHERN RIVERS--Right before the Winter Woods mission wial your on the
AREA MAP 3 brown bridge and when you see a creek to the right in
the bushes by the tree is this fram.

<>KAKA BOOM ISLAND--At the stating position go to the left of the Spy
Wing and to the rock formation in the back swim to the
far right and it is under water there.

<>KAKA BOOM ISLAND--After the secound sand mound to the right after talking
to Dennis to start this mission. This is hard to see but
is in the weeds

<>KAKA BOOM ISLAND--After getting to the next solid land after starting this
mission go all the way to the right by the land and in
water is this fram.

<>KAKA BOOM ISLAND--After you and Dennis take care of the crabs in the path
go to the next checkpoint and to the right is a rock wall
this fram is to the right of the rock wall.

<>KAKA BOOM ISLAND--After the part were the lava is going in the water jump
into the water and this is located on the island to your
right.

<>KAKA BOOM ISLAND--From the above go swimming to the fence and go to the
right and look for a log under water and swim thru that
log for this fram.

<>KAKA BOOM ISLAND--After jumping over the last volcano in the grass to the
right.

<>KAKA BOOM ISLAND--From the above countinue following the left edge and past
the checkpoint this is in the open by the wall.

<>KAKA BOOM ISLAND--From the above countinue following the left wall to the
end and this is in the water.

<>KAKA BOOM ISLAND--After the CUTSEEN with Dennis and before going swimming
in the big hole go to the right and this is located on
island by the lava structure.

<>KAKA BOOM ISLAND--Go to the left of the Spy Wing and see a rock formation
in the water and a metal gage jump on this equip a Ultra
Stone and look in the air for a invisible box.

<>KAKA BOOM ISLAND--Same as above

<>KAKA BOOM ISLAND--Same as above

<>KAKA BOOM ISLAND--Same as above

<>KAKA BOOM ISLAND--Same as above

<>BACKWOOD BLIZARD--Go to the bridge in the beginning and at the first corner
2nd VISIT look to you left jump on the ledge and then down to another
and break open the metal crate.

<>BACKWOOD BLIZARD--Go to the bridge at the beginning and jump into the lava
2nd VISIT lake and swim to an large platform that has a tree in the
middle and break open the metal crates for this.

<>BACKWOOD BLIZARD-From the above jump to the moving platform stright across
 2nd VISIT from the spring pad and at the end of the moving platforms
 jump up to the higher platfroms and onto the high ledge
 and break open the metal crates.

<>BACKWOOD BLIZARD-After the above surface thru the tunnel on the other side
 2nd VISIT go in the other coridor look for a tree and break the ice
 next to the tree drop down and break open metal crate.

<>BACKWOOD BLIZARD-Go to where there is a egg plant look to the right of
 2nd VISIT this and use the Satelight Strike to break the wall
 and it is in this room.

<>BACKWOOD BLIZARD-Go to the very end of the level and in the open area jump
 2nd VISIT up on ledge and break the metal crate.

<>GOOBOO GULLY-----Go to where the boulder come at you and on the right and
 left side these are located.

<>GOOBOO GULLY-----Same as Above

<>GOOBOO GULLY-----Same as Above

<>GOOBOO GULLY-----Go to where the boulder come at you and on the left at
 the end up in the air this is located use a item catcher
 rang.

<>GOOBOO GULLY-----Go to the round platform jump to the swinging platform
 and ride it to get this.

<>GOOBOO GULLY-----Same As Above

<>GOOBOO GULLY-----Go to the round platform jump to the swinging platform
 and ride it to the next and climb the ladder an this is
 at the top.

<>GOOBOO GULLY-----After the above use the Lash chasis and go down the rope
 to the water go under water and hit the yellow box to
 the right.

<>GOOBOO GULLY-----Same as above

<>MT BOOM BASIN----At the first spot were you have to jump on a ledge to
 get to the higher ground it is to the right in the
 metal crate.

<>MT BOOM BASIN----Same as above

<>MT BOOM BASIN----Same as above

<>MT BOOM BASIN----Same as above

<>MT BOOM BASIN----When you get to the 1st Megaquin throw a exploding rang
 at the first set of Lavaquin and then equip the ultra
 Stone and look up in the air by the trees for a
 invisible block.

