

# VEXX™

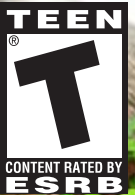


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# The Official **VEXX** Strategy Guide

## TABLE OF CONTENTS

CREDITS : 2

BACKSTORY : 3

HOW TO PLAY : 4

CHARACTERS,  
ENEMIES & PICK-UPS : 5 - 12

WALKTHROUGHS : 13 - 112

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# THE STORY OF ASTARA...

Astara was once a land of beauty and peace. The Astani people lived in harmony with their world and with each other. Valuing scientific research over petty squabbles, the Astani worked together to discover worlds beyond their own. Their studies culminated in the construction of the Landspire. What was intended to be a portal to new discoveries became a doorway to disaster. The first test of the portal opened a rift to a world they never imagined... a world filled with menace and evil... a world that would eventually lead to their demise.

Unwittingly opening a doorway to the ShadowRealm, Astara was flooded by dark creatures starved with a savage bloodlust. Forced into war, the Astani drew weapons for the first time in a thousand years and fought as one to drive back the darkness. The fight raged on for months, but the Astani lost ground each day as the seemingly endless shadow creatures, led by the wicked Shadowwraiths, felled their best warriors.

By far the strongest and bravest of the Astani was their guardian Trevyn. Wielding the powerful Astani War Talons, Trevyn fought with the strength of an army, but even he could not hold back the Wraiths forever. Locking his only daughter Reia safely away in the Landspire he faced the shadows with all of his might. Many demons fell to the devastating Astani War Talons but, in the end, he could not defeat them all. Using the last of his strength he sealed the Talons to the very stone of Astara, intent on keeping them out of the hands of the Shadowwraiths. The final blast destroyed nearly all of the shadows... but one Wraith survived.

Hundreds of years later a new people arose out of the shattered remains of Astara. The gentle villagers knew nothing of the "Great War," but they would soon learn. Having rebuilt his forces, the last surviving Shadowwraith known as the wicked Dark Yabu, attacked without warning. His soldiers destroyed the village and enslaved the residents.

Among the villagers was the town's guardian Vargas, and his grandson Vexx. Placed to work mining the caves, Vexx endured his captor's whips until his rage overcame him and he struck back. He might have overcome his guard had the Dark Yabu not been near. As Vexx received punishment at the hand of Yabu, Vargas, in an attempt to save his grandson, attacked the Wraith. Yabu turned his rage on the guardian and struck him down before Vexx's eyes.

The horrors Vexx had witnessed renewed his rage. In an attempt to exact revenge, Vexx snuck out of the caves under the cover of darkness, seeking a way to strike back. Upon the Wraith's windship he stumbled on the ancient Astani War Talons still clinging to a chunk of stone. As the youth approached, the talons awoke and sprung loose. Seeking a new master the Talons fused to Vexx's hands, granting him the power to confront the Shadowwraith and finish the war started so long ago.

This is his quest...

Understanding Vexx's fighting attacks and moving abilities will give you the edge against all the challenges and enemies found throughout the game.

## FIGHTING

The Astani War Talons grant Vexx numerous abilities; the most important of which is a set of dangerous fighting moves.

**SLASH COMBOS** - Pressing the attack button three times will result in a powerful combo that can defeat most minor enemies.

**CHARGE ATTACK** - Attack twice, pause, then attack again. On the third attack Vexx will charge his Talon and unleash a devastating ground slash when released. Although it takes a few seconds to charge the attack will send nearby enemies flying into the air.

**UPPERCUT** - Duck and then attack with an upward slash to knock enemies into the air and hit flying beasts. If performed while running, Vexx will dash forward as he Uppercuts.

**FLARE KICK** - Attack while in the air to perform a flip kick. This is useful for knocking flying enemies out of the sky and juggling foes.

**GROUND BLAST** - Leap into the air and duck to drop a potent blast of energy to the ground. Shoot one of these into a group of enemies to deliver maximum damage and send them flying.

## CLIMBING

The Astani War Talons' sharp claws allow Vexx to climb sheer surfaces and reach new heights. Jump against any wall marked with a grid pattern to grab on and move in any direction to climb. Vexx can even hang from ceilings! Press the jump button and any direction to leap across the wall. Jumping up is the quickest way to climb most walls. Vexx can also climb up any pole he finds. If you've run out of options, you can usually go up.

## WALL JUMP

Even if he can't climb the wall Vexx can usually grab onto the surface for a split second. Press the Jump button as soon as he grabs on to spring off the wall and gain extra height. Find two parallel walls and Vexx can jump between them to reach the top.

## PULSE JUMP

When a regular jump doesn't go high enough, use a Pulse Jump instead. Crouch down and jump to go higher

than ever. To get the most height possible, Pulse Jump and follow it with a Ground Blast at the top. Add a Flare Kick at the end to get even higher. This trick will often get Vexx to ledges that might seem impossible to reach.

## LONG JUMP

If you duck and jump while running, Vexx will use his Talons for a burst of speed and send himself flying forward. This move covers long distances and is faster than running. Use it to move quickly past traps and enemies. If you need to jump even farther, add a Ground Blast and Flare Kick to the end for maximum distance.

## SWIMMING

The Talons are even useful underwater. Vexx can swim like a fish when he uses the gauntlets. His breath won't last forever, though, so seek out bubbles of air to refill his lungs.

## THE FURY METER

As Vexx attacks enemies he will fill up the Fury Meter at the top of the screen. When the meter is full he can trigger Fury Mode. In Fury Mode, Vexx runs faster and can launch blasts of energy from his Talons with a tap of the attack button. Save Vexx's Fury Mode for large groups of enemies.

## TRICKS AND TIPS

Juggle enemies repeatedly to build up your Fury Meter quickly. Launch them in the air with an uppercut and follow it up with repeated Flare Kicks. Juggle an enemy around twenty times to get an extra life!

The arrows in each world point toward the next Heart. Use them as a guide, although there are often easier routes.

Enemies are much easier to fight in the daytime. Use the sundial whenever you're nearby to keep the sun up. Remember that the sundials in Astara moves counter-clockwise!

You don't need to collect every Heart to open the next portal. If you're stuck on one skip it and come back later.

Many rocks and lamps in Astara can be broken for Life Orbs.

Sometimes it's easier to run past a group of enemies instead of fighting, especially when you're dealing with Shadowguards and Shadowminions



CHARACTERS  
ENEMIES  
PICK-UPS



## VEXX

Trained to be the guardian of Overwood, Vexx is not lacking when it comes to fighting skill. All of his training was put to the test when the Dark Yabu attacked his village. Despite his best efforts, and those of his grandfather Vargas, Vexx was placed in chains with the rest of his people. His oppression only increased the rage inside him until he finally attacked his guards.

Unfortunately, his actions resulted in the death of his grandfather. Fueled by a need for vengeance, Vexx stole aboard the Shadowwraith's windship, where he stumbled upon the Astani War Talons. Chosen by the Talons, Vexx became their new master. With his newfound weapons Vexx may have the power to face Yabu and avenge his grandfather... But first he will have to find the Wraith.

With everything that was important to him destroyed, Vexx was left with an overpowering need for revenge. Although hotheaded, the youth possesses the skills and fighting ability to channel that rage into deadly force. Fueled by anger and empowered by the Talons, Vexx is a force to be reckoned with. As he learns the abilities that the Talons can teach him, he will become even more potent.

## DARK YABU

Long ago the Dark Yabu led the Shadowwraiths in their assault against Astara. When the war seemed won the guardian of Astara destroyed much of his army with one final attack. Since then the Dark Yabu has spent hundreds of years locked away in the ShadowRealm, rebuilding his forces.

With his sizeable army Dark Yabu has set forth in search of new lands to conquer. He defeated the village of Overwood with little resistance. As he was savoring his victory, though, the young Vexx found the Astani War Talons in the Shadowwraith's windship, destroying the ship in the process.

Now the Wraith is nowhere to be found, but is likely trying to open the portal back to his Realm. If Dark Yabu is allowed to return to his world he will surely return with an army of Wraiths that cannot be opposed. Vexx is the only one that can stand in his way, and with the Astani War Talons, he now possesses the power to do so.



## VARGAS

As the guardian of Overwood, Vargas defended the village from outside threats. In his old age he trained Vexx to carry on his mantle. His skills were put to the test when the Dark Yabu invaded, but even with his grandson by his side he could not defend his home. Witnessing Vexx being punished, Vargas sacrificed himself by attacking the Shadowwraith in order to draw Yabu's attention away from the boy. He paid for this attack with his life when Yabu turned his destructive force on the old man and showed no mercy.



## REIA

The daughter of Astara's departed guardian, Reia is the last of the Astani. She was a child when the "Great War" was fought, but in the centuries since she has grown into a skilled warrior. Protecting the Landspire, she has made it her quest to keep the Dark Yabu from reopening the gate to the ShadowRealm. She might make a powerful ally for Vexx... if the two were ever to cross paths.

## DARBY

The destruction of Yabu's windship nearly destroyed Vexx as well. If not for the power of the Astani War Talons he would surely have been lost. Fortunately, he was found by a quirky old hermit named Darby who brought him to the Hall of Heroes. There, Darby explained to Vexx the history of Astara and the dire situation they now must face. The crotchety elder seems to know a lot about Astara and is a valuable guide early on.





Although Yabu controls a vast army of dark minions, he has also twisted the creatures of Astarar to turn them against Vexx. Keep your wits about you and your Talons sharp to defeat them all. When night falls, your enemies will become faster and stronger.

### PUGGLES

The lowliest of foes, Puggles may appear helpless, little more than mobile fungus. Turn your back on them, however, and they will be more than happy to show you differently. They are at their worst when found in groups, scuttling at Vexx from numerous directions. Fend them off with a quick combo or kick them into the air and juggle them to your heart's content.



### SHADOWCREEP

The weakest of Yabu's troops, these cackling wisps are by nature cowardly. If Vexx approaches them head-on they will sink into the ground before he can attack them. Keep your back to them for a few seconds, though, and they scurry out of their hiding places and try to tackle you. Lure them out of the ground and wait for them to leap before turning around and ending their miserable existence with a Talon.



### GRIMKINS

One step up the evolutionary ladder from the Puggles are the Grimkins... bigheaded and nasty. Their bulbous heads are constantly aflame, so avoid landing on top of them. Their preferred method of attack is a fiery head-butt, after which they taunt Vexx with a ridiculous dance. Knock the smiles off their faces with a series of slashes.



### SHADOWMINION

The next unit in Yabu's army is the skilled Minions. These large brutes are skilled in a variety of weapons, including swords, maces and throwing stars. They also wield shields and will use them to block overly aggressive attacks. Your best tactic is to wait for them to drop their guard and begin to attack. Strike quickly to get a few hits in before they wise up and raise their shields again.



### SKINX

One of the weakest denizens of Astarar, these flying pests make up for it with agility making them difficult to hit. Their hooded forms hover just out of your reach and enjoy waiting until the worst possible second to sweep in and attack. Keep an eye out for them as you climb poles or hang from grates. They particularly enjoy knocking you off when you can't fight back. If you wait for them to start their diving attack you can cut them down with an Uppercut or Flare Kick.



### SHADOWGUARD

If you thought the Minions were tough, they pale in comparison to the brutish Guards. Wielding axes that are larger than Vexx himself, they can strike with powerful swings and a long reach. The axes double as a defense and are more effective than shields. You won't get anywhere standing toe-to-toe with these beasts. Hang back until they swing their axes back then run in with an uppercut. Once you get them in the air, keep juggling them with Flare Kicks to finish them off.



### SLIPH

Lurking beneath the ground and in dark pits, these snake-like creatures will spring out suddenly and toss Vexx through the air. If you know where they are, approach slowly until they pop their heads up for a look around, then dash in and perform a sliding uppercut to hit them before they have time to counter-attack.



### BOULDERDASHER

A creature this big and heavy shouldn't be able to jump as high as Boulderdashers do. Don't stand around gaping at the sight though, or you'll have a half-ton of rock landing on your skull. The surprisingly nimble Boulderdashers run and jump at Vexx as soon as they catch sight of him. It's ironic then that their attack is also their undoing. After they stomp to the ground the Boulderdashers are as helpless as turtles as they struggle to get to their feet. Waste no time dropping a Ground Blast in their laps.



### SHREEK

At first sight Vexx might have pity on these poor creatures. Strapped to posts throughout Astara, they seem helpless enough. And indeed they would be if they didn't have backup. Stumble into their seeking searchlight and these little fellas let loose with a debilitating scream. Vexx will be briefly stunned as a group of Puggles appears. There's no use fighting Shreeks. Your best bet is to wait until they catch a few winks then dash past.



### BLASTBUG

You'll rarely find these pests traveling alone. These shocking insects fight in groups and really pack a wallop. Get caught between two of them and Vexx will feel the electrifying results. These bugs are strong when attacked from the front but are weak when approached from above and behind. Jump behind them and deliver a series of slashes or stomp them out with a series of Ground Blasts.



### KRUNK

As if you needed any more reason to watch where you're going, these beasts prowl narrow paths and ledges waiting for Vexx to blindly wander near. Their speedy galloping leads into a powerful headbutt that will send Vexx right back where he came from, or right off a cliff. When you hear their alarming cry prepare to jump out of their way or become roadkill. If you must defeat them, your best bet is to run up and attack when they aren't paying attention.



### HOBBLETRÖD

Small and weak, Hobbletröds would likely be extinct if it weren't for their inhibiting defense mechanism. When a threatening foe approaches, namely Vexx, the tiny creatures latch onto him with an energy beam, significantly slowing him down. They are skilled at staying out of Vexx's reach by hopping backwards. Alone they pose little threat, but mix one in with a pack of other enemies and Vexx will have trouble defending himself. Shake quickly to break the beam and eliminate the Hobbletröds as they recover.



### SHIZARK

These sleek and deadly predators stalk the waters of Astara. They can swim nearly as fast as Vexx and will attack without warning. If you have one on your tail swim straight up or down to shake him.



### FLEMBLOSSOM

Even the local plant life is out to get Vexx. Try not to stop and smell the roses, especially when the roses fight back with gobs of liquid plasma. The blossoms have an impressive distance, too, and are fond of targeting Vexx before he can even see them. A quick slash will trim them but you'll have to get past their bombardment to deal the killing blow.



**TRENCHID**

Do you see that little trail of dirt being kicked up into the air? See it moving towards you? Well, you'd better move if you don't want to see one of these burrowing menaces pop up underneath you. The little guys wouldn't be so tough if they'd just stop moving. It's more trouble than it is worth to lure them out of the ground just to attack them. Keep moving to stay one step ahead. If you have to stay and fight use short hops to draw them up and strike quickly before they burrow underground again.



**GHAST**

Haunting the ancient ruins of Astara, these apparitions will appear out of nothing and disappear just as quickly, but not before trying to grab Vexx. When you hear their snicker it means they're about to attack. You can fend them off with a slash if you know where they're coming from. They're more dangerous when Vexx is navigating platforms, appearing suddenly to mess with him in the middle of a crucial jump.



**GOOBEAST**

More disgusting than dangerous, it only takes one slash to burst a Goobeast's bubble. The sticky menaces aren't so easily put down, though. Individual gobs will eventually grow back to normal size. Keep cutting them up and you'll soon be facing a larger force than you began with. Chase down the squirming babies and stomp them out before they get a chance to mature.



**MODDAX**

Lumbering about in search of their next meal, Moddaxes won't think twice about snacking on Vexx. Stay away from their jaws if you want to stay off the menu. Those teeth hurt! Leap over them as they charge forward and drop a Ground Blast onto their backs.



**HULK**

Don't call them knuckle-draggers, at least not to their faces. Especially if you want to avoid taking a blow to the head from their oversized fists. Despite their enormous size Vexx has no problem juggling them in the air. An Uppercut followed by several Flare Kicks is the best way to avoid facing their right hooks. You'll often find these bruisers on small platforms, where their brutal punches will send Vexx flying off the edge.



**FUEGORE**

Resembling twisted scorpions, these insects pack a dose of flame instead of venom. Wait too long to attack and they'll gladly heat things up for Vexx. Quick and nimble, Fuegores are quick to dodge as you attack. Keep those talons flying to hit them after they sidestep.



**STINGERS**

Another threat from above, Stingers move and attack much like Skinx, although they tend to be faster and often travel in packs. The twinkle in their eyes isn't for show, it means they're about to attack. Cut them down with a well-timed uppercut or swat them out of the sky with Flare Kicks.





### WRAITHHEART

These still beating Hearts contain the energy of the rift system. They are required to open the gates to new worlds.

### HEART SHARD

Some Wraithhearts have burst into numerous glowing shards. Collecting one hundred of these without dying on any level will summon a Heart.



### SOUL JAR

The spirits of Astani warriors are contained in these jars. There are six in each world. Collect them all for a Heart.

### LIFE ORB

Knock these out of enemies and grab them to refill Vexx's life gauge.



### EXTRA LIVES

Each shimmering Vexx head will give our hero another chance to seek his vengeance.

### СЕНОТАРН

Relics from times past, Cenotaphs mark the passing of Astani. Hang out nearby to hear their voices or hit the stones for Life Orbs.



**ROCK SUIT TOKEN**

Find this artifact to activate the Rock Suit pads throughout Astara. Stepping on one surrounds Vexx in lava rock, granting him incredible speed and invulnerability.

**AIR SUIT TOKEN**

Vexx will need to find this artifact in order to activate the Air Suit pads. Donning the suit gives Vexx wings for a limited time. Use them to cover great distances.



**SUNDIAL**

Although it can be used to change the time of day, the sundials have a dual purpose. Many worlds contain a hidden portal that opens at the time of day marked on the sundial.

**SUN TELEPORTER**

These will send Vexx to a distant area that is often out of his reach through normal means.

**SUN BOUNCERS**

Jump on these bouncers to shoot skyward.



**STEAM JETS**

Jump on these pads to launch Vexx high into the air.



**REIA'S JOURNAL**

One page from the diary can be found in each world. Find them all to hear the full story of the fall of Astara.



# WALKTHROUGHS

# Timberdale : WORLD 1

Vexx awakens from his unconscious state lying on a cold slab in an ancient tomb; the Hall of Heroes. Past events are soon revealed by the equally ancient Darby, seemingly the only other person to escape from Yabu's invasion. After a brief speech, Vexx is left on his own. Follow Darby's instructions and leave the hall to enter the first world.

## REIA'S DIARY

The mysterious Reia chronicles the history of Astara in her diary, the pages of which are scattered throughout the worlds. In Timberdale, the first page is in clear view along the path between the Hall of Heroes and the gate.

### Journal Entry 1

*This morning, father gave me this journal. It's a gift to mark this special day; the day he was appointed guardian of Astara. Father has trained for years so his wisdom and strength will nurture peace as we seek greater discoveries and understanding. Mother is so proud of him. Now our greatest scientists are preparing a marvelous travel system. I'm told it will open a giant hole in space, so we can visit other worlds.*



### HEART CHALLENGE I

High atop a village of metal, wood and flame, a twisted tree to pillage, a secret to obtain.

Emerging from the Hall of Heroes, Darby contacts Vexx telepathically and introduces him to Timberdale.



The most striking feature of this lush, green landscape is the enormous stump of a once proud tree. Atop the village built around it is the first Wraithheart. Although it's already visible, it will take some vertical traveling to reach. Follow the path across three bridges until you reach the base of the tree.



Along the way you will encounter some Puggles, which are easily dispatched.

Make your way around the tree, jumping the steps to get higher. Flame-headed Grimkins inhabit the village and you will face them all the way to the summit. A pair of floating platforms will carry Vexx to the lower portion of the tree village, but an easier shortcut is nearby.

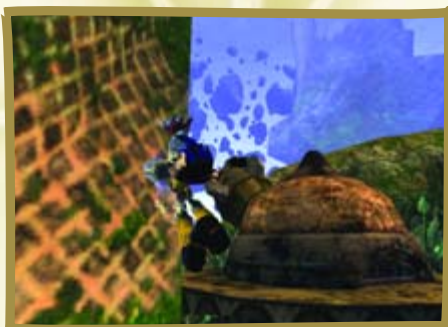


Before getting to the platforms, pulse jump up onto the rocky outcropping against the tree. A climbing wall leads up to a shallow alcove. From there, a tricky long jump will bring you very near to the Heart.

If you choose to take the longer route, a gang of Grimkins will attack around the buildings.



Stick to the ground to avoid them, but beware flaming rocks that fall from above. The rocks become particularly dangerous as you cross the floating platforms and a narrow bridge. Climb up the wall beyond the bridge and fight a few more Grimkins.



Finally, hop to the top of the final building to claim the first Heart.



Stepping on one of the insignias in front of the doors will bring up the Heart hint window, but only if the system has enough energy. The gates will open when you collect the number of Hearts listed on the door. For now, you will have to return to Timberdale, since the second door requires two hearts to open.



The second clue alludes to the first boss, which stands guard at the top of the tree stump in a makeshift sumo ring. From the gate, the base of the tree is just ahead. Hop into the shallow water or onto the spinning platform and onto the rock platform.



Ascend the tree similar to the first Heart until you pass over the narrow bridge. The side of the tree at this point can be climbed all the way to the top, so grab on and get moving.



**HEART CHALLENGE 2**

**Hulking Sumo crashes storms his clutches bring to win, escape his smashes or be knocked out of the ring.**

Darby briefs Vexx on the rift gate system that will eventually take him through the nine worlds of Astara. Each time you collect a Heart, you will return to the hub.



The Sumo is waiting. Hopping onto the ring will start the battle. The contest will not be won by damaging the Sumo, but by knocking him out of the ring. Touch the ground three times and Vexx loses a life. The Sumo has several attacks intended to send Vexx flying out of the ring. The most basic is a belly thrust. Although it doesn't damage you, it is easy to get knocked off by it if you're between him and the edge.



The second attack is a running tackle. When the Sumo places his hand on the ground, he is preparing to attack. Wait a second then quickly long jump to the side to dodge. The Sumo's final attack is a grab and throw that is nearly impossible to avoid. Your only chance is to stop the attack before it begins. If the Sumo stops to crack his knuckles, quickly run behind him and attack his back to stop this move.

Vexx is at a definite disadvantage when it comes to raw size and power when facing the Sumo. However, like most big brutes, the Sumo is slow and sluggish. His impressive bulk makes attacking from the front useless, so you'll have to put your morals aside and strike from behind. The agile Vexx can easily run around the Sumo and hit him in the back, knocking him forward. Although it is possible to push the Sumo to the edge by repeatedly hitting him in the back, he will often turn around before he gets pushed off. A more effective tactic is to wait for the Sumo to perform his running tackle. If you jump away at the right time his momentum will carry him to the edge, where he will teeter for a few moments. Quickly give him a push with any attack to knock him out of the ring and score a point.



Each time he falls from the ring the Sumo will become more aggressive and harder to get to the edge. Persistence will win in the end, and the Sumo's third fall will be his longest.



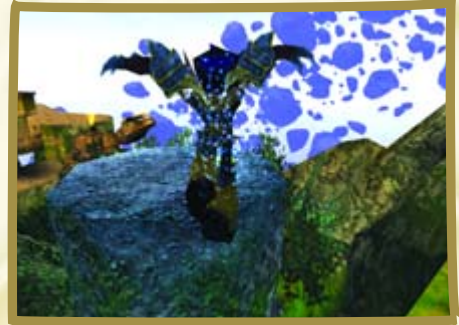
HEART CHALLENGE 3

*Upon the spirit breeze, stones dance against the void... a prize there you must seize, a fall you must avoid.*

With two hearts the door to the second world, Dragonreach, activates, but there are plenty of Hearts left to find in Timberdale. As the clue implies, the biggest danger in collecting the third Heart is the possibility of a long fall. Suspended high above Timberdale are several large, floating rocks, and a distant Wraithheart. Turn left from the gate and jump up the stone ledges nearby. Hop a short gap to reach a climbing wall. Be careful not to be hit by one of the falling rocks on the left side as you ascend.



Puggles and a Flemblossom guard the ledge. Wait until the Flemblossom's shot falls past Vexx, then quickly jump up and dispatch the enemies. Continue climbing up past the falling rock to the right and deal with the next Flemblossom the same way. From the highest cliff you will be in jumping distance of the floating rocks. Wait on the right side for the first rock to drift close enough for Vexx to hop on.



