

Tomba! FAQ

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***** TOMBA!
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I am Rochelin D. creator of this faq. Any questions can be answered in this faq. My e-mail addresses are weretoret_85@yahoo.com, rochelin_mlb@hotmail.com, rochelindalangin_fifa@yahoo.com. But I prefer that you send e-mails to my hotmail one because I only check yahoo once about 2 weeks. Please don?t use them and claim it as your own, you can use it however please ask my permission FIRST and I will think about letting you use it! Or you?ll BURN IN HELL!!!! This faq is a spoiler for the game, Tomba!. I strongly recommend that if you don?t want your game spoiled don?t read any further and close your window. I grouped the this faq for you to make it easier and to minimize spoiling The groups are: 1.Events 2.Items 3.Evil Pigs 4.Frequently Asked Questions 5.Suggestions 6.Credits. Now let?s begin, Below you will see the events, how to complete them and where to discover them.

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I. EVENTS

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(1/1) GRANDPA'S BRACELET - retrieve the stolen bracelet

Discover: n/a

Complete: finish the game!!!

(1/2) CLEAR THE FOG - clear out the fog in the Forest of All Beginnings

Discover: as you reach the fog, the explorer guy jumps down
and tells you

Complete: use Furious Tornado while on top of the houses

(1/3) THE 100-YEAR OLD WISE MAN - find the old guy

Discover: the explorer guy tells you

Complete: go to his hut! it's not that hard!

(1/4) INSIDE THE KOKKA EGGS - bring the four Chicks to the 100-yr old man

Discover: the 100-yr old man asks you to

Complete: open up all the red eggs, then jump on the Chicks

(1/5) THE TALE OF THE EVIL PIGS - 100-yr old man tells you a story

Discover: n/a

Complete: after he tells you the story

(1/6) BEGINNER'S DWARF LANGUAGE - learn to be fluent in Dwarf

Discover: in Dwarf Village, there's one Dwarf you can talk to

Complete: jump on the 3 Dwarves in the forest, then jump on the
first Dwarf on the screen with the Dwarf Elder

(1/7) SAVE THE DWARVES - find the 7(!) Dwarves who didn't return

Discover: in Dwarf Village, talking to the villagers

Complete: find 2 under the spores on the pointy plants, 2 in the hanging spores in Watch Tower, 1 in a hanging spore in Wobbly Wharf, 2 in the hanging spores at the beginning of the 100-Flower Forest; then talk to the Dwarf blocking your way to the Elder

(1/8) A LOST CHILD - find the missing Dwarf child

Discover: talk to the first Dwarf in front of his house

Complete: left of the L-shaped platform in Watch Tower

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(2/1) DWARF ELDER - talk to the Dwarf Elder

Discover: 100-yr old man tells you to see him

Complete: you can talk to him after saving the Dwarves

(2/2) THE EVIL PIG BAG - get the Blue Pig Bag from the Elder

Discover: n/a

Complete: he gives it to you!!

(2/3) THE WORLD'S GREATEST SMILE? - show the Dwarf your teeth

Discover: talk to him, he's the Dwarf near Mushroom Forest, blocking your way to Phoenix Mt.

Complete: eat a Laughing Mushroom, then laugh for the Dwarf

(2/4) THE WORLD'S GREATEST POUT? - cry for the same Dwarf

Discover: he'll tell you after you laugh for him

Complete: eat a Crying Mushroom, then cry for the Dwarf

(2/5) TO PHOENIX MOUNTAIN... - get to Phoenix Mountain

Discover: the Dwarf Elder tells you to go there

Complete: go past that actor Dwarf you laughed/cried for

(2/6) WHERE'S THE BABY MOUSE? - find the baby mouse

Discover: Read the bulletin board beside the Town Hall in Baccus Village

Complete: go to the bar on the west side of town, talk to the middle mouse, then tell the mouse in Town Hall about it

(2/7) A ROAD TO BACCUS LAKE - make your way to Baccus Lake

Discover: After saving the mouse read the bulletin board again

Complete: after reading the board twice, go to the bridge and talk to the mouse (I can't remember if you have to talk to him twice)

(2/8) A DRINK FOR GROWN-UPS - fix Baccus Village's wine problem

Discover: talk to the mouse by the bridge, then read the bulletin board

Complete: put the Pipe (at the back of Baccus Lake) into the machine on the right, then flip the switch on, then talk to the mouse that led you to the lake

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(3/1) THE 1000-YEAR OLD WISE MAN - save the 1000-yr old man

Discover: talk to the mouse right of the Town Hall entrance

Complete: talk to him, he's in the room with the BIG WOODEN door at Haunted Mansion

(3/2) PAINTING OF A BIG KEY? - find all 5 key fragments

Discover: talk to the mouse in the room with the painting

Complete: find the 5 fragments in a) the first room on the right side of the Haunted Mansion, it's one of those rooms with a chest and water in the middle, b) the room with the fountain,

- c) the room with a blue chest on the right and the floor drops in between,
- d) the room with the moving platform,
- e) the Smiling Door room; put all the pieces into the painting

(3/3) A LARGE KEYHOLE - open up the large keyhole door

Discover: try to enter a large keyhole door without the key

Complete: enter with the key (either the Haunted Mansion door or the Phoenix Mountain door)

(3/4) A SMALL KEYHOLE - open up the small keyhole door

Discover: try to enter a small keyhole door without the key

Complete: enter with the key (the mouse who has it is in one of the rooms in Haunted Mansion, save him from the pig then talk to him; he will leave after you talk to him)

(3/5) BREAK THE MAGIC EGG - break the magic egg in the small keyhole door room

Discover: the 1000-yr old guy will tell you

Complete: break all the other eggs around Haunted Mansion, then you can break the magic one (I suggest you start from where you enter at Baccus Village

(3/6) THE MOUSE PIG BAG - find the Mouse (ORANGE) Pig Bag

Discover: upon first entering Baccus Village (from the sky)

Complete: Talk to the mouse after ? A Drink for Grownups? he will say that he left a treasure chest near Town Hall (You need the 1,000 year old key to open the chest)

(3/7) THE HAUNTED PIG BAG - find the Haunted (PINK) Pig Bag

Discover: when first entering the Haunted Mansion screen

Complete: a chest in the Big Keyhole Door, Haunted Mansion

(3/8) A PRECIOUS TREASURE CHEST? - open the guarded treasure chest on Phoenix Mt.