<>MT BOOM BASIN----Same as above

<>MT BOOM BASIN----After the secound turret jump on the rising platforms
 and go to the other side and to the left in a
 invisible block.

<>MT BOOM BASIN----Same as above

<>MT BOOM BASIN----At the third turret equip a Ultra Stone and look up in
 the air for an invisible block.

<>MT BOOM BASIN----Same as above

<>FROZEN FOREST----Jump into the lava lake swim thru the tunnel on the other
 2nd VISIT side jump up on the platforms and then to the floating
 platfrom then grappel to the higher ledge and these are
 in the corner.

<>FROZEN FOREST----Same as above

<>FROZEN FOREST----Same as above

<>FROZEN FOREST----Same as above

<>FROZEN FOREST----Same as above

<>FROZEN FOREST----Same as above

=====

GOOBOO BERRIES

=====

THESE ARE BERRIES THAT STEVE HAS HIDDEN AND YOU MUST FIND ALL 10 TO GET
 THE 100% GAME TOTAL

<>NEW BURAMUDGE-- Jump on first camper after crossing the bridge then to the building then to the platform with this berry.

<>CINDER CANYON----Go to the area with the buildings and at the ledge you got on this ledge turn around at the grind rail and to the left use a earth stone and brake the rocks and at the end of the path grind on the rail to the end.

<>DEAD DINGO MARSH--Go to the water area and use the floating platforms to get to the platform with the ladder. Climb to the top and grappel all the way across under the bridge to the platform on the other side of the bridge.

<>CASSOPOLIS-----Go in the back tunnel get on the rail above and jump and grind to the end and this is on a platform to the right

<>SOUTHERN RIVERS--Go to the mission All Your Base and go right and in AREA MAP 2 between the rock formation is a path it is at the end

<>SOUTHERN RIVERS--In the Northwestern part buy all the water. then go to AREA MAP 3 the island were the collectible map store is jump on the platform above the door and climb the ladder and follow the walk a little.

<>KAKA BOOM ISLAND--Destroy the breakable wall by the checkpoint before Dennis destroyes the barracade and go to the right side of the aclove and the berry is there.

<>SOUTHERN RIVERS--To the left from the Battle arean Gamma mission blow up AREA MAP 3 the brances and behind all this is the berry.

<>GOOBOO GULLY-----Go to the round platforms and jump to the one with the ladder then jump over to the turning platform to the ledge to get this.

<>MT BOOM BASIN----Right before the third Megaquin take the passage to the right to the end and use the red flower grapel and jump across platfoms to get this at the end.

=====

RANGS

=====

YOU MUST BUY ALL SEVEN RANGS TO RETRIEVE 100% GAME TOTAL HERE ARE WERE YOU CAN PURCHASE THE RANGS

<>DUO CHASIS-----New Buramudgee Store----Cost 3,000 Opals

<>LASH CHASIS-----New Buramudgee Store----Cost 5,000 Opals

<>SMASH CHASIS-----Cassopilis Store-----Cost 15,000 Opals

<>RING CHASIS-----Cassopolis Store-----Cost 25,000 Opals

<>MEGA CHASIS-----Cassopolis Store-----Cost 10,000 Opals

<>DOOM CHASIS-----Cassopolis Store-----Cost 25,000 Opals

<>SHADOWRING-----MT Boom Basin-----Cost 0 Opals

=====

BUNYIP POWERUPS

=====

YOU MUST BUY ALL THE BUNYIP POWERUPS TO GET A 100% AT THE GAME TOTAL SOME OF THESE ARE PRETTY CHUNK OF CHANGE SO COLLECT ALL THE OPALS YOU CAN ON YOUR WAY. THERE ARE ALOT OF SHOPS TO BUY THESE POWERUPS AND YOU DONT HAVE TO BUY THESE AT A CERTAIN SHOP JUST AS YOU CAN AFFORD IT BUY THEM ALL

