



PRIMA Official Game Guide

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Introduction

The Dream Warrior

Some time has passed since Tak defeated the evil sorcerer Tlaloc and his addlebrained minions, Pins and Needles. But for the hero of the Pupanunu People's Prophecy, there's no such thing as rest and relaxation. When Tak is caught in a dream with no ending, he's forced to accept a new quest that threatens to forever distort the barrier between the reality he knows and the world of dreams. But with the aid of friends such as the wise shaman Jibolba, the bumbling would-be hero Lok, and the many others gifted in Juju magic, Tak just might prove to be a hero once more.

This guide holds the secrets to *Tak 2: The Staff of Dreams*[™]. It can help you find your way through Tak's treacherous universe. Check out the walkthrough to find game-breaking boss strategies, every Juju Potion recipe location, and where to find bugs, minerals, fruits, and vegetables galore.

Take some time, too, to learn the weak spot of every enemy Tak faces. Why go at it empty-handed? There's so much to discover, it's enough to make a shaman's head spin.



Basic Hero Stuff

Juju Powers

The hero of the Pupanunu People's Prophecy has to be tough to survive the great challenges that await him. He must be ready to do battle at any time and know how to wield a Thwark. His mind must be sharp and his wits must serve him well to find his way through devious enemy defenses. But he doesn't have to do it all alone.

Welcome to the basics. This section has a wide variety of information critical to Tak's quest. Read on to learn how to control Tak, use animals to solve puzzles, become a first-rate alchemist, and discover the weak points of the creatures Tak faces in his adventure.

Basic Controls

Tak begins the game with a limited number of attacks and other moves to help him get past enemies and solve puzzles. These basic controls are used more than any others throughout his journey, but as time passes he learns even more.

Basic Controls			
Name	PS2	GC	Xbox
Attack	■	B	⬇️
Hurl	▲	Y	↗️
Use	●	X	⬇️
Juju	L1	L	➡️
Jump	X	A	⬅️
Double Jump	X, X	A, A	⬅️, ⬅️
Glide	Hold X	Hold A	⬅️, Hold ⬅️
Ready Jibolba	L2 (then X to throw)	Z (then A to throw)	White
High Attack	X, ■	A, B	⬅️, ⬇️
Flying Attack	X, X, ■	A, A, B	⬅️, ⬅️, ⬇️
Combo Attack	■, ▲	B, Y	⬇️, ↗️
Spin Combo Attack	■, ●	B, X	⬇️, ⬇️
Weapon Select	R2	R	↖️

NOTE



Tak has another basic attack, the **Back Attack**, which is a little tricky. Tak must swing his Thwark at least once and then simultaneously hit the attack button and the control stick in the direction opposite of the way he's facing. With proper timing, he performs a quick backward sliding attack that's very powerful. It can also be used to evade an enemy's attack or to avoid being surrounded. It's especially useful against Pit Fiend tentacles, which Tak must lure into attacking the ground behind him.



Advanced Controls

As Tak's journey continues, his shaman level increases occasionally. This is not done by earning experience points for defeating creatures or completing quests. At specific moments throughout the game, Tak automatically levels up. When his shaman level increases, he learns a new attack, or something else equally wonderful happens. The following commands are learned throughout the course of the game. Tak can't use these commands until he has learned them during his adventure.

Advanced Controls

Name	PS2	GC	Xbox
Juju Run	[L1]	[L]	Hold ⇨, Run
Charged Attack	Hold ■	Hold (B)	Hold ⚡, Release
Charged Hurl	Hold ▲	Hold (Y)	Hold ↗, Release
Big Juju Damage	[L1]+■ or ▲	[L]+(B) or (Y)	Hold ⇨, ⚡ or ↗
Juju Kick	X, X, [L1]+■	(A), (A), [L]+(B)	Hold ⇨, ⚡ ⚡ ⚡
Juju Slam	■, [L1]+▲	[L]+(B), (Y)	Hold ⇨, ⚡ ↗
Juju Bolas	[L1]+■ or ▲	[L]+(B) or (Y)	Hold ⇨, ↗ or ⚡
Juju Bolts	[L1]+(■, ●)	[L]+(B), (X)	Hold ⇨, ⚡ ↓
Juju Flea Attack	[L2] (for flea), then [L2]+X	[Z] (for flea), then [L]+(A)	White, Hold ⇨, ⚡
Spirit Animal Attack	[L1]+●	[L]+(X)	Hold ⇨, ↓

NOTE

At one point in the adventure, Tak earns extra health. Essentially his Juju and health meters grow, which makes him tougher and more effective in combat.

Key Controls

Attack



PS2: ■/GC: Ⓑ

This is Tak's basic attack with his Thwark. This button can be tapped repeatedly to perform a never-ending combo. It isn't a strong attack, but it's what Tak uses to defeat most of the lesser enemies such as Imps or Woodies when he isn't performing a combo.

Hurl



PS2: ▲/GC: Ⓜ

Tak can throw a ball of magic that arcs through the air. The hurl is a very weak attack that rarely damages enemies. It's better used to destroy objects from a distance. However, even though the attack causes little damage, it does stun most creatures for a couple of seconds. Use it against creatures that turn invisible when Tak gets close, like the Stalker. When hit from a distance these creatures are disoriented long enough for Tak to get close and finish them off.

Juju



PS2: [L1]/GC: [L]

Tak has the power of Juju, a magical force that allows him to perform incredible stunts and gives him the strength of a titan. Juju can be added to just about anything and everything to increase its effectiveness. Tak learns better use of Juju Power whenever his shaman level increases during the adventure.

Double Jump



PS2: ×,×/GC: Ⓐ, Ⓐ

There are times when a single jump doesn't get the job done. Some gaps are too long, and some ledges are too high. Tak can jump a little farther and a bit higher by performing a double jump. Jump into the air and press the jump button a second time at the top of the first jump to get a solid boost into the air. Double-jumping is usually the best way to avoid the ranged attacks of enemies such as Spydars.

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Glide



PS2: Hold **X**/GC: Hold **A**

Tak can float through air for a few seconds to extend his jumps. This is extremely useful in areas with tricky jumps and long gaps, or whenever it's to Tak's advantage to stay off the ground for as long as possible, such as when he's crossing lava. Tak cannot glide infinitely. Eventually he plummets. The trick to using Glide well is to learn how long he can float and get a real sense of the timing involved.

Jibolba



PS2: **L2** (then **X** to throw)

GC: **Z** (then **B** to throw)

Jibolba takes the form of a flea and tags along with Tak during his adventure. He can be used as a weapon of sorts to temporarily put animals to sleep, or to anger them into action. Once he's thrown, his flight can be controlled with the control stick. Just get him close to any part of the target and he should grab hold. He can then either bite the target to force it to perform an action, or lull it to sleep so Tak can pass by without being attacked.

High Attack



PS2: **X**, **■**/GC: **A**, **B**

This is Tak's most basic jumping attack. It's a short-range attack that's great against airborne enemies. It packs quite a wallop and can wipe out large groups of lesser enemies such as Imps and Woodies, or stronger creatures like Dream Octopi.

Flying Attack



PS2: **X**, **X**, **■**/GC: **A**, **A**, **B**

The Flying Attack has a greater range than the High Attack, but has about the same amount of power. It's best used when approaching an enemy from a distance, because it has a large amount of forward motion. It's ineffective against flying creatures like Puffers, but devastating to bigger enemies like Spyderys and Anglers. Be careful of using this attack around ledges. It's easy to fly off the side if the attack misses its intended target. In those situations, cut down on the forward motion by performing a short double hop before the attack instead of double-jumping to the maximum height.



Combo Attack



PS2: ■, ▲/GC: (B), (Y)

This short two-hit combo is the most essential attack in Tak's arsenal. It's very powerful and the best way to eliminate most enemies. It can also be used to easily destroy the shields that Woodies often carry.

Spin Combo Attack



PS2: ■, ●/GC: (B), (X)

The Spin Combo Attack is the second basic combo in Tak's list of moves. It isn't a powerful attack. In fact, it can't defeat much of anything, but it does push enemies back a bit when Tak is being surrounded. It's best used to quickly remove shields from a group of Woodies before launching a more powerful attack.

Juju Run



PS2: [L1]/GC: [L]

The Juju Run isn't an attack. It allows Tak to sacrifice a bit of Juju Power to run faster. It's mainly used when attempting to jump long gaps, or whenever Tak is carrying a barrel of boom dust. It's also a great way to get out of trouble fast when facing bosses.

Charged Attack



PS2: Hold ■/GC: Hold (B)

Some enemies have thick skin that's difficult to penetrate. They can withstand Tak's weaker attacks all day without even flinching. Show them who the boss is by charging up and releasing a more powerful blow. Tak can charge his attack and run at the same time, so he can evade while preparing to put the smack down on an enemy. Use this against brutes like the Woody Warrior and Anglers to knock them out fast.

Charged Hurl



PS2: Hold ▲/GC: Hold (Y)

The Charged Hurl packs a stronger punch than a normal hurl, but it still doesn't cause much damage. It can be used to destroy objects like Nightmare Thorns or Imp Generators, or to stun creatures. A Charged Hurl also travels farther than a normal hurl, so it can be used to take down targets at long distances and it's more accurate.



In some cases a creature may be standing in front of an object you wish to destroy. Hurling energy at the object usually results in hitting the creature, but a Charged Hurl hits the target behind the creature. Charged Hurls tend to ignore closer targets.

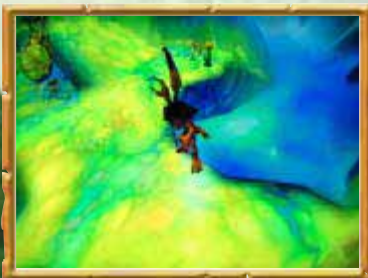
Big Juju Damage



PS2: Hold **L1**+**■** or **▲**
GC: **L**+**B** or **Y**

Tak can add Juju Power to the Charged Attack and Charged Hurl by holding down the Juju button to make them even more powerful. Big Juju Damage is mainly useful against Woody Warriors and Anglers. Adding Big Juju Damage to a Charged Attack cuts through the Woody Warrior's defenses more rapidly; adding it to the Charged Hurl is the only way to make an invisible Angler appear in a field of mana spheres.

Juju Kick



PS2: **X**, **X**, **L1**+**■**
GC: **A**, **A**, **L**+**B**

The Juju Kick is a devastating jump attack that deals lethal damage in a small arc in front of Tak. This is essentially a Flying Attack with Juju Power behind it, so it has the same range and issues when being used around ledges. The difference is the burst of energy when Tak hits the ground. Aim the attack in front of a group of enemies to wipe them all out. It's a great attack for any group of lesser enemies and very effective when used against Dream Octopi.

Juju Slam



PS2: **■**, **L1**+**▲**/GC: **L**+(**B**, **Y**)

The Juju Slam is an improved version of the Combo Attack. Rather than the normal rising strike, Tak performs a two-handed slam that creates a shockwave. The shockwave is only moderately powered, but it knocks enemies back. It's a good way to escape from a horde of weaker enemies even if it isn't powerful enough to defeat most creatures.

Juju Bolas



PS2: **L1**+**■** or **▲**/GC: **L**+**B** or **Y**

The Juju Bolas is a blast to play with. Normally the Bolas doesn't cause damage, but with a touch of Juju Power it becomes a powerful weapon. Using the attack button in combination with Juju causes the Bolas to wrap around an enemy for an extended period of time, but it also randomly causes the enemy to explode. It's great against enemies that turn invisible, or can teleport. Using the grapple button causes the enemy to be lifted into the air momentarily before exploding, but also means that nearby creatures may be harmed by debris from the explosion.



The Juju Bolas is absolutely the best way to defeat a Woody Shaman in any circumstance.

Basic Hero Stuff

Juju Bolts



PS2: **L1**+(**■**, **●**)/GC: **L**+(**B**, **X**)

This is the Juju version of a smart bomb. Tak releases a storm of energy that homes in on several enemies around him and wipes them out. It's a very powerful attack that's devastating against lesser enemies and effective against some of the bigger dudes, too. Use it in situations where Tak is surrounded, or when a bigger enemy is stunned and vulnerable.

Juju Flea Attack



PS2: **L2** (for flea), then **L1**+**X**
GC: **Z** (for flea), then **L**+**A**

Jibolba can eventually be used as a ranged weapon. The main advantage to using Jibolba over the Bolas is that he can be controlled during his flight and the Bolas cannot. Jibolba isn't a powerful attack, but he does have an explosive finish that can affect multiple enemies.

Spirit Animal Attack



PS2: **L1**+**●**/GC: **L**+**X**

After Tak has been given the gift of a guardian animal spirit, he can perform a Spirit Animal Attack. These attacks vary wildly from spirit to spirit in their effects. To experience them all, you have to play through the game four times, because Tak can have only one guardian spirit per game.

Feathers and Mana Spheres



Tak's special attacks require Juju Power, which is obtained in three ways. It can restore itself naturally over time to about half its maximum amount. The regeneration of Juju Power is very quick, so Tak should never have to sit around for long periods of time waiting for his power to be restored.

To take his Juju Power to the max, he has to collect feathers and mana spheres. Feathers are most common. They're found all over levels and are dropped by enemies as they're hit. Feathers come in three sizes. Tiny purple feathers restore the least amount of Juju, orange feathers restore a larger amount, and large purple feathers (which are extremely rare) restore Tak's Juju completely. Feathers also restore Tak's health in similar amounts.

Sometimes Tak finds mana spheres dropped by enemies. Mana spheres come in two sizes. Tiny spheres are often released as enemies are defeated. These disappear quickly, but they can be gathered to restore small amounts of health and Juju. Larger mana spheres are normally permanent objects. They restore a large amount of health and Juju, and can often be found after an enemy is defeated.

Animal Totems

Late in his adventure, Tak earns the ability to transform into four animals. To do so, he must find an animal totem that matches the animal he wishes to transform into. While transformed, Tak's Juju Power slowly drains. He transforms back to his normal form when his Juju runs out.

Squirrel



As a squirrel Tak gains the ability to glide as long as he has Juju Power. He can also ride on strong winds from air jets to soar high into the sky. This form is normally used to cross huge canyons, or to reach extremely high platforms.

Bear



Tak's bear form allows him to slide on his bottom down treacherous terrain that would normally be harmful. He can also move very heavy objects like boulders, and easily walk on ice. However, he's very slow and more vulnerable to attack.



Boar



Boars may be ugly, but they're very tough creatures. Tak can cross dangerous terrain like lava while in boar form without taking much damage. He can also break down some walls or bust through stalagmites and knock heavy objects off ledges.

Frog



The frog is an odd form that has very special uses. Tak is very slow in frog form and can't jump any higher or farther than normal, but he has the use of a long tongue that's great for grappling insects. Use this form to grapple large dragonflies. Tak hangs on and is drawn to the insect as if riding on a vine in reverse. He can then turn around and latch onto another dragonfly, or drop down to a new area. In frog form, Tak can also outrun vicious Gators, which makes it safe to swim through otherwise deadly waters.



Tikis and Juju Shrines



Though they play a lesser role in *Tak 2*, the Juju Spirits are back and ready to assist Tak in his adventure. To summon a Juju Spirit, Tak must have two things: a Tiki and a Juju Shrine. These two items are never found together, but they're never far apart. The Juju Shrine is usually found before the Tiki, but not always.

To use a Tiki, collect it from where it's hidden in the level and bring it back to the Juju Shrine. Stand on the shrine, and Tak is prompted to place the Tiki in the hole in the base.

When this is done, the Juju Spirit attached to the shrine appears. Juju Spirits are primarily used to help Tak reach the end of a level, or to gain a new power, and Tak often must complete tasks for them before they help out. Complete the task and return to the shrine to get the reward.

Juju Potion Recipes



Tak is dabbling in alchemy this time around. Juju Potion recipes are hidden throughout the game. Once a recipe is found, Tak can mix the potion using ingredients found throughout his adventures, assuming that he's gathered enough of those ingredients to meet the recipe's requirements. Ingredients are of three types: bugs, minerals, and fruits. These items have been marked on the maps throughout the guide to make them easy to find.

As Tak progresses through the game, the ingredients found become worth more than those in the earlier levels. Initially nearly everything is worth one point, but by the end there are ingredients that are worth 20 times that. In the back of this guide, look for a complete list of the Juju Potion recipes and where they can be found.

Spirit Animal Attacks

Tak can choose one of four animal spirits as a guardian. Each spirit provides him with a special Spirit Animal Attack.

Dragon

The dragon spirit allows Tak to breathe a cloud of Juju for a short period of time. The Juju surrounds nearby enemies for a several seconds, during which time the creatures are occupied with trying to escape. It's best used at short range.

Piranha

Tak launches a small flying piranha that seeks out nearby enemies. The longer Tak holds down the buttons, the more fish he summons. This attack is best

used at medium range, because it takes time to engage and can be interrupted.

Eagle

A giant spirit eagle swoops down from the sky and carries off an enemy that Tak can see. It's best used at long range, because an enemy can interrupt it.

Jaguar

Tak swipes the area in front of him with a giant magical jaguar claw. This attack is very powerful and can hit multiple enemies at once. It's best used at extremely close range.

Animal Encounters

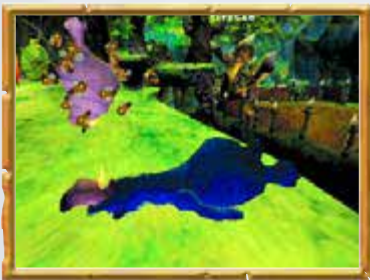
Not every creature that Tak meets is an enemy. There are lots of animals that can be very helpful or harmful depending on the situation. Let's take a look at each of them.

Squirrels



Squirrels are reluctant helpers. They don't do much except stand around on trees and watch the world go by, but they can be vicious. When Jibolba bites them, they unleash a storm of acorns that can really put a dent in Tak, and can also hurt other creatures. Look for them whenever Tak needs to release something he can't quite reach, or hit an enemy that's out of his range.

Bears



Bears are lazy creatures. You find them sitting around doing nothing, unless they find a beehive, in which case they lie

on their backs all day long and eat honey. Their huge bellies make excellent springboards and can help Tak reach high places. But some bears don't enjoy being jumped on, and grab Tak and chuck him a great distance if he bounces too many times.

Bees



Bees are always busy making honey. They keep to themselves most of the time, but if anyone attacks their hive they're quick to retaliate. Tak can get a swarm of bees to chase him by hitting a hive with his Thwark. Though the bees hurt him if they can catch up, they're quick to target other creatures, too. Tak can use them to distract dangerous animals like Gators when he needs to slink past them to reach his destination. If Tak finds an abandoned hive, he can lead a swarm of bees back to it to re-inhabit it.

Skunks and Stinky Plants



Skunks have one purpose—to stink. In order to get the stink on Tak, have him tap the skunk with his Thwark and let the stink settle in. Nobody wants to be around Tak when he's that smelly, so skunk stink is great for scaring off unwanted animals or forcing them to move where he wants them. The only creature that enjoys that nasty smell is a boar. When Tak's stinky he can ride a boar or sneak past one. Stinky plants serve the same purpose as a skunk, but they don't move.



Basic Hero Stuff

Boars



Wild boars are powerful creatures that like to ram into things. In fact, they ram into just about anything, including Tak. If Tak covers himself in the stink of a stinky flower or a skunk, he can ride on a boar. Smack it with his Thwark to make it go faster. Get off the boar quickly when the stench wears off, or it chucks Tak. Boars can go through lots of things like wooden walls and small structures. They can also break through stalagmites and can move heavy objects by hitting them.

Beavers



Beavers love to chomp on wood and build dams in rivers. Their natural ability to cut through wood makes them a great ally. Jibolba's bite can persuade them to build bridges for Tak in some areas where the water is too dangerous to swim through.



Gators



Gators are nasty. There's nothing redeeming about them. They wait in swampy water for some unfortunate prey to walk too close, and then they pounce. Avoid these toothy beasts. Tak can distract them with a swarm of bees just long enough to sneak past. He can also sneak past them if he finds a sheep to carry. Sleeping Gators can also be used as stepping-stones as long as Tak doesn't stand on them for long.

Frogs



Frogs eat insects. That's bad news for a shaman in flea form. If Jibolba is thrown over the head of a frog, he's gobbled up with the frog's superlong tongue. They also love to eat bees and the flies that are drawn to Tak by skunk or plant stink. Distract them with a swarm of bees, or stun them momentarily to get by without having them ruin Tak's plans.



Sheep



Sheep are harmless and mindless. They don't do much but eat grass and run away when approached. Some sheep are inside huge wheels. When bitten by Jibolba, the sheep turns the wheel, which always makes something good happen, like a platform appear or an elevator rise. Tak can also pick up a sheep and carry it, which is useful for sneaking past Gators.



Bad Guys

There's no shortage of bad guys running around in Tak's world. To complete his quest Tak has to face a horde of Woodies and other strange beings. But every creature has a weakness that can be exploited.

Woody Grunts



These are the grunts of Woody civilization. They can't take much damage and they aren't that good at dishing it out. Tak can easily defeat them with his normal attack, or a Combo Attack.

Woody Grunts with Shields



Shield Woodies are just normal Woodies that carry shields. They can't be harmed until their shields have been eliminated, and their shields are impervious to most basic attacks. Get rid of the shields with the Combo Attack or Spin Combo Attack. At long range, Tak can use the Bolas to grapple the shields away from Woodies.

Woody Shamans



Woody Shamans are real pests. They fire magic energy from their staffs and never like to get up close when fighting. Worst of all, they have the ability to revive other Woodies that have been defeated in a battle. Whenever a Woody Shaman is present, it should always be targeted and eliminated first. There's no point in defeating a room full of Woodies when a Woody Shaman is near and can revive them all in seconds, unless Tak needs the feathers that are dropped as the enemies are eliminated.

Some Woody Shamans also possess the ability to teleport, which they do as soon as Tak gets too close. The Bolas is the key to defeating a Woody Shaman. Wrap it up in the Bolas, then close in and finish it off before it can escape. Tak can also stun a Woody Shaman by hurling Juju energy at it, or use the Thwark to knock its own attack back at it, like batting a baseball.



Basic Hero Stuff



Woody Warrior



Woody Warriors are intimidating giants that wield a horrifying wooden mace. Stay back and lure them into attacking. They swing the mace twice in front of them and then perform an overhead attack. The last strike causes the mace to stick in the ground temporarily. Dash

behind the enemy and attack it in the back with a Charged Attack to hurt it. It takes two Charged Attacks—or a stronger Jujufused attack—to finish off a Woody Warrior.

Catapults



Catapults launch huge projectiles that cause terrible damage. They've been known to wipe out other Woodies when trying to hit an enemy. Jujufused Run to escape their attacks. Catapults are virtually indestructible. Tak's only chance to defeat them is to lure them into attacking each other, which is as simple as standing behind one.

Gunkies



Gunkies are very odd but cute creatures. They possess the unusual ability to create rock formations, which hampers the power flow in technological machines. It's best to eliminate them with High Attacks whenever possible, but they come from large nests that produce an endless supply of Gunkies unless it's destroyed. That can only be accomplished with the aid of certain cannons. Other Gunkies are a bit more aggressive and fire energy blasts at Tak.

Nightmare Creatures

These Nightmare Creatures are summoned by the Dream Guardian and do whatever it takes to prevent Tak from reaching the tower.

Imps

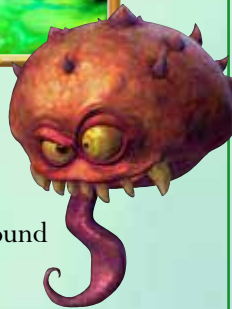


Imps are the foot soldiers of the Nightmare Creatures. They're easily defeated with basic attacks or Combo Attacks. Juju Power moves can eliminate entire groups in one shot. Imps are often created by Imp Generators, which are magic portals encased in stone. Destroy the generators from a distance with the Bolas or by hurling magic at them to stop the flow of Imps.

Puffers



Puffers are the spawn of Dream Octopi. They're often found flying around on their own. Puffers attempt to latch onto Tak's head and suck health from him. Use High Attacks to strike them in the air as they approach. If one latches onto Tak, smack it repeatedly with the Thwark until it lets go.



Stalkers



Stalkers have the ability to become invisible. While they're invisible, they can attack Tak but can't be harmed. Stun them from a distance with the Bolas or

by hurling Juju magic at them, and then charge forward and finish them off before they can recover. The Juju Bolas is the best way to defeat them late in the game.

Spyders



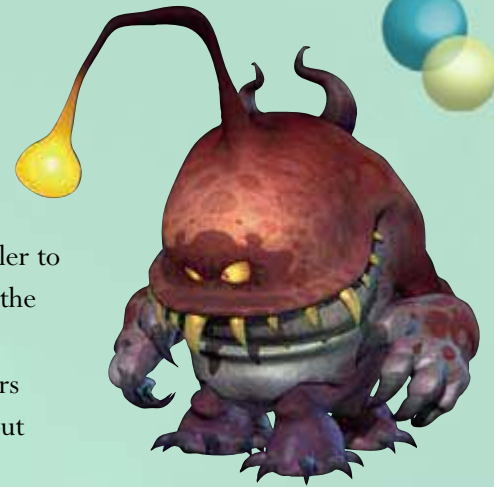
Spyders have a devastating ranged attack that makes them very dangerous when paired with other creatures. They also have the ability to become invisible, which makes them invulnerable. Stay back and avoid their energy attacks by running and jumping from side to side. After three volleys, a Spyder must stop to recharge, which requires placing its claws above its head and becoming visible. Perform a Flying Attack straight into the creature's body while it recharges to defeat it instantly. Combos are also effective against them.

Anglers



Anglers hide in mana sphere fields and dangle a fake mana sphere to lure Tak toward it. If Tak grabs a fake sphere, the Angler immediately gobbles him up. Repeatedly smack the Angler with the Thwark to fight free of its jaws. Tak can force an Angler to appear by tossing a Charged Hurl into the middle of the mana sphere field.

Once the creature is visible, it's easily defeated with a Combo Attack. Some Anglers have the ability to shoot energy from their claws. These Anglers are more aggressive, but must be dealt with in exactly the same manner.



