

Animorphs: Shattered Reality FAQ/Walkthrough 1.0

by Psycho

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Animorphs - Shattered Reality
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GAME INTRODUCTION

AX: I am an Andalite. Since the dawn of time, I have observed every detail of the universe. My interests have taken me far and wide studying beings on worlds throughout the cosmos. Recently, my attention has been drawn to a conflict of a small blue world known as Earth. Ruthless aliens called the Yeerk have begun an invisible invasion, taking control of human minds, turning them into helpless slaves. But now everything has changed. The Yeerk leader, Visser Three, gained control of a weapon powered by a Continuum Crystal. But the weapon was more powerful than expected. The crystal exploded. It shattered reality itself. Only one thing stands between the Yeerk and ultimate victory. A group of young heroes called Animorphs.

MAIN CHARACTERS

The bios of the main characters are taken directly from the instruction manual.

JAKE (Tiger): Jake is the strong and serious type. He always tries to do what is right, which makes him the natural leader of the Animorphs. The

others look to him for decisions about the Animorph's missions. He used to look up to his older brother Tom, until he learner he was a controller.

RACHEL (Bear): Rachel is Jake's cousin. She looks like a fashion model but she's strong-willed and can take charge when necessary. She is brave and adventurous, and is always ready for the next Animorphs mission. Her parents are divorced. She lives with her mother and two younger sisters.

CASSIE (Wolf): Cassie is the groups animal expert, since both of her parents are veterinarians. She loves animals and cares about environmental issues. Her compassionate nature makes her the group's peacemaker.

MARCO (Rhino): Marco is Jake's best friend. He's very smart, but his sarcastic tongue sometimes gets him into trouble. He was very reluctant to fight the Yeerks, until he discovered that his mom was a very important Controller. But that is a different story...

ENEMIES

This section describes the alien minions of Visser Three that will try to foil the heroic efforts of the Animorphs.

NA: The lowest alien form in the army of Visser Three. They can easily be defeated with two hits in succession. Na makes its first appearance in the ENTRANCE level.

SKIRT: This aliens resemble millipedes and can also be easily defeated. However they are able to sustain three strikes before they are defeated. Skirt also makes its first appearance in the ENTRANCE level.

HORK-BAJIR: These enemies resemble alien dragons and have a larger reach to strike you with. They can take as much punishment as they can dish out. Five hits must be landed in order to take a Hork-Bajir out. Hork-Bajir makes its first appearance in the ENTRANCE level as well.

KAA: Nasty aliens that resembles Aztec warriors. They carry a staff with two hook blades on each end. Kaa are also sleek and fast. It will take five hits to bring one of these down. Kaa makes its first appearance in the FOREST level.

HOWLER: These mercenary type enemies usually will attack in pairs of two. Their appearance is close to human form. Defeating these enemies will requires five well placed strikes. Howler makes its first appearance in the FOREST level.

GEDD: This alien is a crossbreed between a duck and a human. It has webbed feet and hands and moves like the undead. This enemy however can be destroyed with five shots. Gedds usually hang out in the GARDENS level.

PTEREDON: These dinosaur like creatures hit hard and are fast. One is hard to fend off, so be careful when they attack in pairs. Defeating a Pterdon will take five strikes. Pteredon makes its first appearance in the GARDENS level.

VISSER THREE: The big boss of this adventure. He is huge in size and can deal 1/4 damage with each hit. He also has a good defensive stance as well.

Defeating this boss will be covered in the Walkthrough Section. You will meet Visser Three in the FINALE level.