Discover: before saving the 1000-yr old man, talk to the guy outside the Lava Caves on Phoenix Mt.

Complete: talk to him after saving the 1000-yr old man, and open up the chest (grapple!)

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(4/1) THE STORMY PIG BAG - find the Stormy (RED) Pig Bag

Discover: When you came below the Mountain you will feel it (or the Dwarf Elder will tell you)

Complete: inside the large keyhole door on Phoenix Mt.

(4/2) PHOENIX MOUNTAIN - save Phoenix Mt.

Discover: after getting the Red Pig Bag

Complete: defeat the Evil Pig at Charity Square

(4/3) THE FIRE PIG BAG - find the Fire (GREEN) Pig Bag

Discover: talk to the mouse at the beginning of the Lava Caves

Complete: open up the chest to the right of him

(4/4) SMILE! - open up the happy doors

Discover: try to enter one when not in Laughing mode

Complete: laugh in front of one

(4/5) THE LAVA CAVES - save the Lava Caves

Discover: after getting the Fire (Green) Pig Bag

Complete: defeat the Evil Pig at Haunted Mansion

(4/6) THE HAUNTED MANSION - save the Haunted Mansion
Discover: after getting the Haunted (Pink) Pig Bag
Complete: defeat the Evil Pig in the Lava Caves

(4/7) THE PHOENIX'S FAVORITE - feed the Phoenix his favorite meal
Discover: talk to the mice in leftmost house of Baccus Village
Complete: get 5 Bunk Flowers in the Lava Caves

(4/8) MASTER OF THE SKIES - restore the Phoenix's former title
Discover: talk to the mouse next to the Phoenix (the first time you ride him)
Complete: after feeding him the Bunk Flowers

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(5/1) FIND CHARLES - find that funny monkey again
Discover: talk to the Miner in the background of Masakari Jungle
Complete: find him at the end of Masakari Jungle you have to go to the bridge first

(5/2) A REFRESHING DRINK - serve Charles a beverage
Discover: he'll ask for one in exchange for teaching you how to swim
Complete: get the bananas on top of the ladder in the Jungle, take them to Clock Tower (after giving the Miner his hat), and the Miner will make you some banana juice

(5/3) I CAN'T SWIM - learn a new survival skill
Discover: jump in the water at the Ol' Pond
Complete: give Charles the banana juice, and he'll teach you

(5/4) WE NEED A BOMB - find some explosives
Discover: talk to the man at Lumber Factory after discovering "Break the Rusty Door - 5/5"
Complete: get the bomb atop the tall tree

(5/5) BREAK THE RUSTY DOOR - blast it with a bomb
Discover: talk to the guard at the Iron Castle
Complete: use the bomb on the door

(5/6) WE NEED POWER... - show them the secret of Tool Time
Discover: talk to the man at the top of Clock Tower
Complete: go inside the room of the Rusty Door and flip the switch

(5/7) THE CIVILIZATION MACHINE - make the Clock Tower work
Discover: talk to the miner in the tower after giving Charles the juice
Complete: complete "We Need Power - 5/6"

(5/8) BACCUS VILLAGE - save the mice of Baccus Village
Discover: after getting the Mouse (Orange) Pig Bag
Complete: defeat the Evil Pig in the Masakari Jungle

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(6/1) THE JUNGLE PIG BAG - find the Jungle (NAVY) Pig Bag
Discover: After landing in the jungle from the Phoenix
Complete: red chest on Old Tree Hill

(6/2) THE DEEP JUNGLE PIG - save the Masakari Jungle
Discover: after getting the Jungle Pig Bag
Complete: defeat the Evil Pig on the Familiar Mansion beach

(6/3) WHAT'S UNDER THE FOREST? - what's underground?

Discover: talk to a dwarf by the Dwarf Elder

Complete: go through the elevator into the Underground Maze

(6/4) THE 10,000-YEAR OLD MAN - find this old guy

Discover: the people at Iron Castle will tell you

Complete: simple! go to Trick Village (by way of the Ol' Pond) and enter his hut

(6/5) THE MERMAID'S NECKLACE - find her missing necklace

Discover: the 10,000-yr old man tells you

Complete: get the necklace (right of the old man's hut in the chest) and give it to her

at Haunted Mansion (the room with the 3rd key fragment and blue chest with water)

(6/6) WHAT'S UNDERWATER? - learn how to hold your breath

Discover: the 10,000-yr old man tells you to see the mermaid

Complete: the mermaid teaches you how to dive after you give her the necklace

(6/7) 10 MATH BEADS - the old man's lost his marbles

Discover: the 10,000-yr old man tells you to find them

Complete: just find all 10 of them underwater (enter through the opening right

next to his hut); I can't describe exactly where they all are, so

just search thoroughly

(6/8) THE UNDERWATER PIG BAG - find the Underwater (YELLOW) Pig Bag

Discover: When you enter Trick Village

Complete: a chest in the waters of Trick Village

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(7/1) TRICK VILLAGE - pull Atlantis out of the water

Discover: after getting the Underwater Pig Bag

Complete: defeat the Evil Pig at Clock Tower

(7/2) THE THIEF'S DOOR - pick the lock

Discover: talk to the digger in the hut next to the Thief's Door (in Underground Maze)

Complete: get the Thief's Wire from the 10,000-yr old man, then open the door (after ? 10 Math Beads?)

(7/3) UNBREAKABLE WIRE - find a better tool for lockpicking

Discover: talk to the digger in the Blue Fortune Teller's room

Complete: talk to the digger's friend at the Haunted Mansion (not sure which room)

(7/4) THE SOURCE OF EVIL MAGIC - another story

Discover: the 10,000-yr old man tells you

Complete: the 1,000,000-yr old man tells you

(7/5) DIG LIKE A MOLE - dig, dig, dig!

