

Klonoa: Door to Phantomile FAQ/Walkthrough

by beno_jange

Updated to v1.0 on Jun 14, 2001

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D o o r T o P h a n t o m i l e

Unofficial KLONOA: Door to Phantomile FAQ

For Sony PlayStation Only

Version 0.8

By Beno Jange

Email: beno_jange@hotmail.com

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I. Disclaimer ..... 0100

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- v0.4 - 05/09/2001 - First release.
- Happy Vesak day on 7th May 2001.
 - Walkthrough up to vision 3-2.
- v0.8 - 05/19/2001 - Removed the Need Help.
- Revised the Game Reviews.
 - Updated the Controls in the Game Basics.
 - Finished the walkthrough (except for the Extra Vision).
 - Rewrote some parts of the walkthrough.
 - Corrected the Tips & Tricks.
 - Updated the Credits.
 - The FAQ is officially finished now (whew ...).

IV. Author's Note	0400
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| About This FAQ ..... | 0401 |
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Welcome to my Unofficial KLONOA: Door to Phantomile FAQ. This is my 9th FAQ so far. I love this game so much ... Strange enough, this great game didn't get many authors attention to make the FAQ for it. Only one people (Richard Ueyama <ruyeyama@best.com>) who write the FAQ for it but his FAQ didn't cover the walkthrough. That's why I decided to write this FAQ. Btw, this FAQ is based on the US version.

Eventhough there is still one walkthrough left (i.e. Extra Vision) but all I can say that this FAQ is finished now. I will consider to make the walkthrough for the Extra Vision when I finish it or someone help me out but that's it for now. For easy searching just highlight the keyword number on the Table of Contents and press Ctrl+F. Btw, pls

excuse for my poor English.

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How to Get the Update ..... 0402  
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The newest revision of this FAQ can always be found at:  
= GameFAQs <http://www.gamefaqs.com>

This FAQ can also be found at:  
= Game Advice <http://www.gameadvice.com>

NOTE: If you find this FAQ not on the above site pls let me know.

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How to Contact Me ..... 0403  
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Any questions (including asking for permission to post this FAQ),  
critizisms, contributions, suggestions, etc are welcome as long as you  
state "KLONOA" as a subject of your letter. Tell me where did you read  
this FAQ. Pls write it politely. I will surely answer it if I have the  
time. May be you get the reply within an hour. Who know? My email  
address is on top of this FAQ.

NOTE: I am not hiding secrets or any other information, i.e. everything  
I know about KLONOA: Door to Phantomile is in this guide.

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V. Game Reviews ..... 0500

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I'm sure most of you have ever heard these titles: Crash Bandicoot,
Spyro the Dragon. How about KLONOA: Door to Phantomile? Have you ever
heard about it? No, oh ... that's too bad. This game is really cool and
fantastic. This game was made by NAMCO. You know ... the company behind
some incredible 3D fighting games: TEKKEN and SOUL BLADE. Eventhough
this game is kinda old but the game itself is really fun to play.

The game itself features neat 3D animation. You can see the background
animation while you passing the area. This game features a smooth 3D
motion graphics. The character and the background design is really well
done. I've never seen such a beautiful graphic beside Crash and Spyro
series. The possible references that come to mind when playing are
Crash and Spyro for the 3D view and Final Fantasy for the FMV.

The story is not that complex and quite a typical setting of most
traditional action game. Dark vs Light ... and a hero must destroy the
evil to save the world. The story is really easy to follow and packed
with solid plotline (and even touching). You're KLONOA from Phantomile.
You have to protect the world from being destroyed by the nightmare who
was created by Ghadius. You go on journey with Huepow to stop Ghadius.

The music itself is really well composed. The music can influence our
feeling when we play KLONOA. Every level has different music. There is
a large collection of the music in this game. The sound effect is also
impressive. Almost every aspect of this game is covered with the SFX.
The FMV on this game even features voice acting. NAMCO really put alot
of efforts to make this game as realistic as possible.

Speaking about gameplay, I have to say that this game ROCKS. Every level is designed very well. Every level has lots of new enemies, traps, etc. Each level offers us a new challenge. Sadly this game didn't feature analog controller (since it made way back in 1997). Adding the extra stage and music test on this game as an innovation are really a good idea. The extra stage really give us a hard time :P

The game is quite difficult first. But once you familiar with the environment then you won't have any troubles again. For those of you who like Crash and Spyro then you should try this game. I guarantee you won't regret it as I do. This game will keep your brain and finger busy for hours. I heard that the sequel of this game has been made for PlayStation2. Come on buy this game and let my FAQ help you!

Here are my rating for this game:

- Graphics : 9.0/10
- Storyline : 8.5/10
- Sound : 8.5/10
- Music : 9.0/10
- Innovation : 9.0/10
- Gameplay : 8.5/10
- Overall : 8.8/10
- Difficulty : Medium
- Buy / Rent : Buy

VII. Game Basics 0600

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Controls 0601

- Up - Face upward.
- Down - Face backward.
- Left - Move left.
- Right - Move right.
- X, /\ - Jump.
- [], O - Capture an enemy (when close to the enemy).
- Hit the object (when close to the object).
- Start - Pause the game.
- Skip the FMV.

Techniques 0602

- Double Jump - Capture an enemy then press X twice.
- Throw Enemy - Capture an enemy then press [].
- Glide - While in the air hold X.

Items 0603

- Blue Gem - 10 gems. Collect 100 gems for 1 Up.
- Green Gem - 1 gem. Collect 100 gems for 1 Up.
- Bubble Clock - Checkpoint.
- Bubble Prisoner - Collect this all to unlock extra stage.
- Bubble Fly - Double gem count.

- Red Heart - Restore 1/6 of your health.
- Gold Heart - Restore 3/6 of your health.
- Gold Coin - Increase the number of continue (=1 Up).

