



XBOX 360

OFFICIAL GAME GUIDE

EXCLUSIVE MANGA PREVIEW INSIDE!

Kameo™

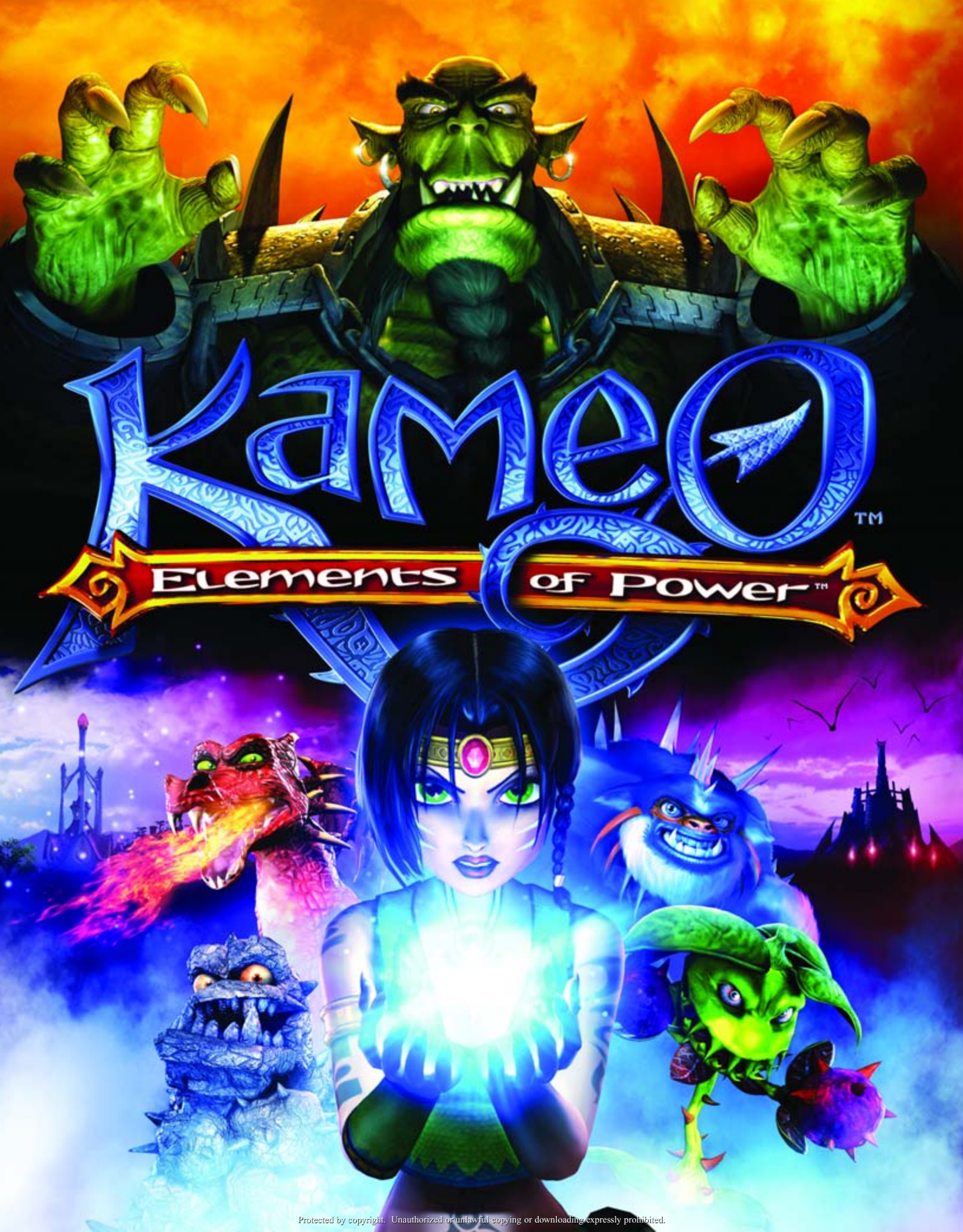
Elements of Power™



BASED ON A GAME
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Microsoft
game studios



Kameo

Elements of Power

PRIMA OFFICIAL GAME GUIDE

Adam Pavlacka

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court

Roseville, CA 95661

(800) 733-3000

www.primagames.com



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Product Manager: Jill Hinckley

Editor: Rebecca Chastain, Amanda Peckham

Layout & Design: Jody Seltzer, Bryan Neff

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Introduction

Story

Ruling the land below from within the clouds, the Elves living in the Enchanted Kingdom led an idyllic life. At one with nature, the Elves were hardy fighters and had long ago mastered the art of magic to aid them. The greatest magic of all, however, was a closely guarded secret within the Royal line.