Discover: talk to the digger left of the Thief's Door

Complete: come back later when he's done

(7/6) THE 100-FLOWER FOREST - turn the forest back to normal
Discover: the Dwarf Elder tells you when he gave you the Pig Bag
Complete: defeat the Evil Pig in Underground Maze

(7/7) A MILLION-YEAR OLD WISH - the old man's got high hopes
Discover: talk to the 1,000,000-yr old man
Complete: defeat all 7 Evil Pigs

(7/8) 8TH EVIL PIG BAG? - what?? another one??
Discover: *I don't remember*
Complete: the 1,000,000-yr old man has it

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(8/1) SEVEN FRIENDS - find Tomba's friends to open the final door!
Discover: after killing the 7 Pigs, you get transported to the Strange Room
Complete: find 1 at Baccus Village, 1 at the Lumber Factory, 1 in Dwarf
Village,
1 in Large Keyhole door of Haunted Mansion, 1 in Y Crossing, and
1 in Iron Castle; go back to the Strange Room, and Baron takes his
place
as the 7th (caution: you immediately enter the final battle)

(8/2) A REAL EVIL PIG - defeat the ultimate Evil Pig
Discover: after getting the 8th Pig Bag
Complete: finish the game!!!

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(9/1) TAKE ME HOME - help a little froggie
Discover: jump on a frog (find them in the patches of purple grass)
Complete: take him to the Ol' Pond (don't get hit!)

(9/2) A HUNGRY MONKEY - feed Charles
Discover: talk to Charles before getting the bananas
Complete: get the bananas at the Ol' Pond, and give them to Charles

(9/3) MOTOCROSS COURSE - find the Course
Discover: when you get the Fuel Bar from the man at Lumber Mill
Complete: just enter the hut with the GoGoCar and go to the far right

(9/4) WHO ARE YOU? - find out Yan's identity
Discover: inside the hut leading to Ol' Pond, talk to the pair of eyes that
you
see through the window
Complete: talk to Yan again (he'll be at the right end of Forest of All
Beginning,
above the rope ladder)

(9/5) AP BOX - rewards for the experienced
Discover: press Up in front of the AP Box at Ol' Pond
Complete: do the same once you have enough AP (100,000 I think)

(9/6) I NEED A TEAR BOTTLE - get a crying jar
Discover: talk to the pacing Dwarf in Mushroom Forest (where you come out
of the
Leaf Slider)
Complete: defeat the Yellow Bonsugee (throw one at the other, three times)

(9/7) WHERE'D THE LIGHTS GO? - turn on the lights

Discover: fall into the dungeon (left of the Dwarf Elder)

Complete: get the Torch from the Dwarf by the fire pit, and go back to the
dungeon

(9/8) STOP THE FIGHT! - keep the peace in Dwarf Village

Discover: talk to the woman looking for the Elder when you come out of the
dungeon

Complete: jump back into the dungeon, grab the Broken Vase, then talk to
the

fighting Dwarves

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(10/1) THE GREAT ESCAPE - find the "escaped" prisoner

Discover: after "Stop the Fight! - 9/8"

Complete: jump back into the dungeon, where you'll find the prisoner
sleeping

(10/2) LOOK & SEE?! - take a peek at the final Pig hideout

Discover: get the telescope from atop the Watch Tower

Complete: use the telescope on the stand above the Watch Tower ladder

(10/3) READY, SET, GO! - race the prisoner

Discover: jump into the dungeon again, and the prisoner will leave; meet up
with

him right outside Dwarf Village

Complete: beat him to the top of Watch Tower (it's really easy with Animal
Dash)

(10/4) MONSTER HUNT - defeat the dreaded Bonsugee

Discover: read the sign in the background of Mushroom Forest

Complete: defeat the Bonsugee (throw one at the other, three times)

(10/5) A MYSTERIOUS MUSHROOM - get the magical drug mushroom

Discover: *I don't remember, might be someone from Baccus Village or Dwarf
Village*

Complete: open up a blue chest in the Mushroom Forest (one of the high-up
ones)

(10/6) LEAF SLIDER - an idea for a Dwarf amusement park

Discover: talk to the leftmost Dwarf in Charity Square

Complete: cry in front of him (even though he claims "crying won't help")

(10/7) RED + BLUE = ? - mix & match some mushrooms

Discover: talk to the right Dwarf on top of the fountain in Charity Square

Complete: get the Blue Powder from the Leaf Slider, and use it on one of
the

flowers in Mushroom Forest to turn it blue; throw the blue

flower at

a red flower, and a special mushroom will appear (you'd think it

would

be something PURPLE, wouldn't you?)

(10/8) A SAFE MUSHROOM? - relief for laughing/crying fits

Discover: talk to the mouse in Town Hall of Baccus Village

Complete: get enough AP (150,000) to open the AP Box in the background of
Mushroom

Forest

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(11/1) TREASURES FROM THE MANSION - get free stuff out of the mansion
Discover: talk to the prisoner in Dwarf Village (left of the Dwarf Elder),
during
one of your conversations with him, he'll mention it
Complete: take the boat to the Familiar Mansion (left of Mushroom Forest),
and open
one of the chests inside

(11/2) A FAMILIAR-LOOKING MANSION? - Tomba gets a case of déjà vu
Discover: take the boat to the Familiar Mansion
Complete: exit the Mansion into the Village of All Beginnings

(11/3) CHARLES'S PANTS - save Charles from embarrassment
Discover: talk to Charles when he's at Phoenix Mt. (you have to knock him
down from
where he's hanging)
Complete: keep going through Phoenix Mountain to reach the Lava Caves; talk
to the
mouse inside to get the Pants, then go back to Charles (you can
go through
the door next to the chest outside)

(11/4) THE RED FORTUNE TELLER - get your fortune told (and learn where to use
Pig Bags!)
Discover: read the billboard in Baccus Village next to the Fortune Teller's
hut three
times
Complete: go inside the hut after "A Drink For Grown-Ups - 2/8" (you may
need the
required AP in order to complete the Event)

(11/5) A BROKEN FOUNTAIN - fix the Dwarf's fountain
Discover: stand in the middle of the fountain
Complete: use the Tear Jar (after you've filled it) in the same spot