VII. Walkthrough 0700

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This walkthrough will focus on getting all of the prisoners (and hopefully get the perfect gem). Since I didn't put my notice about the spoiler so this FAQ will be spoiler free :P

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The Beginnings of Gale ..... 0701

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FMV. Grab red bunny and use him to double jump to get the blue gem. You'll notice a white egg in the background, toss it to get another blue gem. In the bridge, capture the flying thing and use it to get several green gems. At the end of the bridge, you'll notice the weird bubble. Hit it to release the prisoner inside it. You'll across the mountain. Double jump to get the heart then jump to reach the upper platform. Bang the bubble clock to activate the checkpoint. Fly it up by using the air from the spinning fan. Double jump to get the blue gem. Don't forget to release the prisoner from the bubble. Double jump then glide to reach the other platform. Double jump and hit the bubble prisoner as you're near the door. Enter the door. FMV.

Activate the checkpoint as you exit the door. Double jump then release the prisoner. When you see two paths, choose the upper path 1st. Double jump to reach it. Avoid the flying spiky ball and make your way to the right. Enter the elevator and release the prisoner. Enter the upper platform and grab the gold heart for restoring 3/6 of your health. Grab the gold coin for increasing the number of continue and activate the checkpoint at the end of this path. Jump down and go back to the right while avoiding the flying spiky ball. Go through the lower path. Bang the bubble fly to activate double gem count. Quickly grab all of the gems. Go left and release the prisoner. At the end of this path you'll see the door. Enter the door.

The Diva and the Dark Spirit 0702

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Double jump to get the blue gem. Go right and jump down to the lower platform. Make your way to the left while avoiding the flying spiky ball. Activate the double gem count and quickly grab all of the gems. Go left and fly it up to reach the platform in above. Release the prisoner. Go right and double jump to get to the next platform. Fly your way to the top. Toss the white egg in the south with enemy for releasing the prisoner. Make your way to the door in the right and enter it. Activate the checkpoint. Go right and ride the kart. Use glide to get the upper gems. Activate the checkpoint and enter the door at the end of the ride. Make your way to the left. When you see two paths, choose the lower path. Make your way to the left. Fly it up by the spinning fan and release the prisoner. Jump left and enter the door in the bottom.

Hit the giant enemy and toss him for several green gems. Activate the double gem count in the right by throwing an enemy on it. Quickly grab

all of the gems. Don't forget to release the prisoner. Exit the door. Make your way to the top then go right. Proceed your way to the door in the left. Enter the door. Activate the checkpoint. Make your way to the right. When you see two paths, choose the lower path. Hit the white egg to release the prisoner. Proceed your way to the right then grab gold coin. Jump down, go right. Now, choose the upper path. Jump on the shield bunny back and catch it. Toss it on the stone bridge. Make your way to the right. Release the prisoner. Proceed your way to the door in the right and enter it. FMV.

--= Rongo Lango =--

This boss is easy. At first round, quickly capture the red enemy and throw him to Rongo Lango back. He will start to attack you. Rongo Lango has 3 attack patterns. 1st, he will jump to pounce you. While he jump towards you, quickly run to his opposite direction to avoid it. 2nd, he will make the quake to chase you. Just jump to avoid it. 3rd, he will make the shockwave to hurt you. Also jump to avoid it. After he did one of his attack, quickly run to his back and kick his butt with red enemy. Do these steps and you'll win ...

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Deep in the Dying Forest ..... 0703  
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Go right. You'll face the shield bunny. Jump on his back and capture him. Use him to double jump to get two blue gems in the above. Make your way to the right. Here you should jump to pass several platforms while avoiding the spiky ball which is thrown by an enemy in the background. Quickly grab an enemy and toss it to the white egg. Go to the top by using the flying thing for several items. Glide back and forth to get the hard to get blue gem. Move right. Double jump to the the upper platform. Proceed to the top by using flying thing. Release the prisoner. Move right. Activate the checkpoint. Toss the enemy to the enemy in the background. Jump to pass two moving platforms. Break the egg for another prisoner. Double jump to the upper platform. Glide and activate the double gem count. Quickly jump left and toss the red enemy to the giant red enemy. Pick up all of the gems. Enter the door. In this area, you'll notice the upper platform in the left. Jump left to reach it and proceed to the door. Fly it up and pick up the gold coin. Fly it up and toss it to the bubble prisoner. Don't forget to activate the checkpoint. Exit the door and go back.

Proceed to the right. Wait until the enemy float and use it to double jump on the upper platform. Make your way to the door in the right. FMV. Get the key and enter the door. Activate the checkpoint and get the red heart (if you want to). Enter the door in the right. In this area, you should see two moving white eggs. Grab an enemy and toss it to that moving egg. One of them contain gold heart and the other contain the prisoner. Proceed to the right. Fly it up to reach the upper platform. Toss the enemy to the egg to reveal the key. Enter the door in the right. Activate the checkpoint. Jump near the right side white enemy for revealing the hidden egg. Break it. Now, grab the enemy and jump to the moving platform. Wait until you descend and try to toss the enemy to the egg in the left for releasing the prisoner. Go right and pass several moving platform. Make your way to the right. Activate the checkpoint. Don't forget to release the prisoner in the bottom. Poceed to the right and activate the double gem count. Quickly grab all of the gems while proceeding to the right. FMV.

Proceed your way to the right and collect several green gems. Move left. Wait until the enemy has thrown the spiky ball and quickly grab it. Toss it to the enemy in the right. Ride the flowing water. FMV. Proceed to the right. Jump on the moving object and double jump (with the help of red bunny) to the upper platform in the right. Release the prisoner. Jump back and move left. You'll be on the waterfall. Capture jumping fish and double jump to hit the red enemy below you. Proceed to the bottom and release the prisoner. Go back. Proceed your way to the door in the upper right. Enter it. Activate the checkpoint. Proceed your way to the bottom. Go right for several green gems. Capture flying fish. Now jump on the upper platform (with moving spiky ball). Wait until the spiky ball move away then quickly double jump to reach the upper platform in the right. Pick up gold coin and several gems. Also be sure to release the prisoner. Now, go back. Proceed to the left and activate the checkpoint. Enter the door. Grab the jumping fish in the left and toss it to the red enemy below you. Proceed to the bottom. Enter the door. Release the prisoner.