Dream Octopi



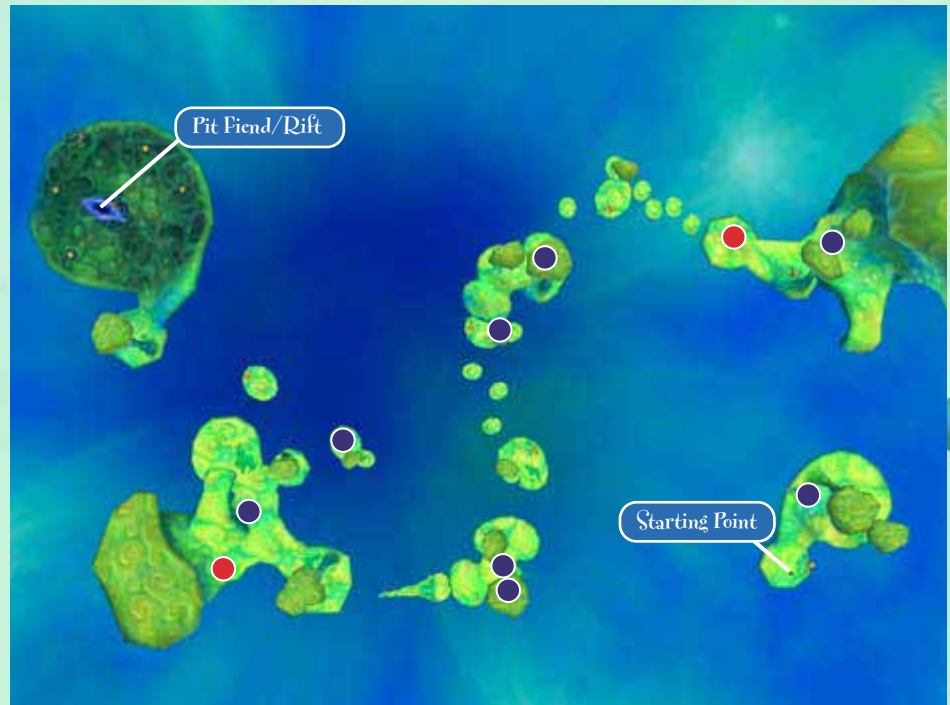
Dream Octopi are adult Puffers that lie on the ground and spin at their enemies. They're very fast and difficult to hit. Defeat them by using a High Attack or Flying Attack as they pass Tak. The Juju Kick also works, but it's difficult to time the attack properly. The Juju Bolts can also destroy Dream Octopi if Tak can launch the attack before being hit. Some Dream Octopi have the ability to create Puffers. Try to ignore the Puffers and eliminate the Dream Octopus first, since it isn't necessary to eliminate the Puffers in those battles (except for in Hotfoot Springs).



Tak's Dream

Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



A Meeting of the Mind

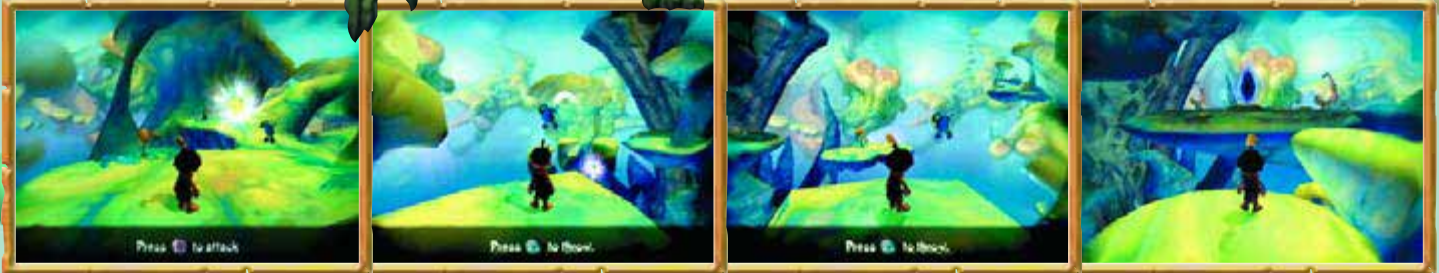


Destroy the object in front of Tak and then attack the Blobbies that fly toward him. After the cinema, follow the spirit and break up the Blobbies with Tak's Thwark to create a path of platforms to the next floating island. Keep going until the spirit tells you to follow him with the camera. Rotate the camera to keep the spirit in full view. Continue down the floating islands, getting across the long gap by double-jumping and gliding to get the necessary extra distance.

NOTE

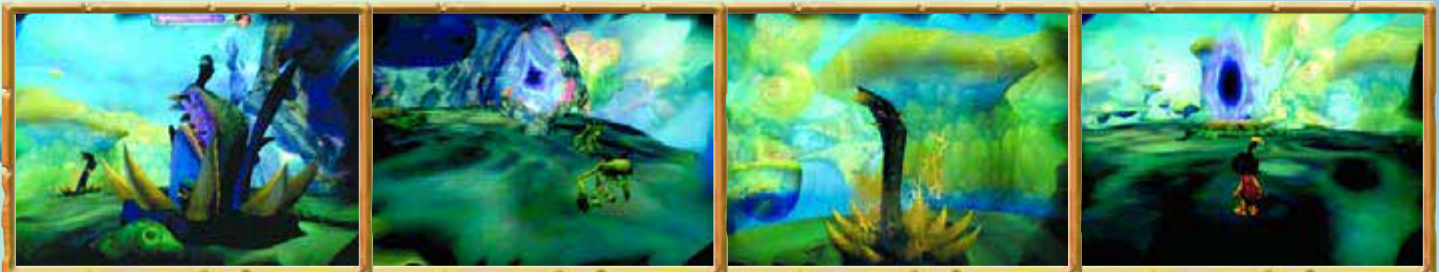
Keep an eye out for bugs on the ground and in the air. Dream Slugs can be found crawling on some of the islands. Look for Dream Flies around some of the trees. Just listen for a buzzing sound—a sure sign there's some type of bug nearby. Collect them all for use as Juju Potion ingredients later. Also, be on the lookout for a green plant with an orange tube on top. Smack it and it coughs up some precious minerals.

Tak's Dream



Hurl balls of magic at the Blobbies beyond the gap to create a long, finger-like bridge. Cross the bridge and destroy the final six Blobbies to reach the portal in the distance. Eliminate the Blobbie across the gap, and one appears behind it at the base of the hill. Get rid of that Blobbie and another appears on an island to the right. Dispose of it and a floating Blobbie appears at the top of the small slope. Chuck magic at the floating Blobbie and a second floater appears. Nail the second floater, then double-jump to the island in the distance to reach the last of the Blobbies. Come back and cross to the exit rift.

Pit Fiend



A Pit Fiend appears and swallows the exit rift. Chuck magic at the Imp generators in the front and back to destroy them before challenging the Pit Fiend. Defeat the boss by eliminating the four tentacles that surround it. Ignore the central body. Run toward and slightly to the side of a tentacle, as if you were going around the base. The tentacle tries to stick Tak with a huge thorn. Jump out of the way and the thorn sticks in the ground. Quickly turn and strike the tentacle to defeat it. Repeat this with the remaining tentacles until all are dealt with and the boss vanishes, leaving the exit rift behind. Jump into the exit rift to exit the dream.

NOTE

You cannot deal with the Pit Fiend's tentacles from a distance. They are protected by a shield that disappears only when they attack; Tak must get in close and strike the tentacles after they attack and become stuck in the ground.

Wetstone Lake



Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



The Rough Road to Jibolba's Brother



Drop off the ledge to find a log. Hop on the high end to reveal some bugs. Also look for a purple berry plant nearby and a butterfly at the base of the slope. Follow the narrow ledge to find a pair of Woodies terrorizing a squirrel. Defeat the Woodies to set the squirrel free. Beware of the squirrel. Despite Tak's efforts, it chucks nuts at him as soon as it's free. Continue up the hill and you find a Juju Shrine, but the Tiki needed to activate it is in a cave high above. Follow the feathers up the narrow slope and past the waterfalls. Do not jump into the falling water, or Tak is swept away to the lagoon below.



Wetstone Lake

Bounce off the belly of the honey-eating bear to reach the high ledge on the opposite side of the falls. If you jump to the left from the bear's belly, you can reach a small ledge with a purple mineral stone. Grab the rope on the ledge and swing across the canyon. Climb the rope to a high ledge to find the recipe for the *Tak2* Opening Cinematic Juju Potion.

TIP

Keep looking for Juju Potion ingredients along the paths. Remember to listen carefully for bug sounds and watch for any unusual objects such as mineral stones, bug nests, or teeter-totter logs.



Follow the ledge around to a huge wooden bridge, which has been drawn by two Woodies. Throw Jibolba at the squirrels on both sides of the bridge and have him bite them. The squirrels attack the Woodies, causing them to drop their ropes, and the bridge falls into place. Cross the bridge, fighting off the Woodies. Follow the ledge on the right to find a blue berry plant just before the waterfall. Hop onto the stone on the right and use Jibolba to put the nearby squirrel to sleep. Jump and glide to the ledge below the squirrel to find the Juju Potion recipe for the Flea Flyer Dinky Game.

Cross the falls and look for a squirrel on a tree around the corner. Use Jibolba to bite the squirrel, causing it to release the rope attached to the tree. Jump out and grab the rope to swing across the gap.





Several Woodies have captured a bear in the clearing ahead. Defeat the Woodies to free the beast and Tak learns the Juju Run technique. This allows Tak to use Juju Power to run faster. Once it's safe, look for a purple berry plant and some blue beetles to the side of the bear cage. There's honey nearby, but the bear isn't aware of it. There has to be a way to get him over to the beehive.

Inspect the area near the waterfalls to find a skunk. Stay back and toss Jibolba at the skunk to put it to sleep. Smack the skunk before it wakes, and Tak is covered with a foul odor. Juju Run back to the bear before the stink dissipates and the bear flees in the direction of the beehive. Bounce off the bear's belly to reach the cave above. The cave leads directly to the Tiki. Don't miss the precious purple minerals next to it. Jump down to the Juju Shrine and place the Tiki in it to summon a Juju Spirit.

NOTE

Don't miss the swarm of Dream Flies near the skunk. Be sure to collect them before you leap on the bear's stomach and collect the Tiki.



Juju and Jellybeans



This very unusual Juju Spirit requests a barrel of Juju Candy from a cave high above the Juju Shrine. Go around the corner and attack the skunk to the right to cover Tak in skunk stink. Juju Run back to the left and up the hill. Jump over the squirrel at the top, and it flees in horror.

Return to the skunk and hit it a second time. Quickly dash, double-jump, and glide across the lagoon to the bear on the opposite shore. Don't fall into the water, or the stink is washed away. The bear smells Tak and flees up the hill to the

beehive. Bounce on the bear's stomach until it hurls Tak to the cave where the Juju Candy is stored. Defeat the group of Woodies and destroy the rocks behind the barrels to find more purple minerals.

The barrels contain highly unstable boom dust, which is a very powerful explosive. Don't hit them, or Tak is seriously injured. Large boulders block the path back to the Juju Spirit. Grab a barrel of Juju Candy and Juju Run to the boulders. Be sure to Juju Run! If you walk, the boom dust explodes too quickly. Drop the barrel next to the boulders and back off. When the trail of boom dust reaches the barrel, the boulders are destroyed. Grab a second barrel of Juju Candy and dash back to the Juju Spirit to complete the task. Have plenty of Juju Power and gather feathers while carrying the barrel or Tak slows down before reaching the Juju Spirit, and the boom dust may destroy the barrel.



NOTE

Look for more Dream Flies at the base of a tree not far from the skunk below the Juju Candy cave. Grab the bugs before you take the candy back to the Juju Spirit, or they're lost. Delivering the candy ends the level.



TIP

Collect feathers to restore Tak's Juju before grabbing the second barrel. Also, wait for the feathers to reappear on the path back to the Juju Spirit. It takes a great deal of Juju Power to race all the way from the cave to the water. Fail to collect feathers on the way down, and Tak doesn't make it back to the Juju Spirit.

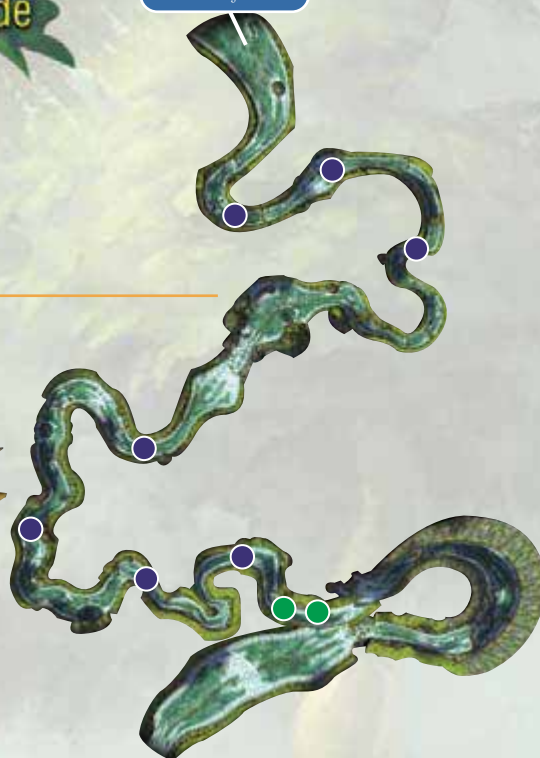
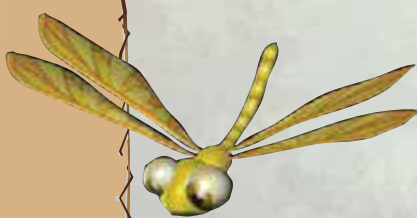


Bedlam Falls

Starting Point

Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



Raging River Rapids



Tak must race down the falls in a flimsy barrel. Guide the barrel past obstacles and jump over or duck under those that Tak can't get around. Collect feathers along the way to restore Tak's health and avoid being dumped in the river.

The level starts off without difficulty. Weave between rocks and hop over logs and small rocks in the water. Be sure to duck under logs that are raised above the water. Tak soon reaches whirlpools. Stay away from them, or they hurl his barrel into the walls, or suck him under the water. Try hard to steer around the rocks on the big waterfall. You can't jump while falling down the waterfall, so dodging back and forth is the only way to avoid destroying the barrel.

The river narrows and some of the limbs become breakable. Don't be fooled. The breakable limbs still damage the barrel. Hop over them or go under, but don't go through them unless you're trying to collect an item. The end of the ride is very near. Just hang in there.

TIP

There are many bugs, fruits, and vegetables to be collected on the way down the river. Look for bugs hovering over rocks and jump the rocks to collect them all. Once the river narrows, look on the sides of the walls for plants bearing fruit or vegetables.

Dream's Return

Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



Back for Seconds



Tak enters the Dreamland once again and receives a tutorial on more advanced fighting techniques. Follow the path to a T-intersection with Blobbies on either side of the end of the path. Use a Combo Attack on the Blobbies on the right to destroy them. Hit the Blobbies on the left with a Spin Combo Attack to smash them to bits. Destroying the Blobbies creates a bridge of floating islands. Beware of a horde of Imps on the opposite side. Use those new combos to dispatch them quickly.

NOTE

Keep watch for Dream Flies and Dream Beetles. The Dream Beetles tend to appear in areas where there are vines on the ground. Dream Flies can be found buzzing around some of the trees.

TIP

The recipe for the Tak's Feather Color Juju Potion can be found at the base of the tree directly behind the Blobbies on the right.

Tak 2

the Staff of Dreams

PRIMA Official Game Guide



Check the base of the slope for a mineral-producing plant, and then cross the islands on the right and dispatch the Blobbies at the end with a Flying Attack. Walk to the end of the island and eliminate the floating Blobbie with a High Attack. Hop across the islands that appear. Ground the Puffer with a pair of High Attacks, and smack it once more on the ground to eliminate it. Defeat the Blobbies behind it with a Charge Attack. Go up the hill and defeat the shielded Blobbies with Charge Attacks.

Look for a mineral-producing plant at the base of the slope behind Tak, and then climb to the top to find a Juju Potion recipe for the Balloon Head Showdown Dinky Game. Cross the floating islands to the ominous-looking island in the distance. From a distance, attack the Stalker sitting in the path to stun it, then dash forward and smack it with a Combo Attack to finish it off. Destroy the Nightmare Thorns at the end of the path to make the next floating island appear.

The next island puts Tak's skills to the test. Eliminate the Imp generator before leaping onto the island. Deal with the Puffer first, and finish with the Stalker in the back. When all monsters are gone, destroy the Nightmare Thorns on the island to create a path to the next island. Keep pushing forward. Destroy the Imp generators from a distance and take down the other creatures as you encounter them. Keep destroying Nightmare Thorns, too. The exit rift is just ahead.

TIP

Tap the attack button repeatedly if a Puffer latches onto Tak's head. The beastie eventually falls off, but it takes several hits to force it to let go.



NOTE

Look for the recipe for the Juju Potion for Balloon Head Showdown Dinky Game at the top of a small slope after the first Puffer.

Pit Fiend II



Once again a Pit Fiend has swallowed the exit rift, and there's no way to leave the Dreamworld without defeating it. Stay back and hurl charged magic shots at the Imp generators and the shooting tentacles. Tak can stay just out of their range if he uses charged shots. As Tak defeats each shooting tentacle, the Pit Fiend pops out of the center and fires three shots. Dash to safety, or turn the camera toward the boss and evade its shots.

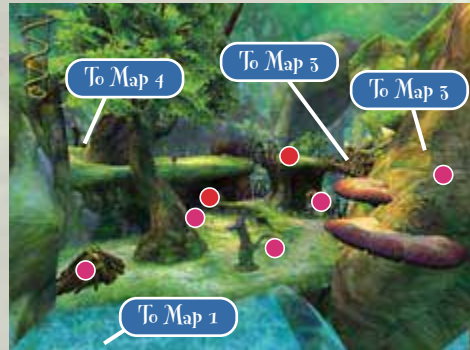
Don't count on just running to avoid the attacks. The boss is a good shot and can adjust its aim to catch Tak on the run. When the two shooting tentacles are eliminated, remove the other four tentacles. They are like the ones on the first Pit Fiend, but they attempt twice to sweep Tak off his feet before trying to stick him. Jump over the sweep and then run around the base of the tentacle until it sticks its thorn into the ground. Quickly strike the tentacle to eliminate it before it can free itself.

You cannot destroy these tentacles at a distance; they are protected by a magic shield that only drops when the tentacle's thorn is stuck in the ground. The boss withers away and the rift appears when all six tentacles have been destroyed.

TIP

Avoid the large thorns at the base of the Pit Fiend and its tentacles. They hurt Tak if he touches them.





Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



The Journey Continues



Travel around the waterfall and through the log, and then across the suspended platforms. Defeat the Woodies inside the large tree ahead, and the barrier blocking the path explodes. Cross the bridge and pass through the narrow gap to find a beaver sitting beside a waterfall. The water is moving too fast to swim across, and it's too wide to jump.

Walk into the stinky flower to cover Tak in a smelly scent, then approach the beaver. It runs away and crosses the river to a pile of logs. Toss Jibolba onto the beaver to bite it. The creature chucks logs into the water. Hop across the logs to reach the other side.

Greenheart Forest



Two caged animals are near the waterfall, but shield-bearing Woodies are guarding them. Use a combo to destroy the shields and defeat the Woodies, which frees the beaver (the bear remains trapped for now). Inspect the alcove to the right of the wooden gate to find some minerals. Pass through the gate and go down the hill.

Hop across the two small islands in the water and look for the beaver released on the far shore. Use Jibolba to bite the beaver and it creates a bridge. Cross the log to reach another recipe for a Juju Potion. This one is for the Vine Climb Dinky Game. Return to the wooden gate and follow the path on the left. There's no way over the waterfall. Backtrack through the gate to find a new set of Woodies. Defeat them all, but eliminate the Woody Shaman first. It revives the others if it isn't dealt with.

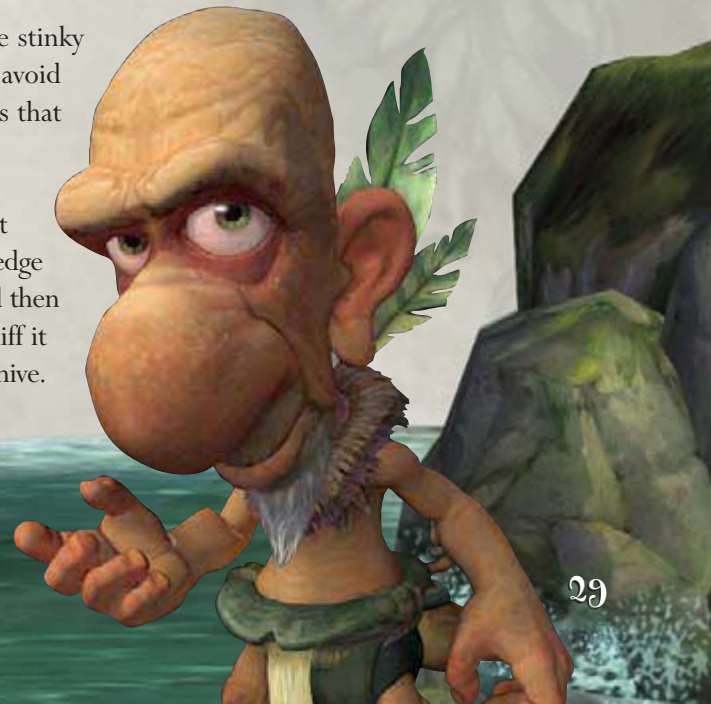
When all the Woodies are eliminated, Tak learns the Big Juju Damage combo. The bear is freed and finds its way to the honey. Bounce off the bear's stomach to reach the mushroom platforms above.



Follow the path to a mud pit with a boar in it. Avoid the boar by leaping from mushroom to mushroom. A huge mud pit with two boars in the center and two skunks roaming around the edge can be found ahead and on the right. Run around the edge and collect the green pears and yellow squash, and then attack a skunk to cover Tak in stinky stuff. Jump into the pit and onto a boar's back.

The boar only carries Tak while he's stinky and pig-like. Run over the stinky flower in the center of the pit regularly to renew Tak's stinky smell and avoid being thrown off the boar. Smash the logs in the pit and collect the bugs that appear while on the boar's back. Ram the side of the pit to toss Tak to safety once all the bugs have been collected.

Look for a bear sitting by itself to the right of the pit. Ride the vine next to the bear over the huge mud pit. Run through the smelly flower on the edge of the pit and then ride the boar. Go through the second stinky flower and then target the bear. Smack the boar to make it run fast. When it reaches the cliff it tosses Tak onto the bear, which causes the bear to move to the nearby beehive. Bounce off the bear's belly until it chucks Tak across the ravine.





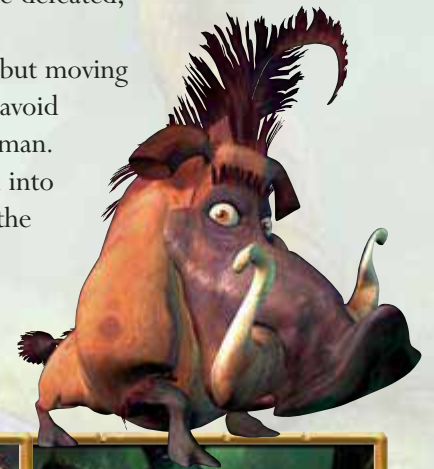
Defeat the two Woody Shamans quickly, or they keep reviving each other.



Pass through the stinky flower on the ledge ahead and jump on the boar below. Use the boar to smash the two Woody Shamans in the mud pit and the gate vanishes. Cross the bridges and defeat the Woodies in the path. Follow the trail to a zip vine. Ride the vine down to the mud pit below.

The mud pit is protected by an acorn-chucking squirrel. Toss Jibolba onto the squirrel and put it to sleep. Hop across the mud and jump down to the island in the water below. Several Woodies on the island can't be defeated, because a Woody Shaman is reviving them from a distance.

Check out the telescope behind the Woodies. It's pointed at the squirrel by the mud pit, but moving it left reveals the Woody Shaman's location. Stay on the high ledge, but go to the far right to avoid the Woodies. Throw Jibolba onto the squirrel and bite it to cause it to defeat the Woody Shaman. Finish off the Woodies to free the bear above the water, which drops the suspended platform into the water. Tak also adds the Juju Kick to his arsenal of moves. Cross the floating platform to the high ledge and bounce on the bear's stomach until it chucks Tak across the ravine.



The Juju Knows All



Check out the telescope on the edge of the ravine to see the location of the Tiki. Climb the ledges next to the broken bridge. Look over the edge at the very top to see another bear eating honey. Jump from the ledge onto the bear's belly to get a high enough bounce to reach the Tiki's ledge. Land as close to the bear's neck as possible, or the bounce will fall short. Grab the Tiki and slide on the vine to get back to the Juju Shrine below. Place the Tiki in the Juju Shrine and a Juju appears. The Juju asks Tak to collect three magic stones.

Greenheart Forest



Use the vine to the left of the telescope to reach the new area below. The recipe for the Lok Character for Dinky Games Juju Potion is sitting at the base of the vine. Look left to find a rope. Double-jump, grab the rope, and swing through the stinky plants next to it. Jump and glide down to the mud pit. Race over to one of the boars and hop on its back. Smack it with the Thwark to make the boar run and bash the wooden gate at the far end, which uncovers the first magic stone.

Pass through the stinky plant next to the magic stone. Hop across the ledges to the bear, which tosses Tak back to the base of the vine. Cross the bridge to a huge pit. Climb down the ropes and watch for a Woody Shaman along the outside of the pit. Swing on the rope and double-jump to the Woody Shaman's ledge. Defeat it and then the Woodies at the bottom of the pit to find the second magic stone. Climb up the ropes to leave the pit. Cross the hanging logs and jump from trampoline to trampoline to reach the last magic stone. Defeat the Woodies around the stone to free it from its cage.

The stones are automatically taken to the Juju Spirit, who surprises Tak with the Bolas. Hurl the Bolas across the broken bridge gap and into the stone on the opposite side and Tak is pulled across.



TIP

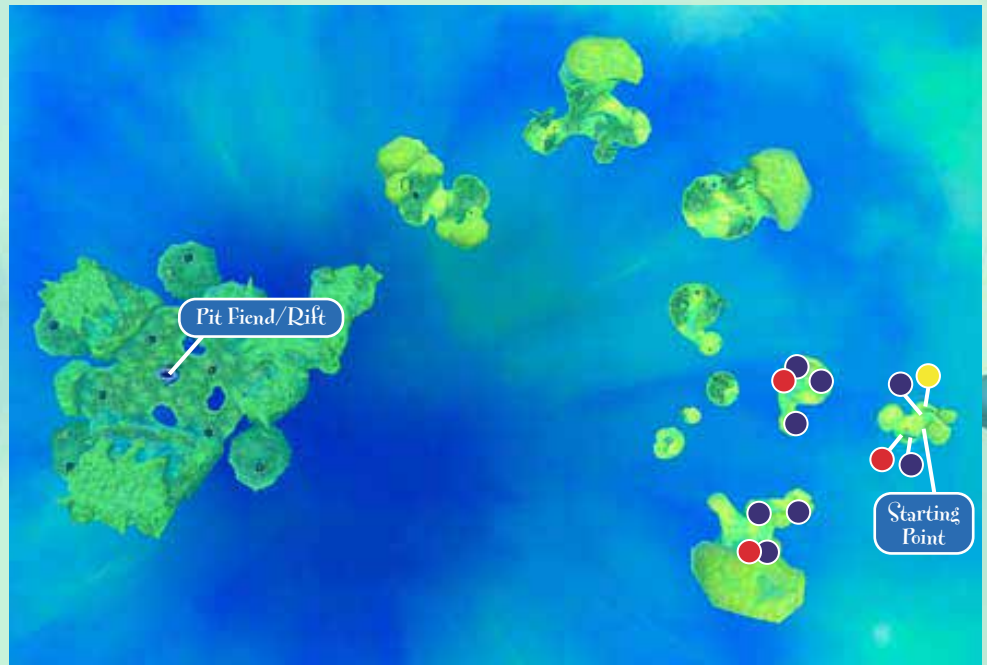
Collect the minerals next to the last magic stone before grabbing it. When Tak gets all three stones, he is automatically returned to the Juju Shrine. Pick up the minerals first to avoid having to backtrack to this spot later.