(11/6) CAN'T STOP CRYING - dry some eyes
Discover: talk to the mouse left of the Red Fortune Teller's hut in Baccus
Village
Complete: give him a Healing Mushroom (Ordinary Mushroom doesn't seem to
work)

(11/7) DEATH FRUIT JUICE - destroy the death Fruits
Discover: talk to the mouse at the bar in Baccus Village (after "A Drink
For
Grown-Ups - 2/8")
Complete: jump on all of the Death Fruits in Mushroom Forest (they're the
floating
ghostlike plants)

(11/8) FLOWER SEEDS - get some flower seeds for the Dwarf child
Discover: talk to the child when you first get to Dwarf Village
Complete: get the Flower Seeds in the red chest in Watch Tower (pretty much
straight
up from the beginning)

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(12/1) PLANT A FLOWER GARDEN - get a garden growing

Discover: when you give the child the Flower Seeds (on the Dwarf Elder screen)

Complete: come back to the garden after "The 100-Flower Forest - 7/6"

(12/2) WHERE DID I COME FROM? - find the secret passage

Discover: at the beginning of Phoenix Mountain hit the pipe to the left of the sign

(use your weapon or a pig)

Complete: go through the door below the Lava Caves entrance (next to the Grapple

chest)

(12/3) HEALING HERBS FOR BARON - help out your best friend

Discover: take the wounded Baron to the healer in Dwarf Village, and she'll ask

you to help

Complete: get the Healing Herbs on the second screen of Phoenix Mountain; go up to

where the gray door is, then head right (the Herbs will be on a ledge)

(12/4) CRY BABY - a crying door?? (this is just like "Smile! - 4/4")

Discover: try to enter a Crying Door when not in Crying mode

Complete: cry in front of a Crying Door

(12/5) RED HIDDEN POWERS - unleash the power of fire

Discover: go to the Red Crystal (top of Haunted Mansion) without the required

Experience

Complete: get enough Experience (10 on the first bar) and get the Crystal

(12/6) HIDE & GO SEEK - beat Yan at his own game

Discover: when you complete "Who Are You? - 9/4"

Complete: find Yan at each of his hiding places: a) at the Butterfly cage in

Charity Square, b) inside the Smiling Door on Phoenix Mt., c) on the

right side of Haunted Mansion, the room with a wall made of straw,

d) to the left of the tall tree in Masakari Jungle, e) and, finally,

in the Hidden Village

(12/7) I'M SO HUNGRY - feed the hungry man some food

Discover: talk to the man in the middle of Hidden Village

Complete: give him a Lunchbox (don't know if Large Lunchbox gets you anything

more)

(12/8) WHEN THE WIND DIES DOWN... - fix a weather problem

Discover: try to enter the gray door at the top of the second screen of Phoenix

Mt. while it's still windy

Complete: go back to the door after you've defeated the Red Evil Pig (and then

the wind dies down)

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(13/1) LEAF BUTTERFLIES - go butterfly-catching

Discover: when you catch your first Butterfly (or talking to the Butterfly collector in Charity Square)

Complete: catch a total of 29(?) or 30(?) Leaf Butterflies and let them loose

into the collector's cage

(13/2) FOOD FOR FUEL - wine-powered cars?

Discover: talk to the inventor at the Lumber Factory

Complete: get Wine from Baccus Village (I think it's a mouse at Town Hall) and

give it to the inventor

(13/3) THE MERMAID'S SINGING ROCK - find the singing mermaid

Discover: first time through the Motocross Course, the guy will tell you

Complete: finish the course and talk to the mermaid

(13/4) I WANT A BRONZE MEDAL - finish in 3rd

Discover: complete the Motocross course without beating a record (about 29 sec) and talk to the mermaid

Complete: finish the Course in under 28.?? (I forget)

(13/5) I WANT A SILVER MEDAL - finish in 2nd

Discover: after "I Want a Bronze Medal - 13/4"

Complete: finish the Course in under 26.?? (I forget)

(13/6) WHAT'S A FUNGA? - learn about native culture

Discover: talk to the Funga in Phoenix Mt. (up and left of the 3 pumpkins on the

first screen)

Complete: get the Funga drum in a chest in Masakari Jungle, and take it back to

the Funga

(13/7) A CUTE WITCH - no, not really

Discover: the man at Y Crossing will tell you about Mizuno (I don't remember after

what Event)

Complete: talk to Mizuno in the Village of All Beginnings, the first brown door you

come across

(13/8) LET'S RIDE THE RAFT! - travel downstream

Discover: after "Break the Rusty Door - 5/5" (make sure you get the Raft, too)

Complete: go to the Old Tree Hill, and after the first Pump Rock, press Down and go

into the foreground onto a small platform, then use the Raft

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(14/1) WHAT IS THIS? - find an old elevator

Discover: hit the wooden structure in Watch Tower with your weapon or an enemy

Complete: enter the elevator (one of the tall wooden structures) from Watch Tower

(14/2) TREE OF KNOWLEDGE KNOWS - one really wise tree

Discover: talk to the Tree by biting the parrot

Complete: ask the Tree about the 5 Golden Items (you have to know about the "5 Golden Items - 16/2" Event first)