Proceed to the right platform above you. Let the geyser move you up and jump twice to land on the platform. Double jump and glide to reach the next platform. Activate the checkpoint. Proceed to the right while avoiding the giant spiky ball. Don't forget to activate the double gem count. Proceed to the door in the top. Activate the checkpoint. Proceed to the bottom. You have two paths to choose: left or right. Choose left 1st to release the prisoner. After that choose the right path. Proceed to the left. Enter the door. Activate the checkpoint. Glide to get all of the gems. Now, you'll surf in the water. Avoid the flying spiky ball while collecting the gems. Activate the checkpoint at the end of the surf. You'll notice hard to reach platform above you. Quickly hit the giant enemy to make it lay down. Quickly grab the enemy in the right and double jump to reach that platform. Release the prisoner in that platform. Also, make a use of gold heart (if you want to). Now, go back. Proceed to the left and activate the checkpoint. You'll have another surf again. Collect all of the gems while avoiding the flying spiky ball. Glide at the end of the surf to get the gems. Be sure to get the gold coin. Enter the door. FMV. Hit the blue object. FMV.

--= Seadoph & Pamela =--

You'll face Seadoph with Pamela. He and Pamela have 2 attack patterns. 1st, they will jump towards you. As you hear Pamela screams, quickly keep your body moving to avoid it. 2nd, they will make the water bubble. You have to run and press [ ] to break the bubble. While avoiding their attacks you also have to jump to avoid the giant spiky ball. After several attacks, Seadoph will ride the giant spiky ball. Simply wait until he float in the middle area and capture him. Now, throw him towards Pamela while Pamela screams and jump towards you. Do these steps until Pamela and Seadoph recover from their unconsciousness ...

Proceed to the right. Do you notice the growing tree in the background? Jump on the spiral spring to get all of the gems. Jump and glide to the

right. Jump on the spiral spring to reach the right platform. Glide back and forth on the gondola to get the blue gem. Move left. Double jump to break the crate below you. Use red bunny to break the crate in the left. Grab the gems all the way to the left and approach the guard. FMV. You'll face spring bunny. Simply move right as it jumps to pass it. Now, go to the gondola and let it ascend. Activate the checkpoint. Grab the flying bunny. Move right. Ride gondola. Quickly toss it to the armor bunny to break its armor. Double jump to the left to get red heart. Double jump to the right and break the white egg with red bunny for the key. Ride gondola again. Grab the flying bunny in the right and jump left. Toss it to the armor bunny and grab the blue bunny. Double jump to reach the upper area in the left. Release the prisoner. Enter the door.

Activate the checkpoint. Avoid the flying spiky ball. Grab the snail and double jump to break the crate. Release the prisoner and collect all of the gems. Move to the right and ride the gondola. Activate the checkpoint. Move right and grab the spring bunny. Bring it to the right area and toss it to the armor bunny. Quickly kill the bunnies until one left. Toss this bunny to the crate in the background. Proceed to the left. Remember to release the prisoner in the bottom. Break the crate in the left for the key. Enter the door. Activate checkpoint. Move left. You'll notice the bud in the background. Hit it once to reveal the white egg. Hit it again to release the prisoner. Now double jump. Jump to the left by using the left spiral spring. Grab the flying bunny. Double jump to reach the top of small gate. Grab the flying bunny from this position. Move left. Toss it to the giant armor bunny. Now, grab another flying bunny and toss it again to that bunny for several green gems. Activate the checkpoint. Proceed to the left while avoiding two armor bunnies. Jump on the top spiral spring using the bottom spiral spring and grab the red bunny. Use it to hit the armor bunny. Capture the blue bunny and double jump to break the crate below you. Collect all of the gems. Hit the bud in the foreground twice for gold coin. Capture red bunny and break the armor bunny in the right. Capture red bunny. Move right. Hit the bud in the background twice for releasing the prisoner. Move left. Capture the red bunny in the bottom and double jump to the left platform above you. Double jump and avoid the flying spiky ball to the next platform. Move left and quickly kill the snail in the left. Get the key in the left. Break the crate in the right for red heart. Back to the right. Now, proceed to the left and enter the door.

You'll ride the gondola. Activate the checkpoint. Collect all of the items while avoiding the flying spiky ball. Activate the checkpoint at the end of the ride. Enter the door. Move right and collect the gems. Break the crate below you. Double jump to the left platform above you. Collect the gems and ride the gondola. Capture the snail and toss it to the giant armor bunny in the background. Now, you should be able to hit the blue object in the background. It will activate another gondola. Now, back to the right and ride the gondola. If you spare giant blue bunny life then hit it for several green gems. Move right and hit the bud twice for releasing the prisoner. Double jump to reach the crate in the right. Double jump to break it. Double jump to the right. Proceed to the right. FMV.

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The Stopped Gear ..... 0706  
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FMV. Move right. Grab the explosive pig. Throw him to the background



near the blue object. Let it bomb the blue object. Ride the gondola in the right. Jump right at the first stop. Enter the blue door. Move right and enter the door in the right. Get the key in the stopped gear. Go back to your gondola (near blue door). Jump left at the next stop. Double jump to get the hanging blue gem. Enter the door in the left. Activate the checkpoint. Proceed to the left. Beware of the snail attack. Make your way to the upper right platform. Jump and glide to the next platform in the left. Capture the white mouse. Go to the 2nd ledge from the right. Hit the bubble prisoner. Move to the left. Activate the checkpoint. Grab dragon fly. Enter the left area above you by using the spiral spring. Position yourself below the blue object in the bottom. Double jump to hit it. Move right and capture another dragon fly. Enter the upper left platform again. Activate the double gem count. Quickly, collect all of the gems in the bottom right. Proceed to the left. Jump to the spiral spring and activate the checkpoint. Enter the upper left platform. Make a use of explosive pig to get the blue gem in the right. Throw another pig on the egg in the right for gold coin. Enter the door.