If you can't get up on top, don't worry; Vexx can grab the sides to avoid a damaging fall. Continue leaping from one stone to another as they get close. Long jumps work best for crossing the open air quickly.



There are five rocks altogether, but if you're fast you can skip two of them. As soon as you grab onto the second rock, quickly climb to the top. If you make it in time, you can pulse jump and grab the very bottom of the last rock as it passes by. Wait on the top of the final stone until the Heart comes into range.



The portal within leads to the castle. Although there are several doors here, the one straight ahead contains this clue's Heart. Upon entering the Minaret you might notice the different colored tiles in front of you. The castle is old and the structure is weak, so use caution when walking on the floor. If Vexx steps on the lighter tiles, they will crumble. Jump to the dark purple tiles to move across safely and ride the platform up.



#### HEART CHALLENGE 4

**Beyond curtain falls model castle comes to light, to scale the tower's walls mind what is out of sight.**

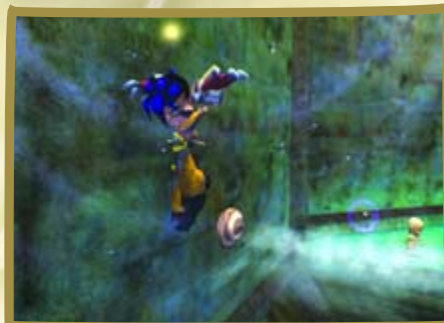
Perhaps the most puzzling clue so far, this Heart will lead Vexx out of Timberdale to a hidden castle. Follow the path from the gate back towards the Hall of Heroes. As you cross the final bridge, follow the line of shards along a narrow ledge to the left.



It might seem impossible to cross the next gap, but if you watch the steam jets you will see a platform illuminated every time the jets blow. The platforms are there even when the jets are off, so wait for them to stop and jump safely across.



The ledge leans behind a "curtain" of water, a waterfall. Climb a short wall behind it and hop a small gap to get to the top.



Further ahead, another invisible platform is just out of reach unless you stand on one side of the tilting platform to raise the opposite end, then quickly hurry across. Beyond that, a row of jets threatens to blow Vexx off the narrow walkway. Wait for them to stop before running past. Be prepared to stop between two jets before they start again. The next invisible platform is farther out from the wall, so don't blindly jump to it until you can see exactly where it is. Climb the pole to get to the next challenge.



After crossing a wooden bridge jump across the river using a small stone to reach another climbing wall. From the top, walk behind the waterfall to enter a hidden room.

Cross the narrow walkway slowly or, if you're feeling brave, you can take a few shortcuts by Long Jumping over some of the gaps.



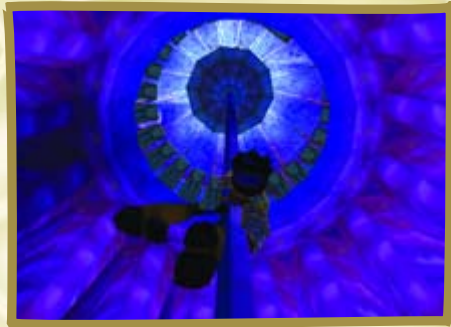
On the other side hop up the moving platforms. The crushing blocks on the walkway above will kill Vexx with one hit. Either Pulse Jump over each one when they are down or wait next to them until they rise up, then run underneath then one at a time. The Shreeks along the walkway summon Puggles if they spot Vexx. Wait until they fall asleep before running past them. The next set of moving pushes you off the walkway, but you can safely run behind them without being crushed.



After passing another Shreek, you will have to cross a rotating block with steam jets on it. Memorize the time it takes between rotations, and when you cross prepare to jump when it's about to turn. The platforms beyond fall as soon as you jump on them. Hop quickly to make it safely to the top.



You're almost to the top! If you fall at any time during the ascent, try to steer Vexx towards one of the lower platforms. Taking a few points of damage is always preferable to falling into the void. Jump from the edge of the walkway to the outer platform, then across the inner one to get to the pole.



When you near the top of the pole, keep an eye open for the steam jet and wait for it to stop before climbing past it. Jump onto the stairs and step on the button on the topmost platform to free the Heart.



### HEART CHALLENGE 5

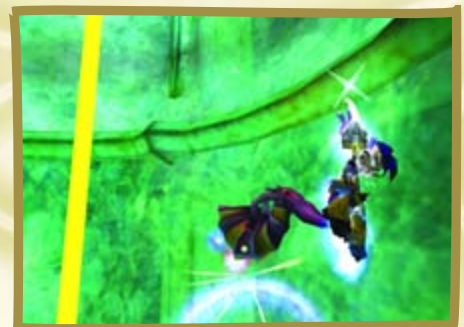
To each watery tower you may get around, grab a gift of power when their answer is found.

The next challenge will have Vexx returning to the hidden castle to explore the three smaller towers. Climb back up above the waterfall and enter the cave. When you enter the castle this time, you will have to explore each of the three doors along the outer wall to trigger the heart.

First, enter the door on the left wall.



Vexx will start out underwater. Swim to the surface and jump out onto the narrow walkway. Follow it up the outside of the tower to a pole.



Climb to the very top and stand on the tip. Jump straight up to pass into the water. Swim through the first of three rings to activate it.



You can now safely drop out of the water to the bottom of the tower and swim out the door.

The next door is behind the central tower. Swim to the surface and look for the ledge near a sun bouncer. Hop onto the bouncer to propel Vexx to a second bouncer and then a third.



Bouncing off the final platform will send Vexx up to the ceiling, where he will grab on with his talons. Climb to the very center of the ceiling, right above the line of shards. Drop straight down to fall through the second ring and into the water.



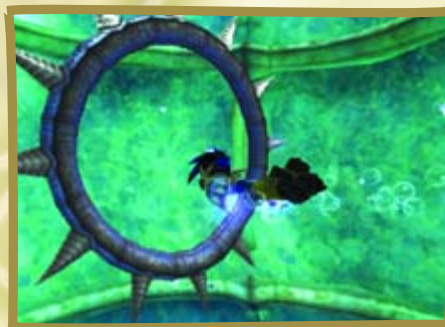
Swim back out into the castle courtyard.

The third tower is completely flooded, so Vexx will have to

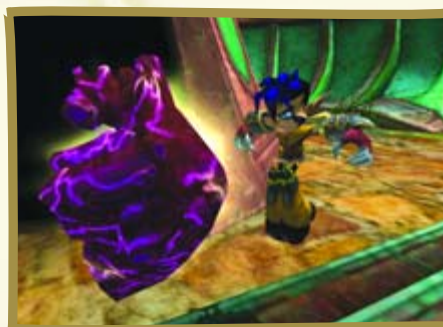


swim fast before he runs out of air. Swim straight up and look for the gap in the spinning floor.

The ring rests above the third floor.



Trigger it and quickly swim back down to the door before Vexx starts taking damage. With all three rings triggered, the Heart will be placed in front of the portal to Timberdale.



### HEART CHALLENGE 6

**A reward is concealed somewhere "twixt pitch and knoll." For it to be revealed keep in mind your goal.**

The key to solving this riddle is to think of a different kind of goal. Earlier exploring may have revealed the suspiciously soccer-like net near the edge of the world. The final piece of the puzzle is a tattered ball tucked into an alcove just to the left when you leave the gate.



It might seem simple enough to dribble the ball from the



alcove, past the gate, through the trees, and into the goal, but the net is guarded by several Puggles.

Take a minute to clear them out before bringing the ball with you. As you kick it along, don't send it too far ahead. After a few moments the ball will disappear and return to the alcove.



It's also easy to accidentally kick it into the water or off the edge. Patience pays off in the end, and a final kick into the goal will reveal the Heart.



**HEART CHALLENGE 7**

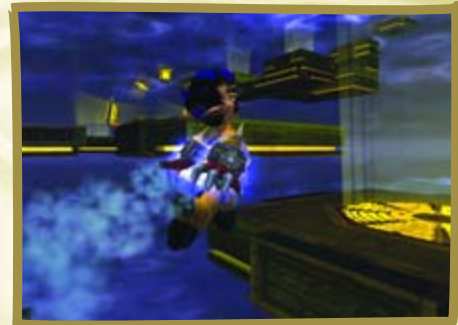
**A one-way portal calls... sundial tells the time... hidden gateway opens... missed chance would be a crime.**

This riddle will become familiar by the game's end. Many of the worlds contain sundials and time-sensitive portals. At a specific time the portals open and lead to a pocket dimension containing a series of challenges and an elusive Wraithheart. The sundial and portal in Timberdale are right next to each other, but this is the only time you will find it this way. The two markers on the sundial indicate when the portal is open. Since the sundial moves counter-clockwise, place the point a little to the right of the right-hand marker.



Follow the path from the gate towards the Hall of Heroes. Before the first bridge, jump up onto a ledge on the left to reach the sundial. Enter the nearby portal to access the sundi-

al realm. Within, Vexx is faced with numerous platforms over a bottomless void. Falling is not recommended. As you jump from platform to platform, use the long jump and pulse jump if you have doubts about the distance.



Hop up the first set of platforms and use the floating ones to safely cross the longer gap. After riding the rising lift, carefully hop across the two floating ones.



Jump slightly ahead of them to avoid having them pass underneath you. Climb the short pole and wait on the next ledge for the platform to get close. Ride it out to meet the next one and repeat the process to reach the Heart.



**HEART CHALLENGE 8**

**Cursed heart just out of reach beyond a crystal veil. If molten trick we didn't teach, this run will not avail.**

You may have noticed the Heart hidden under a crystal dome near the entrance to the Hall of Heroes. Even with the Astani talons, Vexx is not strong enough to break through the Heart's prison. Fortunately, there is a way to increase Vexx's already potent strength. Return to the Hall of Heroes through the large doors at the end of the path.

Inside you will see that one of the tapestries depicts a talon-bearer covered in a suit of lava. There also appears to be a red token inside, but you can't get it from here. There is a portal on the shelf above the room, but it's too high to jump to, even with a pulse jump.

There are two ways to get high enough to reach the shelf. The quick (but painful) way is to hop onto one of the flaming torches in the middle of the room.



Vexx will be ignited but he will also be flung high into the air. Quickly move to the side to land on the shelf. The other way is less dangerous, but may take a while. Stand on the slab Vexx woke up on earlier. Face the room and perform a dashing uppercut (walk forward, duck, then attack). At the height of the uppercut, perform a ground blast, then a flip kick while moving back towards the shelf. If you're lucky the added height will be enough to grab on.



Once on the shelf, be sure to grab the power-up and then enter the portal to be transported into the tapestry itself.

Jump up onto the head of the talon bearer and claim the token. This will enable Vexx to activate the lava suit panels throughout Astara. Drop out of the bottom of the tapestry.



Leave the Hall of Heroes and follow the path back to the gate. In the field to the left, the lava panel will now be present.



Step on it to surround Vexx in a suit of rock and flame!

While in the lava suit Vexx is invincible and faster than before, but he is much heavier. His jumps are shorter and he will sink in water. This makes it a little difficult to get back to the crystal-covered Heart in the time limit. As soon as Vexx bursts



out of the lava rock, run towards the lowest ledge next to the river that flows to the base of the tree.

Hop up onto the small ledge through the shallow water and over the gap to the base of the tree.



From here you can run across the bridge to the mainland and along the path directly to the Heart.



Dash right into the crystal to shatter it. If you run out of time, return to the lava panel and try again.



### HEART CHALLENGE 9

Souls of these Astani old are trapped in these jars six. To gain the prize they hold, make use of all your tricks.

In every world there are six soul jars to be collected. When released, the souls will grant Vexx the gift of a Wraithheart. The jars are often tucked away in hard to reach corners that Vexx normally wouldn't travel to, so keep note of where you spot them. The soul jars in Timberdale are as follows:

1 Beside the tallest waterfall.

To reach it, you can cross the rotating bridge from the left side, or long jump across from the cliff above the sundial.



2 On a ledge along the path between the gate and the Hall of Heroes.



3 Halfway between the two bridges on the path to the gate, climb the wall to the side. At the top is a small alcove containing a soul jar.



4 On the spinning bridge in the water by the base of the tree.

5 Above a sun bounce pad on a rock in the water behind the tree.



6 Beneath the village. Follow the platforms around the large tree to the first set of buildings.



In the air beside the third large stone (the one without a building) there is a floating pole. Grab on and slide down to find two more poles.

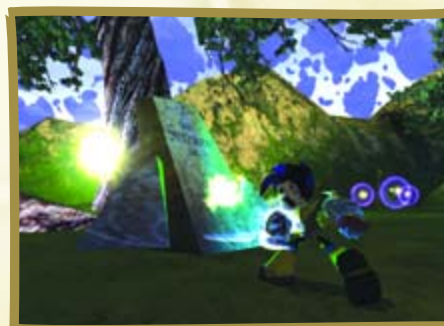


Jump from one to the other and climb up the last pole to enter a hidden room. Claim the soul jar inside to open the exit.



## CENOTAPHS

These ancient artifacts contain lost souls. Standing near them, Vexx can hear their final moments. Attacking them will produce life orbs. Besides killing enemies, this is the only way to regain health. It's important to remember where to find them in case Vexx needs a health boost. In Timberdale, there are two Cenotaphs. One is just off the central path. The other is near the goal net.



After collecting all six soul jars, the Heart will appear on the empty platform in the tree village.



### HEART CHALLENGE IO

**When hearts did burst asunder,  
 much energy did scatter. To  
 return this heart its thunder, one  
 hundred's all that matters.**

Another constant throughout each world is the shard heart. Each world has at least a hundred shards that will combine to form a single Heart, although most worlds have extra shards to make the job easier. Most shards are lying out in the open on the way to each Heart, but if you want to collect a full hundred you'll have to do a little exploring. Make certain to check the following areas:

- Plenty of shards lie in plain view near the goal net.
- Behind the second to last building near the first Heart.
- Ride a pair of moving platforms near the beginning of the level.
- Don't forget to visit the castle.



## EXTRA LIVES

Vexx's journey is dangerous. The worlds of Astara are suspended in a void and Yabu's forces are relentless. If he has any chance of getting his revenge, Vexx will need to even the odds. Collect as many extra lives as you can to keep Vexx in the fight.

- On the shelf in the Hall of Heroes.
- Along the narrow walkway in the tower leading to the fourth Heart.
- Behind the pushing blocks halfway up the tower for the fourth Heart.
- Alongside the final pole in the castle
- In a secret room in the village. After the platform without a building on it, hop up a set of ledges to the left and climb a pole into the room.
- At the top of the wall near the ledges above the sundial. You'll have to wall-jump the narrow alcove built into the wall to reach it.



# Dragonreach : WORLD 2

YOU MUST OBTAIN 2 WRAITHHEARTS TO ACCESS THIS LEVEL.



Leaving the vibrant forest behind, Vexx moves on to a barren desert. Above the rocky spires the skeleton of an ancient dragon remains frozen in its final resting place. The desert wasn't always lifeless, however. Flooded ruins and a long abandoned city indicate a forgotten history. Vexx will have to brave dizzying heights and the darkest depths in his search for WraithHearts.

## Journal Entry 2

*I'm so scared; I can hardly hold the pen steady. We had a big celebration and then opened the rift, but on the other side evil creatures were waiting to attack. A war has started. Father went to fight these demons that call themselves Shadowwraiths. I saw one wraith named Yabu kill my mother and my sisters. I can't get it out of my mind. I want to fight this Yabu, but the wraiths have absorbed all of the energy from the rift system and grown very strong. Father locked me inside the Landspire and said not to let anyone, or anything, inside.*



### HEART CHALLENGE I

**Find a pulsing treasure on an ancient knuckle. Take care in each measure or it just may buckle.**

The most prominent feature in the arid landscape is also the location of the first heart.



The knuckle in question is that of the dragon's skeleton, but getting there may prove difficult. Vexx will have to start at the very tip of the tail and work his way up. Head down the steps from the gate and up the right-hand path to the skeletal tail. Keep your balance as you begin your run up the spine, jumping a gap along the way.



Be sure not to dash unknowingly under the pair of crushing stones. Wait until they rise to walk under safely.

Continue onward, running around a pair of gaps where the bones angle sharply to the sides. Next up, two bones spin endlessly. Jump to the flat side of one then quickly hop again to the second. A third hop will have Vexx on solid bone again. After jumping up some steps, Vexx will reach a section of spine that is too steep to run up. Climb the poles to the very top and jump from one to the next.



The arm is nearly in sight. Drop off the right side of the rib cage and run to the left. A series of floating steps leads down to the base of the arm.



The first arm bone rotates to the right. As you run or hop up it, angle slightly to the left to compensate. Try to stay in the middle of the bones as much as possible, as the sides are slanted and slippery. The next bone is stable but fireballs circle around it. Move slowly after one of them passes by.



When you reach the wrist, jump onto the center finger and run straight up. The fingers will bend down as Vexx puts his weight on them, allowing him to run over the knuckle and claim the Heart.



## HEART CHALLENGE 2

**Beneath the dragon's grasp, where time did make him stop, you must move twice as fast to win at "Hop and Drop."**

The vanished residents of Dragonreach made good use of the enormous skeleton. The bones of the other hand were used as supports for a hut that contains the second Heart, but you won't just be able to walk in and grab it. Drop down the steps again, taking the path to the left this time.



Hop up a few platforms to a narrow bridge. Cross over and jump up to a wider bridge. This one tilts as Vexx steps on it.



Run across and travel up the floating platforms to reach the hut. Walk through the front door.



The hut looks much larger on the inside than the outside! Vexx finds himself on a square playing field against three of his inner demons. In order to survive and win the heart he will have to drop more tiles than they do. The panels will fall after one of the Vexxes has stepped off it. Falling off the board isn't deadly, but it takes precious seconds to drop back into play... time that your inner demons are using to score!



After each round the Vexx who dropped the least tiles will be eliminated until only one remains. For the first two rounds you don't have to come in first, just don't be last! You'll score quicker if you zig-zag back and forth as you run, taking out two rows almost as quickly as one.



If you can trap your demons or make them fall off the stage you'll have even more time to score. Careful hopping will net you a valuable Heart.



### HEART CHALLENGE 3

**What once were ancient swells a sea did drain below. To find it down the wells, you'll find you have to go.**

Dragonreach wasn't always a dry desert. The waters long ago escaped down into an ancient ruin through three wells. Vexx will have to go down each one in order to recover a lost Heart. The first well is to the right after heading down the steps. Remember that the bubbles give Vexx health as well as additional air.



Jump in and swim straight down to enter the ruins. The ancient building is completely submerged, so Vexx will have to rely on water bubbles to survive.



Throughout the flooded halls you'll also encounter Shizarks. They're nearly as fast as Vexx, so it's better to keep your distance to avoid triggering them instead of trying to out-swim them. Head to the right from the entrance and swim through the hovering ring to open a nearby gate.



Turn around and swim to the right through the opened gate to retrieve the first relic.



This is the only one in this part of the ruins. Swim back to the door to exit.



After emerging from the well, the second entrance is across the path. Jump in to enter the next section of the ruins.

This part holds two relics. The first is all the way down the hall to the left.



Stay high to avoid the Shizark, then swim back to the entrance. Use the hoop around the corner to the left to open the gate on the right. Swim through; retrieve the relic, and head back outside.



The third well is over the cliff to the left, and contains three elusive relics.

Use the hoop to the left to open the gate to one relic. Swim around the corner to claim it. Head back through the gate and straight ahead. Turn left at the end of the hall and then left again. Swim forward a bit to find the next relic in a tall alcove to the right. Leave the alcove and go back to the left, swimming through a narrow gap to reach a hallway on the other side. You'll probably be low on air, so grab a bubble before grabbing the final relic from the bottom of the alcove at the end.



The Heart will appear back by the exit. Make your way through the hallways, grabbing air as you need it. Swim into the Heart to retrieve it.



#### HEART CHALLENGE 4

Where dragon's heart did beat, a doorway with suspense. Within use talon's heat, to loose some things immense.

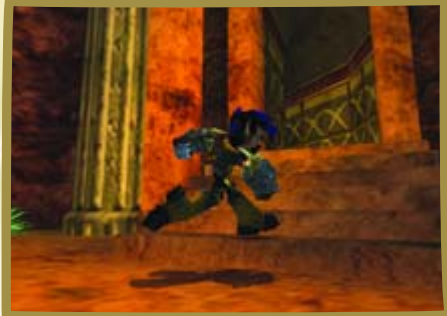
Another relic of time gone by, the dragon's rib cage was once a thriving city, now abandoned by all but ghosts. Head up the left path from the gate, hopping up the platforms and crossing the bridges to reach the Hop and Drop hut. This time run around it to the left.



If you're a good jumper you can skip a bunch of platforms by making a long jump followed by a flare kick towards the rock pillar with the bridge on it. If you time it wrong, though, you'll have to climb all the way back up here. If you aren't feeling lucky, take the long way by jumping to a rotating platform, then to a series of pillars and moving platforms.



Use a sun bouncer pad at the end to jump up to the rib city entrance.



From the entrance Vexx can see four suspended pillars, but none of them are low enough to jump onto.



He'll have to cut the ropes somehow. Slide down to the lower floor and head through the door on the right. Beware the ghostly Ghosts. They appear suddenly and fly in straight lines. Don't stay in one place too long and be prepared to jump to avoid them. Turn left at the end of the hall and jump onto the steam pad to blast upwards. Jump up the ledges to reach the first challenge room. A rotating X threatens to push Vexx off the ledge.



Rather than try to avoid it, jump onto the walkway, run straight ahead and Long Jump to the other side when you have an opening. Slash the rope to release the first block.



If you fall into any of the pits in the challenge rooms, you'll drop through a pipe into the main room. If you Ground Blast before you hit the bottom of the pipe you can avoid taking damage.

Drop safely to the floor with a Ground Blast and head into the same door. Turn right at the end this time. A conveyer belt with a couple platforms on it waits to carry Vexx up to the next room.

Follow the narrow walkway until you face the moving platforms.



A couple of carefully aimed Long Jumps will carry Vexx safely to the other side. Another slash drops another pillar.

Drop back down and cross the room to the opposite door. At the end of this hall turn right and run up a rising path. The next room contains tilting walkways. If you stay on one too



long it will tilt enough to drop Vexx into the pit. Keep moving as you jump from one to the other. Use Flare Kicks if you need a little more distance.

After dropping the third pillar, you can get up to the Heart by using a super high jump. Stand on the third pillar and crouch. Pulse jump up and, at the height of the jump; perform a Ground Blast, giving Vexx a little more height. End the jump with a well-timed Flare Kick to get up just high enough to reach the fourth pillar. If you can't time it right, though, head back through the hall and jump up the ledges to the left. The final room challenges Vexx with moving poles.



Use a carefully timed jump to grab onto the first one. Shimmy around to point Vexx's back to the next pole and jump right before they pass each other. Jump to two more poles to reach the rope at the other end. If you have mad skills you only have to get through two of the challenge rooms, one on each side. When you make it to one of the areas that contains a rope that you need to cut you can actually jump out of the room into the main hall and flare kick yourself back into the rope room on the other side. It takes skill, but you'll need to go back down anyway, so you have nothing to lose if you try.



Drop off the ribs to the left to land on a small ledge. A tele-  
 portation pad here will bring you to a narrow walkway.



Walk around to the other side to find the Air Suit power-up token. Collecting it activates Air Suit pads throughout the game, including one in the dragon's mouth.



Drop back down to the spine and follow it all the way up to the rib cage.



**HEART CHALLENGE 5**  
 Beyond the fossil's grasp, a ship floats in the air. Just thread the banded path with wings to get you there.

The dragon skeleton's position makes it seem as if the great beast was trying to grab something in its final moments. Indeed, there is something floating off the side of the island, but it's much too far to jump to. You'll have to find another way to get Vexx to the Heart.

Fortunately, another valuable power up suit is available in Dragonreach. To get it, you'll have to head back up the dragon's spine. Follow the tail up past the obstacles until passing the vertical poles.



Slip down the sandy slide into the dragon's jaw. Walk onto the pad to activate the Air Suit.



The suit has a twenty-second time limit so don't waste it. Follow the rings towards the floating island and drop down safely. The Heart waits on a podium in the middle.



The Heart is all the way on the other side of the level so you'll have to make good use of what little time you get. As soon as you emerge from the rock, run to the left of the sandpit and bear to the right.



