

Detailed maps
for all worlds

TAKK

and the POWER
of JUJU



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PRIMA'S OFFICIAL STRATEGY GUIDE

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For Billy, Kayla, and Nikki



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Introduction

A Hero in the Making

Oh great and powerful Juju, it is wise that you've chosen to read the great works of Jibolba, shaman of the Pupanunu people. Within these pages is the knowledge you need to recover the stolen Moonstones and restore the power of the Moon Goddess. But maybe I'm getting ahead of myself.

Throughout the history of the Pupanunu people, prophecy states that something terrible would happen to the great Moon Juju. Tlaloc, an evil shaman who practices bad Juju, was not chosen by the High Council to be the tribe's shaman. So, one night, he crept into the Temple of the Moon and stole the Moonstones from the Moon Goddess. The first thing he did was to cast a horrible spell, turning many of the Pupanunu people into sheep! My meager powers were able to keep only a few from being transformed. But this is only the beginning of Tlaloc's terrible plan.

Our people's prophecy also foretold of a great warrior who would save the Pupanunu people and the Moon Goddess. We have such a warrior. His name is Lok. Unfortunately, Lok has suffered from the same curse as most of the Pupanunu people. This is where you come in.

Oh mighty Juju, you must use your powers to help a young boy named Tak recover the items I need to transform Lok back into the mighty warrior he is, so that he might save the Pupanunu people. Tlaloc must be stopped before he destroys the Moon Goddess!

Learn some shaman basics in the "Becoming a Wild Child" section. I've tried to help you prepare for some of the friends and foes you'll meet in your quest in "The Good, The Bad, and a Bunch of Sheep" section.

Finally, I've outlined all of the areas to which you must travel with Tak in "The Tale of Tak's Adventure" section.

Follow these words closely, oh powerful one, and protect Tak on this journey.

The Pupanunu people are depending on you!



Becoming a Wild Child

Even the most powerful warrior needs some help, and that's what this chapter provides. You'll learn about all Tak's abilities and all the items he can find and use in his quest to save Lok and the rest of the Pupanunu people. You'll find some of this information covered in detail in Tak's Training.

Tak's Moves

Tak must perform a variety of actions during his travels. Learn these actions well so they become second-nature to you.



BASIC BUTTON CONFIGURATIONS

Button Action	PS2	NGC
Use/Aim	▲	Y
Attack/Action	■	B
Jump	×	A
Juju	●	X
Toggle Weapon	R1	R
Shift	L1	L
Scroll Juju Powers	L2/R2	Z+L/R

BASIC MOVES

Move	PS2 Controls	NGC Controls
Running	Directional Button or Left Analog Stick	Directional Button or Control Stick
Double Jump	Tap × twice	Tap A twice
Normal Jump (while holding staff)	Hold L1 and press ×	Hold L and press A
Somersault Jump (while holding Spirit Rattle)	Hold L1 and press ×	Hold L and press A
Climbing Ropes	↑ or ↓ with Directional Button or Left Analog Stick	↑ or ↓ with Directional Button or Control Stick
Swinging on Ropes	Hold ■	Hold B
Let Go of Rope	×	A
Aim and Fire Blowgun	Tap ▲ to activate, then use Directional Button or Left Analog Stick to aim, then press ■ to fire	Tap Y to activate, then use Directional Button or Control Stick to aim, then press B to fire
Jump on or off an Animal	▲	Y
Use an Item or Object	▲	Y
Place Object on Ground	▲	Y
Aim and Throw Object	Hold ■ and adjust aim with Directional Button or Left Analog Stick, then release ■ to throw	Hold B and adjust aim with Directional Button or Left Analog Stick, then release B to throw
Swimming	Directional Button or Left Analog Stick	Directional Button or Control Stick
Jumping out of Water	×	A

Sandboarding and Snowboarding

In addition to the basic moves, there are special sandboarding and snowboarding moves that Tak must know to get through Powder Canyon and Numa Dunes. Practice these moves to become proficient in the courses and snatch all the goodies in these areas.





SNOWBOARDING AND SANDBOARDING MOVES

Move Name	PS2 Controls	NGC Controls
Ollie (preload Jump)	Hold X then release	Hold A then release
Drift Left (while airborne)	L2	L
Drift Right (while airborne)	R2	R
Carve	Left Analog Stick	Control Stick
Grab	■ + Directional Button/Left Analog Stick	B + Control Stick
Grind	▲	Y
Turbo (when Turbo Meter is full)	R1	Z
Flips	↑ or ↓ with Left Analog Stick	C or C with Control Stick
Spins	← or → with Left Analog Stick	C or C on Control Stick

You can find the Sandboard very near the tram that takes you to Numa Dunes. You'll get the Snowboard once you retrieve the items the Caged Juju in Mountain Top asks you for.



Chicken Suit

In Chicken Island West, the Two-Headed Juju will help Tak by supplying him with a Chicken Suit. The Chicken Suit will allow Tak to glide over watery areas and reach other islands. Tak must use a nearby port-a-john to change in and out of his Chicken Suit—a small price to pay for something this valuable. To flap your chicken wings, simply press the Action button.

Tak can lay a few egg bombs while airborne. Dropping egg bombs can quickly clear an area of those pesky Nerbils. To lay an egg while airborne, press the Action button.

Tak's Items

Tak finds (or fights for) many useful items throughout his adventure. This section teaches you how to get and use them.



Club

Tak starts the game with this item. It's not great, but it's not bad either. Once you acquire the Spirit Rattle, you will no longer have the Club. To use the Club, simply press the Attack button.



Staff/Blowgun

The Staff is the second item Tak acquires. Even after obtaining the Spirit Rattle, Tak needs the Staff throughout his quest. With it, you can target enemies at a distance and fire acorns at them. To use the Staff as you did the Club, press the Attack button. To use the Staff as a Blowgun, first press the Use button to raise the Blowgun to look through, move the Left Analog Stick to get an enemy within your sights, and then press the Attack button to fire regular acorns and Fire Acorns.

Spirit Rattle

This powerful item is extremely effective against the enemies you will encounter. Also, Tak must have the Spirit Rattle in his hand in order to use the Juju Powers he acquires during his adventure. To use the Spirit Rattle against an enemy, simply press the Attack button. After you obtain the Spirit Rattle, you'll no longer have the Club.

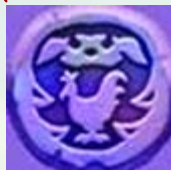


Magical Juju Powers

These powerful items aid Tak in his quest to rescue the Pupanunu people. You should try to find all of these Jujus. Each has a different type of power and can make the difference between Tak's success or failure. Most of the Jujus require feathers before you can use them. If you don't have enough feathers, you can't use their power.

Conversion (150 Feathers)

Use this Juju to convert a nearby Nerbil into a chicken.



Mana Magnet (0 Feathers)

Red and Orange Feathers are attracted to you and come running.



Stunner (20 Feathers)

This Juju stops multiple enemies in their tracks for a short period of time, giving you enough time to whack them.



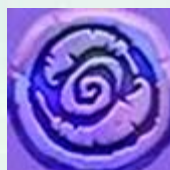
Crazy Feet (1 Feather)

This magical Juju Power allows Tak to run at superhuman speed.



Mana Pouch (0 Feathers)

This magical Juju Power lets Tak carry more Mana.



Summon Coconut (250 Feathers)

This magical Juju Power can conjure a Fire Coconut from thin air. Now you can throw one very nasty flaming coconut at somebody.



Eagle Eye (0 Feathers)

This Juju lets you use the Blowgun as a telescope and zoom in on targets.



Restoration Dance (75 Feathers)

This magical dance of total Health heals all damage and restores Tak's Life Feather.



Summon Melon (50 Feathers)

Need a melon? The Summon Melon Juju will summon a melon from thin air whenever you need one.



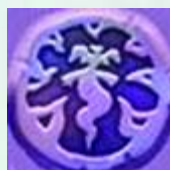
Juju Compass (5 Feathers)

Watch your Life Feather when you use this Juju. It will point in the direction of the closest magical item.



Spirit Call (0 Feathers)

If you already have Spirit Sight, use this Juju to more easily attract any nearby Nerbil spirits.



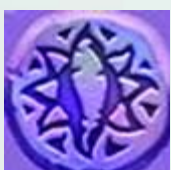
Thunder Strike (50 Feathers)

A swing from your Spirit Rattle delivers explosive power, inflicting major damage caused by a rattle strike.



Longer Life (0 Feathers)

Find this rare magic and you can take more damage. You don't have to summon this Juju. This power stays in force from the time you find it.



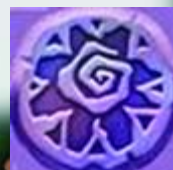
Spirit Sight (0 Feathers)

Use this to steal Mana from a defeated Nerbil by capturing its spirit. Jump quickly to catch the spirit as it rises.



Warp Mastery (0 Feathers)

This magical Juju Power allows Tak to warp between any two Warp Portals.



Spirit Strike (150 Feathers)

This magical rattle power will shock multiple enemies with a fierce lightning arc.





Other Important Items

It's going to take more than Jujus to help Tak rescue the Pupanunu people. Some of these items you can find just about everywhere, but others can only be found in very specific places. Some items are plentiful, while others are rare. Whether a little or a lot, all have a purpose and all are useful to help you achieve your goal.

Feathers



To use your Juju Powers, you must collect feathers. Collecting feathers adds to your Mana total. You can hold no more than 2,000 feathers. The different colors represent the different amounts of Mana and Health Tak will gain.

Feather Color	Effect
Small Purple Feather	Gives Tak one Mana and increases his Health slightly
Orange Feather	Worth three Mana and increases Tak's Health moderately
Blue Feather	Is worth ten Mana and gives Tak a slight Health increase
Gold Feather	Restores Tak to full Health



Gold Teeth

To open the Warrior's Tomb, Tak must find the four Gold Teeth in the Burial Grounds. You can only pick up one Gold Tooth at a time.



Magic Acorns

Acorns are the ammunition for Tak's Blowgun. Fire Acorns can cause even more damage. You may not be able to defeat large enemies with acorns, but you may be able to knock a few off their feet. Use this item to help defeat enemies at a distance or to encourage sheep to power the treadmills. Fire an acorn at a monkey in a tree, and the monkey will throw a coconut at you. Better have an enemy or two between you and the monkey so you're not hit!



Magical Nubu Plants

There are 12 of these Magical Nubu Plants in the first half of Tak's adventure. Defeating these powerful plants rewards Tak with an item he needs to help his friend Lok out of his sheepish situation.



Moonstones

These magical Moonstones give the Moon Juju her power. The Moonstones were stolen by Tlaloc and must be recovered as soon as possible!



Piñatas

Jump and bash to open these hanging holders of feathers and sometimes foes. In some areas, you may even find a Yorbel inside!

Pots

Bash all the pots you find in every area. Sometimes you'll get feathers, but other times you'll find a Nerbil lurking within.



Becoming a Wild Child



Tiki

You must find the Tiki in certain areas to summon the resident Juju. When you find the Tiki, it must be placed in the Tiki Shrine.



Tiki Shrine

After you get the Tiki, place it in the Tiki Shrine to summon a powerful Juju to help you in your quest.



Warp Portals

To activate the Warp Portal, press the Use button and Tak will be transported back to his village or areas Tak has already visited using the Warp Mastery Juju power.



Yorbels

Tak must collect 100 Yorbels to assist Jibolba in his resurrection spell to save Lok. You cannot gather the Yorbels until after you have the Spirit Rattle.

Getting Around

To reach some areas, Tak must use a tram, elevator, or even a balloon! To use these machines, press the Use button.

Machine Type	Found In	Takes Tak To
Chicken Balloon	Tak's Village	Chicken Village
Tram	Tak's Village	Dryrock Canyon
Grass Elevator	Tak's Village	Upper Tree Village
Tram	Upper Tree Village	Mountain Top
Ski Lift	Chicken Island	Mountain Top
Snowboard	Mountain Top	Powder Canyon
Tram	Tak's Village	Numa Dunes (Sandboard Required)



Tak's Objectives

From the moment Tak accepts his quest to save Lok, he has objectives. To view Tak's objectives, press the Select button or the [Z] button + Directional Keypad. You can scroll through the objectives for each area by pressing the Directional Keypad left or right. Referring to the Objectives screen often helps keep you on track, and lets you know what you have and what you still need to accomplish.



The Good, the Bad, and a Bunch of Sheep

Tak not only has a powerful Juju (that's you, by the way) accompanying him on his adventure, but he'll encounter others who will lend a hand, too. Of course, he'll need all the help he can get to defeat the baddies who will do everything they can to stop Tak in his tracks. This chapter introduces you to the allies and foes you'll encounter in your travels.

The Good

Tak

With the resident hero out of commission, the future of the Pupanunu people lies with Tak. With your help, Tak must find new areas, gather different items for Jibolba, and defeat the evil that is Tlaloc! Tak needs a lot of help in his quest, and everyone's counting on him. He must gather the materials needed by Jibolba to resurrect Lok, the great warrior, so that Lok can battle the enemies of the Moon Juju.



Flora

Flora is a Juju who guides Tak throughout his adventure. Flora shares information about all the new areas that Tak enters. She also provides very useful hints that help Tak solve puzzles and get through some very creepy areas.



Jibolba

Jibolba is the powerful shaman of the Pupanunu people. Knowing the prophecies of the Pupanunu, Jibolba helped prepare Lok to become the great warrior he is. With Lok out of commission, Jibolba must rely on Tak to save the village. Jibolba tells Tak what he needs to do to complete his quest.



Lok

The would-be hero of the Pupanunu people, Lok trained most of his life for the trials that would face his village. Unfortunately, he's now under the spell of Tlaloc and can't do much to help his people at the moment. Tak must help Jibolba resurrect Lok so that Lok can fulfill his destiny.



Moon Juju

The Moon Juju is the great goddess of the realm who protects all of the Pupanunu people from evil. The Moonstones are the Moon Juju's source of power. However, Tlaloc has stolen the Moonstones. Tak must get them back to save the Moon Juju and the Pupanunu people.

The Bad



Tlaloc

The big evil, the bad guy, the really rotten shaman. Well, you get the idea. Tlaloc is just plain bad. Mad because the Pupanunu people chose Jibolba over him at the tribal council, Tlaloc decided to steal the Moon Jujus' Moonstones and cast an evil spell on the Pupanunu people. All but two fell under Tlaloc's awful spell. If Tak doesn't stop him, things are only going to get worse.



Pins and Needles

The yin and yang of badness, Pins and Needles are Tlaloc's muscle. Not that they're very effective, but they certainly do try to put a snag or two in Tak's quest. Even though they don't have much sense, you shouldn't underestimate them. These two are anxious to serve Tlaloc and will do whatever is necessary to make him happy.



The Nerbils

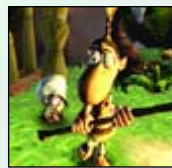
Nerbils are the primary enemies you'll encounter as you travel throughout the world. Tak's items help to keep these mini-monsters in line, but be careful when there are several of them around. Things can quickly turn ugly. There are different types of Nerbils in the world. Some will throw coconuts at Tak and some can fly. Others, like the Big Blue Nerbil, have an electrical attack that can knock our hero flat! Keep your guard up and your Spirit Rattle handy to flatten these creatures as soon as you see them!



Plants

This is definitely not the kind of plant you want to bring home. These man-eating monsters are just chomping at the bit to take a bite or two out of Tak! Keep your distance from these creatures and attack with caution.

Guards



Guards are commonly found performing their duties in front of some areas or, in the case of the areas where you find the Moonstones, just about everywhere! Don't let these wandering worriers catch you, or Tak will go flying.



Rams

Rams are really cantankerous and will headbutt anyone who gets too close to them. To pass by them safely, set a melon nearby to lure them away.



Helpful Animals

As you move through the game, you will find animals that will help you get around or reach places you may not be able to reach on foot. Learn how and when to use these animal friends to accomplish your goals.



Sheep

Docile and a little skittish, the sheep are a favorite projectile of the orangutans. The sheep are generally used to power the treadmills you'll find throughout many areas. If you see an empty treadmill, somewhere nearby is a sheep just waiting for the chance to be put to work.



Looptail Monkeys

Found in the tops of some trees, the looptail monkeys are great helpers, though they don't know it. Lob an acorn or melon at these mischievous monkeys and they'll throw a coconut at whatever creature is closest to them. They may be able to fly through the trees with the greatest of ease, but they can't see much! Monkeys are very useful for moving orangutans to different trees and motivating sheep. They're also great at ridding areas of groups of Nerbils. Just don't get on their bad side.



Chickens

Generally, chickens just mind their own business and peck at the ground. But, sometimes, you can use chickens to hold down floor switches, keeping certain doors open. Of course, you may have to smack them around a bit to get them to help, but it's all part of the job. Just don't get around them with an egg in your hand. Chickens are very protective of their eggs!



Rhino

This powerful creature can bash down walls and knock over things with its powerful horn. Use the rhino whenever you need to clear a path.



Emu

You'll have to convince the emu to help before it will give you a ride. Shoot the emu with your Blowgun and it will stick its head in the ground, giving Tak the opportunity to jump on its back. The emu is harder to control than the rhino, but it runs fast and can jump gaps, enabling Tak to get to hard-to-reach spots.



Orangutan

These large primates can propel Tak to high ledges. As the orangutan pulls down a banana tree to enjoy the fruit, Tak can stand on the leaf and get a free ride to other areas within the zone. Lure orangutans to other banana trees with the help of a melon or a nearby monkey.

The Jujus

The power of the Jujus will help Tak complete his quest, though not all of them are happy about it. To summon the Jujus you must first find their Tikis. Each Juju will help Tak in a different way.



Dinky Juju

Dinky Juju is one of the first Jujus Tak will summon. This pint-sized ball of attitude can be found in Tak's Village and will show Tak the way to Numa Dunes.



Dead Juju

Lots of people like parties, but this Juju is party central! Always out for a good time, you can catch Dead Juju planning social engagements in the Burial Grounds and again in Spirit World.



Caged Juju

This creepy creature is in a cage for a reason! Though he will assist Tak, he doesn't do it out of the kindness of his heart. There's going to be a price to pay, you can bet on it! Summon the Caged Juju in Upper Tree Village and again in Mountain Top.



Two-Headed Juju

This Juju disproves the old adage that two heads are better than one. The Two-Headed Juju will help Tak out in Chicken Island, Chicken Island West, and Dryrock Canyon.





Lok's Training

Learning the Basics



Before Tak begins his adventure, Jibolba asks Flora to teach Tak the basics of fighting and exploration. Follow her lead to learn all you need to know about the basic controls and some of the objects you'll encounter during Tak's adventure.

Jumping

The first lesson is jumping. To jump, press the Jump button. Press the Jump button a second time while you're in the air to perform a double jump. Use the jump command to leap onto the platforms in the path and over the fences to the next lesson.

The Camera

It's sometimes advantageous to shift the camera view manually, so you can better see around Tak. Use the right stick to shift the camera view at any time. For this lesson, simply shift the camera view so you can see Flora floating behind Tak.

Interacting with Animals (The Rhino)

Tak encounters many different animals during his adventure. Some of these animals can assist Tak by helping him reach new areas and by dispatching enemies. Each animal interacts with Tak in a different way. In this case, Tak must interact with a mighty rhino in order to progress. Jump onto the rhino's back or stand next to it and press the Use button to mount the beast. Rhinos are powerful and fast. While you're on the rhino's back, give it a swat with your club by

pressing the Attack button to make the rhino run faster. Its massive girth allows it to plow through the barricades in the path. Ride the rhino to the end of the valley.

After you clear the path to the valley's end, you can always run Tak to the beginning of the course and break any pots or piñatas you may have missed on the way. Collect all of the feathers from the items and return to the end of the valley.

NOTE

Not all objects can be broken. If a rhino runs into an unbreakable object, such as a wall, it'll come to a sudden stop and Tak will be thrown from its back.

Door Switches

There are locked doors throughout the world. Open the doors by triggering nearby switch plates (walk on the plates to activate them) found on the ground.



Throwing Objects

Tak can throw any object he can pick up and hold. In this case, Tak finds a melon plant. Walk over a melon to pick it up and then face the three targets in the distance. A magic swirl will appear on the target you're facing. To switch targets, adjust your view so Tak is lined up with another target. Once the swirl appears on a target, press the Attack button to throw the melon. As long as the path between Tak and the object is clear and the target doesn't move, the melon will make contact. Go ahead and destroy all three targets and then hop onto the platform to the right.



Ledges

Sometimes during a jump, Tak will grab a ledge. When Tak grabs a ledge, he can pull himself up by pressing the Jump button. If he's carrying anything when he grabs the ledge, it is automatically dropped. Grab the ledge and pull Tak up to the next area for his next lesson.



Interacting with Animals (The Monkey)

Looptail monkeys are mischievous little primates. Most of the time they just hang out in trees and scratch themselves, but toss a melon at them or shoot them with an acorn and things get ugly. Monkeys don't like to be hit. They always catch objects thrown at them and immediately throw them back. However, monkeys have terrible vision. They'll always toss the object back at whoever is closest to them (maybe even another monkey). In this case, pick up a melon and throw it at the monkey in the nearby tree. Quickly run away and the monkey will throw the melon back at you. When the chicken is hit, it will move—and the door to the next lesson will open.



the melon at the chicken sitting on the ledge next to the tree. If you don't move, the monkey will throw the melon back at you. When the chicken is hit, it will move—and the door to the next lesson will open.

Feathers

In the next cave, you find several feathers floating in the air. Feathers are important because they restore Tak's Health and act as Mana for casting magic later in the game. There are four types of feathers. The Gold Feathers with a curl at the top are Health Feathers. Gathering one of these will completely restore Tak's Health. The large and small Purple Peathers are both Mana Feathers. The Blue Mana Feather gives Tak ten Mana points; the small one provides just one Mana point. The Orange Feather provides three Mana points and restores five points of Health. Collect as many feathers as possible; you'll need the Mana later in the game.





NOTE

Notice that Tak wears a feather on top of his head. This feather acts as Tak's health meter. If the feather turns completely purple, Tak will be incapacitated and be forced to repeat some of what he's done. Collecting Yellow or Yellow-and-Red Feathers will restore a bit of Tak's Health. The large, Yellow Health Feathers are the best because they completely restore Tak's Health. The Yellow/Red Feathers provide about 5 percent Health.

TIP

You can find feathers just about anywhere. Many are found in the open, but others appear when an enemy is defeated or when an object is broken.

The Club



Tak's beginning item is a wooden Club. It isn't powerful, but it's better than nothing. To swing the Club, press the Attack button. Tak can perform quick three-hit combos with the Club if you rapidly press the Attack button three times. As Tak's adventure continues, he'll find more powerful items. Give the Club a try by smashing the pots found on the path. One pot contains a Nerbil, the most common enemy in the game. Pound the Nerbil with the Club to defeat it. When you're done, hop across the log and move on to the next lesson.

Interacting with Animals (The Orangutan)



Orangutans are very helpful creatures. They sit under trees all day, eating bananas. When they pull bananas from a tree, they bend the tree, creating a catapult. To take advantage, stand on the tree leaves; when the orangutan releases the tree, Tak is thrown into the air and over to a small island. Try it now to reach the next lesson.

Ropes



Tak often must use ropes to cross gaps or reach high places. To grab onto a rope, simply jump onto it. Some ropes are stationary, but the ropes in this lesson swing. Press and hold the Attack button to swing the rope, then press the Jump button to leap from the rope to the ledge on the other side. Tak also can climb up and down ropes when they're not swinging. You can use the joystick to change your view and to line up with the target ledge or any object you may be trying to grab.

Interacting with Animals (The Ram)



Rams are very territorial and will butt anyone who gets too close. Tak must find ways to sneak past rams while he's adventuring. In this case, a ram blocks the exit. If you approach the ram, it will hit Tak, knocking him over to a melon plant. Instead of being hit by the ram, hop up onto the nearby ledge with the melon plant. Pick up a melon and watch where the magic swirl appears. Place the melon on the ground near the ram, but not

too close. The ram should see the melon on the ground and walk over to eat it. While the ram is busy eating the melon, Tak can sneak past and go through the door to finish his training.

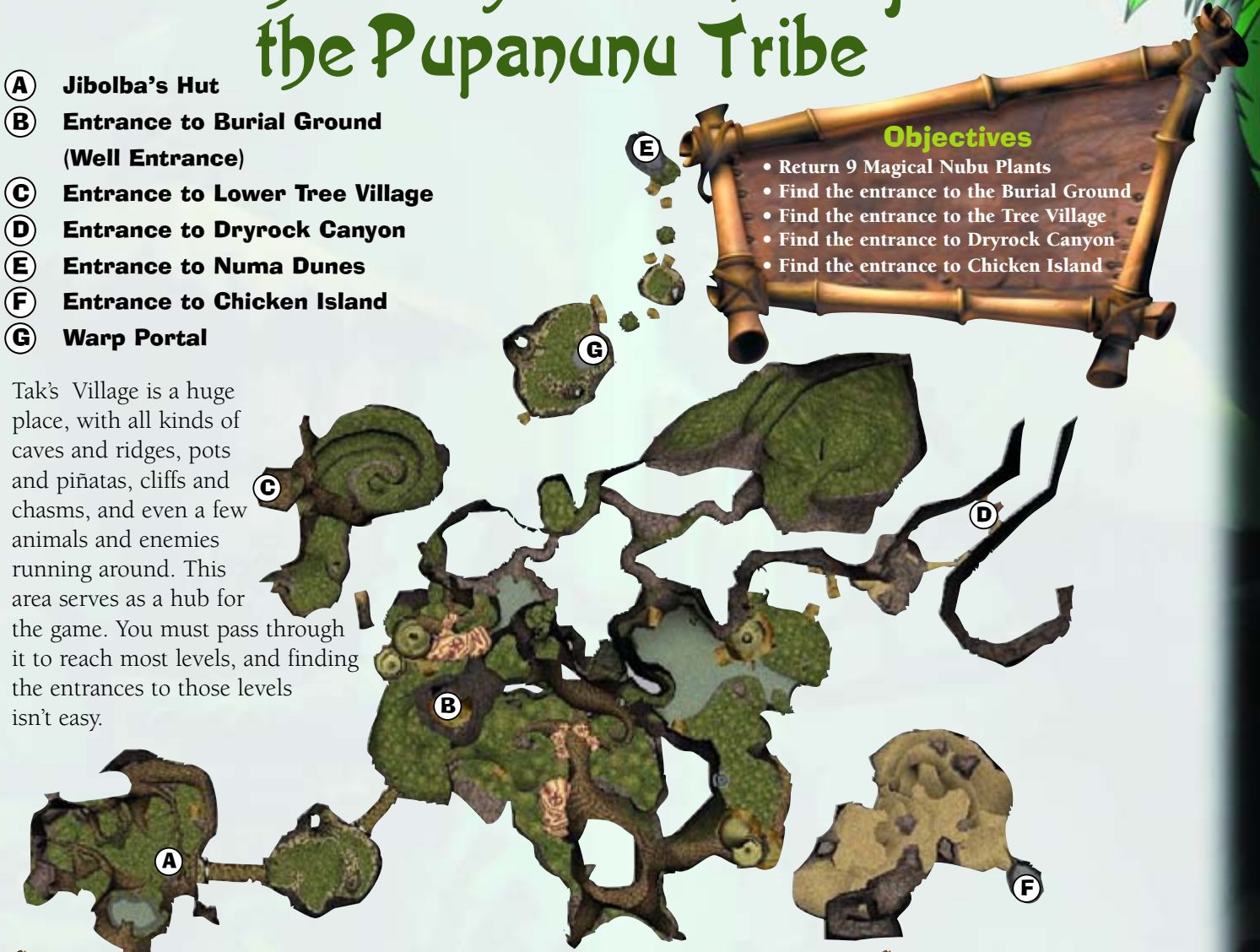
Congratulations! You've successfully completed Tak's training. Now it's time to head off on Tak's adventure, which begins in Tak's Village.

Tak's Village

The Holy Grounds of the Pupanunu Tribe

- (A)** Jibolba's Hut
- (B)** Entrance to Burial Ground (Well Entrance)
- (C)** Entrance to Lower Tree Village
- (D)** Entrance to Dryrock Canyon
- (E)** Entrance to Numa Dunes
- (F)** Entrance to Chicken Island
- (G)** Warp Portal

Tak's Village is a huge place, with all kinds of caves and ridges, pots and piñatas, cliffs and chasms, and even a few animals and enemies running around. This area serves as a hub for the game. You must pass through it to reach most levels, and finding the entrances to those levels isn't easy.



Find the entrance to the Burial Grounds. Flora leads Tak to the entrance—just follow her sparkles. She takes the longest path to the Burial Grounds, but also hints at a shortcut. The primary path is behind the well and down a path that

runs along the underground stream. Watch for Nerbils on the path. To speed things up, Tak can hop into the well in the center of the village and drop directly into the bone elevator.

There's plenty more to see in Tak's Village, but not right now. Tak needs the warrior's staff before he can explore the village. Break any pots you see to gather feathers, and don't be afraid to wander a bit. Note the hut near where you start. This is Jibolba's hut. Once Tak has gathered nine Magical Nubu Plants, he'll need to return here.

Burial Ground


Finding the Warrior King's Tomb

- (A)** Entrance to Burial Ground
- (B)** Warrior Tomb
- (C)** Warp Portal
-  Gold Tooth
-  Magical Nubu Plant



Tak's first step is the spooky Burial Ground. It's where many of the fallen heroes of Tak's tribe have been laid to rest. It's also where you locate the first of the Juju items, the Staff. The powerful and rather cranky spirit of the Warrior King guards the item in his tomb, and the tomb's entrance is locked tight. Tak must find a way to unlock the Warrior King's tomb so he can claim the Staff and return it to Jibolba.

TIP



Look for bone boxes and piñatas throughout the level. They can be found on the ground or hanging from a tree. Smashing them reveals feathers and sometimes even a Nerbil.



Opening the Warrior King's Tomb



The first objective is to open the Warrior King's tomb so you can retrieve the Staff and return it to Jibolba. As Tak enters the level, Flora points out the entrance to the tomb. Follow the trail of feathers down the platforms and straight across to a narrow path that leads back up. Be careful as you approach the step before the path. Three plants will appear as you draw near. They may not look tough, but these carnivorous plants can knock Tak out with just a couple of quick bites. Stay back a bit and wait for them to try to bite Tak, then quickly lunge forward and smack them with the Club. They'll fall with a single strike. There's also a Nerbil on the narrow path. It blends into the deep shadows, so keep your eyes open for any movement.