Proceed to the left. FMV. Double jump to get all of the gems. Pick the enemy and toss it to the white egg for the blue gem. Proceed to the left. Toss the enemy on the bubble prisoner near the tree. Proceed to the left and enter the door. Activate the checkpoint. Jump twice to enter the left hanging platform. Grab the pig. Throw him to the blue object area. Quickly go to the closed door. Enter it. FMV. Use double jump twice on two flying bunnies to enter the area in the right. FMV. Pick up the key. Now, jump and glide then hit the bubble prisoner in the left. Also don't forget to collect all of the gems. Go back to the right. Enter the door (near the tree area). Activate the checkpoint. Now, you have to hit these three blue object in this sequence: left, right then middle. FMV. Exit this area. Proceed to the right. Enter the door. Enter the door in the bottom. Glide to enter the door in the right. Enter the door. Ride the gear to the moving floor. Don't forget to release the prisoner. Avoid two flying spiky balls and ride another moving floor. Avoid one flying spiky ball while collecting the gems. Proceed to the door in the left. Enter it. You'll ride the moving floor. Jump and release the prisoner then glide to ride the gondola in the left. Enter the door. Activate the checkpoint and double gem count. Make your way to the door in the top. Avoid the giant spiky ball while collecting the items. Enter the door. Ride the gondola. FMV.

--= Gelg Bomb =--

The only weakness for this boss are on his up side. This boss has 3 attack patterns. 1st, he will run towards you. Grab the red enemy and use spiral spring to jump and throw the enemy to the Gelg Bomb up side. You have to predict when to jump and when to throw. Also if you fail to capture the red enemy, just use spiral spring to avoid it. 2nd, he will make the giant lava ball to chase you. Simply jump by using spiral spring to avoid it. 3rd, he will jump to pounce you. He will be in the mid air for a while and he will pounce you from his shadow position. Your aim now is to make him fall near the spiral spring so you can easily hit him. How? Well, since his shadow will chase you so try to move his shadow to the area where you can easily hit him. While his life is about 50%, he'll become more furious and aggressive. Repeat these steps and he will be gone for good ...

Move right. You'll face cycling egg. Double jump to kill it. Go up then double jump to the left. Double jump to get the blue gem and kill one cycling egg. Enter the door. Activate the checkpoint. Now, try to avoid all of the gems. Double jump to activate the double gem count. Double jump then glide to get two blue gems. Collect all of the green gems. Exit the door. Proceed to the left. Double jump twice to the top. Move right. Kill one cycling egg. Double jump by using two flying bunnies to the next platform. Double jump to release the prisoner in the right. Double jump to reach the door in the right. Before you enter the door, take a look on the ledge in the left. Double jump to reach it. Enter the door. Double jump by using both side flying bunnies to release the prisoner. Exit this area. Now, enter the door in the right. Activate the checkpoint. You'll face the giant cycling egg. Kill it by using red bunny. Proceed to the right while collecting the gems. Enter the door. You'll face squid cowboy. Wait until he fires you then quickly grab him. Use him to get to the ledge above you. From that ledge jump to the right ledge. Release the prisoner. Jump down. Move left. Proceed to the top while killing the enemies. Move left. Jump left then grab the flying bunny. Quickly double jump to release the prisoner below you. Enter the door in the left.

Grab one of the ghosts to kill the other ghost. Move right. You'll see the ghost with cycling fire. Wait until the cycling fire bigger then jump on the cycling fire and grab the ghost. Toss it to the white egg in the background for gold coin. Proceed to the right while avoiding two flying spiky balls and collecting all of the gems. You'll see enemy throw you spiky balls in the background. Ignore it. Now, you'll see the flippable platform. Get the gold heart and the gems. Kill the ghost with cycling fire. Activate the checkpoint. Capture the flying bunny. Jump to the flippable platform then quickly double jump to the next platform. Move right. Pass the flippable platform. You'll be on the cracked pillar area. Double jump to the ledge in the left for gold coin and the gems. Go back to the right. Move right. Pass one flying spiky ball. Move right. Kill the ghost with cycling fire. Move right and activate the double gem count. Quickly grab all of the gems in the right then jump left to avoid the flying spiky ball and collect the rest gems in the left. Activate the checkpoint. Now jump to the swing. On the 3rd swing wait until it move to the right then quickly release the prisoner. Proceed to the left. Capture the ghost with cycling fire. Ride another swing. Wait until it swing to the right then jump and shoot the bubble prisoner in the left. After that quickly grab the flying bunny as you swing to the left then double jump to the high platform in the left for lots of gems. Jump down and enter the door in the left.

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A Lull in the Wind ..... 0708  
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Go right then slide while collecting the gems. Go left then slide while collecting the gems and avoiding the flying spiky ball. Go right then slide while collecting the gems and avoiding the flying spiky ball. Go left then slide while collecting the gems. Go right then slide while collecting the gems. You'll enter the door in the right. You slide in the flowing water while collecting the gems. Keep an eye on the prisoner. As you see it, quickly jump to release it. Capture the flying bunny and use it to double jump to get the gold coin. You'll enter another door. Avoid flying spiky balls while collecting the gems. Capture the flying bunny and use it to grab the gold heart. Keep an eye

on the prisoner. As you see it, quickly jump to release it. You'll enter the door. Activate the checkpoint. Capture the ghost with cycling fire and use it to destroy the rock in the right. Grab the red bunny. Use it to destroy another rock in the right. Move right and let the blowing wind fly you up. Avoid the cycling egg. Capture two ghosts to destroy the two rocks below you. Now, jump down to that area. Release the prisoner. Ride the blowing wind to the top again. Capture one ghost. Move right then ride the blowing wind. Destroy the rock in the left. Activate the blue object on that area to destroy the giant rock in the right. Avoid two cycling eggs and enter the door in the right. Activate the checkpoint. Proceed to the upper right area. Capture the ghost with cycling fire. Use it to reach the ledge in your right. Now double jump twice by using two flying bunnies to reach the blowing wind which bring you to the door. Enter that door. Jump over several blowing winds and release the prisoner. Try to get the gold coin and the gems in the left side. You'll jump down to the bottom. Enter the door.