Run toward the sundial area passing to the right.



### HEART CHALLENGE 6

Again a heart in sight is locked within clear walls. Without your molten might, it remains beyond your calls.

Another Heart sits trapped within a crystal prison. In order to retrieve it, you need to have activated the Rock Suit power up in the Hall of Heroes tapestry. If you didn't go back and retrieve it (Eighth Timberdale Heart). The Rock Suit pad in this level is by the sinking sandpit.



Follow the dragon's tail up to the first gap and drop down. Go around the left side of the rock spire and along the edge of the pit to find the pad.



Jump down the ledges and run past Reia's journal entry area.



Dash into the Heart to free it.





## HEART CHALLENGE 7

Within a certain spire, while moving hand o'er hand, access you'll acquire to a castle in the sand.

This Heart is easily the most difficult to find in Dragonreach, and possibly one of the hardest to obtain in the whole game. Although the sand castle mentioned in the riddle is in Dragonreach, the only way into it is through Timberdale. The spire is the castle tower from the fourth Timberdale Heart.

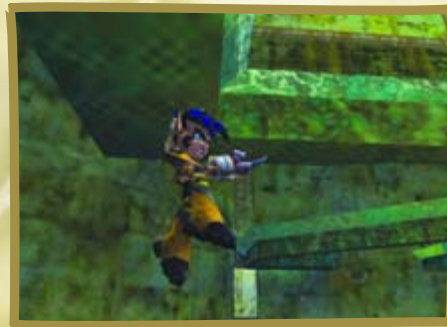
Return to Timberdale through the hub and work your way up to the portal behind the waterfall. Enter the center tower in the castle.



Climb the inside until you reach the narrow walkway about halfway up. Walk to the gap between the two sections of the walkway and drop down onto the platforms below. Jump up and hit the button under the walkway.



A small door will open in the side of the tower. Jump over to the other platform then jump up to grab the underside of the walkway. The route to the door is narrow and one fall could spell doom. Move slowly and keep the camera pointed straight down the current section of walkway to keep Vexx moving as straight as possible. It's possible to drop down from above the door as well, but it requires a tricky combination of Ground Blast and Flare Kick. Use whatever method you think is easier to make it to the door.



Through the door is a nearly identical tower built out of sand, but with a few key differences. For starters, the tiles in the floor at the beginning will all collapse as soon as Vexx touches them. Jump out as far as you can then quickly hop to the platform. The invisible platforms in the next section work the same way as they did in the first tower. The sand jets will show you where they are but will also hurt Vexx if he touches them. As you climb higher, Vexx will encounter a giant Hobblerod!



It turns out Vexx is really inside the sand castle in Dragonreach. Fortunately the giant enemies aren't any stronger than they usually are. A quick claw swipe will take care of them. Use the see-saw to get to the next invisible platform. Pass the sand jets when they briefly shut off. The next invisible platform is farther from the wall than the rest.

Climb up the pole to reach the narrow walkway, only this time it's invisible!

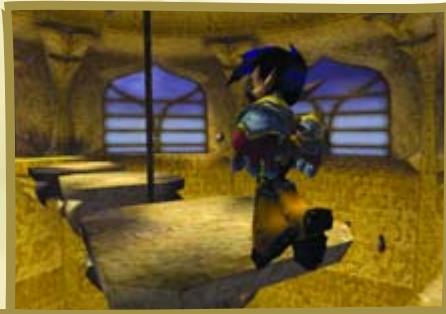




Watch for the falling sand to briefly show the walkway then move slowly to the other side. If you slip you should be able to grab onto the edge. The long platforms at the other side fall when Vexx touches them. Hop up to the crushers and Pulse Jump over them. Slash the giant Flemblossoms out of your way and knock another Hobblerod off the ledge. Be sure to go behind the pushers to gain an extra life.



The spinning block in this tower turns much faster than the other tower's. Keep hopping to avoid being thrown off the side. Hop up the falling platforms to reach the safety of the upper ledge.



Use the rotating platforms to get to the pole in the middle and climb up to the top, past the sand jet, and claim the Heart.



## HEART CHALLENGE 8

The spirits of the damned trapped in eternal pain can be found throughout this land among earthly remains.

Another six Soul Jars await Vexx in Dragonreach. Fortunately, they are closely gathered on the bottom half of the dragon skeleton, so you won't have to search too long to hunt them down. The first Soul Jar can be found on the dragon's left foot, at the end of the middle toe.



Walk around the sand pit to collect the other one on the opposite foot.



From the larger toe to the right you can pulse jump up onto the dragon's bent knee for Soul Jar number three.



Before heading up to the spine, head up the lower leg to get the fourth Jar.



Return to the knee and make your way up towards the hip and across to the left leg. Run down this side and collect a Jar off the knee.



Hop down onto the lower leg and grab the final Jar at the end.



The Heart appears on a platform beneath the dragon's spine, hovering over the sand pit. Walk out along the spine and stop right before the spinning bones. You should be able to see a pole beneath the spine. Approach the edge of the bone slowly and drop off. Quickly Flare Kick back under the spine to grab the pole. Slide to the bottom to snag the Heart on the platform. You can also get to this platform by Pulse Jumping up the floating platforms above the sand pit.



## HEART CHALLENGE 9

*When hearts did burst asunder,  
much energy did scatter.  
To return this heart its thunder,  
one hundred's all that matters.*

The shards in Dragonreach are a little harder to track down than the ones in Timberdale. Don't miss the hard to reach ones!

Be sure to check these areas:

- Within the underwater ruins
- Along the sand stream
- Near the Air Suit power up
- Behind the rock spire near the tail
- On the dragon's back
- Around the Hop and Drop hut



- 1-up behind pushers in the sandcastle.
- 1-up using wall jumps behind the tall pillar where you obtain the flight power-up token
- 1-up on the rock formation found to the left of the door leading into the rib city (use the flight suit to get this one)
- 1-up in the small hole found in between the dragon's hipbones (you'll need to jump out and flair kick back in or fly to get there)
- 1-up on top of the Dragons left elbow

# The Neverglades : WORLD 3

YOU MUST OBTAIN 5 WRAITHHEARTS TO ACCESS THIS LEVEL.



Tucked away in a watery cave, the ruins of the Neverglades hold many secrets. In his quest to recover the Wraithhearts, Vexx will have to solve the puzzles of the ancients. Along the way he might discover more about the history of Astara.

## Journal Entry 3

*I can't sleep: All I hear are screams and cries outside. The wraiths are sucking the life force out of our world. They drain the souls from their victims, and keep them in these horrible jars. I want to leave the Landspire and fight with father, but he said I'm too young, and it's more important that I keep the Keystaff safely away from the wraiths. Through the eyehole, I saw father fighting another Astani, but it turned out to be a wraith. He came back later and told me to bring the Keystaff out, but it wasn't really him. It was another wraith trying to trick me. It's so hard to know whom to trust when these things can change their shape like that.*



### HEART CHALLENGE I

**Relics wrecked lay in rot. What mystery transpired? Heads up, mind this caveat: Some assembly required.**

The first riddle refers to a shattered set of statues. Head down the steps to the intersection and turn left. A stone head with a broad grin holds a Wraithheart captive. Three smaller statues appear to have lost their own heads. Vexx will have to recover them to free the Heart.



The first and simplest head to retrieve is at the base of the temple steps. Return to the intersection and turn left. Cross the bridge and stand in front of the pedestal on the left. Attack the stone head to pick it up.



While carrying the head Vexx cannot attack and his moves are limited. Avoid the Goobeasts as you return to the statues. If Vexx drops the head, he will have a limited time to pick it up again before it disappears and returns to its original location. Throw the head onto the yellow body to lock it into position.



Kill the Goobeasts and Flemblossoms along the path. This will make the return trip with the head much safer. Follow the path under the waterfall, along the rock wall, and past the large statue. Climb up the staggered steps and past the pushing blocks to find the blue head.

To get the next head, return to the intersection and go straight through. Hop up the stairs and Long Jump across the waterfall.



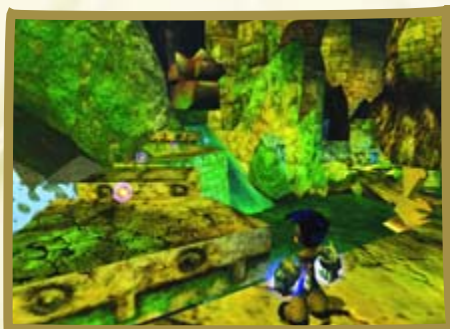
Return the way you came, passing the statue and following the stone path. If a step is a little too high to jump onto, jump and throw the head up, then climb up after it.



Follow the pieces of crumbled wall to the second head.



Since Vexx can no longer jump far enough to cross the gaps, he'll have to throw the head across. Stand on the edge of each gap, jump straight up and throw the head, then jump over and pick it up before it vanishes. Do the same to cross the waterfall, then place the head atop the orange statue.



Jump and throw the head over the last gap and place it on the blue statue.



With all three beams focused on the large head, the Heart will be freed.

The final head is at the end of a longer, more dangerous path. Go behind the stone head statue and jump across the platforms beyond.





### HEART CHALLENGE 2

**A drop into a well is followed by a splash. Beware the fish are fell, electric is their lash.**

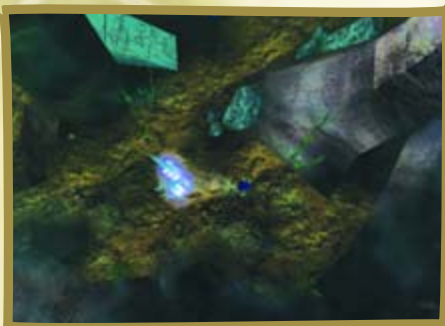
Although there is plenty of water in the Neverglades, the electric fish are nowhere to be found on the surface. Run down to the intersection and turn left. Pass the stone head and drop off the ledge to the right.



Swim to the island in the middle of the water to find the well. Jumping down the well, Vexx is dropped into an underground pond... the residence of the electric fish.



There is a platform with a button on it submerged in the water, but Vexx can't press the button by swimming into it. He'll have to find some way to raise the platform. A sparkling hoop in the water provides a solution, but it lacks power... Enter the electric fish. The fish will swim after Vexx when he gets close in an attempt to shock him. Vexx swims faster than they do, so swim around the submerged platform to get all three fish chasing Vexx.



If you tread water on the surface the fish are less likely to shock you and you won't lose the fish. Once all three are chasing you, lure them through the



hoop. Their electricity will trigger the platform, causing it to rise. Now you can hop on the button to summon the Heart.



### HEART CHALLENGE 3

**This age-old citadel did time and sand devour. Its hazards you must quell to scale its inner tower.**

The next challenge lies behind the gate, inside a hollowed tree. Climb the wall to get to the door, although it is locked shut.



The three depressions indicate missing tokens. Fortunately, all three are on a series of platforms around the tree.



Pulse jump up onto the right wall. Head to the left and drop down onto the first platform. Token number one is a short walk to the left. Return to the right, jump across two gaps, then drop down the third one. Drop down the steps to the



left to find the second token. Continue jumping up the platforms to the right. The third token is on a high platform.

Jump up from the right side to reach it. Return to the front of the tree, the door will now be open.

The Temple of Nanyk resides in the tree, buried by the ages in sand.



Run around to the right side to find a ramp leading up.



From the top, Pulse Jump to the left. Hop around the outside of the Temple until reaching a moving platform.



As the platform rises Long Jump to the center pedestal to claim the Heart. Be careful not to hit the spinning structure.



#### HEART CHALLENGE 4

The Temple of Nanyk lies buried in the sand. Head up to make three clicks and try for one last stand.

Return to the hollow tree. This time your goal is to raise the Temple of Nanyk in order to reach a heart high above. To accomplish this, you will have to press three buttons around



the outside of the chamber. Turn left after entering the tree to reach the first challenge.

Hop on the sun bouncer and jump up to the narrow walkway. Press a



switch at the far end to drop a bridge. Cross the bridge, scale the revealed climbing wall and press the first button.



Drop back down to the sandy floor. Head behind the Temple and run up the ascending stone path. A series of thin L shaped platforms move up and down above a deadly pit. Move carefully as you get onto each platform and walk to the other end as it rises.



If you slip off one of the later platforms, try to steer your fall beneath the stone face where you can use a teleporter to return to the Temple.



After pressing the button drop down to the teleporter to safely cross the pit.

To get to the last button stand underneath the hovering ring. Pulse Jump through it to activate a temporary platform. Continue Pulse Jumping straight up before the platforms disappear to reach the button.



With all three buttons pressed, a final button will appear in the sand. Drop down and press it to raise the Temple.



Head around to the right side of the Temple. Pulse Jump up the stone blocks to



reach a pole you can climb to the upper part of the Temple.

Walk up the ramps and Pulse Jump to the left.



Jump across the gaps around the Temple to the moving platform. Ride the platform up. Jump to the left and follow the walkways around the Temple. A moving platform at the edge will carry Vexx up to the Heart. Never - 39 and Never - 40





### HEART CHALLENGE 5

Shadowed alcove through a game of gatherings. Collect more than a few to win at temple rings.

The Temple in the riddle isn't the Temple of Nanyk, but a second Temple in the Neverglades.

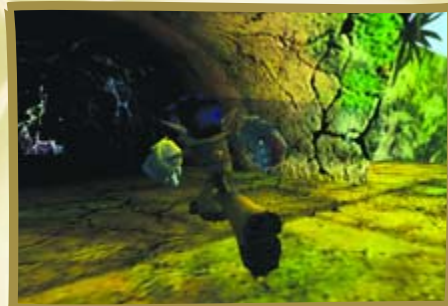
Fortunately it is easy to find. From the gate, follow the path straight forward, over the bridge.



Pulse Jump up the stone blocks and run up the two ramps to reach the Temple entrance. Once inside, head straight again through the dark alcove to enter the Temple Rings minigame.



This minigame has Vexx once again trying to outscore his inner demons, but is a little harder than Hop and Drop. All four Vexxes run around a donut shaped arena collecting rings that periodically fall from the sky. The Vexx with the lowest score at the end of each round is eliminated until only one remains. Try to get an headstart on your demons, grabbing any large group of rings you can. Long Jump across empty space between groups of rings for a speed boost. Make sure not to fall off the platform and lose precious seconds before you respawn. You can knock a few rings out of your opponents by attacking



them, but it is rarely worth the time and they are just as likely to knock you down.



For the first two rounds you don't have to come in first to survive, so don't worry about one demon having a huge lead. During the final round you have to come in first place. Knocking your opponent into the center hole or off the board will give you plenty of time to cement your lead. Win the final round and collect the Heart.



### HEART CHALLENGE 6

Above dark cavern floats heart teasingly so near. To get high above the moats, hope flying's not your fear.

If you haven't collected the Air Suit power up in Dragonreach, you will need to get it before being able to collect this Heart (Fifth Heart in Dragonreach). Once you have it, head straight out of the gate, across the bridge and up the stairs to the Temple entrance. Instead of going inside, Pulse Jump up onto the wall behind the door.

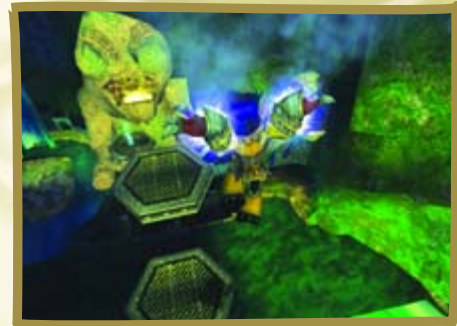




Turn to the left and run to the edge of the cliff. An Air Suit pad sits on the ground and the Heart is visible in the distance. Step on the pad to don the wings.



At the end of the bridge walk up to the right edge of the platform. A series of floating platforms leads to a glowing fountain of energy.



When Vexx begins gliding, turn left or right just enough to line him up with the heart then let him fly forward on his own. If you don't dive down at all he



Standing in the fountain will completely fill Vexx's Fury Gauge. Trigger Fury mode and fire



will pass right over the Heart. Quickly pull back to make Vexx drift straight down onto the Heart.



a blast of energy into each of the statue's two eyes.

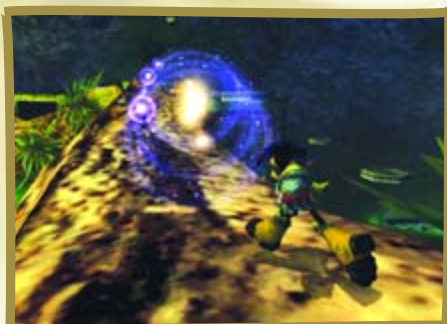
The blast will ignite the flames within and reveal the Heart on the statue's lap. Either perform a Long Jump from where you are to land near the Heart or drop down into the water, climb out at the foot of the statue and jump up onto the statue's lap to collect the Heart.



### HEART CHALLENGE 7

**Over shadowed pools in gloom,  
lifeless eyes are dark. In sockets  
fire bloom, if lightning there does arc.**

The large statue is the secret to this riddle, but you'll have to approach it from the platforms high above the ground. Cross the bridge, climb the steps and Pulse Jump above the Temple entrance again. Turn to the left and cross over the branch bridge.





**HEART CHALLENGE 8**  
**An ancient temple wall contains a mystery. Return before the fall and join its history.**

The Temple across the Neverglades, at the far end of the stone path and up the stone steps, contains a



mural history of the fall of Astara. It also contains the level's six Soul Jars. Enter the Temple and turn left.

Walk into the small door at the beginning of the mural to insert Vexx into the pictures.



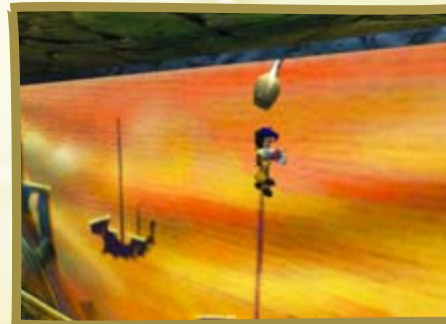
The first tapestry depicts the idyllic life in Astara before the arrival of the ShadowWraiths. The first Soul Jar is on the branch above Vexx. Jump onto the flagpole, climb to the top and jump to the left to collect it.



Long Jump off the woman's hand to the right. Vexx will pass from one tapestry to the next and land on another woman's head. The next several images depict the arrival of the ShadowWraiths. Collect the second Soul Jar by Pulse Jumping off the man's outstretched hand onto the building's roof.



In the third tapestry Pulse Jump up to the flying ships. The Soul Jar is above the mast on the second ship. Jump over to the mountain in the middle of the scene. Jump onto its vertical side and climb to the top.



Hop across the Shadow Creeps to find the fourth Jar near the end of the tapestry.



The fourth image shows the Astarans battling the ShadowWraiths. Several of them wield Talons much like Vexx's. Drop down between the ShadowWraith and the group of warriors onto the bald warrior in the foreground. Make a short hop onto his head to reach the fifth Jar.



Jump from the woman's staff into the final tapestry, in which Astara has been shattered and a lone woman cradles a dying warrior. Carefully hop to a fallen stone then Pulse Jump up onto a set of pillars. Jump up to the bottom of the floating island to grab on with Vexx's talons. Climb across to the sixth Soul Jar on another island.



Leave the mural through the right edge and claim the Heart that has spawned in the bowl of water.

### HEART CHALLENGE 9



**When hearts did burst asunder,  
much energy did scatter. To return  
this heart its thunder, one hundred's  
all that matters.**

Another Heart... another hundred shards. Search high and low to find what you need.

- On the platforms high above the Neverglades.



- Under the water.
- Along the crumbling wall near the orange head.
- On the islands in the water.



## CENOTAPHS

The Neverglades contains two life-giving spirit stones. One is above the Temple entrance across the bridge. The other is by the electric fish well.



## EXTRA LIVES

- On a low platform behind the large, hollow tree.
- In a cave at the end of one of the branch bridges above the Neverglades.
- On the roof above the blue statue head.  
Fly to it with the Air Suit.

# Tempest Manor Peak : WORLD 4

YOU MUST OBTAIN 11 WRAITHHEARTS TO ACCESS THIS LEVEL.



Although Vexx isn't the biggest hero around, he'll feel even smaller as he walks through the gate into Tempest Peak Manor. Although the main area of the world is a single room, the sheer dimensions dwarf some of the outside levels. It's lucky for Vexx that the manor's giant-sized resident isn't at home. However, his voracious pet guards the floor of the room. If Vexx falls off any of the furniture he will have to hurry to find an air vent or cushion that can send him flying out of Rex's reach.

## Journal Entry 4

*The screams have stopped; it's so quiet now. I disobeyed father and went outside. Our world is torn to bits and pieces of it are scattered across the sky. My nightmares are true. Father is dead. I found him clutching a spire of rock, the talons embedded in it. I guess he wanted to keep the war talons from the wraiths at the end. At least all of the wraiths seem to be gone: grotesque beating hearts are all that remain of them.*



### HEART CHALLENGE I

**If you play it clean despite your lack of size, you'll break out of the screen a console-ation prize.**

The giant can't be all that bad if he likes to play video games! The Manor's first Heart is locked inside the game console near the TV. To free it Vexx will need to activate the game.

Turn to the left as you leave the gate and follow the walkway to the TV. Get in front of the console and punch the power button in the middle.



Jump down onto the footstool in front of the couch and bounce up to the seat.





## HEART CHALLENGE 2 Ebony, ivory and each color between dissonance, harmony 'neath the piano strings.

It's hard to miss the piano in the giant's Manor. But there's more to the instrument than a bunch of keys. Ride the moving platforms to the right over to the piano. Jump over the pushing blocks.



moving platforms to the right over to the piano. Jump over the pushing blocks.

Use the books and boxes to get onto the arm of the couch. Hop onto the remote



control button to turn on the TV. The game is now ready to play. Jump onto the joystick to start.



In classic game fashion, you have to maneuver the paddle to keep the WraithHeart in play. Hit all the blocks to complete the game and release the Heart. Tilt Vexx to the left and right to move the paddle. Halfway through the game the Heart will speed up. If you miss three times you'll have to turn on the console again to start over.



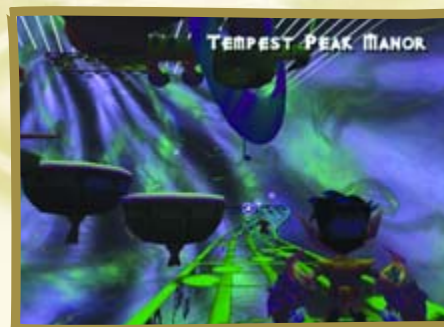
When you reach the keys Pulse Jump up to the top row. Hop onto



the block then onto the metronome. Jump up to the top of the piano and drop down inside.



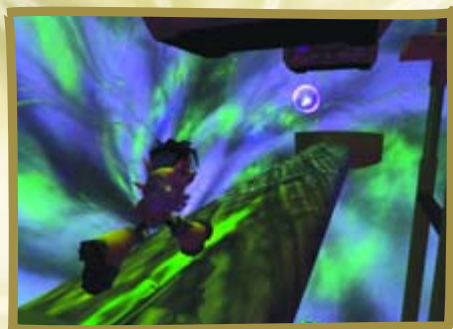
It turns out the piano contains a pocket dimension filled with musical instruments.



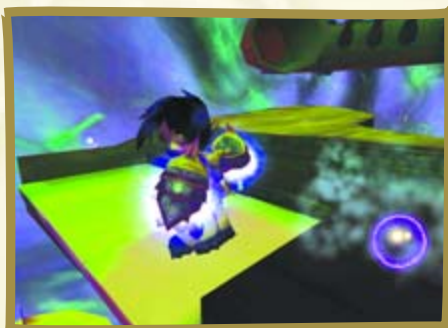
Follow the musical staff to the drums. As Vexx bounces on them he will jump higher and higher until he can make it onto the second drum and then onto the xylophone.



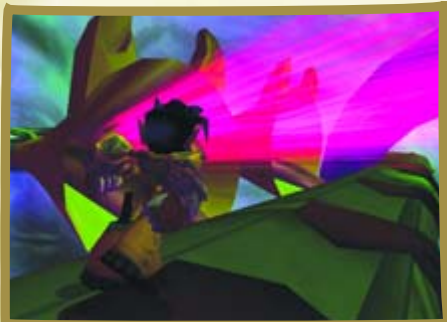
Climb the pole onto the cymbal then jump across the short staff to the piano wire. Don't get crushed by the stampers as you cross the wire. Hop on top of them to move safely across.