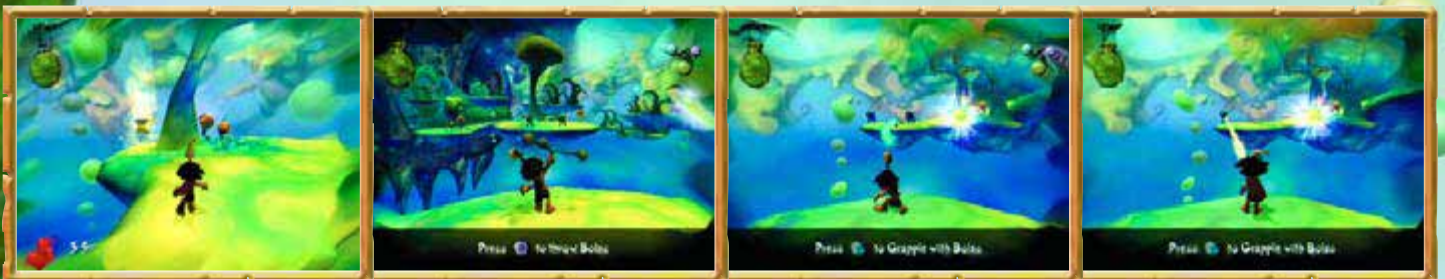
Tower Approach

Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



Learning the Ropes

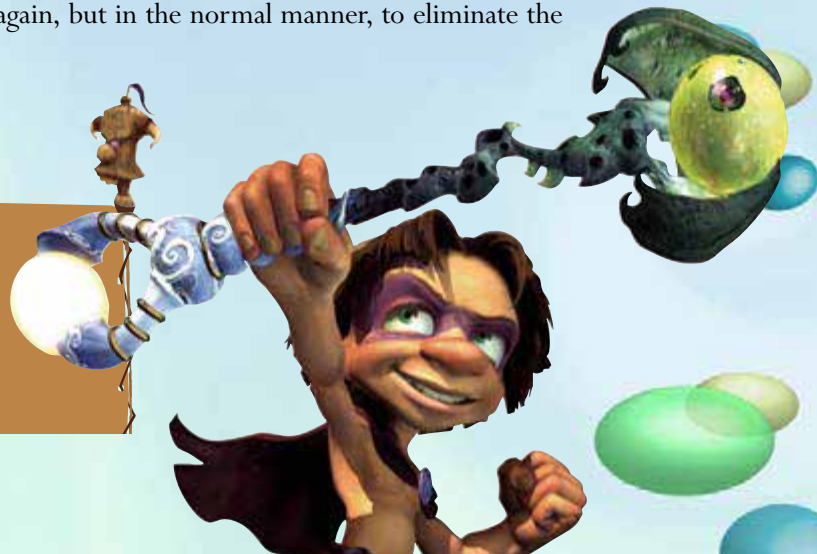


Stop! Don't go anywhere. There's a Juju Potion recipe hidden behind the tree to the right of the starting position. This recipe is for the Increased Mana Magnet. Collect the minerals, Dream Flies, and Dream Slugs from the island, then focus on the island in the distance. Toss the Bolas at the two Blobbies across the gap to defeat them. Cross the platforms that appear.

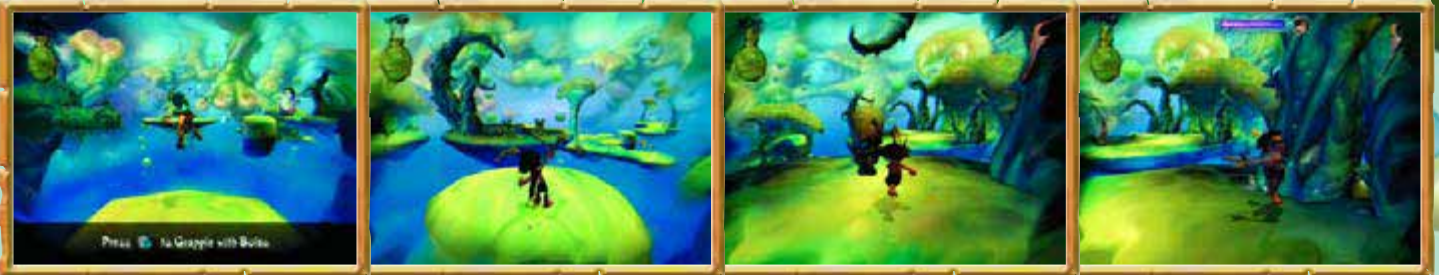
Throw the Bolas again from the end of the second island, but use the grapple instead of the standard throw. The Bolas removes the shields from the Blobbies. Chuck the Bolas again, but in the normal manner, to eliminate the Blobbies and create another path.

NOTE

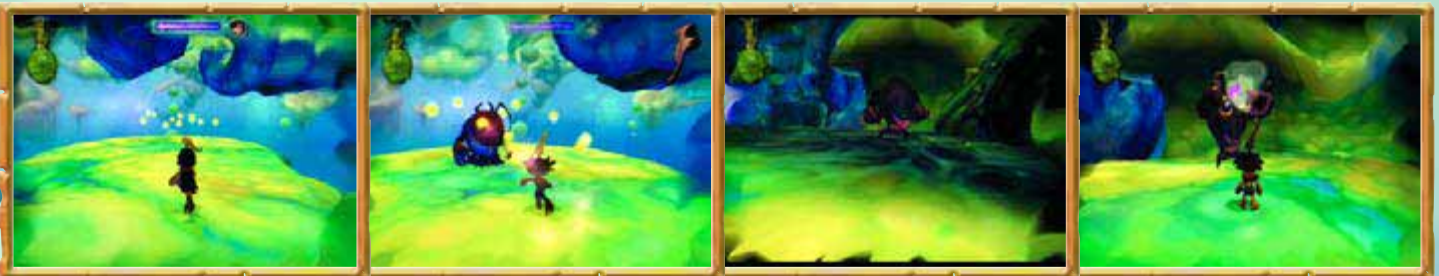
This level has a ton of bugs and minerals. Watch carefully and look in the air and on the ground.



Tower Approach

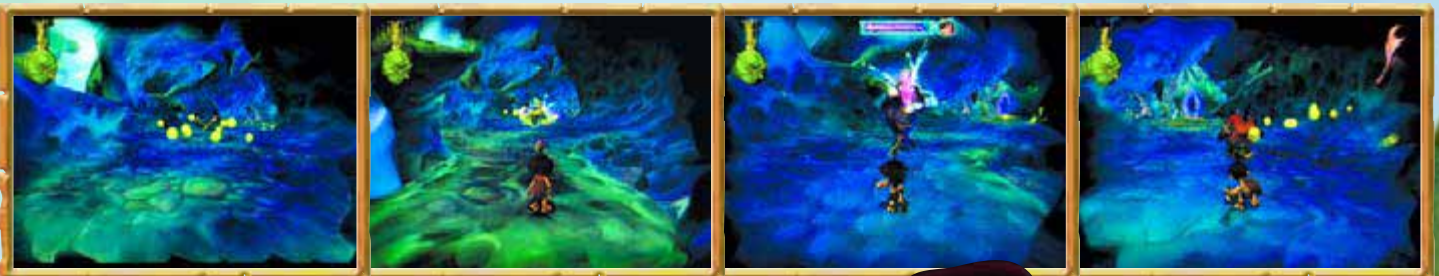


Climb the hill and use the Bolas to grapple the giant Blobby. Tak is pulled across the void to the island at the Blobby's feet. The giant Blobby can't be destroyed, so continue. The next few islands are covered with Imps. Practice the Bolas by grappling the Imps. Pull them to you one at a time, which makes them easier to defeat. Wrap the Stalkers in Bola cords, which is more effective than stunning them. Also, be sure to destroy the Nightmare Thorns on each island to keep creating new paths.



Look behind the steep hill to find a field of mana spheres. An Angler is hiding among the spheres. It's an invisible creature that lures Tak to it with a false mana sphere. If Tak touches the sphere, the Angler appears and swallows Tak whole. Tak must then fight his way free by beating the beast with his Thwark. It's best to just stay away, because it isn't necessary to defeat the Angler.

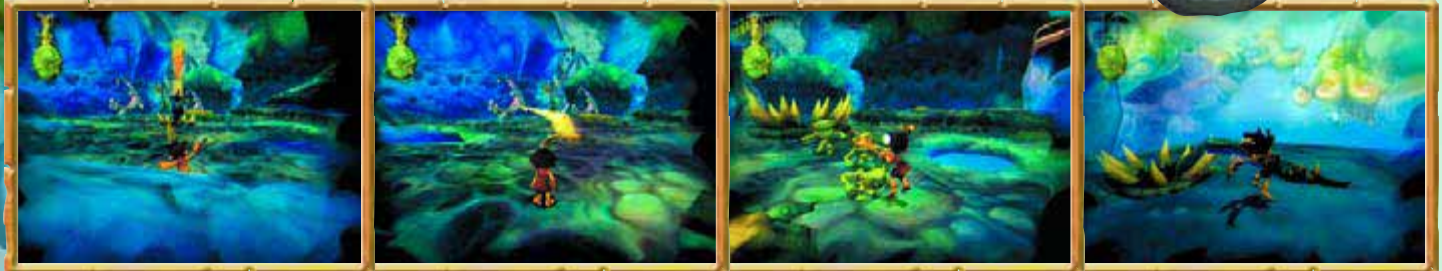
But Tak can make it appear by using the Big Juju Damage Hurl. The explosion stuns the beast and forces it to become visible, making it easy to deal with. There's an even larger enemy on the next island. The Spyder is dangerous at a distance, but at close range it turns invisible and can't be hit. Run sideways to avoid its short barrage and watch it closely. It solidifies and throws its hands over its head to recharge after three barrages. Move in fast and strike it with a Flying Attack while its hands are over its head.



The cave is a dangerous place. An Angler hides in the field of mana spheres. After that there's an Imp generator and a Spyder. Use the Bolas to pull the roaming Imps to Tak before doing anything else. Once they're gone, get rid of the Angler and then use the Bolas to eliminate the Imp generator. This makes it much easier to defeat the Spyder. Look for a second Angler in the mana spheres behind the Spyder.



Boss: Pit Fiend III



Start the battle by using the Bolas to eliminate the three shooting tentacles and Imp generators around the Pit Fiend. After each shooting tentacle is eliminated, the boss either fires off three shots or coughs up several Imps. Keep an eye on the boss as it appears, and either dodge the shots or deal with the Imps that appear.

Four islands surround the area. Destroy the Imp generator on each island before leaping over to it. Each island also has a tentacle, which sweeps once and then attempts to stick Tak with its thorn. Double-jump over the sweep and hop away from the stick attack. Smack the tentacles while they're stuck in the ground to defeat them.

When all the tentacles have been eliminated, the Pit Fiend pops out and starts firing and creating an endless stream of Imps. Jump onto the high ledge next to the boss and avoid its shots while throwing the Bolas at it. The Bolas can only hurt the boss when its shield drops, which is just before it uses an attack. The Imps can't reach Tak, so ignore them. It only takes a few Bolas hits to finish the boss off once and for all. Hop in the exit rift to exit the level.

TIP

The Imp generators are a good way to find health if Tak is running low. Stand next to one and smash the Imps as they appear. Each one drops a small amount of health. As long as Tak collects more than he loses, he can eventually refill his entire health meter.



Woody Arena



Nowhere to Run



Tak is trapped inside a large arena full of Woodies. He must defeat six waves of Woodies to escape. The first wave is a large group of the most basic Woody type. Use the various combos at Tak's disposal to fight off the swarm of enemies. Tak learns the Juju Slam when all the Woodies have been defeated.

The second wave is similar to the first, but the Woodies have shields. Use combos to destroy the shields and then the Woodies. The Spin Combo Attack is great for destroying several shields at the same time and pushing the Woodies back when Tak is surrounded.



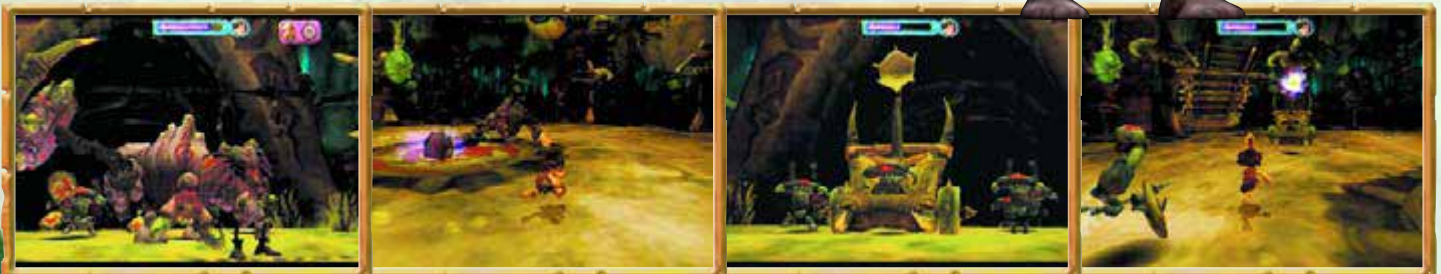


The third group is a bit more complicated. A Woody Shaman enters the arena with a large group of Woodies. Go around the pack of Woodies and hit the Woody Shaman with the Bolas to tie it up; otherwise the enemy teleports away as soon as Tak draws near. When the Shaman is gone, the rest of the Woodies are easy to defeat.

The fourth group introduces a new enemy, the Woody Warrior. These brutes are very dangerous, but slow. Stay away from the Warrior and eliminate the normal Woodies. Approach the Warrior once the area is clear. It swings its giant mace at Tak two times before slamming it into the ground. Stay just out of the enemy's reach and run sideways around it. When the weapon is stuck in the ground, Juju Run behind the Warrior and hit it square in the back with a Charge Attack. It takes two charged blows to defeat the Warrior.

TIP

Collect as many feathers as possible while defeating the Woodies. Tak takes a lot of damage when he's surrounded, and the Woody King occasionally fires a shot at Tak from the rafters. Always keep his health at maximum. You never know when Tak's going to need it.

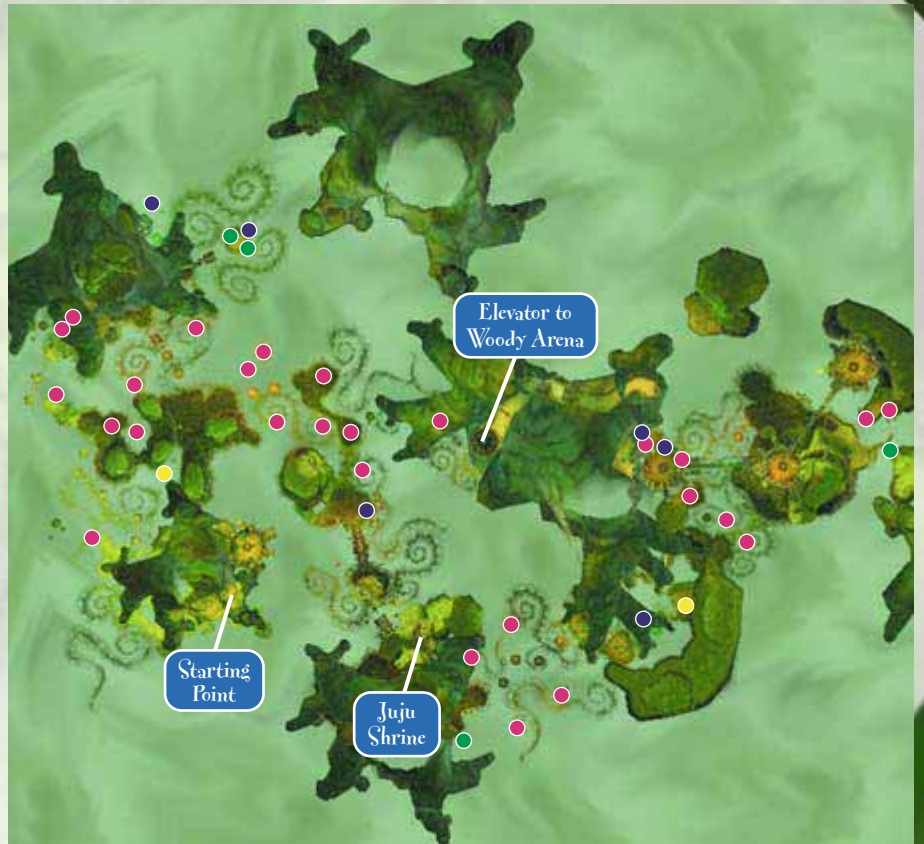


The fifth group is just like the fourth, but with the addition of another Woody Shaman. Defeat the Shaman, then the Woodies, and finish with the Woody Warrior again. The last group is less challenging than it looks. Three Catapults accompany a group of Woodies into the ring. The Catapults are immune to Tak's attacks. Slip behind one of the Catapults to lure the others into attacking it. Repeat this trick until only one Catapult remains, and Tak makes a quick escape.

Gloomleaf Swamp



Map Legend	
	Animal
	Juju Potion Recipe
	Minerals
	Fruits / Vegetables
	Bugs



Through the Muck



Jump down the mushroom platforms to a large wooden tower. Jump and glide through the feathers to reach the tower safely. Quickly stun the Woody Shaman and smash it so the other Woodies can be defeated. The wooden gate busts when all the Woodies are gone. Cross the grass and hanging platform to a second grassy area.

Continue around the hill and down the vine, but let go of the vine before the bottom so that Tak lands safely on the ground. A gator attacks him if he falls in the water. Pass through the swamp water by staying in the area thick with algae. The gators get Tak if he leaves the algae, so be careful. Hop on the toadstools when the algae ends. Use a little Juju Power to make the jumps out of the muck a little easier.

TIP

The smaller toadstools sink, so jump off quickly. The larger toadstools lean a bit, but not enough for the gators to reach Tak.



Leap from the toadstools into the next section of algae. A gator sits just to the left. Don't try to pass in front of it. Instead, take the path on the right and go around the gator. The jumps are tricky, because the small toadstools sink. Skip the small toadstools and make long jumps from big toadstool to big toadstool whenever possible.

The path leads to a beehive. Notice the gators sitting in the water to the right and left. Tak can distract the gators with the bees. Strike the beehive twice to create two swarms. The first swarm goes after the nearest gator, but the second follows Tak. Enter the algae and the bees attack the second gator. Slip past quickly before the gator can recover. Hop across the two sleeping gators ahead to reach the next shore. Be quick, or they wake up.



Don't attack the Woodies on the island. Go left and follow the feathers up the hill to find a Woody Shaman. Jump onto the highest ledge and then glide over to the mushrooms. Defeat the Shaman and then eliminate the Woodies on the land below. When they're all gone a platform drops into the water and Tak learns the Jujū Bolas attack.

Don't run off just yet. Look for a wooden platform in the water on the backside of the island. It leads to an island with two fruits and a line of toadstools that leads to a valuable bug.

Gloomleaf Swamp



Stand on the platform that dropped and a circular platform rises from the water. Hop on and quickly toss Jibolba onto the sheep in the giant wheel on the right. Bite the sheep and a second platform appears. Jump over to the next island. Conquer the Woody Warrior, and the gate behind it breaks. Jump over the toadstools to collect the Juju Potion recipe for the Barrel Blitz Dinky Game.

Walk over to the telescope. Notice the frog sitting on the toadstool between Tak and the sheep in the big wheel. The frog eats Jibolba if he passes too close to it. Stun the frog and then quickly toss Jibolba at the sheep. Bite the sheep and hop to the platform that appears. Jump on the platform and toss Jibolba on the second sheep to create a second platform.

The island ahead has several caged sheep, and in the water is another gator. Tak can't pass without distracting it. Break the sheep out of the pen and pick one up. Walk past the gator. It snatches the sheep off Tak's head, but leaves Tak alive and well.



There's a beehive beyond the gator, but it's abandoned. Hop across the toadstools to the left to find an occupied beehive. Strike the hive and lead the bees back to the empty beehive to bring it back to life. Strike the restored beehive and lead a swarm of bees to the gator in the water, so Tak can reach the bridge.

A group of Woodies keeps the bridge drawn. Climb the hill on the right and use the Juju Bolas to defeat the Woodies; the bridge falls. Cross the bridge to find a Juju Spirit being tormented by a group of Woodies with a Tiki. Follow the Woodies around the corner and through the gate. Tak earns extra health.

Ahead are four sheep. Start using Jibolba on the first sheep on the right, then the first left, then second right, and finish with the second left. Jump on each platform quickly and bite the next sheep until Tak is safely across.



TIP

Bugs are hidden under the teeter-totter log next to the bridge.





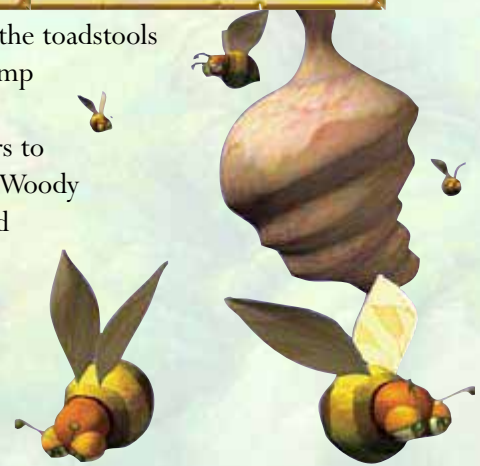
The platforms lead to several boom dust barrels. Walk the right path first and clear away the Woodies. Come back and grab a barrel. Juju Run along the right path all the way to the end and drop the barrel in front of the wooden wall. When it blows, it reveals the Juju Potion recipe for Viewing Commercials. Don't miss the red butterfly hovering to the side of the thin path through the swamp.

Go back to the barrels and clear the left path. Pick up a second barrel and carry it to the wall at the end of the second path. Stay out of the water when carrying the barrels, or they explode prematurely. In narrow sections and tight turns, it's easiest to stop Juju Running for a moment.



Pass through the gate and go left to find another abandoned beehive. Go past it and across the toadstools to find an active beehive. Strike the beehive twice to get two swarms of bees and quickly jump back across the toadstools, past the frog, to the empty beehive to reactivate it.

Hit the newly activated beehive twice to get two more swarms and quickly pass the gators to the Woody Warrior. Beat the warrior and then go around the hill and climb it to reach the Woody Shaman. Defeat the remaining Woodies to open the gate. Climb the hill to find a suspended platform. Throw Jibolba onto the bottom sheep in the distance and bite it. The platform rises. Quickly use Jibolba on the second sheep to lower a second platform. Jump to the second platform and ride it up.



Gloomleaf Swamp



Grab a barrel of boom dust and use it to open the wooden gate at the end of the bridge. The blast destroys the bridge, too. Jump across the gap. Cross the bridge on the right to get another barrel of boom dust. These barrels don't leak, so there's no need to Juju Run.

However, two wooden statues at the opposite end of the bridge are spitting darts. Dodge left and right to avoid the darts while carrying the dust back across the bridge. One statue shoots and then the other, so the pattern is very easy to anticipate. Place the barrel next to the wooden gate and hurl magic or the Bolas at it to make it explode.

Tak must carry another barrel through some pendulums. Check the log below the pendulums for grooves that have been cut into it. Walk up to a groove and wait for the pendulum to pass, then quickly dart past. Use some Juju Power to make it easier. This barrel doesn't leak either, so there's no need to rush.

Climb the platforms to a hallway above. Tak must carry another barrel through dart-shooting statues. The triggers on the floor cause the statues to shoot, so follow these instructions carefully: Juju Run over the first group. Start on the right in the second group. Walk onto the first trigger and wait for the darts to pass before moving forward one trigger. Step to the trigger on the left, wait for the darts to pass and walk forward over the last trigger on the left side.

Put the barrel in front of the wooden wall and destroy it from a safe distance. Pick up the next barrel and Juju Run across the first two triggers and stop on the third in the curving series of triggers. Wait for the dart to pass and Juju Run past two more triggers stopping on the third. Wait for one more dart to pass and Juju Run to the end. Start on the left of the second set. Go forward one trigger and then right. Walk forward two triggers and then one trigger left, and then two more triggers forward. Drop the barrel in front of the next wall and destroy it. Jump on the elevator at the end to return to Woody Arena.



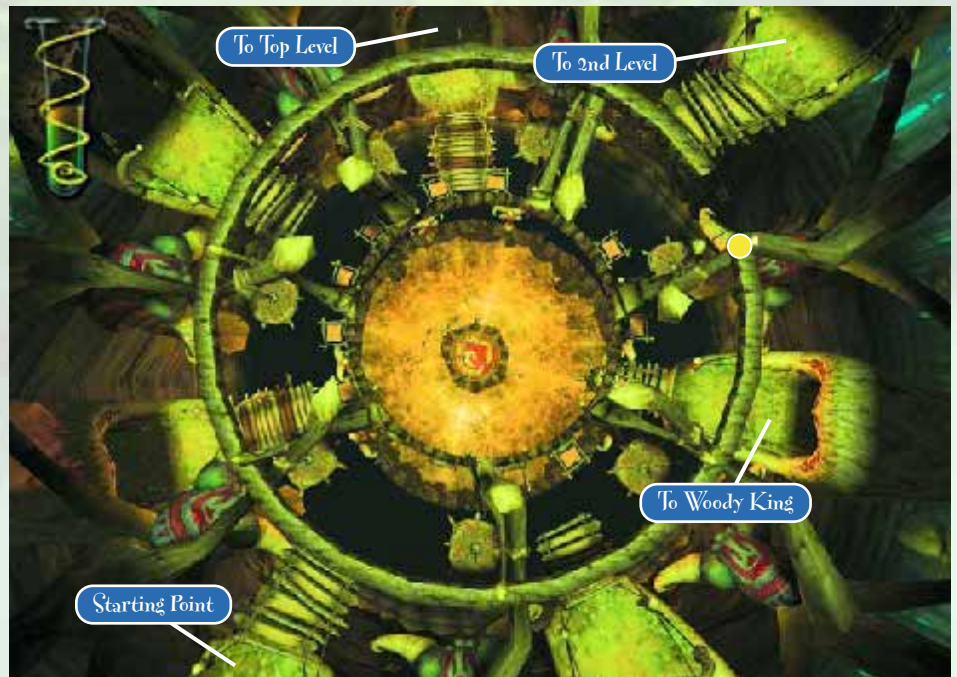
Walk the triggers without the barrel once to make sure you understand the directions.