- (14/3) DELICIOUS KNOWLEDGE FRUIT - yummy fruit for Baron
 Discover: after "Healing Herbs for Baron - 12/3"
 Complete: get the fruit at Old Tree Hill, then give it to the healer
- (14/4) SEAWEED FOR YOUR HEALTH - it's healthy, really!
 Discover: after "Delicious Knowledge Fruit - 14/3"
 Complete: get the seaweed from the Familiar Mansion beach, and give it to the
 healer
- (14/5) MAN'S BEST FRIEND - a classic "boy and his dog" story
 Discover: when you take the wounded Baron to the healer
 Complete: after "Seaweed For Your Health - 14/4"
- (14/6) BARON'S STRENGTH - he can fly, he can fly, he can fly!
 Discover: after "Man's Best Friend - 14/5"
 Complete: come back in a while when he's rested up, and then you finally
 get him
- (14/7) TEARS FROM A FLOWER - make a flower cry
 Discover: talk to one of the Dwarves at Charity Square
 Complete: use the Rise and Shine Powder on the yellow flower in Mushroom
 Forest,
 then equip your Tear Jar and catch some tears
- (14/8) WHAT THE WITCH LOST... - retrieve Mizuno's missing things
 Discover: talk to Mizuno in the Village of All Beginnings (first brown
 door)
 Complete: bring back her Dirty Mirror and 3 Crystal Balls (1 in Wobbly
 Wharf,
 1 in Watch Tower, 1 in Charity Square (left of Leaf Slider)
- =====
- (15/1) LOST AND FOUND - find some missing items
 Discover: when you get the first Crystal Ball
 Complete: after getting the 3rd Crystal Ball
- (15/2) A MAGIC MIRROR? - find out what it's for
 Discover: when you get the Dirty Mirror in Watch Tower (push the rock left
 of
 the telescope tower)
 Complete: after "What the Witch Lost... - 14/8"
- (15/3) LET'S MAKE CANDY! - satisfy your sweet tooth
 Discover: talk to Mizuno in the Village of All Beginnings (first brown
 door)
 Complete: bring back all the items Mizuno asks for: Biting Plant Flower
 (Underground Maze), Silver Powder (from "Ready, Set, Go! -
 10/3"),
 Kokka Claw (trade in the Baby Pig? I also got it somewhere else),
 Needlegator Teeth (another one I don't remember), and the Butamushi
 Thorn (a chest in Underground Maze)
- (15/4) A FAMOUS DIGGER - meet the famous digger
 Discover: talk to the digger on the second screen of Phoenix Mt.
 Complete: come back later, and he'll be done with his tunnel and move aside
- (15/5) POWER-UP FOR TOOLS!? - a new use for old tools
 Discover: *I don't remember*

Complete: after "What the Witch Lost... - 14/8"; once she has the Mirror, she'll give you the GrappleJack

(15/6) TAKE TWO OF THESE - relief for the common cold

Discover: when Mizuno sneezes and tells you she has a cold

Complete: give Mizuno the Cold Medicine when you see her and she's sneezing

(15/7) UNDERGROUND TREASURE - find some buried treasure

Discover: talk to one of the diggers in Underground Maze (I think after "Dig Like A Mole - 7/5")

Complete: go along the left and up in Underground Maze, it's a chest along the topmost hallway

(15/8) SOME CHEESE PLEASE - a craving for cheese

Discover: talk to the mouse in the eastmost hut of Baccus Village

Complete: find 10 Cheeses and bring them back (refer to the Misc. section for locations)

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(16/1) BLUE HIDDEN POWERS - unleash the power of water

Discover: go to the Blue Crystal (bottom of Trick Village) without the required Experience (10 on the 3rd bar)

Complete: go to the Crystal with enough Experience

(16/2) 5 GOLDEN ITEMS - find some special items that the Pigs couldn't get

Discover: talk to the 10,000-yr old man after "Trick Village - 7/1"

Complete: get the 5 items and bring them to him: Golden Leaf Butterfly (after "Leaf Butterflies - 13/1"), Golden Candy (after "Let's Make Candy! - 15/3"), Golden Fruit (after "Some Cheese Please - 15/8"), Golden Flower (after "Plant a Flower Garden - 12/1"), and Gold Medal (after "I Want a Gold Medal - 17/5")

(16/3) MIGHTY FISH FOOD - special treat for fish

Discover: the Mermaid gives it to you after "What's Underwater? - 6/6"

Complete: use the Fish Food in a "special" body of water (a Mighty Fish will appear that maxes an Experience bar when you touch it): Fire (the pool in Haunted Mansion with the pink pipe), Wind (the Ol' Pond), Water (Masakari River)

(16/4) THE BLUE FORTUNE TELLER - have your fortune read again (and more Pig Bags)

Discover: talk to the topright-most digger in Underground Maze

Complete: talk to the Fortune Teller in the hut past the Thief's Door

(16/5) PUMP ROCKS - enrich the soil

Discover: talk to the Tree of Knowledge on Old Tree Hill

Complete: jump on every Pump Rock in the game (the springy accordion-like platforms; I recommend you start doing so from the start, and don't forget the one in Lava Caves leading to Hidden Village!)

(16/6) GREEN HIDDEN POWERS - unleash the power of wind

Discover: go to the Green Crystal (atop Phoenix's Nest) without the required Experience (10 on the 2nd bar)

Complete: go to the Crystal with enough Experience

(16/7) SOMETHING'S COOKIN'? - a Koma barbecue

Discover: touch the fire in the 100-Flower Forest

Complete: fill up your bucket with 3 water drops in Watch Tower (the falling

blue things), then use the bucket by the fire

(16/8) BITING PLANT FLOWER - Mizuno's secret ingredient

Discover: use the Peach Gas to shrink a Biting Plant Flower in Forest of All

Beginnings

Complete: when you get the Biting Plant Flower (Underground Maze)

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(17/1) TAKE OUT - fast food for people who are hiding

Discover: talk to Yan's (father?) in the Hidden Village, before Yan is at the

Hidden Village

Complete: give the Yan's Lunch Box that he gives you to Yan the next time you

find him

(17/2) THE TROUBLED THIEF - the thief's lost his loot

Discover: talk to the thief (he's sitting on a ledge near the ceiling of Lava

Caves)

Complete: give him What The Thief Lost... (I don't remember where this is)

(17/3) WHAT THE THIEF FORGOT - that brilliant thief has done it again

Discover: talk to the thief (he's in the chimney of the Haunted Mansion)

Complete: give him What The Thief Forgot... (it's where he was sitting before,

just scroll the ledge off the screen and return)

(17/4) THE BOSS'S TREASURE - find the thief boss's secret stash

Discover: talk to the thief boss in the Small Keyhole room in Haunted Mansion

(after "Haunted Mansion - 4/6")

Complete: open the chest right next to him

(17/5) I WANT A GOLD MEDAL - finish in 1st

Discover: after "I Want a Silver Medal - 13/5"

Complete: finish the Motocross Course in under 24.96 sec

(17/6) WHERE THE BARREL ROLLS... - follow that barrel!