When you reach the trombone you can ride the platform up or use the instrument as a shortcut. Jump into the bell of the trombone to be blown high into the air. You can actually steer Vexx onto the top set of cymbals and very close to the Heart, but you can also send Vexx into the endless void.

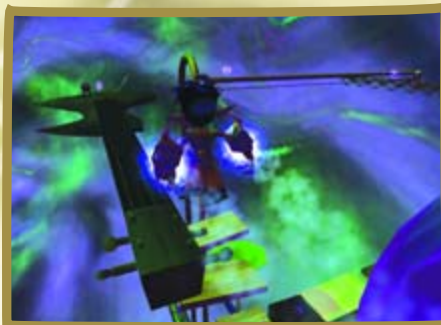


If you want to play it safe, ride the platform up and jump across some seesaws to a small



piano. Hop on each key once then get on the lid to be carried up to the saxophone.

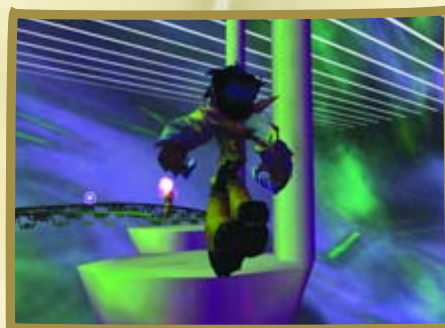
Walk carefully across the top of the platform. The three horns will blow Vexx off if he stands in front of them. Wait for them to stop blowing then quickly move forward. You can make it past all three if you repeatedly Long Jump.



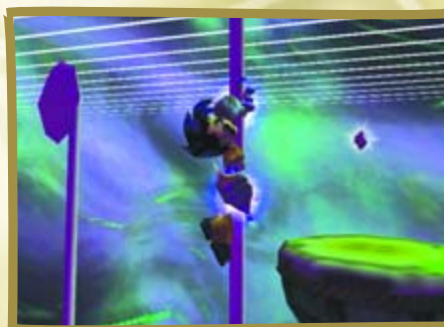
Climb up the pole going through the G clef and jump onto the cymbal then to the violin.



You can ride the bow to the left to pick up an extra life inside the drum, then ride the bow to the right to reach the next music staff. Cross over or under another group of stampers. Make your way along another music staff to the other half of the G clef.



Climb up to a set of notes. They sink as you jump on them so hop quickly. Jump across a pair of cymbals then onto a set of moving notes to reach the Heart.





### HEART CHALLENGE 3

Time, it waits for no one.  
The works of peril spin. Face  
glowing like a sun hides reward within.

The next riddle clearly refers to a clock. The giant's grandfather clock is visible from the gate and the heart atop it as well, but it's a long route to the top. Cross the walkways to the TV, bounce over to the couch, and climb onto the arm.



At this point, you can either hop onto the back of the chair next to it then Long Jump down to the base of the



Move past the pushing block when it goes into the wall. Ride the floating gear up to the next level. Cross



clock, or follow the arrows to the table and ride the platform down.



over the seesaw then run up to the top of the ramp. Wait for the pendulum to drop down and jump on.

Vexx can squeeze through a small hole in the door to get inside.

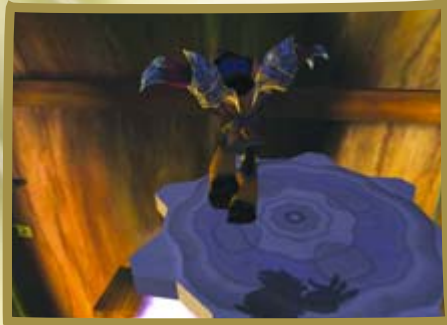


Take the floating gear over to the wall. Pass another pushing block on the way up to the top of the ramp. Ride the pair of floating gears to the other side of the clock. Jump onto one of the platforms on the large wheel and ride it around. Hop off to get to the steam pad.

Jump onto the giant gear ahead of you. Run to the left side and up the ramp.



Bounce up to another pad then to a platform. Use Vexx's Talons to grab



the grate and climb to the other end. Wait for a floating gear to move under Vexx and drop carefully onto it.

Get onto the track on the other side and walk along it to get to the outside of the clock... The Heart awaits.



#### HEART CHALLENGE 4

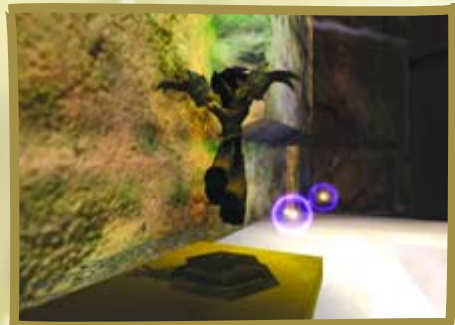
**A heart is held a captive. To free it is a pain. Your goal is adaptive. Your work is down the drain.**

The giant's manor may only be one room, but it has everything he needs, including the kitchen sink. As the only drain in the level Vexx will have to make it across the room to the kitchen area.

There are two ways to reach the sink. The shortest way is to go past the TV, bounce over to the couch, climb up the arm and cross the back of the chair to get to the kitchen table. Watch out for the spinning blade on the cutting board. Then use the book at the other end of the table to jump over to the sink. Or, you can follow the arrows across the piano to the shelf and then on to the sink.



Press the button by the faucet to get the water going then drop into the sink and



destroy the plug with a ground blast. Drop in and prepare for a fast water ride.





As you slide along the water, push forward and steer Vexx to keep him in the middle of the pipe.



If you keep your speed up you should automatically jump over the two large gaps. If you're going too slowly, prepare to jump. At the end Vexx drops into a drain right next to the



fourth Heart. If you fall into the gaps in the pipe you will come out of the faucet and land in the sink.



### HEART CHALLENGE 5

It's in plain sight to find but not without some luck. In the interest of being kind, through top of box you duck.

The riddle for this Heart is fairly vague, but there are only so many boxes in the Manor that it



could be referring to. To find the right one, cross the table past the sink to the bookshelf.

Hop onto the book sticking out over the edge then onto the green topped box. Jump over



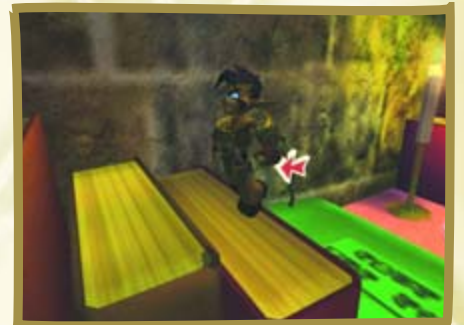
the words in the center of the lid and perform a Ground Blast to break it open. Drop inside for the Heart.



### HEART CHALLENGE 6

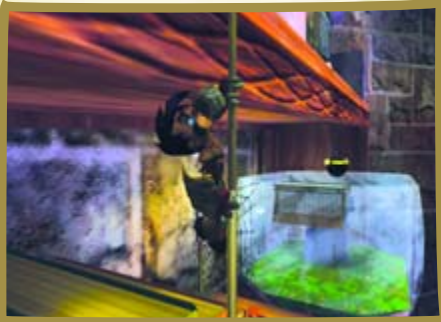
This tower's tiny clone is sleeping with the fishes. Fighting skills you'll hone. Defeat yourself for wishes.

Rex isn't the only pet in the household. The giant also keeps a fish tank up on the bookshelf. Ride the platforms over to the piano



and cross over the keys to get to the other side. Jump onto the pink book then up the other books to the left.

Carefully walk out onto the end of the last book. From there you can Pulse Jump up onto the next shelf. If you're good, if can enter the fish tank from here by hopping onto the next set of books adjacent to the fish tank and Pulse Jumping from the book spines to get inside. Or you can follow the arrows that will lead you to the shelf above. Jump down on to the radio and jump on the button to extend the antenna.



Then climb the antenna, cross the shelf and drop down into the tank. Either way you choose, you must now swim inside the miniature tower to enter another ring collection minigame.



Much like the ring game in the Neverglades, you have to collect rings and avoid coming in last place for three rounds. All four Vexxes will be in much closer quarters as they battle to stay alive. Stay away from the main crowd and gather whatever rings you can. If it looks like you're going to lose, attack the demon with the least rings to keep yourself out of last place.



When you're up against only one demon try to stay one step ahead of him. If you see him going in one direction Long Jump ahead of him and grab the rings he is aiming for. Win the last round to get the Heart.



### HEART CHALLENGE 7

**A one-way portal calls. Sundial tells the time. Hidden gateway opens halls. Missed chance would be a crime.**

Another sundial world awaits Vexx, but the portal and the sundial in this world are much farther apart. Your first step is to find the sundial. Cross the moving platforms to the right and jump onto the piano. Avoid the pushing blocks and get onto the keys. Pulse Jump up to the top of the piano but don't jump in! Instead, walk around the edge to the sundial at the back.



The two markers on the sundial indicate when the portal will open. Since the sundial moves counter-clockwise, place the point a little to the right of the right-hand marker. This should give you plenty of time to get to the portal, which happens to be in the grandfather clock.

From the piano you can get to the clock by going back towards the TV or by making your way past the bookcase and through the kitchen area. Each route has its own dangers so choose the one you're more comfortable with.

Once inside the tall cabinet, cross the large gear and head up the ramp. Ride the floating gear to the seesaw. From here you can see the sundial portal to the right beneath the next ramp.



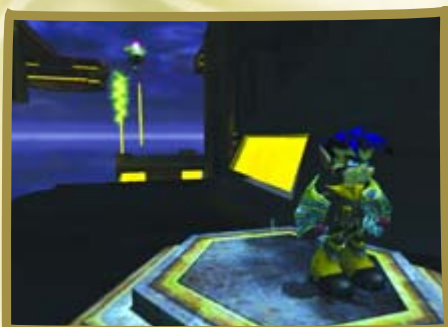
Long Jump over to it. If you made it in time the portal should be open. If not you'll have to go back and reset the sundial.



This sundial world contains a large pyramid structure. Head down the ramp and jump up the platforms on the right side. Cross to the other side of the pyramid.

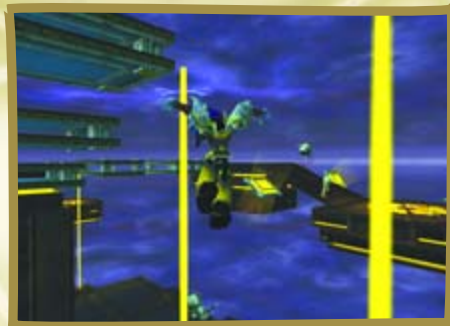


If you're feeling brave you can jump down to a small room in the side of the pyramid to get an extra life and ride a teleporter to a point near the end of the level but if you miss you'll drop into the void. To play it safe jump onto the pole that floats back and forth. Press the button on the other side of the pit to make another pole appear.



Cross the pit again, climb the pole and run across some falling blocks. Go through the pyramid and out the other side.

From the end of the platform you can ride a moving pole out to meet another one. Wait for them to stop and jump carefully between the two.



Hop up some moving platforms to reach some more moving poles. Across the gap follow the path to a pole and climb



up. Stand on top of it and wait for another pole to move close. Jump from that pole to a narrow ledge.

Fight the enemies around the structure and climb a final set of poles to reach the Heart.



### HEART CHALLENGE 8



Upon a chandelier are trapped these poor spirits. To make a heart appear allow your steps to steer it.

The Soul Jars in the Manor are all suspended high above the room on the chandelier. There are two routes up to the roof beam. The left route takes you past the TV and over the couch. Go over the back of the couch and to the other arm, where you can bounce up to a potted plant. As you step into the pot the plant grows and makes steps up to the hovering ring platform above. In the air perform a Pulse Jump immediately followed

by a flare kick to get the height you need to activate the temporary platform inside the ring. Quickly Pulse Jump from the temporary platform to the beam above.

The other route leads across the piano to the bookshelf.



Hop up the books on the first shelf and Pulse Jump from the end of the last book onto the second shelf. Jump up the books to the radio and step on the button to extend the antenna. You can now climb up to the top of the bookcase.



From here you can either jump up the books to the left or Wall Jump your way up the narrow gap to the right.



Once you're on the beam make your way to the middle and wait for the moving platform that will carry you down to the chandelier.



The six Soul Jars may all be close together but don't rush. The arms leading out to the candles are narrow and the chandelier swings as Vexx puts his weight on it.



Proceed cautiously as you make your way to each of the candles, especially when you have to jump the gaps. The Heart appears back up on the beam.



## HEART CHALLENGE 9



When hearts did burst asunder,  
much energy did scatter. To return  
this heart its thunder, one hundred's  
all that matters.

Another hundred shards need collecting as you seek another Heart. The Manor contains many small alcoves where shards might hide

- Along the books on the bookshelf.
- Behind the TV.
- Inside the clock.
- On the kitchen table.
- In the giant's mug.
- On the back of the couch and chair.
- Around the base of the clock.
- In the potted plant.



## EXTRA LIVES

- Inside the saxophone in the piano.
- Inside the drum near the violin in the piano.
- Underneath the red jello. Hop on the spoon to scoop it out.
- In a small room at the bottom of the sundial world. Jump off the ledge above and Flare Kick inside.
- On the large wheel's shaft inside the clock.

# The Below : WORLD 5

YOU MUST OBTAIN 18 WRAITHHEARTS TO ACCESS THIS LEVEL.



At first glance The Below appears to be a domed city. But upon jumping into the pipe leading into the dome, Vexx learns that it's an underwater city as well. Each dome in The Below leads to a different challenge. There is also a hungry Leviathan patrolling the waters. Vexx may be an adept swimmer but he'll have to stop for air at the numerous air bubbles if he finds his air supply running low.



## Journal Entry 5

*Dark Yabu is alive! He's built a fortress in the far reaches of Astara's ruins. In some twisted way, his citadel actually lives and has sucked the energy out of the world around it like a parasite. The land nearby has become even more desolate and cold than it already was. Strangely, the thought of Yabu living consoles me. Perhaps if he survived, some of my own people may live yet somewhere. I now have a quest. I will show Yabu the same mercy he showed my family.*

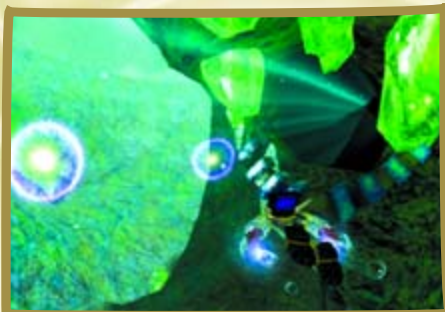
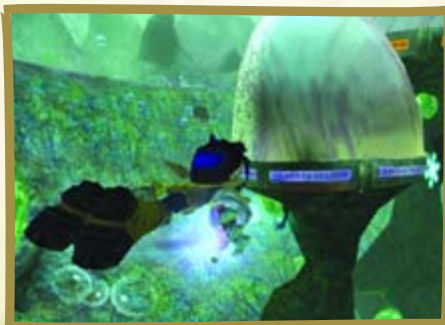


### HEART CHALLENGE I

**In the slightest bubble, you may be alerted to some running trouble when you are inverted.**

At first glance there might not seem to be anything to cause alarm, although the Heart is safely locked away behind a force field.

Dive into the pipe to enter the underwater city. Your first destination is the slightest, or smallest, dome. Swim down to the left and look for the dome with the symbol of a circle surrounded by several



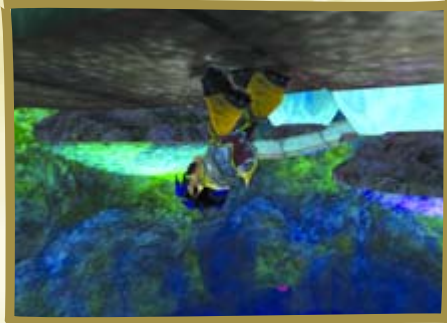
smaller circles. The dome will have a blue stripe around it. Swim inside the glowing door.



However, as soon as you step on the button on the walkway the room will turn upside down! Your controls stay the same relative to Vexx, so left is right and vice versa.



With the room upside down you can now jump onto the flat side of the floating rocks in order to



disable the energy beams keeping the force field alive.

If you fall into the water or run out of time the room will flip over again but the triggered platforms will remain. When



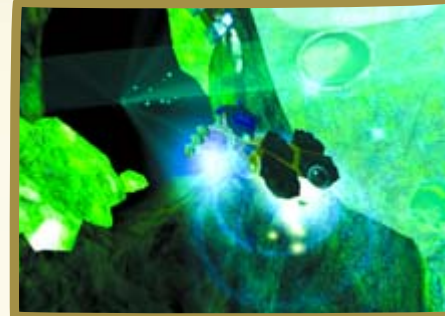
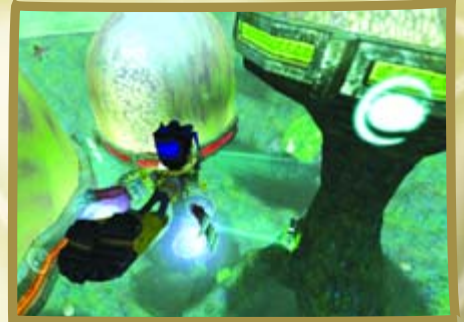
you've stepped on all six overturned platforms the force field will drop and you will be able to collect the Heart.



## HEART CHALLENGE 2

A shocking task exists through an estuary. Match your wits against this puzzling statuary.

Your next goal is in the tallest dome with the yellow stripe



around it, although the entrance to it is at the bottom of the stalk.

Swim inside then up a tube to emerge from a fountain in the middle of a lush garden. The most striking feature is the set of Grimkin-shaped statues around the fountain, each with a button at the base. These statues are the key to the Heart. You will also notice an orb following Vexx throughout the level. If he steps on a wrong button while solving the puzzles it will be quick to shock him.



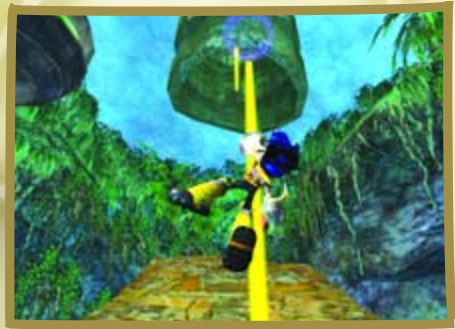
Five of the six statues are in a karate kick pose but one of them is scratching his head.



Step on the button in front of the different statue. Your goal is now to find the matching statue. Turn around and head to the left of the water. Jump across the gap to the narrow rock. Long Jump to the next rock then Long Jump and Flare Kick to the matching statue. Step on the button to complete one sixth of the puzzle.



Activate it then head around the fountain to a ramp with a pole on it. Jump to the pole then climb to the



top and wait for a second pole to lower out of the stone tube. Jump over to it and ride it to the top.



Completed statues all point toward the fountain, while all but one of the remaining statues change into the pose of the one you just matched. Look for the different one, this time flexing its muscles.



Jump to the next pole and leap from that to the rotating platform. Jump up to the button and press the button. Next, trigger the statue with its hands behind its back.



The companion is behind Vexx, past a trio of Shreeks. Use the poles as cover as you carefully proceed around them. Trigger the button then make your way back.



The next different statue is holding one hand to his heart and the other to the sky.

The matching statue is on the other side of the fountain above a block puzzle.



The matching statue is on the other side of the fountain above a block puzzle.

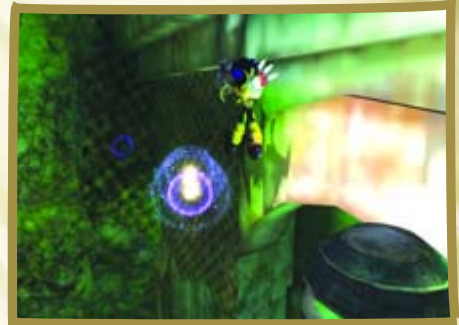




Drop down below the walkway and push the left-hand



block underneath the hole in the wall. Next, push the other tall block against the first one.



Climb back up to the walkway and push the small block off the end. Finally, drop down onto the tall blocks and push the small one into the hole.

Jump up and grab the wall, climb a bit, then jump to the next broken area. Climb to the left side and jump to the second pillar then to the third. Jump from the left edge to the wall, climb to the top and jump off the wall to land on the top of the pillars. Press button number five. You're almost there!



Once locked into place the spikes covering the button will drop.

Now, look for the statue standing on one hand.



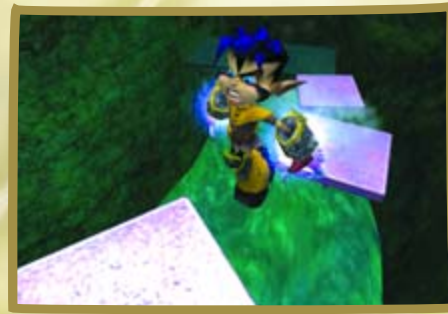
The last statue seems to be dancing and is the only one not pointing.

Press the button and head around the fountain into the cave. Three pillars stretch up to the statue above. The rightmost one is cracked, leaving climbing walls for Vexx to use.



Hop on the button and go around the fountain to the last unexplored area. Take any of the three bridges across the water and jump over the spinning blade. Triggering the last button will cause the annoying orb to burst open above the fountain, revealing a Heart.



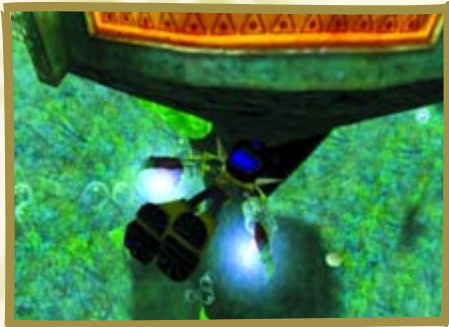


### HEART CHALLENGE 3

**A massive structure looms 'neath the hydro-charger. One wrong step spells your doom unless your skill is larger.**

A massive structure looms 'neath the hydro-charger. One wrong step spells your doom unless your skill is larger.

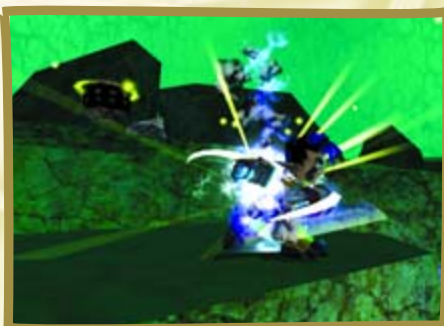
Another dome... another Heart. Head back into The Below and seek out the entrance to the second tallest dome with an eight pronged symbol and the orange stripe on the outside.



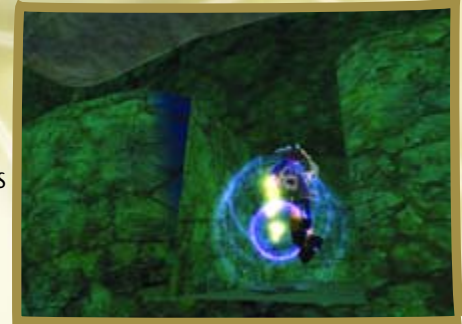
Inside, an odd device sprays water down onto the Heart. You won't be collecting it until you can shut down the machine. Be very careful as you make your way around the level. One false step will drop you into the pit.



Head to the left from the start and jump to the small ledges. Walk to the outside of the wall and hop up the floating platforms.



Pass under the waterfall on the inside and jump down to the next ledge. Use the pits in the next section to avoid the crusher.



Go back inside the wall and hop to the ledge then Wall Jump up to the higher one.

The next ledge moves in and out of the wall so time your jump carefully. Walk close to the wall as you pass over the waterfall to keep from being swept off the edge. Go through the second hole in the wall and grab onto the bottom of the platform. Keep you eyes open for a thin ledge leading to a power-up.



Climb to the other end and drop onto the moving platform.



You can take a shortcut here and Pulse Jump onto the top of the platform you were just hanging from, or ride the moving platform to one that takes you up to the inside of the well. On the inside make your way past more waterfalls watching out for spikes that shoot out of the wall. At the other end you'll head outside the wall once again.