GENERAL TIPS AND HINTS

- o Animorph coins are scattered through the game. Pick up a 100 of these coins and an extra life will be awarded to you so try not to pass any of these up.
- o Extra life spheres are also scattered through out the game. Some are right in your path while others need to be searched out.
- o Pay special attention to the colors of the platforms that you will be jumping onto. If the color is green, then the platform will stay in the same place. You can use these to catch your breath. Blue platform usually move left and right or up and down. However, do not stand on red platforms for too long. Usually once one of these platform are landed on, they will fall and disappear or will act as a trap door.
- o Blue crosses will refill 1/5 of your health meter while red crosses will replenish all of your health meter.
- o Blue cubes that are ample in each level will act as checkpoints. This means that if you die, you will start where the cube was picked up.
- o Most enemies can be defeated by using what boxers call the stick and move technique. This means that when you are attacking, hit the enemy once and then back away. Then repeat this process until the enemy is no more.
- o When jumping from platform to platform, use your shadow as a guide as to where you are going land.
- o Finally, if you find that you can not progress in a level, try to find the a switch that activates a platform to advance to the next part of the level.

WALKTHROUGH

THE ENTRANCE

1.1 Run to the right but wait until the red beams of the generators above you are shut off before proceeding. There are two to run past. Next, slide down the blue energy slide and jump across two platforms to the blue checkpoint cube.

Then, jump across to the right to snag the blue cross if needed. Jump down and follow the path to the right where you will encounter a NA. You'll automatically morph when an enemy is nearby. Defeat the NA, pick up the blue cross and ride the platform up. At the top, jump up and to the left to grab the extra life sphere. After that, run by the blue cube and jump down.

Jump on the crusher and jump to the next platform. After picking up the blue cross, slide on the blue energy wave but jump before you reach the

end to avoid the spikes. You are rewarded with an extra life sphere at the end. Make your way up by jumping on the blue fans. The last fan will propel you to the right and drop you in a slew of coins on the way down the ditch. Continue right by jumping through the crushers. A blue cross and blue cube await you.

After taking the elevator to the top, you'll have to jump across two platforms. After these, don't jump down into the ditch. Instead, jump up and to the right where five extra life spears are ripe for the taking. Next, jump across six platforms that are hovering above green slime. Grab the checkpoint cube at the end and then ride the platform up to the top.

As it arcs and travels through the doorway, jump to the right when near the extra life sphere. Don't worry, you'll land on a rising platform. Make your way across the rising platform but don't stay too long or spikes will hit you at the top. An extra life sphere and a blue cube is there after jumping off of the third platform.

Next, jump on the moving platform and ride it over the fire and spikes below. A red cross and a NA is waiting to battle you on the other side. Defeat the NA, grab the cubs and jump down using the coins as a reference. The fourth jump down will have you land on a blue platform in the middle of a green sea. It will take you to the next part of the level...

1.2 When the platform stops, jump off to the left and grab the blue cube. Straight ahead lies a NA for you to dispose of. Follow the path to the right and jump on the platform with the blue cross on it. Grab the extra life sphere near the top and the blue cube after getting off.

Make your way across the moving platforms. Patience is everything. Jump on the corridor but watch out for the electricity beams. There is a blue cross at the end. Follow the path to the left and jump on the moving platform. The next one will have the blue cube.

Rest a second and wait for the bridge to fully extend to the left and then hop across. You will have to jump across five of these. Follow the path to the left after picking up the blue cube.

Make your way up through the gears. An extra life sphere and a blue cube await you after the ninth and final gear. Keep following the path to the left where a NA and a Skirt are waiting to battle you. After beating them, grab the red cross to replenish lost health. Continue up and hop on the platform...

1.3 The platform will take you to the top where there is another corridor. Make your way through the fire gauntlet. A blue cross is in the middle to help heal you. (HINT: Make your jumps after the third fireball in succession lands) Make your way right and a badly needed red cross and blue cube are yours. Jump on the grates and follow the coins to judge your jump.

After picking up the blue cube, a NA and a SKIRT are dying to be dwelt with. Destroy them and pick up the blue cross. Continue right and gather the coins until you see the green lifts. Hop on the first and ride it to the next one. If you miss the jumps, your toast! After making it across, follow the path and ride the next green lift. It will take you to an extra life sphere. From there, wait for the next lift, hop on, then follow the path. Now it is time to jump on the bouncing pistons. Whether you go left or right, you can obtain an extra life sphere. If you are daring enough, you can grab both spheres.