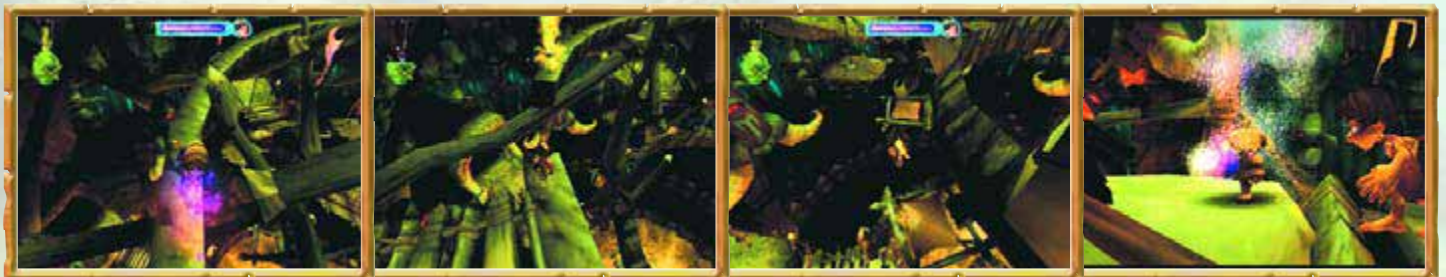
Woody Arena: Part 2

Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



Recovering the Tiki



Grab a barrel of boom dust and head left around the circular wooden beam. Juju Run, because these barrels leak boom dust. Place the barrel in front of the wooden gate on the opposite side to destroy it. Before going into the hall, walk back to the circular beam and look for a Juju Potion recipe for the Gloomleaf Arena Dinky Game on the opposite side of the rail. Double-jump to the recipe, rather than walk the beam. Enter the hallway to reach the second floor.

Hop across the platforms and trampolines on the left to reach the hall that leads to the Woody King. The path on the right is incomplete. The trampolines collapse shortly after Tak lands on them, so keep moving. When Tak reaches the Woody King, he automatically reclaims the stolen Tiki and the chase is on.



NOTE

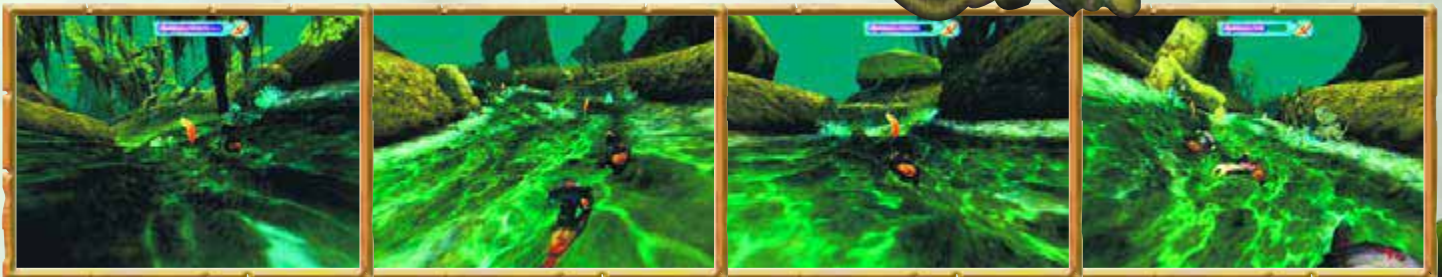
Be sure Tak's Juju Power is full before trying to carry the barrel of boom dust around the wooden beam. Explore the right branch first to collect more feathers if necessary.



Silverfin River



River Escape



This level is a lot like Tak's ride down the river in a barrel, but he's in a kayak this time and has the ability to attack with his Thwark. The level starts off nice and slow. Practice rolling over to pass under logs. This skill is used a great deal during the ride.

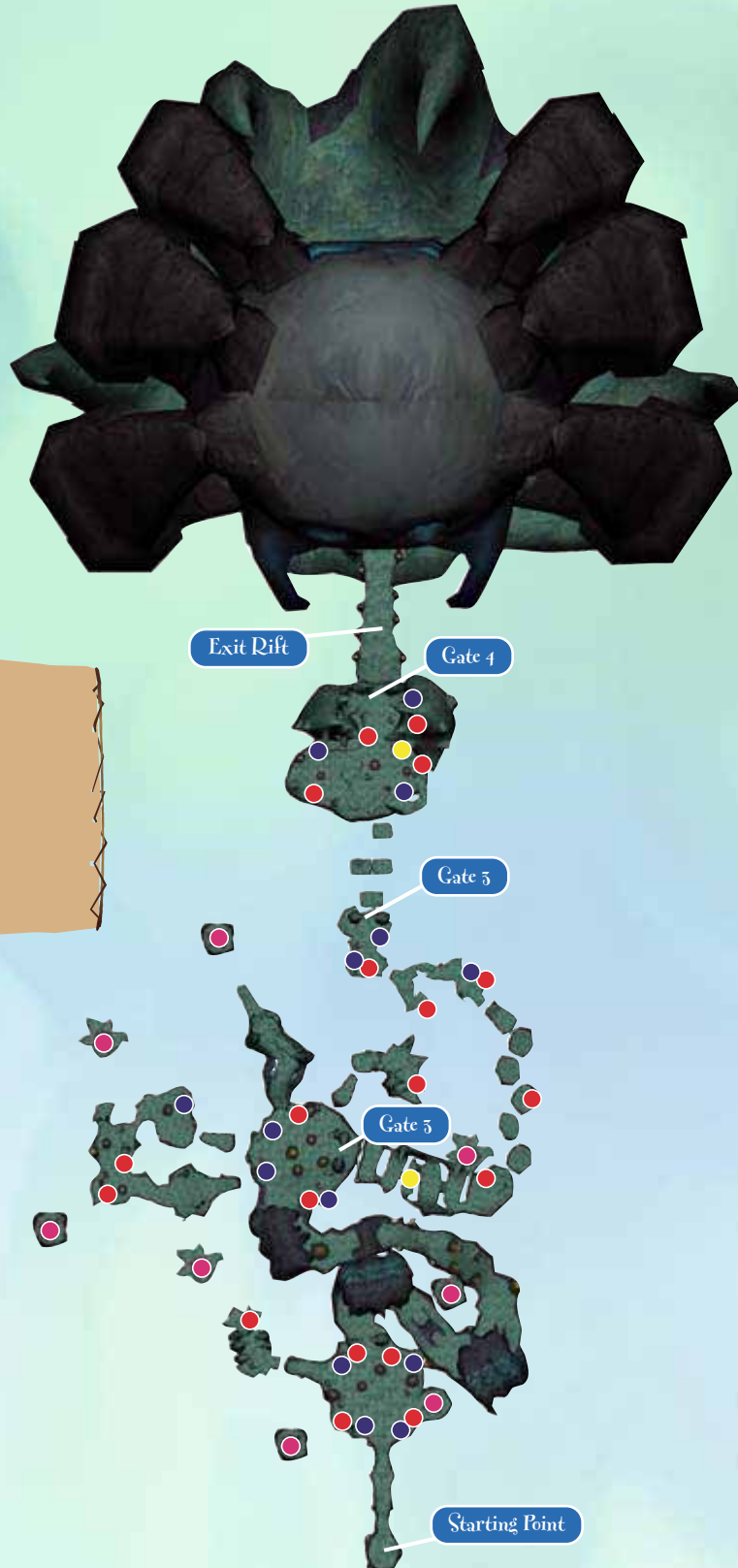
After a short time, Woodies riding in kayaks of their own begin attacking Tak from behind. Smack them with the Thwark to defeat them and sink their boats. Use the rocks to Tak's advantage by weaving in and out of them to keep the Woodies from approaching too quickly.

As the ride nears its end, larger numbers of Woodies appear in greater frequency. Grab every feather to keep Tak's health up, or he's overcome after just a few attacks. The Woodies don't have to duck to go under logs, but the rocks are a good defense against their attacks. Keep weaving in and out, and don't slow down until Tak's in the clear.

Pandemonium Gates

Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



Pandemonium Gates

Fun with Catapults



Tak finally gets a chance to drive one of those sweet Woody Catapults. This should be fun. Drive forward to the first large clearing and eliminate the shooting tentacles around the perimeter. Take down the Pit Fiends next. Tak must eliminate four Pit Fiends to open the gate to the next section.

The first two are easy to find on the right and left. The third is on the right side in the distance. Destroy the thorns in front of it and park on the slight slope at the edge. The slope extends the catapults range making it possible to hit the distance Pit Fiend.

The last one is on the far left down a long stretch of land. There's a gap in the path. Get plenty of speed and the Catapult can jump the gap easily. Once the Pit Fiends are gone a huge gate appears (Gate 1). Pass through it to the second section.

NOTE

Don't miss the minerals scattered around the level. Just run over the rocks with the Catapult and then sit over the minerals until they're gathered. There are also bugs hiding inside some of the Nightmare Thorns around the level. Destroy the thorns to free the bugs.





The road ahead is nasty. Use Juju Power to get speed on the steep hill and clear the huge gap at the top. Use Juju Power anytime there's a gap to jump, which is often. There are four more Pit Fiends in this section that must be defeated. Go left and look for a light purple stripe on the ground. The stripe marks a ramp. Use Juju Power to leap the edge and follow the mana spheres that are hanging in the air. Drive to the back and eliminate the two Pit Fiends after destroying the thorns in front of them. Follow the path around to get back to the clearing.

Take a left and drive into the large worm-like cave. Park on the slope at the end and blast the Pit Fiend in the distance. Return to the clearing and go left to find a second light purple stripe on the ground. Jump the edge to find a curved island. Travel all the way to the end of the island and park on the small hill on the left to fire on the Pit Fiend in the distance. The next gate (Gate 2) is created once all four Pit Fiends are eliminated.



NOTE



The Catapult can shoot considerably further when it's sitting on an upward slope and short shots require less power.



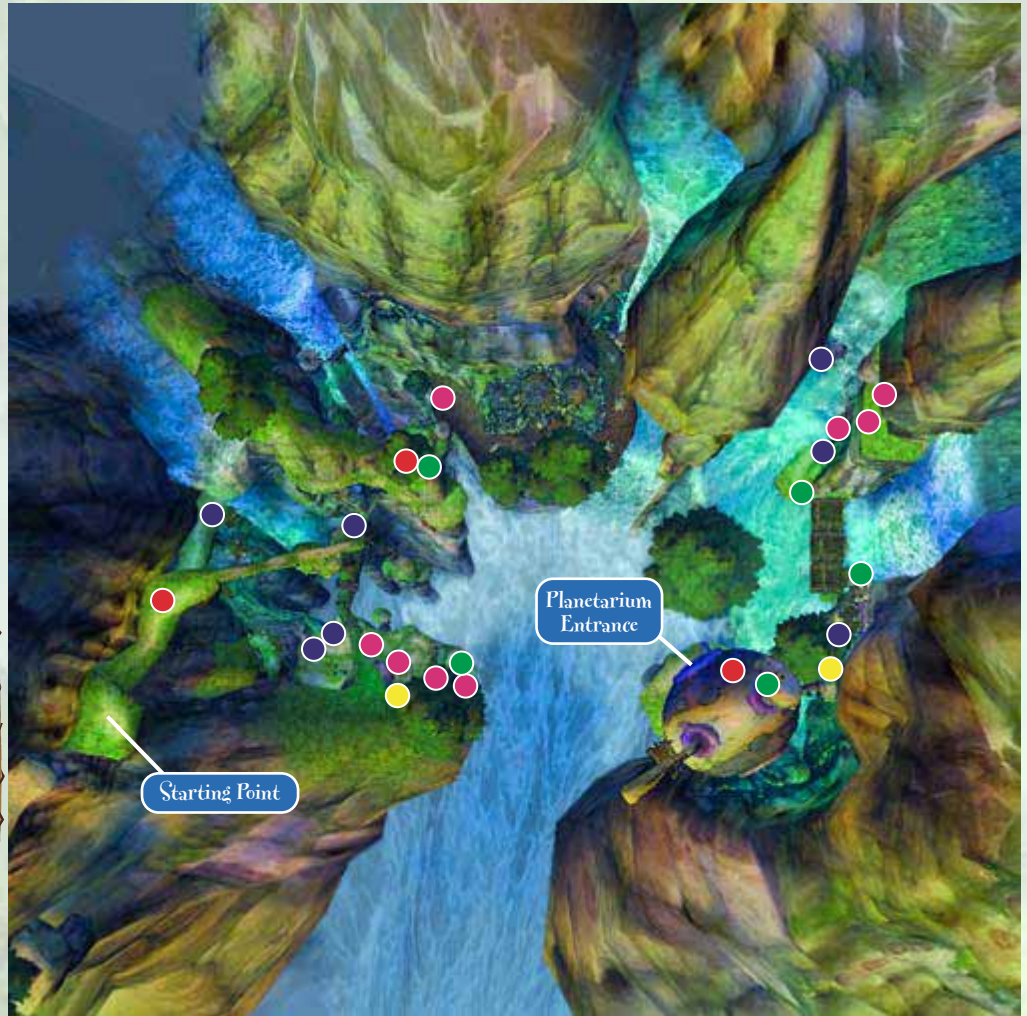
Pandemonium Gates



Pass through the second gate and get ready for a crazy ride. The road ahead is a series of jumps and pits. Use Juju Power to jump the gaps, but try to follow the trail of mana spheres. They lead to the recipe for the Catapult Chaos Dinky Game Juju Potion, which is hanging between the third and fourth pits. Keep going all the way through the curve. The second half is a series of slanted platforms. Keep pumping Juju Power into the Catapult to make each jump, but brake, turn and line up the next jump before hitting the Juju Power again. The jumps lead to a long road to Gate 3. There's a small jump just before the gate. Stop on the ramp and eliminate the tentacle that's next to the gate, or it'll chew Tak up.

Pass through the gate to find a series of four moving platforms. Jump to the closest and the next platform when it's lower than the one Tak is on. Keep doing so until Tak reaches the area on the opposite side. The gate ahead leads to the exit, but don't go too quickly. Look for a ramp on the left. Drive up it and then leap from that path to the second high path near the moving platforms. Follow this second path to its end to find the Game Music Juju Potion recipe. Destroy the last gate (Gate 4) to uncover a giant exit rift.

Skyrock Crater



Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs

Approach to J.B.



Walk down the long strip of land to the end and look around. The bridges are out, but there are plenty of vines available. Jump from the area between the blue torches and grab the vine below. Tak slides down the vine to a small ledge. Hop around the rocks to the opposite side and slide down the second vine to the trail below. Go around the bend and ride the third vine.

Skyrock Crater

There's yet another vine on the next small ledge, but look closely. The vine runs into the side of a wall, but there's a trail of feathers leading from the vine down to another vine far below. Ride on the vine, but let go when the feathers dip. Tak should fall and grab the second vine, which leads to safety. If he misses, try jumping from where Tak reappears at the broken bridge platform just below. This is where the low vine begins, so Tak can skip the other two vines and the tricky drop.



TIP
Tak can skip the tricky vine-to-vine transfer, but he sacrifices a few feathers.

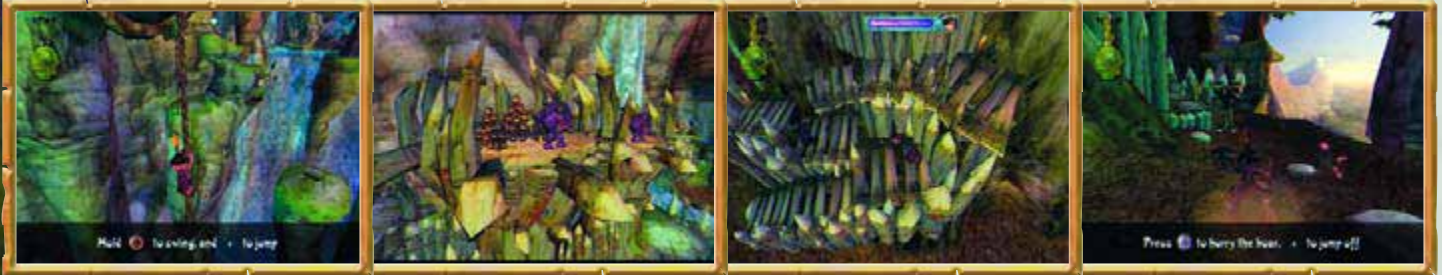


Walk down the slope to find a bear, a frog, and two beehives. The beehive near the bear is inactive, but the second beehive is buzzing with activity. Ignore them at first and enter the cave behind the bear to find a large group of bugs. Throw the Bolas across the gap to smash the glass jar on the opposite side. It releases a dragonfly that crosses the gap so Tak can grab it. Return to the outdoors and smack the live beehive to get a swarm of bees to follow Tak. Don't go toward the bear.

Look in the opposite direction for a feather hanging just off the ledge next to the wall. Juju Run, double-jump, and glide through the feather and around the corner to find a hidden area with a second bear and abandoned beehive. The bees enter the hive, reactivating it, and the bear lies down on its back.

Bounce off the bear to reach a small ledge and a cave. Avoid or defeat the Woody Shamans inside the cave, and jump and dash across the thin strip of land in the middle to find the Juju Potion recipe for New Particle Effects. Exit the cave through the back, and Tak returns to where he entered.

Drop down and whack the beehive twice to get two swarms of bees to chase Tak. Dart past the frog to the second abandoned beehive and bear. It may be necessary to take three swarms over if one of the swarms keeps attacking the bear instead of entering the hive. Bounce on the bear's stomach to reach the rope overhead.



Swing across the ropes to the rock column in the middle of the area. Climb up the rocks and cross the broken bridges. Defeat one of the Woodies at the end with a quick combo, then immediately smack down the Woody Shaman in the back as it tries to resurrect its fallen friend. When the Woodies are gone, Tak learns the Juju Bolts attack and the gate in the back is destroyed.

Pass through the short cave to find J.B.'s home covered in Woodies of all shapes and sizes. Use the Bolas to grapple the stone to the right and cross the gap. Follow the arrow down the set of platforms to the ledge on the outer wall. Use the rope to swing across the ravine to the base of J.B.'s home. Stay out of the mud and avoid the boars by hopping on the white stones.

Don't worry about the Woodies for now. Climb up the steps and into the wooden structure. Dodge the boom dust barrels that are being dropped from above, but defeat the Woodies by the wooden gate at the end to blast it open. Walk through the tunnel and drop off the end to find several stinky plants.

Cover Tak with the smell and jump down to the boar in the mud. Hop on its back and start smacking it with the Thwark. Run through the wooden towers to destroy them on the way to the wooden barricade at the very end. Bash through the barricade and follow the stone path to the base of the waterfall.



Hop across the spinning platforms and grab the rope. Climb up the rope and jump into the broken pipe at the top to find some bugs flying around and a barrel of boom dust. Drop the barrel on the Woody Warrior and Woody Shaman below to eliminate them and open the wooden gate behind them. Pass through the gate to find a beehive, frog, some stinky plants, and a boar.

The frog eats the flies from the stinky plant, which removes the stink from Tak. Get a swarm from the beehive to distract the frog, then dash through the stinky plants and past the frog and boar. The logs ahead are slippery with moss. Hop across them and then go up the steps and through the hill to the spinning wheel in the water.

Run across the wheel, but stay as close to the right as possible, or the parts that stick out push Tak under the water. The third section is spinning so fast that Tak must Juju Run to make it across.

Skyrock Crater



Jump on the spinning platforms to the stone platform next to the large pump. Skip the two twirling platforms and jump directly to the tumbler at the end and then onto the pump. Scale the second pump to reach a row of turning platforms. Use them like stairs to reach the very top, and jump to the huge spinning wheel. Leap from spoke to spoke to the rectangular platform at the top.

Cross the plungers to the cave and enter. Three Woody Shamans inside must be defeated to uncover the cave's secret. The problem is that they're quick to revive each other. Run to either side to force two of the Shamans to stand next to each other. The one in the center remains there.

Jump to the center of the room and smash the Shaman, then quickly turn and stun one of the Shamans on the outside and eliminate the other with a Flying Attack as it attempts to revive the Shaman in the center. Turn and eliminate the third Shaman before it can recover from the stun.

When all three are gone, the door in the back opens. Glide over to the alcove to find the Juju Potion recipe for the Krash Course Dinky Game. Cross the bridge outside to find the entrance to J.B.'s Planetarium.

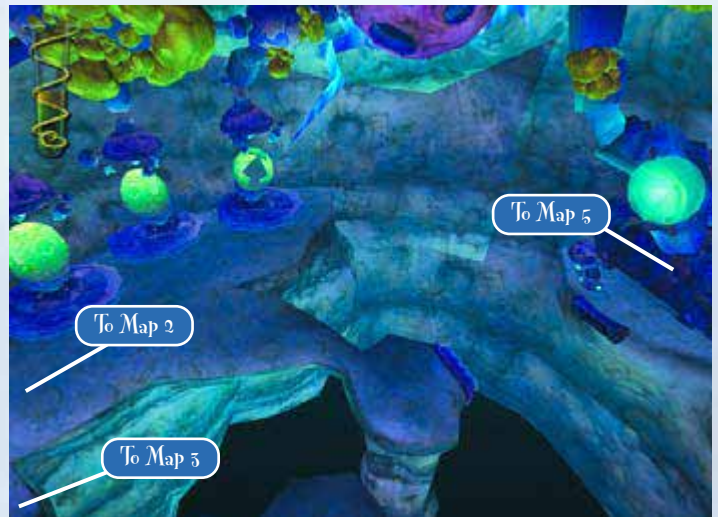
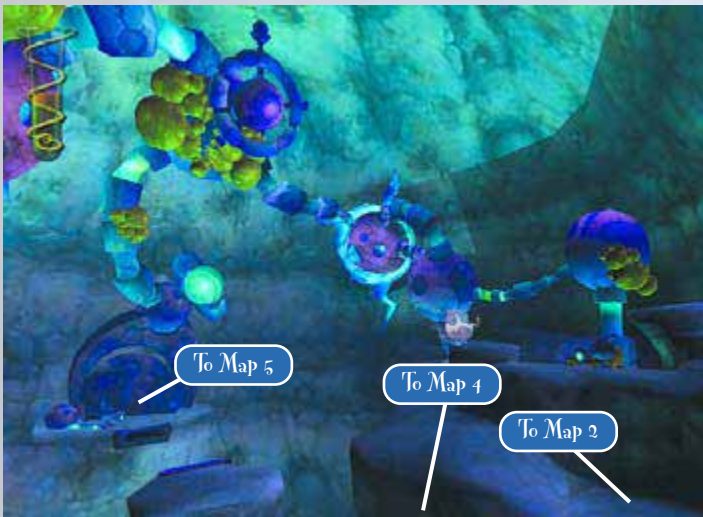
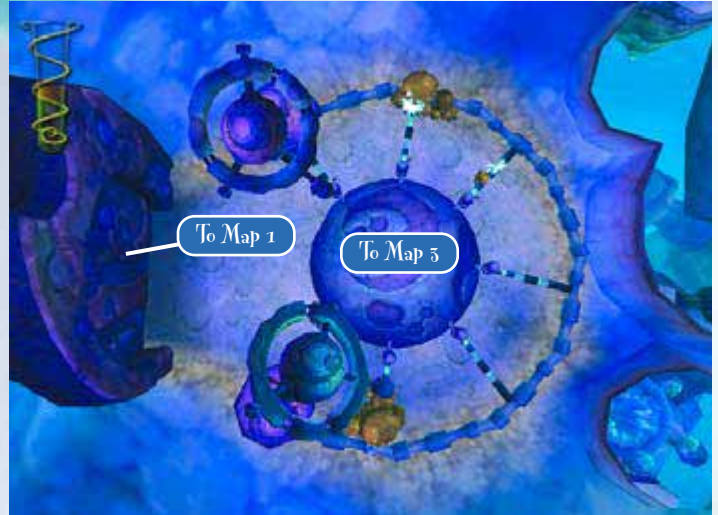
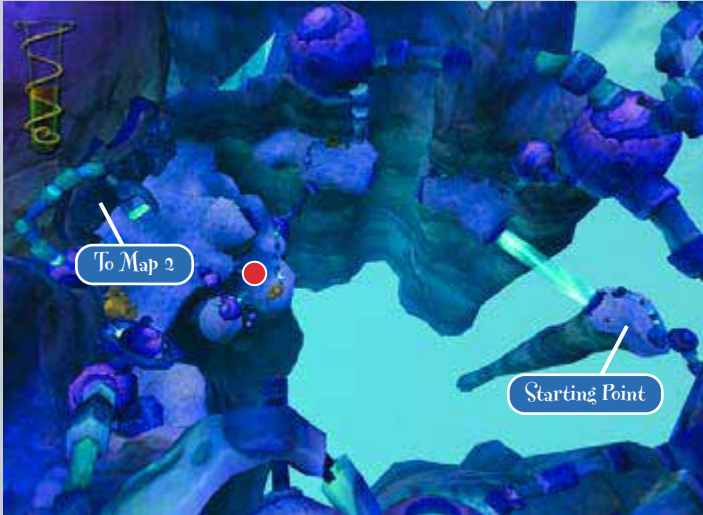


NOTE

Several bugs and fruit are around the tower of gears and pumps, but we can't accurately display their positions on the top-view map. Just keep your eyes open while climbing. They're hard to miss.