Whichever way you take, you need to get to the seesaw on the outside.



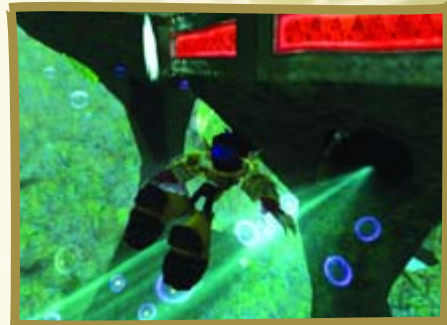
Stand on one end to make the other side rise then quickly jump to the high end and Pulse Jump up onto the top of the wall. Head to the left along the last walkway. Step on the button to stop the charger and claim the Heart in the middle.



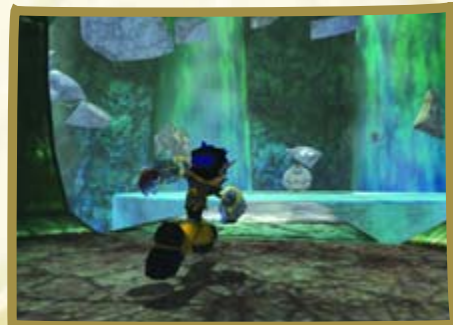
#### HEART CHALLENGE 4

Within the farthest dome a brute demands a re-match. His moves you may have known now include a detach.

If you thought the symbol on the farthest dome looked familiar you were right.



The Sumo from Timberdale waits inside and he isn't happy. He has abandoned the rounds rule from the first match, which isn't surprising considering the ring is suspended above a deadly pit. Only one fall means the end for Vexx and the Sumo isn't as easy to dispatch this time.



He's kept most of his old moves but replaced the grab and throw with a rock summoning maneuver. If you see the Sumo cracking his knuckles, try to hit him in the back before he can start the move.



If not keep moving and avoid the red targets that show where the next rock will hit. All the while you'll have to contend with the moving water on the ring.



The best way to knock off the Sumo is still to wait for him to dash then Long Jump out of the way and hit him in the back.



Each time you knock him off he will manage to grab the edge and hoist himself back up, but each time he does he will knock off a section of the ring, making it smaller and smaller. Vexx will have less room to maneuver each time. But, it will also become easier to kick him when he's close to an edge to get him to teeter.

When the ring has been reduced to a single pillar it will be very difficult to avoid getting knocked off by a belly thrust. As the last round

starts, move to the left to lure the Sumo in that direction, then quickly run around the right to hit him in the back and



push him towards the edge. With nothing left to grab the Sumo will finally meet his end... The Heart is now yours.

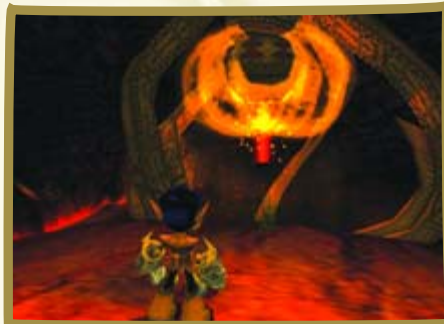


## HEART CHALLENGE 5

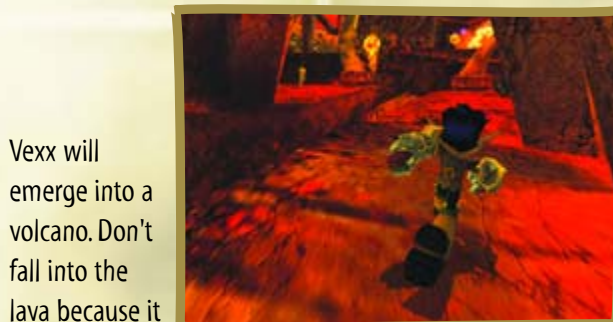
Deep in a boiling well above the ghastly steamer, climb to the peak of hell, a heart there seeks redeemer.



With all of the domes completed your next



stop is down the rocky hole in the middle of The Below.



Vexx will emerge into a volcano. Don't fall into the lava because it



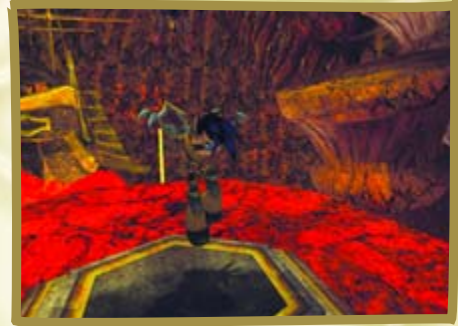
means instant death. Make your way down into the heart of the volcano.

From here you can head to the right across several stones in the lava. Here you will come across the first of three buttons that need to be pressed in order to quell the flames guarding the power-up.





Climb the pole on the other side and follow the platform to a second pole. Here you will find the second button needed to quell the fire.



After pressing the button, head to the left across a couple of hovering pillars. Beware the minions on the other side who can knock Vexx down into the lava. As you run across the nar-



Next, cross a collapsing bridge and past the flame pit. Or you can take a dangerous shortcut by Long Jumping and Flare Kicking to a pillar on the left.



row bridge angle yourself to the right slightly to compensate for the wind.

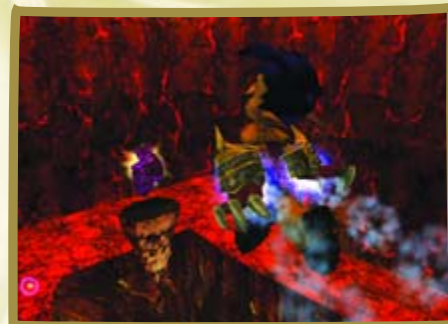
Next, approach the edge and jump across the rising and falling pillars between the platforms. A Long Jump/Flare



To get up the slanted ground hop from the top of one pole to the next until reaching the top. The most dangerous obstacles are now behind you.



Kick combo will also get you across the first two platforms and onto the last rising pillar.



The Heart is at the top of a series of narrow walkways and steps. Jump from the tip of the stone arrow to reach it.

If you're looking for the third button needed to free the power-up, you'll find it back at the volcano entrance on the



left side as you enter the heart of the volcano. You'll have to Wall Jump up the narrow alcove in the wall to reach it.

As you approach the front of the hold a trio of dastardly pirates will appear and activate the puzzle.



Your goal is to make the playing field all one color, either black or white. Step onto a panel to change its color. As you change the colors cannon balls will continually bounce over the board, changing squares as well.

Hitting them will damage Vexx. As if that wasn't bad enough, every 25 seconds the pirates will make



a press crush the board, switching the colors of every square and killing Vexx if he is beneath it.

Since the press only reverses the colors and doesn't completely scramble them, if you were only a couple squares away from making the board completely white you'll only be a couple squares away from making it completely black. Complete the puzzle to turn the tables on the pirates and open a chest containing the Heart.



### HEART CHALLENGE 6

Above a sea of flame a ghostly vessel drifts. On board you'll find a game whose colors seem to shift.

Return to the volcano, make your way across the rising and sinking pillars and climb up the two poles. This



time, however, you'll want to head to the right and jump into the ship's hold.



### HEART CHALLENGE 7

A one-way portal calls. Sundial tells the time. Hidden gateway opens halls. Missed chance would be a crime.

The sundial for this world is very close to the starting point. Head down the steps from the portal but don't enter the pipe. Walk along the path to the right to find the sundial at the end. Set it to the marker on the right and head back towards the pipe.



Jump in and swim back to the smallest dome to the left and enter the upside down challenge area. Jump across the floating rocks (no need to flip the room upside down this time) and past the force



field. Enter the room in the back and Pulse Jump onto a ledge above the door.



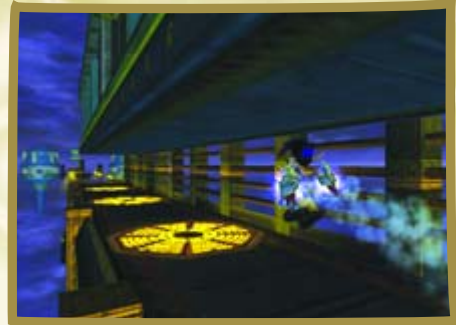
Jump to the next ledge up which leads to a long path around the entire room.



At the other side, Long Jump across the hall to reach the portal.

Although the first path in the sundial world may look clear don't rush ahead blindly. As soon as you walk under the large, floating block it will drop in an attempt to crush Vexx. Trick the block by stepping under it then quickly stepping

back. As it rises up, run quickly underneath, or Long Jump repeatedly to go even faster.



The next walkway will collapse as Vexx walks on it, but if that isn't enough reason to keep moving the crushing blocks will give you more motivation. Stick to the middle as you run and hop to the end.



Enter the elevator and hop out when the door opens again.



The next hall is filled with spiked bars that constantly move towards you.

There are three different sets of bars to avoid. You can duck under the bars with the set that is missing a bar at the bottom, hop through the gap with one bar at the bottom and Pulse Jump over the one with four bars. Next, defeat the two Shadow Guards at the end of the hall to open the spiked doors.



Use the ramp along the spinning pillar to climb to the top. Time your jumps carefully past the swinging blades.

Another crushing block waits at the top, but this one is much longer than the first. You won't make it by running, even if you trick it first. You'll have to use Long Jumps to make it safely to the Heart.



Although the riddle says the answer is in the book it isn't referring to a book in the game, but the instruction manual for the game itself. The codes for unlocking the treasure chest are as follows:

For PlayStation2: X Button, Circle Button, Square Button;

For X-Box: A Button, B Button, X Button;

For GameCube: A Button, X Button, B Button.

Approach the chest and press the attack button to input the code.



### HEART CHALLENGE 8

**In the belly of the beast Short's chest deserves a look. The key to its release is hidden in a book**

Although you may have felt compelled to avoid the Leviathan swimming throughout The Below, you'll have to approach the beast to get the next Heart. Swim in front of the fish to get it to swallow you. Vexx will land safely in a boat with the three pirates from the volcano. This time they need Vexx's help to open a treasure chest since none of them know the combination.



If you use the wrong combination the pirates will give Vexx a whack and kick him out of the fish, but you can always get swallowed again. Although the pirates will be disappointed when they discover the "treasure" is a Heart it works out in Vexx's favor.



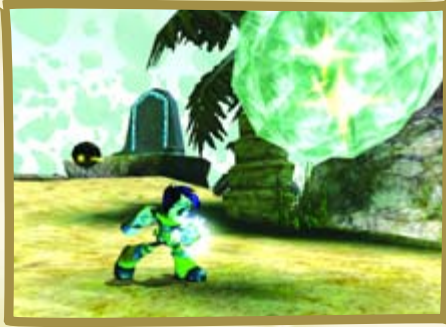




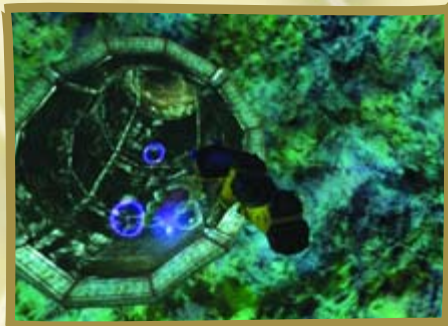
### HEART CHALLENGE 9

Along an outer track hide these souls in trouble. To send the spirits back, free them from their bubbles.

The Soul Jars in The Below are all out of the water, along the outside track, but you will still need to take a dip to get to all of them. The first Soul Jar is in plain sight on the left. Kick the bubble to open it. Find the second Jar near the sundial to the right. It is hidden in a small hole. Ground Blast from above to free it.



Return to the pipe and swim into the Below. Turn left as you enter the large chamber and follow the wall to another pipe leading out of the water.



To the right an annoying Troll taunts Vexx with one of the Soul Jars, laughing all the while. Give him something



to cry about by upper-cutting him in the crotch. He'll quickly drop the Jar.

Get back into the Below and swim to the left some more. Look for a rippling water surface along the ground. You can drop through into a cave. Use a pair of sun bouncers to get to the outside track.



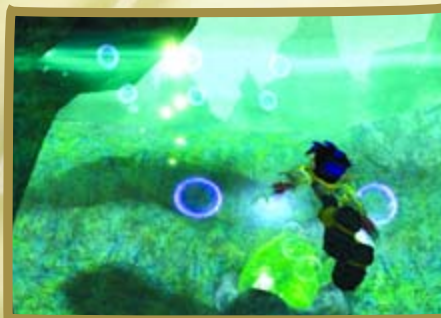
Soul Jar number four is behind a tree at the side of the pit.



Next, follow the path to the left until you reach a water tower. Stand under the middle and uppercut into a hidden Soul Jar.



Finally go back along the path, past the pit, and down the path on the other side. Hop up onto the low platform to the right. The last Soul Jar is in a narrow tunnel through a rock wall across the pit. The tunnel is too steep to walk up from the other side so you'll have to jump across from the platform. Flare Kick as you near the bubble to pop it open. If you miss you'll hit the bubble and fall into the pit. After collecting the last Jar the Heart will appear at the very top of The Below.



## EXTRA LIVES

- In a cave beneath the starting point in the water charger room.
- Next to a narrow path halfway up the charger room.
- On a vent in the volcano. Step on three buttons to turn off the flames.
- On a platform near the vent. Drop down from above to get it.
- Under the grate near the spinning pillar in the sundial world.

### HEART CHALLENGE 9



**When hearts did burst asunder,  
much energy did scatter.  
To return this heart its thunder,  
one hundred's all that matters.**

The shards in The Below are scattered throughout several of the sub-levels. You'll have to do a lot of hunting to find a hundred.

- Along the outside track.
- Outside the sub-level entrances
- Scattered around The Below
- In the Grimkin garden.
- In the charger room.
- In the volcano.
- In the upper hold of the pirate ship. Jump on the piston rods to get there.

# Daggercrag : WORLD 6

YOU MUST OBTAIN 26 WRAITHHEARTS TO ACCESS THIS LEVEL.



The mysterious Daggercrag houses numerous mysteries. A monastery hovers at the end of anchoring chains... A lighthouse abandoned... A mummified foe. Vexx must brave dangerous heights to discover them all.



## Journal Entry 6

*I have visited what remains of Astara. My people are gone. I am the last one. The life that had once lived here has become dark and twisted. Those vile wraithhearts still beat with life. The wraiths sucked the energy out of the rift game system and it seems to live on in these wicked vessels. The portal gates still stand and the system can be recharged; the main portal could be opened again. I can never let this happen.*



**HEART CHALLENGE I**  
**A monk is ill at ease in his meditation. A horde of enemies needs extermination.**

Enormous chains keep the floating monastery within Vexx's reach, but it will still be a tough climb to the entrance. Head forward from the gate



Turn left at the monastery's base. Use short hops to jump along the suspended blocks. Use caution, as they will tilt when Vexx lands on them. Jump up onto the suspended pillars straight ahead and follow them higher. At the top, set the sundial to daytime. It will make the enemies in the monastery easier to defeat.



and avoid the spinning platforms by using Long Jumps to cross the gaps.



Cross the shifting pillars when they cross in front of each other. Follow the narrow path up to the monastery entrance.



When Vexx enters the monastery the resident monk will ask him to defeat the enemies disturbing his meditation. You will only have 60 seconds to complete the task. The Puggles and Flymbees are easily dispatched with normal moves but the



Slyphs will be a bigger problem. These snake-like foes appear suddenly and try to throw Vexx.

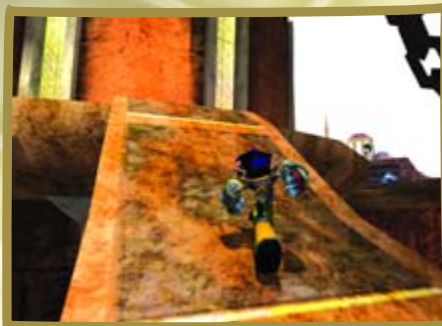
Approach their pits slowly until they pop up then run in and perform a sliding uppercut to hit them before they attack. Be careful not to fall into the pit on your way back down. Make your way all the way around the statue to find the Puggles and go near every pit to lure out the Slyphs. When you've exterminated the pests the monk will reward you with a Heart.



## HEART CHALLENGE 2

Reward awaits discovery but who will earn the crown? Enemies may thwart recovery but don't let them get you down.

You've cleared out the top of the monastery but what fills the rest of the hovering tower? It's time to find out. Cross the gaps to the base again and walk around to the back. Slide down the scaffold-



ing to reach a hidden entrance. Use the nearby sun teleporter to get back up if you need to.



Welcome to the Rising Arena. As Vexx approaches the pit in the middle of the room the arena will lower.



Climb the nearby pole and jump in amidst Grimkin, Goobeasts and Flymbees. Immediately begin dispatching the enemies as quickly as you can. Ground Blasts and quick slashes work well. Make sure you squash the mini-Goobeasts to keep them from growing. Each destroyed enemy will take weight off the arena floor causing it to rise.

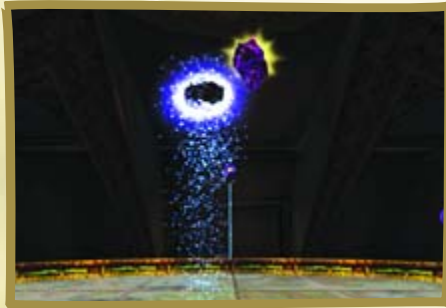


Cross over to the base and run over the see-saw rock on the right edge. Fight past a group



of Hulks and Minions to get to the well on the right side of the platform.

You have to attack fast, though, because Grimkin will continuously fall from above making the arena sink again. Destroy enough of the enemies and you will bring the arena and Vexx within jumping distance of the Heart hovering above.



The block puzzle inside the well requires precision attacks to get to the Heart. Several rows of blocks stick out from the wall. Vexx's attacks will shatter them, leaving only a small stump behind. By shattering some blocks and leaving others you can forge a route up to the Heart. If you need to reset the blocks step on the button. Although there are several ways to get to the top, here is one of the simpler routes.

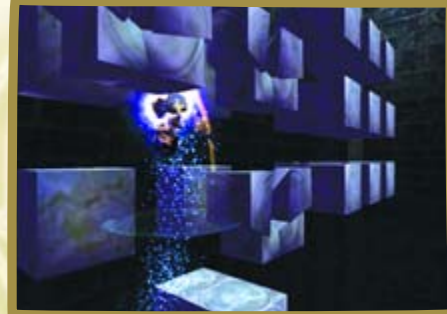
Face the leftmost column and perform a Pulse Jump. Flare Kick at the very top of the jump to break the top block. It's important to



### HEART CHALLENGE 3

A chamber full of blocks is built to drive you mad. To climb them choose your knocks or you'll find that you've been had.

A puzzle chamber lies to the side of the monastery.

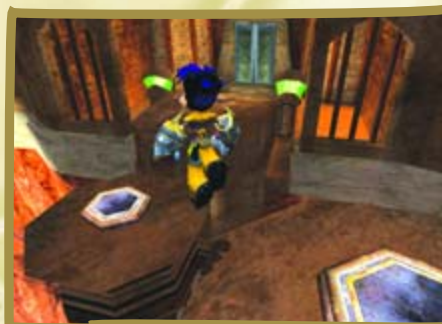


keep your Flare Kicks pointed towards the back wall or you may unintentionally break the wrong blocks.



Pulse Jump up to the gap you made, then onto the stump. Jump onto the block to your right. Face the wall, Pulse Jump and Flare Kick to destroy the block above you. Face to the right, Pulse Jump into the new gap and Flare Kick to destroy the block to the right and the two above. Then land on the block to the right. Pulse Jump to the right, over the gap, and Flare Kick the two highest blocks on the column and land on the

lowest block. You can now Pulse Jump up to the stump left over from the top block and finally jump over to the Heart.



#### HEART CHALLENGE 4

**A sandy theme for certain needs a mummy to take a fall. Beyond the stony curtain you're sure to have a ball.**

Where there's a desert there's usually a Mummy. Jump over to the base of the monastery and head around the right side. Cross to the large rock platform then down the steam bouncers to the large door set into the stone wall. Inside you'll encounter the Mummy.



The Mummy will immediately roll up into a ball as soon as Vexx enters the arena.



There's no use trying to attack him in this form, just avoid him. As he rolls after you stay



near the border of the arena and repeatedly Long Jump around the ring to stay ahead of him.

If the Mummy hits the edge of the stage during his rolling attack he will begin bouncing in an attempt to crush you. Avoid the targets as they appear and stay on the ground so you don't accidentally jump into him.



If you avoid the Mummy's ball form long enough he will stop rolling and become dizzy. Quickly get in close and attack.



You can squeeze in two hits when he is stunned if you're fast. After he recovers he will jump in the air and perform an elbow drop.



Watch for the shadow and quickly Long Jump out of the way. After six hits the Mummy will fall.



### HEART CHALLENGE 5

**Beacon lying in waste appears your only hope. To reach goal highly placed it first must telescope.**

The lighthouse contains the next Heart but there appears to be no way to get over to it, let alone get inside. Vexx must first push three buttons around Daggercrag to raise the lighthouse. The first two buttons are near the lighthouse itself. Cross to the base of the monastery and then over the hovering blocks on the left side.



At the far end of the rock platform there are two rows of small white platforms leading to the two buttons. The platforms shrink and grow repeatedly, making the jumps hazardous. Use regular jumps on the way down and aim for the very middle of the platform as soon as it widens. Use a Flare Kick for a little extra distance if you are going to miss your mark. Stay in the middle to avoid being dropped when the platforms shrink. On



the way up, after pressing the buttons, Pulse Jumps are safer for crossing the now ascending platforms.

The third switch is much farther away. Climb up the suspended pillars and cross the shifting ones to reach the front doors of the monastery. Walk around to the right side of the monastery and hop down the small platforms.





Jump onto the turning ring and ride it to the other side then hop off. On your way up to the overhead bridge stop and wait for the nearby Flymbee. Uppercut it before you attempt to cross the bridge or he will try to knock you off. Use a Pulse Jump to grab the bottom of the bridge. Stay away from the edges as you work your way around to the hole in the middle. Drop off the other side and watch out for nearby Shadow

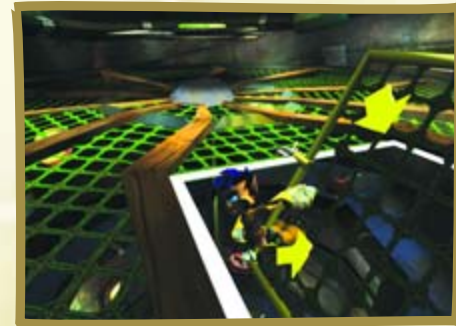
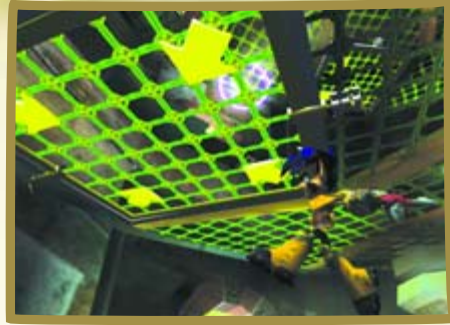


Minions. Use the steam pad to the right to reach the third button.

You can go back down the way you came or Long Jump off the button towards the lighthouse, landing first on the platform halfway up the monastery and then on the platform after the hovering blocks. Use Ground Blasts to soften your landings. With all three buttons pressed the lighthouse will now be open and a bridge of circular platforms grant Vexx a route across the pit.



Inside the lighthouse you will have to work your way to the top to reach the Heart. Climb the pole up from the floor and jump off near the top to grab the grate.



Climb over to the square gate and stop moving to flip up to the next level. Jump over the spinning blade to grab the next pole. Grab the next grate up and go through the gate onto the third floor. Avoid one more blade as you climb up to another grate and the gate to the fourth floor. The final pole leads to the top of the lighthouse and the WraithHeart waiting inside.







## HEART CHALLENGE 6

**A one-way portal calls. Sundial tells the time. Hidden gateway opens halls. Missed chance would be a crime.**

Another sundial challenge awaits the Talon-bearing warrior. The sundial is in plain view along the path to the monastery door but the portal is a hidden a little better. Make your way around the left side of the monastery, cross the hovering blocks and jump up the suspended pillars to reach the sundial. Set the dial right before the right-hand marker to maximize your window of opportunity.