After enduring this trial, follow the path, grab the blue cube and ready to battle your first Hork-Bajir. After smacking it around, go through the tunnel....

1.4 Grab the coins and destroy the two SKIRTS by sticking and moving. Before jumping on the extending bridges, don't forget to grab the extra life sphere, red cross, and blue cube.

Make your way across the three bridges, grab the blue cube, and

brace yourself for a corridor full of SKIRTS. There are five to be exact. Battle them and don't forget to pick up the blue crosses if your health is low. Continue to the right, pick up the blue cube.

Jump your way through the moving platforms and take a breath at the green platforms if you want. Continue hopping from platform to platform and grab the blue cube on the third green platform. Continue jumping from moving platform to moving platform until you get to the blue cube at the end.

Now, run down the gray ramp to the right and show the Hork-Bajir who's boss. Next, follow the gray path into the cement mixer. This part is fun. Keep running down and watch out for the holes in the mixer. If you fall in, you lose a life. At the end of this cement mixer is the first piece of the Continuum Crystal and is the end of the level.

THE SEA

2.1 On this level, the main character of your choice will morph into the form of a dolphin. Watch out in the beginning and avoid the sea snake to your left and the one farther up on your right. Turbo past these enemies. Next swim through the coral hoop to grab the extra life spear. Next, watch out for the clam shell on the right when collecting coins. Immediately after the clamshell is a blue cross. Continue collecting coins and turbo past the sea worms on your left. Dodge the three whirlpools. After passing these, turbo past the sea snakes on each side of you. Farther up is another blue cross. Continue collecting coins and swim above the clamshell. Farther downstream is another clamshell, followed by a blue cross. Next, stay to the right to avoid the sea snake on your left. Swim past the barrel, and snag the blue cube.

Avoid the two whirlpools and keep swimming. Next, swim through the opening of the fan blade. Next, avoid the sea snake to the left and the clamshells on the bottom. Then pass through the opening of the net. There is another net to pass through and then a fan blade to make it through. After that, pick up the blue cross. Keep swimming and grab the blue cube.

Shortly after, you'll pass through a fan blade, dodge the sea snake to the left, then pass through another fan blade. Keep going and snag the extra life sphere from the clamshell then turbo through the fan blade opening. This is very tricky. A much needed red cross waits for you on the other side. Afterward, you'll pass through one more fan blade and a net. Finally, you see another piece of the Continuum Crystal and the level ends.

THE FOREST

3.1 Run to the right but jump through when the force shields are not on. Continue to the right and run above the campfire to grab the extra life sphere. Climb the next rock and jump over the force shield. Get ready to battle a Hork-Bajir. After disposing of the alien grab the blue cross. Continue right then run through after the force shield cuts off and grab the blue cube.

Make your way past another force shield and run right past the picnic bench to grab some extra coins. Next, return to the picnic bench, hop on it, and jump up to the cliff above. Next, a red cross is waiting for you. Continue right and hop across four platforms. When you are on the fourth platform, activate the switch. Now, hop on the next platform and it will take you up. Jump to the right and snag the blue cube.

Continue going right and jump across the stones and branches in the waterfall. Again, use the coins and a jumping reference on where to make your

jump. At the end of the waterfall is another blue cube.

Keep going right and jump on the remaining planks of the old drawbridge. Make your way across the platform and begin jumping on the cliff edges. There are two blue crosses at the top of the mountain. Make your way back down and run past the campfire...

3.2 Get ready to do battle with your first KAA. After destroying the KAA, pocket the blue cube at the top of the screen.

Next, jump on the rock to the right and make your way to the moving logs. A red cross awaits you. Jump across one more rock, then jump downwards to the next rock to obtain an extra life sphere. When the log is above water, jump on it and continue jumping towards the beaverdam. When on the beaverdam, run left and grab the red cross if needed. Next hop on the next two rocks downwards to gain another extra life sphere. Backtrack towards the beaverdam and run right to the blue cube.