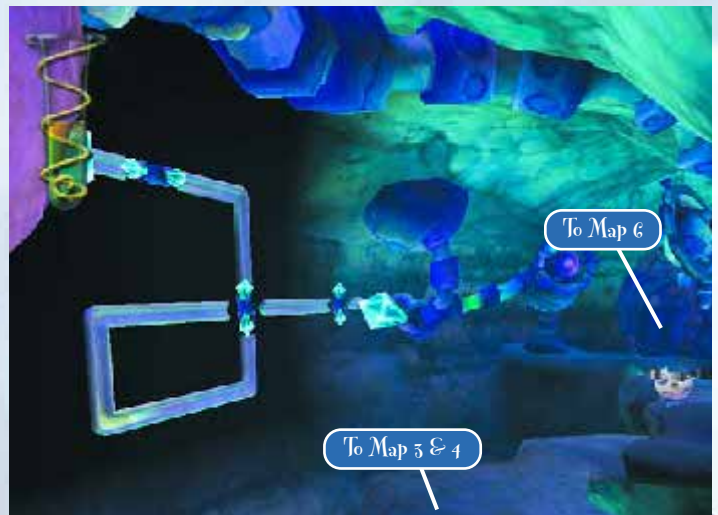


Planetarium

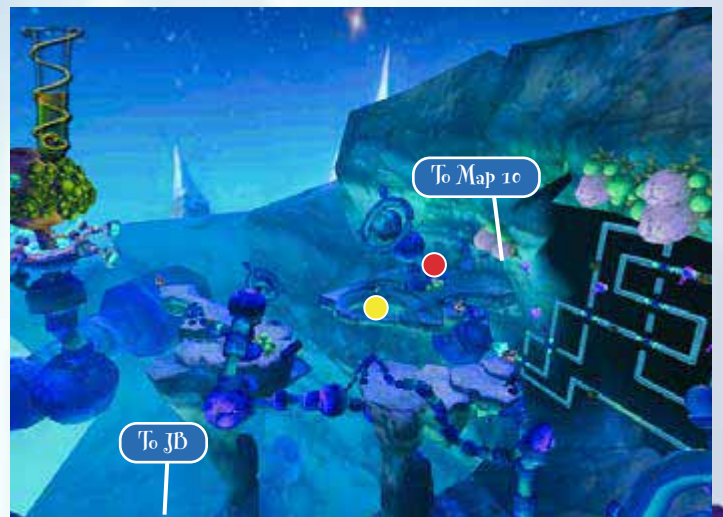
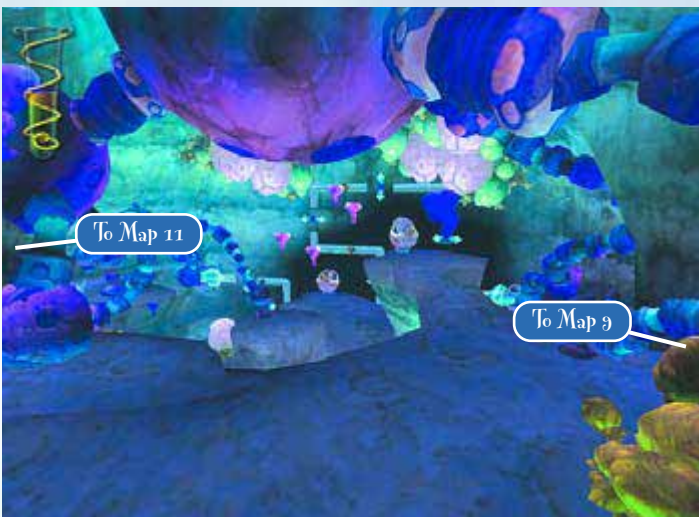
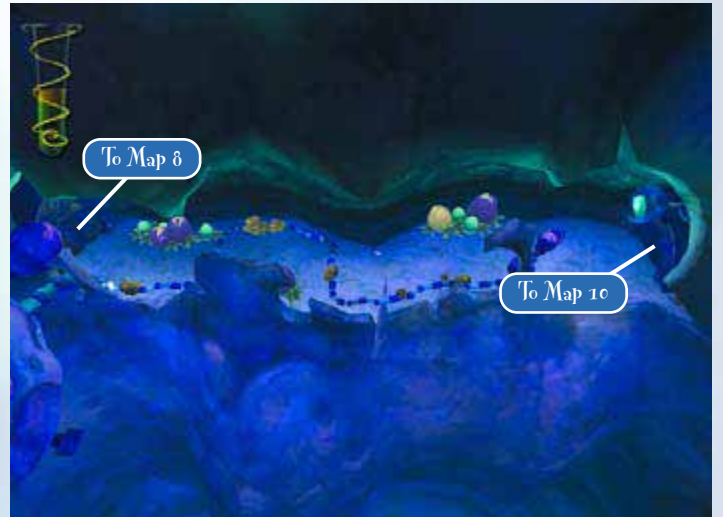
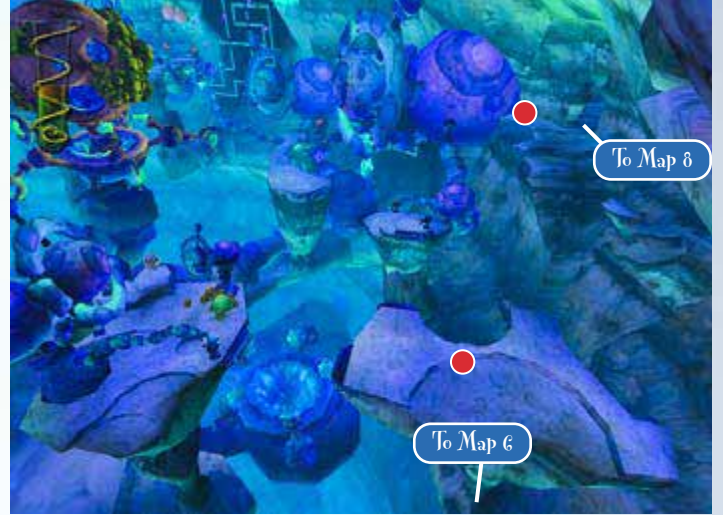
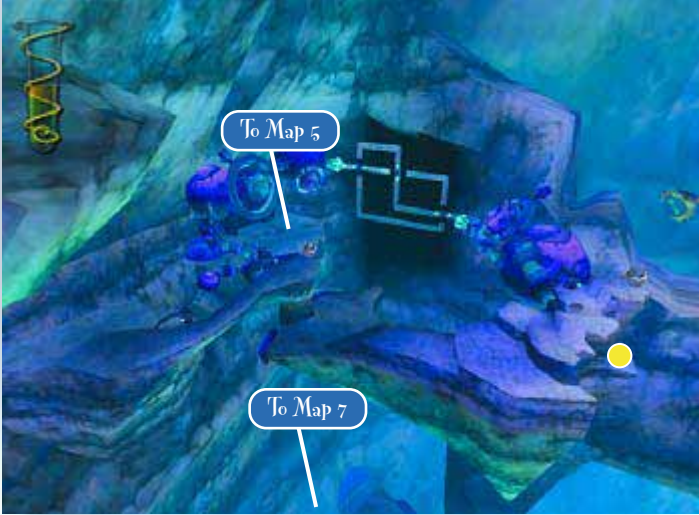


Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



Planetarium



Home of the Stars



Cross the energy bridge and follow the power line to a gap. Notice the glowing disc to the right. Smack it with the Thwark to create an energy bridge. Similar switches are found throughout the Planetarium and have a variety of effects.

Cross the bridge to find another switch, but hitting it does nothing. The rocks on the power line are keeping the energy from reaching the switch. Destroy the rocks and then hit the switch again to form the bridge. Cross and go down the steps on the right. Get rid of the rocks on the power line and go back to the top and do the same near the door.

Jump out to the stone column in the middle and hit the switch to open the large gate. Enter the room, bust up the rocks on the power lines, then smack all of the switches to activate the elevator.



Pass through the tunnel into a large room. Climb the rocks on the right and clear the power lines and machinery to restore power to the switch and cannon. Smack the switch and jump in the cannon. Fire energy blasts at the rocks on the far wall to get the juice flowing again, then blast the giant switch over the gate to open it.

Toss the Bolas across the gap in the center of the room to create a bridge and pass through the gate. The next room holds the first of many power line puzzles. Take a moment to study the circuit on the wall. There are three crystal junctions. Cannon shots turn the crystal and complete the circuit, which allows the glowing energy to pass from one end to the other. Activate and board the cannon. Watch for the energy to appear in the circuit.

Blast the second crystal once the energy has passed through it, and then quickly shoot the third crystal. The energy reaches the door and activates the door lock. Shoot the giant switch over the door to open it.



TIP

The second cannon shoots in an arc. Aim above the target rather than directly at it.



Cross the first bridge, make a hard turn to the right, and cross the second. Climb the slope and activate the cannon at the top. Tak must help some energy get through another circuit. Shoot the middle switch in the circuit on the wall, then the one on the far right. Blast the switch on the far left and then the center again followed by the switch on the right once more. Jump down to the right and go up the steps to the second cannon. Activate it and hop in. In the distance is a huge globe covered with rocks. Destroy all the visible rocks, but there are more on the other side. Shoot the switches at the base of the globe to make it spin. Clear the rocks as the globe rotates.

When all the rocks are gone, a bunch of floating platforms appears. Hop across the floating platforms to the ledge on the right. Cross the bridges on the right to find another circuit. Activate the cannon and jump in the driver's seat. Blast the crystals in this order: top right, bottom middle, top left, top middle, bottom middle, bottom right, top right, top middle, top left, and bottom left.

The energy activates the cannon near the second rock-covered globe. Cross the bridges over to the cannon and get in. Shoot the rocks off the globe, and keep a Gunky from re-creating the rocks. By turns, shoot the rocks and then blast the Gunky. Another Gunky appears after a few seconds, so stay aware. Two more floating platforms appear near the first set when the globe is free of rocks. Cross the two platforms and pass through the door at the top of the steps.

NOTE

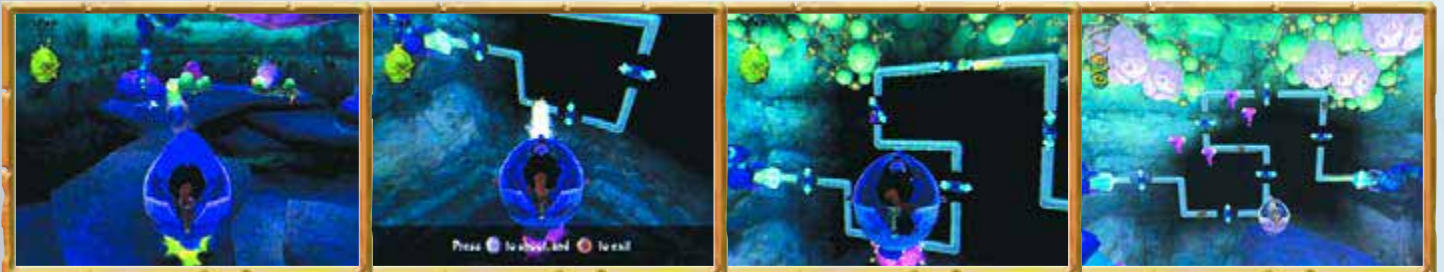
Look below the second cannon to find the Juju Potion recipe for the Chuckin' Chickens Dinky Game. Drop off the ledge just to the right of the cannon to find the hidden area.





In the next room are several Gunkies, and Tak has no way to keep them from reappearing. Destroy the rocks on the power lines near the door, then dash across the room and get rid of the rocks near the switch. Quickly smack the switch before the rocks can be re-created; the exit opens. If you defeat a few of the Gunkies with High Attacks before attempting to destroy the rocks, Tak gets an extra second or two to work with.

The next area is even worse. A large number of Gunkies are near a long power cord with multiple rock clusters. Destroy the first two rock clusters and defeat the Gunkie flying near the start. A burst of energy surges into the cord and passes where the rocks were. Juju Run along the line next to the energy and destroy the rocks so it can travel all the way to the switch at the end. Don't get too far in front of the energy, or the Gunkies cut it off.



Climb the steps on the left side of the room and activate the cannon on the high ledge. Jump in the cannon and destroy the Gunkie nests near the cannon's power supply.

Turn to the circuit on the wall and destroy the Gunkie nests hanging from the ceiling and the Gunkies floating in front of the circuit. Only one nest can't be eliminated—the one at the base of the second cannon. Jump down to the second cannon when the Gunkies are cleared from the circuit area. Defeat the Gunkie flying next to the second cannon and then clear its power supply and activate it before boarding the cannon.

The cannon has just enough charge to get the energy through the wall circuit. Clear any remaining rocks from the circuit lines, and then start on the right and shoot the crystals one at a time to allow the energy to reach the end of the line. Hit the switch near the door and pass through the hall to another large area.





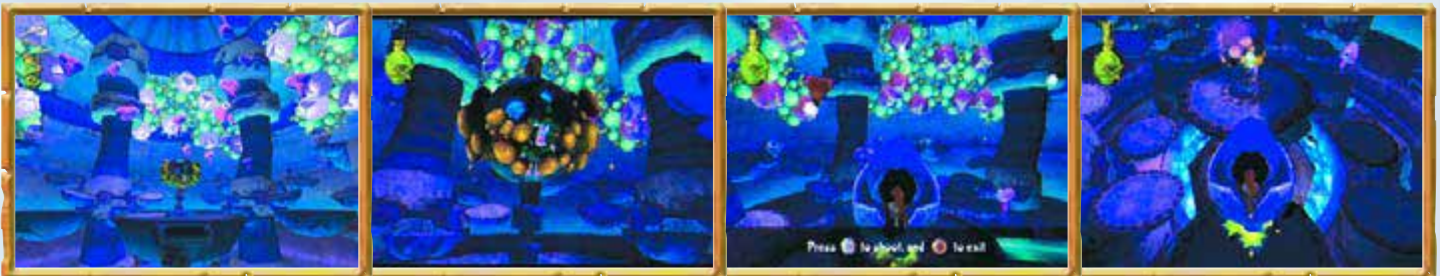
Walk to the left of the generator just inside the next area to find the Juju Potion recipe for the Sound Effect Set 1 on a small ledge. The bridge to the right isn't functioning. Double-jump across the gap and land on the ledge below the bridge. Follow the ledge around to get back to the top. Cross the bridge to the right to reach the cannon in front of the wall circuit. Several Gunkies are in front of the circuit and you have no way to eliminate them permanently.

Tak must destroy the rocks on the circuit and change the crystals at the same time. Don't get too far in front of the energy, or the rocks are re-formed before the energy has passed. Start on the bottom and follow the line up the left and then down through the middle, then up the right, down the middle, and through the left once more. Feel free to hit the switches ahead of time, but shoot the rocks just before the energy reaches them. The Gunkies can restore the rocks very quickly.

Go to the second cannon in front of the giant globe. Hop in the cannon and begin eliminating rocks from the globe. Two Gunkies try to re-form the rocks. Keep blasting them as they appear on the left and right.

When all the rocks are gone, a group of floating platforms appears below the cannon. Walk down the slope below the cannon and hop across the platforms to reach the huge dome in the distance.

J.B. and the Gunkies



J.B. is in serious trouble. Gunkies have him pinned to a globe in the center of the dome. Cross the bridge and jump on the drum-like devices around the center platform. Hop up to the ledge that runs around the inside of the dome. There are five cannons on the ledge. Use the cannons to destroy the Gunky nests around the outside of the dome.

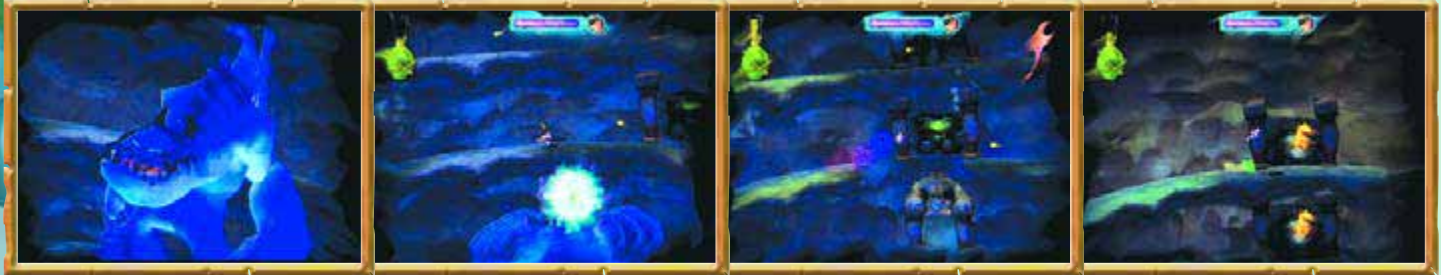
Red Gunkies shoot energy at Tak and can hurt him badly with just a few shots. Jump in each cannon and pop off a few shots at the nests, then jump back out to avoid the shots. Go to another of the cannons and do the same. As entire sections of Gunky nests are eliminated, one of the red Gunkies can also be eliminated, since each section can only produce one red and one purple Gunky.

Collect feathers from the ledge if Tak is hurt. The feathers reappear during the fight, so go back for more if necessary. The wall section over the tunnel has no cannon, so the section directly across from it must be cleared with the cannons to either side of the tunnel.

When all the nests are gone, target the Gunkies, and then destroy the rocks that are holding J.B. prisoner. Smash the last few rocks with Tak's Thwark and J.B. is free.

The Dream Guardian

Fast Feet or Dead Meat

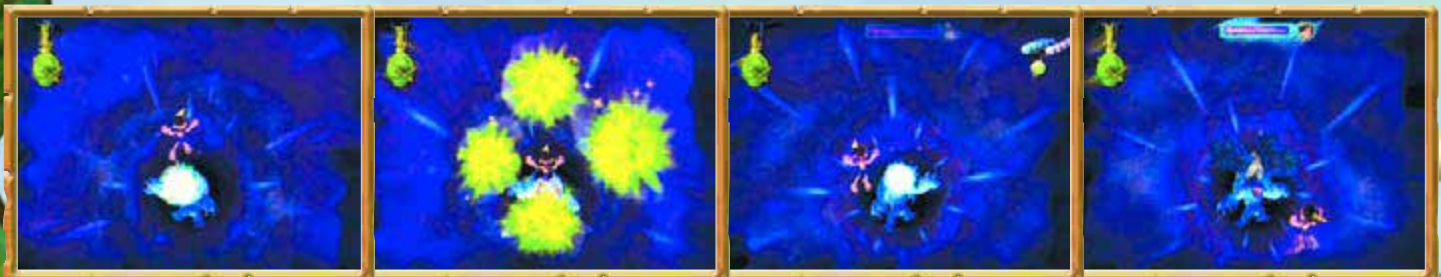


The battle against the Dream Guardian begins on a spiral ramp that runs around the tower. Run to the right to climb the tower and avoid the boss's attacks. It shoots balls of energy that strike the ramp and destroy large sections. Double-jump as soon as the boss fires to avoid the explosion and clear the gap.

There's no need to use Juju Power as long as Tak reacts quickly. The boss also throws Imps at Tak from time to time. Ignore them by hopping over their heads. They pose no real threat. After several attacks, the boss swoops toward the ramp and smashes a large section with its claws. This attack is always in front of Tak rather than at his feet. Juju Run, double-jump, and glide over the large hole in the ramp. Keep going all the way to the very top of the tower.

NOTE

If Tak falls through a gap in the ramp, he's likely to land on the section below. Keep going. He might still make it to the top, but it is more difficult because of the holes that already exist.



When Tak reaches the top, the battle shifts to the second phase. Avoid the Dream Guardian's attacks while falling. The boss begins his assault by firing blue balls of energy. Use a slight amount of Juju Power to slip to the side and out of the balls' path. The boss also fires four green balls of energy that spread out as they fly toward Tak. Get to the center of the screen and the attack passes harmlessly.

This pattern continues until the two battlers pass through a field of mana spheres. The second phase begins with the boss crashing through large rocks that are split in two. Avoid the spinning chunks by going down, then up, then to the top right corner, and finally the right side. The boss begins chucking energy at Tak again after the next field of mana spheres, but adds purple energy blasts to the mix. The attack circles the screen. Quickly decide which direction it's moving and use Juju Power to outrun it in the same direction while staying to the outside of the screen.

The last mana sphere field passes and the boss launches its final series of energy attacks. It uses all three types. Use a little Juju Power to avoid each of the attacks, but don't use a lot or Tak runs out of power and becomes a sitting duck.

Moon Juju Interlude

The Four Spirits



Tak encounters the Moon Juju. She offers him the protection of one of four spirits: jaguar, piranha, dragon, or eagle. Tak's choice of animal spirit determines the type of Spirit Animal Attack he has for the remainder of the game.



Dragon

The dragon spirit allows Tak to breathe a cloud of Juju for a short period of time. The Juju surrounds nearby enemies for a several seconds, during which time the creatures are occupied with trying to escape. It's best used at short range.

Piranha

Tak launches small flying piranhas that seek out nearby enemies. The longer Tak holds down the buttons, the more fish he summons. This attack is best used at medium range, because it takes time to engage and can be interrupted.

Eagle

A giant spirit eagle swoops down from the sky and carries off an enemy that Tak can see. It's best used at long range, because an enemy can interrupt it.

Jaguar

Tak swipes the area in front of him with a giant magical jaguar claw. This attack is very powerful and can hit multiple enemies at once. It's best used at extremely close range.

Which Spirit to Choose?

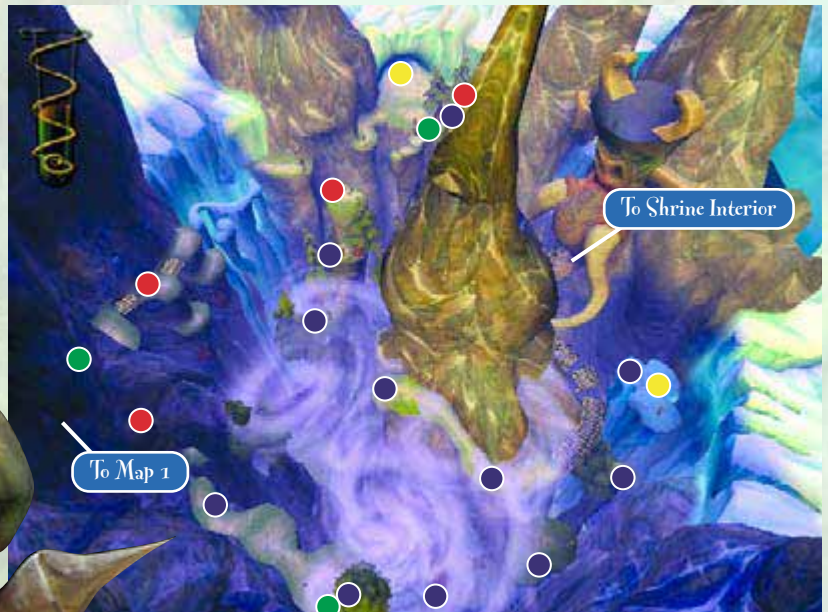
Can't decide? The jaguar is a good choice: It's very easy to use and great against large enemies. The piranha is the most powerful of the three ranged attacks, but the hardest to use. The eagle is very easy to use from long range and is great against Woody Shamans, but it's terrible when Tak is surrounded. The dragon is the most entertaining, but the least effective overall. Choose the one that best fits your style of play.

Pachyderm Shrine



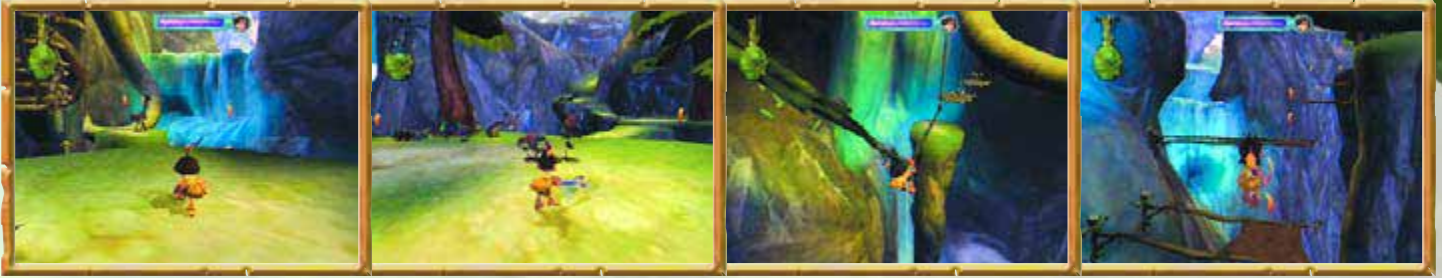
Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs



Pachyderm Shrine

The Chase Begins



Defeat the Woodies at the start to open the wooden gate. Go down the hill to the large clearing covered in Woodies. Pass the Woodies and the Woody Warrior and look for two Woody Shamans on pillars in the back. Jump out to the Shaman on the right and defeat it, then quickly throw the Bolas at the second Shaman to prevent it from reviving the first.

One of the two drawbridge supports is released when the second Shaman is dealt with. Defeat the Woodies that remain and the drawbridge opens the rest of the way. Ride the vine to the left of the drawbridge before crossing. Hop across the suspended platforms to find the Juju Potion recipe for the Dart Tomb Dodgem Dinky Game. Grapple the stone on the opposite side and bounce on the trampolines to return to the drawbridge. Enter the Pachyderm Shrine and use the Bolas to cross the gaps inside. Defeat the Woodies to open the gate in the back.



Look for a hidden path below the bridges and to the right as Tak leaves the cave. Jump down and follow the path to the end, using the Bolas to cross the gaps in the back. At the very end, Tak finds the Juju Potion recipe for the J.B. Character for Dinky Games. Return to the main path. Pins and Needles are firing random shots at Tak from the Nightmare Staff. They aren't very accurate, so don't be too concerned unless you're stopping for a moment.

Cross the icy ledge and defeat the Woodies to open the next gate. Tak learns the Juju Flea attack. Fly across the gap by tossing the Bolas into the stone column on the opposite side. Defeat the next group of Woodies to open the next gate, but look in the alcove behind them to find the Juju Potion recipe for Pictures of the Tak Suit. Climb the steps to chase off Pins and Needles and cross the gaps with the Bolas.

There are Woodies near most of the stone columns. Don't be surprised if the Bolas retrieves the Woodies before grappling the columns. Follow the thin ledge down to the next pachyderm head. The bridges collapse, so don't stop on them to fight. Defeat the Woodies to destroy the gate blocking the entrance.



CAUTION

The bridges at the entrance to this area collapse when you walk on them. Don't stop on them to fight, or Tak falls into the canyon below.



The long hall leads to an elevator. Woodies drop onto the elevator as it slowly moves down the shaft. Defeat them as they appear until the elevator comes to a stop at the bottom. Enter the dark halls and be ready for Woodies hiding in the shadows.

Dart traps protect the hall. The glowing floor panels cause the dart trap at the end of the hall to fire. Jump on the panels and then leap over the darts as they approach. The light from the darts reveals huge pits in the floor. Jump from glowing panel to glowing panel while leaping over the darts to reach the back of the hall. Leap into the small hall on the left before the glowing faces.

Jump the darts in this hall and grab the rope hanging from the ceiling. Watch the darts and climb past the traps as they fire. After the first trap you should be able to climb non-stop to the top. Jump to the icy hallway. Tak slips and slides on the slick surface.

There are Woodies, dart traps, and pits galore in the hall. Just try to avoid them and get through the hall quickly. Trying to fight and avoid darts while sliding is more trouble than it's worth. Leap into the hall at the end.



The hall spills into a large arena. The blue switches on the floor shoot darts out of the blue faces. These can be triggered to defeat the Woodies running around the arena, but there are two Woody Shamans reviving them. Climb the steps on the wall that leads to a Tiki.