Head back down to the base of the monastery and walk around

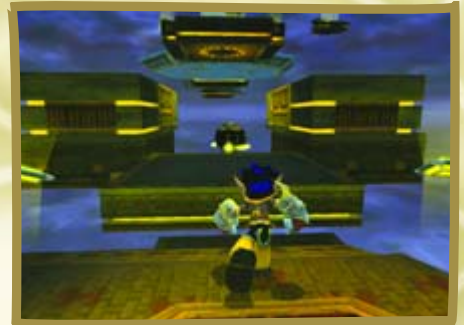


to the back. Slide down the scaffolding to reach the door into the Rising Arena.

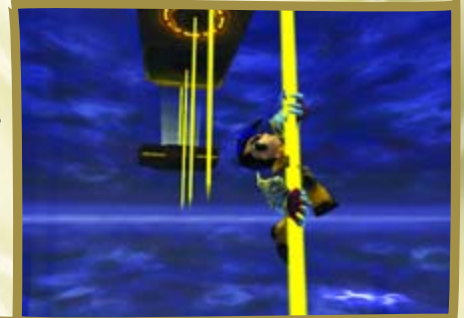
You can get to the portal without getting into the arena by carefully walking around the border of the pit to the pole on the right side. Watch out for the Flymbee as you climb up. If it knocks you off you may be in for a long fall. Balance on top of the pole and make a jump to the portal. Use a Flare Kick for extra distance.



Inside the sundial world, jump up the blocks and cross the spinning platform.



Ride one of the rotating platforms to the other side. Climb to the top of the first pole and jump to the



right to the second one. Carefully align Vexx's back towards the other poles as you jump to each one.

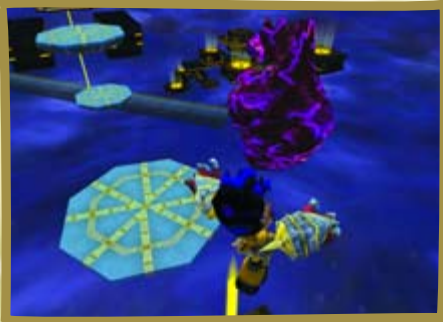
The last pole leads up to the next level. The bar ahead keeps shrinking and growing as it turns. Long Jump to the middle to avoid having your landing spot disappear from beneath you. Wait for the far end to grow towards the next platform then



quickly run along the bar and jump to safety.

The next bar doesn't shrink but it does spin very quickly. Time your jump so that it passes under you as you drop. Climb up the pole in the middle. The final set of platforms shrink, grow, and turn at the same time. Aim for the middle of each plat-

form as you jump across and keep moving forward to avoid being turned the wrong way. Climb the pole and jump off the tip to grab the Heart.



### HEART CHALLENGE 7

**Some rewards you earn by leaping, fighting, dashing. These skills were wise to learn but this one's simply smashing.**

It's back to the monastery for your next WraithHeart, but you won't get this one by going through the front doors. Head around the left side of the monastery base and cross the floating blocks. Jump up the suspended pillars and across the shifting ones. At the monastery doors, turn left, head down the small platforms and across the turning ring.



Make your way across the overhead bridge after fending off the Flymbee to reach the back part of the monastery. Fight past the Minions as you head to the steam vent on the right side. Use it to bounce up the wall.

Now, jump around the front of the monastery using the ledges. Wait for the first moving platform; hop on, then jump to the next one when they get near to each other. Walk around the front of the monastery and climb either of the poles. At the top, jump off to the arch. Walk under the arch to reach the skylight. Lo and behold, a WraithHeart hovers under the glass. Jump out to the center of the glass being careful not to slide down the



sides. Jump in the air and perform a Ground Blast to shatter the skylight and drop down onto the Heart.





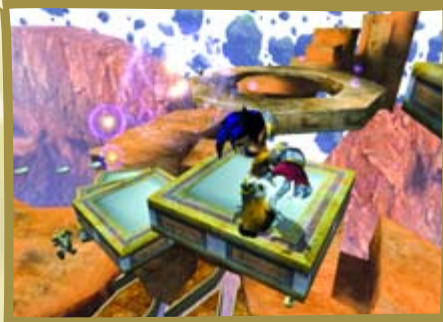
## HEART CHALLENGE 8

Outside a holy shrine these hopeless souls are trapped. If all six you can find a heart will be untapped.

There's little doubt what holy shrine the riddle is referring to, but you won't find any of the Soul Jars around the base. Make your way up to the second level



of the monastery by crossing the hovering blocks to the left and climbing up the pillars. Head down the line of small platforms to the left.



At the bottom turn right and hop to the second block. The first Soul Jar is on a small ledge to the side and the second is



straight ahead near the side of the monastery. You'll find the third Jar on the left side of the turning ring.



After crossing the ring, drop down into the gap between the two blocks on the way up to the bridge. A Soul Jar is tucked at the bottom. Carefully cross the bridge to the rear of the monastery and use the steam jet to the right.



The fifth Soul Jar is next to the wall near the lighthouse button.



Make your way around the ledges over the monastery door and use the moving platforms at the other side to get up to the monastery roof. The final Jar waits on the ledge around the back of the roof. The Heart appears behind the monastery, below the sixth Jar.



## EXTRA LIVES

- At the back of the first hovering pillar near the lighthouse.
- Behind the second hovering pillar. Climb along the edge to reach it.
- Inside the monastery in front of the



### HEART CHALLENGE 9

**When hearts did burst asunder,  
much energy did scatter.  
To return this heart its thunder,  
one hundred's all that matters.**

You need to be extremely cautious as you collect one hundred shards throughout Daggercrag. There are many opportunities to fall to your death and lose all your shards.

- Behind the hub gate.
- Outside the Mummy arena.
- On the scaffolding leading to the Rising Arena.
- On the poles and ledges in the Rising Arena.
- Under the arch near the skylight.
- Inside the monastery.
- Inside the lighthouse.

# Summit of the Sages : WORLD 7

YOU MUST OBTAIN 34 WRAITHHEARTS TO ACCESS THIS LEVEL.



Long ago the mountain here was carved into tremendous faces, each containing an inner chamber. As Vexx explores the peak and its surrounding areas he may get the chance to leave his own mark behind.



## Journal Entry 7

*A new civilization grows amongst the treetops in the corner of Astara they call Overwood. As I studied their simple culture, I found myself moved by the respect they regard their world and each other with. I thought of my people and how foolish and prideful we were. These people are content with their peaceful lives. I hope that peace remains.*



### HEART CHALLENGE I



**The head of the machine where gears and pistons churn, one must be quick and keen or else your flesh will burn.**

Vexx will have to explore each of the giant heads to recover WraithHearts. His first visit will be to the center head. You will have to cross the lake to reach the base of the mountain. Fortunately, you have a choice of two routes. The first involves using the spinning platforms. The button in the middle of each platform extends a bridge from the off-colored wedge. Stomp on the button as the wedge points towards the next platform and use the bridge to jump over. Extend the bridges on the next two platforms to reach the dock on the other side. Follow the switchback ledge up the side of the mountain.



The alternate route uses the wooden platforms above the lake. Use the first spinning platform to reach the steam jet to the right. Jump up to the wooden platform above. Long Jump across to the next set of platforms. Walk to the edge facing the mountain and Pulse Jump/Flare Kick up to the next level. Long Jump between the narrow planks to reach across the

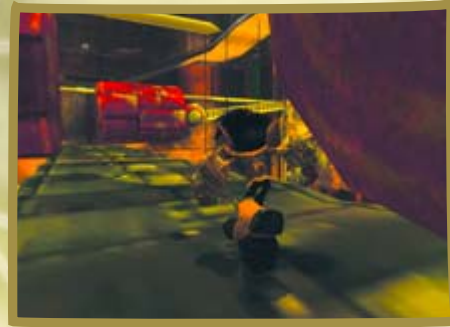
lake and gain access to the mountain. Enter the door under the middle head's chin.



The Mech Head is filled with gears, conveyor belts and deadly flames. If you fall during your climb avoid the lava pits on the



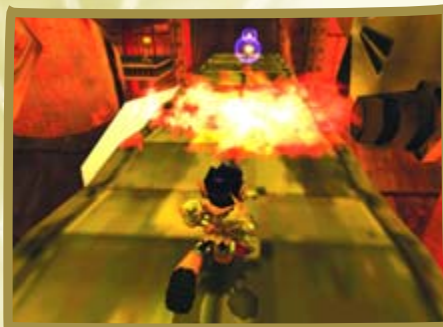
Avoid the fire jet on your way up to the next conveyer. You'll be running against the belt this time, as pushers threaten to knock you off the path. Use Long Jumps to quickly cross to the far end.



slide back to the start. Follow the ramped hallway to the left to reach the first conveyer belt.

Climb the pole to the next level. Don't hurry to the next platform or you risk getting crushed by a piston. Wait for it to drop then run underneath and jump up to safety. You can use the piston to skip the rest of the level by jumping onto it from the higher platform, riding it to the top and jumping to the moving beam turning the piston. From here you can drop onto the conveyer belt right next to the exit.

Ride the belt to the left and cross the platform to the next one. Pulse Jump over the fire jet to avoid taking



If you want to take the long way, wait for the next piston before jumping up to the platform. Watch out for the fire jet on the next ramp. On the last conveyer belt you need to avoid getting pushed off by the spinning bars.

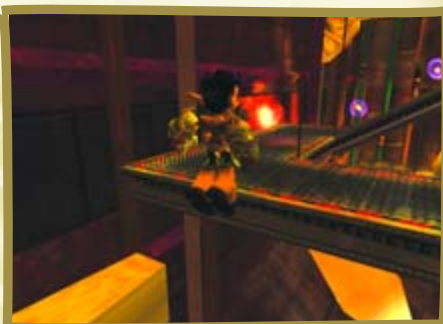


damage. Next, jump over to the third belt, leap the fire vent and jump to the gears.

Wait on the second gear for the small gear to lower, then jump on. Pulse Jump up onto the middle of the last gear and Long Jump to the platform.



Wait for each one to pass before running underneath. Hop onto the elevator at the end to be carried out into the statue's mouth. Pulse Jump off the extended tongue to reach the Heart.

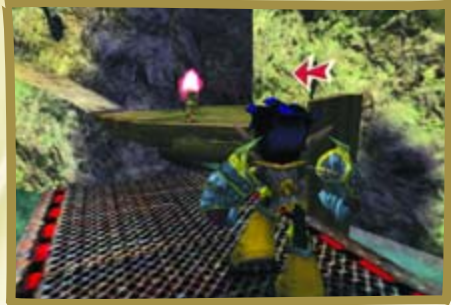




## HEART CHALLENGE 2

Head awash in hazard awaits to test your fears. Gain a heart if you're not wet behind the ears.

The Mech Head's neighbor is the Water Head. Make your way across the lake using the extending bridges or the overhead wooden planks. After climbing up the front of the mountain,



head down the ledge to the right, climb up the pole and jump into the Water Head's mouth.



The Heart in the Water Head is high above the level so you'll need to raise the



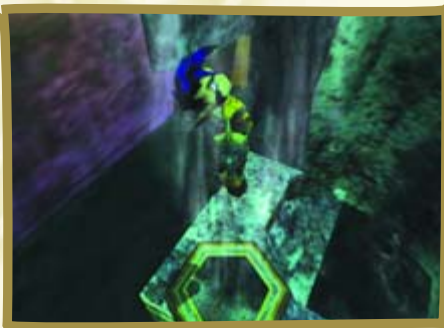
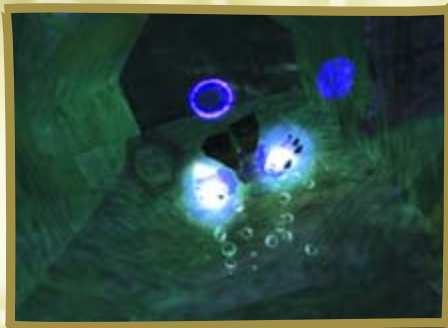
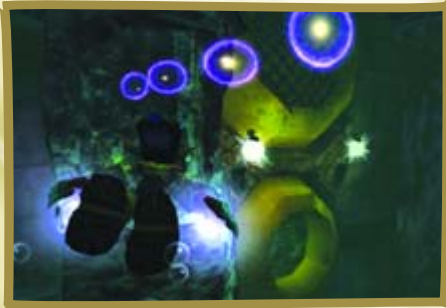
water level step by step to get there. Dive in, swim out of the pipe and turn left towards the pipe rising out of the water. Follow the pipe, hop the gap in the middle and across the vertical pipes.



Next, jump onto the giant float, then off the other side to the first button. The buttons raise the water level allowing Vexx to swim higher.



After the water rises swim to the left towards the broken pipe. Jump out of the water inside and use the steam jet to get on top of the pipe. Follow the pipe to the end and use the moving platform to get across the gap. This platform leads to the float's new position. Ride it around again to reach the second button.



Raise the water again and swim to the broken pipe in the middle of the float.



Hop across the float to the pipes. Wait for the large radiators to move out of the way before jumping between them. Run through the pipe, using the steam jet at the end to jump out.



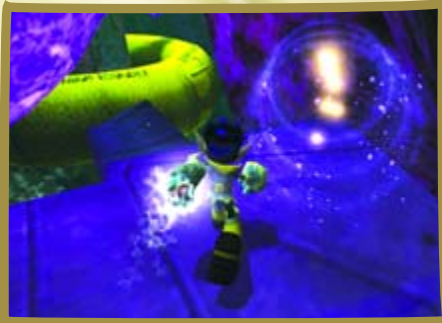
Jump across the tops of the two radiators as they pass each other to reach the next pipe. The pipe is too steep to climb so use the steam jet to bounce up to the pole. Jump off the tip of the pole to reach the top of the pipe. The third button is



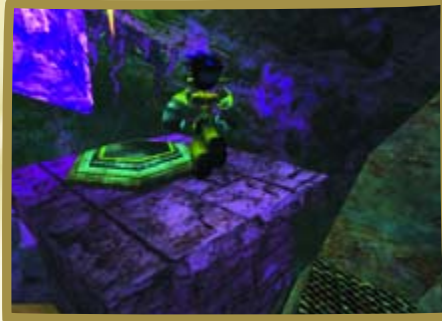
in the alcove at the end. Jump up to the right to reach it.



Use the button to bring the water even higher, then drop out of the alcove. If you fall into the water during the next part you can get back up here using the platform to the left. Run down the ramp to



To get them all in the shortest route, swim to the left, past the island, and exit the water through a small gap in the wall.



the float, crossing it again to get to the far side. Cross the middle of the spinning platform to press the final button.

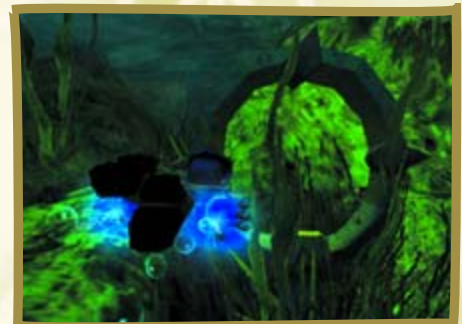


Jump up to the top of the wall on the right. The first ring is actually out of the water and attached to the wall. Jump through the ring and into the water.

The water level rises to the ceiling, leaving Vexx with no way to get air! Quickly swim to the Heart near the middle of the ceiling to leave the Head.



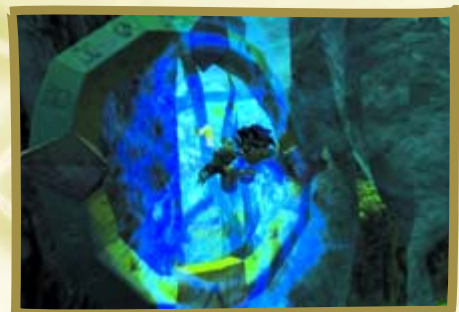
Next, swim down along the ground to the left to get to the second ring. The third ring is beneath the rotating platforms, followed by the fourth behind the statue on the left.



### HEART CHALLENGE 3

**In the lowly lake lie some rings so cheesy. A task you'll think is cake you'll find is not so easy.**

The next challenge is in the lake at the base of the mountain. Head down to the shore and dive in. There a six rings to activate by passing through their middles.



Keep swimming past the mountain and turn left to find the fifth ring. The last ring is tucked underneath a waterfall in an alcove to



the left. After activating all six rings the lantern in the statue's hand opens. Swim inside to be transported to an icy shaft.

Jump out of the central pit and to the upper level.



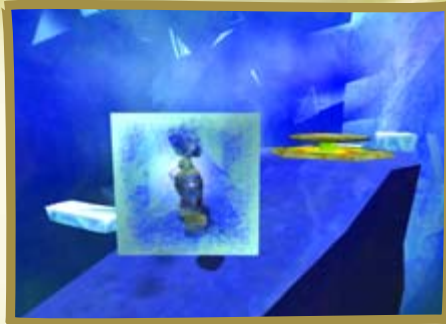
Use the sun bouncers on the nearby ledges to get higher. Follow the upper ledge to a crack in the wall leading to the other half of the ice shaft. You can pick up an extra life by using the second sun bouncer and steering left at the top to a secluded ledge.



After jumping over some gaps you can go to the left or the right. Both routes lead around the outside of the shaft, although much higher up than before.



The floating ice platforms between the next series of ledges will fall when stepped on. Hop quickly across them. Wait for the pusher block to move into the wall before proceeding over the narrow, twisting path.



When the totem's beam gets close Pulse Jump over it. The sun bouncer at the end of the path sends you up to a ring of ice. The Heart is hovering over the center.



Run up the ramps and hop the gaps to get higher. Part of the planking falls away as Vexx crosses to the moving platform. Ride the platform up to the next level. Take the second platform up to the top of the cliff.

There is a button in the rock at the end of the scaffolding.



Jump on it to destroy part of the rock cliff, dropping Vexx lower. Hit the second and third switches to complete your carving job.



**HEART CHALLENGE 4**  
**Pillar rows stand below in each opposing phase. A puzzle to lay low... an answer to amaze.**

It's time for Vexx to show Yabu that he's still around. Cross the lake to get to the base of the mountain using the extending bridges or the wooden planks. After climbing to the top, turn left and get onto the scaffolding in front of the rocky cliff. Follow the planks up to the moving platform and cross to the other side.

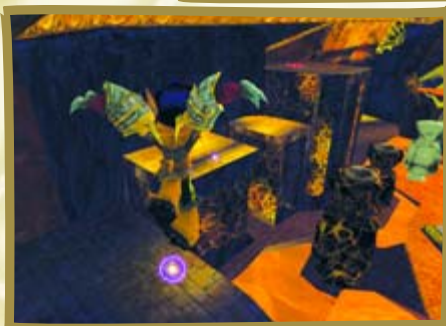




Vexx is now a part of the landscape for all to see and a door is now revealed under his chin. Open the door and head inside.



A river of sand snakes further into the ground. One step on its surface will drag Vexx underneath. Wait for one of the platforms to surface and hop on. Move to the right side to avoid the first gate, duck down under the second, move to the left past the third and jump through the gap in the last one. Jump off the platform to the left before it goes over the sandfall. Head down the ramp and long jump to the platform with the Minion on it.



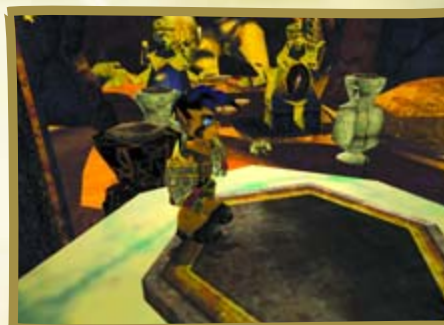
At this point you may notice a Rock Suit starting point. If you have collected the Rock Suit power-up from within the Hall of Heroes, you can now use it to grab an extra life. Transform into the Rock Suit and jump down toward the maze, moving to the opposite side of the room, heading back toward the entrance. Jump across the smallest sand



river crossing and break through the doorway leading to a secret corridor. Within, you will find the power-up.



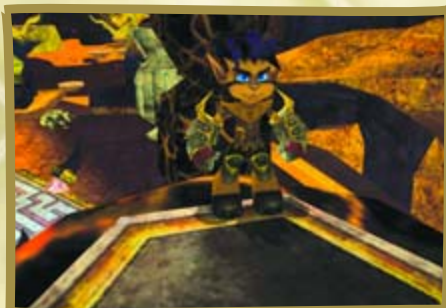
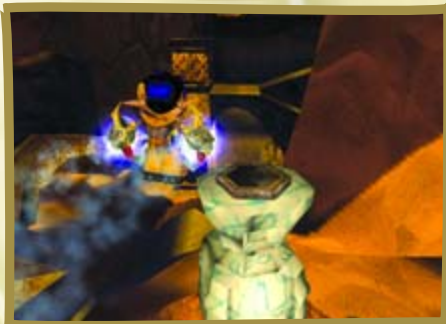
To solve the puzzle, you'll need to change the colors of the pawns on both sides of the maze to the color of the corresponding statue at the far end of the room.



The pawns on the left side all need to be white and the ones on the right side black.



Jump to the pawns from the platform and press the buttons on top to change the pawns to white. Drop down to the floor, climb the ramps on the other side and switch those pawns to black.



A button will appear on the floor next to the maze. Jump on it, transporting Vexx into the maze. You only have 20 seconds to make it through the maze. Take the left path at the



first big junction, the right path at the next big one and follow that path to the Heart.



### HEART CHALLENGE 5



**A one-way portal calls. Sundial tells the time. Hidden gateway opens halls. Missed chance would be a crime.**

Your first stop, once again, is the sundial. In the Summit of the Sages, the sundial is on a plateau to the left of the gate.





Follow the path around the outside to get to the top. Set the pointer to the right marker and get ready to run. The portal is in the Mech Head. Make your way across the lake via the spinning platforms or the planks and climb up the base of the mountain to get to the head.



Don't wait at the end of the walkway for the cross-platform to come closer. If you do, the wall will knock you off. Long Jump to the left as the cross approaches instead. Hop onto the platform at the other side, it will take you higher.



Prepare yourself for a series of long slides. Stay in the middle and jump off the end to grab the climbing wall. After passing another spinning wall at the top you have a choice of three paths. The left and the right are essentially the same. Both take you over spinning platforms, past a totem, and down a slide.



Dash up the ramp to the left, cross the three conveyer belts and jump up the large



If you go down the center path you will need to roll a hovering barrel by putting your weight on the far side. Jump off the barrel onto a short slide. Build up speed and jump to a short climbing wall at the end. Another short slide leads to a second jump, then to a longer slide that meets up with the other two paths.



gears. At the end of the next ramp, jump to the left to find the portal.

The totem in the center of the spinning platforms will shoot a fireball at Vexx if he crosses its beam. The fireball is easy to outrun if you keep moving. Move cautiously across the next walkway. The spinning walls will quickly knock you off the side if you get in their way. Move quickly to the gaps. It's especially difficult to cross between the two walls. As soon as the first passes, Long Jump to the first gap in the second.

Roll the barrels through the next section to get to the large bowl slide at the end. Both



routes lead to the same place. Slide to the middle and drop down to collect the Heart.

## HEART CHALLENGE 6



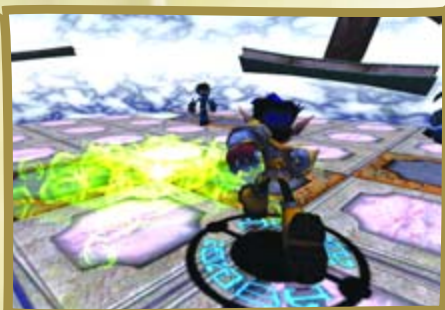
In Summit of the Sages through pumphouse hidden door. For heart that's hid for ages, just "Hop and Drop" some more.

Head down to the lake and use the extending bridges on the rotating platforms to get over to the pump-house. The top



will open as you approach, allowing Vexx to jump inside and compete in another minigame.

The second version of Hop and Drop is much like the first. Walk over the tiles to make them fall and drop more than your inner demons. The added obstacle of a spirit orb plagues your progress, though.



When it hits the board a diagonal row of tiles will fall. Use the same tactics you did in Dragonreach to win. Keep



ahead of the lowest scoring demon and zig-zag back and forth to drop multiple tiles at a time.

Trap your inner demons and make them fall off the board to easily get the lead. Survive all three rounds and win a Heart.