<>SHADOW BEAM-----Cost 3,000 Opals

<>GRAV. GRENADE-----Cost 5,000 Opals

<>SATELITE STRIKE-----Cost 5,000 Opals

<>THERMO CANNON-----Cost 6,000 Opals

<>NUCLEAR SHIELD-----Cost 7,000 Opals

<>ORBIDRILLS-----Cost 7,000 Opals

=====

COLLECTIBALE MAPS

=====

THESE MAPS DO NOT GO AGAINST YOUR TOTAL BUT IF YOU ARE HAVING TROUBELS TRYING TO FIND THE COLLECTABLES THESE DO HELP. THIS STORE IS LOCATED IN THE

NORTHWESTERN PART OF THE MAP AROUND ALL THE WATER. ITS BY THE AREA WERE YOU GO TO KAKA BOOM ISLAND. HERE ARE THE MAPS YOU CAN BUY AND OPAL COST. NOTE THESE MAPS ONLY SHOW ITEMS NOT HIDDEN IN BOXES SO THERE ARE SOME ITEMS IN BOXES THAT THE MAPS WONT SHOW

- <>MISSING PERSON MAP-----Cost 10,000 Opals
- <>SHINY THING MAP-----Cost 10,000 Opals
- <>SYRKIT MAP-----Cost 10,000 Opals
- <>PRICLESS ART MAP-----Cost 10,000 Opals
- <>FORBIDDEN FRUIT MAP-----Cost 10,000 Opals

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*-----*
| {10.00}                RANG STONES/RANG CHASIS                |
*-----*
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=====
[10.01.0]    RANG STONES
=====
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THESE ARE THE STONES YOU CAN EITHER PICKUP THRU THE GAME AND BY ADDING MORE TO YOU INVENTORY OF THE SAME STONE YOU CAN USE MORE OF THEM TO MAKE A BETTER EFFECT FOR EXAMPLE 2 ZOOM STONE IN YOUR INVENTORY YOU CAN PLACE TWO ZOOM STONES IN ANY CHASIS TO GET A LONGER ZOOM. YOU ALSO CAN BUY THESE STONES AT THE RANG SHOP BUT THESE CAN GET PRETTY COSTLY FOR EVERYONE YOU BUY THE NEXT TIME YOU BUY THAT STONE THE PRICE GOES UP ALOT. SO MY BEST ADVISE IS PICK THEM UP THRU THE GAME AND TRY NOT TO MISS ANY UNLESS YOU DONT WANT TO GO THRU THE HASSEL THEN YOU CAN LOOK FURTHER DOWN FOR A CHEAT CODE THAT WILL GIVE YOU LOTS OF OPALS. HERE ARE THE STONE THRU THE GAME.

FIRE STONE----THROWS FIRE TO BURN WEBS AND KILL SPIDERS

WATER STONE---THIS STONE CAN FREEZE ENEMIES OR MAKE ICE PLATFORMS IN THE WATER

AIR STONE-----THIS STONE GIVES ELECTRIC ENERGY BUY POWERING UP GENERATORS OR HAVING MORE EQUIP WITH GIVE OF AN ELECTRICAL STORM

EARTH STONE---THIS SONE IS THE POWERFUL STONE THIS GIVES YOU RANG AN EXPLOSION THAT CAN EITHER TAKES OUT YOUR FOES QUICKLY OR BREAK DOWN BRAKABLE WALLS.

CHRONO STONE--THIS STONE GIVES OF A GOOD SLOW EFFECT TO YOUR ENEMIES THAT WAY YOU CAN FIGHT THEM OF BEFORE THEY NOW WHAT HITS THEM

WARP STONE----THIS STONE WILL HELP GET TO OTHER PLACES BY EQUIPING THIS TO THE LASH CHASSIS YOU CAN GRAB ONTO WARP CRYSTALS TO GET TO HIGHER PLACES

ULTRA STONE---THIS STONE REVEALS THE HIDDEN WITH THIS STONE YOU CAN SEE INVISIBLE PLATFORMS AND SWITCHES AND BOXES

MEGA STONE----WITH THIS STONE EQUIP IF YOU GOT ALOT OF ENIEMIES AROUND THIS WILL BOUNCE OF ONE AND HIT ANOTHER A QUICK EASY WAY TO TAKE OUT YOUR FOES.