Start running up the hill while jumping over rolling logs. Running through the mud will slow you down a bit. At the top is a blue cube and a red cross.

Jump over two ditches and brace yourself because two HOWLERS are waiting to put a hurting on you. After crushing them, continue to the right, and grab the blue cube.

Before hopping on the platform, also retrieve the red cross. Next, make your way up by jumping from platform to platform. A blue cross is waiting for you if you need it. Finally, the blue platform will take you into the trees...

3.3 When you arrive at the top, jump to the right and wait for the platform to swing your way. Jump aboard and it will take you to the next switch. Activate it and continue on. Next, take a ride up on the blue platform. Instead of jumping to the left, jump to the right and follow the platforms to a conveyer belt. Jump and run on it to net yourself an extra life sphere. Now backtrack and jump to the left this time. Activate the switch and grab the blue cube.

Next, make your way across two swinging platforms. Follows the arrows and make your way to another rising platform. (HINT: The arrows will always point you in the direction that you need to go.) Next, hop on the conveyer belt and grab the blue cube.

Continue following the arrows and hopping from platform to platform. When you finally make it to the top, you will have to jump across two swinging platforms. Waiting at the end is a blue cube and an activation switch.

Go back the way you came and ride the now mobile blue platform. It will take you to four moving conveyer belts. You know what to do, jump across and continue following the arrows. Activate the switch and back track again to the now mobile blue platform. It will take you down. Next, keep jumping across the conveyor belt. There will be three conveyer belts to hop on. Grab the blue cube, activate the switch and back track yet again!

Another blue platform will take you down. Jump to the left and grab the blue checkpoint cube.

Next, jump on the swinging platform, activate the switch, and follow the arrows to where the last blue mobile platform took you before. Next, make your way across two swinging platforms to the conveyer belt. However, before you leap, wait for the swinging platform to come your way and take you across the right. Next, take the mobile blue platform down and nab the blue cube.

You are almost there. Now continue jumping downwards across eight platform. Finally, go through the cave to the right and obtain another part of the Continuum Crystal, thus ending the level.

4.1 On this level, the character of your choice will morph into the form of a dragon-fly. Fly through the tree branches in the swamp and collect coins as you go. When you fly over the first patch of water, turbo past the frog on your right. It thinks your a snack! Up a little further, you will find a blue cross. Next you will fly past a blue cube.

Right after you pick up the blue cube, turbo past the frog on your right. Continue collecting coins and another frog on your right will appear. Right after this frog, a blue cross will appear. Now get ready to turbo because a hornet want to pick a fight with you. Stay to the right when using turbo because a frog will be waiting for you on the left. If you take a lot of damage do not worry because a red cross is coming to the rescue. Now there will be a frog on the right followed by one on the left. Watch out for their tongues. Further down, an extra life sphere will be waiting for you on the left, then a frog on the left, and finally another blue cube will be in sight.

Keep flying and turbo past the frog on your right. Do not fly into the spiderweb on your left and watch out for another frog on the right. Continue flying and collecting coins until you grab the blue cross. Be aware of the frog on your right. Turbo past it and retrieve the red cross further down in the swamp. After this, a blue cross will be gracing your presence.

Stay sharp because you will have to dodge a frog on your left followed by another one on the right. At the next waterway, keep your eyes peeled for the extra life sphere near the middle on the right. After collecting this item, get ready to turbo past two hornets. After the encounter, a red cross is there for you to obtain. Keep flying and steer clear of all the spiderwebs. After dodging the spiderwebs, it is clear sailing to the end of the level and retrieving another piece of the Continuum Crystal.

GARDENS

5.1 Start by going upwards through the gates that has the sign "GARDENS" attached to the top. After passing through, you will be able to take apart two GEDDS. After disposing of them, grab the red cross towards the top of the screen. Next, pass through the opening in the fence on the right. Follow the coins and hop across the snowy ledges. The fourth ledge is showcasing a blue cube.