At the top of the path, hop up the steps to find a melon plant on the left and a feisty-looking ram on the right. You already know from the training level that rams aren't friendly. This requires a distraction! Grab a melon from the plant and place it a short distance from the ram to distract it while you go to the stairs behind him. Don't get too close, or the ram will strike before you can place the melon on the ground.

Climb up the steps to find the Warrior King's tomb and the first Gold Tooth. Pick up the tooth and then place it in any of the four statues on either side of the tomb's entrance by approaching a statue with the tooth. A magic symbol will light up over the tomb's entrance. To open the tomb, light up all four magic symbols by collecting and placing all of the teeth.

The Second Tooth



After you place the first Gold Tooth, the location of the second tooth will be shown to Tak. To get there, backtrack down the slope past the ram to the platforms leading to the level's start. To the left is a hanging torch and the bones of some ancient beast, which creates a path leading up to the second Gold Tooth. Hop onto the bones and follow them to reach the tooth, and then return to the tomb's entrance and place the tooth in one of the four statues. You're halfway there!

TIP

You can collect only one tooth at a time. If you attempt to reach the next tooth before you've returned the one you're carrying, you won't be able to find it. Return to the statues after collecting each tooth, and place it before you move on.



THE THIRD TOOTH



To reach the third Gold Tooth, jump over the edge past the ram. Go to the stone steps next to the narrow path leading to the area where you found the first two teeth. Instead of using the path, hop down the stone steps. At the base is a hanging torch on the left. Once you're standing near the torch, you'll see a feather sitting on a raised platform only a few steps away. Hop onto the platform, then leap from platform to platform to reach the rope in the distance. Beware of the three bone boxes before the rope. A plant is hidden behind them.

Jump onto the rope and swing to the platform with the third Gold Tooth. Return the tooth to the tomb's entrance and place it in a statue. Only one tooth left!

WARNING

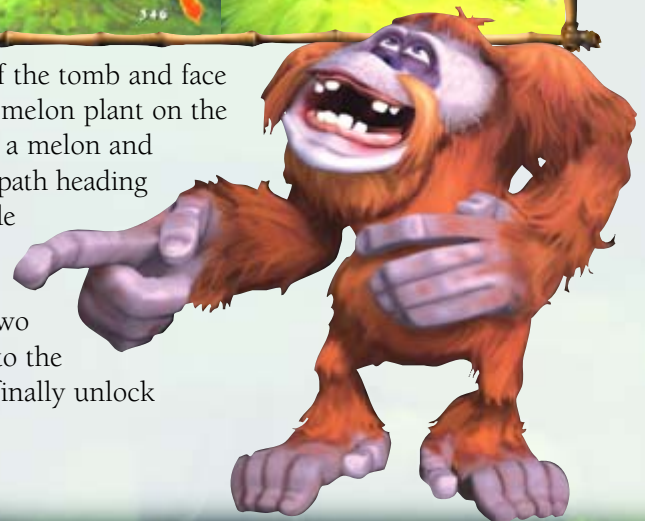
So long as a Nerbil is near, Tak will never be safe. Nerbils are excellent jumpers. Even when Tak is on a tall platform, Nerbils on the ground below can still reach him. Be ready to dodge any flying attacks, and never assume you won't be followed.

THE FOURTH TOOTH

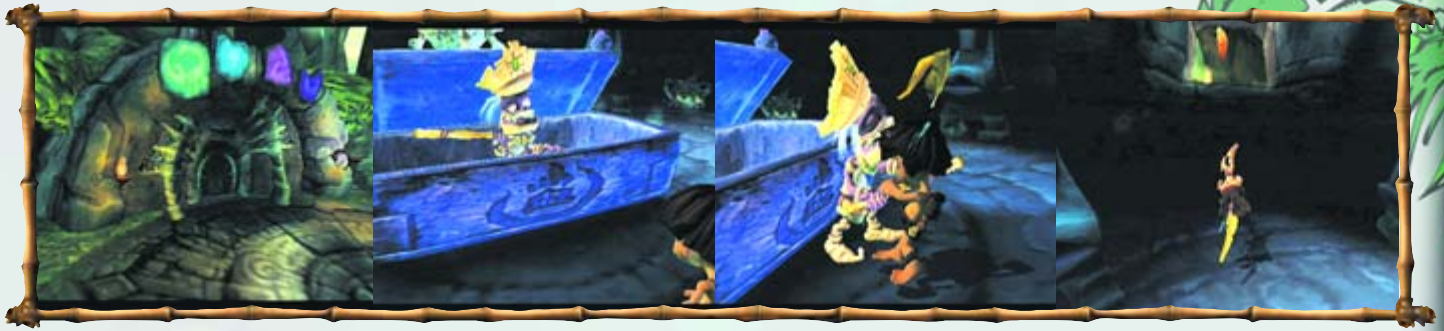


The fourth Gold Tooth is only a short distance away. Stand in front of the tomb and face away from it, then leap off the edge to the right so you land near the melon plant on the ledge below. The ram may be wandering this area. If so, quickly grab a melon and use it to distract the ram while you move on. As you land, you'll see a path heading to the right from the melon plant. Follow this path. There are a couple of plants and a Nerbil ahead, so be ready to swing that Club.

The path leads to a ledge, from which you can see the fourth tooth. Hop down the steps, onto the bone ledges, and across to the two rock platforms to reach the final tooth. Return to the Warrior King's tomb and place it in a statue to finally unlock the entrance.



GET THE WARRIOR'S STAFF



Once you've unlocked the Warrior King's tomb, go through the doorway to come face to face with the Warrior King himself! Though he isn't happy about it, the Warrior King allows Tak to take the Staff.

The Staff is a great new item. It's more powerful than the Club and can dispatch enemies with fewer hits. Tak also can use the Staff to vault himself up to higher ledges—equip the Staff before a jump, and you'll shoot higher into the air than normal to reach high ledges. However, you won't be able to double jump, so you'll jump higher, but it won't be as long as a regular double jump. Don't leave the tomb through the main entrance. Let's put that Staff to good use. Look for a window in the side of the tomb. Use the Staff to vault up and into the window, gaining access to the second half of the Burial Ground level.

Collecting the Three Magical Nubu Plants



The second half of the Burial Ground is where Tak will find the first three of the nine Magical Nubu Plants Jibolba requested. As Tak leaves the first tunnel and heads down the steps, he'll see the first plant sitting on a circular ledge. The plant seems dormant at first, but as soon as Tak gets close it springs to life and attacks.

Tak will have to defeat each plant first before he can collect it. Each of the plants attacks in the same manner, so the simple strategies presented here will work in every case. Once you've defeated one of the plants, you'll be able to defeat them all.

Use the Club instead of the Staff. Although the Staff normally causes more damage to enemies, it isn't any more effective in this battle and the Club makes it a bit easier for you to jump and dodge. However, you may want to switch to the Staff to deliver the final blow. Use the Staff to pole vault to the plant and attack! This powerful blow will be just enough to finish off the Magical Nubu Plant. You must hit each plant three times to defeat it. A Health meter for the plant will

appear at the top of the screen to make it easy to see how many hits remain. The first hit is easy. Just run straight at the plant and swat it with the Club. Then quickly turn around and run back to the edge of the circle. The plant may release a scream that sends a shockwave in every direction. If a shockwave hits Tak, it will knock him to the ground.

As the shockwave spreads, run and jump at the plant and attempt to hit it in the head. With a good jump and timing, the swing will land. If you miss, just stand at the plant's base and swing again to swat it in the side. Run back to the edge of the circle to wait out the next shockwave and then repeat the jump attack.

TIP

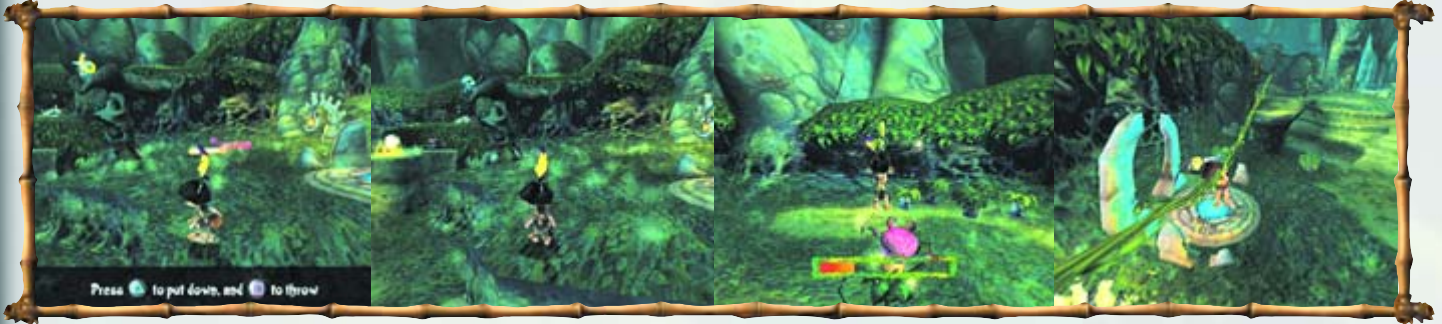
If your attacks are fast, the plant may not release a second shockwave. Check the plant's Health meter at the bottom of the screen so you'll know whether you hit the mark.

As you attack, the plant will try to hit you back by tossing seeds and sweeping the ground with its thorny vines. Run from side to side to dodge the seeds. When they hit the ground, the seeds will possibly produce small plants. They'll disappear shortly, or you can smash them to provide more feathers for Tak. To dodge the vines, hop over them. This is why we suggest jump attacks, since running up to the plant is difficult after the first hit. Your Staff will be very useful in avoiding those vines.



After you defeat the plant, Tak can collect a piece from the plant's mouth. Walk up to the plant to take the part and enjoy a quick celebration. There are still two plants to find in this level.

THE SECOND MAGICAL NUBU PLANT



The next plant is behind Tak. Look for a monkey in a tree next to a ledge covered in Nerbils. Near the ledge is a melon plant. Pick up melons and toss them at the monkey in the tree. The monkey will toss the melons at the Nerbils and thin out the pack, making it much safer for Tak to approach.

Once the way is clear, or at least nearly clear, hop over to the ledge and up to find the second plant. Defeat it in the same manner as the first. Then follow the feathers up the hill and use the vine to slide back to near the location of the first plant.

THE THIRD MAGICAL NUBU PLANT



Return to the area where the first plant is located. To the side is a small passage between rock walls. This passage leads to a melon plant and another monkey in a tree. Once again, use the melons to hit the monkey and then back off quickly. The monkey will toss the melons at the Nerbils on the cliff behind the tree. Keep tossing melons until most of the Nerbils are eliminated and then follow the path past the tree to find the last plant.

This battle is just like the other two. Defeat the plant and claim your prize. When you're done, backtrack to the first plant and head left to return to the first half of the level. Climb up the platforms to the bone elevator and head back to Tak's Village to find the next level, Tree Village.



Lower Tree Village

Finding the Entrance to Lower Tree Village

- (A)** Jibolba's Hut
- (B)** Entrance to Burial Ground
(Well Entrance)
- (C)** Entrance to Lower Tree Village
- (D)** Entrance to Dryrock Canyon
- (E)** Entrance to Numa Dunes
- (F)** Entrance to Chicken Island
- (G)** Warp Portal



The path to Lower Tree Village's entrance is easy to find. As you leave the Burial Ground and re-enter Tak's Village, head up the steps and back to the well in the center of town. Next to the well is a string of feathers next to a green sign that reads, "This way to Lower Tree Village." The path leads up an incline below a large hut. Follow the feathers and signs up a set of steps and then cross the spinning log to find a tall ledge. Now that Tak has the Staff, he can pole-vault onto this ledge. After launching onto the ledge, just follow the path directly to Lower Tree Village's elevator.



Lower Tree Village

Objectives

- Find the Juju acorn
- Collect 3 Magical Nubu Plants

Finding the Juju Acorn



Tak appears inside a huge tree with several sheep roaming nearby. Be sure to explore the fungi ledges inside of the tree to collect several feathers, and then look at the door next to a sheep standing on a small conveyor belt. This is known as a “sheep motor” and is used to make certain objects function. Whack the sheep with the Club or the Staff and the sheep will move the conveyor belt, causing the door to open.

Through the door, Tak finds an orangutan picking bananas from a tree. Hop onto the tree leaves and Tak is thrown to a far-off landing where an empty sheep motor awaits. Slide down the nearby vine next to the door and grab a sheep from inside the tree. Carry it out to the orangutan. He'll grab the sheep and launch it to the distant platform. Tak can place the sheep in the sheep motor and activate it with a swing of his Club or Staff.



Through the door, Tak enters a second large, hollowed-out tree. Hop across the fungi platforms and notice the sparkling item sitting on top of the highest platform. This is the Juju Acorn. Double jump or pole-vault onto the platform to collect it. Once Tak has the Juju Acorn in his possession, he can use the Staff as a Blowgun. Shooting acorns at enemies and animals does little more than annoy and stun them temporarily, but the Blowgun proves to be very handy in some situations. To use it, press the Aim button to see the world through Tak's eyes. A magic swirl will appear on the closest target. Change targets by looking around and centering the swirl on an object. When the target is highlighted by the magic swirl, press the Attack button to fire an acorn. The Juju Acorn provides an unlimited supply of Blowgun ammunition, so fire as many as you like.

To start putting the Juju Acorn to good use, stand on the edge of the platform and target the monkey in the tree below. Fire a few acorns at the monkey and he'll toss them at the Nerbils on the floor below. Once most of the Nerbils are gone, the monkey will toss an acorn at the sheep on the sheep motor above the door. Quickly leap to the ground and pass through the door before it can close. If it closes before Tak can get through, either shoot another acorn at the monkey or the sheep.

The First Magical Nubu Plant



A Entrance to Lower Tree Village
Magical Nubu Plant



Once Tak leaves the tree, Flora points out the location of the first of the three Magical Nubu Plants Tak must collect in this level. It's a good distance away and there's no clear path to reach it, but the yellow sign near the tree points to the right. Hop onto the ledge to the right, and Flora warns Tak that the odd object in the path is a Nerbil nest. Unless Tak smashes the nest with the club, Nerbils will continue to pop out of the nest all day. Give the nest a few good whacks and it should disappear.

Past the nest is an orangutan bending a tree. When Tak stands on the tree's leaves, he's tossed right back to the ledge where the Nerbil nest was located. You need to find a way to get the orangutan to switch trees.

Look in the two palm trees behind the orangutan to find a monkey. Stand back and shoot the monkey with an acorn. If you're far enough back, the monkey will hit the orangutan with the acorn. The orangutan will become furious and launch the monkey out of his tree and into the one on the left. Stand on the ledge where the Nerbil nest was located and shoot the monkey again. He'll throw the acorn at the orangutan again, causing the orangutan to run over and toss the monkey a second time. But this time, the orangutan will switch banana trees. Stand on the banana tree's leaves and the orangutan will flip Tak to the ledge where the first Magical Nubu Plant is located.

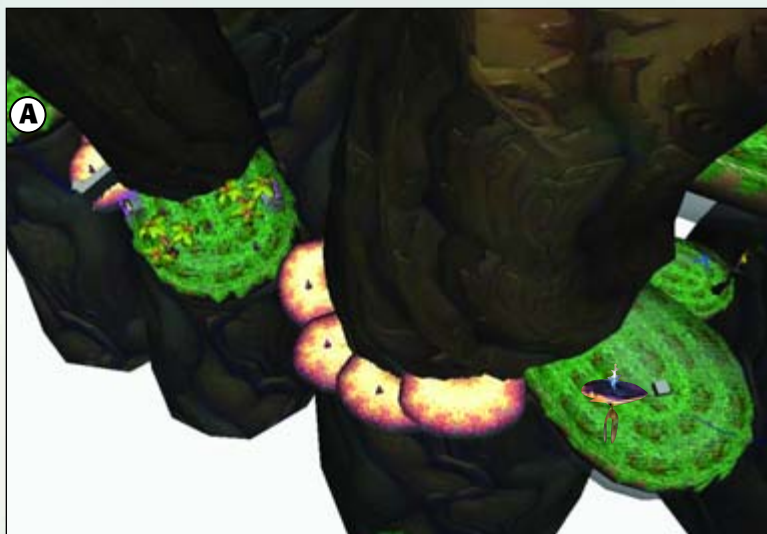
Tak must defeat the Magical Nubu Plant before he can gather it for Jibolba. This fight is no tougher than those in the Burial Ground. Just hit the plant three times with the Club to knock it out. Beware of the ledge around the plant. When the plant screams after a hit, the shockwave can carry Tak right over the edge and into the abyss below. Keep the wall or the yellow banner behind Tak so he always has someplace to land.





The Second Magical Nubu Plant

A Path to Second Magical Nubu Plant
First Magical Nubu Plant



A Path to Third Magical Nubu Plant
Second Magical Nubu Plant



After collecting the first plant, run past the plant to find some fungi platforms along the side of the giant tree. Follow these down to an area with two monkeys and a bunch of Nerbils. Blast the monkeys with acorns from the safety of the ledges and they'll eliminate the Nerbils, allowing Tak to safely cross the area. If you shoot too many acorns at the monkeys, they'll toss them back and forth at each other until Tak tries to cross and then they'll throw them at him.

Keep following the path around the trees and past a pink sign that says, "Warning: Magical Nubu Plant 2 Ahead." The path will split. Take the left path and climb up the rope and then slide down the vine beyond it to find the second plant. Defeat it with swift whacks to claim yet another Magical Nubu Plant for Jibolba.



The Third Magical Nubu Plant

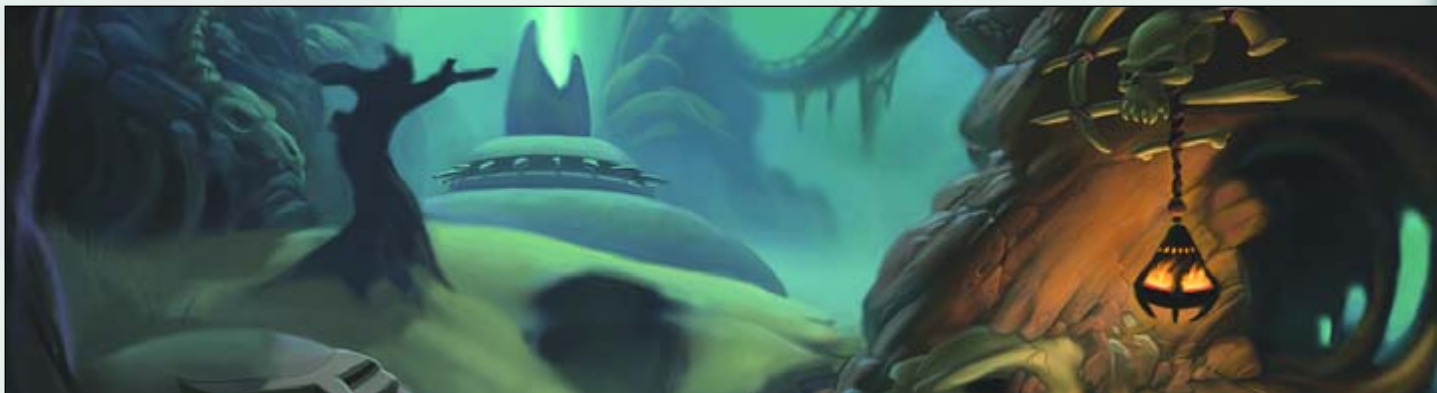
- A** Path to Second Magical Nubu Plant
Third Magical Nubu Plant



After gathering the second plant, hop onto the ledge next to the pink banner and slide down the rope. Follow the path to the right, and then take the right path at the fork in the direction of the blue signs pointing to the third plant. The path leads up a large tree to a vine that crosses a large chasm. Slide down the vine and swing left and right to grab the feathers sitting to either side.

Continue to follow the blue signs and you'll come to two Nerbil nests. Quickly eliminate the nests to stop the flow of Nerbils, and then clean up the little beasts. You can see the last plant beyond the nests, but you'll need help from an orangutan to reach it. Again, the orangutan in this area is sitting at the wrong banana tree. Grab a melon and place it next to the tree on the right to lure the orangutan over to it. Then Tak can be catapulted up to the ledge where the third Magical Nubu Plant sits.

Defeat the last of the plants in this area and then slide down the vine behind it. The door back to the elevator is near the vine's base, but the sheep motor is empty. Walk across the bridge to find a sheep and bring it back, placing it in the motor to open the door. Tak can now reach the elevator and return to his village.

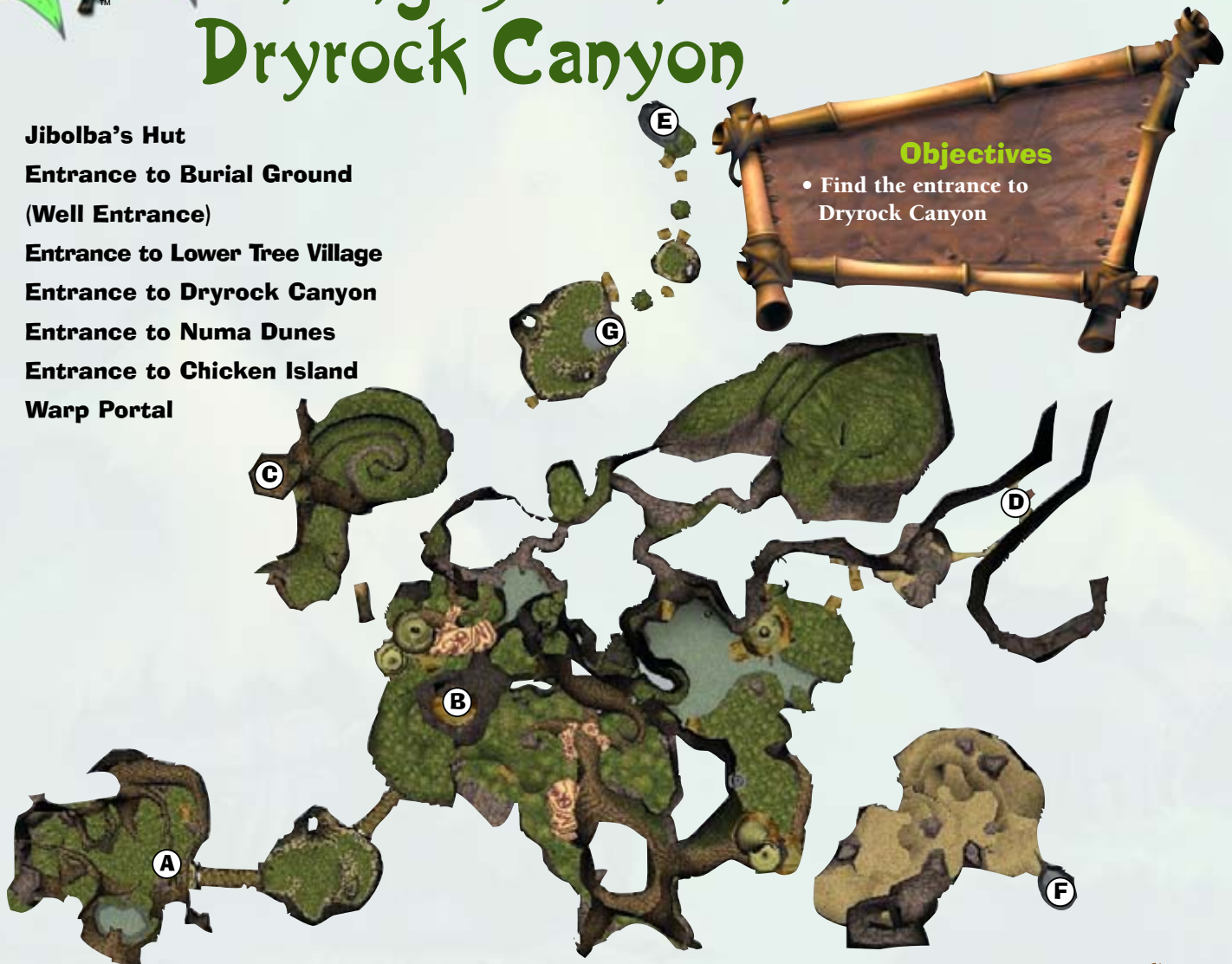




Dryrock Canyon

Finding the Entrance to Dryrock Canyon

- (A)** Jibolba's Hut
- (B)** Entrance to Burial Ground (Well Entrance)
- (C)** Entrance to Lower Tree Village
- (D)** Entrance to Dryrock Canyon
- (E)** Entrance to Numa Dunes
- (F)** Entrance to Chicken Island
- (G)** Warp Portal



The entrance to Dryrock Canyon is impossible to find without the aid of the Juju Acorn. Return to the center of Tak's Village. Near the well, look for a large cage containing a rhino. Stand behind the cage so Tak is on the ledge around the well and look for a monkey in a tree on the cage's other side. Hit the monkey with an acorn. The monkey will toss the acorn at the rhino rather than Tak and destroy the cage. Hop on the rhino's back and swat it with the Club. Barrel through the barricade ahead and run the rhino all the way around the path to the right until he comes to a stop just below where he started. With the barricades eliminated, Tak can easily reach Dryrock Canyon.

Dryrock Canyon

NOTE

After the barricades are gone, Tak can reach both Dryrock Canyon and Chicken Island. Tak's objectives list going to Dryrock Canyon first, and this book follows that list. But if you like, you can visit Chicken Island first and then go to Dryrock Canyon.

Go back up the path and look for some suspended wooden platforms. Hop across them and then follow the ledge all the way past the chicken farm to a large ravine with two small wooden platforms on either side. Leap from one wooden platform to the next and then follow the ledge around to the Dryrock Canyon tram.

Dryrock Canyon



Objective
• Collect 3 Magical Nubu Plants

(A) Entrance to Dryrock Canyon

(B) Exploding Cacti Wall

(C) Warp Portal

1 First Magical Nubu Plant

2 Second Magical Nubu Plant

3 Third Magical Nubu Plant



WARNING

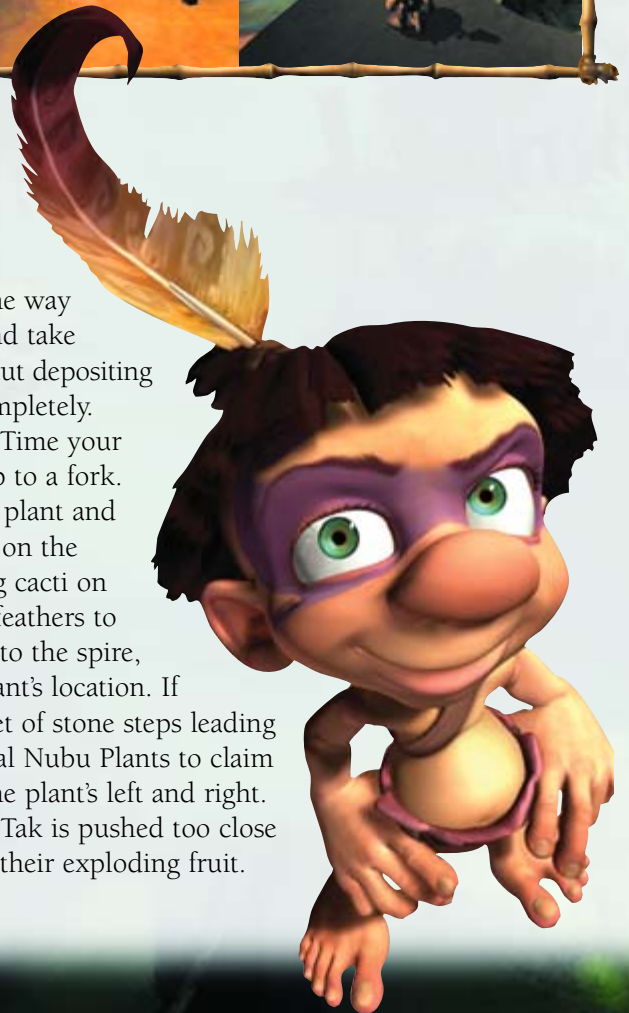
Dryrock Canyon is a very dangerous place and is difficult to explore. The cacti that litter the floor of Dryrock Canyon explode when Tak draws near or they release volatile fruit that explode all around. Watch out for these nasty bits of vegetation and keep your distance from them.

Finding the First Magical Nubu Plant



After leaving the tram, Tak sees a plant on a ledge across a deep ravine. Getting to the plant now is nearly impossible. Unless you're really lucky, the ram on the opposite side of the ravine will knock Tak back before he can reach the top of the ledge. For now, leave this plant (you can tackle it on the way out of Dryrock Canyon) and look for others. Instead, drop into the canyon. On the way to the bottom, you'll see two sheep. Pick them up one at a time and take them to the bottom. Two rams block the way through the canyon, but depositing one sheep near each of them will cause the rams to ignore Tak completely.

The wall at the end of the canyon is covered in exploding cacti. Time your jumps carefully to avoid taking damage. Follow the path at the top to a fork. There are two signs. The green sign on the right points to the first plant and the yellow sign on the left points to the second. Follow the ledges on the right to find the first plant. The way is treacherous, with exploding cacti on the ledges and Nerbils here and there. Move quickly and pick up feathers to restore Tak's Health. At the end is a ram on a small spire. Jump onto the spire, and the ram will headbutt Tak, causing him to fly over the first plant's location. If Tak falls from the ledges, he can run along the canyon floor to a set of stone steps leading to this same plateau. Defeat the plant as you have the other Magical Nubu Plants to claim your prize. Beware of the exploding cacti to the plant's left and right. They shouldn't be a factor in the battle, but if Tak is pushed too close to them, he'll take some serious damage from their exploding fruit.



Finding the Second Magical Nubu Plant



Next, look for a path to the right that crosses over a series of platforms. The second plant isn't far away. Stay on the path along the canyon wall and climb up the stone steps at the end. You'll end up directly across from the second plant, which is in the middle of a small plateau high above the canyon floor. Jump across the gap in the walkway and prepare for battle. This fight is a bit trickier than others because of the limited space available. If Tak is hit, there's a good chance he'll be knocked to the canyon floor. Rush in and hit the plant, and then back off quickly. Wait for the shockwave to pass and jump back in again, ducking out before the plant can strike back. One more jump attack should do it.