ZOOM STONE----THESE STONE WILL LET YOU ZOOM IN AND OUT TO HIT TRAGET LONG RANG

MULTI STONE---WITH THIS STONE THE RANG FLIES VERY QUICK TO GIVE FASTER RATE OF FIRE

MAGNET STONE--THIS STONE WILL ALLOW YOU TAKE SNAG COLLECTIBLES THAT CAN NOT BE RACHED EASILY OR AT ALL.

SHADOW STONE--YOU MUST COMPLETE MISSIONS TO GET THIS AFTER YOU INQUIRE THE SHADOWRING THERE ARE ONLY THREE STONES AND YOU MUST COLLECT

=====
[10.02.0] RANG CHASIS
=====

THERE ARE 7 DIFFRENT RANG CHASIS YOU HAVE TO BUY ALONG THE WAY EACH RANG CHASIS IS A BASIC SET UP TO PUT RANG STONE IN TO MAKE DIFFRENT EFFECT TO MAKE YOU RANG MORE POWERFUL. FOR EXSAMPLE YOU CAN PUT TWO RANG STONES IN A CHASIS AND DO A ZOOM POWER EXPLOSION. IN THE AREA BELOW ARE THE CHASIS AND THE TOTAL OF STONES YOU CAN PUT IN EACH. THE MIXER I SHOW BELOW ARE THE ONES I HAVE USED THRU THE GAME FOR DIFFRENT EFFECTS BUT THERE ARE ALOT OTHER EFFECTS YOU CAN MIX THAT WILL WORK MOST IS JUST TRIAL AND ERROR.

MONO CHASIS----- THE RANG CAN ONLY HOLD 1 STONE

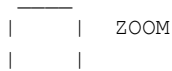
MONO CHASIS | | ANY STONE COMBONATION
 | |
 | |

DUO CHASIS | | ANY STONE COMBONATION
 | |
 | |



FOR INVISIBILITY WIAL STANDING STILL

LASH CHASIS | | WARP
 | |

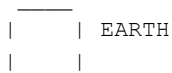


MEGA CHASIS



FOR A GOOD EXPLOSION AND BREAK UP BREAKABLE WALLS AND DESTROING ENEMIES

SMASH CHASIS



| | MULTI | | EARTH
| | | | |

| | ZOOM | | MULTI
| | | | |

I HAVE FOUND OUT THIS CHASIS I USED THE MOST WITH A GOOD MIXTURE OF STONE
YOU CAN COME UP WITH ALOT OF CREAT EFFECTS AND IT HAS A LONG RANG

- (1) TO GRAB ITEMS THAT YOU CANT REACH FROM A DISTANCE
- (2) GREAT ELECTRIC STORM TO TAKE OUT ENEMIES AND BREAK OPEN CRATES
- (3) REAL QUICK THROW WIAL INVISIBLE

RING CHASIS

| | (1) MAGNET (3) AIR
| | (2) AIR

| | (1) MAGNET | | (1) ZOOM
| | (2) AIR | | (2) MULTI
(3) AIR (3) WARP

| | (1) MEGA | | (1) ZOOM
| | (2) MEGA | | (2) MULTI
(3) WARP (3) MULTI

| | (1) MULTI
| | (2) MEGA
(3) MULTI

DOOM CHASIS

| |
| |

| | | |
| | | |

| |
| |

SHADOWRANG- THE MOST POWERFUL RANG IN SOUTHENRIVERS YOU MUST INQUIRE
THIS RANG AT MT. BOOM BASIN BY DEFEATING 3 MEGAQUIN THAT
HOLD THESE PIECES.

YOU CAN NOT INTERCHANGE THESE WITH THE OTHER STONES THRU
THE GAME YOU MUST COLLECT ALL THREE STONE TO PREFORM ITS
SPEACIAL POWERS TO DEFEAT THE QUINKAN BOSS.

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*-----*
| {11.00}                      CHEATS                      |
*-----*
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=====
[11.1.0]    CHEATS
=====
```

All cheats listed below have come from different web sites unless otherwise noted. I have tried all the Gamecube manual controller cheats and the ones listed due work. As for the Playstation 2 and X-Box cheats I do not know if they work for I do not have those versions of the game. If there is a problem with those cheats please refer to the web sites were they are posted to figure out problem. I do not take credit for any cheats given in this section of the walkthrough unless I give other notation. If any gamer has cheats that are not listed down below please notify myself and if you found the cheat on you own which will give you credit or web site were cheat has been found and I will impliment them in walkthrough.