This magic, the Element of Power, allowed its wielder to transform into the mighty Elemental Warriors. These warriors were powerful spirit beings, but they had long ago been lost in distant corners of the land. Generations of Royal Elves had dedicated their lives to tracking down the Elemental Warriors and returning them to the fabled Wotnot Book.

When King Solon stepped up to inherit the throne, he too took command of both the Element of Power and his ancestors' duty to find the remaining Elemental Warriors. Solon, however, had other ideas as to how his people might better themselves. Down in the lands below lived a race of Trolls; other races regarded them as brutish and stupid, but Solon knew that Trolls possessed a knack for inventing and creating. He felt sure that if the Trolls lived in harmony with the Elves, their technology would benefit his people—and the Elves could offer the Trolls a peaceful and prosperous existence in return.

An alliance was formed, the Trolls were welcomed into Elfin lands and an uneasy peace was formed...but such things are not meant to last. While Solon was away hunting for the final Elemental Warrior, dissent was stirring in the Troll lands. Trolls prized brute strength and force above all else, and a young Troll named Thorn was rising through the ranks as the biggest and strongest Troll anyone had ever seen. Marshalling the Trolls at his command, bullying and intimidating other tribes of the realm, Thorn began to plot his conquest.

At long last, Solon returned home with all 10 Elemental Warriors safely inside the Wotnot Book. His bloodline's quest was at an end, but he discovered what Thorn had been doing in his absence. Enraged, Solon used the might of the

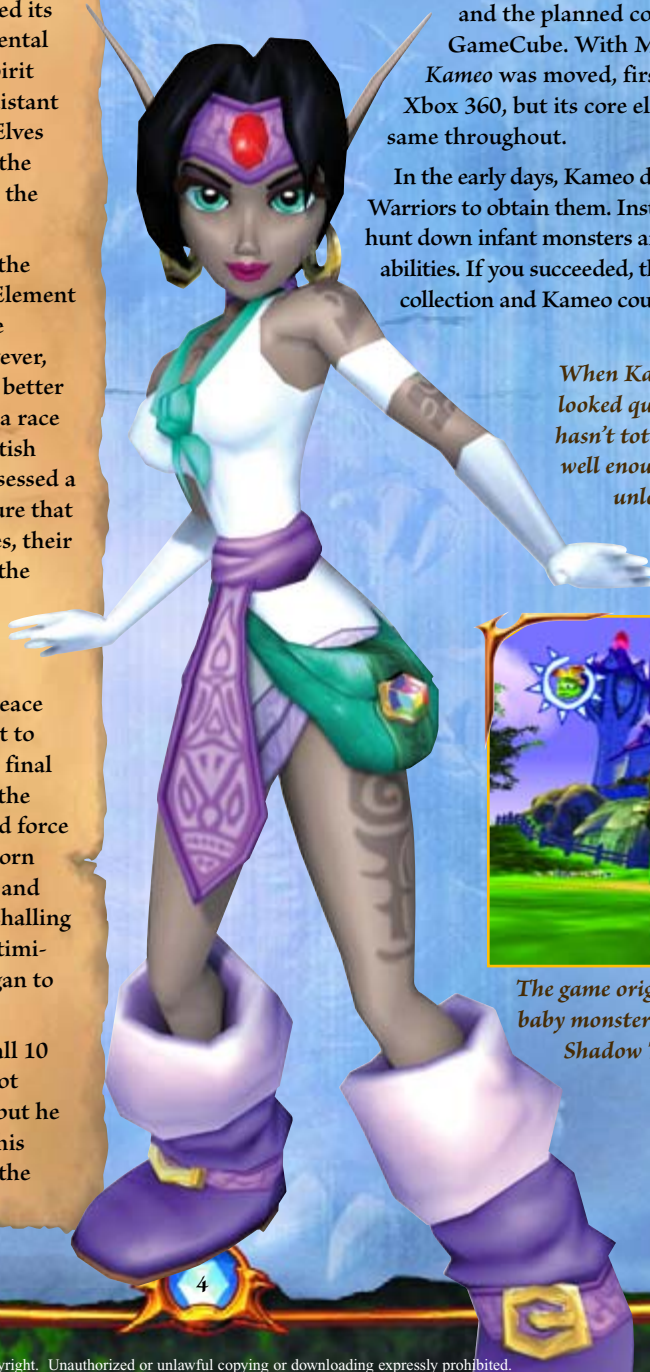
In development for more than five years, *Kameo: Elements of Power* has been a long time coming, but as the saying goes, "good things come to those who wait." *Kameo* not only looks good, but it plays exceedingly well, and its accessible nature means that gamers of all types can enjoy it.