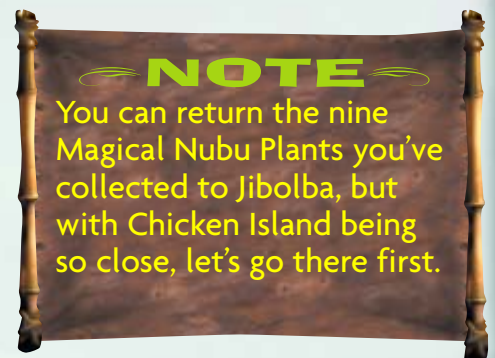
If Tak is knocked off the platform, getting back is difficult. At the bottom, you'll find a thin ramp up to a ledge below the plant's plateau. Carry a sheep from the base of the valley up to this area to pacify the waiting ram. Then hop up the stone step in back and jump across the gap to the large ledge directly under the plant's location. Use the rope in the middle of the valley to swing back over to the stone steps. The trick is getting past the ram that guards the rope. The platform where the ram and rope are located goes both ways around the stone column in the center. Run to the left edge of the platform just above the ram's platform and leap past the large rock on the side to the safe area at the ravine's edge. From there, Tak can leap to the opposite side of the platform and quickly jump to the rope before the ram can attack.

Finding the Third Magical Nubu Plant



From the second plant, leap to the canyon floor to land in front of the ornate door. Hop up the steps next to the door, and then go up the ledges to the left to find the two signs pointing to the first two plants. Head right down the valley to the wall covered with exploding cacti. Instead of leaping into the canyon, follow the small ledge on the left, hopping back and forth to the long walkway at the end. This route leads to the third plant, which Tak spotted at the level's beginning. Eliminate the Nerbils roaming around the plant before starting the battle. Knock out this plant just as you have the eight before it. This battle is a bit more challenging, because the plant sits in the middle of a small and shallow pond. Tak's footing isn't very good in the water, so he slides a bit and has difficulty changing directions quickly. The same strategy still works, though.

To return to the tram, hop down to the valley on the right and then climb up the stone ledges to find the path back to the start. Watch out for the cacti along the way. Return to Tak's Village and prepare to head to Chicken Island.





Chicken Island

Finding Chicken Island

- (A)** Jibolba's Hut
- (B)** Entrance to Burial Ground (Well Entrance)
- (C)** Entrance to Lower Tree Village
- (D)** Entrance to Dryrock Canyon
- (E)** Entrance to Numa Dunes
- (F)** Entrance to Chicken Island
- (G)** Warp Portal



Finding Chicken Island from Dryrock Canyon is pretty easy. Go up the ledges to the ravine, where you'll see two small wooden platforms on both sides. Leap from one to the other, and then follow the ledge past the water to a large wooden platform suspended over the ravine. In the distance, a large chicken balloon is visible if you're looking in the right spot. Hop across the suspended platform and then climb up to the balloon, which will take you to Chicken Island.

If you're coming from the center of Tak's Village, go past the barricades destroyed by the rhino to the bend in the path where there are three suspended wooden platforms. Hop across them. On the right, you'll find a single wooden platform and the hill leading to the chicken balloon.

Chicken Island



- (A)** Entrance to Chicken Island
- (B)** Ram
- (C)** Guard
- 1** First Magical Nubu Plant
- 2** Second Magical Nubu Plant
- 3** Third Magical Nubu Plant



The First Magical Nubu Plant



The first plant is easy to reach. You'll see it on your right as you leave the chicken balloon. Head down the path and look for a ledge on the right with a roaming ram. Grab a sheep from the path and toss it onto the ledge to occupy the ram. Run across the ledge, leap across the platforms on the other side, and travel down to where the first plant is waiting. Employ the same tactics to defeat this plant as you have the others. The plant can knock Tak off the island and into the water if it hits him. If so, you'll have to climb up the ledges next to the island and run back past the ram to rejoin the battle.



The Second Magical Nubu Plant



From the first plant, leap to the shore across from the island and climb back up to the area near the start. Two men dressed up like chickens guard the only other paths from this area. Tak will need a good disguise to get past them. Find a sheep on the path and pick it up. Using the sheep as cover, walk past the guard on the left and through the gate. Don't put down the sheep yet. Carry it down the ledges to the orangutan below. He'll toss the sheep to the island in the distance before catapulting Tak as well.

Once Tak lands on the island, quickly pick up the sheep. Avoid the orangutan, and carry the sheep up the small slope. Place it near the ram as a distraction, and then leap over the gap to the ledge with the Nerbil nest. Eliminate all the Nerbils and the nest, then jump across the gap to the plant. This battle is a bit tougher. Keep Tak's back to the gap he just crossed. The rest of the island is too small, and if Tak is hit, he'll fall into dangerous waters. Use jump attacks to defeat the plant and claim Tak's prize.

WARNING

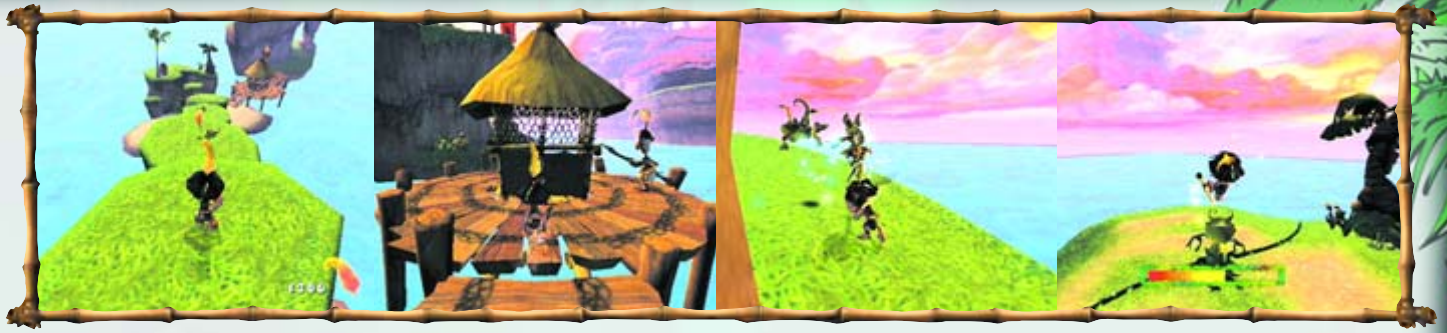
The water around Chicken Island is very dangerous. Nasty fish swim close to the shore and are quick to attack anything foolish enough to get in the water. Stay dry and stay safe.

The Third Magical Nubu Plant



From the second plant, hop down and allow the orangutan to toss Tak back to the mainland. Then hop up the ledges to the right of the gate to find a path leading back to the chicken balloon. You can either grab a sheep from the path ahead and use it to sneak past the guard on the right and through the gate, or look to the right of the opening to see a round wooden ledge leading around the guard's location. Follow the ledge around and climb up the ledge.

Cross the circular walkway and take the path through the arch ahead. Beware of a nasty Nerbil waiting to pounce. Follow the path to where an orangutan and many Nerbils wait. Eliminate the Nerbil nest and any Nerbils in the area. Step onto the banana tree leaves, and the orangutan will launch Tak to a tall pillar.



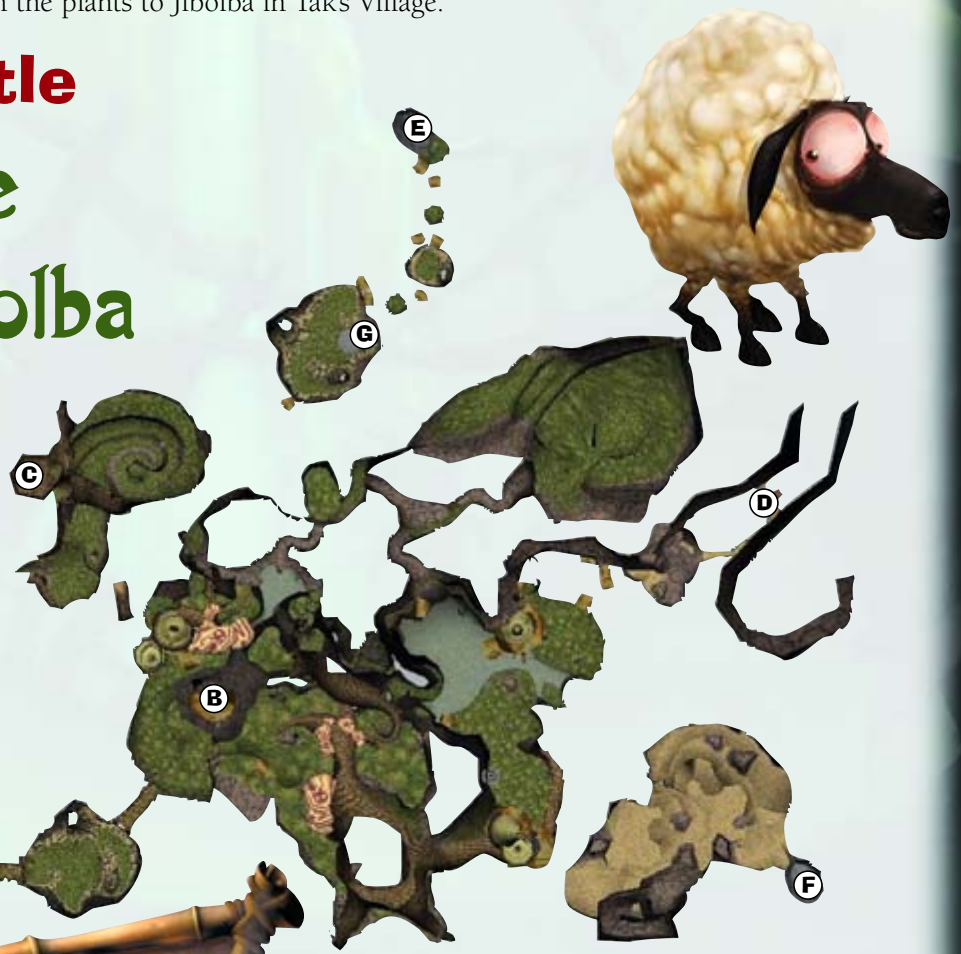
Hop from pillar to pillar out to a distant island. Wait for the geyser to rise and fall again before jumping to the second pillar. When Tak leaps down to the beach, he'll find a Nerbil nest on his left. Eliminate it with a few whacks, and then approach the guard hut with a roaming chicken man. Wait for the guard to pass around the hut. Then, sneak around the hut, keeping it between Tak and the guard. Follow the path behind the hut up to the plateau's top, eliminating several Nerbils along the way.

At the top is the last of the plants. Defeat the plant, but beware of Nerbils on the ledges along the side of the plateau. They may join the battle at any moment if they haven't already. Once Tak has the plant, jump onto the ledge with the vine. Slide down the vine to a waiting orangutan, and he'll catapult Tak back to the mainland. Climb up the steps and backtrack to the chicken balloon to return the plants to Jibolba in Tak's Village.

The Spirit Rattle

Returning the Plants to Jibolba

- (A)** Jibolba's Hut
- (B)** Entrance to Burial Ground (Well Entrance)
- (C)** Entrance to Lower Tree Village
- (D)** Entrance to Dryrock Canyon
- (E)** Entrance to Numa Dunes
- (F)** Entrance to Chicken Island
- (G)** Warp Portal



Objectives

- Return the plants to Jibolba
- Defeat Pins and Needles
- Get the Spirit Rattle



Head back to the center of town and then across the bridges to Jibolba's hut to return the plants. Tak has done a great job so far and you, as a mighty Juju, have guarded him well. Unfortunately, the plan doesn't go quite as expected, and Jibolba asks Tak to perform yet another task to save Lok. He must travel to Upper Tree Village and claim the Spirit Rattle.

The entrance to Upper Tree Village is inside Lower Tree Village. Flora transports Tak to Lower Tree Village. What you find there isn't the Spirit Rattle, but Tlaloc and his evil cronies, Pins and Needles.



Defeat Pins and Needles



In typical villain fashion, Tlaloc departs—leaving Pins and Needles to defeat Tak. This battle is very unusual. Rather than trying to swat the villains into submission, our hero must defeat them by using Juju Magic to make their heads expand and pop. At the same time, Pins and Needles will be trying to do the same thing to Tak.

To beat these two creeps, Tak must grab one of the glowing green orbs from one of the five spots along the side of the arena. Tak must throw the Juju Balls at his enemies' heads. Each time a ball hits, the enemy's head will grow. Three hits to an enemy and his head will pop, eliminating him from the battle. Tak may be outnumbered, but he's way smarter than these two.

Grab a Juju Ball and quickly take aim at one of the two enemies. They're easiest to hit when they're close together. If you miss one, there's still a chance of hitting the other. It's also best to wait for both enemies to toss their Juju Balls at Tak before throwing your own, so their hands are empty while you're lining up your shot. Don't pause for too long, or Tak will get hit. Pins and Needles must also grab Juju Balls from the same five spots as Tak. Keep an eye on them and keep running along the outer edge of the arena. They'll have a difficult time hitting Tak if he stays in motion. Pins and Needles also can accidentally hit each other, so luring them into each other's path is fun—and an effective way to defeat them. Toss the balls just ahead of the enemy's location. If you throw a ball directly at a moving enemy, your shot will pass behind him.

After you eliminate Pins and Needles, collect the Spirit Rattle. This fancy shaman item gives Tak wonderful powers. With it, he can use powerful Juju Magic once he finds Juju Spells hidden throughout the world. He also can see objects, such as Yorbels and Tikis that are invisible to the naked eye. The Spirit Rattle is also very powerful when compared with the Club and Staff. It can knock out many Nerbils with a single strike. Now that Tak has the Spirit Rattle, the Club is no longer necessary.

Flora will return Tak to Jibolba's hut. The next part of Tak's adventure is set to begin. He must collect 100 Yorbels and return them to Jibolba along with Lok's spirit, so the great warrior can be revived and fulfill his destiny.

Tak's Village Revisited

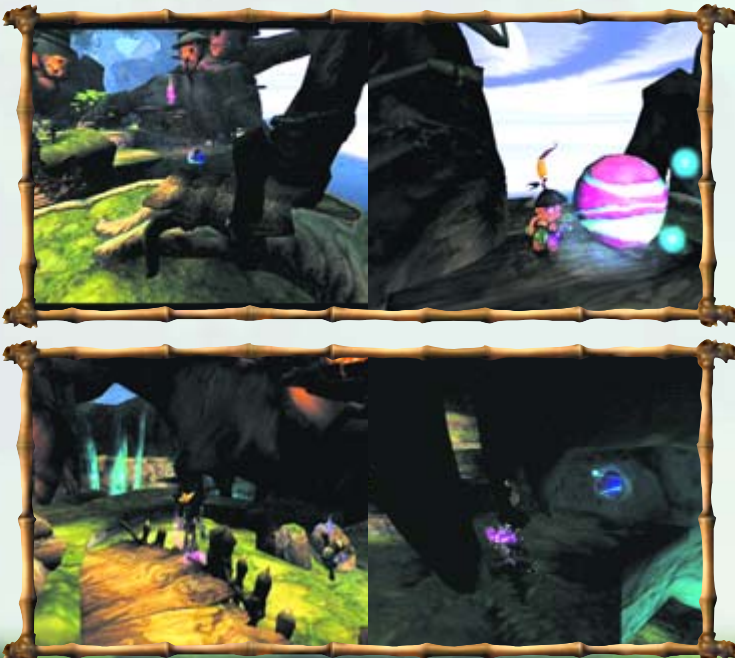
- (A)** Jibolba's Hut
- (B)** Entrance to Burial Ground
(Well Entrance)
- (C)** Entrance to Lower Tree Village
- (D)** Entrance to Dryrock Canyon
- (E)** Entrance to Numa Dunes
- (F)** Entrance to Chicken Island
- (G)** Warp Portal
- (H)** Mana Magnet Juju
- (I)** Tiki
- (J)** Tiki Shrine
-  Yorbel



Objectives

- Collect 5 Yorbels
- Return 100 Yorbels and Lok's Spirit
- Summon Dinky Juju
- Recover the Mana Magnet Juju

Finding the Five Yorbels



Tak's quest to collect 100 Yorbels begins in his own village. Flora will point out the first Yorbel as Tak heads back to the center of town. Yorbels, and any other object that was once invisible to Tak, are now easy to see thanks to the Spirit Rattle. They're covered in a magical glow and shimmer brightly, making them easy to spot even from far away. The first Yorbel is sitting on the wooden ledge just before the second bridge. Grab it and head toward the well.

The next Yorbel is close to the Burial Ground entrance. From the well, head near the waterfall. The Yorbel is sitting on a ledge to the right of the waterfall, just above the path to the Burial Ground.

To find the third Yorbel, take the path from the well to Lower Tree Village. Instead of jumping on the spinning log, hop up the wooden platforms next to the hut, then onto the fungi platforms along the wall. The Yorbel is sitting on a fungi platform behind the hut.



The fourth Yorbel is on the road to Chicken Island. Follow the rhino's path of destruction through the barricades to the bend. Three suspended wooden platforms are in this area. Hop to the center platform and look to the left. The next Yorbel will be in plain sight. Use the Staff to pole-vault onto the ledge, but aim toward the lower section or Tak will come up short and fall into the abyss below.



If you look carefully, you can see the last Yorbel from the fourth Yorbel's position. Look past the running water in the distance for a small glowing object on a ledge. Hop down to the ground, and head in that direction across the water. Look for several trampolines on a cliff wall on the far side of ledge before the jump to Dryrock Canyon. Double jump off the trampoline closest to the hut to reach the ledge above, and nab the fifth Yorbel.



Finding the Mana Magnet Juju



Turn to the left from the fifth Yorbel to see a sparkling object hanging in front of the waterfall. Walk around the ledge that goes behind the waterfall and onto the platform there. Ahead of Tak are two vines. Leap onto the first vine, then jump to the second vine. Swing back and forth to build up speed and line up with the sparkling object. Double jump off the vine to snatch the item out of the air and get a Mana Magnet—your first Juju magic! This magical Juju allows Tak to better collect feathers.



Summoning the Dinky Juju



The entrance to Numa Dunes is hidden within the village. Tak can't reach it until he summons the Dinky Juju, but to do that he needs to find the Tiki hidden in this area. Head back to the well. Look toward the monkey in the tree; behind it is an item sitting on a fungi platform. The item is emitting a great deal of magical power—it must be the Tiki! To reach it, pass through the arch behind the monkey and look for a sloped walkway on the left. Climb up the walkway and leap from the peak to the fungi platforms. Follow them around and up to the Tiki.



Next, Tak must find the Tiki Shrine. Leap to the ground and pass through the arch. Ahead are two signs. The pink sign on the left points to Numa Dunes. Follow the path on the left up and past the waterfall, and keep following the pink arrows until Tak reaches a fork in the path with a pink and a grey sign. The right sign points to the shrine; follow it. Place the Tiki in the shrine by pressing the "Use" button. The Dinky Juju will appear and show Tak some real Juju. To demonstrate just how powerful he can be, the Dinky Juju assists Tak in reaching the entrance to Numa Dunes. Head away from the tram leading to Numa Dunes and back toward Tak's village and Tak will pick up the Sandboard in a small clearing. Now when you return to Numa Dunes, Tak will have what he needs to Sandboard over the dunes!



NOTE

Tak doesn't have to explore Numa Dunes now, but it wouldn't hurt. Numa Dunes is a level you may need to return to multiple times just because of its size and the many items it contains. Have fun and explore, but don't feel like you have to collect all the items at once. You can always visit some of the other levels and come back to Numa Dunes to collect more Yorbels.



Numa Dunes

Practice Makes Perfect

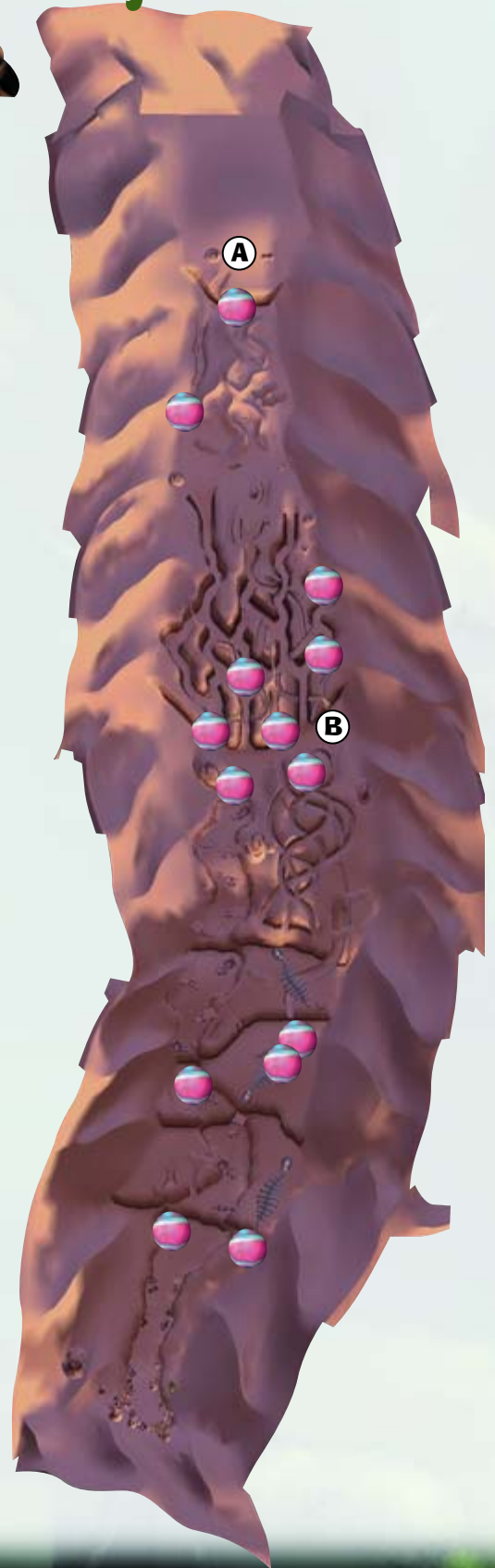
A Entrance to Numa Dunes

B Crazy Feet Juju

 Yorbels



There's a lot more in Numa Dunes than sand. There are canyons and monstrous bones, plus 14 Yorbels you must collect. Watch how Flora handles the dunes like a master. You can too! Just pay attention to what Flora says about how to grind and gain speed on your boost meter. The rest, as they say, is all downhill! Practice lots of moves on your Sandboard to reach all of the Yorbels and the Crazy Feet Juju. With practice, you'll be collecting all of the Yorbels in no time!



NOTE
It's virtually impossible to grab all of the Yorbels until you know the level really well. But you can restart the level until you've collected all of the items Numa Dunes has to offer.



Each time you complete the course, the amount of time it took you and the number of feathers you collected will be displayed. Repeatedly replay this level to beat your previous score!

Collecting the Yorbels



Yorbel 1

From the start, head toward the far right dune for grinding. Jump off the cliff to the left of the ramp next to the palm tree and use the drift buttons to collect the Yorbel.



Yorbel 2

From the start, head toward the right and down the ramp to the sand jumps on the right side. On the last sand jump, use a boost for greater height and distance to collect the Yorbel in the air.



Yorbel 3

From the start, head down the left side and jump off the cliff. Follow the left cliff wall past the first set of dunes to the jump overlooking the canyon below. Boost off the jump and collect the Yorbel in the air.

Yorbel 4



From the start, head down the left side of the run past the first set of dunes. Take the right path to the upper area over the canyons. At the end of the formation, jump down into the cave located in the next formation's wall. Boost out of the end of the first cave to enter the next cave directly across in the next formation's wall. At the end of that cave is a Yorbel.



Yorbel 5



From the start, head down the left side of the run past the first set of dunes. Take the path to the right of the far left canyon and follow it into the middle canyon beneath the rock bridge. Enter the first cave on the left. Use the boost at the end of the cave to enter the cave in the next rock wall. The Yorbel is at the end of the cave.

Yorbel 6



From the start, head down the left side of the run past the first set of dunes. Take the path to the right of the leftmost canyon and follow it into the middle canyon beneath the rock bridge. Take the first cave on the left. Use the boost at the end of the cave to enter the cave in the next rock wall. Continue out the end of the cave to the cave in the next rock wall. Boost at the end of the cave to collect the Yorbel straight ahead in the air.

Yorbel 7



From the start, head down the right side of the run past the first set of dunes. Continue down the right side past the canyon entrances and over the rock bridge. At the end of the rock bridge, jump off the cliff to the cave in the wall of the rock formation ahead. At the end of that cave is a Yorbel.



Yorbel 8



From the start, head down the right side of the run past the first set of dunes. Travel up the path to the left of the rightmost path leading into the canyon. At the end of that formation, boost onto the middle rock formation with the rock bridge. Take the rock bridge up and over to the cave on the other side. At the end of the cave is a Yorbel.

Yorbel 9



From the start, head down the right side of the run past the first set of dunes. Travel up the path to the left of the rightmost path leading into the canyon. At the end of that formation, boost onto the rock formation with the tree on it. At the end of that formation, jump off slightly to the right onto the skinny rock formation. At the end, jump straight ahead into the Yorbel.

Yorbel 10



From the start, head down the left side and off the cliff. Follow the left side of the run until you reach the first set of dinosaur bones. Grind the backbone of the dinosaur and boost off the end to the next dinosaur below. On the top of the tail is a Yorbel.





Yorbel 11



From the start, head down the left side and off the cliff. Follow the left side of the run past the dunes and stay on the ledge between the left path into the canyon and the drop off on the far left. Leap off the small lip ahead and over the canyon onto the outside wall on the left. Go around the second set of canyons and look for a tunnel ahead. Pass through the tunnel and boost out the end to find the Yorbel floating in the air just before some dinosaur bones.

Yorbel 12



From the start, head left off the cliff. Continue down the left side of the run through the canyons to the first set of dinosaur bones. Continue on the right side of the dinosaur past the cactus and the palm tree to the carved-out trail. Boost off the lip at the end of that trail to the Yorbel ahead.

Yorbel 13



From the start, head left off the cliff. Continue down the left side of the run through the canyons to the first set of dinosaur bones. Continue on the right side of the dinosaur past the cactus and the palm tree to the carved-out trail. Drop from the carved-out trail to the jump below, and use it to launch Tak to the upper level. Take the next carved-out trail ahead and boost off the end into the Yorbel.

Yorbel 14



From the start, head left off the cliff. Continue down the left side of the run through the canyon to the last set of dinosaur bones. Grind the backbone of the dinosaur and boost off the tail into the Yorbel.

Recover the Crazy Feet Juju



From the start, head left off the cliff. Continue down the left side of the run past the first set of dunes. Stay on the upper level past the entrance to the canyons on the left side. Follow the upper level down to the canyon on the left. Drop into the canyon and take the first available cave on the right. At the end of the cave, boost into the cave in the canyon wall on the left, using the drift buttons to enter it. At the end of that cave, jump into the cave on the opposite wall. The Crazy Feet Juju is located at the end of the cave.





Burial Ground, the Mummy Tombs, and the Spirit World

Burial Ground

- (A)** Entrance to Burial Ground
- (B)** Warrior Tomb
- (C)** Warp Portal
- (D)** Tiki
- (E)** Tiki Shrine
- (F)** Restoration Dance Juju
-  Yorbel

Objectives

- Collect 3 Yorbels
- Summon the Dead Juju
- Recover the Restoration Dance Juju



Yorbel 1

Tak must return to the Burial Ground in search of Yorbels and to find the passage to the Mummy Tombs. First, we'll look for the Yorbels. All three of them are located in the first half of the Burial Ground. The first Yorbel is easy to locate. From the entrance, head through the tunnel and leap onto the rope at the end. Jump down to the platform on the rope's other side and stop right there. Look right to see the first Yorbel sitting next to Tak. Just jump over to the platform to collect the Yorbel, then hop back to the series of platforms and follow them to the ground.

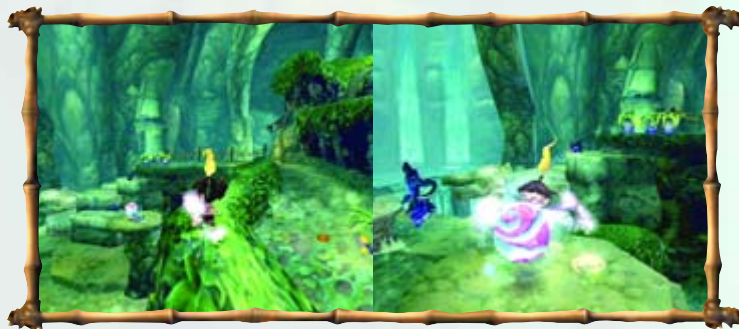
Burial Ground, the Mummy Tombs, and the Spirit World



Yorbel 2

The second Yorbel is very close. As Tak hits the ground, on his right is a torch and a bone platform. Leap onto the bone platform and follow it up to where the first Gold Tooth was located. Behind the top platform is a platform on the wall where the second Yorbel sits. Use your Staff to make the jump

to the top ledge an easy one. With a Nerbil waiting at the top, you must quickly reach the ledge, eliminating the Nerbil as soon as you land. Leap over to the Yorbel to collect it and then climb back down.



Yorbel 3

Head up to the Warrior's Tomb. When you reach the melon plant below the tomb, take a left and follow the path around to its end. Look left to

see the third Yorbel on a spire a few meters away. Keep your distance from the ram and drop to the ledge below. Follow the path to the rocks and the spire. Below the spire is a spider web that acts like a trampoline. Jump onto the web and double jump onto the spire to collect the third Yorbel. (You may be able to just double jump straight to the Yorbel without using the web.) More rock-throwing Nerbils surround the third Yorbel. Dodge the rocks and clear the path of these pesky Nerbils to complete this objective.

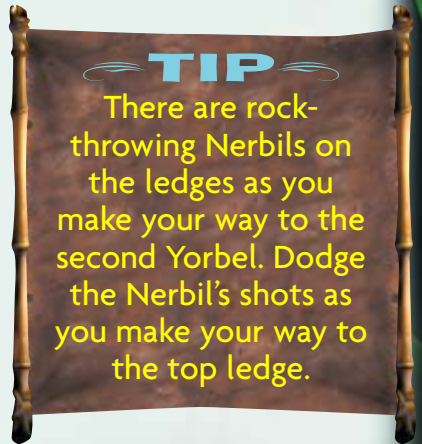


Recover the Restoration Dance Juju

Now Tak is ready to locate the Restoration Dance Juju. Go to the second part of the Burial Ground by passing through the Warrior's Tomb. As Tak steps out onto the roped-off ledge outside of the tomb, the Tiki Shrine is directly in front of him. Leap down to the ground and go to the shrine. To the left of the shrine is a long ledge with a spooky tree. Look to the right of the tree to find the Restoration Dance Juju, which you can use anytime to heal yourself. It costs 75 feathers each time you use this powerful Juju.