Keep jumping to the right across six more ledges then jump downwards to the next ledge. Leap to the right one ledge and again hop downward to the next ledge. A PTERDON is begging for its butt to be kicked. Do not forget to snag the red cross if needed after the battle. Downwards is a blue cube.

Make your way down the icy trail but stay away from the cracks in the ice. You can grab the coins above them by making quick jumps but they are really not worth it. Another red cross awaits you at the end. Hop on the platform to the right and grab the blue cube.

Jump onto the six platforms in succession and do not miss or else the sharp spikes will take away your life. The sixth platform has a blue cube for you.

Next, jump down to the next platform, the right, right, up, up/right, up/right, up/right, up/right, then up on a small snow covered platform. Next, leap on three more up/right platforms. Pick up the blue cube on the third platform.

When you jump to the right, prepare yourself to battle another GEDD. Grab the coins at the top by the bike sign and make your way down. Get ready to slide down the ice slide. There is a blue cube to the left at the end of the slide.

Now you get to run uphill while giant sized snowballs are rolling downhill. Avoid them at all costs because they will flatten you. Another blue cube waits for you at the top.

Walk to the right and slide down another ice slide. Next, jump across five platforms to the left. Another GEDD is waiting for you, so kindly teach it a lesson. After defeating it, jump to the left and ride the platform up...

5.2 The platform will take you to the top. Walk to your left and down the corridor. Then jump on the platform to the left. When you make it to the third platform, run downwards and follow the small path to the swinging platform. Jump upwards to board it. Leap to the next platform to the left and grab the blue cube.

Afterwards, jump left, up, up, left, then onto the tree branch. Then jump onto the left platform, down, and then on the left where the beginning of the drawbridge is and where also a blue cube awaits.

Next, hop across six planks that are still remaining on the drawbridge and watch out for the swinging rocks. (HINT: Do not make your jump until the swinging rock in front of you is closest to the screen.) A blue cube is waiting to be picked up at the end of the drawbridge.

Now, make your way into the cave and jump through the Venus-fly traps when their jaws are wide open. There are five to jump through. Follow the cave to the right and another blue cube is yours to take.

Next, follow the coins and hop on each tree branch to make it to the next blue cube. Next, continue to leap from tree branch to tree branch until you reach another blue cube.

After this, let the coins guide you so that you will be able to make the next ten jumps. Next, get ready to continue making your way back up the tree by jumping from tree branch to tree branch. A blue cube waits for you at the top.

You are almost done being a monkey on this tree. Finally, make nine jumps across branches to the right and get ready to take your frustrations out on a HORK-BAJIR. After getting rid of another alien on Earth, take the platform down into the warehouse...

5.3 When the platform stops, make your way to the right. be careful of your first two jumps or the swinging lights will hit you. make your way down the crates and pick up the blue cube along the way.

Next, jump to the right platform that is above water. Follow by jumping to the right, then down, then down to the blue cube. Don't miss your jumps because you will drown if you do.

Continue jumping to the right platform, then down, then right, then onto the crate to the right. Watch out for the swinging light. Jump to the right and obtain the blue cube.

Now jump on the platform to the right, then up, the right, then down and then leap right falling right into a battle with a HOWLER. Continue to the right after beating this alien mercenary and jump right into the big hole...

5.4 It will drop you into Central Station. Run to the right and jump to the next platform using the coins as a reference. Again, watch out for the swinging lights. Keep making your way to the right by jumping from platforms to platforms and avoiding swinging lights. There are six leaps to make. Next, hop on the derailed train car and continue collecting coins. Then, make your way across the top of another train car and grab the blue cube.

Continue leaping from train car to train car and hop on the green platform past the swinging light. Next, hop on the pulley. Then keep jumping from pulley to platform. Finally, jump across four more platforms and you will obtain another piece of the Continuum Crystal. Level 5 is now complete.