Discover: knock the spikes off the rolling barrel in Wobbly Wharf (don't actually break it!), then push it right into the water, and jump in

after it

Complete: leave the screen and come back, and dive into the water again

(17/7) PEACH FLOWER GAS - a special gas (*Note: I haven't done this event yet, so

this is based on what people have told me)

Discover: spray a Koma Pig with the Peach Flower Gas

Complete: at the first Peach Flower in the Village of All Beginnings, lure the

Koma Pig on its right so that it's standing under the flower;

jump

onto the flower's side, so that it sprays its gas on the Pig

(it's

supposed to turn into a Baby Pig)

(17/8) FLOWER TOWER - a special secret tower

Discover: after "Hide & Go Seek - 12/6"

Complete: go inside the Tower that appears after "A Broken Fountain - 11/5"
(you need 1,000,000 AP)

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ITEMS
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Here's a list of items for you. They're not complete but most of them are here.
If you need help contact me in my email address which is in the introduction.
The name of the item, function, where to get it.

- 100-Year Old Bell takes you to the 100-yr Old Man; brown chest in a tree near the start of Village of All Beginnings
- 100-Year Old Key opens brown chests; the 100-yr Old Man gives it to you
- 1,000-Year Old Bell takes you to the 1,000-yr Old Man; blue chest on a high platform in Mushroom Forest
- 1,000-Year Old Key opens blue chests; the 1,000-yr Old Man gives it to you
- 10,000-Year Old Bell takes you to the 10,000-yr Old Man; red chest outside Trick Village (at Ol' Pond)
- 10,000-Year Old Key opens red chests; the 10,000-yr Old Man gives it to you
- 1,000,000-Year Old Bell takes you to the 1,000,000-yr Old Man; *I forgot where*
- 1,000,000-Year Old Key opens yellow chests; the 1,000,000-yr Old Man gives it to you
- Baby Pig give it to the guy in Baccus Village who couldn't stop crying;

 (see "Peach Flower Gas - 17/7")
- Banana Juice drink for Charles; go to the top of Clock Tower and trade in the Bananas
- Bananas food for Charles; get one after falling in Ol' Pond, get another atop the tall ladder in Masakari Jungle
- Baron re-usable Charity Wings; get him after "Baron's Strength - 14/6"
- Biting Plant Flower an ingredient for Gold Candy; somewhere in Underground Maze
- Blackjack basic weapon; start the game with it
- Blue Powder turns flowers blue (see "Red + Blue = ? - 10/7");
- Leaf Slider
- Bomb blows up the Rusty Door; it's at the top of the tall tree in Masakari Jungle
- Boss's Jewel no function; get it in the Small Keyhole room in Haunted Mansion (after "Haunted Mansion - 4/6")
- Broken Vase stops the fight in Dwarf Village; get it in the

prisoner's	dungeon
-Bronze Medal Course	no function; get it for placing 3rd at Motocross
-Bucket	fill it up with water to put out the fire in
"Something's	Cookin'? - 16/7"; get it in Wobbly Wharf
-Bunk Flower Caves	use 5 to feed the Phoenix; scattered throughout Lava
-Butamushi Thorn in Underground	an ingredient for Gold Candy; get it in the chest Maze, after "Dig Like A Mole - 7/5"
-Charity Wings	takes you any place you've been to already (some exceptions);
-Charles's Pants Caves	they're scattered throughout the game clothes for Charles; get it from the mouse at Lava
-Cheese (rightmost hut);	give 10 of them to the mouse in Baccus Village (refer to Misc. section for locations)
-Chick	rescue all 4 and bring them to the 100-yr Old Man;
find them in	the red Kokka eggs
-Cold Medicine	relieve Mizuno's cold; Underground Maze
-3 Crystal Balls	return all of them to Mizuno; get 1 in Wobbly Wharf,
1 in	Watch Tower, 1 in Charity Square (left of Leaf
Slider)	
	*Note: they won't appear under Items until you get
all 3*	
-Dashing Pants	better than Jumping Pants; *go up on the second
screen of	
Healing	Phoenix Mt., jump right to the ledge above the
	Herbs ledge, then fall right to find a brown chest
-Dirty Mirror Tower	return it to Mizuno; push the rock left of the Watch
-Evil Pig Bags	lets you fight the Evil Pigs; (see the Evil Pigs
section for	details)
-Flash Pants	better than Dashing Pants; *go up on the second
screen of	
Healing	Phoenix Mt., jump right to the ledge above the
	Herbs ledge, then fall right to find a brown chest
(this	might be Dashing Pants, I'm not sure)*
-Flower Seeds	give it to the Dwarf child for gardening; in the red
chest in	Watch Tower (almost straight up from the beginning)
-Frog	take him to his pond; hides in the purple grass
-Funga Drum	give it to the Funga in Phoenix Mt.; get it in the
brown chest	
	near the start of Masakari Jungle
-Funky Parasol	gives you more hang-time; give Charles his Pants in
Phoenix Mt.	
-Furious Tornado	clears the fog; get it from the mailbox at the
beginning	
-Gold Medal	one of the 5 Golden Items; get it for placing 1st at
	Motocross Course