Summon the Dead Juju

As Tak leaves the Warrior's Tomb and steps onto the roped-off balcony, there will be a glowing item on a spire to his left. The spire is too tall for you to reach from the ground, so Tak will have to find another way to reach it. Use the melons and the looptail monkey to clear the path of Nerbils to make your way past the ledge where you once battled the Magical Nubu Plant.





Jump onto the vine at the top of the hill and slide down to a pillar, which is next to the spire where the glowing item is located. Carefully leap to the item—the Tiki for this area. Hop down to the ground to find yourself very near the Tiki Shrine.



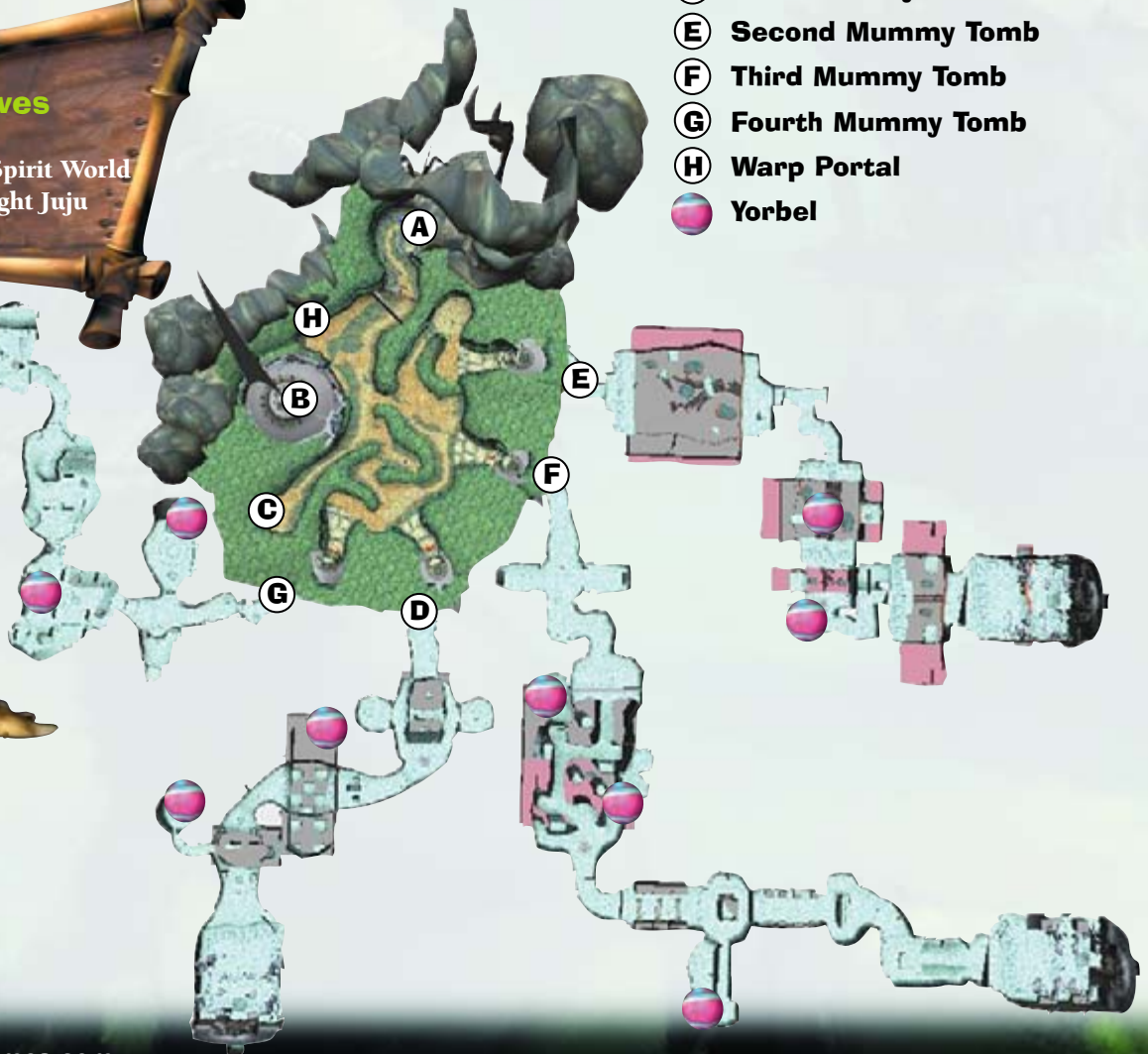
Place the Tiki in the shrine by pressing “Use” and the Dead Juju will appear. After being alone for 1,999 years, this Juju is really glad to have someone to talk to and entertain! Thanks to a misplaced tail in a game of Pin the Tail on the Rhino, this Juju’s bumbling causes the rhino to charge and crash a hole in the bone wall nearby, allowing Tak to reach the Mummy Tombs.

Mummy Tombs

- (A)** Entrance to Mummy Tombs
- (B)** Ceremonial Tomb
- (C)** Spirit Sight Juju
- (D)** First Mummy Tomb
- (E)** Second Mummy Tomb
- (F)** Third Mummy Tomb
- (G)** Fourth Mummy Tomb
- (H)** Warp Portal
-  Yorbel



- Objectives**
- Collect 10 Yorbels
 - Open Access to the Spirit World
 - Recover the Spirit Sight Juju



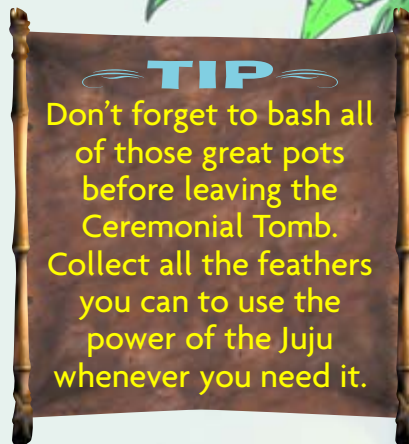
Burial Ground, the Mummy Tombs, and the Spirit World

The Burial Ground

The sacred area of the Mummy Tombs is where many of Tak's Pupanunu ancestors are buried. The Ceremonial Tomb is in the center of this area.



In the Mummy Tombs, Tak must lead the mummies out of their tombs and bring them to the Ceremonial Tomb. When Tak leaves the Ceremonial Tomb, a door on one of the Mummy's Tombs will rise. Follow the path that leads to the tomb, collecting feathers and eliminating the enemies on your way.



Spirit Sight

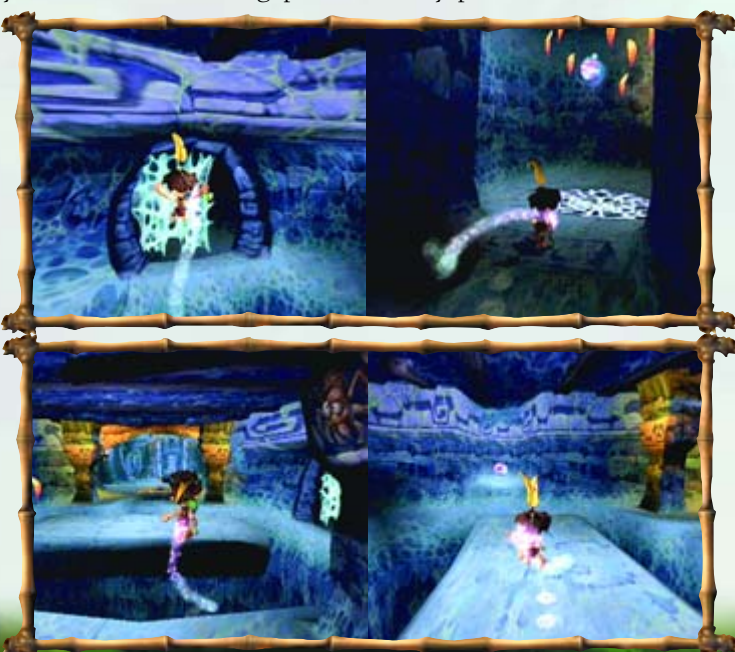
Before venturing into the Mummies' Tombs, let's get the Spirit Sight Juju. Leave the Ceremonial Tomb and follow the path to the right. At the path's end, on top of a short pillar, is the Spirit Sight Juju. This magical Juju Power reveals Nerbil spirits after you've eliminated them.



The First Mummy Tomb

Hop across the rock onto the ledge to the right. Clear the side rooms of enemies and feathers. Finish off the Nerbil on the bridge and head down the hall.

When you reach the room with the moving blocks, time your jumps in order to hop from one moving ledge to the next without falling in-between. If you stay near the center and hesitate before making your jump to the next ledge, you should cross the gap without any problems.



Yorbel 1

The next room has a large rotating rock ledge. Hop onto the ledge, and when it's pointed sideways, hop off to reach the Yorbel tucked back in the wall.

Yorbel 2

Now cross the rock ledge to the other side and enter the hall past the spider web. At the end of the passageway, use the spider web in the floor to bounce into the air to reach the Yorbel and feathers. You may need to double jump to reach everything. Tak's Mana Magnet Juju should easily attract all of the feathers in this area. Return to the rock ledge to continue down the passage and reach the first Mummy's Tomb.



Defeat the Big Blue Nerbil

Before taking on the Big Blue Nerbil, take out the flying Nerbils. You don't want to be battling the Big Blue Nerbil while simultaneously fighting off the attacks of the flying Nerbils. You can either use the Blowgun to shoot them out of the air, or wait until they dive in for a hit and smack them with the Spirit Rattle.



Before you can open the Mummy's Tomb, you must defeat the Big Blue Nerbil. This Nerbil's first attack is a bash that can knock Tak flat. Stay beyond his reach while he's pounding the ground. The Big Blue Nerbil releases an electrical charge close to the ground; this is when it's vulnerable, so carefully run to its side and attack. Watch out for the smaller Nerbils that the Big Blue Nerbil may toss at you. Keep the smaller Nerbils at bay as best you can and focus your attack on the Big Blue Nerbil. Quickly move in and smack it, moving away as fast as you can. Repeat this pattern three times to defeat it.

After you clear the room of all the Nerbils, smash the pots and step on the floor switch to open the Mummy's Tomb.

Lead the First Mummy to the Ceremonial Tomb



Lure the mummy to the board's edge, then double jump to the other end. This will springboard the mummy onto the ledge; this is the only way to get it onto the ledge so it can follow you out, so time your jump carefully.

Step on the button to rotate the ledge to face you; the mummy can follow you across the gap and follow you to the next area.

NOTE

If you fall off a ledge, the mummy will reappear at the beginning of the area where you fell, stunned from the fall. Wait for the mummy to recover so he will be able to follow you again.

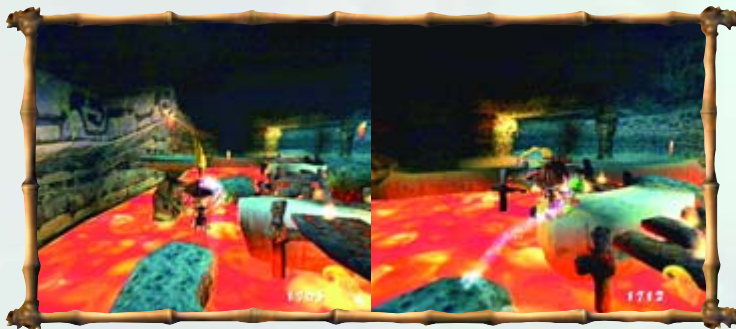


Burial Ground, the Mummy Tombs, and the Spirit World



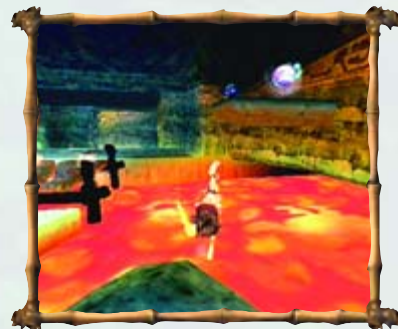
When you reach the room with the bridge, lure the mummy onto the bridge and, as the rock moves under you, drop onto the rock. The mummy will follow you to the ledge beyond. You must drop down onto the rock when you see it clear the bridge to allow enough time for the mummy to drop onto it, too. The mummy is slower than you and can't jump, so it must have a second or two longer in order to hit the rock.

After you clear the tomb, lead the mummy back to the Ceremonial Tomb, clearing the path of enemies. Inside the tomb, lure the mummy onto one of the center buttons in front of the tomb closest to the door. Look at the symbols above each tomb. These symbols match the symbols on the Mummy Tombs. A light will shine down, imprisoning the mummy in front of the tomb, and another Mummy Tomb will open outside of the Ceremonial Tomb.



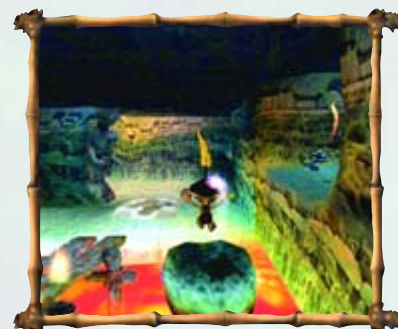
The Second Mummy's Tomb

Keep your Restoration Dance Juju at the ready because this Mummy's Tomb is red hot! Double jump across the fiery platforms to the safety of the other ledges. Unfortunately, these platforms sink, so you must quickly jump to another safe platform before you sink into the lava.



Yorbel 3

Perform a quick double jump from the floating platform to the ledge above with the Yorbel suspended above it. Watch out for the Nerbil sitting on the ledge and eliminate it as soon as you land. Jump across to the ledge beyond and continue down the passage.



Yorbel 4

As soon as you enter the hall, a Nerbil attacks from a recess in the wall to your right. Jump up and eliminate the Nerbil, snatching another Yorbel to the right.



Defeat the Second Big Blue Nerbil

The next room poses several problems you must quickly overcome. There is a Nerbil to the left and a Nerbil to the right. Both are on ledges just waiting to stop you in your quest. For now, ignore these pests and jump to one of the sinking ledges, then double jump across the lava to the ledge beyond to defeat the Big Blue Nerbil.



Take out the flying Nerbils before focusing on the Big Blue Nerbil. Once they're gone, the way is clear for you to move onto the Big Blue Nerbil. The Big Blue Nerbil begins its attack by smacking the ground four times. Don't get in the way of these bashes. After the fourth bash, it launches its electrical attack. Run to its side and smack it with your Spirit Rattle. Eliminate any Nerbils that may appear after bashing the Big Blue Nerbil. Open up the Mummy's Tomb and lead it to the platform.

Lead the Second Mummy to the Ceremonial Tomb

NOTE

You must cross the fiery platforms for the mummy to be able to follow you out. Unlike you, the mummy will catch on fire, but no worries; it knows how to put the flames out. Just give the mummy some extra time to put out the fires before continuing out of the tomb.



Just as before, wake up the mummy and lure it to the springboard and jump on the end to propel it to the ledge beyond. Join the mummy and continue to the next room.

The mummy can't jump, so Tak must lead the mummy across the fiery platforms through the center. Be certain Tak is fully healed before making this run through the lava boards. Use your Restoration Dance Juju to heal Tak, then double jump across the boards, leading the mummy to the other side.



This time, you must cross the boards and press the button on the other side of the lava to create a bridge, allowing the mummy to cross the lava safely. While the mummy is still putting out the flames from the previous room, quickly double jump across the nonfiery platforms and stand on the floor switch to raise the stone bridge. Stay on the floor switch, allowing the mummy to catch up with you.

Burial Ground, the Mummy Tombs, and the Spirit World

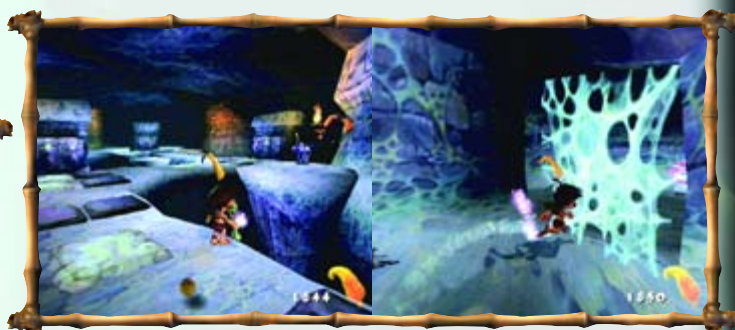
To get the mummy to cross the last lava room, just follow the boards on the left to reach the other side, restoring any Health you may have lost once you reach the stones. If you try to cross the boards on the right, the mummy may fall through the boards and into the lava. When you reach the other side of the room, lead the mummy out of the tomb.

This mummy's new home is on the other side of the door in the Ceremonial Tomb. Have Tak lure the mummy onto the center button in front of the tomb to be captured by the light. A new door will open, allowing Tak to enter the third Mummy's Tomb.



The Third Mummy's Tomb

Investigate both sides of the passageway as you make your way through this tomb, but watch out for the darts that shoot out from the statues below each of the feathers.



Yorbel 5

Before crossing the paths to reach the other side of the room, look to your right. Hop over to the pillar with the Nerbil on it, and hop into the wall behind it after dispatching the Nerbil. Inside this area, Tak will find the fifth Yorbel. Return to the previous room.



Yorbel 6

Back in the previous room, follow the passage across the room, hopping across the buttons as best you can. Stepping on a button will trigger darts to fire from the wall in front of you. As you cross the room, note the area to the left. After crossing the room,

double jump to the pillar nearest that area and enter, eliminating the Nerbil inside, and pick up the sixth Yorbel. Return to the path and head to the next room.

This room may look safe, but it's not. Look at the sides of the walls. Those are dart holes that will fire darts as you cross this room. Be certain Tak is full of Health before double jumping your way across this dangerous path.

Yorbel 7



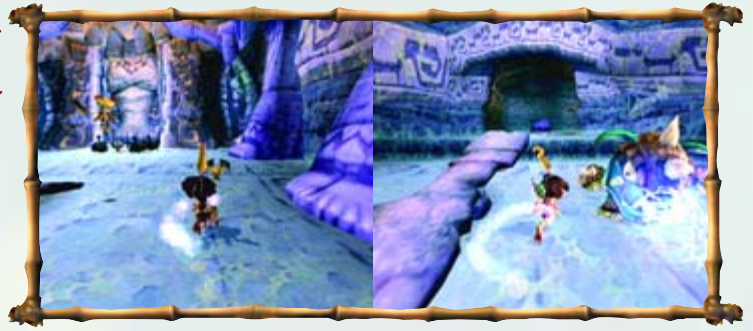
Another passageway is to the right once you safely pass the dart room. Follow this passage to the seventh Yorbel, but listen for the sound of darts being fired. Quickly double jump to safety to avoid the sting of the darts.

Stepping on the floor stones in the next area causes darts to be fired from the wall in front of you. Dodge the darts as you make your way to the end of the passage.



Defeat the Big Blue Nerbil

Wipe out the flying Nerbils before launching your attack on the Big Blue Nerbil. Wait for it to launch its electric attack before smacking it with the Spirit Rattle. After you defeat the Big Blue Nerbil and any smaller Nerbils, wake up the mummy in the nearby tomb.



Lead the Third Mummy to the Ceremonial Tomb



Just as before, springboard the mummy onto the ledge. Since the mummy can't jump onto the next ledge, you must lure it down the middle path in front of the darts. Though you can hop over the buttons that fire the darts, the mummy can't. Double jump over the darts as the mummy activates each button and hopefully the mummy will take most of the dart hits. You can't move away from the dart wall too soon or the mummy may walk off the path into the recess to either side and you'll have to start over again.

NOTE
If you can hear the mummy's footsteps but can't see it, backtrack to find it. Remember, the mummy is going to mimic you and follow the path you take. So if you're too fast and have rounded a corner far ahead of the mummy, it may be stuck on a wall somewhere behind you.



As you backtrack through the rooms to lead the mummy out of the tomb, remember that it will activate floor switches that you won't because you can jump. Be prepared to do some quick double jumping to avoid the darts, and always be fully healed before crossing any new area.

Lead the mummy out of its tomb and into the Ceremonial Tomb. Lure it to the floor switch in front of the appropriate door and the light will capture it. The fourth door will open to the last Mummy's Tomb.



The Fourth Mummy's Tomb

Step on the floor switch to raise the first door inside the Mummy's Tomb. When you reach the next room, collect the feathers and eliminate the Nerbil, then press the floor switch to raise two nearby doors.

Burial Ground, the Mummy Tombs, and the Spirit World



Yorbel 8

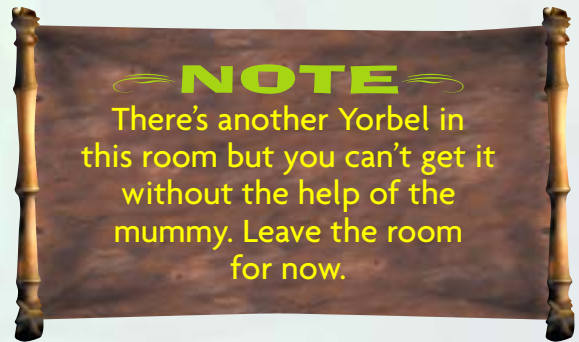
The door across from the button leads to the eighth Yorbel, but you need the mummy's help before you can get it.



Yorbel 9

Return to the hall and go through the open doorway to the next room. Wipe out the Nerbils, and then use the spider web in the floor on the left to reach the ledge above you. Follow the ledge around to eliminate the Nerbils. Step on the switch on the upper ledge to open the door to the next room.

Clear out the lower area of Nerbils and collect the feathers before continuing on to the next room.



Yorbel 10



The last Yorbel in this area is found here. Clear the room of flying Nerbils before swinging on the ropes to reach the Yorbel on a platform in the corner.



The Big Blue Nerbil

Wipe out the flying Nerbils before turning your attention to the Big Blue Nerbil. As before, wait for this Nerbil to execute its electrical attack, and then bash it with your Spirit Rattle. After you eliminate it and any nearby Nerbils, open the last Mummy's Tomb.





Lead the Fourth Mummy to the Ceremonial Tomb

After you propel the mummy onto the ledge, bash it with your Spirit Rattle and the mummy's head falls off! Pick up the head and place it on the circular patterns you see on the stone ledge. As the mummy tries to reach it, run to the center of the room and raise the stones, forming a bridge and allowing the mummy to cross safely in an attempt to reclaim its head. Pick up the head and move it to the next circular pattern, repeating this process until you are clear of this room.



Lure the mummy to the gap in the stone ledges and place its head onto the circular pattern on the stone ledge across the gap. The mummy will drop into the gap at the bottom of that ledge. Drop down and stand on the floor switch, raising the stone, allowing the mummy to reach its head. Return to the top and double jump across the gap. Press the floor switch on the right, raising the door and exit.



Place the mummy's head on the floor switch that will raise a stone ledge near the Yorbel pillar. Now you can climb up to the pillar to retrieve the Yorbel and whack the Nerbil. Drop down to pick up the mummy's head and move into the hall. Press the floor switch and enter the small room to

the left. Use the mummy's head on the floor switch to raise a ledge so you can reach the last Yorbel. Continue to lure the mummy out and into the Ceremonial Tomb.

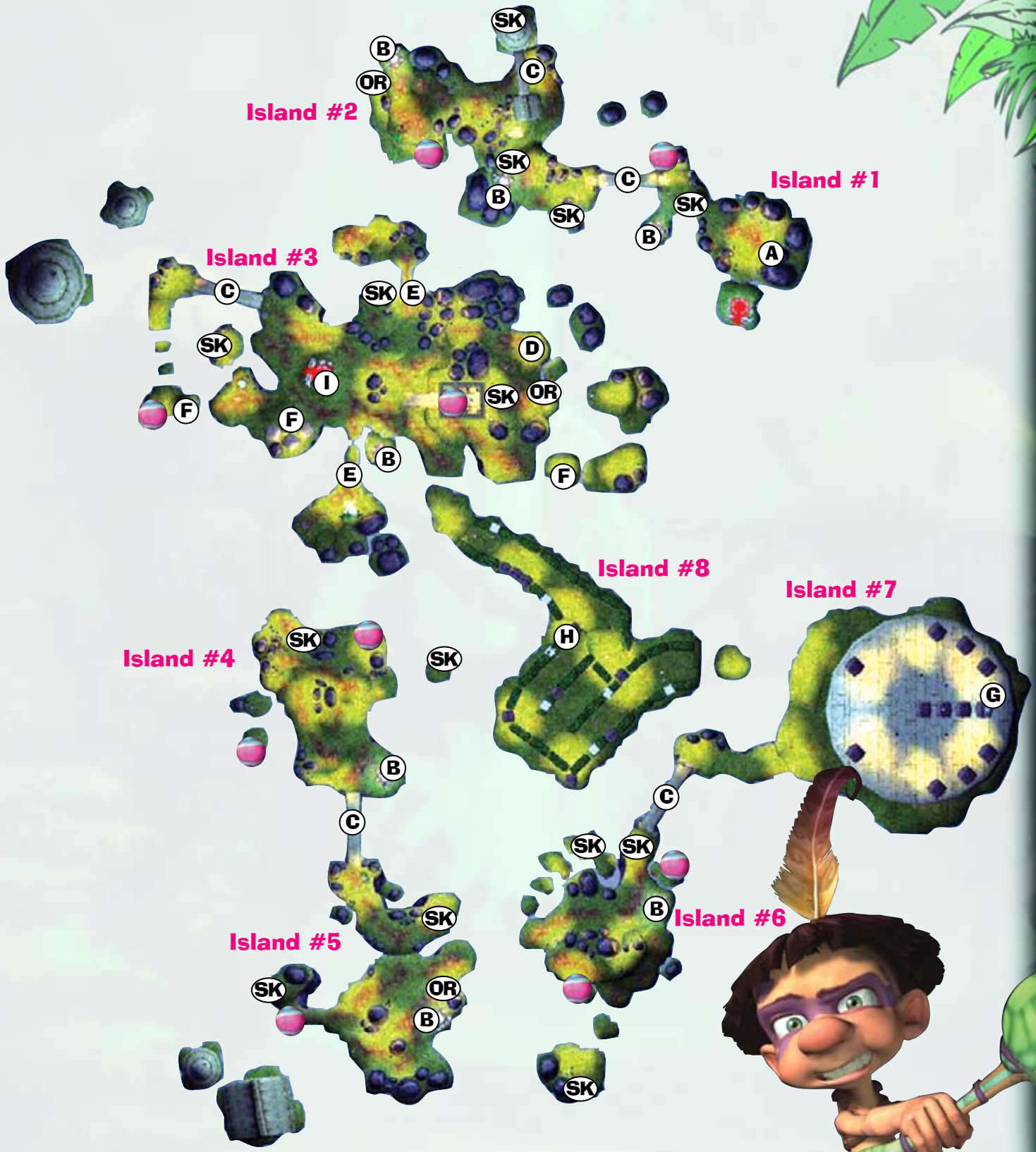
Once you've returned the fourth mummy to the Ceremonial Tomb, a light appears in the room's center. Step into this light to enter the Spirit World.

Spirit World



- (A) Entrance to the Spirit World
- (B) Spirit Vent
- (C) Bridge created in Spirit World
- (D) Juju Compass
- (E) Dead Juju
- (F) Spirit Balloon
- (G) Lok's Spirit Balloon
- (H) Tlaloc's Maze
- (I) Warp Portal
- (OR) Orangutan (Spirit World Only)
- (SK) Spirit Key Pot
- (Yorbel)

Burial Ground, the Mummy Tombs, and the Spirit World



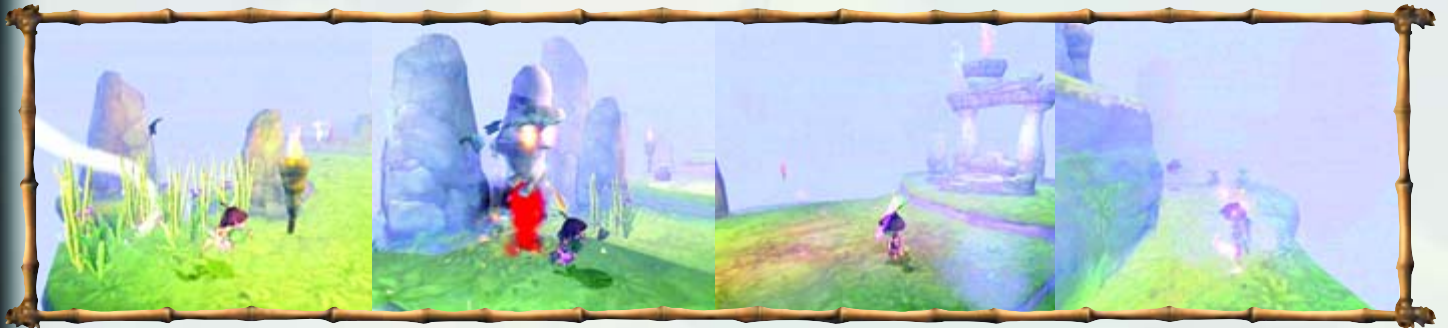


Collect Nine Yorbels



Follow the path down the ledge and look right to find the first Yorbel hidden behind some tall grass.

Bust the pot before the doorway to release a Spirit Key. Follow the Spirit Key and it may help Tak find Lok's Spirit. Step into the Spirit Vent and the area will change, allowing Tak to see things he wasn't able to before. Follow the line of feathers across the bridge. Be quick, before the effects of the Spirit Key fade and Tak plummets into the abyss.



Bust the pots in the next area, releasing another Spirit Key. Watch out for bomb-toting Nerbils. Their bombs go off when they get near Tak. Once again, step into the Spirit Vent and follow the path shown to Tak by the Spirit Key. Use caution when you bust open the pots. You may release a Spirit Skull that will attack whoever or whatever is closest. Be certain you bash any pots in the Spirit World to release the Spirit Keys or you can't activate the Spirit Vents. Follow the path to the next Spirit Vent. Before going to the vent, continue to follow the lower path to the left to reach the second Yorbel.

TIP

Some of the pots contain bad spirits that will blast whatever is near it or even turn Tak into a Nerbil! When you blast a pot, run away from it just in case it may contain one of these bad spirits.