THE DARK

6.1 On this level, the character of your choice will morph into the form of a bat. Fly through the wrecking of the subway, but watch out live powerline wires. Continue collecting coins but turbo past the falling wreckage. Two objects will fall from the right then two objects from the left. Continue to fly and grab the blue cube.

Immediately after, watch out for the swinging bridge sections. Next, fly through the opening in the cobweb. After making it through the first one, watch out for the swinging bridge section on the left and fly through the cobweb. A blue cross will be in sight after this cobweb. Continue collecting coins and stay sharp because another swinging bridge section will be coming up on the left. You will then proceed through a cave. Be careful after you pass through the teeth of the first section of the cave because a cavern worm is lurking on the right followed by one on the left. Next fly straight into the blue cube.

After this, there will be a cavern worm on the right, followed by a blue cross, and a cavern worm on the left. Continue flying and collecting coins until you exit the cave. A red cross greets you at the end. After flying through the cobweb, watch out for the swinging bridge sections in the middle. Next, fly through the next two cobwebs. Continue flying and collecting coins until you enter a damaged train car. Obtain the extra life sphere after entering it. Next, you will exit the train car and will have to fly through another cobweb. Watch out for the live wires and the swinging bridge sections on the right. After this, you will fly through three cobwebs. Turbo past the falling wreckage and snag the blue cube.

Next, maneuver past the four live wires on the right and left sides respectively. A blue cross will be coming up on the left side. This will be followed by another set of six live wires in succession. Dodge them as best you can because the next piece of the Continuum Crystal is approaching to cue up the end of the level.

THE CITY

7.1 You start on the top of a building. Run straight up to the back of the building to grab the extra life sphere. Next run downwards. Hop down to the next two ledges. On the second roof, you will have take out a KAA. After defeating him, drop into the opening of the warehouse and obtain the blue checkpoint cube.

Your next move is to hop on the crates on the conveyor belt to the left. When it moves underneath a scanner, immediately jump to the next crate, grabbing the blue cube in the process. There will be two more scanners to avoid after the first one. Next, leap to the right to snag the blue cube.

Now you get to slide down the slide to your left and hop onto another conveyor/crate belt. However, this time there are only two scanners to avoid. After the second scanner, you can stay on the same crate and grab the extra life sphere that comes up. After grabbing the extra life sphere, run down as fast as you can until you get to the blue cube.

Next, hop over the gap and wait for the fan to stop spinning. When it does, run through and stop. Repeat the same process as above five more times. After the fifth leap, grab the blue cube and activate the switch. Next, back track to the now mobile platform. (HINT: When back tracking, you can jump behind the fan but do not run through it if it is moving!) Finally, wait for the platform elevator to rise and hop aboard. It will take you

down...

7.2 It will arrive right in the area where a Hork-Bajir is lurking. After killing it, run to the left and obtain a badly needed red cross and a blue cube.

Now you get to leap across hot steel mixers. Start your leap when the mixer has just finished pouring to avoid taking damage. You will have to make it across four of these gaps and your reward at the end is fighting a HOWLER. After making quick work of it, grab the red cross at the top of the screen and run left to obtain the blue cube.

After this, you will have to jump past four more hot steel mixers. But do not worry if you get hit because there is a red cross waiting for you after the fourth jump. That's the good news. The bad news is that you will have to defeat two HOWLERS instead of one this time. After disposing of the enemies, grab the red cross on the left and then the blue cube.

This is where it gets tricky. Wait where you got the blue cube for a platform to move out. Hop down on it and make jumps to the platforms by following the coins. However, be quick when jumping because the platforms move in and out in a short time span. When you get to the edge on the right, an extra life sphere is ready to be picked up. Next, do not get crushed by the crusher. Run past it when it is starting to go up. Next, wait for the wall to be fully extended. Then push against it as it goes back in. Otherwise they will push you off. After the walls are two more crushers, an extending wall, and a little old blue cube.

Next jump to the right when the first platform comes out and jump to where the coins are as you've previously just did. Finally, make your way past two crushers, two extending walls, and two more crushers. When you do, run down/right...