Jump on the ledge to get several gems. Capture the flying bunny in the upper right. Use it to destroy the rock below you. Jump down to that area. Capture red bunny. Use it to break the egg in the background for the gold heart. Capture the ghost with cycling fire and use it to destroy the rock in the left. Move left and avoid the flying spiky ball. Activate the double gem count. Quickly grab all of the gems while avoiding two flying spiky balls. Go back to the right. Capture the ghost with cycling fire and use it to double jump. Use the flying bunny in the upper right to reach the blowing wind. Let it fly you up. Move left to get the gold coin. Move right to pass several blowing winds. Capture the red bunny and use it to double jump to get the red heart and the gems. Now use it again to reach the left area. Avoid the cycling egg. Capture the ghost. Double jump to the right and double jump again by using the flying bunny to reach the upper right area. Enter the door. Now, make use of the blowing wind and flying bunny to release the prisoner. Enter the door. Back to the left while avoiding two cycling eggs. Jump left several times to pass several ribs. Ride the blowing wind and land on the platform in the left. Jump left several times to pass several ribs. As you see the flying bunny, quickly use it to double jump to release the prisoner. Jump left several times to reach the blowing wind. Ride it twice to the left area. Jump above the rock. From this position, capture the flying bunny to destroy the rock. Enter the door. Move right. FMV. Enter the door in the right. FMV.

=== Anaconda ===

This boss is easy. Your aim is to hit the color target on its body. It's better if you can hit two targets with one shoot. So grab the flying bunny and shoot it when you close to it. He has 4 attack patterns. 1st, he will compose pillar formation then he will approach you with that formation. All you have to do is position yourself to a safe position where there is less pillar. Another way is move yourself to avoid the pillar. 2nd, he will compose the explosive formation. Just do the same steps. 3rd, he will compose the small planes then he will approach you with that formation. When you near him, all of the planes will do "kamikaze" towards you. Just do the same steps here. 4th, he will create the enemy to chase you. Just jump to avoid it. Repeat these steps ...

FMV. Move right to enter the right tunnel. FMV. Proceed to the bottom left and enter the tunnel. Move left. Ride the moving platform. Move left while collecting the gems. Double jump by using the flying bunny to release the prisoner below you. Enter the door (with red sign). Remember this area. Activate the checkpoint. Move left. Collect the gems. Jump left while avoiding the burst. Grab the red bunny. Ride the moving platform. Hit the object with target sign in the background. Jump on the gear and capture the flying fish. Now hit the object with the target sign in the background. Jump left to the wire platform. Double jump to the higher wire platform by using the fish. Now grab another jumping fish. Jump on the spiral spring. Now shoot the bubble prisoner in the background. Jump high to the upper left wire platform. Proceed to the left. Jump and glide to the platform with the target sign. Jump and glide to get the blue gem. Jump and glide to the platform. Get the red orb. Proceed to the right ledge. Activate the double gem count. Quickly proceed to the upper right ledge. Jump and glide to get the gems. Proceed to the right. Try to capture the red bunny. Double jump to pass the burst. Activate the checkpoint. Enter the tunnel. FMV.

Proceed to the door with red sign area. Capture the flying bunny. Move down right. Proceed to the right while collecting the gems. Activate the checkpoint. Ride the moving platform. Move right. You'll face the behemoth with swing ball. As it swing to its back, quickly kill it. Move down left. Kill the behemoth. Move down right. Double jump and glide to pass the lava. Move right and collect the gems. Ride the moving platform to the foreground. Jump left to the next platform. Avoid armor bunny. Grab the red bunny. Kill the armor bunny in the background. Kill the armor bunny in the right. Capture the red bunny and hit the egg in the bottom for releasing the prisoner. Ride the moving platform to the background. Jump and glide to the left to pass the lava. Avoid the burst. Capture the squid cowboy. Double jump to the blue orb area. Get the blue orb. Enter the door. Capture the behemoth. Pass the burst. Toss it to the right to kill the right behemoth. Try to capture the red bunny. Hit the egg in the background for releasing the prisoner. Activate the checkpoint. Enter the tunnel. FMV.

Proceed to the bottom right. Enter the tunnel. Ride the moving platform and enter the door in the right. Proceed to the left while collecting the gems. Activate the checkpoint. Ride the moving platform. Capture the red bunny. Jump high on the spiral spring. Hit the blue object in the background. FMV. Jump high to the left. Collect the gems. Avoid the swing ball by behemoth. Move left and capture the red bunny. Here you will see two sign (yellow in the left and green in the right). Remember this area. Double jump to the right to go to the green orb path. Kill the behemoth. Avoid the burst. Get the blue gem in the right. Double jump by using flying bunny to the upper right platform. Activate the checkpoint. Proceed to the right while collecting the gems. Jump high to the left by using the spiral spring to avoid the burst. Enter the door. Activate the checkpoint. Jump down and get the blue gem. Double jump to the left to avoid the moving spiky ball. Hit the blue object. FMV. Back to the right and enter the door. Hit the blue object. Exit the door. Enter the door above you by double jumping. Move right. Get the red heart in the left (near the red object). Enter the door in the right. Activate the checkpoint. Move left to jump down then quickly glide to get the blue gem and release the prisoner. Move left to jump down then quickly glide to get the gold coin. Capture the jumping fish. Use it to break the armor bunny. Capture the blue bunny and use it to kill the bunnies. Proceed to the right and get the green orb. Activate the checkpoint. Enter the tunnel. FMV.

Proceed your way to the area with two sign. Double jump to the left to choose the yellow orb path. Collect the gems. Kill the behemoth. Activate the checkpoint. Jump left to get all of the gems. Avoid the burst. Jump to the gear. Activate the double gem count. Try to get all of the gems by double jumping. Double jump to the right to avoid the burst. Collect the gem. Quickly jump on the shield bunny back and capture it. Wait until the left burst off. Quickly jump on it and hit the egg in the right for releasing the prisoner. Capture another bunny and wait until the burst off. Quickly jump on it and double jump to reach the upper right platform. Double jump to get the yellow orb. Proceed to the right. Pass the burst. Enter the tunnel. FMV. Now, enter the opening door. Hit the blue object. FMV.

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Between Light and Darkness ..... 0710  
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To avoid any repetitions and confusions, you need to know about the following things. This area will turn into light and darkness according to the fixed time. When dark, all of the enemies will turn into demon which can't be killed and captured. Also it will change the small ledge into big ledge. When light, all of the enemies will turn into normal again. Also it will change the big ledge into small again. Now on to the point ...