TIP

Tak's Mana Magnet and double jump make getting the feathers high in the air a snap. Try it!



Once Tak enters the Spirit Vent, you'll see an orangutan near a tree. Step onto the leaf to have the orangutan catapult Tak over to the next island. You can only see the orangutan in the Spirit World.



Burial Ground, the Mummy Tombs, and the Spirit World



The Juju Compass

Follow the path behind the Yorbel. Drop down to the small ledge to get the Juju Compass! Now Tak can find special hidden items. Use this often to find Yorbels and Jujus.



The Spirit Balloons

When you land on the next island, Tak's old pal, the Dead Juju, appears once more. This party boy is really anxious to get his bony fingers on some Spirit Balloons. Let's start looking to see where we can find some of those.



The First Spirit Balloon

Return to the previous path and head in the opposite direction. See the Spirit Balloon on the ledge? From the Warp Portal ledge, double jump over to the ledge with the Spirit Balloon. Now you have the first Spirit Balloon you must collect for the Dead Juju! Take the Spirit Balloon to the Dead Juju who's standing near an arch close to the first Spirit Vent. You can float off of the ledge with the Spirit Balloon.



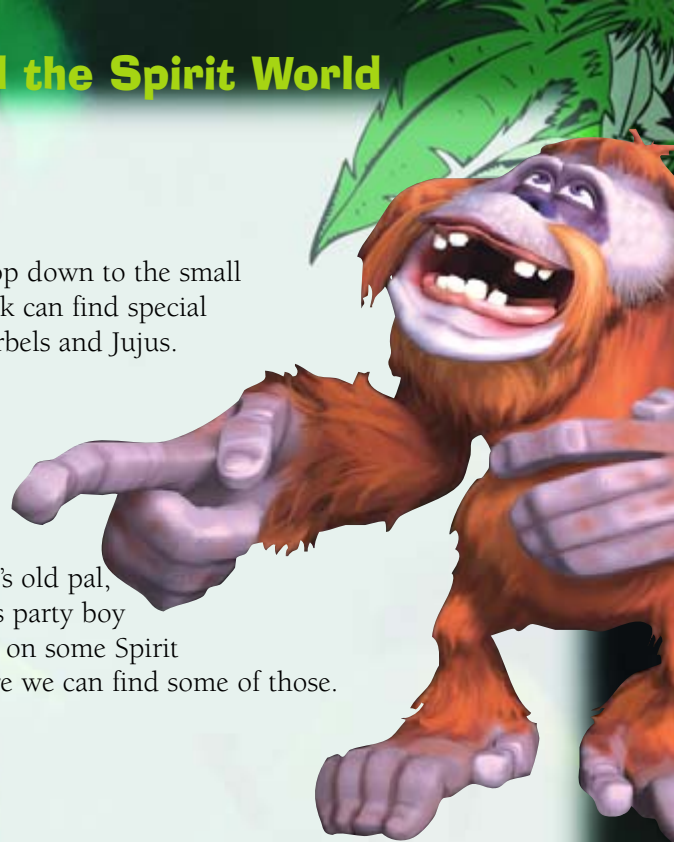
The Second Spirit Balloon and the Third Yorbel

Stand on the Spirit Vent and head right as soon as the Spirit World appears. Grab the Yorbel as you cross the bridge, and then hitch a ride from the orangutan to reach the next island. Follow the path around to the second Spirit Balloon.



The Third Spirit Balloon and the Fourth Yorbel

This time when you leave the Spirit Vent, head to the left, following the path to the right of the Warp Portal. Cross the bridge and jump across the land masses to reach the final Spirit Balloon and the fourth Yorbel.





The Fifth and Sixth Yorbels

Once you return the three Spirit Balloons to the Dead Juju, he will form a bridge for Tak to reach another island.

Follow the path to the two small islands on the right. The sixth Yorbel is on the second island. Return to the previous path and follow it down and around the bridge to reach the next Yorbel.



To break the pot sitting on an island that's too far for Tak to reach, shoot it with the Blowgun to release the Spirit Key. Walk into the Spirit Vent to activate the Spirit World and reach the next group of islands. Watch out as you cross the bridge. A ram is

waiting at the end of the bridge and will quickly send Tak flying through the air. As you near the bridge's end, quickly perform a double jump over the ram and run to the safety of the ledge beyond. The Spirit World will soon disappear and you'll be safe from the ram's wrath.



Yorbel 7

A Big Blue Nerbil blocks you from reaching a Yorbel and a pot with a Spirit Key inside. Bash it with your Spirit Rattle, as you did the others before, to clear it from your path. Bash the pot on the ledge above to release the final Spirit Key and activate the Spirit Vent. Jump into the Spirit Vent to activate the Spirit World. Next, run to the orangutan and step onto the leaf to be propelled to the next set of islands.

Yorbels 8 and 9



After you land, go behind the ledges to the right of the Spirit Vent and collect the eighth Yorbel. Bust the nearby pots to release a Spirit Key. Back at the Spirit Vent, look left to see a short drop to a ledge containing the ninth Yorbel.

Step into the Spirit Vent and quickly hop onto the nearby rhino that appears only in the Spirit World. Crash through the stone walls on both sides of the bridge to reach the next island.

Burial Ground, the Mummy Tombs, and the Spirit World

Lok's Spirit Balloon



There's a big roadblock between you and Lok's Spirit Balloon. You must defeat three Big Blue Nerbils before you can retrieve Lok's Spirit Balloon. You've beaten these guys before. You just have to be quick and clever in avoiding taking damage from all three at once. Lure one to the side and attack as you have before. You shouldn't have any trouble keeping the other two away. After you destroy all three Big Blue Nerbils, a stone staircase appears. It leads to the top of the pillars and to Lok's Spirit Balloon!

The Maze



Unfortunately, Tak and Lok won't get very far. Tlaloc has created a deadly maze. Grab Lok and float down to where you previously battled the Big Blue Nerbils. At the edge of this island, float over to the land mass nearby that starts the maze. Watch the direction of the leaves to know when it is safe to pass through the hedgerows with Lok. Use the safety of the stones to wait until the wind dies down.

As soon as the wind starts to die down, run to the next patch of stone. Unfortunately, the wind and those nasty thorns aren't the only things you need to worry about. There are plants along the path that can snap at Tak and burst Lok's balloon. You may have to get a little close to them to avoid the thorns as you run past, but don't get too close!

Once you reach the end of the maze, Flora takes you back to Tak's Village to continue collecting Yorbels for Lok's resurrection.





Chicken Island

Objectives

- Summon the Two-Headed Juju
- Collect 7 Yorbels
- Recover the Eagle Eye Juju



- (A)** Entrance to Chicken Island
- (B)** Ram
- (C)** Guard
- (D)** Eagle Eye Juju
- (E)** Warp Portal
- (F)** Tiki
- (G)** Tiki Shrine
- (H)** Entrance to Chicken Island West
-  Yorbel

Collecting the First Four Yorbels



As you enter Chicken Island, run past the ledge with the ram and look at the guard on the left. Straight ahead, hidden in the tall grass, is the first Yorbel.

Now sneak past the guard on the left. Hitch a ride from the orangutan back out to the island where you battled the Magical Nubu Plant. The second Yorbel is on the ledge above the plant area.

Return to the main island and head back to the ram. Hop over the ledges to the location of the first Magical Nubu Plant. The third Yorbel is under the archway.

Return to the gates and follow the rounded wooden ledge to the back of the gate. Double jump onto the roof and then use your Staff to reach the Yorbel on top of the roof.

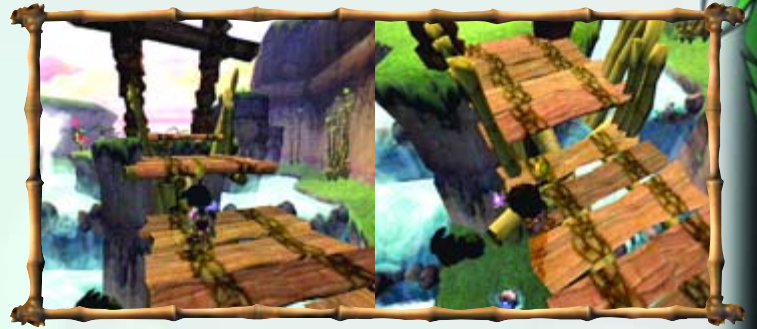


Yorbel 5

From the circular wooden bridge, head right. Continue past the gong and go to the left of the wooden gate. The fifth Yorbel is on the left near some high grass.

Yorbel Underwater

Return to the wooden circular bridge. Turn right to head to the orangutan. Stop before you leave the wooden bridge. Look down and you can see a Yorbel on the grassy ledge. Drop down to nab the sixth Yorbel.



Yorbel 7

Ride a banana leaf to the pillars and hop across the ledges. Sneak past the guard on duty and follow the path up to the spot the Magical Nubu Plant once inhabited. The seventh Yorbel is to the right of the plant's location on the upper ledge.

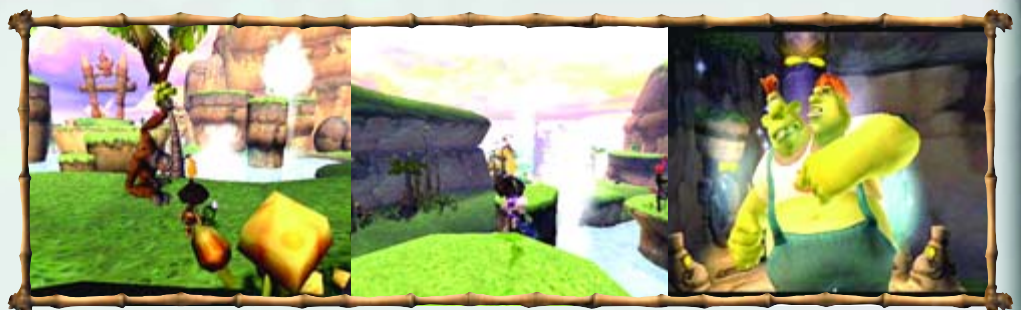


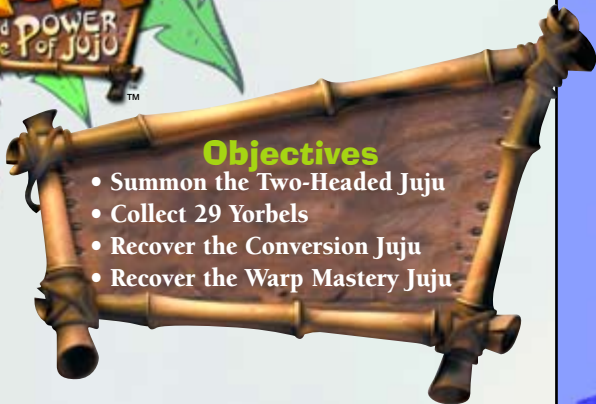
The Eagle Eye Juju

Pick up a melon and place it by the tree farthest away from the Tiki Shrine. This lures him over to the other tree. Jump onto the leaf when he lowers it, and you'll be propelled high into the air and land on a ledge. Enter the cave and battle past the Nerbils inside. Go through the lower exit and you'll be on the ledge you saw earlier. Grab the Eagle Eye Juju, which allows Tak to use his Blowgun as a telescope!

Summoning the Two-Headed Juju

Use a sheep to sneak past the guard on the right and head toward the orangutan. Grab a melon from the ledge and place it near the tree closest to the Tiki Shrine. When the orangutan pulls down the limb, step on the leaf to be propelled to the spires near the waterfall. Hop across the spires to get the Tiki. Drop down to the ground and place the Tiki in the Tiki Shrine to summon the Two-Headed Juju. After a blustering argument, a hole is busted into a wall to the left of the shrine so Tak can enter Chicken Island West. You can enter Chicken Island West now, or you can come back later, once Tak has recovered more Jujus to help him in the battles yet to come.





Objectives

- Summon the Two-Headed Juju
- Collect 29 Yorbels
- Recover the Conversion Juju
- Recover the Warp Mastery Juju



- A** Entrance to Chicken Island West
- B** Tiki
- C** Tiki Shrine
- D** Path to Chicken Island West (Island B)
- Yorbel



Chicken Island West (Island A)

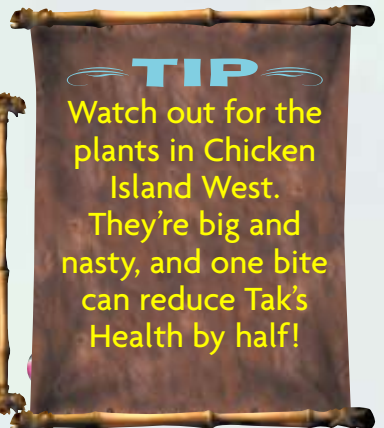
Collecting the 29 Yorbels

From the entrance, head right and follow the ledges down to the beach. The first Yorbel is behind one of the ledges. Head back past the entrance and follow the path to the large open area. Bust open the piñatas to reveal seven more Yorbels.



From the large open area, take the ledge steps back up and cross the pillars to the wooden platforms. Use Tak's Blowgun to pole vault to the hut roof that faces the beach. Climb up to the wooden platform and find the ninth Yorbel at the end of the platform.


Once you've recovered the Tiki and summoned the Two-Headed Juju, use the Chicken Suit to cross over the water, but be sure you reach the round platforms before the tide comes in or your Chicken Suit will be ruined. The tenth Yorbel is on the round platform to the left after you reach the first round platform. Wait for the tide to go out before running to get this Yorbel. Continue to the next island.

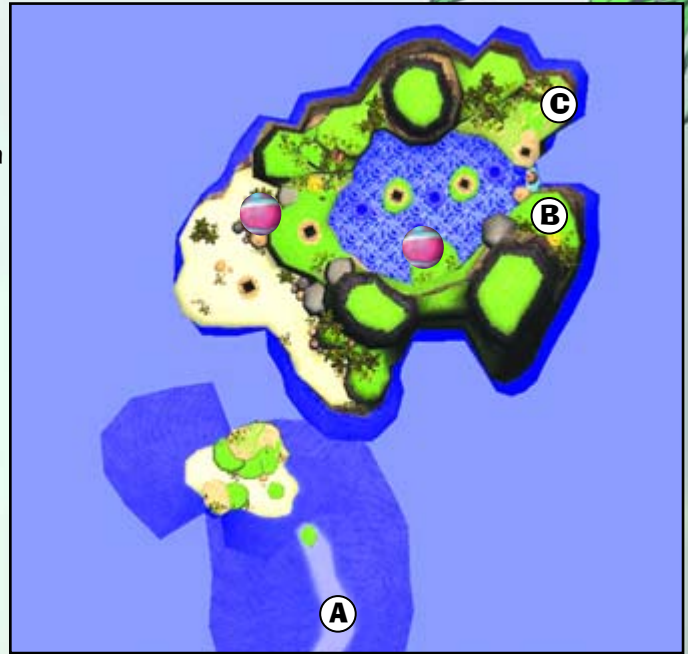


TIP
 Watch out for the plants in Chicken Island West. They're big and nasty, and one bite can reduce Tak's Health by half!

Chicken Island West (Island B)



- (A)** Path to Chicken Island West (Island A)
- (B)** Crank
- (C)** Vent leading to Chicken Island West (Island C)
-  Yorbel



Before using the vent to reach the upper ledge, head left and look behind the rocks to find the eleventh Yorbel. Use the air vent to reach the upper ledge. You'll see the twelfth Yorbel to the right on top of a ledge.

Use the air vent near the teepee to reach the upper ledge with the crank. Lose the Chicken Suit to turn the crank to raise the teepee, revealing another air vent. Grab another Chicken Suit and glide over to the newly revealed air vent.

TIP

Don't fly over the geysers or your Chicken Suit will be ruined, and you'll plummet to the ground. Veer just slightly left or right of the geysers to miss the water spray, but stay on track as much as possible so you won't run out of air to reach each target.

TIP

If you flap your wings, you'll descend. Flap during the updraft in the air vent, then glide to each of the round platforms to cross the water. If you land in the water, the jellyfish will get you.



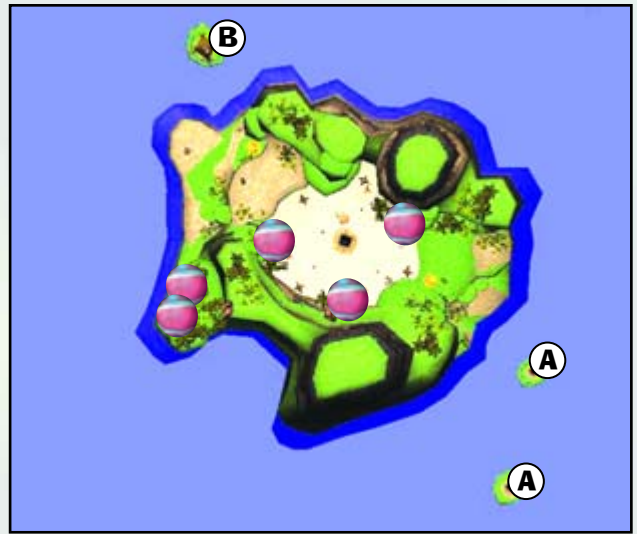
Chicken Island West (Island C)

- (A)** Path from Chicken Island West (Island B)
- (B)** Path to Chicken Island West (Island C)
-  Yorbel

Yorbels 13, 14, and 15



Keep the Chicken Suit on and dive-bomb the Nerbils in the valley below you. Clear the area of Nerbils, then bash open the baskets and piñatas to collect three more Yorbels. You also can use the egg bombs to blast open the containers to expose the Yorbels. Sometimes you'll find more Nerbils in hiding. Use the air vent in the center of the valley to stay in the air and launch your attack.



Yorbels 16 and 17



Glide up to the ledge and walk carefully around the ledge to the left to find two more Yorbels. Lose the Chicken Suit to turn the crank and open up another air vent. Grab another Chicken Suit from the nearby port-a-john and glide over to the platforms in the water to reach the next island.

Chicken Island West (Island D)

- (A)** Path from Chicken Island West (Island C)
- (B)** Conversion Juju
- (C)** Warp Mastery Juju
- (D)** Warp Portal
-  Yorbel



By Warp Portal Inside Cave

Yorbels 18, 19, and 20

Once you reach the safety of the next island, lose the Chicken Suit and bash open the two piñatas before the Big Blue Nerbil to find two more Yorbels.

After defeating the Nerbil, hop up to grab Yorbel 20 before heading down the path to the left. Watch out for nearby plants. They can take a big bite out of Tak. Watch his Health.



Yorbel 21

From where you defeated the Big Blue Nerbil, follow the path to the left. On the upper ledge to the right of the path, bust open the piñatas to reveal another Yorbel. Return to the port-a-john and get another Chicken Suit.

Six More Yorbels



Dive-bomb the Nerbils in the valley below where you defeated the Big Blue Nerbil. Use the air vent near the ledge and the Big Blue Nerbil to stay airborne. Use the air vent near the beach to bomb



the piñatas near the water's edge and any Nerbils that may have been hiding inside them. After you clear the area of Nerbils, collect the six Yorbels in this area, and then defeat the Big Blue Nerbil. If you focus a few well-placed hits near the Big Blue Nerbil, you may be able to take it out from the air! If not, go into the port-a-john and change out of the Chicken Suit for your battle against the Big Blue Nerbil. After defeating it, grab another Chicken Suit and use the air vent near the port-a-john to reach the upper ledge on the right. Follow the feathers to another port-a-john.

Hop across the rocks to reach the first air vent. Veer around the geysers to reach the next ledge. Get rid of the Chicken Suit in the port-a-john on the ledge and prepare to battle against several Nerbils on the beach. This would be a good time to use your Stunner Juju to incapacitate the Nerbils while you destroy the two Nerbil trees. Once the beach has been cleared, hop up the ledges and battle the Big Blue Nerbils.

Yorbel 28



Lure one of the Big Blue Nerbils away from the other one to defeat them one at a time. After you eliminate them, climb up the ledges. Follow the wooden platforms, up and down, defeating any Nerbils that cross your path. Use whatever Juju Powers you have to keep Tak healthy and the Nerbils at bay. When you reach the end of the wooden platform, you'll find another Yorbel.

Recover the Conversion Juju and Yorbel 29

At the top of the wooden platform, run to the end and turn the crank to empty the water from the volcano. Hop across the gap to reach the ledge with the port-a-john. Before grabbing another Chicken Suit, run up the path and eliminate the plants at the path's end. Return to the port-a-john and grab a Chicken Suit. Return to the path's end, and glide over to the air vent and flap.



At the top of the air geyser, you recover the Conversion Juju, which converts any Nerbil into a chicken! Glide away from the air vent to the ledge to pick up the last Yorbel in this area.

Recover the Warp Mastery Juju



After picking up the last Yorbel, drop to the water and enter the cave. Collect the feathers on your way to another port-a-john at the end of the cave. In the clearing are several Big Blue Nerbils. Use your new Conversion Juju to turn them into chickens! That should last long enough for you to get by and reach the cave just beyond. A Warp Portal is in the clearing, as well as the Warp Mastery Juju.

Summon the Two-Headed Juju



After collecting the Yorbels in the large open area just after entering Chicken Island West, climb up to the upper wooden walkway and follow it to the Tiki. Drop down from the walkway. The shrine is very close to where you found the Tiki. Place the Tiki in the shrine to summon the

Two-Headed Juju. It agrees to help, but you must prove your bravery by going into the port-a-john it just left. Step in and the Two-Headed Juju dresses you in a Chicken Suit! Flap your wings by pressing the Attack button repeatedly so you can fly. Stop flapping to glide over areas.

Dryrock Canyon



- (A)** Entrance to Dryrock Canyon
- (B)** Exploding Cacti Wall
- (C)** Warp Portal
- (D)** Tiki
- (E)** Tiki Shrine
- (F)** Longer Life Juju
- Yorbels**

Recover the Longer Life Juju



From the lift, head into the canyon and past the rams to the wall full of exploding cacti. Climb up the wall and continue forward along the path. On the right is a hole in the ground. Jump into it to collect the Longer Life Juju as you land in a pool of water. Climb out of the water and leap across the ledges to the exit. The Longer Life Juju makes Tak tougher by lengthening his Health Feather.



The First Seven Yorbels

Before heading to the pit to get the Longer Life Juju, turn around when you reach the top of the exploding cacti wall.

You'll see the first Yorbel

on the ledge. Return to the passage and head to the water pit. After falling into the pit, leave the water and you'll see the second Yorbel. Battle past the Nerbils and climb up the rocks to find another Yorbel just before the exit to the cave. Carefully climb up the rocks to exit this area—it's dark in this passage and easy to fall off the ledges.

Watch your footing and climb out.



After leaving the water pit, follow the path to the temple door. Turn away from the door, and head up the stone steps on the right. When you reach the top ledge, turn left. Hop across the ledges and climb up the steps. The fourth Yorbel is behind the wall just past the Nerbil tree.

Return to the previous set of ledges and head left. Jump over the exploding cacti and head back to where you previously defeated the second Magical Nubu Plant. Hop across the ledges on the left to find a fifth Yorbel on top of the ledge to the right. From this Yorbel, follow the ledge around to the left. You'll spot the sixth Yorbel on the second step that leads up to a Magical Nubu Plant.

Follow the ramp up to where you battled the Magical Nubu Plant. Jump across the gap and behind the plant, and follow the passage to the water. Swim behind the pillar to find the seventh Yorbel.

Two More Yorbels in a New Part of Dryrock Canyon



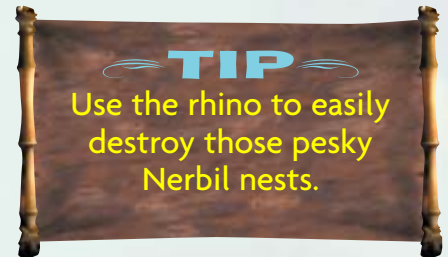
Swim across the waterfall to enter another part of Dryrock Canyon. If you can use the Blowgun to pole-vault from the island to the eighth Yorbel on the ledge, great! However, if you can't, just swim through the water and follow the ledges up. You can't get past the rams, but look left to see an ornate rock that's fallen over. It's perfect for Tak to use to climb up. Battle past more Nerbils to reach the Yorbel at the ledge's end. To reach the last Yorbel in this area, drop a sheep down to the ram and look left from the ram's ledge. There are pillars that wind around to the building beyond and to a Yorbel in the distance. Hop down from the ram's ledge and hop across the ledges to the ninth Yorbel.

Riding the Rhino and Emu

Before activating the Tiki shrine, let's get the rest of those Yorbels! From the Dryrock Canyon entrance, go past the exploding cacti wall and follow the ledges on the left. Climb up to where you battled the second Magical Nubu Plant. Facing the plant, look left. You can see another part of Dryrock Canyon over the rocks. Jump over to the cactus on the ledge and drop down the ledges to the canyon floor and to a waiting rhino.



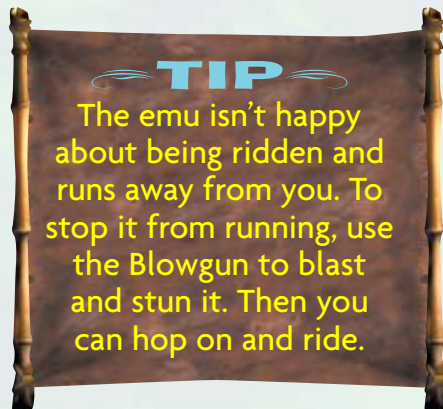
Jump on the rhino and bust through the nearby wooden wall. Travel to the back of the village to find the tenth Yorbel in the middle of the path before a Nerbil nest.



Three More Yorbels



Use the rhino to bust through any remaining walls. When you bust through the final wall, you find an emu. The emu isn't excited about being ridden, but when you catch it, ride it up the ramp to collect the eleventh Yorbel. When you reach the gap, jump and the emu will flap over to the next ledge. Run through the twelfth Yorbel and quickly jump to make it to the next ledge. The thirteenth Yorbel is on a ledge after the third gap.



The Last Two Yorbels



The fourteenth Yorbel is hovering just above a round platform. Jump the gaps and carefully inch your way to this moving platform's edge to claim the Yorbel. Jump to the nearby ledge and run to the end. The fifteenth Yorbel is at the ramp's end. Don't overlook the Fire Acorn on the ledge. Now Tak can shoot Fire Acorns whenever he wants!



TIP

Unless you're very comfortable riding the emu, you may want to crash into the wall after jumping the second gap and use double jump and the Blowgun to get through the rest of the upper path.

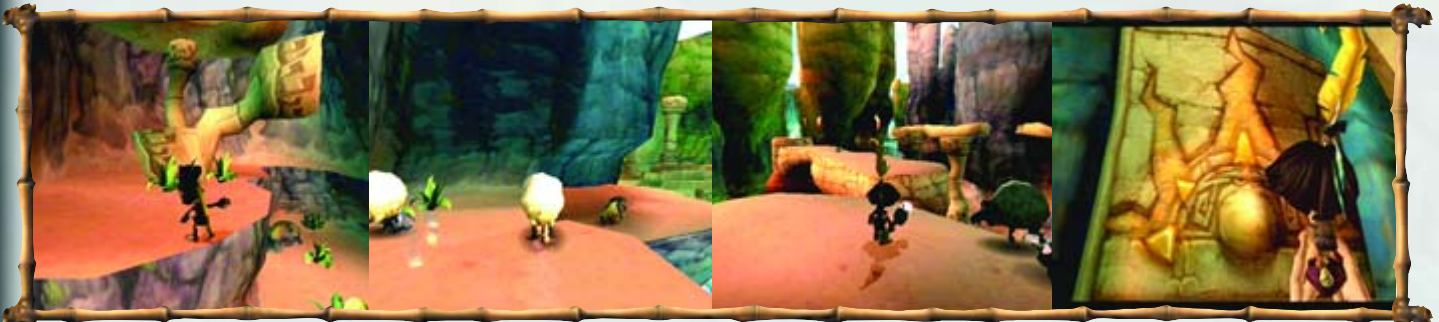


You can ride the emu all the way around the tops of the buildings, but running into a building may knock you off once or twice. If you're knocked off your emu, just drop back to the bottom to retrieve it and try again.

To reach the Tiki Shrine, climb up the large stone steps toward the exploding cactus. You can see the Tiki Shrine from the steps. Drop down to the canyon floor and summon the Two-Headed Juju.



Summon the Two-Headed Juju



To summon this Juju, you must first get the Tiki. After swimming across the waterfall into the second part of Dryrock Canyon, climb up the ornate stone and grab a sheep. Drop down to the ledge with the ram, then hop across to the ledge running through the center of this area. You can see the Tiki shimmering at the ledge's edge. Hop over the exploding cacti and recover the Tiki. Return to the first part of Dryrock Canyon to place the Tiki in the shrine. Once summoned, this two-headed comedy routine will eventually open the door leading to Dryrock Caverns.

NOTE

You can return to the entrance of Dryrock Canyon by activating the Warp Portal near the gong.

Dryrock Caverns

Objectives

- Catch 3 Magic Lights
- Collect 24 Yorbels
- Recover the Stunner Juju



Catch the Magic Lights and Recover the Yorbels



The Two-Headed Juju will transport Tak into another part of Dryrock Canyon. Walk to the light and Flora will explain that you must capture each of the lights. You must keep up with the light in order to see your way through the caverns. One wrong step, and you may fall off the edge. Watch out while you're traveling across the ledges. Some are covered with water and are very slippery, and Tak could easily slide off the edge.

Avoid the Nerbils as best you can and keep up with the light. If you do, you'll reach the end quickly and more safely than trying to go it alone in the dark. After you capture the light, retrace your steps and pick up the Yorbels in each passage with the safety of the light.

The Yorbels are easy to spot in the darkness. The glowing spheres around them may make them appear to be close, but watch your step. They could be sitting above a very high ledge that might not be an easy jump. After completing the first course, return to the center and a gate will rise, allowing you to access the next cavern. Repeat this procedure until you have captured all three of the Magic Lights.

The caverns get tougher and tougher. This may be the most challenging level you've played so far. There are also Big Blue Nerbils in one of these caverns. Don't be afraid to defeat them in here. They aren't any tougher than any other time you've defeated them, and there's often a Yorbel hidden behind them. So take a chance and whack a few Big Blue Nerbils! After you collect all 24 Yorbels in the caverns, leave the caverns and you'll be back in Dryrock Canyon. Make your way back to the tram and return to Tak's Village.