## HEART CHALLENGE 7

A silent giant's hand reveals a magic cube. In each side take a stand and prove you're not a rube.

If you didn't already blow up to mountain in the Fourth Heart challenge follow those steps to reveal the entrance to the Vexx Head. Return to the door under the Vexx Head's chin and head inside. Ride the floating block past the gates by moving to the right, ducking, moving to the left and jumping through the gate. Allow the platform to dump Vexx in front of the maze.



Head past the two statues to the edge of the ravine. Wait on the right side for a platform to move close and jump on. The platforms tilt easily so stand in the middle. Wait for the platform on the far right to come close and jump over. This platform will take you to the other side of the ravine.



As you jump onto the edge a six-colored cube rises from the ground, surrounding the Heart.



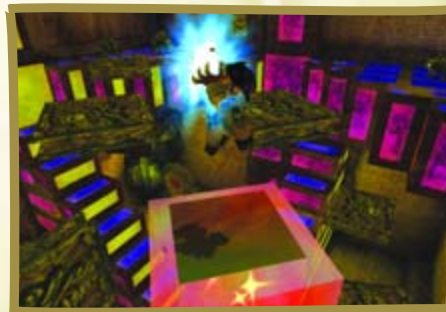
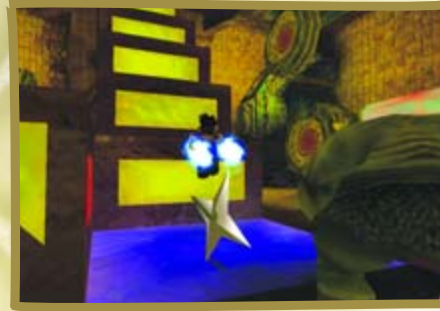
Inside is a room full of stairs and platforms that can be rotated in every direction. Vexx will have to solve the puzzle in each side by rotating the cube to find all six Soul Jars. The default side is Green but you can rotate the cube by stepping on the button.



**GREEN SIDE:** Head up the stairway in front of Vexx as he enters. Pulse Jump up to the wall on the right. Use the floating platforms to reach the box holding the Jar. Ground Blast the top to open it.



**BLUE SIDE:** Head up the stairway straight ahead. Pulse Jump up to the wall on the right. Use the floating square platforms to get to the Soul Jar box at the other side of the room.



**YELLOW SIDE:** Climb the stairway to your right. Pulse Jump onto the wall on the right. Pulse Jump/Flare Kick back over the stairway to the wall on the left. Walk over to the green window box and enter the door. Pulse Jump up onto the Soul Jar box inside.







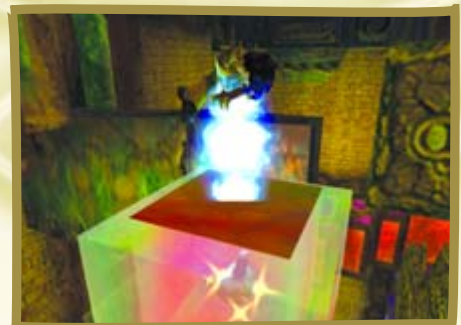
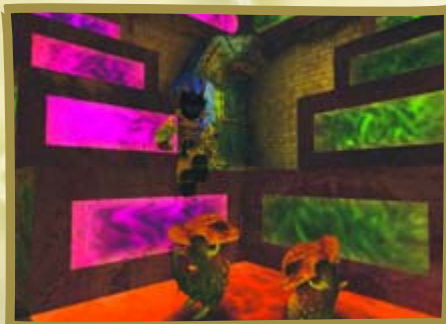
**RED SIDE:** Climb the stairs to the left. Pulse Jump up onto the wall on the left. Walk up the ramp and use the spinning circular platforms to reach the Soul Jar.



**PURPLE SIDE:** Climb the stairs to the right. Pulse Jump onto the wall to the left and use the circular spinning platforms to get to the Soul Jar. The mystical cube will shatter after all six Soul Jars have been collected, revealing the Heart within.



**ORANGE SIDE:** Climb the stairs to the left. Walk under the arch on your left and climb the stairs to get on top. Jump into the alcove in the green sided wall. The long bridge on the other side of the wall will collapse as Vexx runs across it. At the end of the bridge Wall Jump or Pulse Jump up to the Soul Jar.

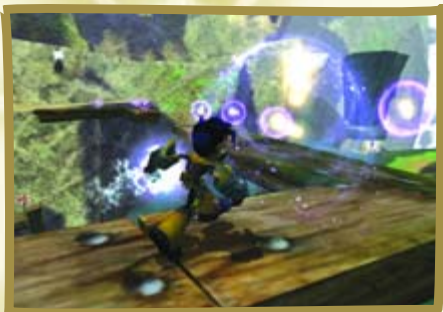




When hearts did burst  
asunder, much energy did scatter.  
To return this heart its thunder,  
one hundred's all that matters.

You'll have to scour the mountain to track down enough shards to recover the Heart. The Water Head contains enough to reach the goal but there's no way out. Collect all the shards you can in the rest of the level then enter the Water Head to complete the hundred.

- On the wooden platforms above the lake.
- Behind a short wall to the right of the gate.
- Above the pistons in Mech Head.
- On the top of the mountain.
- Along the front of the two heads.
- Beyond the glass walls inside the Vexx Head. Use the Rock Suit to break the glass.



## CENOTAPH

A Cenotaph can be found at the top of the mountain.

## EXTRA LIVES

- Swim into the rock island in the lake. Use the teleporter on top to get to a far away ledge.
- In a well on top of the mountain.
- In a small alcove in the Mech Head. Jump onto a moving bar to the left of the last conveyer belt to reach it.
- In the Mech Head's eye.
- In the hole in the second broken pipe in the Water Head.
- On a ledge to the left of the Vexx Head. Drop down from the top of the head.
- At the top of the pipe in the ceiling of the Water Head. The water needs to be at the highest level.
- Beyond the glass walls inside the Vexx Head. Use the Rock Suit to break the glass.
- Above the first barrel in the sundial world.
- On the middle slide in the sundial world.
- Halfway through the last set of barrels in the sundial world.
- Use the second sun bouncer to jump to an alcove in the ice shaft.

# Frostblight Mill : WORLD 8

YOU MUST OBTAIN 42 WRAITHHEARTS TO ACCESS THIS LEVEL.



As Vexx draws closer to Dark Yabu his travels bring him to the chilled lands of Frostblight Mill. Yabu's nearby citadel has drained the land and left it a frozen waste. The danger is growing but Vexx must persist if he is ever to exact his revenge.

## Journal Entry 8

*Something terrible is coming. After all this time, Dark Yabu is moving about Astara, searching. He seems to have assembled an army of beasts from the Shadowrealm. I fear he is trying to collect the wraithhearts to re-open the gate and bring back his fellow wraiths. But, I discovered that, for some reason, Yabu cannot touch the hearts, or even get close to them. I've hidden as many of them as I can. Although I can't find some of them myself. Perhaps Yabu is searching for someone to complete this gruesome collection for him.*



### HEART CHALLENGE I

**An ancient mill device driven by the sky's breath, leads high atop the ice or downward to your death.**

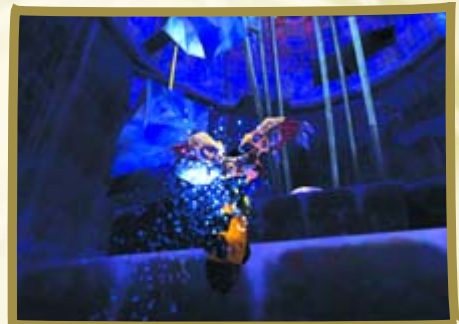
The most prominent structure in Frostblight Mill is the towering windmill. As Vexx enters the frozen landscape the windmill is



easily visible in the distance. Head straight across the ice and up the steps to reach the entrance.



The inside of the windmill is a spiraling path leading up into the heights of the tower. Imposing Hulks crowd the paths,



threatening to knock Vexx into the pit below. Pulse Jump up the first few steps and press the button on the left.

Several platforms form in gaps too wide to jump. Head to the right and cross the platforms, which will fall as soon



as you land on them. Long Jump the next gap and climb the pole to the next level.

Now, head to the left again to find another button. Press it to summon a pair of turning blocks along the path to



the right. Wait for each block to turn before using it to get to the higher platforms.

Long Jump over to a pair of moving platforms and hop to the right off the second platform to summon a giant gear with the next button.

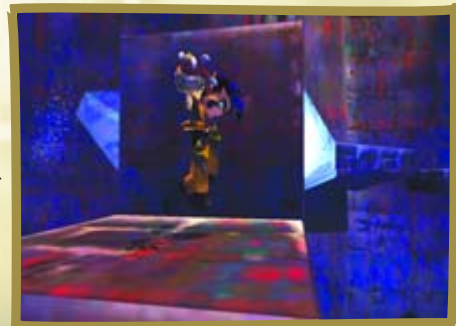


Ride the platform up to the next path. Jump on one of the gear's teeth and ride it across the gap. The set of three platforms ahead will fall as Vexx touches them, so hop quickly.

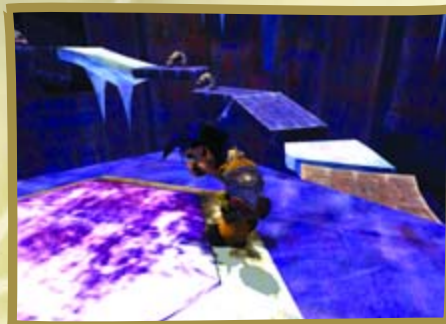
Don't rush to jump past the large jets in the next section. If they blow you off the edge there is little hope of landing safely. Wait for each set of jets to stop before jumping the gaps. The jets near the see-saw platform have a quicker rhythm than the others. Don't be caught off guard.



After climbing the pole to get to the next level you will have to use a set of turning blocks to get higher. They all turn at the same time. Wait for the blocks to turn then quickly jump up. You won't have enough time to make it past all three before they turn again. Watch for the blocks to shift and be in the air when they move. Long Jump a series of gaps to get to the moving platform at the end of the path.



Use the button on the left when you reach the top. It will summon a few more platforms.

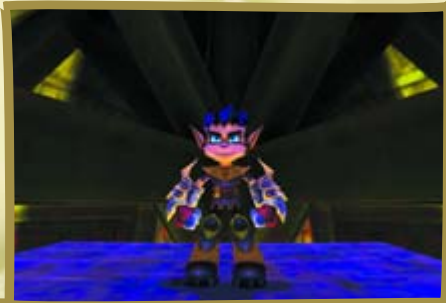


Head to the right, past several Hulks. The summoned platforms fall when touched. Use Pulse Jumps and Flare Kicks to get off them in time. At the end of the path a series of small



platforms move back and forth. Use Long Jumps as the platforms pass each other to reach the other side.

Fight off a final set of Hulks as you move up even higher. The last platform at



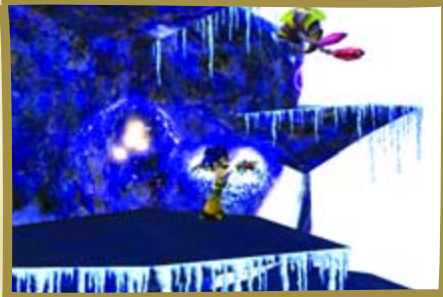
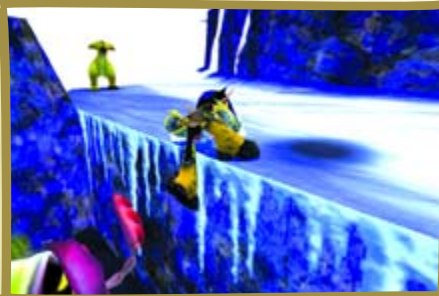
the end will carry Vexx through the roof of the windmill to a waiting Heart.



### HEART CHALLENGE 2

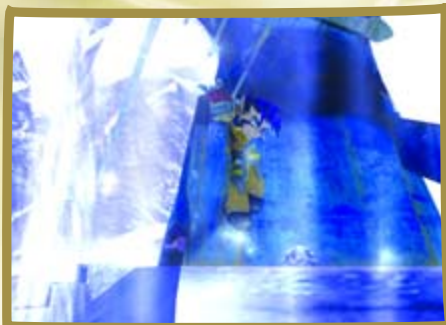
Across a windy ledge is access to a slide. Just don't fall off the edge and you'll survive the ride.

Your next challenge will take you up above the frozen land to an icy cave. Follow the icy path from the gate towards the windmill. Although you can use a series of ledges to the right

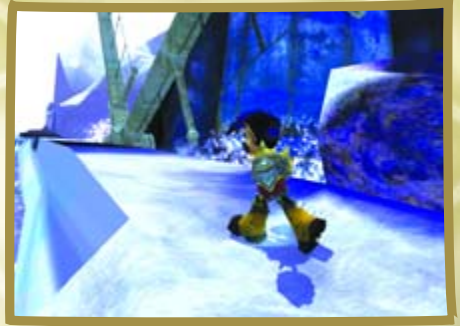


to climb up to the ledge in front of the windmill it's much easier to use one of the wind jets.

Most of the jets don't send you high enough but the one to the far right of the windmill does. Jump into the wind stream and hold down the jump button. Vexx will rocket into the air. Quickly move towards the top of the peak.



If you drop, steer Vexx back into the wind to avoid taking a fall. At this height, powerful winds blow through the windmill, but are blocked by the blades. Wait at the side of the narrow ledge until one of the blades moves up, then quickly run across. Stop



at the middle to wait for another blade before crossing to the left side. Follow the ledge into the cave at the end.



The ice slide is a dangerous trip. Beyond making it to the bottom, a difficult feat on its own, you will have to make the descent in 45 seconds. Icicles drop onto the slide suddenly to cause more trouble. Bumping into them slows you down. Fortunately, the icicles always fall in the same spots. After a few tries you should know where to steer to avoid them. You'll want to stick near the middle of the slide and take



wide turns around the corners. As you near the end of the slide slow down a bit as the turns get tighter.

If you're feeling brave, you can drop from one of the first turns all the way down to the exit. After two right turns and one left turn build up speed and fly straight off the edge instead of making the next left. Steer Vexx towards the rock covering of the exit and use a Ground Blast to soften the landing.

Drop down in front of the exit with plenty of time to spare. You'll find the Heart on the other side.



### HEART CHALLENGE 3

**Within the igloo's walls a heart awaits three keys. If assailed by snowballs perhaps they'll gain release.**

Although it may not look like a traditional igloo, the building on top of the large floating island to the right is your next destination.



Inside the igloo giant snowballs fall from the ceiling, but they are more helpful than they are dangerous. There are three keys trapped in pillars of ice and the snowballs are the only thing that can break them open.



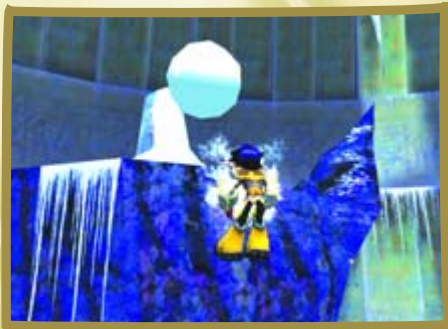
Jump up to the first large rock plateau and walk around until a snowball drops nearby. Pick it up by attacking it. Face the ice pillar on the platform,



Walk up to the edge of the ice nearest to the igloo and look over the edge for a small ice platform. Drop down and follow a string of smaller platforms to a wind jet. Jump into the jet and use it to get up to the ledge on the right. Climb the long pole to get to the igloo entrance.



jump in the air and throw the snowball. The ice shatters and the key will open one of the three locks on the treasure chest.



Climb higher on the rocky steps to get near the second key. You



may have to climb past the key to find a snowball to throw.

To get a snowball for the last key you will need to pick it up at the plateau that's almost level with the treasure chest.



Grab a snowball, jump up while facing the stairs leading to the third key and throw it. It should stop on one of the steps after hitting



the wall. Hop up after it, pick it up again and throw it against the base of the platform holding the last key.

From the plateau below the third key, you can finally throw the snowball at the ice to break it. With the chest opened hop on the small platforms to reach the Heart.



#### HEART CHALLENGE 4

**A chamber unexpected lies deep beneath the ice. If you are not deflected a heart will be your vice.**

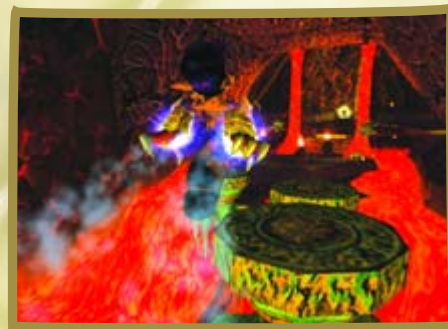
You might be surprised to find a set of catacombs filled with lava beneath the frozen wasteland, but that's where your fourth Heart



is. Head over the snowdrift to the left to find the entrance hidden under a sheet of ice. Ground Blast the ice to open the way.

An eagle totem and several Shadow Guards patrol the inside. Pulse Jump/Flare Kick up onto one of the walls to safely avoid the hazards below. You can even Long Jump on top of the staircase instead of going through it.

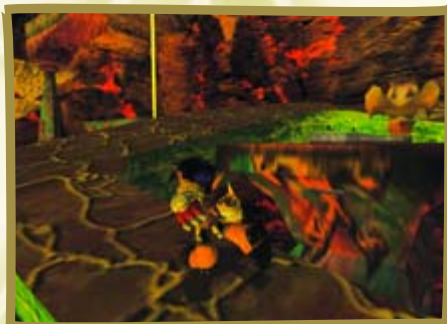




Either way you go, you will have to cross a narrow, tilting platform to get past another totem. Wait for the statue to turn before dashing across to the pole. Hop down some falling platforms towards the spinning cylinder. Long Jumps will keep Vexx from falling off the side as he hurries across past two more totems.



Use Long Jumps to get from platform to platform and finally to the safety of the bridge. Along the narrow walkway is an extra life.



If you want to go up the middle path to the Heart you will have to avoid the swinging spiked balls. One hit from them will send



Vexx flying an incredible distance and likely straight into the lava. Long Jump forward right after they pass by, then cross the three falling platforms to reach the Heart.

Pass the falling platforms and work your way around another totem. Pulse Jump up onto the wall at the other end of the walkway.

Carefully walk down the narrow path and jump to the first spinning platform when it comes within range.



You can also Long Jump to the right or left of the bridge to take a safer route. Hug the wall, though, because the spiked balls can still be a menace.





### HEART CHALLENGE 5

Spilling 'cross the sky perilous platforms float. Near icy gusts they fly in fact, above them note.

One of the more dangerous Hearts to obtain, this prize is suspended high above the void at the end of a long string of tricky platforms.

If you're feeling confident cross the snowdrift to the left and hop onto the nearest wind jet. Hold down the jump button to follow a line of shards onto the first safe spot.



The initial set of platforms is easy enough. Jump onto one and ride it to the other side. The next set is a little tougher as they flip after several

seconds. Watch for the platforms to briefly sink and Pulse Jump to avoid being knocked off. Move with the platforms as you jump or you'll come down on empty air. Ride the moving platform at the other end up to the next level.



Climb the pole to the end of a row of flipping blocks.



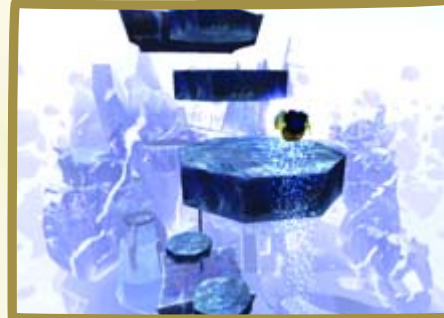
Wait for the first one to turn over then jump onto it. Keep jumping from platform to platform. You will want to stop halfway down the line to jump in the air as the platform flips beneath you. Long Jump off the last platform to reach the next safe spot.



From the top of the pole face the next line of platforms and Pulse Jump/Flare Kick to one of the moving ones as it passes your right side. Jump from that platform to the first in the line and prepare to dodge a flip as you make your way to the safe spot at the end.



Pulse Jump/Flare Kick from the top of the next pole to one of the rotating platforms, then to the bottom of the platform stairway. You'll likely have to avoid a flip as you Pulse Jump up the steps to the safety of a stable platform. The next challenge consists of three sets of rotating platforms. They all



flip but you should be used to the timing by now. Long Jump from the last set to the safe spot. You're almost there!

Two columns of spinning blocks stretch up towards the Heart. Wait for the one on the right to spin then quickly jump



against it and Wall Jump off to the one on the left. Continue



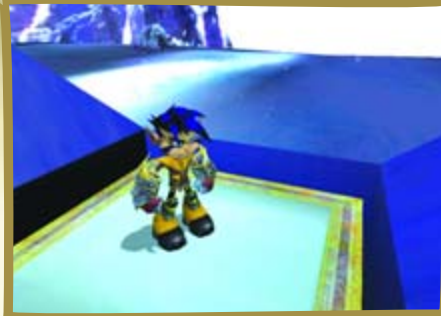
Wall Jumping up the blocks before they start spinning again. Jump from the last block to the platform and Vexx will be carried to the Heart.



## HEART CHALLENGE 6

**A labyrinth of ice... a prize within its walls. If fit to pulverize your obstacles may fall.**

Climb over the dune to the right to find the square elevator into the labyrinth. Be cau-



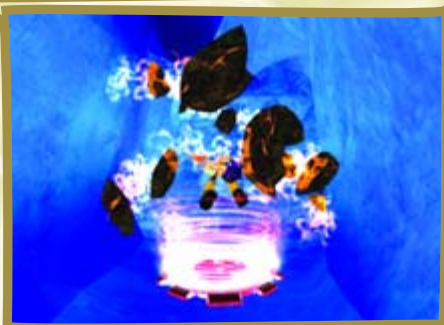
tious of the slippery walkways as you search for a way to get to the Heart behind the ice.



Follow the path to the left and around the wall on the right to reach the Rock Suit pad you could see through the ice. By now you should have picked up the Rock Suit pick up in



Timberdale. Step on the platform to activate the suit and infuse Vexx with lava rage.



Your time with the suit is short. Quickly turn around and run down the side path. Hop the gap at the end and dash headlong through the sheet of ice.



Pulse Jump up on top of the wall. If you check the alcoves here you'll find a extra life.



The next Rock Suit pad is in an alcove to the right. Don the suit and run further down the path to a second ice wall.



Bust inside and activate the next Rock Suit pad.

Jump the gap outside the alcove and drop down near the labyrinth entrance. If you made it in time you can break open the ice wall blocking the Heart.

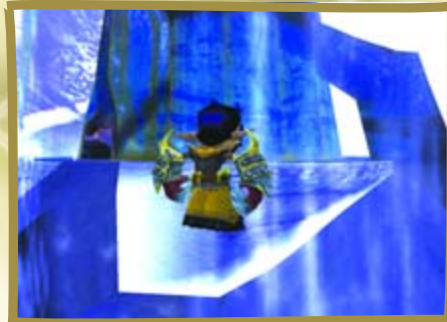




### HEART CHALLENGE 7

**Upon a mooring dock employ your skills of flight and soar against the clock to a heart that's out of sight.**

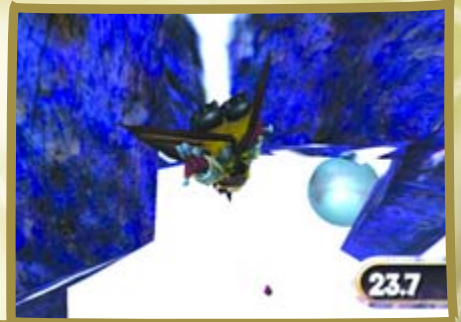
The dock in the riddle is near the entrance to the ice slide cave. Jump on the wind jet to the right of the windmill to boost up to the narrow ledge. Cross in front of the windmill as the blades pass by to get to the left side. Jump down as the path enters the cave to reach a lower path leading to the dock.



The Air Suit pad is on a small ledge nearby, but you will have to have gotten the Air Suit token in Dragonreach. After putting on your wings you'll only have one shot at grabbing the Heart beneath Frostblight Mill. Once you go below the land's edge you'll either grab the Heart or fall into the void.