FMV. Enter the tunnel in the right. Move left then down. Move left. Kill the behemoth. Proceed to the left. Jump to the ledges for some gems. Avoid the burst. Wait until the burst off then move down. Hit the eggs in the background for the blue gem and and gold heart. Capture the red bunny. Move right. Double jump to the right. Jump high by using the spiral spring to get the gems. Jump high to the right. Collect the gems in the ledges. Capture the behemoth. Toss it to the blue object in the right for activating the blocked ledge. Proceed to the blocked ledge. Capture the flying bunny then double jump to the right. Enter the door. Activate the checkpoint. Jump on the spiral spring. Wait until the moving spiky ball move right then jump high. Capture the flying bunny and double jump to the upper left area. Move left and capture the behemoth. Double jump to the spiral spring area. Proceed to the bottom. Enter the door in the right. Move right then down. Hit the egg in the foreground. Double jump to the right. Proceed to the upper right area. You should see the ledges. Jump twice to pass these ledges while collecting the gems. Capture the flying bunny. Double jump to the left while avoiding the burst. Release the prisoner. Jump down. Capture the red bunny. Double jump to the right. Proceed to the upper right area again. Enter the tunnel.

Hit the blue object. Ride the elevator. Enter the tunnel in the right. Activate the checkpoint. Move left. Avoid the bunnies. Jump right. Activate the double gem count. Collect all of the gems while jumping on the ledges. Proceed to the upper right area. Jump down. Ride the metal platform to the right. Jump and glide to avoid the burst (when you near it). Jump and glide to the right as the burst off. Jump and glide to the right to avoid the metal platform. Proceed to the right while collecting the gems. Collect the gems and gold hear in the ledges. Jump and glide from the ledge to release the prisoner. You'll see the flying enemy approach. Step back then quickly move forward and capture it. Now use it to hit giant armor bunny in the background. Capture the flying enemy and hit the armor bunny in the background. Now, ride the metal platform in the left to the background. Capture the blue bunny. Hit the

giant blue bunny for several gems. Enter the door in the right.

Activate the checkpoint. Jump on the spiral spring. Wait until two moving spiky balls move right then quickly jump high. Capture the flying bunny and double jump to the left. Capture the red bunny in the left. Use it to double jump to the upper right platform. Move right. Capture the squid cowboy. Wait until the flying bunny descend then quickly grab it by double jumping. Double jump to the upper right platform. Capture another flying bunny. Proceed to the right while collecting the gems. Double jump to the left then hit the blue object for removing the blocked ledge below you. Jump down while collecting the gems. Move left and release the prisoner. Also get two red hearts if you want. Hit the blue object for removing the blocked ledge in your left. Jump down. You'll be on the two moving spiky balls area again. Proceed to the upper left area. Double jump to the upper left by using the red bunny. Move left. Kill the squid cowboy. Avoid the burst. Enter the door below you. Collect the gold coin, gems and release the prisoner. Exit this door. Now, hit the blue object in your left for removing the blocked ledge below you. Move right. Ride the metal platform. Enter the door.

Move right. Jump and glide to avoid the metal platform. Capture the flying enemy and hit the egg in the background for gold coin. Capture another flying enemy and hit the blue object in the bckground for activating the blocked ledge. Capture the flying enemy then ride the metal platform in the left. Move left. Before you reach the red object, quickly double jump then glide to the right. Proceed to the upper right area while jumping on the ledges. Enter the door. Hit the blue object. Ride the elevator. Collect the gems then activate the checkpoint. Enter the tunnel in the right. Jump high on the spiral spring then hit the blue object. FMV. Jump high to the left. Collect the gems. Move left. Jump and glide to the left to hit the blue object while avoiding the burst. Jump and glide to the left to pass the burst. Jump and glide to the next platform. You should wait until the armor bunny on the left side then quickly jump down and proceed to the right. Wait until the giant armor bunny move left, follow it then quickly hit the blue object. Proceed to the top again. Move left. Jump and glide to the left to hit the blue object. Now use the spiral spring to jump on the left spiral spring. Jump high to the left. Jump left to the bunny in jail area. Now, capture the bunny. Enter the tunnel in the bottom. Double jump then glide to the upper left platform. Grab the gold coin and activate the checkpoint. Enter the tunnel in the left. You'll ride the metal platform. Proceed to the right while avoiding the bursts. Enter the tunnel. Hit the blue object. Ride the elevator. FMV.

--= Joka ==-

Now, you'll face Joka. This guy is quite annoying though. He has 2 attack patterns. 1st, he will move in random order. Just chase him and kick his butt with the bunny. Beware of his cycling ball. 2nd, he will turn into lobster then he will change all of the floor color. He can use his claw to swing. Jump to avoid it. He also can use his claw to cut you. Just jump and glide to avoid it. Now, your job is to turn all of the floor into yellow. How? Well, walk on that floor to change the color. When you succeed, this lobster will turn into Joka again. Now, use this chance to kick his butt.

FMV. Enter the door. Move right. Move down several times. Proceed to the right. Jump on the ledges. Enter the door in the right. Proceed to the door in the left. Enter it. Activate the checkpoint. Capture the red bunny then jump on the moving barrel. Jump right before the barrel fall down. Proceed to the right. Capture the flying bunny then throw it to the red bunny. Proceed to the right while killing the oncoming red bunny. Double jump to release the prisoner. Jump and glide before the barrel fall down. Move right then jump down. Get the gems and gold heart. Quickly proceed to the right. Break the armor on the oncoming armor bunny. Capture the blue bunny then jump on the moving barrel. Double jump to release the prisoner. Now double jump to the right ledge. Hit the red prism to break it. Now enter the door.

Jump and glide to the left. Jump and glide to the right. Remember this door. This is the main door. Enter the door. Proceed to the right until you see the door. Enter it. Proceed to the bottom right. Enter the door. Capture the enemy then double jump to kill the enemy below you. Move down. Kill the enemy. Proceed to the right. Enter the door. Jump on the moving platform to the top. Collect the gems, heart and release the prisoner. Kill the enemies in both side. Move right. Ride the moving platforms while collecting the gems and gold coin. Kill the enemy. Activate the checkpoint. Break the blue prism. Proceed to the left. Kill the enemy. Enter the door. Proceed to the main door and enter it.