NOTE

Don't worry if you have to go back and re-enter the caverns to get all of the Yorbels. You can go back in as often as necessary. Just take your time, and you'll find them all.

TIP

Switch between your Restoration Juju and Juju Compass while you travel through the Dryrock Caverns. The coconut-throwing Nerbils can take a lot out of Tak. Restore his Health often.



The First Cavern

The first cavern is pretty easy compared to the last two. Collecting the Yorbels here will get you used to navigating in the dark. Keep up with the light and take your time collecting the eight Yorbels in this cavern.



The Second Cavern

Flying Nerbils make their presence known in this cavern. Listen for the flapping of wings coming from the darkness. You may want to hold off jumping to another ledge until after you've eliminated the flying Nerbils. Eight more Yorbels are in this cavern.



The Third Cavern

The third cavern challenges you with swaying pillars, Big Blue Nerbils, and flying Nerbils like those you battled in the previous cavern. Secure your footing before leaping from platform to platform. The last eight Yorbels are in this cavern.

The most important points to remember when traveling through the caverns are:

1. Ignore the Yorbels the first time through.
2. Keep up with the light.
3. Take your time on the way back to the entrance. There's no time limit on this. It's better to be slow than to run off the side of a cliff.
4. When it doubt, take the stick out! Use your Blowgun to propel yourself to some of the ledges.
5. Don't be afraid to take a few leaps of faith.
6. Adjust your camera angle to see over the edges of each pillar and ledge you stand on before you jump off.
7. Use your Juju Compass to help you locate any Yorbels you may have missed.
8. Don't overlook caves in the sides of the cavern. Yorbels are often hidden there.
9. Listen for the sound of Nerbils that may be nearby. Anticipate where their attacks may be coming from. Nerbils in these caverns will reappear. Be prepared.
10. Don't be afraid to explore. If you fall off a ledge, you'll restart at the last light arc you passed.



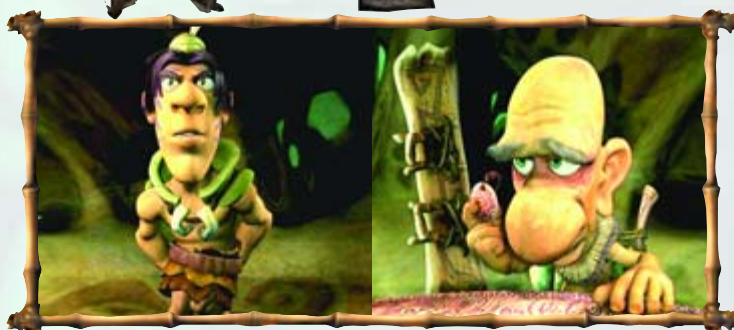
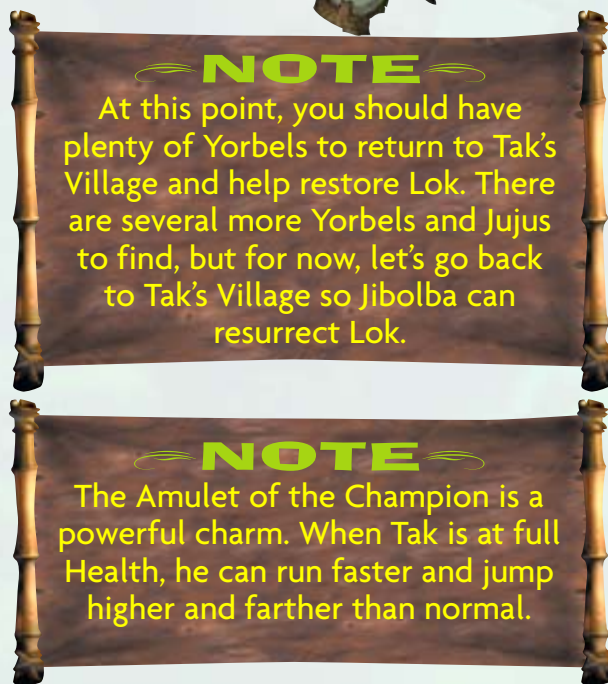
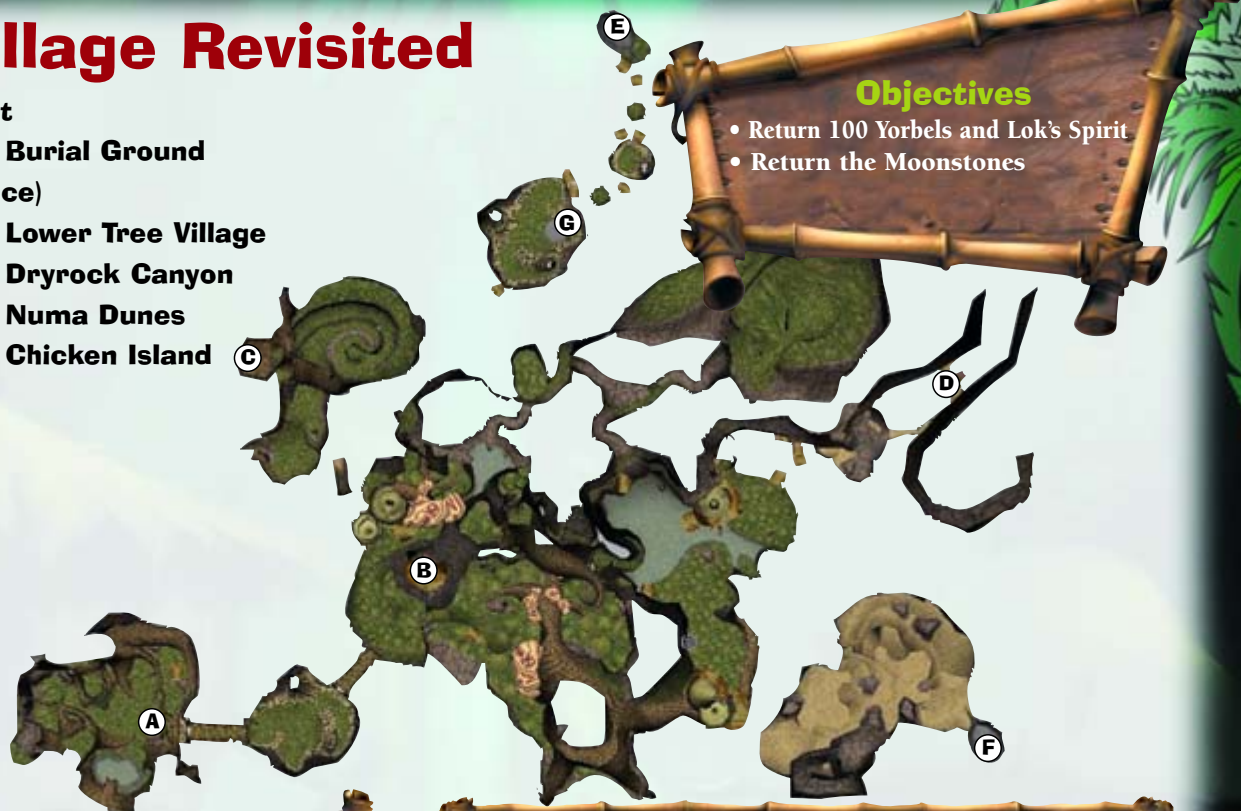
Recover the Stunner Juju

After you've captured the three lights, return to the level entrance. Remember that large orb that looks like a giant Yorbel where you first entered the caverns? When you return, a beam of light will penetrate the orb, bursting it to reveal the Stunner Juju.



Tak's Village Revisited

- (A)** Jibolba's Hut
- (B)** Entrance to Burial Ground (Well Entrance)
- (C)** Entrance to Lower Tree Village
- (D)** Entrance to Dryrock Canyon
- (E)** Entrance to Numa Dunes
- (F)** Entrance to Chicken Island
- (G)** Warp Portal



Jibolba's resurrection spell works and Lok is restored to his former humble self! Unfortunately, Lok's suffering from a little "resurrection's revenge" and can't do much to help out the Pupanunu people.

Once again, Tak is called upon to help his people. Jibolba gives you the Amulet of the Champion to help Tak retrieve the Moonstones. Jibolba desperately needs them to restore the Moon Jujus' power and open the doorway to Tlaloc's hideout.

Return the Moonstones

Tak can find the Moonstones by traveling to three new areas. You can find these areas by visiting places you have already been:

1. **Chicken Temple** You must travel to Chicken Island. Use the Amulet of the Champion to gain access to Chicken Temple.
2. **Sun Temple** You must travel to Dryrock Canyon and use the Amulet of the Champion to gain access to the Sun Temple.
3. **Mountain Top** You must travel to Upper Tree Village to reach Mountain Top. Use the Amulet of the Champion to gain access to Mountain Top North.

Because we still have many more Yorbels and Jujus to find, let's start our search with Lower Tree Village. We'll pick up Moonstones as we make our way through the rest of the levels.



Lower Tree Village

Collecting the Yorbels

Before we start collecting the Moonstones, let's get some more Yorbels! Travel to the Lower Tree Village to start your Yorbel search.



(A) Entrance to Lower Tree Village

 Yorbel

(A) Entrance to Lower Tree Village

 Yorbel



Lower Tree Village

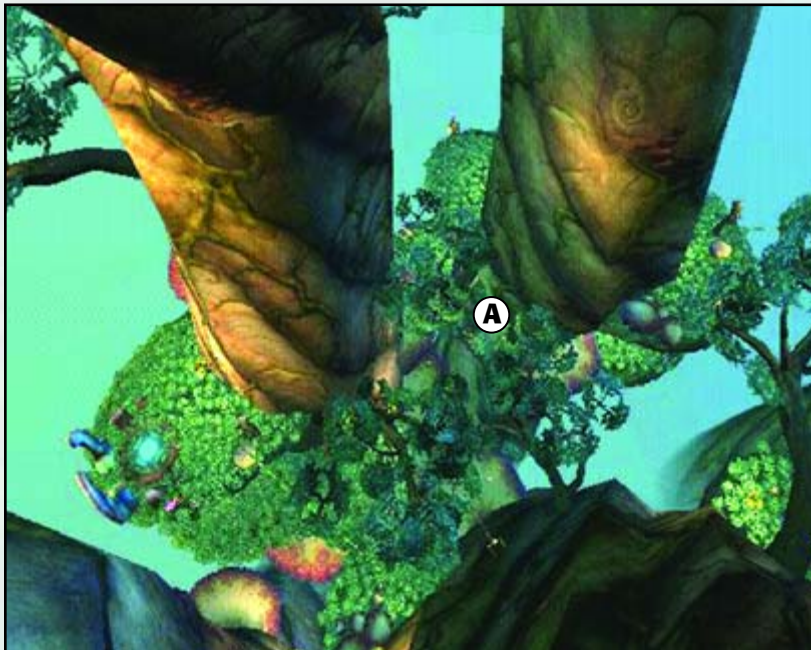


Ignore the lift to Upper Tree Village for now. You'll visit that area after you collect everything in Lower

Tree Village. Before leaving the entry point, turn around and look up to see the first Yorbel above the doorway. Climb up the fungi to grab it. The door is already open to Upper Tree Village. Ride the banana leaf to the upper ledge and grab the second Yorbel on the left. Whack the sheep and go through the door.



Destroy the Nerbils and the Nerbil nests to grab two more Yorbels nestled atop each nest. Activate the sheep on the ledge above to raise the door and exit. Grab another Yorbel after destroying the Nerbil nest to the left of the entrance. The sixth Yorbel is hidden in the Nerbil nest to the right of the entrance. After collecting the sixth Yorbel, turn around and look up and behind you. The seventh Yorbel is on the ledge above the entrance.



The Spirit Call Juju

A Spirit Call Juju

Fly up to the ledge previously occupied by the Magical Nubu Plant. Follow the fungi around the tree. As you near the rope heading up, turn around. The Spirit Call Juju is on one of the lower fungus pieces. With the Spirit Call Juju, Tak can collect Nerbil spirits much faster.





Yorbel

Back to the Yorbels



Follow the path to the next Magical Nubu Plant location. You can see the next Yorbel to the left, but you can't get it just yet. Continue following the path to the right around the tree.

Now that you're on a higher level, you can see three Yorbels around the

vines. Slide down the vine, swinging left and right to collect two of the Yorbels. Turn around and slide down the next vine to get the third.

If you miss one of the Yorbels as you're swinging back and forth, just slide down the vine and circle around the tree to reach the higher ledge and try again.



Yorbel

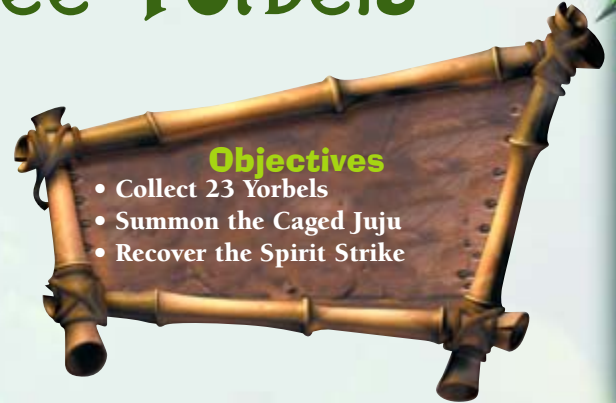
Destroy the Nerbil nests on the ledge after crossing the bridge. Fly up to the ledge where the Magical Nubu Plant once sat, and then slide down the vine to grab the eleventh Yorbel.

Cross the tree bridge and destroy the Nerbil nest to snag the twelfth Yorbel. Now you can cross back over the tree bridge and exit Lower Tree Village.




Upper Tree Village

Recover the Spirit Strike Juju and the First Three Yorbels




A Entrance to Upper Tree Village

 Yorbel



A Spirit Strike Juju

 Yorbel

Whack the sheep to raise the door and enter Upper Tree Village. Travel left from the entrance and destroy the Nerbils and the Nerbil nest. Hop to the ledge beyond and pick up a melon. Return to the entrance and cross the bridge on the right. Lay the melon near the tree on the far right to lure the orangutan away from its current position. Hop up to the ledge above where the orangutan had been and pick up a sheep.



Drop to the lower ledge and place the sheep on the treadmill. Before activating the treadmill, return to the orangutan. Get a lift off a leaf to reach the ledges high above. Slide down the vine and pick up the Spirit Strike Juju and a Yorbel from the ledge. Slide down the nearby vine to pick up another Yorbel on your way back to the sheep.



Collect the Yorbels



Yorbel



Upper Tree Village



Smack the sheep and ride the grass elevator up to get the third Yorbel from the ledge. Hop back down and return to the start.

Cross the wooden bridge and destroy the Nerbil nest on the side of the tree near the orangutan. Go back to the melon plant and return with a melon, luring the orangutan to the empty tree. Hitch a ride on a leaf to the upper ledge. The fourth Yorbel is above one of the round platforms to the left, but there's also a Nerbil nest nearby. Forget trying to destroy the Nerbil nest; quickly retrieve the Yorbel, avoiding the flying Nerbils. Slide down the vine to return to the previous ledge.



Cross over the wooden bridge to the start. Activate the sheep, hop back on the elevator, and cross over to the next ledge. Hop around the tree on top of the fungi to the rope. Jump onto the rope and swing across to the ledge.

Before addressing the missing sheep problem, turn around to find the fifth Yorbel floating above the ledge. You can't get it right now, but remember where it is.

Cross the tree bridge to where the orangutan is munching bananas near a tree. Head left around the bend and grab a sheep off the upper ledge. Return to the orangutan, who happily obliges you by taking the sheep off your hands and propelling it to the upper ledge. Climb up and place the sheep on the treadmill. Stand on the elevator and use your blast on the monkey in the tree. The monkey will lob a coconut at the sheep to activate the elevator.





 Yorbel



Quickly leave the elevator, grab a melon, and return to the elevator before it descends. Don't fall off the ledge with the melon—it'll burst. With melon in hand, drop to the ledge with the orangutan and place the melon at the opposite tree, luring the orangutan away from its present location.

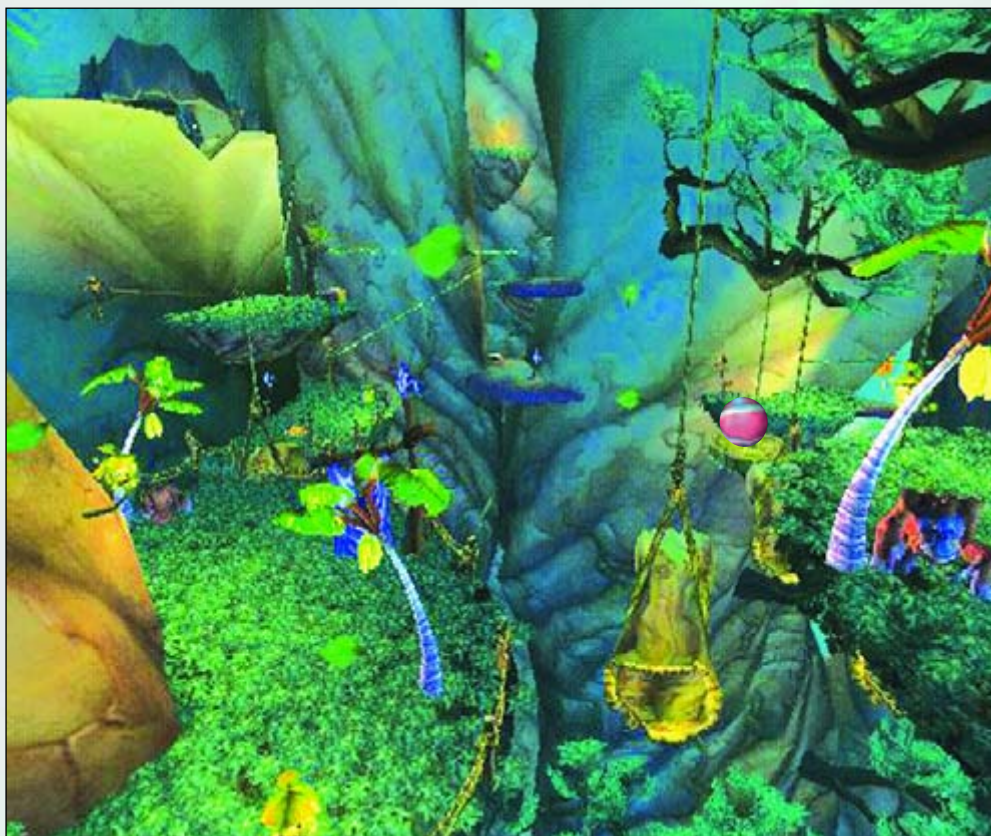
With the orangutan a safe distance away, drop down with the sheep and cross the tree bridge. Return to the orangutan and ride the leaf up to the higher ledge. Collect the feathers and slide down the vine to grab the sixth Yorbel. Carefully cross back over the rotating tree bridges to return to the sheep in the treadmill and whack the sheep to get the treadmill going.

Ride the elevator up and slide down the vine to get the fifth Yorbel you saw earlier from the ledge. Hop up to the fungi and slide down the vine to return to the ledge with the sheep. Smack the sheep and ride the elevator up once more. This time, as you slide down the first vine, jump as you reach the seventh Yorbel. You will nab the Yorbel and also grab another vine on your way down to bring you safely back to the ledge with the sheep.

Cross the tree bridge, returning to the area with the monkey in the tree. To get the eighth Yorbel on the ledge with the monkey, use the Blowgun as a pole vault and you'll easily scale the distance.

It's easy to get the ninth Yorbel, which is suspended over the rotating bridges. Time your jumps carefully so you don't miss the bridge. Continue across the bridges to the round platform and the ledge beyond.

Upper Tree Village



 Yorbel



 Yorbel



Follow the ledge around to the rope. Adjust your angle and swing wide to nab the tenth Yorbel hanging in mid-air. Readjust your angle and swing over to the fungi path.

Follow the fungi around to the vine and slide down. Stand on the elevator and use the Blowgun to activate the sheep and make the elevator rise. Hop off and eliminate the nearby Nerbils before heading to the left.



Use the rope to swing across and grab the eleventh Yorbel, which is suspended between two pieces of fungi. Be certain to readjust your angle to swing onto the next piece of fungi before jumping off. Follow the fungi around to the rope and climb up.

Have your Stunner Juju ready to eliminate all the Nerbils and the Nerbil nest on the next ledge. Destroying the Nerbil nest also gets you the twelfth Yorbel! Slide down the nearby vine to reach the next ledge. Hitch a ride from the orangutan to reach the high ledge across from him.



 Yorbel

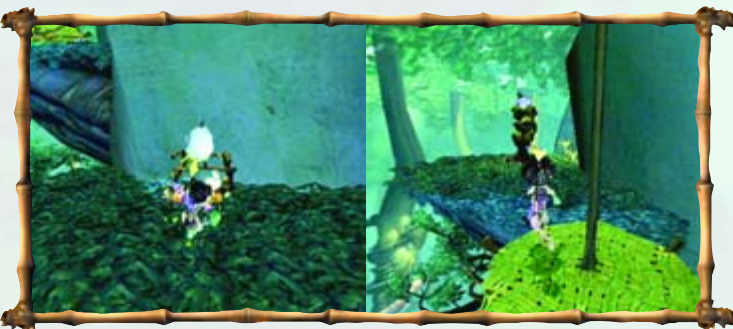
Upper Tree Village



After landing, go inside and out through the opposite door by hopping up onto the ledge near the sheep. Go down the ramp and pick up a melon, returning to the room with the orangutans. Be careful as you get near the big apes because they want that melon! Lure the orangutan nearest the opposite door outside with the melon and place it by the tree. Run back into the room and grab the thirteenth Yorbel off the ledge above the sheep. This would be a good time to destroy that Nerbil nest in the ceiling.

Drop back down and grab the sheep, dropping to the floor with the orangutan. The orangutan left in the room will toss it up to the ledge. Climb up the ledge and snag the fourteenth Yorbel before grabbing the sheep. Get back to the floor, placing the sheep on the treadmill.

Activate the treadmill by smacking the sheep and hop onto the grass elevator to the right. Now collect the fifteenth Yorbel from the ledge. Use the Blowgun to pole-vault off the grass elevator to the higher ledge to snag the sixteenth Yorbel.



Go back outside to the tree where you left the orangutan. Hop onto the leaf to be catapulted inside the room on the ledge with the seventeenth Yorbel.

If the monkey is not on the tree near the sheep, you will have to drop down and shoot it with your Blowgun so it will hit the orangutan. The orangutan will propel the monkey to the next tree. Return to the ledge and use your Blowgun on the monkey once more.

The monkey will hit the sheep, activating the treadmill and lowering the grass elevator for you to hop on. After it stops, step off and grab the eighteenth Yorbel on the ledge. Slide down the vine and pick up the last two Yorbels in this room. Return to the melon tree outside and grab the twenty-first Yorbel from the stump before sliding down the vine.

Whack the sheep to activate the treadmill and ride up the grass elevator on the left. Have your Stunner Juju at the ready.

As soon as you hop onto the grassy ledge, use your Stunner Juju to stun the Nerbils. Bash the Nerbil nest and any Nerbils left before grabbing the twenty-second Yorbel. Drop back to the previous ledge.



Get the sheep moving again, and jump on the grass elevator on the right. Ride the elevator up and turn around to the rope. Carefully jump onto the rope and start swinging.

Line yourself up with the second rope and jump. Line up with the twenty-third Yorbel and grab it when you swing. Turn around on the rope and once again, swing back to the first rope.

Once you're on the first rope again, lower yourself to near the rope's bottom and start swinging. Once you have a nice wide swing, jump off the rope to reach the grassy ledge. When you land on the ledge, Flora points out that a Tiki is in the grass. Go grab it!

Summon the Caged Juju

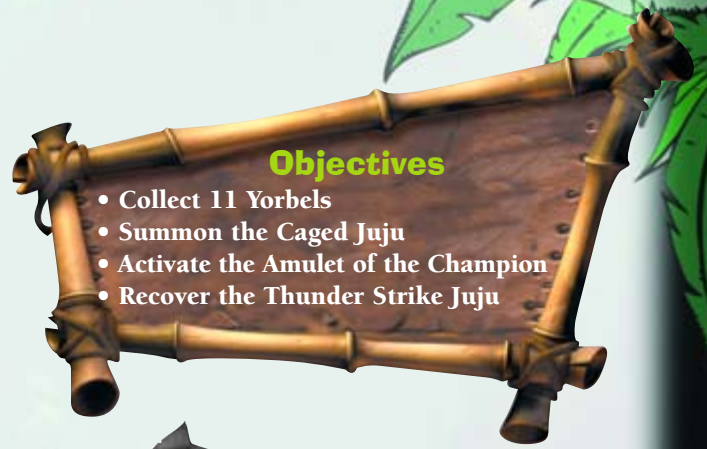


Slide down the vine and smack the sheep to raise the door to the Tiki Shrine. Have your Stunner Juju ready to use as soon as you near one of the Nerbil nests on the wall. Eliminate the Nerbils and put the Tiki in the shrine. This nasty guy has plans for Tak, but luckily Tak is a smart guy and catches on quick. When the Caged Juju fires up the tree, it's a great new item for Tak. Pick up one of the Fire Coconuts and toss it at the wooden wall to blast it open so Tak can enter Mountain Top.



Mountain Top

Collect the 11 Yorbels



- (A)** Entrance to Mountain Top
- (B)** Fish
- (C)** Emu
- (D)** Rhino
- (E)** Sheep
- (F)** Tiki
- (G)** Tiki Shrine
- (H)** Warp Portal
- (I)** Entrance to Powder Canyon
- (J)** Entrance to Mountain Top North
- (K)** Thunder Strike Juju
-  Yorbel



The First Two Yorbels



Collect the feathers as you follow the path from the start. Watch out for the plants that pop up when you least expect it. You can collect several of the Yorbels as you retrieve the animals for the Caged Juju, but we note them here for easy reference.



Be sure the wooden wall leading to the emu has been destroyed before going after this Yorbel. Climb the ledge across from the monkey and the ram. Fire an acorn at the monkey and it will lob a coconut at the ram. When the ram charges the monkey's tree, it hits so hard that it's momentarily stunned. Use this time to quickly jump across the gap, grab the Yorbel from the ledge, and then hop to the higher ledge to recover a melon. Drop into the water with the melon so it doesn't bust. Use the melon to lure the orangutan near the emu over to the banana tree by the water. Stand on the leaf when the orangutan presents it—he'll propel you to the ledge with the second Yorbel.

The Next Four Yorbels



When retrieving the rhino, grab the third Yorbel from the ledge between the trees on the path leading to the stone obstruction the rhino needs to knock down. The fourth Yorbel is in the path after you knock down the stone obstruction and before the wooden wall. After bashing down the wooden wall with the rhino, you'll find the fifth Yorbel on a platform near the Big Blue Nerbil.

Look for the sixth Yorbel on the second orangutan island where the sheep are being propelled between the orangutans. There's a Big Blue Nerbil on this island as well, so watch out!

Two More Yorbels



After the Caged Juju gives Tak the Snowboard, you can start collecting the remaining Yorbels, starting with number seven.

From the Tiki Shrine, look left to the fungi leading up the tree to a ledge. Blast down the wooden wall with a Fire Coconut. Defeat the Nerbils and the Big Blue Nerbil in the clearing. Hop across the stone waterfall to reach the ledge with the orangutan. Follow the small ledges to the left, eliminating any Nerbils on the ledges above. Cross the ledges and follow the path to the seventh Yorbel.

Return to the ledge with the orangutan. Look across at the high ledge with the rams on it. Follow the fungi up the tree near that ledge. Quickly snatch the eighth Yorbel from the ledge before the rams see you.



THE LAST THREE YORBELS

You'll find another Yorbel on the ledge just to the right of the orangutan and before the cranks.

Turn the cranks to raise the water level. Drop into the water and follow it to the corner, where you'll find the tenth Yorbel.

After leaving Powder Canyon, slide down the vine and grab the Yorbel from the ledge. You can also get this Yorbel by merely climbing up the fungi on the tree near the ledge and pole-vaulting to it.



Summon the Caged Juju



Travel past the Tiki Shrine until you come to a small body of water. Swing on the rope to reach the ledge across the water with the Tiki on it. Return the Tiki to the shrine and summon the Caged Juju. The Caged Juju is willing to give you a Snowboard to reach Powder Canyon, but it wants a fish, a sheep, a rhino, and an emu.

You must collect each of these animals and return them to the center platform near the Tiki Shrine. As you return each animal to its proper places in the platform's center, its spot lights up.



Retrieve the Fish

The fish is one of the easiest to get for the Caged Juju and the closest. Head back toward the water, and take a left

when you reach the orangutan. There's a small body of water nearby with three fish in it. Pick up one of the Fire Coconuts on the ground and toss it into the water—this blasts one of the fish out of the water.

Ride the banana leaf out of the pond area. Take the fish to the circle and place it under the carving of the fish.

Retrieve the Emu

The emu is very close to where you collected the fish. Return to the small body of water and pick up another Fire Coconut. Throw the coconut at the wood wall to the pond's right. This is where the emu is hiding. Stun the emu with a shot from your Blowgun, then ride it over to the circle and maneuver it under its carving.





Retrieve the Rhino



Toss a Fire Coconut at the wooden wall to bring it down. Follow the path to the area just past the orangutan. Use the Blowgun to pop the bomb-toting Nerbils on the ledges to the left, then use the Staff to pole-vault up to the top. Walk the rhino up the path. As you near the stone obstruction, smack the rhino to make it ram the stone, causing it to fall over. Get back on the rhino and ride it across the newly formed bridge, smacking it once more as you near the wooden walls, bringing them down. Lead the rhino to its place in the circle.

Retrieve the Sheep



Retrieving the sheep is a little more complex than the other animals. Return to the orangutans in the area where you found the rhino. You'll see two sheep on the far hill. You may need to encourage the sheep to get closer to the orangutan by the tree—you want it to grab one of the sheep and toss it to the next island. The orangutan on the next island will retrieve the sheep and propel it to the island with the orangutan and the monkey. Stand on the island with the orangutan and the monkey.

Once the sheep is on the second island, aim at the monkey in the tree to make it toss a coconut at the orangutan near you. Make sure you're farther away from the monkey than the orangutan or you may be the one being pelted by the coconut! When the monkey hits the orangutan, the orangutan responds by going over to the monkey's tree and flipping it into another tree. While this is going on, the sheep being propelled from the second island should be landing near your location. Quickly retrieve the sheep and return it to its designated spot in the circle. Your timing to fire on the monkey must be perfect or the orangutan will pick up the sheep, and you'll have to start the process all over again.