-Golden Bowl Yan after	allows you to have more than 8 Vitality; get it from "Hide & Go Seek - 12/6" *Note: it doesn't appear under Items*
-Golden Candy with several	one of the 5 Golden Items; brew it up at Mizuno's ingredients ("Let's Make Candy! - 15/3")
-Golden Flower Garden - 12/1"	one of the 5 Golden Items; after "Plant A Flower
-Golden Fruit - 15/1"	one of the 5 Golden Items; after "Some Cheese Please
-Golden Leaf Butterfly 13/1"	one of the 5 Golden Items; after "Leaf Butterflies -
-Grapple outside Lava	swing from ceilings, pumpkins, etc.; the chest Caves
-GrappleJack it with	combines the Blackjack and the Grapple; Mizuno makes the Magic Mirror
-Healing Herbs of Phoenix high ledge)	helps Baron get better; go up on the second screen Mt., then right past the vacuum plant (it's on a
-Healing Mushroom "Can't Stop	one-time cure for Laughing/Crying, also used in Crying - 11/6"; scattered in Mushroom Forest
-Iron Boomerang the end swinging from	better than Stone Boomerang; the yellow chest above of the first screen of Phoenix Mt. (get there by the pegs up and to the left)
-Jewel of Fire the chimney 1st bar)	special equipment that protects you with fire; in of Haunted Mansion (you need max Experience on the
-Jewel of Water bottom of bar)	special equipment that attacks with water; at the Trick Village (you need max Experience on the 3rd
-Jewel of Wind of the bar)	special equipment that carries you with wind; right Phoenix's Nest (you need max Experience on the 2nd
-Jumping Pants (next	better than Normal Pants; brown chest in Watch Tower to the purple spikes on the ground)
-Key Fragments 1-5 at Haunted #2 in the chest on the room with	pieces of the Large Key, put them into the painting Mansion; get #1 in the first room on the right side, room with the fountain, #3 in the room with a blue right wall and the floor drops in between, #4 in the the moving platform, #5 in the Smiling Door
-Key to Ol' Pond it after	opens the door at Ol' Pond (to Trick Village); get "Break the Rusty Door - 5/5"
-Knowledge Fruit -Kokka Claw	helps Baron recover; get it from Old Tree Hill an ingredient for Gold Candy; (get it by trading in

a Baby Pig?),	and *somewhere else I don't remember*
-Large Key	opens Large Keyhole Doors; get it by assembling the
5 Fragments	
-Large Lunch Box	recovers full Vitality; scattered throughout the
game	
-Leaf Butterfly	give a lot of them to the collector in Charity
Square (one way	
floor in	to Hidden Village); they (randomly?) come out of the
	the 100-Flower Forest and Masakari Jungle
-Lunch Box	recovers some Vitality; scattered throughout the
game	
-Magic Mirror	Mizuno uses this to make you the GrappleJack; the
Dirty Mirror	turns into this after "A Magic Mirror? - 15/2"
-Math Beads 1-10	give all 10 to the 10,000-yr Old Man; underwater in
Trick	
	Village (I don't have directions to all of them)
-Mermaid's Necklace	return it to the Mermaid to learn how to dive; it's
on the water	
	right of the 10,000-yr Old Man's hut in Trick
Village	
-Mighty Fish Food	use it in special bodies of water to max Experience
bars; get it	
	from the Mermaid in Haunted Mansion (when you learn
how to dive)	
-Miner's Hat	give it to the Miner in Masakari Jungle; get it from
Charles in	
	the Masakari Jungle
-Mysterious Mushroom	give yourself Laughing/Crying fits at will; a blue
chest on a	
	high platform in Mushroom Forest
-Needlegator Teeth	an ingredient for Gold Candy; *I don't remember
where to get it*	
-Normal Pants	basic equipment; start the game with it
-Ordinary Mushroom	cures Laughing/Crying fits; the AP Box in Mushroom
Forest	
	background
-Pipe	fixes the water pump at Baccus Lake; get it there,
too	
-Psychic Fish	special equipment (replaces Pants and makes you
Black & White);	
	trade the 5 Golden Items to the 10,000-yr Old Man
-Raft	travel between Old Tree Hill and Haunted Mansion;
get it	
	from the Lumber Factory (after "Break the Rusty Door
- 5/5")	
-Rise & Shine Powder	wakes up the "sleeping" flower in Mushroom Forest;
get it	
	by killing the Bonsugee
-Sacred Fish	special equipment (replaces Pants); on top of Flower
Tower	
-Seaweed	helps Baron recover; get it on the Familiar Mansion
beach	
	(after you discover "Seaweed For Your Health -
14/4")	
-Silver Medal	no function; get it for placing 2nd at Motocross
Course	
-Silver Powder	an ingredient for Gold Candy; win it in "Ready, Set,

Go! - 10/3"
 -Small Key opens Small Keyhole Doors; get it in the second door on the front side of Haunted Mansion
 -Stone Boomerang better than Wooden Boomerang; *I think it's the chest in the Large Keyhole room at Haunted Mansion*
 -Strong Wire opens the locked door leading to the Million-yr Old Man in Underground Maze; get it from a guy in Haunted Mansion
 -Tear Jar catches tears from a flower; get it by killing the Yellow Bonsugee
 -Telescope lets you take a peek at the final Evil Pig hideout; get it on top of the Watch Tower
 -Thief's Wire opens the Thief's Door in Underground Maze; get it from the 10,000-yr Old Man after retrieving his Math Beads
 -Torch provides light for the Dwarf Village prisoner; get it from the Dwarf by the fire pit
 -Weed Killer required for "Death Fruit Juice - 11/7"; get it from the bartender in Baccus Village (leftmost hut)
 -What the Thief Forgot... give it to the thief in Haunted Mansion (in the chimney); get it on the ledge the thief was sitting on in Lava Caves (just scroll it off the screen then check it again)
 -What the Thief Lost... give it to the thief in Lava Caves (on a ledge near the ceiling); near Phoenix' Nest
 -Wine used to fuel GoGoCars; get it from a mouse in Baccus Village (after you've discovered "Food for Fuel? - 13/2")
 -Wooden Boomerang throwing weapon; the brown chest in the air to the right of the Wobbly Wharf hut
 -Yam give it to the Dwarf woman who's lost something; put out the fire in "Something's Cookin'?" - 16/7"
 -Yan's Lunch Box give it to Yan when you see him (before he's at Hidden Village); get it from Yan's (father?) in Hidden Village (before Yan is there)
 Molasses ingredient for gold candy, get it after "What's a funga?"

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 EVIL PIGS
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Here in this section you will konw how to use the evil pig bags, where to find them,etc. Any questions can be sent to me. Enjoy this part.

THE BLUE PIG BAG - get it from the Dwarf Elder

use it in the Million-Year Old Man's room
"...the other blue is somewhere here [Underground Maze]..."

THE RED (STORMY) PIG BAG - get it from the Large Keyhole door on Phoenix Mt.
use it in Charity Square (jump left from the roof over the fountain)
"...Red is awaiting a miracle..."

THE PINK (HAUNTED) PIG BAG - * Blue chest in Big Keyhole, Haunted Mansion*
use it in the Lava Caves, the topleft-most ledge near the beginning
"...Pink is somewhere really hot..."