7.3 This will take you to street level where you will encounter two tough PTEREDONS. After showing them how tough you really are, run to the right and grab the blue cube.

Now you get to run through the street while dodging tentacles and jumping over sink holes in the pavement. Halfway through the street is a red cross that will replenish the health that you may have lost. Continue running to the right and grab the blue cube.

Now it gets tougher. You have to jump from platform to platform without getting hit by the wrecking balls swinging between the jumps. The platforms are whatever is left of the street. After making the eight jumps, a red cross greets you. Continue to the right, where you will slide down and continue to have to make leaps. Do not worry, a blue cube will be coming right up.

Continue to the right where you will have to make four more leaps. When you make the next jump, watch out for the swinging wrecking ball. Keep going and pocket another blue cube.

After picking up the cube you will fight a PTEREDON. Beat it up and pick up another blue cube.

Next, run to the edge where you will see a crane picking up dirt. Wait until the digger is directly in front of you. Hop on it, grab the extra life sphere, then leap to the right and snag another blue cube.

Next, hop aboard the steel piece. The crane will take you to where you got to go but you will have to jump over three fires while staying on the steel piece. After making the three jumps, hop on the gray pipes and make your way to the platform elevator...

7.4 The elevator takes you up to the construction site. Move right and take out the two NAS. After disposing of them, run to the right but watch out for the crushers. Next, run up the platform and get off by jumping to the right where you will take an extra life sphere. Next take the platform all the way up to the top and run to the left. Get ready to hop on the seesaw

platforms and grab the extra life along the way. After you jump from the third seesaw platform, activate the switch and grab the blue cube.

Now go back the way you came and ride the elevator platform down to the ramp. Now run down the ramp and kick the Hork-Bajir's behind. After retiring the alien, grab the blue cube while jumping up the moving in and out platforms.

When you make it to the top, run to the right while collecting coins and then jump down. Now run up the hill and watch out for the runaway pipes coming down the hill. At the top of the hill, grab the extra life sphere and touch the blue cube.

Now be careful not to get flattened while making your way to the right. Next, leap onto five seesaw platforms. At the end is another blue cube to obtain.

Upon grabbing the cube, you will then battle it out with another Hork-Bajir. After beating the alien, activate the switch on the bottom right and grab the blue cube.

Now run up the ramp to the top, because it is now connected to the final piece of the Continuum Crystal. This ends the level and you are now ready for the final showdown with Visser Three!

THE FINALE

8.1 Run to the right and hop on the moving platform. It will take you to a rising platform. Next make your way up by jumping up five platforms. On the green platform, wait until the blue moving platform comes into sight. Leap onto it. It will take you to a green platform. Which hold a blue cube.

Next, jump on the platforms to make your way across to the left where you will grab the final blue checkpoint cube. This is it. Run upwards to engage in the final battle with Visser Three!

Run up to Visser Three and let him hit you. Now, run around to the back of him and hit him twice in his back area. The first one will hit him, the second one will send him in a defensive position. Wait till he get back out of it and hit him again. Immediately, run to one of the four platforms that has the health crosses because the floor has started to change color. It changes because the floor is going to descend out of sight and then reappear a couple of seconds later. When the floor is back in place, repeat the process above until you defeat Visser Three. (NOTE: Also note the time that you have in the lower right hand corner because you only have two minutes for each attempt. Finally, it will take eight hits to his back area to take Visser Three down.)

After Visser Three's demise, run up to the control room and go up to the control panel. CONGRATULATIONS, YOU HAVE FINISHED THE GAME! Enjoy the ending and the credits...

SECRETS/CODES

At the present time there are no secrets or codes that have presented themselves. If any secrets or codes become available, I will post them in an updated version of this guide.

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I would like to thank the creators of gamefaqs.com for having this site available to the gaming public. Without this site, I would not have been able to get through some of the toughest games that have been produced. Finally, I would also like to thank all of the people who have been contributors to this site.

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