Once all four animals are in their proper places, the Caged Juju appears and gives you the Snowboard so you can reach Powder Canyon.

Reaching Powder Canyon



You can find the entrance to Powder Canyon as you're collecting the last of the Yorbels. The second half of Mountain Top is where you must raise the water level to get the Yorbel. Follow the fungi up the tree near the ledges where the rams are located and pass by the fungi. A melon bush is on the ledge below you. Be certain you have turned the cranks to raise the water before picking up a melon.

Once you have the melon, drop into the water and follow the waterfall back to the orangutan near the tree. Lure the orangutan to the second tree with the melon. Hop on the banana leaf and propel up to the ledge with the tram to Powder Canyon.

Recover the Thunder Strike Juju



You'll need a melon to reach the Thunder Strike Juju. Have the monkey smack the ram and jump across the gap to grab a melon. Drop to the orangutan near the fishpond. Place the melon on the ground near the tree opposite the orangutan, luring the big ape to the second tree. Once he's in position, take a ride on the banana leaf to the upper ledge and recover the Thunder Strike Juju.

Activate the Amulet of the Champion



If the orangutan is still at the other tree to which you lured it (in the area near the gong), grab another melon and lure it back to the tree near the Warp Portal. Once there, stand on the banana leaf and propel to the upper ledge with the gong and the entrance to Mountain Top North.






Powder Canyon

Collecting the Yorbels



Objectives

- Collect 17 Yorbels
- Recover the Mana Pouch Juju

- (A)** Entrance to Powder Canyon
- (B)** Mana Pouch Juju
-  Yorbel

Powder Canyon is a breeze if you got all of the Yorbels in Numa Dunes. The same principal applies here in Powder Canyon. Before long, you'll be grinding along snow-capped mountains and leaping icy waters like a pro! Watch Flora demonstrate how to get around Powder Canyon.

Yorbel 1

From the start, build up both levels of boost. Use one boost to launch off the first jump to the right to reach the upper right trail. When Tak is on the trail, use the second boost to grind on the branch over the cave. Collect the Yorbel on the branch.



Yorbel 2



From the start, jump up the first ramp to the left and grind the two branches to the top left trail. Continue down the trail to the tree branch on the right and grind it, using the boost to get the distance necessary to reach the trail on the other side. The Yorbel is in the line of feathers Tak collects while in the air.



Yorbel 3



From the start, complete four to five tricks to get one full boost bar. Continue down the run and use the boost to jump off the first jump on the right. Use this jump to gain access to the top right trail. Continue down the first drop and around the large tree. Launch off the cliff side next to the ramp, collecting all three ice cubes in the air.

Yorbel 4



From the start, complete four to five tricks to get one full boost bar. Continue down the run, and use the boost on the first jump to the right to gain access to the upper right trail. Continue down the first drop and around the large tree, using another boost to launch off the ramp directly ahead. Collect all the ice cubes.

Yorbel 5



From the start, launch off the first jump to the left and grind the two branches to gain access to the upper left trail. Continue down the trail to the cave. Take the cave to the end, jumping from the first pillar to the second pillar; boost to launch off the jump on the second pillar. Collect all the ice cubes in the air.





Yorbel 6



From the start, complete four to five tricks to get one full boost bar. Boost to launch off the first jump to the right and gain access to the upper right trail. Continue past the jump to the cave. Take the cave to the tree branch at the end and grind it to the other side, collecting all the ice cubes in the air.

Yorbel 7



From the start, advance to the first set of ice rails. Grind on the first rail to the left of the jump, then boost to launch off the lip onto the tree branch ahead. Jump off the tree branch's end and into the rotating Yorbel.

Yorbel 8



From the start, launch off the first jump to the left and grind the two branches to gain access to the upper left trail. Continue past the first cave to the second cave. At the end of the second cave, grind the tree branch ahead and use the boost to propel Tak across to the canyon to the opposite side, collecting all the ice cubes along the way.



Yorbel 9



From the start, launch off the first jump to the left and grind the two branches to gain access to the upper left trail. Continue past the first and second caves to the huge dip in the trail. Once past the dip, use the boost to grind the tree branch straight ahead, collecting the ice cubes in the air.

Yorbel 10



From the start, complete four or five tricks to get one full boost bar. Use the boost to launch off the first jump on the right and gain access to the upper right trail. Continue past the large holes. Move past the jump and off the cliff to the elevated snow below, collecting the Yorbel in the air.

Yorbel 11



From the start, complete four or five tricks to get one full boost bar. Use the boost to launch off the first jump on the right and gain access to the upper right trail. Continue past the large holes and jump to the next available branch. Boost onto the branch and grind it. Jump across to the upper left trail and collect the ice cubes in the air.



Yorbel 12



From the start, continue past the second set of logs and over the first gap in the trail. Once you're over the gap, take the right trail around the rock to the jump on the left with the signpost next to it. Boost off the jump to the elevated snow platform directly ahead. Collect the Yorbel on top of the platform.

Yorbel 13



From the start, launch off the first jump to the left and grind the two branches to gain access to the upper left trail. Go past the first two caves to the end of the giant dip in the trail. When you reach the second tree, go along the cliff wall on the left and jump across the gap. Collect the Yorbel in the air.

Yorbel 14



From the start, launch off the first jump to the left and grind the two branches to reach the upper left trail. Progress to the right of the third cave to the icy section on the cliff. Before you reach the ice, jump off the cliff to the right onto the elevated snow platform below. Collect the Yorbel to the left of the jump.

Yorbel 15

From the start, launch off the first jump to the left and grind the two branches to reach the upper left trail. Take the third cave and jump onto the first pillar on the other side. Boost off that pillar to the pillar below, where you can grab the Yorbel.



Yorbel 16



From the start, complete four or five tricks to get one full boost bar. Use the boost to launch off the first jump on the right and reach the upper right trail. Go to the second cave. Once you're out the other side, grind the tree branch straight ahead on the left. Collect the Yorbel in the air.

Yorbel 17



From the start, complete four or five tricks to get one full boost level. Use the boost to launch off the first jump to the right and reach the upper right trail. Continue all the way to the last section of ice, and collect the Yorbel.

Recover the Mana Pouch Juju



From the start, launch off the first jump to the left and grind the two branches to reach the upper left trail. Go to the last cave on the trail, and take the left cave at the fork. Collect the Mana Pouch Juju on the jump at the cave's end.



Mountain Top North

Collect the Yorbels

- A** Entrance to Mountain Top North
- B** Summon Melon Juju
- C** Crank
- D** Puzzle
- E** Red Hut
- F** Purple Hut
- G** Green Hut
- H** Blue Hut
- I** Entrance to Pins and Needles Boss Fight
-  Yorbel



Objectives

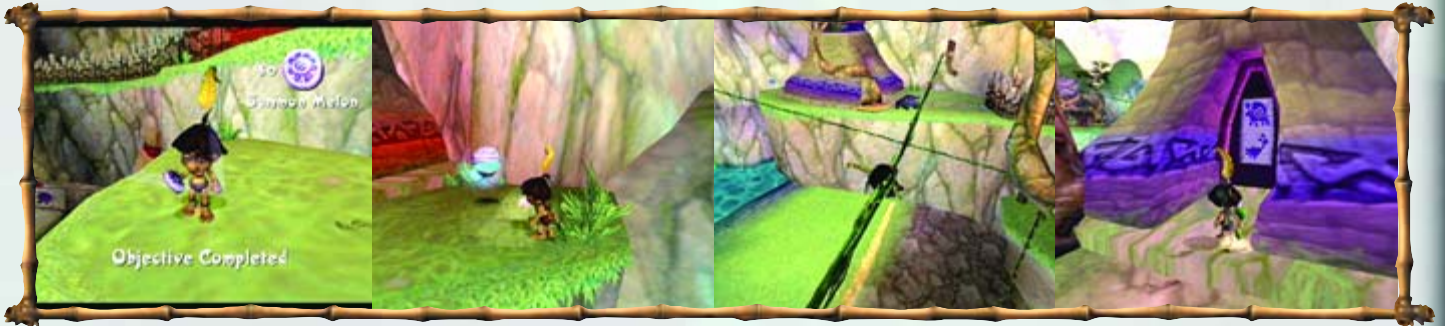
- Raise the Stone Pillars
- Collect 1 Moonstone
- Collect 6 Yorbels
- Recover the Summon Melon Juju



You'll easily find the first Yorbel when you drop into the valley with the orangutan. Walk around the nearby tree to the Yorbel on a ledge. Let the orangutan propel you across this area.

Slide down the vine and into the water near the waterfall. When you come out of the water, look to the right to see the second Yorbel.

Recover the Summon Melon Juju and Two More Yorbels



From the second Yorbel, head toward the puzzle. Look across the puzzle up to the ledge. That shiny object is the Summon Melon Juju! Just hop over to the ledge and it's yours. This powerful Magic Juju can conjure a melon from thin air! From the Summon Melon Juju, use the Staff to propel yourself to the ledge above to get the third Yorbel. Return to the orangutan.

This time, hop up to the starting point and grab a melon. Drop back to the valley and place the melon near the empty tree. As you fly across this area, grab onto a vine and slide down to get the rhino.

Before climbing on the rhino, hop to the small ledge. Carefully follow the edge around the building to get the fourth Yorbel. Before leaving this spot, look at the door. The top picture is of a ram and the bottom is of an emu.

Raising the Platforms: The Red Hut



Ride the rhino through the wooden walls, clearing the path from one side to another. The red hut where you end up has a picture of a sheep and a pig on the door. Remember that.



Once the path is clear between the two doors flanking the puzzle, go to the puzzle. Activate the left crank to move the bottom, larger part of the puzzle to the picture of the pig. Keep turning the crank until the pig is in front of you. Now move to the crank on the right. Turn the crank until a picture of the sheep is above the picture of the pig, just like the door. As soon as you set the correct combination, the puzzle lights up. The door to the red hut rises and the timer starts. Run as fast as possible to the red hut door. Swing wildly to momentarily keep the Nerbils out of your path. Get into that hut before the timer runs out. Enter the hut and step on the floor switch. The first stone pillar rises from the water. Time to raise another pillar.

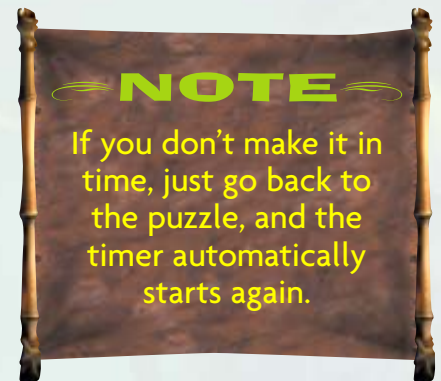
Raising the Platforms: The Purple Hut



of an emu is on the bottom part of the puzzle. Next, turn the right crank until the picture of the ram is above the emu. Once you set the combination, the puzzle lights up and the door to the purple hut rises.

Drop to where the orangutan is and pole-vault up to the ledge. This shaves a couple seconds off the time it takes you to reach the door. Enter the hut and activate the floor switch to raise the second stone pillar.

Return to the puzzle, and match up the pictures from the purple door on the right. Turn the left crank until a picture

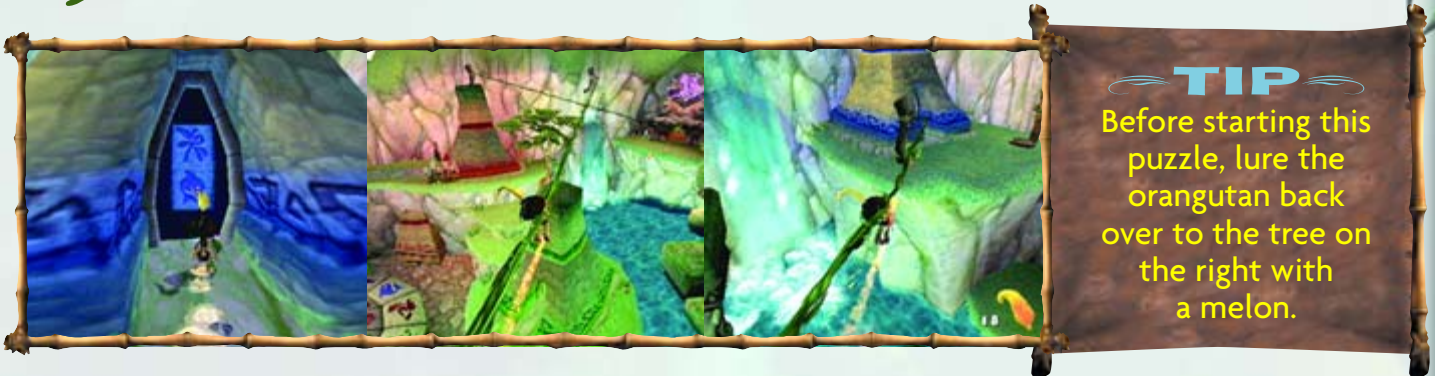


Raising the Platforms: The Green Hut

There are two more stone pillars to raise. Look beyond the puzzle to the green hut. This door has a rhino and a snake on it. Go to the puzzle and turn the left crank until the picture of the snake is in the bottom spot. Now, turn the right crank until the picture of the rhino is in the top spot. The door to the green hut rises and the timer starts. Slide down the vine to the right of the cranks to the green hut's front. Quickly get inside and activate the floor switch.



Raise the Final Platform: The Blue Hut



TIP
Before starting this puzzle, lure the orangutan back over to the tree on the right with a melon.

The floor switch in the blue hut activates the last platform you must raise. It's just beyond the stone pillars, high up on a ledge. To open the blue hut door, turn the puzzle wheel to show a dragonfly on top and a fish on the bottom. Run over to the area with the orangutan. Jump onto the banana leaf to be flung in the air to land on a vine.

When you reach the point where another vine is under you, drop to that vine—this takes you to the blue hut. You must release the first vine (press the Jump button) in order to grab the second vine at just the right moment. Run into the blue hut and activate the floor switch to raise the last stone pillar.

The Last Two Yorbels

Collect the fifth Yorbel to the blue hut's right. Hop down onto the stone pillars and use the Staff to pole-vault to the ledge above. Collect the last Yorbel hovering above the fungi to the door's right.



Defeat Pins and Needles and Collect the Moonstone

To defeat Pins and Needles, you must beat them in a race. Follow the commands shown on the left side of the screen. When a button command appears in the small colored area, move



Tak with the directional button to the color of the directional button shown. The colors of the arrows in the screen to the left correspond with Tak's pillar. If you move Tak correctly, he'll be propelled forward.

Sometimes you only need to move up, down, right, or left. Other times, you must also press a button in addition to the directional button. Be prepared for the command coming up and press the appropriate buttons.

With each correct button match, the area will flash and Tak will move closer to the ledge with the Moonstone. If Pins and Needles beat you to the end, your pillar falls out from under you and you tumble into the waters below, restarting the race. Beat Pins and Needles to the Moonstone and it's yours!



Chicken Temple

Reaching Chicken Temple

Objectives

- Collect 1 Moonstone
- Collect 6 Yorbels



Return to Chicken Island and sneak past the guard on the right. When you reach the circular wooden walkway, follow the right path.

Cross the wooden bridge past the Warp Portal and bang the gong, completing your Chicken Island objective to activate the Amulet of the Champion and unlock the Chicken Temple for you to enter. Cross the bridge and enter Chicken Temple.

Solving the Puzzle

Your goal is to reach the top of Chicken Temple and to retrieve the Moonstone for Jibolba. To do this, you must solve a series of puzzles to turn the center hub and reach the fourth floor.

To turn the hub, you must put eggs in the frying pans that surround the center hub. Getting these eggs is the trick. We have broken up the solution to this puzzle by egg to make it easy for you to follow.

Reaching the Hub



Hop across the ledges, collecting the feathers as you go. If you need more feathers, jump to the left or right platforms and go behind the egg baskets, busting the pots behind them. Watch the guards patrolling each area. They don't like visitors and will boot you out of the way.



After harvesting the feathers, hop to one of the wooden ledges flanking the guard on the steps and drop behind him to reach the hub. If you need the feathers, don't overlook the pots on the way to the hub.

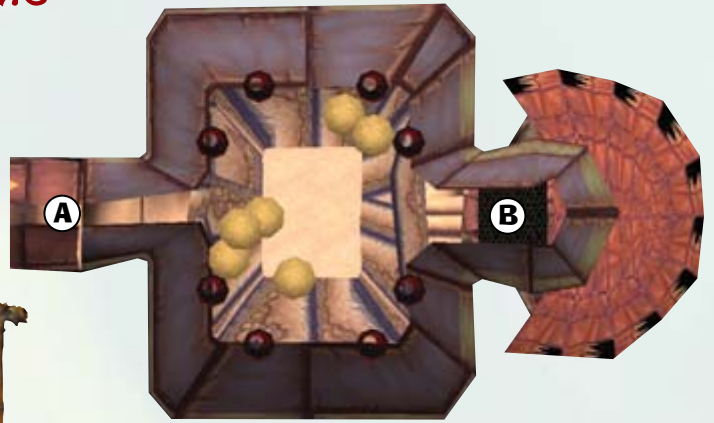
Now you're in the hub. Place each egg in a frying pan as you collect it. Doing so causes the mechanism to turn, raising Tak up a floor with each egg placed in a frying pan.



A guard blocks the entrance to the first egg puzzle. Since you can't jump over him, you must go around him. Hop across the pillars to get behind the guard. Drop onto the platform behind the guard and enter the first egg puzzle room.

The First Egg Puzzle

- (A) Entrance to First Egg Puzzle Room
- (B) Egg Room



Getting this egg is simple. Before entering the area, check both sides of the platform to be certain you won't run into a patrolling guard. Once the area is clear, drop to the floor and enter the small open room across from you. We'll call that the egg room from now on.



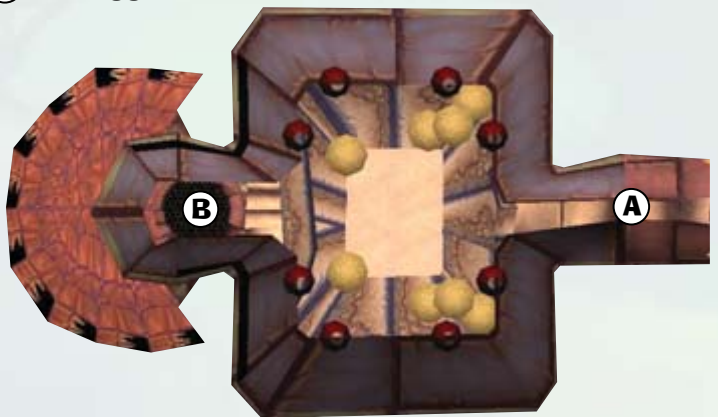
Run into the post with the chicken on top to make an egg drop. Pick up the egg and hop up the ledges to the platform with the patrolling guard. Wait for the guard to pass, and then head back to the hub. Double jump around the pillars to the wooden walkway and take the egg to a frying pan. Once the egg is in place, the hub will rotate, allowing Tak to access the second egg-room puzzle.

The Second Egg Puzzle

Once the hub stops moving, hop across the pillars and drop behind the guard standing in front of the entrance to the second egg puzzle room.

Look out for patrolling guards before dropping into the egg room puzzle. This puzzle is similar to the first with one twist—there are chickens roosting on the two side platforms. Chickens don't like having their eggs stolen and will protect them at all costs, chasing and pecking Tak till he drops the egg! Look around the room and note where the ledges are that lead to the upper platform. Once you have the egg, you must reach those platforms before the chickens get you.

- (A) Entrance to First Egg Puzzle Room
- (B) Egg Room

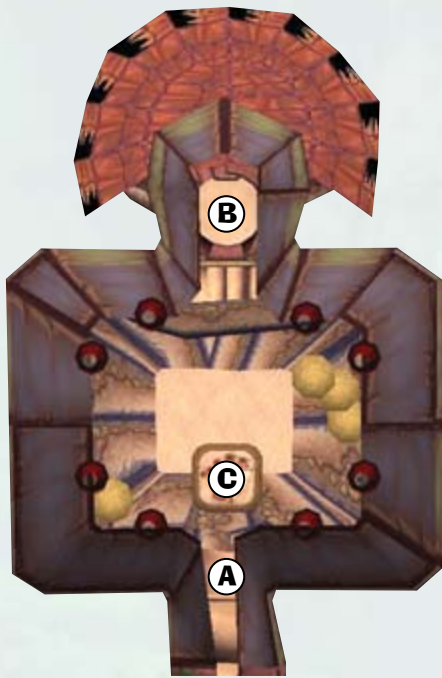


Chicken Temple



Go into the egg room and stun the nearby chicken by smacking it, then run into the post to make the egg fall. Grab the egg and leave the room, dodging the chickens on your way to the ledges. Double jump up the ledges to reach the platform. Know where the patrolling guard is before jumping up to the top platform and leaving the second puzzle room.

Carefully double jump across the pillars to reach the hub, and place the egg in one of the frying pans to rotate the hub. You can't use your Staff to cross the pillars, so look around for the closest pillar to which you can double jump without having to grab on. If you try to jump to a pillar that's too far away, you may have to grab to reach it and drop your egg in the process. If that happens, you must go back and collect another egg.



The Third Egg Puzzle

- (A)** Entrance to Third Egg Puzzle
- (B)** Egg Room
- (C)** Floor Switch

Hop across the pillars to get behind the guard blocking the entrance to the third egg puzzle room. This puzzle has a couple new twists. The big square on the floor is a floor switch that lowers the door to the egg room. You can open it when you stand on it, but the door closes again after you step off of the switch. Chase down one of the chickens in the room and smack it over to the floor switch. Smack it again to keep it stunned as you run to the door.


Once inside the egg room, stun another chicken with a smack from the Spirit Rattle and have it land on the floor switch in the egg room, which opens the egg-room door. Run into the post to get the egg before you smack the chickens—you want them stunned as you make your getaway.



Leave the egg room and quickly head to the ledges to avoid the chickens. When the platform is clear, hop up and return to the hub room. Use the shorter ledges to hop around the hub room and make your way to the frying pan with the egg. Place the egg in the frying pan and the hub rotates, moving Tak up to the fourth floor.



The Fourth Egg Puzzle

- (A)** Entrance to Fourth Egg Puzzle
- (B)** Pillar
- (C)** Barricaded Floor Switch
- (D)** Exploding Egg Room
- (E)** Egg Room
-  Yorbel



NOTE
 There's a Warp Portal near the entrance to the fourth egg-puzzle room. If you're low on feathers, revisit some areas and stock up!

There's no guard leading to the fourth egg puzzle. While there's no guard outside, there are plenty inside. Wooden walls block the guard from reaching you on the room's other side and also prevents you from reaching the egg room.

Hop to the pillar near the barricaded platform in the center. Use the Staff to pole-vault to the platform beyond it. Run around the top platform to enter the egg puzzle room.



The fourth egg puzzle isn't as complicated as it looks. The egg room that is open doesn't have the egg you need for the hub, but it does contain eggs that will help you solve this puzzle. Run into the egg room and grab an exploding egg.

A chicken will drop from the nest and attack as soon as you pick up the egg. Quickly run to the safety of the ledges in the puzzle room.

When the way is clear, hop up to the platform and into the room preceding the egg-puzzle room. Toss the exploding egg at the wooden wall, clearing the path. Do this first, as you must have a clear path to the hub room after you acquire the egg.



The First Yorbel



Either before or after you bring down the outer wall, collect the first Yorbel from the upper ledge in the egg-puzzle room. Now return to the exploding egg room and get another egg to toss at the barricaded spot in the puzzle room's center. Return to get as many eggs as you need to bring down the barricade and give yourself plenty of maneuvering room. Once the barricade is down, you see it was shielding a floor switch. Stand on the floor switch to lower the door to the second egg room. This is the egg you must place in the frying pan at the hub.

You need something to hold the button down to keep the door open so you can enter. There are plenty of chickens around, so smack one over to the button and run into the egg room. Stun the two chickens in the egg room before grabbing the egg and leaving the room.

There are many more chickens to dodge to reach the ledges, but you can do it! Make sure the platform is clear of the wandering guard and run to the next room.

With the wooden wall already blown, you can safely run around the platform to the hub room and place the egg in the frying pan, raising the door to the fifth egg puzzle.



- (A) Entrance to Fifth Egg Puzzle**
- (B) Floor Switch**
- (C) Exploding Egg Room**
- (D) Egg Room**
- Yorbel**



The Fifth Egg Puzzle



Watch for the two guards as you enter the fifth egg puzzle's outer room. Once they're at a safe distance, run around the platform until you can see the opening in the center platform with a guard on it. Jump across to the center platform when the guard is on the opposite side of you.

Jump from the center platform to the ledge beyond. Check out the ledge before entering the egg-puzzle room. See the wooden walls? You must blast these before getting the egg necessary to unlock another egg-puzzle door. Continue into the egg-puzzle room.



There's a large floor switch in this room with a gap around—careless warriors could drop into it if they're not careful. Have Tak at full Health so he can take advantage of his Amulet of the Champion and run as fast as possible.

As soon as you hop on the switch to lower the door to the exploding egg room, hop over the gap and run to the first egg room. If you're fast, you'll have just enough time to make a short jump as the door is rising and make it into the egg room.



TIP
Use the Restoration Dance Juju to max out Tak's Health. With the Amulet of the Champion's power, Tak can run faster and jump higher.



Smack the chicken inside the egg room until it lands on the button, lowering the door once more. Drop an egg from the chicken post before stunning the chicken onto the floor switch to gain more time.

Leave the egg room and quickly head to the upper ledge. Return to the previous room once the guard is gone and blast one of the wooden walls. Return to the egg-puzzle room.



The Second Yorbel

While you're blasting walls in the outer room, bring down the left wall to reveal the second Yorbel. Hit the floor switch again and return to the exploding egg room.

Smack the chicken onto the floor switch and grab another egg, quickly returning to the ledges.

This time, jump up to the platform and blast down the wooden walls surrounding a second floor switch.



The Third Yorbel

Before stepping on the floor switch, follow the platform around to the right to snag the third Yorbel above the exploding egg room.



Chicken Temple

Step on the floor switch to lower the egg-room's door. A timer appears—you have a short amount of time to reach that egg room.


Quickly jump down from the ledge and run across the room to the egg room. Stun the chickens inside and get an egg to drop. Run from the room to the ledges and make your way to the upper platform.



Run to the previous room and along the ledge to the hub room. Since the wooden wall is already down, you easily reach the hub room (just watch out for any nearby guards). Place the egg in the pan and the fifth egg puzzle room closes. Another door opens, leading to the sixth egg-puzzle room.

The Sixth Egg Puzzle



- (A)** Entrance to Sixth Egg-Puzzle Room
- (B)** Floor Switch 1
- (C)** Exploding Egg Room
- (D)** Floor Switch 2
- (E)** Egg Room
-  Yorbel

In the entry room, dodge the guards and hop to the pillar. Keep an eye on the guard on the barricaded platform in the center of the room.



Jump to the center when the way is clear.

Circle the post and jump to the ledge beyond. Turn around and hop across the pillars to the next ledge. Now you can enter the egg puzzle room.



This egg puzzle is a little more complicated, but you can do it! Follow the wooden planks down. A chicken is near the edge of the bottom plank. Use the Blowgun to blast the chicken, which chases you and then faints when it reaches you. Continue to stun the chicken to guide it to the top ledge.



Jump over to the platform and stun the chicken with a Blowgun blast to make it drop from the top ledge down to the lower ledge with the floor switch.

Smack the chicken with the Spirit Rattle to get it to the floor switch, and then quickly make your way to the now-open door to collect an exploding egg. Repeat this process as often as possible to blast down the wooden walls in the egg puzzle room and in the previous room. Bring down the left wall in the room outside the puzzle room. Blasting down the first wall reveals the fourth Yorbel. Blasting down the second wall on the left clears the path for Tak to leave with the egg.

The Fourth and Fifth Yorbels

After blasting through the walls in both of the rooms for the sixth egg puzzle, you can collect two Yorbels; one on the upper platform of the sixth egg puzzle room and one on the upper ledge in the preceding room.



Once the walls are down, you can reach another floor switch on the upper ledge of the egg puzzle room. Once again, step on the switch to start the timer. Quickly jump across the wooden planks to reach the newly opened door. This time, you must reach

the room *and* grab an egg *and* get out before the door shuts. You may have to try this a couple of times before you're successful. There are chickens in the egg room that you must dodge. Stun them with the Spirit Rattle to leave the room with the egg intact.

If you reach the door with the egg but your time has run out, put the egg near the door and use the rope to escape the room. Now you can hit the floor switch again and quickly grab the egg just inside the door. Run up the planks and leave the room.

TIP

Stay clear of the chicken coop. There are plenty of chickens to help you accomplish your task, but each time you close in on the chicken room, another chicken will emerge.



Once you reach the entry room, go left along the now-clear path. Hop over to the pillar on the right, and then hop to the upper platform once the guards have passed by.


Take the egg to the hub and place it in the frying pan to lower the door to the sixth egg puzzle and open the door to the seventh egg puzzle.



Chicken Temple

The Seventh Egg Puzzle



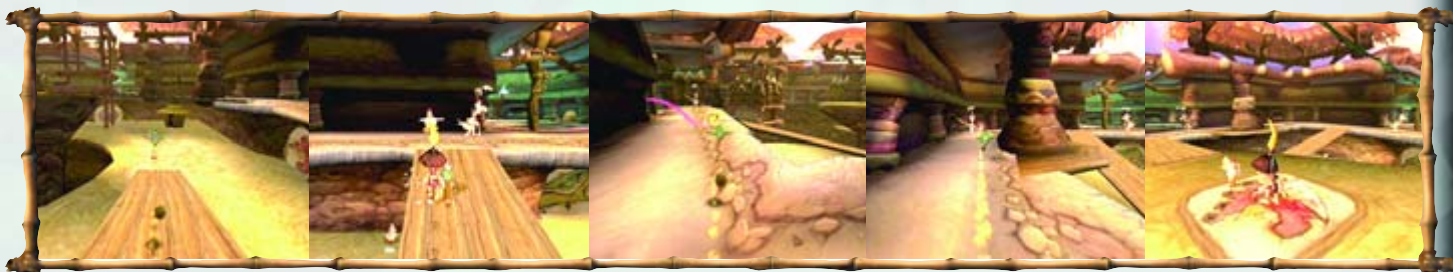
- A** Entrance to Seventh Egg-Puzzle Room
- B** Pillar In
- C** Floor Switch 1 to Exploding Egg Room
- D** Exploding Egg Room
- E** Floor Switch 2
- F** Egg Room
- G** Guard Tower
- H** Pillar Out
-  Yorbel



Sneak past the first guard in the entry room and head to the right. Before the second guard gets within smacking distance, hop to the pillar just before the center platform.