Drift out towards the floating rocks in the distance then sweep to the left. Fly until you've almost reached the ice slide leading to the igloo. Bank to the right and dive down a bit. The Heart is below the floating island, although its distinctive glow is difficult to see against the white sky. Aim for the Heart and keep diving until you're under the island. Fly above the Heart and pull back to drift straight down.



### HEART CHALLENGE 8

**These soul jars are encased, a vessel holds the key. To free them from their space command artillery.**

The six Soul Jars are all locked behind ice walls that Vexx's Talons are unable to break. You'll have to find another weapon to break down the walls. You may have noticed the ship flying around the island. The only place where you can reach the vessel is at the dock. Use the wind jet next to the windmill to get up to the narrow ledge. Cross in front of the windmill blades and drop down onto the path at the other end. Jump from the ledge with the Air Suit pad on it to get to the dock. The nearby button will summon the ship so you don't have to wait. Hop on the wind ship then jump into the cannon's seat.



The next challenge comes from obtaining all six Soul Jars without dying. The one above the dock is easy, as is the one on



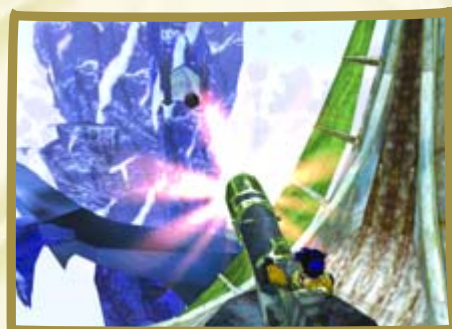
the other side of the windmill island, but the four around the igloo island are more dangerous.



You can use the Air Suit near the dock to fly towards the highest alcove. Otherwise you will have to climb up to the igloo and drop down from above to reach the Soul Jar.



The first Soul Jar is right next to the dock. Fire a cannonball directly towards the wall to shatter it. There is no limit to the number of cannonballs you can fire so feel free to shoot rapidly as you adjust your aim to hit the ice walls.



Next, make a daring jump from that alcove down to the platforms far below. Head to the left after jumping down. Climb up the pole, jump to the second ledge, then Pulse Jump up to the platform above you to reach the next Soul Jar.

The next four Soul Jars are around the igloo island. The cannon has an impressive reach if you angle it upwards slightly. Begin firing as you approach each alcove and adjust your aim accordingly. The fourth ice wall on the igloo island is easy to miss since you can not see it until you pass the island. . Frost - 88 After breaking the wall quickly turn to face the left side of the ship. The last alcove is coming up quickly off to the side. If you missed any stay on the ship as it makes another trip around the islands. Once you've broken open all six ice walls return to the dock and jump out of the ship.



## HEART CHALLENGE 9



When hearts did burst asunder,  
much energy did scatter. To return  
this heart its thunder, one  
hundred's all that matters.

There are barely enough shards in Frostblight Mill to complete a set of one hundred. You'll have to explore many of the sub levels and every part of the twin islands to find enough.

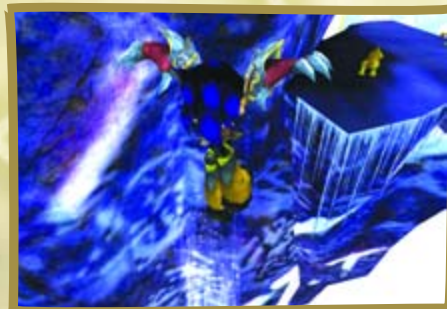
- On the ice slide leading to the igloo island.
- Along the ledges around the igloo.
- Behind the igloo on a narrow ledge.
- Inside the igloo.
- On the bridge in front of the windmill.
- In the catacombs.



Continue around the island, using the see-saw platform to reach the next Soul Jar.



The last Soul Jar is past the falling platforms and high on the rock wall. Use the first wind jet to shoot up towards the



alcove. Once all six Soul Jars are collected the Heart will spawn in the alcove near the windmill.



## CENOTAPH

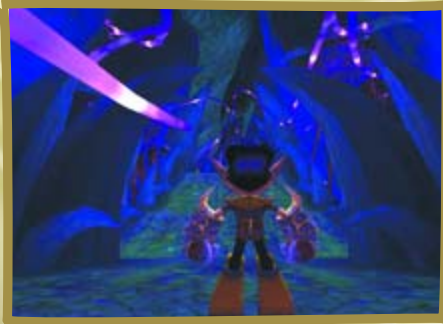
You will find the valuable healing stone in front of the windmill.

## EXTRA LIVES

- Behind the igloo on a narrow ledge.
- Halfway through the catacombs on a narrow walkway.
- Above one of the safe spots in the platform challenge high above the void.
- In a side cave near the second Rock Suit pad in the labyrinth.

# Citadel of Shadows : WORLD 9

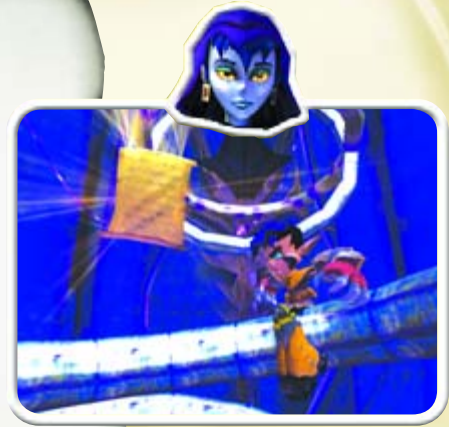
YOU MUST OBTAIN 50 WRAITHHEARTS TO ACCESS THIS LEVEL.



Vexx finally reaches Yabu's base of operations in Astara, but the ShadowWraith is nowhere to be found. There are plenty of Hearts in his citadel, though, if Vexx is brave enough to find them all.

## Journal Entry 9

*My worst fears are realized. Yabu has discovered the people of Overwood and is heading toward them. Does he mean to make them perform his cursed errand and collect the hearts? I fear there is nothing I can do to help the peaceful people. Their guardian, Vargas, is old and no match for Yabu and his creatures. I hope there is one among them that can stand up to Yabu's wickedness, but I fear the worst.*



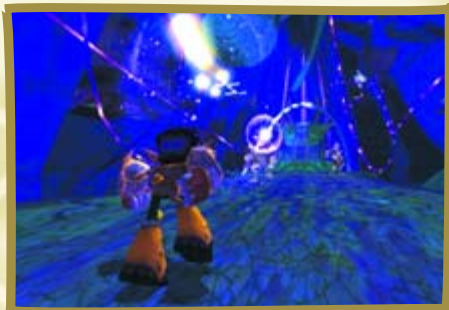
### HEART CHALLENGE I



**Use all the skills you've honed while gathering precious things, to get this one dethroned and best the engine rings.**

The interior of the Citadel is filled with dangerous obstacles and perilous jumps. The first Heart is on Yabu's throne at the far end of a treacherous route.

Head along the walkway and go around the steps to the left. Follow the floating platforms towards the spinning rings.

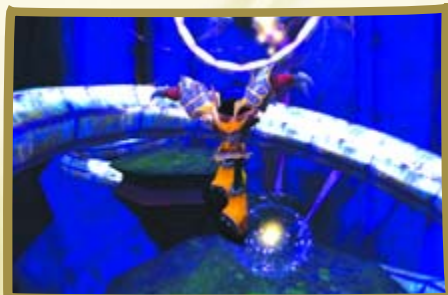


The rings power the Citadel and are buzzing with potent energy. Two touches are enough to eliminate Vexx, so use extreme caution. Time your jump so that you leave the platform just as the rings are passing through the gaps. They'll move out of your way quickly and you'll have plenty of time to land the jump before the other side swings around. There are a few jumps you can make safely but the majority will be past rings.





After making it through the first set of vertical rings you'll be faced with horizontal ones guarding the platforms. Pulse Jump to get the best height and Flare Kick to carry Vexx into the middle of the rings before he drops down. Use the same technique to get out of the rings. The third set goes up much higher than Vexx can jump. He will have to leap between them. Pulse Jump when the touching part of the



second and third rings passes by and aim for the pole in the middle of the platform. The timing is everything.



Jump off the pole a few feet from the top. If you jump from the very top you'll hit the largest ring. Long Jump towards the interlocked rings but be wary of the largest ring spinning through the gap. Jump through the joined rings after a bar passes to reach the floating platforms leading to the Heart.



### HEART CHALLENGE 2

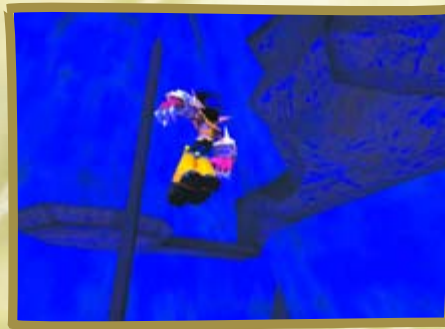
Along another track a wraithheart you will find, just survive attack by gruesome wraith design.

Head to the stairs at the end of the bridge and hop up. Cross the conveyer belt to the left.



The spinning L platforms on the right spin one at a time. Wait for the first one to flip and you can hop to the other side without stopping. Move cautiously and use Pulse Jumps to jump up the narrow beams.





The spinning cylinders turn in alternating directions making a run straight across problematic. Long Jumps are more effective and will keep you off the quickly spinning surfaces.



The three pushing blocks will shove out in quick succession. Wait for the first one to retreat into the wall and quickly jump past them.



A gang of Hulks and Minions guard the next ledge and can easily knock Vexx off the side if you don't dispatch them quickly.



On the other side jump to the ledge beneath the grooves. Jump up the moving ledges to reach the next level. Use Long Jumps to leap over the slanted floors. Climb the two poles to get higher in the Citadel.

Wait for the moving pole at the corner of the ledge to get down to the lower level safely. As you cross the spinning dumb-bell-shaped platforms you can move from one to the other by jumping up and Flare Kicking. The next platform should already be underneath you when you land. Cross the narrow grid to reach the Heart.







(If you weren't able to make it past the spinning rings for Heart Challenge 1 there is a shortcut available at the end of Heart Challenge 2 and 3, to obtain this difficult heart. Run past the heart to the back corner of the platform that the heart is hovering over. Turn the camera to face the heart at the end of the spinning ring challenge. If Vexx does a running long jump and flare kicks at the end he can bypass the entire path through the rings to get the heart. This is a great shortcut for collecting the soul jars and shards as well.)



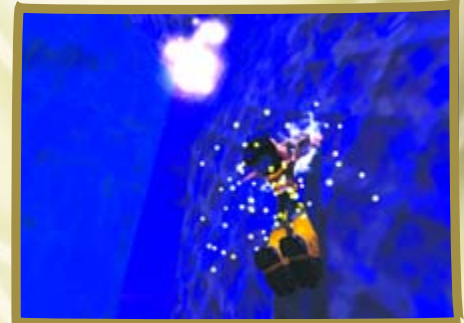
### HEART CHALLENGE 3

**Across the deadly run, the corner of the keep hides another one where the reactors sweep.**

Another long, obstacle filled path leads to the next Heart. Cross the bridge to the stairs and take the right path this time. Jump from pole to pole and use the steam jet to get up to the next level.



Jump onto the spinning gear and quickly walk around to the other side. If you lag behind you will get pushed off when the gear goes into the wall. Jump from corner to corner to cross quickly. Climb up the wall at the other side. The bars moving up and down are brimming with electricity. Jump the gaps after they pass. Wall Jump between the two vertical walls to get to the top.



Follow the path out to the large reactor in the middle of the Citadel. The flat rings are safe to walk on but the spinning blades will damage Vexx.



Jump onto one of the rings and let it carry you around to the other side, jumping the blades along the way.

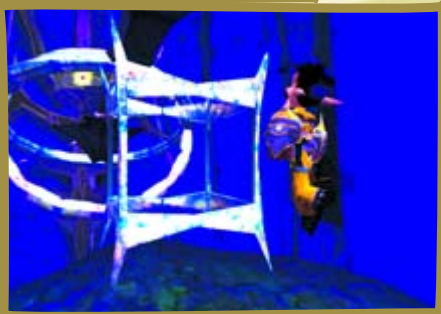
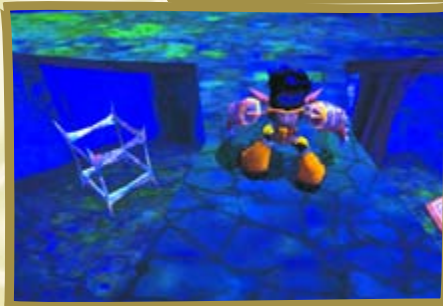
The U shaped platforms leading to the Heart will twist back and forth. Walk to the end of one U and jump as they turn to land on the next one. A trio of Minions guard the Heart beyond.



#### HEART CHALLENGE 4

The fortress' vile heart holds its grisly namesake. Its glow will help in part, if direction you can take.

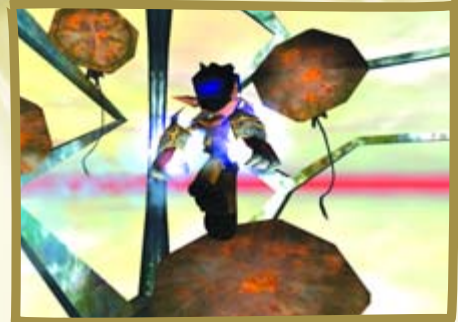
Take the middle path again, past the engine rings. After jumping carefully through the horizontal rings climb the pole to the platform above. Jump onto the lower part of the platform and enter the metal cube.



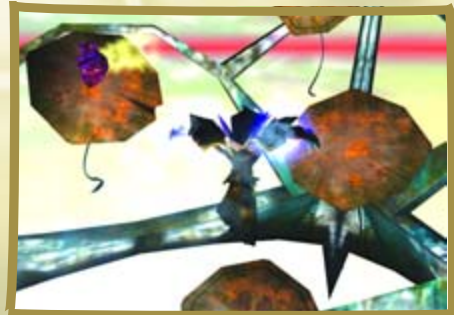
Vexx will be teleported to the Citadel's Heart, a sphere of ever-shifting platforms.



The glow will lead Vexx to the next platform he needs to jump to in order to stay alive. Don't jump too soon or you will risk sliding off the platform before it levels out.



From the direction Vexx is facing when he enters the Heart, turn around and jump to the platform behind him. The next set of jumps are straight ahead, to the left, to the left again, to the left a third time, straight ahead, and to the left.



Although the glow will lead you to more platforms you can reach the Heart from here by Pulse Jumping right to it and avoid a few dangerous leaps.



#### HEART CHALLENGE 5

Above the smoldering mound, a time is out of joint. A reward can be found nearby a compass point.

The next Heart is in a hidden realm filled with large compass-like structures. Go behind the gate and toward the citadel's exit. Follow the shards on either side and jump down to a walkway leading under the bridge. The door at the end leads to the compass realm.



Leave the portal alone for now and Long Jump to the platform on the left. Cross a crumbling bridge and Long Jump past



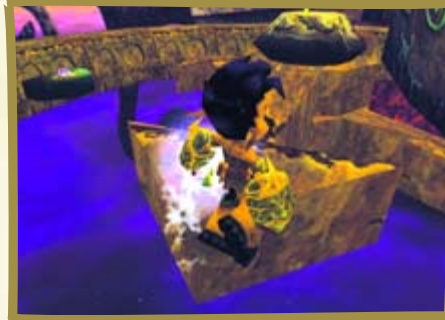
the pole to the platform next to the large compass.



Jump onto the ring and then onto a small green platform. Wait for the top arrow to pass by and Pulse Jump onto the tip.



After reaching the bottom of the elevator head to the right around the pillar.



Two paths lead to the right and left. The right path goes over a turning block and past several steam vents, but the



Get off at the next green platform and hop back to the ring. Jump from the ring to the edge of the lava pit.



one to the left is a much simpler route. Simply jump a gap and ride a lifting platform to the sundial portal.



The platforms over the lava are very dangerous and far apart. Instead of trying to cross them wait for a platform to come down from above. Ride it to the top and you'll have a clear walkway straight to the Heart. Jump over the ring of fire-balls to claim it.



The sundial is at the end of the island across the bridge. Your window of opportunity is the smallest it's ever been. Prepare to move fast after setting the dial shortly before the right-hand marker. Hurry back inside the Citadel and drop off the side of the bridge to get to the compass realm entrance. At the bottom of the elevator head to the right around the pillar, take the left-hand path and ride the lift platform to the portal.



The last sundial world is also the most dangerous. The platforms marked with red arcs will not carry Vexx when they move. You will have to run with the platform in order to stay on top. Your reflexes must be sharp to avoid getting dropped into the void. The first platform moves at running speed and doesn't make any turns. The next one moves a little slower and stops briefly before moving to the left.



Cross the twisting panels by jumping from the flat side of one to the flat side of the next. If you're on the side as it starts to get steep you can jump up and land on the narrow edge. Use the steam jet at the other side to shoot up to the next level.



### HEART CHALLENGE 6

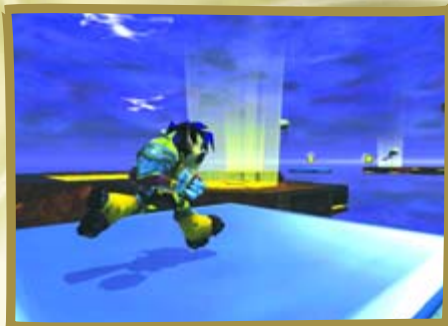
**A one-way portal calls. Sundial tells the time. Hidden gateway opens halls. Missed chance would be a crime.**

Since you passed the sundial portal in the Fifth Heart challenge you just need to find the sundial



itself. Go behind the gate and leave the Citadel through the entrance.

This moving platform follows a long, twisting route. After getting on, it will move forward, left, forward, then to the right. The path for the following platform is even longer. Prepare to move as follows: right, forward, left, forward and finally to the right.



A steam vent carries Vexx to the final moving platform. This one moves as follows: right, forward, left, back, right, forward, right, forward, right, forward and left to the Heart. You can actually jump on this platform halfway through its route when it moves to the corner of the starting block.



## HEART CHALLENGE 7

Among the engine rings the six soul jars you'll find. To gain these precious things your moves must be well timed.

The six Soul Jars are scattered along all three main paths through the Citadel, two on each path. You'll have to use all your skills to collect them without dying. Use the walk-throughs for hearts one through three to get to them.

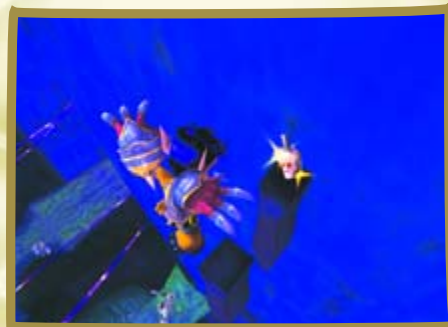
Along the middle path, through the engine rings, you will find the first Jar on a platform within the third ring.



Proceed past the horizontal rings and onto the platform with the entrance to the Citadel Heart. The Soul Jar is behind the pole connecting the two platforms.



The two Jars along the left path are the hardest to get. The first one is above the beams but you'll have to jump down from above to get it. Use the poles halfway up the level and jump down from the second one.



The second jar is on one of the pillars before the dumbbell shaped platforms. The jump is too high even with all your tricks. You're going to have to get fancy. Face the front of the pillar and stand back a few paces. Pulse Jump towards the

pillar until Vexx briefly digs his claws into the side. Quickly Wall Jump away and follow that with a Flare Kick while steering towards the pillar to grab the edge. It's a tough maneuver but practice makes perfect.



Head along the right path to reach the last two Soul Jars. Halfway to the Heart you will Wall Jump up to a higher level. Jump onto a ledge near the top for one of the Jars.



Continue climbing up to the reactor in the middle of the level. The last Soul Jar is above the small platform in the middle. The Heart spawns back near the beginning of the level where the paths split.



## HEART CHALLENGE 8

*When hearts did burst asunder,  
much energy did scatter. To return  
this heart its thunder, one hundred's  
all that matters.*

The Citadel is a dangerous place and hunting down a hundred shards requires an extensive search of all locations. Clear out the three paths in the Citadel first since they are the most dangerous and then move on to the Compass world.

- Along all three paths in the main Citadel.
- On both sides of the walkway to the compass realm entrance.
- Along both paths in the compass realm.
- On all four green platforms around the compass.



## EXTRA LIVES

- There are six extra lives above the final two pillars along the left-hand track. To get on the pillars you will need to Pulse Jump against the front of the pillar, Wall Jump off then Flare Kick back onto the top. Do the same technique against the wall to grab the lives.
- There's a one up found by long jumping off of the platform where the paths split left right and center. You have to flare kick after getting the 1-up to land safely on the platform ahead.

# Shadowrealm : WORLD 10

YOU MUST OBTAIN 60 WRAITHHEARTS TO ACCESS THIS LEVEL.



Although his travels have taken him to worlds far beyond his home, it is finally time for Vexx to enter the most distant world of all, the dark and sinister ShadowRealm. Dark Yabu waits beyond the final portal, preparing his forces to assault Astara. Vexx is the only one who can stand



against him, to save his world and reap his vengeance. Enter the center portal and face your greatest foe.

As eager as Vexx is to get his hands on Yabu, the Wraith is less than eager to meet the business end of the Talons. As the fight begins Yabu will sic a group of Shadowcreeps on Vexx. Taking them on as a group is fruitless, since the creeps will quickly swarm over Vexx.



Stay off the ground as much as possible while fighting the Shadowcreeps. The best offense is to use uppercuts to leap over the Creeps as they lunge forward and damage them at the same time. Follow the uppercut with a Ground Blast to hit any Creeps below you. As you fall, Flare Kick to the side to avoid landing in the middle of the Creeps. Continue this pattern until two waves of Shadowcreeps have been eliminated.

Stay away from Yabu as you fight or he'll ensnare you in an inhibiting blast. If you get caught, quickly shake free.



After his goons are dispatched Yabu will launch fireballs at Vexx. Keep moving and watch for the targets to appear on the ground. After a series of blasts Yabu will send out three more waves of Shadowcreeps as he continues shooting fireballs. As you fight the Creeps, using the same strategy as before, be prepared to stop and run away from a wave of fireballs.



Make it past this point and Yabu gets desperate. Calling on his Creeps he absorbs them into the pendant on his neck. The combined energy morphs Yabu into a twisted form, greatly enlarged with spider-like legs.



In this form Yabu has three main attacks. Each one has a visual cue that will warn you in time for you to dodge each attack. If Yabu leaps back and flames appear at his mouth he is about to spit a fireball. Long Jump to the side as he fires to dodge the fireball.



The second attack occurs after he lifts his two front legs.

Jump quickly before he pounds them into the ground, sending out a large shock-wave that will cause two points of damage!



His final basic attack is a grab. When he begins sweeping his arms, jump quickly out of the way or get crushed causing two points of damage.



Wait in a crouched position as Yabu circles you. Staying crouched allows you to quickly Pulse Jump or Uppercut to dodge his ground pound and grab attacks. After you dodge a grab Yabu will keep his head close to the ground as he looks around for Vexx. This is your chance to hit him in the face with a Flare Kick or Uppercut.



As Yabu reels from the attack run underneath his body and Uppercut the pendant that is now in his body. Vexx will flip Yabu onto his back and leave him open for a Ground Blast on his pendant for one point of damage.



After Yabu gets to his feet, quickly run away and Long Jump to avoid him as he attempts to crush Vexx with a leaping attack. Wait for another grab attack to get another hit in. When Yabu is left with two or one points of life left he will occasionally fire multiple fireballs in a row instead of the usual one. Keep Long Jumping out of the way but be careful not to jump off the edge or into any flames.

Yabu isn't done fighting after his spider form is defeated. He will resort to cowardly tac-



tics, rising to the top of a pillar and sending another wave of Shadowcreeps after Vexx.

When they are all destroyed he will begin launching fireballs at Vexx. Stay near the center of the platform and uppercut the fireballs to deflect them. If you face the pillar Vexx will knock the fireballs back towards Yabu and destroy his perch. When the pillar falls a section of ground will crumble as well. If you stay far enough away from the pillar you shouldn't have to worry about being on unstable ground.



Yabu continues creating pillars and launching fireballs. Keep knocking them back and soon Yabu will have no place to stand. After six pillars are destroyed, he will appear on the ground. Face him and knock back one final fireball to finish the Wraith.