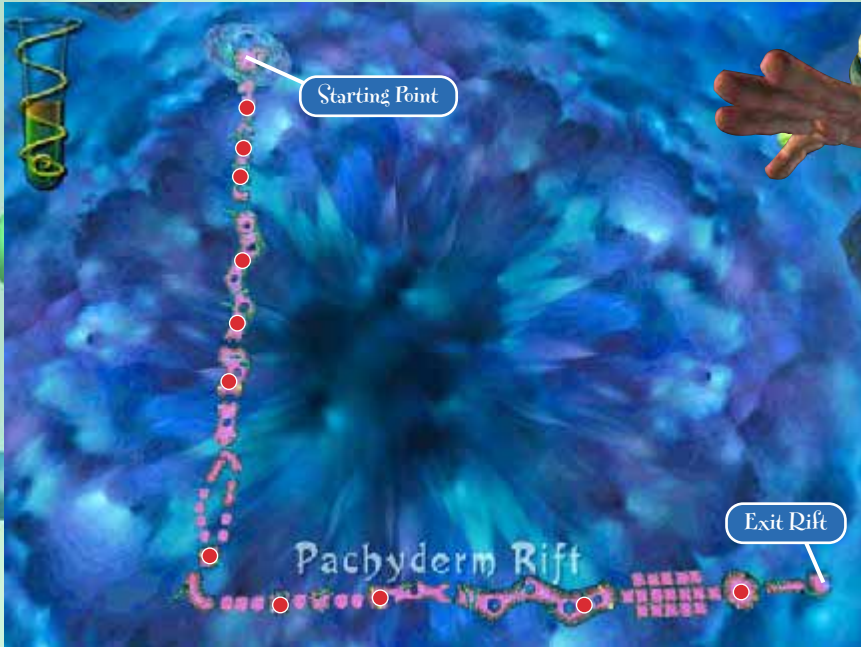
There are two red switches on the steps. These shoot red darts at the Woody Shamans. Stand on the top switch to defeat the left Shaman, while using the Staff of Dreams to knock the other Shaman's energy right back at it. When the left Shaman falls, leap over to the Shaman on the right and defeat it. Wipe out the Woodies in the pit and a door opens in the back. Pass through it to find a Juju Shrine. Place the Tiki in the shrine to leave the level.



Use the dart traps to eliminate the Woody Warrior at the end. The darts are extremely effective and don't hit Tak as long as he's standing on a trigger.

Pachyderm Rift

Pachyderm Rift



Map Legend	
● (Pink)	Animal
● (Yellow)	Juju Potion Recipe
● (Red)	Minerals
● (Green)	Fruits / Vegetables
● (Purple)	Bugs

Rift Runner



Tak must outrun a rift that's tearing through the Dreamland, swallowing everything in its path. The camera view is a bit unusual—in front of Tak rather than behind—which makes fast reactions critical to getting through the level in one piece. Watch the bottom of the screen and react to things as they appear.

The ground is generally solid, but there are holes in the path and some gaps to jump. There should never be a need for more than a single jump. Check the map to see what's ahead.

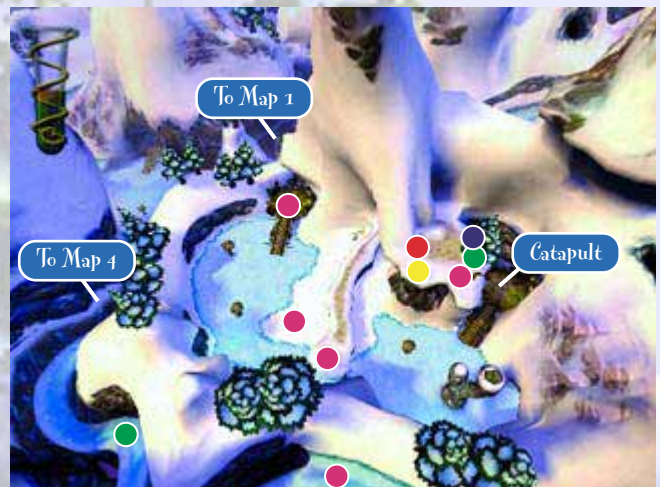
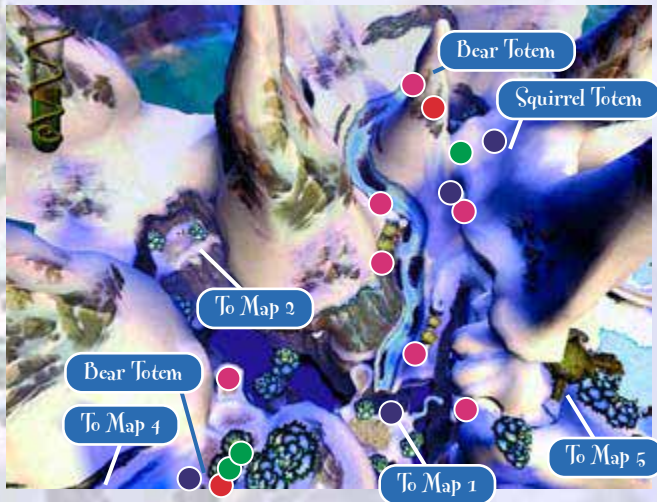
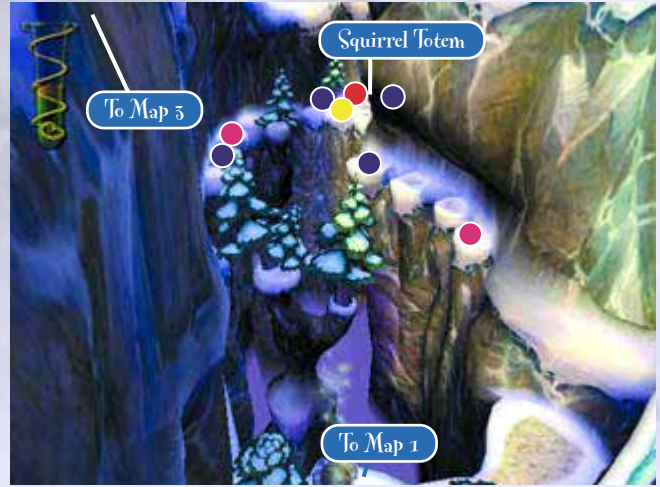
There are two tricky places. At one point early on, the track splits in two. It isn't hard to jump between the two paths, because it appears very suddenly. Watch for a small piece of land set at an unusual diagonal position. Go to the far left or right to catch the next platform when it appears. It doesn't matter which side Tak uses, because there's nothing special on either path.

Near the end, there's a section of moving platforms. Don't make it more complicated than it is. Just jump to a lower platform all the way across. Double-jump for extra height if necessary.

Minerals are scattered around the level. Tak must break the rocks, wait for the minerals to settle, and then pick them up. Choosing to pick them up usually means getting sucked up by the rift, but there's no penalty if that happens, other than having to repeat a small portion of the level. The choice is yours. Juju Running after picking up minerals can help keep Tak from being caught, but it's an unreliable tactic.

There are also a few Imps here and there. Ignore them. Just hop over their heads and keep on moving. There's no bonus for smashing them.

Gyre Mountain



Map Legend

- Rift Piece
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs

Gyre Mountain

Rift Hunter

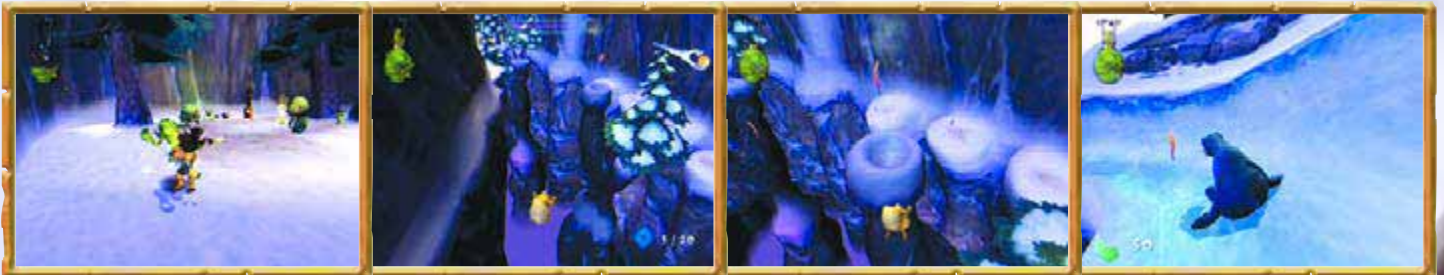


Tak starts the level next to a Juju Shrine. Look around to find a thin icy path to a well-lit alcove. Walk across the ice and collect the Tiki from the alcove, then place it in the Juju Shrine. The Jujus give Tak the power to transform into a squirrel or a bear at the squirrel and bear totems that are found throughout the level.

Squirrels have the ability to fly on air jets and glide through the sky. Bears can slide down dangerous slopes. Use the squirrel totem next to the Juju Shrine, but make sure Tak's Juju power is completely full. He needs every last bit of it.

Run over the air jet next to the Juju Shrine while in squirrel form. Push forward while flying into the air. Riding straight up allows Tak to fly higher, but at a major loss of speed—and crossing the ravine requires plenty of speed. Glide across the ravine to the series of small platforms on the right. Hop from platform to platform, don't glide between them, and jump from the last platform to the second series across the ravine.

This is tough, so be sure to get plenty of height and begin gliding at the top of the jump. Quickly leap over the series of platforms and glide to the large ledge at the back of the valley. There's a Juju Potion recipe for the Glide Ride Dinky Game on the ledge, along with several valuable ingredients.



Transform back into Tak and defeat the Stalkers and Imps on the ledge. Collect feathers to completely restore Tak's Juju. Use the squirrel totem on the ledge and quickly run over the air jet. Remember to push forward so Tak is moving quickly.

Fly toward the air jet in the center of the ravine and get as close to it as possible; it pushes Tak even higher. A ledge should become visible at the top of the right wall. Glide over to it. The rift on the ledge leads to an island in the Dream World where Tak must defeat a horde of Nightmare Creatures.

Climb the steps and use the bear totem at the top to transform into a large bear. Slide down the slope and zigzag around the pits. Don't miss the single rift and fruit on the way down.





NOTE



There are two types of rifts. One can be collected; the other transports Tak to the Dream World, where he must defeat a group of Nightmare Creatures. Upon defeating the creatures, Tak earns three collectible rifts.



Change back to Tak when the ride comes to a halt. Run up the ramp on the left to find a Catapult. Use the Catapult to destroy the three Woody towers and the Woody Shamans in them, and then run over the remaining Woodies. As each group of Woodies is defeated, one of the three huge wooden gates is destroyed.

Enter the tunnel across from where the Catapult was found and another battle rift. Pass through the tunnel and then exit the area through the tunnel on the right to return to the start of the level.

Use the Catapult to destroy the large rock behind the squirrel totem, which uncovers another air jet. Ditch the Catapult and transform back into a squirrel, and then ride the air jet. Remember to push forward while rising to get plenty of speed.



Land on the row of platforms and run over the air jet. Curve hard to the left and land on the second set of platforms. Slip past the Imps and jump on the third air jet. Quickly sail across the gap to the cave in the wall. There's another battle rift just inside the cave that pits Tak against a group of Nightmare Creatures.

Pass through the cave to find a squirrel totem. Transform back into a squirrel and use the air jet to fly over the pit. Use the bear totem to transform into a bear, and then slide down the icy slope. Don't miss the rift on the way to the bottom.

Transform into a squirrel again and jump on the same air jet, but glide over the alcove where the Tiki was located to find another path. Defeat the Woodies in the narrow valley to destroy the gate at the end.

Gyre Mountain



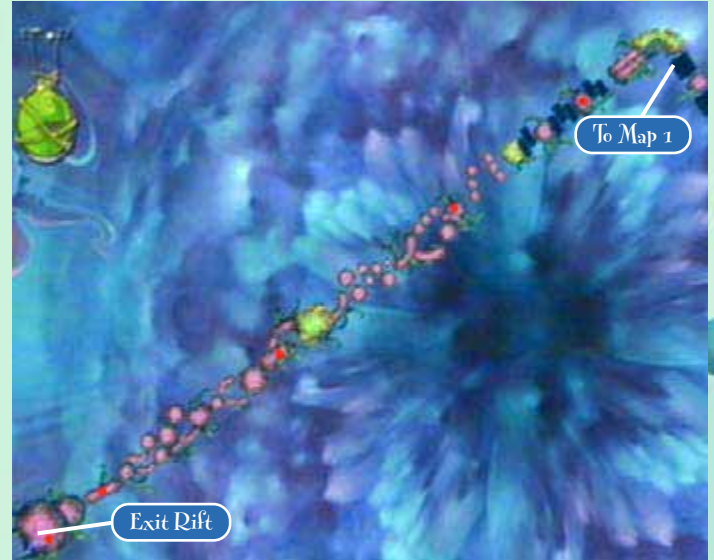
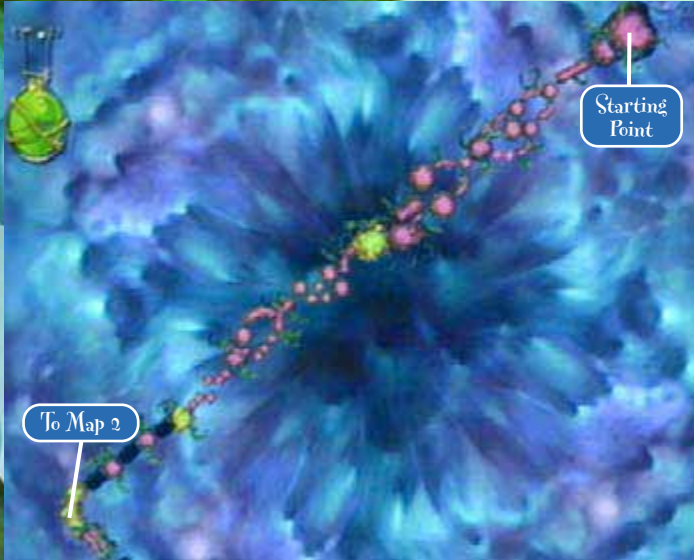
Enter the icy valley and go around the wall in the center to find a wooden ramp. Climb it to discover another Catapult. Destroy the Woody Shaman towers and Imps. Pass through the cave and jump the gap to the thin road beyond it. Use Juju power to get more speed on the jumps.

Climb the hill to the very top and use the Catapult to destroy the rock in the center of the valley. The rift next to the squirrel totem transports Tak to a battle. Don't miss the Juju Potion recipe for the Fauna character for Dinky Games near the ledge.

Transform into a squirrel at the totem and glide over to the air jet, and then to the path beyond it. The rift on the opposite side takes Tak to a battle against several Nightmare Creatures.

Transform into a bear and slide down the ice, grabbing the rift near the top as the ride begins. Hike back to the start and look near the Juju Shrine to find the exit rift that has appeared.

Gyre Mountain Rift



Run, Tak, Run



Another rift is demolishing a section of the Dream World. This section is longer than the last and more hazardous. Stick to the left during the first half of the level. (It's easier than the right). The path splits several times; the only minerals are to be found on the left side.

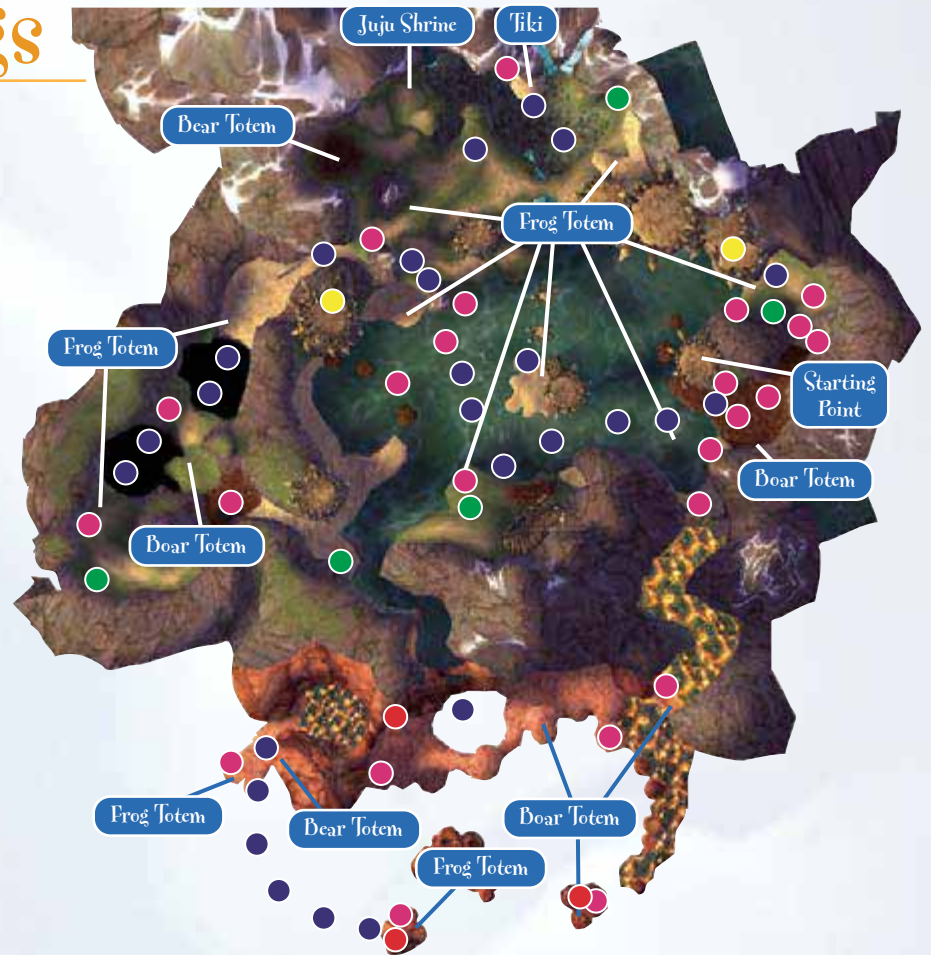
Similar minerals can be found throughout the level, but picking them up usually means being swallowed by the rift. There are fewer checkpoints throughout this course, so the penalty is stiffer than before, but it's still worthwhile to pick up minerals.

Moving platforms and tumbling thorns litter the course. Don't let them rattle you. React quickly and double-jump or even glide a bit when necessary, but keep moving. If you hesitate, the rift catches and swallows Tak. The course is easier if you use the maps to keep track of what's coming next.



Hotfoot Springs

Hotfoot Springs



Hot on the Trail



Ride the vine to the platform below and hop across the pillars to the grassy ledge. Go up the hill and face two groups of Woodies, each with a Woody Shaman. They're close enough together to revive each other, and far enough apart to be a pain to defeat. Wipe out the first group completely starting with the Shaman. Let the second Shaman revive the first, then defeat it a second time and Juju Run up the hill. Smack down the second Shaman while it's attempting to revive the Woodies at the bottom of the hill. If Tak is too late, turn around after defeating the second Shaman and stun the first from a distance. That should give Tak enough time to get down the hill and put an end to the battle.

Climb the wooden stairs across the lagoon and take a hard left at the top. Hop across the platforms past the waterfall to find the Tiki. Glide across the lagoon and climb the hill to the Juju Shrine. Place the Tiki in the shrine to summon Fauna and Flora. They grant Tak the ability to transform into a frog or a boar at certain totems scattered around the level.



Drop down into the mud pit to the right of the Juju Shrine and use the boar totem to transform into a boar. Charge through the wooden barrier next to the totem to find the first rift piece. Tak must find 20 rift pieces to create an exit rift. Break down the wall on the right, but stand back and hit in the corner, so Tak doesn't fall off the cliff behind it.

The Juju Potion recipe for View Concept Art is on a ledge behind the wall. Double-jump and glide over to it. Leap back to the cliff and look for the frog totem near the third wooden wall. Transform into a frog and swing on the dragonflies to reach the small ledge on the edge of the cliff and find another rift piece. Climb the wooden stairs again, and keep going past the left turn and across the wooden structures. Swing across the ravine to find a group of Woodies and the Juju Potion recipe for the Chicken Tennis Dinky Game.

Go back to the stairs and turn right. Transform into a frog and swing on the dragonflies to reach the rift piece on the small ledge above where the Tiki was found.



NOTE



Swinging on dragonflies is easy. Latch on with the frog's tongue and hold the button down until the bug is consumed. As Tak begins to fall, point toward the next dragonfly and use the tongue again. Tak should latch on and start flying toward the bug. Pay close attention to which way the frog is pointing. It must be pointing at the next dragonfly, or the tongue will miss.



Walk down the stairs and hop on the rope at the bottom. Slide down the rope and swing to the ledges. Bounce along the trampolines to the shoreline. Use the boar totem and break down the wooden wall while passing through the narrow canyon. Transform into a frog at the pit and swing across on the dragonflies. Cross the mud pit by turning into a boar and take the right fork. Bust through the wooden walls and transform into a frog and cross the pit to find a rift piece. This one transports Tak to a battle against Nightmare Creatures.

Hotfoot Springs

Jump back down to the boar totem and transform again. Cross the mud pit, but take the left fork this time. Break down the wall and go around the corner and break into the wooden cage to find another rift piece. Keep going and break the wooden wall set between two rock walls to make it easier to get around. Hop across the grassy platforms in the water and grab the rift piece in the middle.



Jump back to the boar and frog totem near the water. Transform into a frog and swim across the lake to the path on the far left. The rift piece on the shore pits Tak against a horde of Nightmare Creatures.

The path leads to a mud pit with two boars in it. Use the stinky plants near the frog totem and Juju Run past the frogs and into the mud. Tak should be able to reach it with a couple of flies still intact. If not, try again and stun one of the frogs before getting smelly. Dart past the boars and use the boar totem. Hop onto the small ledge next to the totem to collect another rift piece. Keep running through the mud pit and switch back to Tak at the very end.

Use some Juju Power to double jump to the rope hanging over the water. Swing on the rope and leap to the wooden ledge over the mud pit. Look for a rift piece in the grass around the corner.



This part is tricky. Notice the frog icon floating over the water. Juju Run, double-jump, and glide over to it and transform in mid-air. Tak immediately begins to fall, but he can quickly latch onto the dragonflies next to the icon and swing to the cliff high above. The rift piece on the cliff challenges Tak to defeat more Nightmare Creatures.

Use the frog icon hanging off the cliff and swing on the dragonflies across the lake to reach the rift piece visible in the distance. Swim to the island in the middle to get your bearings and rest for a moment.

Restore Tak's Juju Power and then transform back into a frog. Swim down the stream in the corner over the logs and through the canyon. Jump out of the water before the waterfall and latch onto the dragonfly hovering over it. Swing to the rocky ledge and switch back to normal.





NOTE

The frog icons floating in the air are just like those attached to totems. Tak can transform into a frog while airborne, which makes it safe to land in the water.



Go right and pick up the rift piece before the lava. Jump and glide over the lava flow to find another rift piece. It transports Tak to a battle against several Nightmare Creatures. Transform into a frog and swing on the dragonflies to reach a stone pillar in the distance. Grab the rift piece and then backtrack. Switch to a boar and dash across the lava once more.

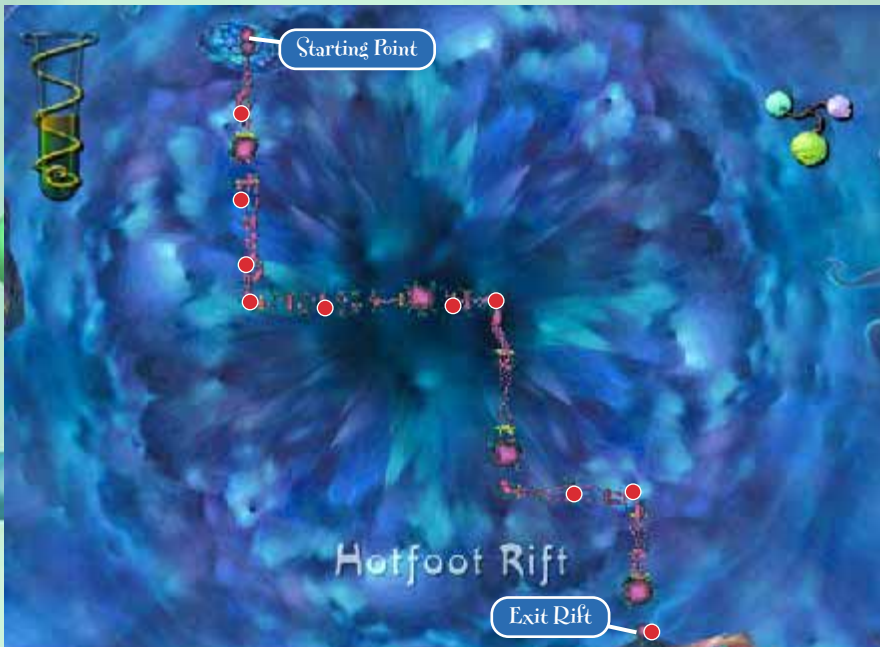
Cross the rocks to the opposite side and enter the rift piece before the lava. Tak must again defeat several Nightmare Creatures. The boar totem near the lava isn't usable until the Imps and Puffers are defeated. Change to a boar and dash across the lava to the very end. Hop the gap and grab the rift piece, then run back to the start. Destroy the boulders with blue stripes that are stuck in air jets in the lava field by charging into them. Smashing them relieves the air pressure that's holding the floating rock up, so that it lowers enough for Tak to reach it. Jump on the floating rock on the left and up to the ledge above.

Change into a boar again and run along the second lava bed to the end. Smash the boulders with blue stripes once more to lower the floating rock at the end of the lava. Hop on the rock and up to the ledge. Grab the rift piece that overlooks the lake. Double-jump to the rope over the water and swing near the frog icon. Switch to a frog while in the air and land in the water, and then swim to the island in the middle to find the exit rift.



Hotfoot Rift

Hotfoot Rift



Map Legend

- Animal
- Juju Potion Recipe
- Minerals
- Fruits / Vegetables
- Bugs

Dream Dash



This race to the exit is twice the size of the last and even more challenging. There are a few new factors, too. At four points through the level, large platforms that house several Nightmare Creatures appear after a checkpoint. The paths beyond these platforms are incomplete until Tak has defeated all the creatures.

Fortunately, the rift stops consuming land during the battles, so there's less pressure than there might have been. There are also a lot of moving platforms and huge gaps. At times, the path even splits into two or three branches and one or two of them lead to nothing. Use the map and use it often.

Don't be surprised by what's up ahead. The first section of the level is simple; it's basically what you've seen in the past. But things get interesting after the first turn. This section features a series of moving platforms that pass under Nightmare Thorns. Tak must use the platforms to cross this part of the level; the gaps are too large to jump.

Wait for a platform and hop on. Leap over the thorns in the middle of the gap as the platform moves to the right and repeat. It's simple. Don't worry about the rift. The platforms move quickly and even help Tak get a solid lead.



The third section features a large number of floating platforms. This isn't a difficult section, but it helps to look at the map and plan ahead. The platforms in the fourth section turn sideways when you step on them. Keep moving and it isn't even a factor.

The fifth section is just more of the same—lots of small platforms scattered over a large area. Watch the map and know where to go before getting there. The battles feature creatures that Tak has already encountered, except for one. The Angler makes another appearance, but these Anglers are slightly different. They fire energy from their hands much like Spydres, but with a shorter range.