After the guard at the center platform clears the area, double jump to the center platform and follow the guard around the center until you reach the clearing.

There's another guard on the ledge to which you must jump. Wait for him to start heading to the right, then double jump over to the ledge. Follow him almost to the corner, and then quickly hop to the pillar to the right. Wait for the next guard to head to the right and jump up onto the platform. Now you can enter the seventh egg-puzzle room.



Getting the egg out of this room is tougher still, but definitely not impossible. Use the Blowgun to lure a chicken up the wooden plank, but watch out for the wandering guards. Once you have the chicken near the top of the plank, smack it against the upper platform.

Quickly get to the corner and use the Blowgun to have the chicken chase you to the corner. Run to the half-circle ledge before the guard on the left reaches you. Once the guard has passed you, return to the platform and blast the chicken with the Blowgun to have it chase you to the next plank leading to the floor switch. You may have to do this a couple of times to lure the chicken to the right spot.

Those guards are tough to get around, but it can be done. Once you've lured the chicken to the floor switch, smack it with the Spirit Rattle to keep it on the floor switch. The exploding egg door is now open. Head halfway down the wooden plank, then drop to the lower level and enter the exploding egg room door.

Grab an exploding egg and quickly get on the first wooden ramp. Once the guard on the right has passed, follow the ledge around to the half-circle platform. Wait for the second guard to pass, then head up the ramp leading to the floor switch. Set the egg down, then smack the chicken off the platform. Retrieve the exploding egg and place it on the switch to keep the exploding egg-room door open. Run into the exploding egg room.



There are actually two timers you must start in order to open up the egg room. Hop to the ledge in the exploding egg room and a timer starts. This is the first timer. Quickly leave the room and head right to enter the door on the room to the right. Run into the room, activate the floor switch, and get out before the timer runs out. If the timer runs out, jump onto the rope and escape the room. You must be fast because another timer has started. This is the second timer for the egg room. The egg-room door is now open. You can also climb the guard tower and slide down the vine and drop into the egg room.



The egg-room door stays open as long as the second timer is going. Once you're in the egg room, fight off the chickens as you grab an egg and leave the room before the timer runs out and the door closes.

If you're having problems, just get the egg to the door and place it on the ground. You must restart both timers to open the egg-room door and retrieve the egg.



Once you have the egg, head up the wooden plank. Watch your step around those guards—you don't want to do this all over again. Reach the floor switch at the second plank's top. Be certain the chicken that was up there is now gone. Set the egg on the ground and pick up the exploding egg. Toss the exploding egg at the guard tower in the corner. Now you can retrieve the other egg and double jump over to the guard tower and to the platform beyond.





The Last Yorbel

Before leaving the seventh egg-puzzle room, pole-vault from the chicken coop to the guard tower above the floor switch room. Pole-vault from the guard tower's edge to the platform and collect the feathers and the last Yorbel.



Wait for the guard to pass to the left, and then quickly head right and around the corner. Before the guard on the right returns, hop over to the pillar near the center platform.

Once the guard has moved to the right, jump onto the top platform and head left. Wait for the guard circling the center platform to move past, then double jump over to the center platform.

Follow the guard around the center and then double jump to the platform beyond when the way is clear. Follow the guard down the platform and hop to the pillar on the right as soon as you can.

Once the two guards are moving away, double jump to the platform and head out to the hub. Place the egg in the frying pan to lower the hub. Hop onto the hub and it will take you to the top of Chicken Temple and to Pins and Needles.

Boss Fight: Pins and Needles



It's time to take on the henchmen of Tlaloc—both at the same time! Watch where Pins and Needles float to in their balloon apparatus. That's going to play an important part in how to defeat them. Before getting into your attack, first clear the playing field of the two chickens.

You know how much they dislike having anyone bother eggs, and you'll be bothering several during this boss fight.



When Pins and Needles launch their attack, they fire a rapid stream of coconuts at you. These are easy to dodge. Run to one of the three nests surrounding the egg crate. Pins and Needles lobbs two exploding eggs at Tak. Just before the first egg lands, move away from the point of impact while staying on the nest. The egg will land in the soft nest without exploding. Repeat this for the second incoming egg.



Grab one of the eggs and watch the lighted spots where Pins and Needles will float. Place one of the eggs in the corresponding spots in the floor and jump onto one of the large buttons on either side. This propels the exploding egg up toward Pins and Needles. Wait for the light to flash at their location before lobbing the egg or it won't hit them.

This is the only way you can defeat these two bozos. Four successful attacks will burst all of their balloons. Pins and Needles will be defeated, and the Moonstone will be yours!

TIP

With each successful attack against Pins and Needles, the chicken that had been in the crate high above will be propelled to the ground because of the blast. Clear the area of the chicken or you'll be battling against it when you have an egg in your hand.



Sun Temple

Reaching Sun Temple



- (A)** Entrance to Sun Temple
- (B)** Warp Portal
- (C)** Summon Coconut Juju
- Yorbel**

Objectives

- Collect 1 Moonstone
- Collect 9 Yorbels
- Recover the Summon Coconut Juju



Travel to Dryrock Canyon. Climb the exploding cacti wall and follow the path to the left. Go up the ramp past the ram and hop across the pillar. Head left to the water, and follow the waterfall over to the second part of Dryrock Canyon. Swim around the island to the gong. Bang the gong to open Sun Temple.

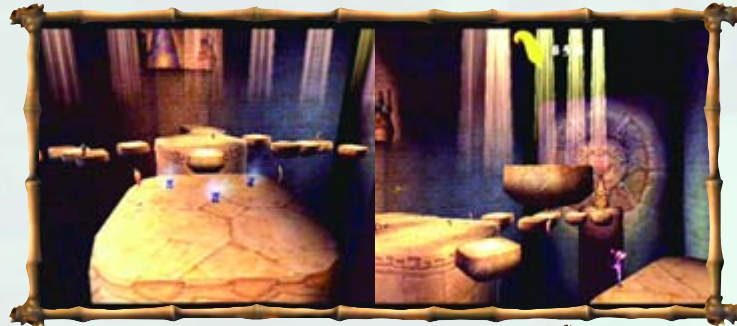


Room 1

Avoid the bright yellow squares in the center of the platforms. Those things are hot! Hop over to the purple statue on the right. Those small vials are bottles of oil. Toss the oil onto the yellow square of the platform where

the Nerbils are. The oil hitting the fiery center will cause an explosion, knocking out any nearby enemies.

You may have to toss a few bottles to clear all the enemies. Once the path is clear, continue to hop around the platforms.



When the three Nerbils appear, you can eliminate them from the safety of your platform. If not, don't be afraid to rush them to wipe them out.

Once the Nerbils are eliminated, another platform will drop, allowing you to move farther in. Use the Blowgun to blast the flying and nonflying Nerbils on the next platform. Once the way is clear, follow the platforms leading to the left.

YORBEL 1

Destroy the Nerbil nests as you make your way down to the Yorbel platform. Blast the bomb-toting Nerbil from a distance to clear it from the path. If you can time your shot for when it's near the Big Blue Nerbil—even better! Pound away on the Big Blue Nerbil and grab the Yorbel. Pick off the Nerbils that appear on the platforms as you head back up to the center row of platforms.

Now head left and take out the Big Blue Nerbil and two smaller Nerbils at the large platform. Return to the center and take the next path left. Wipe out the Nerbil nests and cross the platforms to the floor switch.

Don't hit the floor switch yet. Instead, move behind it and more Nerbils will appear on the platforms you just came down. Move back up the platforms, clearing each of the new Nerbil invasion. Clear the path all the way to the bottom near the wall. Now return to the floor switch.



When you press the floor switch, a door opens at the top of the upper ledge and a timer starts counting down.



TIP
 Make sure your Health is maxed out before heading toward the platform. In your rush, you may hit one or two of those hot spots in the smaller platforms. Lose enough Health and Tak will be taken back to the floor switch.

As soon as you pole-vault onto the smaller platform beyond where you eliminated the Big Blue Nerbil, it will rise, taking you to the upper ledge. Get inside that door before the timer stops.

NOTE
 If you fall off the edge of any platform, you'll start back at the button. Nerbil nests will be replaced, as will the Big Blue Nerbil and the smaller Nerbils near it. Clear out the area before pressing the floor switch again.

Room 2

As soon as you go through the second door, be sure Tak is healthy. There is a bomb-toting Nerbil and a Nerbil nest on the sides of the hall. After eliminating the Nerbils, continue on to the larger room.



Nerbils, Nerbils everywhere. Pick off as many as you can from your current position. Bash open a few nearby pots, but watch out for Nerbils that could be hiding inside a few of them.

Start crossing the room, avoiding the hot spots and defeating Nerbils on your way to the large door. As soon as the last Nerbil has dropped, the large door will rise. Go into the room and turn around. Bomb-toting Nerbils are now in position around the room. Pick off as many as you can from your current location before pressing the floor switch at the top of the room. You also should have your Health maxed out before stepping on the floor switch.

As soon as you step off of the floor switch, a door rises on the large room's other end and a timer starts counting down.

Cross the room, jumping over the gaps and avoiding the hot spots. Try to stay clear of any bomb-toting Nerbils that may still be in the room. Get through the newly opened door before the timer runs out.

Once more, turn around as soon as you clear the large door's threshold. Nerbils now occupy the floor space. Eliminate all of the Nerbils in the room and return to the room with the floor switch.

Press the floor switch to start the timer and raise the small door under the statue at the room's opposite end. Get through that door before the timer runs out to reach Room 3.



Room 3 and Yorbels 2 & 3

Eliminate as many Nerbils as you can from the entrance in this new area before moving forward. After defeating the Big Blue Nerbil, head right before grabbing the Yorbel hovering over the hot platform. Get close enough to the hall to be able to target the Nerbils and the Nerbil nest, but not close enough to get their attention. Target the Nerbil nest.



As Nerbils fall from the nest, your targeting automatically switches to the nearest Nerbil. Stay focused on the nest and, as each wandering Nerbil is eliminated, you'll automatically fire off a shot at the nest. Once it's gone, you can pick up a Yorbel in the back of the cave. Quickly grab the third Yorbel near the door and jump over to the ledge beyond. As you reach the next door, it rises.

As Nerbils fall from the nest, your targeting automatically switches to the nearest Nerbil. Stay focused on the nest and, as each wandering Nerbil is eliminated, you'll automatically fire off a shot at the nest. Once it's gone, you can pick up a Yorbel in the back of the cave. Quickly grab the third Yorbel near the door and jump over to the ledge beyond. As you reach the next door, it rises.

Room 4 and the Summon Coconut Juju



Hop to the right to rest on the pillar by the rope. Use the Blowgun to blast the Nerbils on the upcoming pillars before grabbing the rope and swinging across to the next pillar.

Jump over to the pillar nearest the wooden rotating platform. From the wooden platform, hop across to the ledge with the statue on it. Before entering the room behind the statue, have your Spirit Strike Jujus ready to use and enter the room.



Several Nerbils appear as soon as you enter. Use your Spirit Strike Jujus to eliminate several of these Nerbils all at once! What a great Jujus!

Once you've dealt with all the Nerbils, a ledge will drop and you'll be able to reach the Summon Coconut Jujus! Return to the previous room and hop from the wooden platform to the pillar to the left. Grab the rope and swing to the next pillar near the top platform. Pole-vault to the landing and enter Room 5.



Room 5 and Yorbels 4 & 5

As soon as you go through the second door, stop. Wipe out the Nerbil nest from the doorway so it doesn't spawn Nerbils. Grab the fourth Yorbel from the left side of the hall and continue into Room 5.



You must destroy all of the Big Blue Nerbils before the door on the room's other side will open. Go around the outside perimeter of the room, eliminating the Big Blue Nerbils in each corner. After you take care of them, turn your attention to the two Nerbils in the room's center.

Toss vials of oil as close to the Big Blue Nerbils as you can. As the fire ignites the oil, the explosions get rid of the Nerbils. You may have to toss a few bottles from different angles to finish them off.

Grab the fifth Yorbel in the platform's center and head through the newly opened door.

Room 6 and Yorbel 6



Grab the sixth Yorbel on the left side of the room before or after eliminating the two Big Blue Nerbils across from you.

Toss the vials of oil onto the fire pits, causing explosions to take out the Nerbils. Once the path is clear, a new pillar rises, leading to a floor switch.

Hop across the newly created platform to the floor switch but don't step on it yet. Walk behind the floor switch and look to the right near the door. Two new Big Blue Nerbils have appeared. Before stepping on the floor switch, hop back across the room and eliminate this new threat.

Once the path is clear, return to the floor switch and step on it. Activating the floor switch raises the door leading to the next room and starts a timer. Hop back to the center of the room, avoiding the fire pits to reach the door before the timer runs out, and enter Room 7.



Room 7 and Yorbels 7 & 8



As soon as you go through the door, you'll see the seventh Yorbel on the hall's right side. Grab it before entering the seventh room.

Before starting to cross over the platforms, run around the room to the right and wipe out the Nerbil nest using the Blowgun. Return to the area near the floor switch.

Don't step on the switch yet. Instead, jump to the next platform with the statue and the oil vials. A Big Blue Nerbil appears on the platform in front of you.

Toss the oil onto the fire pit, eliminating the Big Blue Nerbil. Wiping it out raises a platform at the room's other end. Now you can return to the previous platform and hop on the floor switch. A second pillar rises, allowing you to cross over to the ledge.

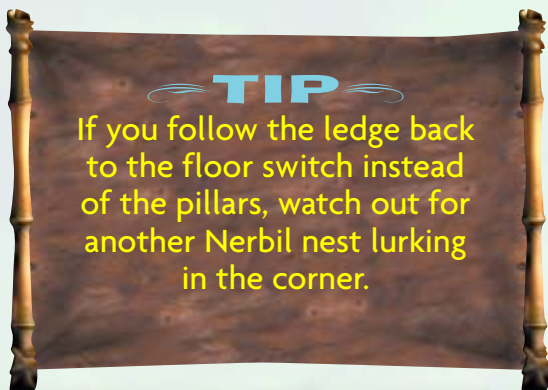


Take out the three Nerbil nests in the clearing, making sure to stand far enough away to not spawn Nerbils but close enough to target. Follow the ledge around.

Before stepping on the next floor switch, move down the platforms, eliminating two sets of Big Blue Nerbils.

Once they're gone, two pillars will rise at the back of this room. You also can pick off the three Nerbil nests from the edge of the clearing that surround the eighth Yorbel.

Once the way is clear, return to and hop on the floor switch to start the timer. Hop across the platforms and cross the pillars to the ledge. Reach the ledge before the timer runs out. Make sure your Health is maxed in case you hit any of the fire pits in your rush to cross the pillars.



Blast down the Nerbil nest as you round the bend in the ledge. Move up to the door and it will rise, allowing you to enter Room 8.



Room 8 and Yorbel 9

As soon as you enter Room 8—*stop!* Don't step a toe farther into the room. As soon as you do, a timer starts. You should accomplish a couple of things before you start the time. Fast is the key word for clearing this room. There's a lot to do in a very short amount of time.



From the entry point, use the Blowgun to eliminate the two Nerbil nests closest to the entrance. You also can target one of the smaller Nerbils in the center of the room. The Big Blue Nerbils won't appear until after you cross the threshold. Move into the room and the timer starts counting down. You must eliminate the six Big Blue Nerbils in the room's center before getting through the door. It's not going to be easy, but you've made it this far, so let's get started!

Grab a tube and quickly toss it onto the nearest Big Blue Nerbil. Watch out for smaller Nerbils that may be thrown at you from the big guy. Grab another tube and run over to the hot zone. Toss the tube onto the second Big Blue Nerbil and stand back. This should knock out both Nerbils. If not, keep lobbing tubes until these first two Nerbils are gone.



Cross over to the platform, healing yourself if you lingered on the fire pit too long. Start blasting the Big Blue Nerbils with the tubes from the statue nearby. You may be able to knock one or two of them off the ledge with the Blowgun, but don't waste much time.

Don't overlook the ninth Yorbel on the left side of the middle platform up on the ledge. Once the Big Blue Nerbils are eliminated, a platform rises. Now you can enter the final room of Sun Temple and face off against Pins and Needles.



Boss Fight: Pins and Needles

Remember how you fought Pins and Needles when you were going after the Spirit Rattle? The premise for this boss fight is the same. The main difference is that you'll be riding on the back of a Phoenix, and the orbs you'll be lobbing at Pins and Needles have different abilities. The green orbs give you three shots that you can fire on Pins and Needles. The yellow orb has four shots. The red orbs only have two shots, but they create three fireballs

at once when fired. The blue orbs are homing missiles. No matter where they, or you, turn, these bombs will find their target. After running through an orb, you'll see the number of shots you have in your screen's upper left corner.

Tak's Village Revisited



At first you'll battle Needles alone. After you defeat him, Pins takes over, confident he can finish you off. When you survive the attack by Pins, Pins and Needles join forces to take you on together. The secret to beating Pins and Needles both one-to-one and together is to keep moving. If you have one of them targeting you, run circles around him until he's lobbed his bomb, then return the favor.

When you're battling both at once, you can even pass in front of one as the second is tossing a bomb and have them bomb each other! When you have a red orb, try to fire it when the two are close to each other. You can defeat them both at once.

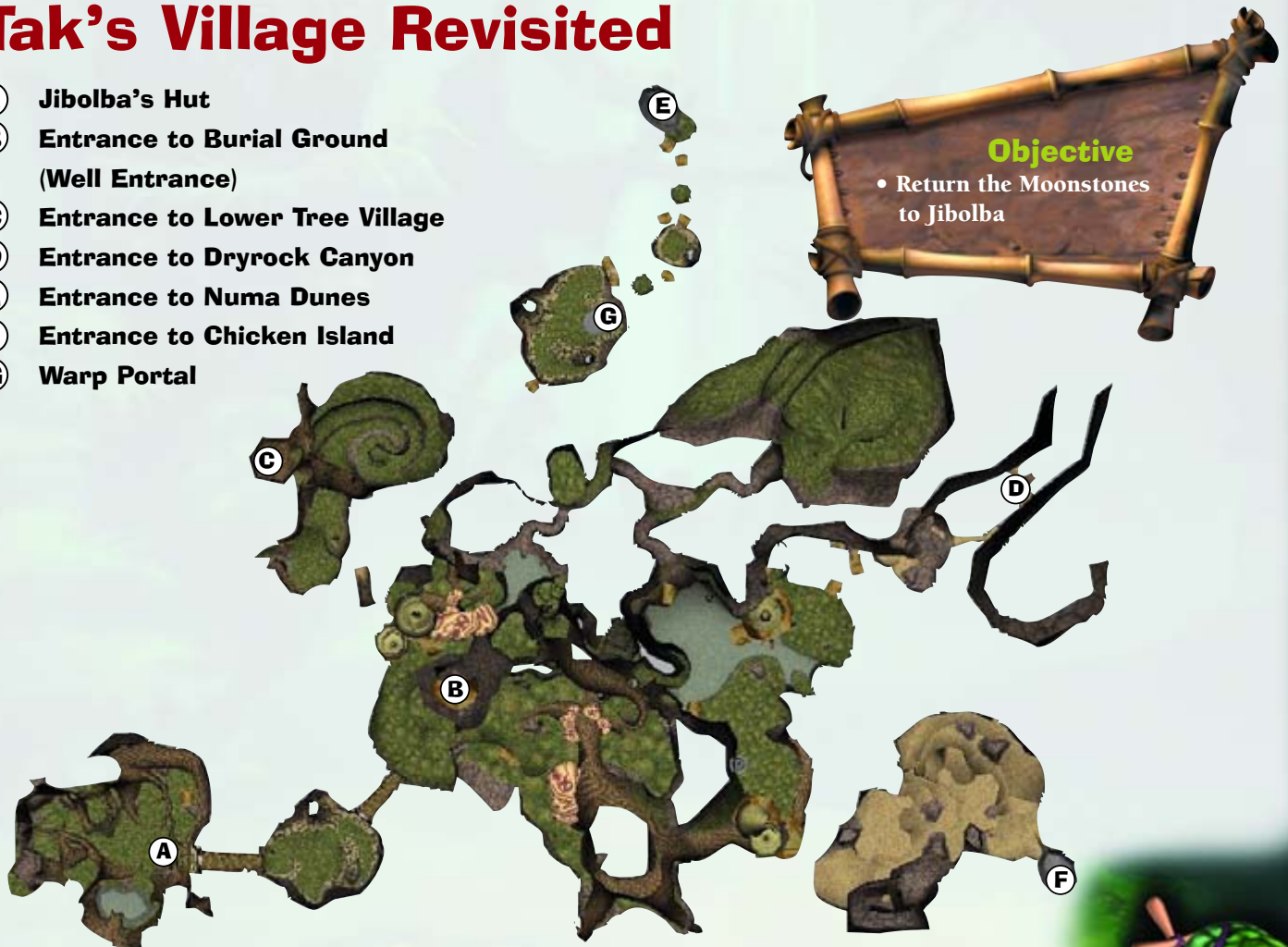
Keep your eyes open for feathers to appear. Gather them to restore your Health. That's important if you want to stay in the fight to the end.

When you defeat Pins and Needles, the fight is over. The Moonstone is yours, and you'll be transported back to Dryrock Canyon.

Now that you have all three Moonstones, get back to the tram and head back to Tak's Village.

Tak's Village Revisited

- (A)** Jibolba's Hut
- (B)** Entrance to Burial Ground
(Well Entrance)
- (C)** Entrance to Lower Tree Village
- (D)** Entrance to Dryrock Canyon
- (E)** Entrance to Numa Dunes
- (F)** Entrance to Chicken Island
- (G)** Warp Portal





Now that you have all three Moonstones, it's time to return to Tak's Village. With the Moonstones, the Moon Juju's power can be restored!



To everyone's surprise, Tak is the "Mighty Warrior" referenced in the Pupanunu people's prophecy. Tak has done everything up to this point to save the Pupanunu people, and the Moon Juju sees no reason why Tak cannot see this quest through to the end!



To reach Tlaloc's hideout, known as the Dark Temple, Tak must simply jump through the portal.

Tak may be a little hesitant, but the Moon Juju doesn't have any problem offering Tak a little encouragement.

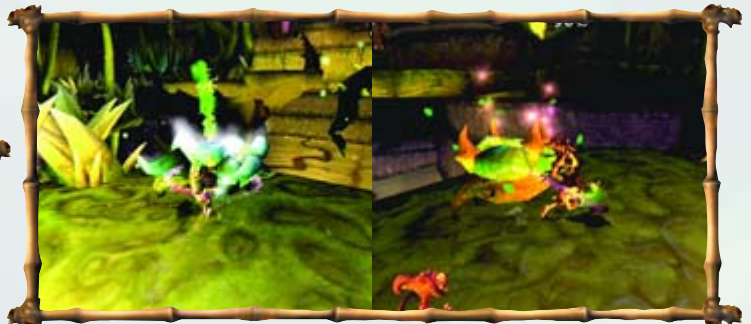
Dark Temple



This is it. You've reached the final area. Now is the time for the true warrior of the Pupanunu people to fulfill his destiny. The time has come to defeat Tlaloc! Flora can't help you with hints in this evil place. Her only words of wisdom are to be careful. Sounds like good advice.



Follow Flora's glow to the center island. As soon as you reach the center, Tlaloc appears, intent on discouraging you from continuing. Luckily, Tak is spunky and won't be swayed by Tlaloc.



Watch out for the exploding plants as soon as Tlaloc disappears. Attack each plant with a couple of good whacks to defeat them as you battle the Nerbils that are spawning and attacking.

Dark Temple



Tlaloc's next attack changes Tak into a chicken! Once Tak has been transformed, Tlaloc attacks with bolts of green electrical energy that can make Tak a crispy critter!

Look at the tall grass in the center platform. With Tak being a small chicken, he can use his new size to his advantage! Run through the tall grass and across the bridge. But watch out for the holes in the bridge. One wrong step and Tak will fall into the abyss below.

NOTE
Tlaloc's attack won't stop as Tak makes his way across the bridge. Get across before Tlaloc destroys the bridge and Tak with it! Once you reach the next platform, Flora can change you back.



In the next phase of Tlaloc's attack, the plants are separated from the platform.

Smacking the plants is going to be pretty impossible. However, using the Staff as a Blowgun and targeting those plants seems like a pretty good idea.

Tlaloc will complicate matters by spawning Nerbils onto the battlefield. Defeat the Nerbil threat and put a bead on the plants. One blast from the Blowgun will fell each of the plants.

As the Nerbils appear, whack them with the Spirit Rattle. Just stay clear of the blasts. With the Juju Power of Tak's Mana Magnet, Spirit Sight, and Spirit Call, Tak's Health and Mana will be restored with every successful Nerbil defeat.



Don't start the celebration! Even after defeating the four plants, Tak discovers that Tlaloc has even more up his sleeve. Just when you start to think this battle is almost done, Tlaloc turns Tak into a rhino! What's a warrior to do? Act like a rhino!

Blast through the high green grass and run along the bridge before Tlaloc destroys the bridge with you on it! Move cautiously as there are obstacles you must maneuver around to cross the bridge safely; there's no time to linger, but don't rush headlong off the side of the bridge.

Once you safely reach the next island, Tak returns to his old self, but the fight isn't over yet. Tlaloc casts a protective bubble around the plants. Even the Blowgun can't defeat these plants now.





Stand near the plants as the bolts of green lightning are thrown. At the last minute, change positions so the bolt hits the plant, but hopefully not Tak! The blasts destroy the protective bubble around the plants, allowing Tak to bash them. Now's the time for Tak to strike! Run around the platform, bashing the plants with your Spirit Rattle as the protective bubbles are destroyed. There are platforms you must hop on to reach some of the out-of-the-way plants. Get them all!



After you defeat the plants, you'll really have Tlaloc on the ropes! But do you? Just as Flora starts to offer a few words of encouragement, Tlaloc makes a monkey out of her!



Tlaloc's evil knows no bounds. Just when you think things can't get much worse, Tak is surrounded by those man-eating plants! Watch your Health and use your Restoration Dance Jujū to keep Tak in the thick of the battle.



Flora's current condition is actually a help to Tak in this battle. Stand on the banana leaf pulled down by Flora and Tak will fly into the mouth of the mother plant. Once returned to the platform, Tak's Spirit Rattle is imbued with a mystic power from the mother plant and his next attack will

create a magical ring that turns the plants into sheep! Take a close look at those sheep. The blast hit Tlaloc as well! Grab the Tlaloc sheep and take it to Flora. When Tlaloc lands in the mother plant, and the explosion occurs, Tlaloc is part of the blast. You've done it! You've defeated Tlaloc! The Pupanunu people are saved. Enjoy a little post-Tlaloc celebration and return to Tak's Village. Continue through the game, collecting any Yorbels or Jujus you may have missed before—or play the game again!

Secrets of the Pupanunu People

It is time to reveal the secrets long held sacred to the Pupanunu people. Guard these secrets with your life, for none but the most powerful shaman can be trusted with information such as this. Use these secrets wisely and enjoy their power.

PS2 Cheats

Well, some would call these secret and mystical phrases "cheats," but I prefer to think of them as creative shamanism. Enter these cheats at the Pause screen.

ALL PLANTS

For Tak to instantly have all of the Magical Nubu Plants, press: ■, ▲, ●, ⇐, ⇑, ⇒, ↓, ↻

ALL YORBELS

For Tak to instantly have all of the Yorbels in the game, press: ⇑, ▲, ⇐, ■, ⇒, ●, ↓, ⇑

Secrets of the Pupanunu People

ALL MOONSTONES

For Tak to instantly have all three Moonstones in the game, press: ▲, ▲, ■, ■, ●, ●, ⇐, ⇒

100 FEATHERS

To give Tak 100 feathers, press: ■, ▲, ●, ■, ▲, ●, ■, ▲

ALL JUJU POWER-UPS

To instantly give Tak all of the Juju Power-ups in the game, press: ⇐, ⇒, ⇐, ↓, ▲, ●, ■, ↓

UNLOCK EVERYTHING

To unlock all items in the game for Tak, press: ⇐, ⇒, ■, ■, ●, ●, ⇐, ⇒

GameCube Cheats

Input these codes at the Pause screen.

ALL PLANTS

For Tak to instantly have all 12 Magical Nubu Plants, press: B, Y, X, ⇐, ⇐, ⇒, ↓, ↓

ALL YORBELS

For Tak to instantly have all of the Yorbels in the game, press: ⇐, Y, ⇐, B, ⇒, X, ↓, ⇐

ALL MOONSTONES

To give Tak all three Moonstones in the game, press: Y, Y, B, B, X, X, ⇐, ⇒

100 FEATHERS

To give Tak 100 feathers, press: B, Y, X, B, Y, X, B, Y

ALL JUJU POWER-UPS

To instantly give Tak all the Juju Power-ups in the game, press: ⇐, ⇒, ⇐, ↓, Y, X, B, ↓

ALL CINEMAS

To unlock all of the full motion videos in the game, press: ⇐, ⇒, B, B, X, X, ⇐, ⇒

Super Secrets

There are other secrets you can discover by completing certain secret tasks in the game. No cheat code required.

THE 12 MAGICAL NUBU PLANTS

Tak must return nine Magical Nubu Plants to Jibolba for the resurrection spell he must cast on Lok. However, there are 12 Magical Nubu Plants in the game. If you collect all 12 Magical Nubu Plants, you will unlock the concept art that you can see in the Extras Menu.

200 YORBELS

You need 100 Yorbels for Lok's resurrection spell, but there are 200 Yorbels in the game. If you are truly a powerful shaman, you'll be able to find all 200 Yorbels. If you do, you will unlock the concept story boards for Tak's adventure. You can view these story boards whenever you wish in the Extras Menu.

IN-GAME CINEMAS

Whenever Tak sees an in-game cinema, you will be able to see it whenever you wish by selecting it in the Extras Menu.

CREDITS

Everyone deserves a little credit, and the great folks who brought Tak to you are no exception. Take a look at all the people involved in creating *Tak and the Power of Juju* in the Extras Menu.