Proceed to the left until you see the door (with the yellow closed well in the above). Remember this door. Enter it. Proceed to the bottom right while collecting the gems. Enter it. Activate the checkpoint. Move left. Grab the explosive pig. Throw it to the right. Wait until it explode to kill all of its friends then move down. Move right. Use the pig to kill another pig in the ledge. Jump right and collect the gems. Double jump to collect the gold heart and gem. Jump right. Throw the pig to the left. Enter the door. Avoid the moving spiky ball. Double jump to the next platform. Jump and glide to the next platform while avoiding two moving spiky balls. Double jump to release the prisoner while avoiding the moving spiky balls. Jump and glide to the right. Enter the door. Quickly throw the pig to its friends. Proceed to the upper right. Throw the pig to the moving spiky ball to break the green prism. Activate the checkpoint. Enter the door.

Collect the gems and hearts. Proceed to the upper right. Hit the egg for gold coin. Use the pig to kill all of the flying bunnies then quickly jump and glide to release the prisoner. Don't enter the door in the right instead jump left to the upper left platform. Proceed to the left while avoiding the ghosts. Proceed to the top while killing the enemies. Double jump to the door in the left. Enter it. Proceed to the upper left and enter the door. Move right. Enter the door. Collect all of the hearts then enter the door in the bottom. Jump on the yellow platform. Just remember that this platform will fade when you touch it so don't stay long on this platform. Activate the checkpoint. Activate the double gem count. Quickly move to the left then jump on the blue platform. This platform is the same with yellow platform so don't stay long on it. Collect all of the gems quickly. Enter the door in the left.

Move right. Pass one yellow platform. Capture the flying bunny. Jump down twice on the yellow platform while collecting gems. Double jump to the next ledge. Proceed to the upper right ledge while collecting the gems and jumping on the blue platforms. Move left then jump down. Let

the blue platform fade to land on the blue platform below you. Quickly proceed to the right blue platform and release the prisoner. After that proceed to the upper right ledge again. Pass the blue platform to reach the door in the right. Capture the flying bunny. Jump down to land on the blue platform then quickly toss it to the yellow prism in the right. Proceed to the right again. Enter the door. Activate the checkpoint. Proceed to the left while avoiding the ghost. Double jump to kill the pig below you. Jump down while collecting the gems. Kill the pig in your left. Jump left. Activate the double gem count. Jump down. Capture the pig. Jump left to the yellow platform. Quickly double jump to the left ledge. Now, proceed to the upper left door while jumping on the blue platforms. Enter it. Enter the main door. Move left. Enter the door. Proceed to the upper right while collecting the gems and heart. Enter the door. Activate the checkpoint. Proceed to the top door while jumping on the blue platforms. Don't worry when you fall. As you reach the top door, enter it. Move right. Break the silver prism. Jump on the elevator.

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The Time of Restoration ..... 0712  
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Jump left. FMV. Move left and enter the door. Proceed to the left while collecting the gems until you see the moving platform. Jump on it. Enter the door. Proceed to the right. Activate the checkpoint. Enter the red door. Jump on the slippery ledges until you see three green gems above you. Stand still and capture the oncoming red bunny. Double jump to release the prisoner above you. Proceed to the right. Enter the door. Double jump to the ledge by using the shield bunny. Capture the flying bunny. Double jump to the right ledge while avoiding two moving spiky balls. Activate the checkpoint. Jump down. Move left and avoid the spring bunny. Jump down. Move right and let the moving spiky ball hit you. Proceed to the bottom left and release the prisoner. Now, wait until the moving spiky ball on the right ledge then quickly dash to the top. Capture the spring bunny. Move right then down. Break the white egg for the heart. Proceed to the right. You'll face the crab. Jump to avoid its boomerangs then jump again when its boomerangs return to the crab. Use the crab to get to the moving platform above you. Proceed to the right and jump down while killing the crab. Dash to the right as the giant shield bunny jump. Hit it by using the red bunny for several gems. Move right. Use the red bunny to get to the right ledge. Jump and hit the blue object with the flying bunny. FMV. Proceed to the left where the blocked ledge was removed and jump down. Collect the gems. Proceed to the right and activate the checkpoint. Enter the door. Your aim is to activate three blue objects at the same time. 1st, jump on the left ledge. Capture the flying bunny in the left. Double jump to hit the blue object above you. Hit the blue object in the right ledge. Last, hit the blue object in the left ledge. FMV. Proceed to the left. Enter the door.

Proceed to the left then ride the moving platform and enter the door. Proceed to the right. Pass the red door. Collect the hearts. Activate the checkpoint. Enter the green door. Jump on the slippery ledges until you can't go any further. Stand still. Capture the oncoming red bunny. Double jump to the next slippery ledge. Use the three flying bunnies to release the prisoner above you. Double jump to the right and enter the door. Hit the giant red bunny. Capture the red bunny. Double jump by using the giant red bunny body to the moving platform above you. Double jump to the right while avoiding the moving spiky balls. Enter the door. Activate the checkpoint. Jump to the blue platform. Quickly jump



and glide to pass the moving spiky ball. Jump to the yellow platform. Capture the crab. Double jump to break the egg for gold coin. Capture the crab. As the left blue platform fade, quickly grab the blue gem. Quickly double jump to the top again. Capture the crab. As the right blue platform fade, quickly double jump to break the egg for heart. Capture another crab again. As the right blue platform fade, grab the heart and quickly double jump to break the egg for several green gems. Move right. Don't ride the moving platform instead jump down to release the prisoner. Make use of red bunny and flying bunny to the moving platform above you. Kill the crab. Jump down while collecting the gems. Move right. Hit the giant double armor bunny three times by using the flying bunny for several gems. Proceed to the right. Jump on the moving platform. As the moving platform descend, jump on the right blue platform and collect the gems and heart. Jump on the next moving platform. Jump on the left blue platform and capture the flying bunny. Proceed to the top moving platform and hit the blue object. FMV. Proceed to the left and jump down for several gems. Proceed to the right. Activate the checkpoint. Enter the door. Your aim is to activate the three blue objects at the same time. 1st, hit the giant red bunny. Capture the shield bunny. Jump to the moving platform above you by using the giant red bunny body. As the moving platform move right, hit the right blue object in the foreground. Quickly capture the flying bunny in the right. Hit the left blue object in the foreground as the moving platform move left. Last, quickly double jump and glide to hit the blue object in the left. FMV. Move left. Enter the door.