Handle these creatures just like their early-level counterparts. Hurl a Charge Hurl into them to temporarily stun them, then charge in and finish them off with a quick combo.

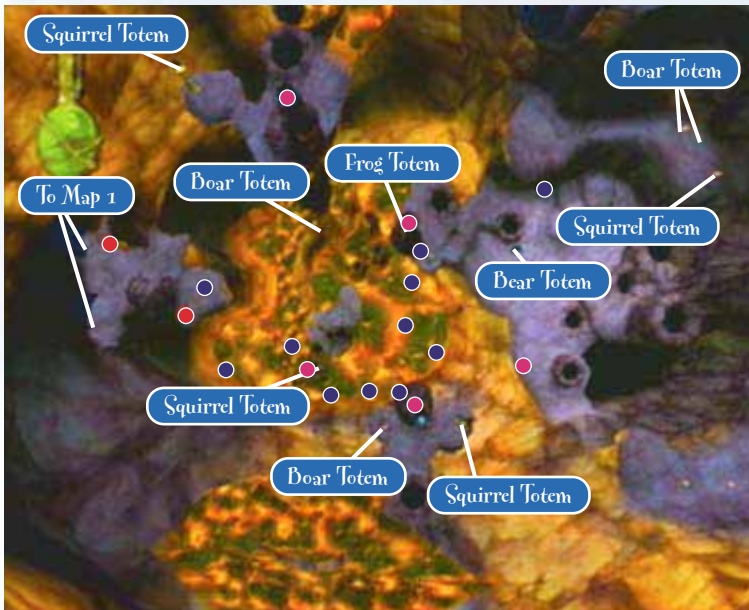
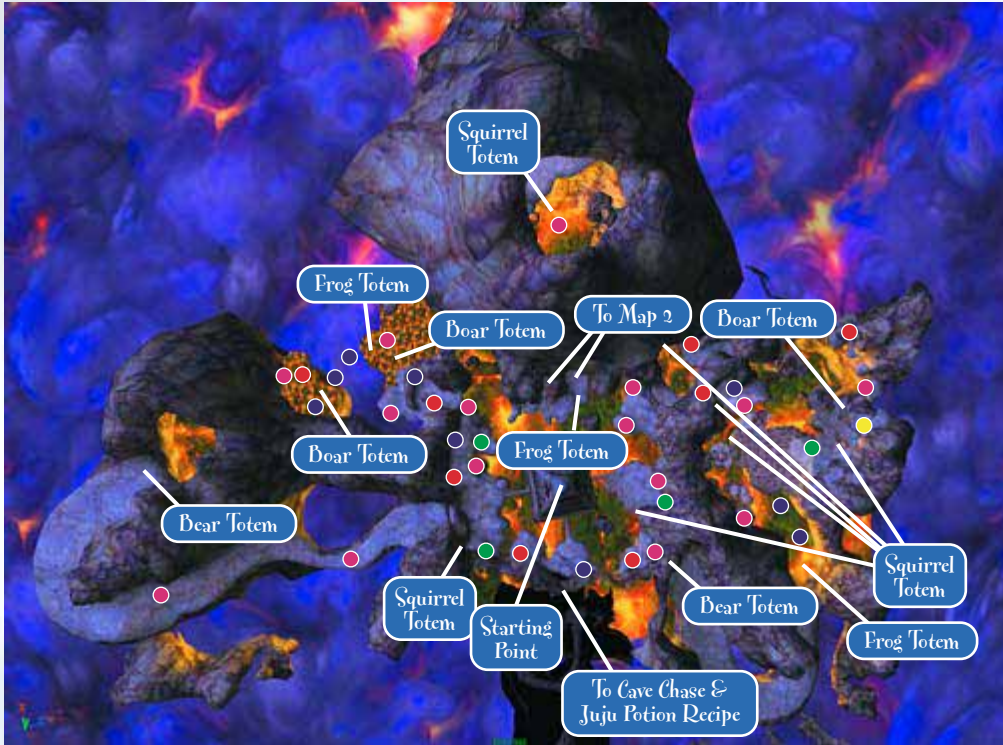
Leave them for last when fighting a group, because they take more effort to defeat than other creatures.

Pay attention to what's going on during the battles. When the rift begins to move again, all the creatures are gone and the path is open. Get moving quickly and continue the journey to the exit.



The Wanderlands

The Wanderlands



Frogs & Squirrels & Bears. Oh My!



Head for the rift piece visible on the rock ledge, next to a squirrel totem. Beware of an Angler hiding in the mana spheres near the rift piece. Tak is taken to a battle against some Nightmare Creatures.

Transform into a squirrel and leap over the air jet next to the totem. Fly to the left to find an alcove with a rift piece. Use the bear totem in the alcove and slide down the long stone ramp. Tak is launched into the air at the bottom.

Transform into a frog as he passes the hovering frog icon and latch onto the dragonflies above the lava to reach the ledge on the other side. Several Spyderys are on the ledge, so be ready to react quickly and transform back into Tak.



Tak must first break rocks plugging certain air jets. Use a well-armed hurl. Transform into a squirrel and ride the air jet next to the totem. Hit a second air jet and then angle to the platforms along the outside wall. Switch back to normal, hop across the platforms to the left to find a rift piece, and then hop the opposite direction to the squirrel totem at the end.

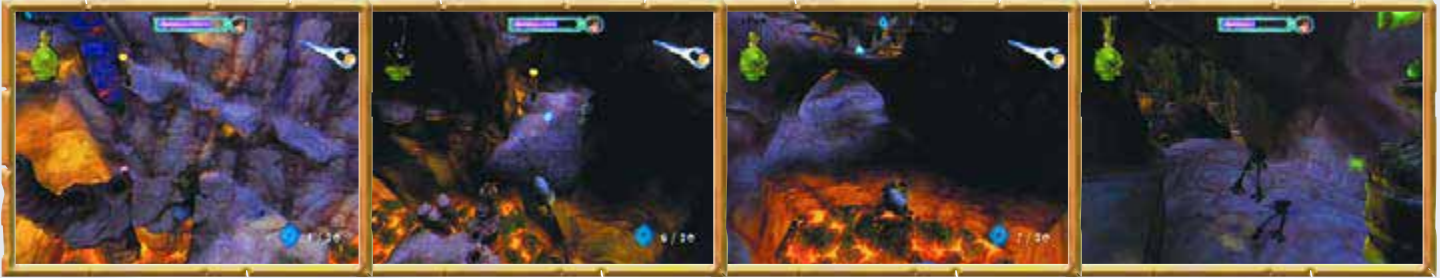
Transform into a squirrel and glide over the left air jet of the two directly below. Angle left, fly to the air jet near the boar totem, and land on the high ledge with a squirrel totem on the opposite side from where Tak started. Gather feathers from the ledge to restore Tak's Juju Power.

Transform back into a squirrel, glide over the air jet next to the totem, and then up to the next air jet to reach the platforms behind it. Hop around the platforms to reach the rift piece near the squirrel totem. Jump back down to the totem and transform into a squirrel again after gathering feathers.

Fly back over the air vents to the same platform, but quickly turn around and fly back to reach the ledge over the squirrel totem, which holds the Juju Potion recipe for the Dead Juju character for Dinky Games.



The Wanderlands



Drop back down to the squirrel totem. Rebuild Tak's Juju Power and transform into a squirrel. Glide over the same set of air jets, but curl to the left after the last jet. Aim for the extremely high ledge with a rift piece and a squirrel totem.

Follow the tunnel in the rock to a ledge with some minerals and a squirrel totem. Tak can see a rift piece floating just ahead. Turn into a squirrel and glide over to the rift piece, then hop down to the ledge below and enter the rift piece near the lava.

Defeat the Nightmare Creatures to earn three rift pieces. Juju Run, double-jump, and glide over to the frog totem on the right. Beat the Angler to activate the totem, then transform and enter the cave next to the totem.



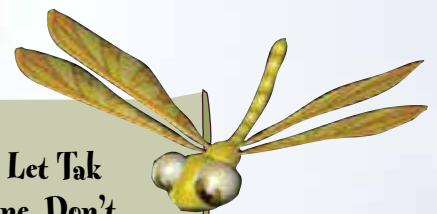
Go down the rock steps and use the dragonflies to cross the lava. Carefully angle from dragonfly to dragonfly, because they aren't in a perfectly straight line. Enter the rift piece on the other side and defeat the Nightmare Creatures to earn three rift pieces.

Transform into a bear and push the two large blue stones into the air jets below them. This forces the air to come out of two jets in the back. Ride the two jets to the ledge above and rush to the end. Push the blue rock off the side to plug a third jet, which activates another jet in the same area as the previous two.

Run back down the platform and ride the three jets to another platform on the left. Push the last blue rock off the ledge and jump back down to the bottom. Ride the same set of air jets. Another jet is now active and blows Tak through the roof to the top of the dome. Jump off the stone ledge and transform into a squirrel in midair. Freefall through the rift piece below and drop through the roof of the dome.



Swinging from dragonfly to dragonfly is tricky here. Let Tak consume each dragonfly, then point toward the next one. Don't use the tongue until Tak is actually facing the next target, or he misses.





As Tak drops back into the dome, look for a rift piece in an air jet on the right. Curl to the right from that ledge and land on the highest ledge in the dome with a blue rock on it. Turn into a boar and ram the rock on the ledge. The rock falls into an air jet far below and knocks a rift piece out of the air jet near the frog totem in the center of the dome.

Change into a squirrel and hop off the ledge behind the totem. Glide down to the boar totem directly below the squirrel totem. Transform into a boar and charge across the lava flow to the blue rock at the end. Knock the rock into the air jet below and another rift piece is blown onto the ledge just below Tak's position.

Drop down and pick it up, then turn into a squirrel at the nearby totem. Fly across the dome to the area with a boar and squirrel totem next to a lava flow. Transform into a boar and charge up the lava slope. Ram the blue rock at the top to block the air jet below. It knocks another rift piece out of an air jet, which lands between the totems.

Transform into a squirrel and fly down to the very bottom of the dome and land on the rock there. Switch to a squirrel and ride the air jets to the end of the lava flow. Transform into a boar in midair and land on the lava. Charge to the end and knock the blue rock into the air jets to reveal yet another rift piece.

Grab the rift piece and switch back to a squirrel. Ride the air jets back up to the ledge where the frog totem is found and get the last rift piece, which is sitting next to it. Cross the dragonflies once more to leave the dome.



NOTE

The Juju Potion recipe for the Frog Derby Dinky Game is between the squirrel and bear totem on the highest ledge in the dome.



The Wanderlands



Return to the center of the level and take a right. Walk up the ledges to the rift piece overlooking the central structure. Enter it and battle the Nightmare Creatures.

Continue along the stone path and transform into a squirrel. Rush back along the stone path and jump off the end to an air jet in the lava. Fly left and land on the rocks, then drop down to the small valley next to the rift piece hovering at the end.

Double-jump out to get the rift piece and soar back to the right. Change back to a squirrel and repeat the ride onto the rocks, but explore the other end of the valley to find a second rift piece. This one transports Tak to a battle against Nightmare Creatures.

Use the boar totem sitting in the lava to transform into a boar and race up the lava slope to the frog totem. Jump off the end and transform into a frog while airborne to avoid taking damage. Grapple the dragonflies to cross the ravine. Transform back into a boar as Tak flies over the boar totem on the opposite side.

Climb the short slope on the right and leap out to get the rift piece, then go up the slight step on the right and jump over the air jet far below. Transform back into Tak once the air begins to push him up. Push forward as Tak rises, and transform into a bear as he flies over the bear totem at the top. Slide down the ramp and collect the two rift pieces on the way down.



Return to the center of the level and the exit rift. The appearance of Pins and Needles causes the exit rift to fly away. Chase after it into the cave that was previously impossible to enter.

Change into a boar at the boar totem just inside the cave and take the right fork to find the Juju Potion recipe for View *Tak 1* Opening Cinematic. Run across the lava and break through the stalagmites. At the end of the lava is a drop-off and a frog icon.

Transform into a frog in midair and latch onto the nearest dragonfly. Swing from dragonfly to dragonfly to cross the ravine to another cave. A squirrel icon floats in front of the cave. Transform into a squirrel in the air and glide through the cave between the stalagmites and stalactites. The cave opens to a large stone slide.

Transform into a bear at the bear icon and slide down the ramps. The ramp ends with a frog icon. Transform into a frog and grab the lone dragonfly in the air. Swing Tak into a squirrel icon. Quickly transform one last time and fly through the final cave of stalagmites and stalactites. Tak enters a freefall at the end. Keep Tak lined up with the rift all the way to the bottom and he falls into it.



TIP

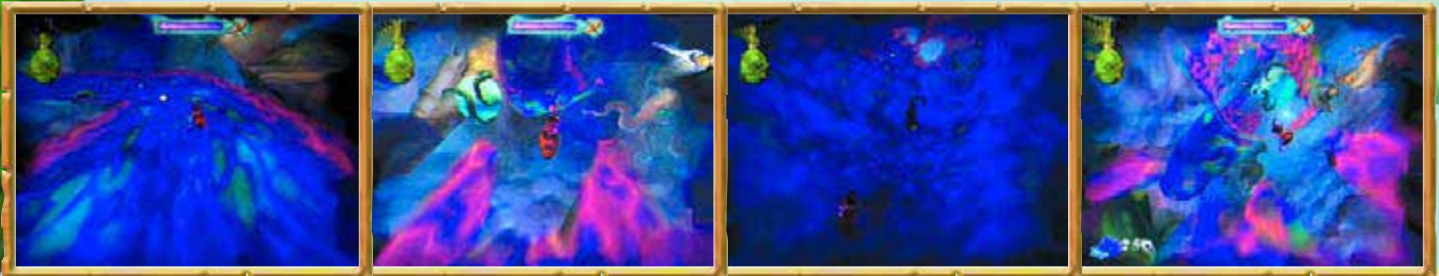
Feathers are extremely important in this section. Collect lots of them, or Tak could run out of Juju Power and transform back into himself.



Rift River



River of Nightmares



Tak must navigate a river of pure energy in a flimsy kayak. There's no shore on either side of the river, just lots and lots of nothingness. The hard part isn't avoiding the obstacles in the river; it's staying on the river and not falling off the sides.

The first half of the level is easy. Keep it slow and steady. Dodge the Nightmare Thorns and watch the sharp curves. When Tak is about halfway through the level, the environment starts to get really nasty. There's a large gap in the river. Jump the gap at the edge and use the Juju Hover to float through the air past the gap. There are a few more gaps such as this. Treat them all the same. Having some speed helps a lot.

At certain points there are tunnels, but these are unlike anything Tak has ever seen. He can ride anywhere in the tunnel—the walls and even the roof are fair game. Try spinning around to find the best line. Get back to the bottom by the time the tunnel ends, or Tak may fall into the void. Hop over pits when they appear, rather than slip between them. Avoid jumping in sharp turns, or Tak may not be able to get the boat back into the river. Keep an eye on the map, too. Knowing what's coming makes the trek much easier.



Be on the lookout for bugs and fruit along the river.

Dream Fortress

Pins & Needles

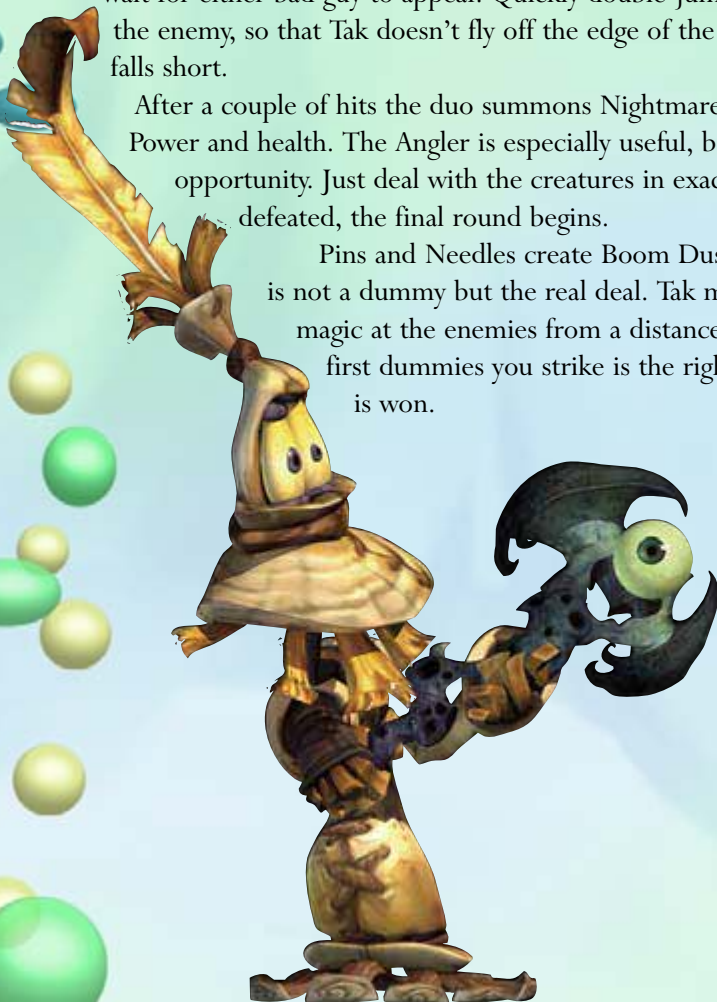


Pins and Needles begin the fight by shooting at Tak from inside a rift. They're invulnerable during this phase of the battle, so Tak must focus on avoiding their assault. Look at the ground. Note the strange symbols that circle the arena. Walk to the outside of the circle and stand between two of the symbols. The attacks should pass Tak on either side. He's safe in this position until the green energy attacks end and the blue energy attacks begin.

The blue energy homes in on Tak, so get moving. Hop around and run from one side to the other. The attacks stop and Pins and Needles begin to appear long enough to fire off two attacks before diving back into the rift. Stay in the center and wait for either bad guy to appear. Quickly double-jump at the enemy and perform a Juju Kick. Aim a little in front of the enemy, so that Tak doesn't fly off the edge of the circle if he misses and the shockwaves still nail the enemy if he falls short.

After a couple of hits the duo summons Nightmare Creatures to tackle Tak. This is his best chance to restore his Juju Power and health. The Angler is especially useful, because it comes with a mana sphere field. Don't miss this opportunity. Just deal with the creatures in exactly the same manner as you always have. When the Angler is defeated, the final round begins.

Pins and Needles create Boom Dust Dummies and litter the arena with them. One of the dummies is not a dummy but the real deal. Tak must find the real enemy before it has a chance to flee. Hurl magic at the enemies from a distance and pick off as many as possible. With a little luck, one of the first dummies you strike is the right target. Once Tak singles out both Pins and Needles, the battle is won.



Tlaloc's Sanctuary

One Baaaaad Dude



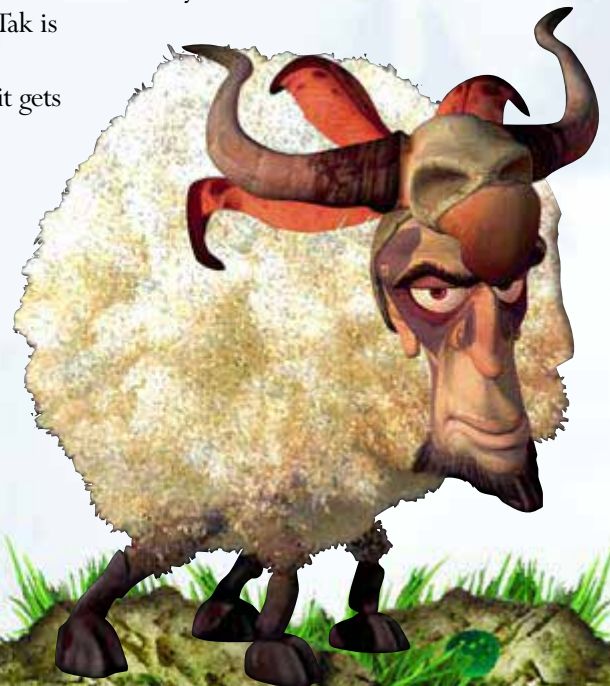
Tlaloc summons an army of sheep to start the battle. The sheep are no threat to Tak. Just swat them until they all fall off the circular arena. Tlaloc drops into the arena to do battle, but he's no more of a threat than the rest of the sheep. Swat him a couple of times to knock him off. Now the real battle begins. Tak must catch the blue energy hurled by Tlaloc and throw it back at him. Pay more attention to dodging Tlaloc's attacks than trying to catch and toss. As long as Tak doesn't get hit, he can catch and toss all day.

The first phase is simple. Tlaloc pauses to shoot, which makes it easy to get into position and catch the blue energy. Press and hold the catch button as the energy approaches. It isn't necessary to wait until the last second. Hitting Tlaloc is a bit more complicated. Once Tak has caught some blue energy, Tlaloc begins firing red energy bolts. These are far more accurate, but can be dodged by just running slightly to the side. Wait for Tlaloc to fire and then toss the blue energy just to the side of him in the direction he's moving. He should walk right into the attack's path. Tak can catch more than one blue fireball in the second and third phases, and he does more damage if he hits Tlaloc with their combined energy.

The second phase begins once Tlaloc's health has been depleted for the first time. Tlaloc's attacks speed up and he no longer pauses to attack, but he also ceases to throw red energy. Really focus on throwing where Tlaloc is going and not where he is; otherwise, he's impossible to hit. Try staying in the middle of the screen so Tak is framed by the arch behind Tlaloc. Throw at the boss when he begins to pass the pillar on the left or right. If Tak is properly centered, Tlaloc should stumble right into the attack.

When the boss's health is drained once more, the third stage begins. Now it gets challenging. Tlaloc's movements are erratic and unpredictable. He also begins firing at a feverish pace. Be careful and focus hard on dodging and catching. The best way to target him is to stand in front of the left pillar. Get ready to throw when Tlaloc passes the pillar on the left. Toss the energy as soon as he reaches the left side and starts heading back to the right. Be quick and he should get caught in the attack, but the attack misses if he changes directions at all. If nothing else, use the distance between the side of the screen and the pillar as a guide for how far in front of Tlaloc the energy must be thrown.

Drain his health once more and the battle is won...or is it?



Tlaloc's Sanctuary



Tak is thrust into one more battle, but so are his friends: Jibolba, Dead Juju, and Lok. Tlaloc attacks each of the friends. Tak must quickly run to the friend being hurt and switch bodies with him. Defeat the Nightmare Creatures that appear each time Tak switches bodies and then switch to the next friend that's being attacked. After all three of Tak's friends have been protected, Tlaloc forces Tak back to his own body.

Tlaloc's tactics change. He summons three Stalkers that attack the helpless friends. Get to the center before they appear and attempt to defeat them before they can reach the friends. Stun those that get past and wipe them out quickly. Watch whichever friend is hurting the worst and protect him before anyone else. After the Imps are defeated Tlaloc's shield drops temporarily. Quickly use a Charge Hurl to strike him before the shield can rise again.

After a successful hit on Tlaloc, he begins to attack Tak directly. Evade the attacks by running and jumping. Strike Tlaloc when he appears on the ground before he can disappear. The battle is won after three hits.



TIP
When fighting Nightmare Creatures that shoot, stay under Tlaloc. The shots can hurt the three friends, so dodging near them is a bad thing.



Dinky Games

Need a break from fighting evil? The Dinky Games are a great way to have fun in Tak's world outside the main game. Dinky Games are minigames that are based on both of Tak's adventures. Reminisce by exploring Powder Canyon on a snowboard once more, or practice one of Tak's new skills against some familiar enemies.

There are tons of fun things to do.

Most of the Dinky Games are for one or two players, but a few are exclusively for one or the other. The games can be played in free play, which is basically a practice mode, or as part of a Dinky Challenge.

A Dinky Challenge is a series of three, five, or seven Dinky Games played by one player who attempts to defeat Dinky's set scores (except Gloomleaf Arena and Phoenix Fight), or by two players against each other. After each successful completion of a game (or victory over an opposing player), the player advances up the pyramid, which has as many steps as the number of Dinky Games chosen at the beginning of the challenge. The Dinky Challenge is won when a player reaches the top of the pyramid.

NOTE

Several Dinky Games and characters are available fresh out of the shrink-wrap, but you can unlock additional games and characters by finding Juju Potion recipes and potion ingredients in the main adventure. Mix the potions under the Juju Potion menu and the games or characters are unlocked in the Dinky Games menu. Check out the Juju Potion section of this guide for additional information on where to find Juju Potion recipes and the required ingredients.

The Games

Phoenix Fight (1P or 2P)

If you think this Dinky Game seems familiar, you're right. The one-player Phoenix Fight Dinky Game is an altered version of the Pins and Needles boss fight from the Sun Temple in Tak's first adventure. Tak and the villains ride phoenixes around a small circular arena and attempt to blast each other with power-ups they collect.

There are four power-ups (plus health) on the arena floor. Pick them up by riding over them. Tak and his opponents can carry only one power-up at a time, but some power-ups can be used more than once.





Red magic blasts (two shots): This power-up fires a spread of three fireballs simultaneously. This is a great attack against a weaving opponent. It causes moderate damage and is very difficult to dodge when two shots are fired one after another. Escape the attack by slipping between the fireballs, or by jumping to the side.



Yellow magic blasts (four shots): This power-up shoots a single magic blast that travels in a straight line in the direction the player is facing. This one is the hardest to use, because it's a single shot with no tracking. It's best used at close range, in a burst, or both. It's the most devastating of the four power-ups, which makes it worthwhile. Keep turning and twisting to avoid it. It's very easy to dodge.



Blue magic blasts (one shot): This power-up releases a single blue magic blast that automatically tracks an opponent. It tracks down its prey even if it's fired without a visible target, and unless its target sees it coming, it's very difficult to avoid. Fire it toward the center of the arena, away from walls and pillars. It explodes if it contacts either one. Escape it by running along the outside wall and jumping over it.



Green magic blasts (three shots): This power-up lobs a magic blast that explodes when it hits the ground. It's not easy to target, but the explosion makes it more effective. This is the best power-up when Pins and Needles are close together, but that doesn't happen often. It can also be shot into a wall next to an opponent and still cause decent damage. Keep moving to avoid it and stay away from the walls.

Riding in a straight line is a very bad thing. Keep weaving back and forth while crossing the arena to be as hard to hit as possible. Jump when you see an attack coming or when you hear an opponent fire; it may be possible to hurdle over the blast.

Blue magic blasts are the easiest to use and the hardest to dodge. Grab them for both reasons. Pins and Needles can't use them if you collect them quickly enough. Don't waste too much time chasing one of the bad guys with a particular power-up. It's better to shoot and hope for something good than to run around increasing the odds of being hit by the other enemy.

Two-Player Mode

Pins and Needles don't appear in two-player games. These matches are Player 1 vs. Player 2. Look for Blobby power-ups bouncing through the arena. They restore a small portion of health. Grab them quickly, even if your health is full, just to prevent your opponent from getting them. Use the pillars as cover and hide. It's hard to shoot what can't be seen.