THE ORANGE (MOUSE) PIG BAG - *Blue chest in Town Hall, Baccus Village*
use it in the Masakari Jungle, jump left from the top of the tall tree
"...Orange is in the jungle..."

THE GREEN (FIRE) PIG BAG - the blue chest at the beginning of Lava Caves
use it in the Haunted Mansion (the Smiling Door)
"...Green is the mansion on the lake..."

THE NAVY (JUNGLE) PIG BAG - the red chest at Old Tree Hill
use it at the Familiar Mansion beach
"...blue is the beachside door..."

THE YELLOW (UNDERWATER) PIG BAG - a chest in the waters of Trick Village
use it at Clock Tower
"...yellow is the guard of time..."

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FREQUENTLY ASKED QUESTIONS
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Here I will answer any questions you may have. If some questions aren't here, I'll answer them in e-mail. For the mean time use some stuff here. I don't deny there are some missing stuff.

Q. How do you get the Gold Medal at Motocross Course?

A. It's all in the timing of your jumps. Simply put, all you have to do is avoid hitting any Pigs and avoid any unnecessary obstacles (i.e. water and hills). For one thing, you should follow the regular route of the course (not the background), because it's easier to win with. When you get to the up-and-down part, make sure to jump onto the middle bump and then jump again onto the large one, then jump at the top so that you bounce over the Pig sitting downhill. Also remember to jump right before you get to the water, and stay on the wooden platforms, making sure you jump completely over the Pig on the last platform. After that, just jump over the remaining pigs (easy!) and you're done.

Q. Where is Motocross Course?

A. Motocross Course is near the start of the game. When you reach the houses, you should see a wall with purple plants on it. Knock the plants down with your weapon and there'll be a room with a Go-Go Cart inside. You can't race until you have

the Fuel Bar, though.

Q. What and where are the Bonsugee?

A. The Bonsugee are the flying squid-like creatures found in the background of Mushroom Forest. There are 2 of them, either bluish-purple, or yellow, depending on where you are in the game. The Yellow Bonsugee are there only if you have defeated the regular bluish-purple ones, and after a certain event, but I don't remember which event.

Q. Where is the Yellow Flower to get Flower Tears from?

A. The Yellow Flower is one of the big flowers in the background that's either weeping or laughing. You can easily find the flower if you start from the left end of Mushroom Forest, and head down and right.

Q. Where are Masakari Jungle and the Village of Civilization?

A. These locations are a bit farther in the game, and you can only reach them after riding the Phoenix the second time.

Q. Where do you find the Cheeses?

A. Wow, there are so many places I can't even remember all of them. I've found 15 Cheeses, and there's usually never more than 1 or 2 in a place. Here are some I can remember:

- 2 in Haunted Mansion (Crying Door)
 - 2 in the Ol' Pond AP Box
 - 1 where the Famous Digger is digging on Phoenix Mt.
 - 2 from the hungry man in Hidden Village
 - at least 1 in a chest in the Underground Maze
- So pretty much, just check every little thing, and you're bound to find some.

Q. How many "Vitality +1" Vests are there?

A. There are 12 Vitality Vests, found in these locations (according to EGM2, supposedly):

- left of the spin bars at the right end of Forest of All Beginnings
- from a mouse in the Baccus Village tavern, after "Death Fruit Juice"
- left of the Wobbly Wharf hut in Dwarf Forest
- in a blue chest near the end of Lava Caves
- floating chest right of the tall tree in Masakari Jungle
- a red chest in the waters of Trick Village
- from one of the Haunted Mansion thieves, after "Haunted Mansion"
- from the Blue Fortune Teller in Underground Maze
- from Mizuno after curing her cold
- a yellow chest right of the danger sign on Stormy Mountain
- after "I Want a Bronze Medal"
- after returning the Yam to the woman in Dwarf Village

Q. How do you defeat the Evil Pigs?

A. Well, if you haven't figured it out already, you have to throw them into the moving Pig Bag that's on the screen. Just try to lure them close to the bag, jump on them, and wait for the bag to face your direction (don't wait too long, the Pigs eventually wake up). Another thing you

might want to try: equip the Jewel of Fire. That way, if you're about to get hit, use it because you become practically invincible.

Q. Where's the Hidden Village?

A. There are two ways to get there: either through Charity Square or through the Lava Caves. Charity Square is a one-time, one-way trip, once you've completed "Leaf Butterflies" (bring enough Butterflies to the cage). You can also enter through Lava Caves; try to go through and follow as close to the ceiling as possible. You'll have to use the grapple to reach an off-screen pumpkin and climb up.

Q. Where's Yan of the Hidden Village?

A. The first time you find him is in the Village of All Beginnings, in the hut that leads to the Ol' Pond. If you look closely, you can see a pair of eyes through the window. Talk to him, and you'll start a game of Hide & Seek. The next time you'll see him as above the rope ladder at the far right end of the Village. After that, you'll find him at the Butterfly cage in Charity Square, then in the Smiling Door on Phoenix Mt., then behind the straw wall in Haunted Mansion, and lastly left of the tall tree in Masakari Jungle. You'll only see him again at the Hidden Village.

Q. What's up with Black & White Tomba?

A. Uh, I have no idea. I've been wondering that too, it only seems to make you always go as fast as with Animal Dash on. Nothing special.

Q. Is there another ending if you beat the game with all of the events completed?

A. Well, I read someone's post in the Playstation newsgroup, and the poster said there was no special ending. Too bad

Q. Where can you find the yellow Bonsugee?

A. You can find the Yellow Bonsugee after defeating the Evil Pig in 1 million old man's room, Underground Maze.

Q. Where can I buy Tomba!?

A. I came from Philippines. So I don't know about you. But try www.amazon.com they deliver anywhere.

Suggestions/ Cheats

Hard Time Dying-

Hit every pump rock that you see to get fruits (that increase your life)

Credits

Whoopeecamp- making the game

Sta. Lucia Mall-selling the game to me

Roland- for teaching me some of it

Madelaine ? for not disturbing me while I?m playing and helped me with some hard situations

Good Luck! Hope my faq helped you!!! Have a nice time playing Tomba!

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