```
*****
(11.1.1)  GAMECUBE CHEATS
*****
```

Credit for this code--delljr1967:

```
-----
Get 100,000 Opals-|Enter this code as many times you like to get 100,000 |
                  |opals every time you enter this code during game play.|
                  -----
                  | Start,Start,Y,Start,Start,Y,X,A,X,A |
                  -----
```

```
-----
Get All Rangs----|Enter this code during gameplay will give you all 7 |
                  |Rangs.                                         |
                  -----
                  | Start,Start,Y,Start,Start,Y,X,B,X,B |
                  -----
```

```
*****
(11.1.2) PLAYSTATION 2 CHEATS
*****
```

Credit for this code--Silverphoenix

```
-----
Get 100,000 Opals-|Enter this code as many times you like to get 100,000|
                  |opals ever time you enter this code during game play.|
                  -----
                  | Start,Start,Triangle,Start,Start,Tringle,O,X,O,X|
                  -----
```

YOU CAN FIND THESE CHEATS IF YOU ARE USING THERE HARWARE ON THESE SITES

ACTION REPLAY MAX FOR PS2
www.codejunkies.com
You can use there hardware to get Infinite health and all Collectibels

CODE BREAKER
www.codebreaker.com
You can use there hardware to get Infinte health and all Collectibles

```
*****
( 11.1.3) X-BOX CHEATS
*****
```

```

*-----*
| {12.00}           QUESTIONS/ ANSWERS           |
*-----*

```

Please review question section before sending e-mail to see if question has already been ask.

Question: Is Ty 3 the same on the X-Box, Playstation 2 and the Gamecube

Answer: As far as I know they are all the same beside the controls. For as the missions collectabilles and plot of the story they should all be the same. If anyone knows of a diffrence please e-mail me.

Question: Do you have to collect all the Stones

Answer: No you dont. The stones dont have nothing to do with you game total but you have to have a combination of stones to have you rang break and pick certain thing. So my best advice is try to collect as many stones as you can. If you dont want to collect them you can also buy them from stores but at a really high cost.

Question: Do you have to collect all the collectibales.

Answer: This game is no diffrent then the rest of the TY games if you are going for a 100% completion you must collect all the collectibles and buy all the Rang chasis and all the Buyip power ups.

Question: Do you know where I can get Action Replay, Game Shark, or Code Breaker codes.

Answer: Yes There are codes for the Action Replay Max for PS2 and Code Breaker codes listed on there site look at the cheat section of this guide to get there web sites as of right know there are no codes for the Gamecube or the X-Box and no Gameshark codes.

Question: I cant find how to get to a Mission.

Answer: All missions have a spot to get of the Crabmersible most of them are by the star but the one by Kaka Boom Island is alittle south from the green star.

Question: How do you beat the Quinking

Answer: You must use the shadowring nothing else will work then just read the faq at the final boss and this area will show you how to beat him.

Question: Can you beat the game for me

Answer: Come on people this isn't rocket scientist. If these questions get send to my e-mail expect them to be deleted and no reply. Yes someone actually sent me an e-mail asking this.

Question: I found an Easter Egg will you put it in your FAQ

Answer: If it is to some real importance and somthing out of the ordinary I will put this in the FAQ.

```

*-----*
| {13.00}           CREDITS                     |
*-----*

```

I want to give thanks to KROME for make another great game. I also would like to thank Activision for publishing the game.

I want to thank my wife Michelle for putting up with me and giving me the time to play this great game and wrighting this FAQ.

I also want to give a big thank to any gamer that looks at these faq and who ever wrights them for you all are the ones that keep these sites going for all of us gamers.

I also want to thank these web sites that dont break the copyright and post these FAQ for all of us gamers

I want to thank TheLightsAreOn for the X-Box controls.

I want to thank Silverphoenix for the Playstation 2 controls and the Playstation 2 cheat code.

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