Snowboard Race (1P or 2P)



You might remember this course as Powder Canyon from Tak's first adventure. The course is exactly the same, but without the Yorbels and other power-ups. This time Tak is looking for pure speed and nothing more. He must reach the bottom in 2 minutes and 30 seconds or less.

The easiest way to reach the bottom so quickly is to go straight down the middle. Tak can pick and choose which jumps to use and which ones to go around. The ledges on the right and left are also fast, but require some very tricky jumps. One or two crashes is all it takes to keep Tak from reaching the bottom in time, so it's best to stick with the simple moves.

Save time by performing tricks on the ramps and riding rails, which builds the turbo meter. Tak can use the turbo for a speed boost whenever the meter is full. Turbo is great for making long jumps, but can be reserved for speed bursts on this course. Use turbo at the very end of the course to leap the huge gap before the finish. If Tak is low on turbo, go off the left side of the cliff and leap across the trees.



Two-Player Mode

Players race against each other instead of the clock. Keep it simple. Perform enough tricks to build turbo for speed bursts, but skip the harder jumps.

Sandboard Trick Score (1P or 2P)



Welcome back to Numa Dunes. Tak must perform tricks down the length of the course to build a trick score of at least 50,000 points in 2 minutes and 30 seconds. The dunes at the start of the level are the big point area. Get a good jump from the first drop and perform flips and grabs into a grind on the large dune on the right.

Grind the top of the dune and leap from one dune to the next while performing an air trick between them. Tak should be able to get close to 40,000 points before reaching the canyons in the middle of the course. Don't fret if things don't go well at the start. There are still plenty of opportunities to score big.

The canyons are tricky. There aren't a lot of trick opportunities other than leaping from cave to cave, but those

are difficult tricks and not really worth the risk. Take the high road down the center and jump from ledge to ledge, right down the center of the canyon, to reach the city. A bunch of ramps in the city are great for 5,000-point flips and grabs.

Some of the buildings have ropes attached; grind on these for extra points or to extend a trick for as long as possible. Use turbo often when hitting jumps. Tak hangs in the air much longer and can perform far more spectacular tricks.

Two-Player Mode

Players compete for the highest trick score in 2 minutes and 30 seconds. Use turbo often for big jumps and be on the lookout for good ways to extend a trick—like a grind on a dune, rope, or even a skeleton.

Snowboard Air Time (1P or 2P)



Tak goes back to Powder Canyon for an unusual contest. The player must perform enough jumps to be airborne for at least a minute during the 2-minute, 30-second game. This isn't easy. It means hitting nearly every ramp on the way down the hill and finding other jumps.



Most jumps are worth about three seconds, but big jumps can last as long as five or six seconds.

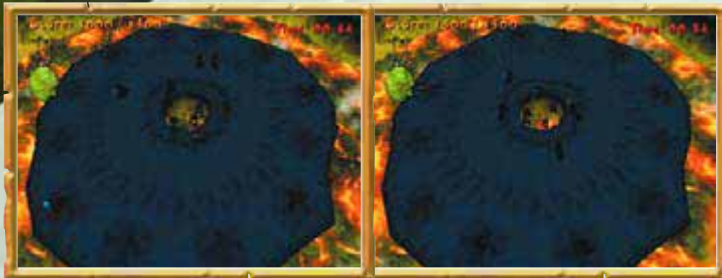
The center path is great for this; many small ramps offer big jumps. Hit them with a bit of turbo to get as high and go as far as possible. Be sure to perform tricks while jumping, so the turbo meter is constantly filling. The harder the jump, the more air it usually offers, so don't be shy about taking a challenging route.

There are more than ramps to jump. Small hills, logs, and even ice rails can be used to get air. Look for corners where the wall sticks out slightly. Tak can bounce off the wall and get a really good two- or three-second jump. Don't forget that just hopping around also counts as airtime. A hop isn't worth more than a second, but a second can make or break this Dinky Game.

Two-Player Mode

Players compete to see who can rack up the most airtime in 2 minutes and 30 seconds. The same strategies apply. Be bold and daring. Go for the big jumps and use turbo often.

Mummy Shuttle (1P or 2P)



In this unusual Dinky Game, the player must save the orange mummies while helping the green mummies fall into the center of the ring. Each green mummy that falls into the center is worth 100 points, but 50 points is subtracted from the player's score for each orange mummy that falls. The player must reach and maintain a score of 1,500 points for 90 seconds.

Focus on the orange mummies. The green ones walk into the center by themselves, but the orange mummies do, too, if they aren't stopped. Run around the ring and smack the orange mummies to knock them down temporarily. Keep circling; it should be easy to reach each orange mummy as it recovers and begins to walk again. Take a moment to push an orange mummy back if it gets too close to the center.

Don't forget about Juju Power. Use it to run faster when necessary. It recharges slowly, so don't use too much at one time or it won't be available when it's really needed. Also, use the hurl to hit the orange mummies from a distance when possible. It isn't very accurate, so it may be a little difficult to use. Practice with it a bit to find the right distance.

Power-ups appear near the pit in the center. The Blobby power-up makes the green mummies move faster by setting them on fire. The Spiked power-up ignites the orange mummies, causing them to

run toward the center. Jump the pit on the right side so that your character barely picks up the Blobby power-up. Avoid the Spiked one at all costs. It isn't necessary to grab the power-ups, but it can help if time is running low.

Two-Player Mode

Players compete to see how many of their own mummies they can keep from falling while trying to force the opponent's mummies into the pit. Focus on keeping the mummies on your side knocked down, and grab the Blobby power-up whenever it appears. Avoid the Spiked power-up, or your mummies race for the pit.

Balloon Head Showdown (1P or 2P)



The player battles Pins and Needles in a race to expand each other's heads. Collect the energy balls around the outside of the island and chuck them at the enemies. Each hit makes the opponent's head expand. It takes three hits to defeat an enemy.

Dodging is just as important as throwing. Avoid shots, and attack when the opponent is running to pick up another energy ball. Jumping is a good way to dodge shots. Also note that Pins and Needles can hit each other, so running between them has its benefits.

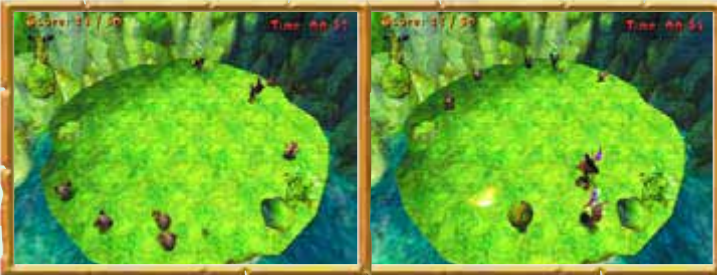
A Blobby power-up falls onto the island from time to time. Grab it quick! It deflates the player's head by one hit. It can also help Pins and Needles, so it's important to grab it as soon as it appears. Use a bit of Juju Power to dart across the island quickly.

A Spiked power-up also appears, but less frequently. It forces a player's head to expand by one hit when collected, so avoid it.

Two-Player Mode

Player 1 takes on Player 2. Jump and move to avoid the other player's throws and attack when the opponent is empty-handed. Watch for power-ups to appear and grab the good ones.

Feather Frenzy (1P or 2P)



The player must collect 30 feathers in 45 seconds. Smack the chickens to make them drop feathers. The feathers disappear quickly, so collect them immediately. The trick is to focus on groups of chickens rather than individual chickens. Try to get four or five feathers at a time rather than just one or two.

Don't swing more than twice before gathering feathers, because the feathers vanish so quickly. More swings are just wasted effort.

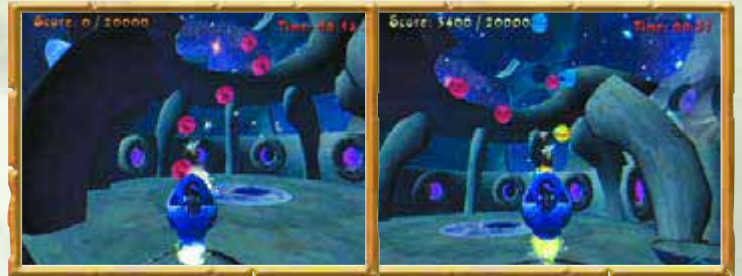
Power-ups fall from the sky from time to time. The Bloppy power-up makes your character a feather magnet for a short time, which means there's no need to stop to collect feathers for a moment. The Spiked power-ups take away five feathers if they hit your character, so avoid them. The Bloppy power-ups are worthwhile, but unnecessary in the single-player mode. Don't go out of your way to collect them.



Two-Player Mode

Players compete to collect the most feathers in 45 seconds. The Spiked power-ups act a bit differently. Rather than just taking away five feathers, they actually cause the affected player to drop five feathers on the ground. This gives the opponent time to collect them. The Bloppy power-ups are more important, because they provide a real edge by allowing you to collect feathers without pausing.

Chuckin' Chickens (1P or 2P)



Use the chicken cannon to shoot orbs out of the sky and earn at least 20,000 points in 1 minute. The orbs sail onto the screen from different directions, circle around for a moment, and then fly away. Hold the fire button down constantly to make it easy to track the cannon's aim. Keep the cannon pointed near the center of the screen when there are no orbs around. That makes it easier to get into position quickly when they do appear.

The trick to scoring 20,000 points in a minute is to aim for the Bloppy power-ups that appear in a line of blue orbs. The Bloppy power-up is worth a whopping 5,000 points and it appears four times; shooting it all four times is enough to hit the 20,000 mark. Even if you miss once, it's easy to make up the 5,000 points with purple, red, and blue orbs.

Watch the Bloppy orb when it appears. The line of orbs travels down

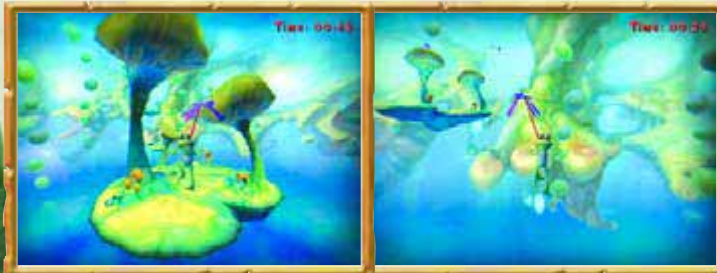
the right side, across the bottom, and up slightly. It then comes toward the cannon and cuts across the middle. This is the best time to shoot it, since it's very close and a huge target. The player with the most points wins.

Purple:	100 Points
Red:	250 Points
Blue:	500 Points
Green:	1,000 Points
Blobby:	5,000 Points
Spiked:	-4,900 Points

Two-Player Mode

Try to shoot in front of your opponent, so there are more targets to destroy. Let your opponent be the one doing the clean-up work.

Frog Derby (1P or 2P)



This is a race across a series of islands to the finish, using the frog's special skills. The race must be completed in less than 60 seconds. It's important to master the use

of the frog's tongue to latch onto dragonflies, or this Dinky Game may cause you trouble. Jump into the air and use the tongue to latch onto a dragonfly.

Always use the tongue while airborne to avoid stopping momentarily. Hold the tongue button down until the frog passes the dragonfly and starts to fall again. Turn in the air toward the next dragonfly and use the tongue again. Failing to turn causes the tongue to miss.

Hop forward to the end of the first island, leap into the blue, and grab the first dragonfly. There's a series of small platforms after the second island. Jump onto the first platform and then leap off the left side. Grab the dragonfly just ahead and you easily skip two platforms.

Just before the end of the next island is a small drop. Jump over the drop and latch onto the dragonfly to save a second. The second set of small platforms comes after the next island. Jump off the first two platforms and skip the third by jumping to the right. Grab the dragonfly beyond the third while falling. A lone dragonfly on the final island marks the end of the course.

Two-Player Mode

The first player to complete the course is the winner. Look for spots to shave a second or two off your time. Whoever runs the cleaner race is more likely to win.



Gloomleaf Arena (1P Only)



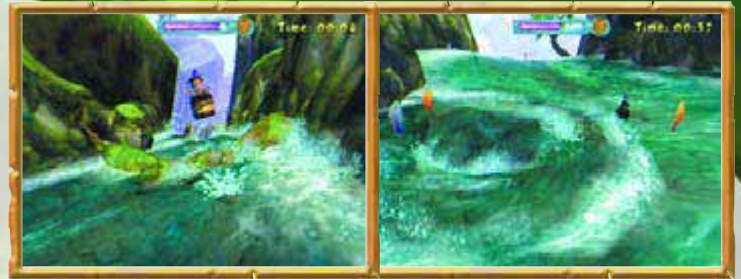
Can you survive in the Gloomleaf Arena for at least five rounds? This is similar to the arena found in the main game, but with a different set of enemies. There are Woodies, Woody Shamans, and Woody Warriors in different combinations.

Fight them just as you would in the main game.

This Dinky Game is simple until the fifth round. Defeat the Woody Shamans that appear, and then the rest of the enemies, starting with the Woodies and finally, the Woody Warriors. In the fifth round are two Woody Shamans. Demolish a few of the Woodies and then a Woody Shaman. Juju Run across the arena and stun the second Shaman from a distance to keep it from reviving the first. Once the two Shamans are gone, the rest is simple.

Between rounds there may be something similar to a mana sphere that appears in the center of the arena. Don't pick it up right away. This is no normal mana sphere. Wait for the three-second countdown to finish and then grab it. The sphere increases your speed and attack power for a short time. Use it wisely to demolish as many enemies as possible and distract any Woody Shamans that may have appeared.

Barrel Blitz (1P Only)



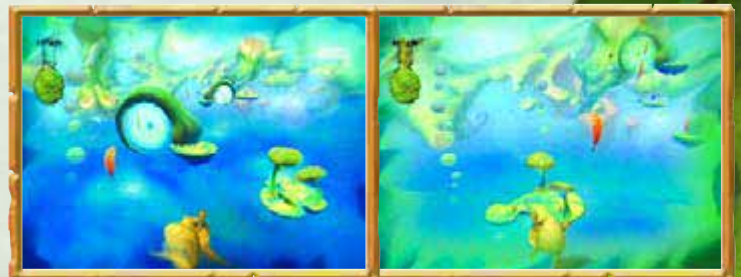
Conquer Bedlam Falls by keeping the flimsy barrel intact to the very end. Guide the barrel past the obstacles and jump over or duck under those that can't be bypassed. Collect feathers along the way to restore your character's health and avoid being dumped in the river.

The level starts off easy. Weave between rocks and hop over logs and small rocks in the water. Duck under the logs that are raised above the water.

Whirlpools begin to appear. Stay away from them—they hurl the barrel into the walls or suck your character under the water. Try hard to steer around the rocks on the big waterfall. There's no jumping while falling down the waterfall, so dodging back and forth is the only way to avoid destroying the barrel. The river narrows and some of the limbs become breakable. Don't be fooled. The breakable limbs still damage the barrel.

Hop over them or go under, but don't go through unless you're looking to collect an item. The end of the ride is very near. Just hang in there.

Glide Ride (1P Only)



Glide over a long course as a squirrel by passing through a series of gates that

increase your speed. Run up to the squirrel totem and transform, then jump off the island and begin to glide toward the first gate.

A long line of feathers leads from the first gate to the very end of the course. Attempt to stay in that line. Not only does it make it easier to find the next gate, but it also keeps your character's Juju Power full. Your character transforms back to normal if the Juju Power meter runs dry, so grabbing feathers is essential.

Passing through the gates is one of the harder parts of this challenge. They propel you forward with a burst of speed that makes it easier to climb higher and reach the next gate without stalling, but the sudden speed burst can make it difficult to turn for a moment. Plan ahead. Angle into the gates so that your character exits in the desired direction.

There are Blobby power-ups and Spiked power-ups along the course. The Spiked power-ups reduce your Juju Power, but the Blobby power-ups restore it. Avoid these power-ups. They aren't necessary and they sit away from the line of feathers. Stick to the row of feathers and your character has all the Juju Power necessary to make it to the end.

Flea Flyer (1P Only)



Toss Jibolba onto skunks to score points. You must score at least 50,000 points in 1 minute. Each skunk has a colored scent emanating from its backside. The color of the scent determines the skunk's point value. Red

skunks are worth 5,000; green 7,500; blue 10,000; and yellow, 20,000. Purple skunks subtract 10,000 points from your score.

Watch the skunks carefully. Target skunks that are sitting still, rather than those that are running around. Aim for yellow and blue skunks first to get points quickly, but don't turn down red and green skunks that are sitting close by. Try to hit the skunks closest to the front to save some time. It takes too long to toss Jibolba to the very back.

Beware of the frog roaming the course; it swallows Jibolba whole if he gets too close. When you find the frog, keep an eye on it. There's a good chance it won't be a factor, but don't keep feeding it once it's found.

Chicken Tennis (2P Only)



A fence divides the playing field; each side has five chickens. Use the Thwark to smack the chickens over the fence and onto your opponent's side of the field. The loser's side is the one with the most chickens after 45 seconds.

The key is paying attention to which direction you're facing when striking a chicken. Always point toward the fence, or you just knock the chicken around on your own side. Also look for groups. Don't miss the chance to hit several chickens at once.

The Blobby power-ups dump a chicken on your opponent's side. Spiked power-ups drop a chicken on your side. Don't necessarily avoid the Spiked power-ups. When stomping an opponent it may be worthwhile to have one more chicken to hit over the fence.

Catapult Chaos (2P Only)



Woody Catapults make great hotrods. In this Dinky Game, the players race to complete five laps while avoiding obstacles and each other. There are boom dust barrels and wooden blockades scattered around the track. Avoid them as much as possible. The gates can be destroyed by the Catapult, but try to get around them and let your opponent deal with them instead of you.

Juju Power is very important in this race. A line of feathers loops all the way around the track. Hold the Juju Power button down and stay in the line of feathers as much as possible to keep refilling the Juju Power meter. With a bit of skill it's possible to turbo around the track, lap after lap.

Be cautious when getting in front of the second players. The Catapults can fire on each other. They can't be destroyed, but the shots knock the Catapults all over the track and it's hard to recover quickly from that chaos.



Watch for Blobby power-ups. They refill your Juju Power meter entirely. Spiked power-ups empty the meter completely, so avoid them whenever possible.

Dart Tomb Dodgem (2P Only)



In this unusual game, both players are on a stone slab with six switches built into the floor. The switches are blank at first and don't function. Arrows begin to appear on Player 1's switches. Stepping on a switch with an arrow causes a wall on Player 2's side to rise and shoot a barrage of darts. Player 2 must attempt to dodge the darts.

Player 1 scores a point if the darts hit Player 2, but some darts travel across the arena and can hit Player 1, giving Player 2 a point. After about 30 seconds, Player 1's switches go dormant and Player 2 gets a turn. The drill is exactly the same, but in reverse.

The goal is to fire as many darts at your opponent as possible while not shooting yourself. It sounds easier than it is. The best way is to step only on arrows that point up or down. Those that point sideways shoot darts across the arena. In most cases, two or three switches light up at a time. Try to hit all the up and down switches before they change, so your opponent can't dodge the darts easily.

Look for Blobby and Spiked power-ups. The Blobby power-ups light all of your switches at the same time. Juju Run over all of them to really bombard the opponent. The Spiked power-ups darken all of the switches on your side, so avoid them while running around.

Vine Climb (2P Only)

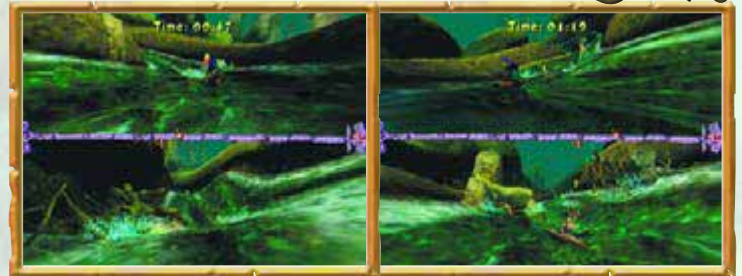
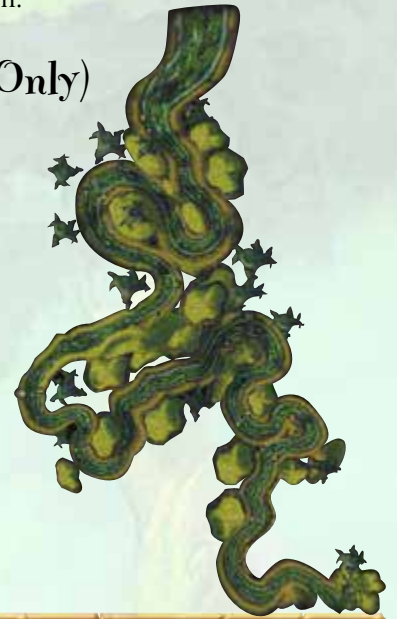


Two players compete to see who can collect the most feathers in one minute. In front of each player are three vines, with rows of feathers between the vines and on the outside. Watch out for the barrels that fall from the sky straight down the rows of feathers. One hit, and your player is knocked temporarily into the abyss below.

There are many different strategies for this game, but one seems to work best: Jump back and forth between the vines, grabbing feathers while quickly working your way to the top of each vine. The reason for moving to the top is that if you are hit by a barrel, there's a good chance you're forced straight down through the entire row of feathers below. Sometimes the feathers take too long to reappear. In that case, sacrifice yourself by diving down a line of feathers and into the abyss. When you reappear, all the feathers are restored.

Bloppy and Spiked power-ups float around the vines. The Bloppy power-ups cause additional barrels to fall on your opponent. The extra barrels fall down the vines rather than down the rows of feathers, so they're much harder to avoid. Grabbing a Spiked power-up dumps extra barrels on your own head, so avoid them.

Krash Course (2P Only)



Take a ride down Silverfin River once more, but this time without a health meter. The first kayak to reach the bottom wins. Push forward to go as fast as possible, and only worry about when to roll and when to jump. Leap over logs and rocks that sit in the water. Roll under logs and branches that are suspended over the water. Weave around everything else.

The race is easier in one way (you don't have to worry about destroying the kayak) but it's also harder because of the hurried pace. The main thing is to learn the course, so you can easily react to the obstacles as they appear.

Juju Potion Recipes

The following table provides all the Juju Potion recipes found throughout the game, and a few extras. To make them easier to find, each recipe is listed with its level and a general description of the area where it can be found. The recipe at the end of each potion can be entered into the game using the Universal Card in the Juju Potion menu (B = Bugs, M = Minerals, F = Fruits). Tak must possess the required ingredients before a potion can be created. Bugs, minerals, and food items can be found throughout the game and are marked on maps within this guide.

Juju Potion	Level	Area	Recipe
Flea Flyer Dinky Game	Wetstone Lake	Below squirrel to right of bridge.	22b/6m/17f
Tak 2 Opening Cinematic	Wetstone Lake	On ledge at top of first rope.	8b/2m/5f
Balloon Head Showdown Dinky Game	Dream's Return	On ramp just before Nightmare Thorns begin to appear.	48b/62m/19f
Tak's Feather Color	Dream's Return	Under a tree behind the "Combo Attack" Blobbies.	4b/9m/23f
Vine Climb Dinky Game		After releasing the first beaver, follow it to the water and have Jibolba bite it. Cross the bridge to find the recipe.	8b/1m/37f
Lok Character in Dinky Games	Greenheart Forest	On wooden platform at the beginning of the magic stone quest.	2b/2m/5f
Increased Mana Magnet	Tower Approach	Behind the right tree at the start of the level.	3b/27m/31f
Gloomleaf Arena Dinky Game	Woody Arena	On the circular beam at the top of the room.	68b/13m/8f
View Commercials	Gloomleaf Swamp	Take a boom dust barrel from the first group to the end of the right path and destroy the wooden wall.	6b/16m/6f
Barrel Blitz Dinky Game	Gloomleaf Swamp	Defeat the Woody Warrior and pass through the gate behind it.	1b/105m/81f
Game Music	Pandemonium Gates	Ride to the end of the thin path off to the left side of the final gate.	14b/17m/7f
Catapult Chaos Dinky Game	Pandemonium Gates	Hanging over the pits after the second gate. Jump the edge of a pit with some Juju power to reach it.	103b/33m/20f
New Particle Effects	Skyrock Crater	Get a swarm from the first active beehive and follow the feathers off the cliff and around the corner to a hidden beehive. Bounce on the bear to reach the cave where the recipe is hidden.	31b/18m/2f
Krash Kourse Dinky Game	Skyrock Crater	Enter the cave at the top of the gears and platforms near the end of the level. Defeat the three Woody Shamans to uncover the hidden recipe.	5b/41m/41f
Chuckin' Chickens Dinky Game	Planetarium	Drop off the ledge next to the cannon at the first globe to find a hidden ledge.	18b/71m/50f
Sound Effects Set 1	Planetarium	On a platform overlooking the final power tube puzzle.	4b/55m/36f
Dart Tomb Dodgem Dinky Game	Pachyderm Shrine	Ride the vine to the left of the drawbridge at the start of the level.	83b/43m/142f

Juju Potion Recipes (continued)

Juju Potion	Level	Area	Recipe
J.B. Character for Dinky Games	Pachyderm Shrine	After passing through the first pachyderm head, look for a tunnel below and to the right. Follow this alternate path to the end to find the recipe.	16b/19m/38f
Pictures of the Tak Suit	Pachyderm Shrine	Look for a large alcove near the second gate after the snowy ledge.	11b/4m/17f
Glide Ride Dinky Game	Gyre Mountain	The recipe is located on the ledge next to the second squirrel totem that Tak encounters.	131b/61m/179f
Fauna Character for Dinky Games	Gyre Mountain	Look for the recipe near a squirrel totem at the end of the level.	44b/13m/0f
Chicken Tennis Dinky Game	Hotfoot Springs	Climb the wooden stairs near the Juju Shrine and hop across the wooden structures at the top.	202b/17m/203f
View Concept Art	Hotfoot Springs	Transform into a boar and bust down the wooden walls near the Juju Shrine to locate the recipe.	30b/37m/51f
Frog Derby Dinky Game	The Wanderlands	Drop from the top of the dome and glide to the right as Tak passes through the hole in the roof. The recipe is on a high ledge between two animal totems.	281b/62m/149f
Dead Juju Character for Dinky Games	The Wanderlands	Ride the rock slide off the main area to reach a section with several air jets. Ride the air jets in squirrel form to find the recipe over the squirrel totem on the ledges to the right.	55b/171m/35f
View <i>Tak 1</i> Game Cinematic	The Wanderlands	Chase the exit rift into the cave and take the first right after the boar totem.	30b/21m/88f
View <i>Tak 1</i> Opening Cinematic	N/A	N/A	18b/29m/52f
Snowboard Air Time Dinky Game	N/A	N/A	233b/127m/204f
Tlaloc Character for Dinky Games	N/A	N/A	99b/363m/2f
Sound Effects Set 2	N/A	N/A	7b/47m/30f