Proceed to the left then ride the moving platform and enter the door. Proceed to the right. Pass the red door. Pass the green door. Collect the gold heart. Activate the checkpoint. Enter the blue door. Jump on the slippery ledge. Activate the double gem count. Dash to the right by jumping on the slippery ledges. As you see the flying bunny, quickly double jump to avoid the giant double armor bunny and collect the gems. Jump twice to avoid the oncoming double armor bunny. Capture the oncoming red bunny. Double jump to release the prisoner. Double jump and glide to the next slippery ledge. Stand still. Capture the oncoming red bunny. Double jump to the right platform. Make the use of three flying bunnies to get the blue gem above you. Enter the door. In this area, make the use of the flying bunny to double jump to kill the cycling eggs. Proceed to the bottom right. Enter the door. Activate the checkpoint. Double jump to the right as the spring bunny jump. Jump down while collecting the gems. Capture the crab in the left. Double jump to the moving platform above. Collect the heart and capture the spring bunny. Ride the moving platform and double jump to kill the giant cycling egg for several gems. Move right. Release the prisoner by using the shield bunny. Hit the blue object by using the shield bunny. FMV. Proceed to the left and jump down for several gems. Proceed to the right while collecting the gems. Get the gold heart if you run out of health. You should double jump several times on the moving platform to the upper right ledge by using the shield bunny and the crabs. It requires some practices though but you can do it! When you succeed, jump down for some gems and hearts. Proceed to the right. Activate the checkpoint. Enter the door. Your aim is to activate the three blue objects at the same time. Keep an eye on the moving spiky balls. 1st, double jump twice to the left ledge by using the flying bunnies. Hit the blue object. Jump down and hit the blue object. Double jump twice to the right ledge. Hit the blue object. FMV. Proceed to the left and enter the door.

Proceed to the left then ride the moving platform and enter the door. Proceed to the right. Pass the red door. Pass the green door. Pass the

blue door. Enter the final door. Ride the moving platform. Proceed to the right while collecting the gold coin and the hearts. Enter the door. FMV.

=== Ghadius ===

Finally you face Ghadius. You'll be on the wheel. This guy is quite tough. He has 3 attack patterns. First he will make the bubbles. Try to catch the bunny in the bubble while avoiding another bubble. Fire it to the Ghadius. Also you have to avoid the electric bubble. Don't try to touch it. If you happen to touch it then you'll warp to the illusion area where you can't hurt Ghadius. So if you happen to touch it, quickly touch it again to warp again to the real area. 2nd, he will attack you with the bouncing bunny. Quickly grab the bunny as they bounce and fire it to the Ghadius. Also avoid the bouncing electric bubble. 3rd, he will attack you with the triangle object. Just run to avoid it.

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The Dream at Nightmare's End ..... 0713  
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This is the shortest vision in the game since this is just the final battle with the boss.

=== Nahatomb ===

This is the tough battle (in my opinion). You'll meet this boss 3 times. On the 1st meet, your aim is to throw the bunny to your floating friends. This boss has two attacks. 1st, he will create the quake to wipe you. Quickly jump and glide as he does this. 2nd, he will use his tongue to catch you. Jump and glide to avoid it.

On the 2nd meet, your aim is to shoot the floating target. This boss use his laser eyes to hit you. Double jump and glide or jump should help you to avoid it. As you destroyed the 4th target, he will create another target. This target will move so just shoot it when you get the chance. When you destroy the target, he will create another moving target which move faster this time. Destroy it.

On the 3rd meet, your aim is to throw the bunny to your friends below you. How? Use double jump. This guy has two attacks. 1st, he will start to destroy the platform in which you stand. So quickly run all the way to another platform. 2nd, he will make several shockwaves. Jump to avoid it. When you succeed to fill up the cannon moons, watch the ending ... (sad ending actually ... ops ... I spoiled it ...)

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VIII. Tips & Tricks ..... 0800

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Vision Clear 0801

Successfully complete the game to get vision clear. This vision allows you to select which vision to play, and you can go back through and release the prisoners from the game stages.

	D00BEE22 4020
	800BF072 0000
05 Infinite Keys	800BE328 0001
06 Hold Jump To Fly	800BF072 0000
07 Have all 6 blocks	8010E5CE 0006

Note 1: With this code, the longer you hold down the X button the higher you will fly. Pushing X will also stop falls.

NOTE: I won't bear any responsibilities for the use of these codes.

XI. Credits 1100
~~~~~

Appears in alphabetical order:

Al Amaloo

- The webmaster of Game Advice.
- Thx for hosting all of my FAQs.

All of my friends in ISTP or in anywhere.

Charles MacDonald <cgfm2@hooked.net>

- Thx for some parts of the Disclaimer.

Chris McDonald <kmegura@yahoo.com>

- You'll see his name frequently put on several FAQs :P
- What can I say about him ... for writing such a detail and easy to read FAQs especially Final Fantasy VII and Street Fighter series.

CJ Speirs <cjspeirs@hotmail.com>

- Thx for helping me out on my Silent Bomber FAQ.
- Without your contribution, I won't be able to finish that FAQ.

Dan Simpson <manymoose@hotmail.com>

- Thx for the NOTE in the Author's Note.

Jeff "CJayC" Veasey

- The webmaster of GameFAQs.
- Big thx for hosting all of my FAQs.
- If it wasn't for this site, I won't write this FAQ.

My father, mother and brother

- Thx for all of your supports.

NAMCO

- The god of 3D fighting games esp TEKKEN and Soul Blade.
- Thx for creating this addictive game.

Richard Ueyama <rueyama@best.com>

- Thx for the basic concept of KLONOA.
- Thx for the secrets in KLONOA.

Scott Ong <kangning@mbox5.singnet.com.sg>

- Thx for some parts of the Disclaimer.
- Thx for the email policy.
- Thx for the searching method.

Whoever on creating WordPad. GOD Bless you.