History of the Game

Kameo: Elements of Power may be an Xbox 360™ launch title, but it wasn't conceived as one. Development of the game started more than five years ago, and the planned console was the Nintendo GameCube. With Microsoft's purchase of Rare, *Kameo* was moved, first to the Xbox and then the Xbox 360, but its core elements have remained the same throughout.

In the early days, *Kameo* didn't rescue the Elemental Warriors to obtain them. Instead, our Elfin hero had to hunt down infant monsters and trap them to capture their abilities. If you succeeded, the monster was added to your collection and *Kameo* could then use it in combat.

When Kameo was first conceived, she looked quite a bit different. This look hasn't totally disappeared though. Do well enough in the game and you can unlock her original outfit.



The game originally required Kameo to trap baby monsters. Not quite as imposing as the Shadow Trolls she now has to face.



Kameo herself was a bit different as well. Though the general look of the character has remained consistent, her original design was meant to inspire a pure, placid, and ethereal nature—something like a deity that had come down from the heavens.

Another change was the loss of Meepo. The “dragon with an attitude” was Kameo’s adventuring partner and played an instrumental role in capturing infant monsters early on in the game’s development cycle.

Meepo was a favorite among both the developers and the fans.

On display in Nintendo’s booth at E³ 2001, the game was well received by the press, but was

certainly targeted toward a younger age group. All of that changed in mid 2002, when Microsoft announced the purchase of Rare at its European X02 event. Rare was previously a second-party developer for Nintendo (the Japanese giant owned a stake in Rare), and no one ever expected it to change hands.



Meepo gets into the action.

The changeover was announced in an animated trailer, which quickly made its rounds on the Internet later that day. Well-known Rare icons such as Conker and Joanna Dark were featured, along with a flitty female sprite named Kameo.

Now that it was targeted for release on the Xbox, Rare had a different system to learn, not to mention a slightly different audience to keep in mind. As a result, the game concept started to shift. The most visible difference was Kameo’s look. She was aged up a bit and lost her ethereal look in favor of a form-fitting outfit in a nice shade of green. Kameo had changed from “cute” to “sexy.”



Kameo and friends in the early days.



This was one of the first images the world ever saw of Kameo running on the Xbox.

Elemental Warriors to banish Thorn and rout all Trolls from the realm. Never again, he announced, would a Troll be welcome in his lands.

With peace restored, life returned to normal and Solon was at last able to spend time with his family and his wife, Theena. For a time, all was well. Then, one fateful day, Solon left the kingdom without warning and promptly vanished without a trace. While the damaged Wotnot Book and the Element of Power were eventually recovered, no evidence of Solon could be found and the king’s legacy was consigned to history. Thorn, too, seemed to have faded from existence and his shadowy threat no longer darkened the land.

Over time, the Elves’ attentions turned to Solon’s daughters; Kameo, the youngest sibling and her older sister Kalus. On their eighteenth birthday, it was tradition that the eldest child of the royal family would be granted the throne, the kingdom, and the Element of Power. Kalus would soon be eighteen and the kingdom would be hers.

And yet, all was not as it appeared. As the two sisters had grown, Kameo had out-performed Kalus in every way: sports, schooling, popularity. Kameo was clear favorite in the kingdom and Kalus had been turning more bitter and spiteful by the day. Their fates were sealed when the Mystic, Theena’s trusted royal aide, approached the queen in secret with a prophecy of doom. Kalus, she warned, would surely lead the kingdom to ruin.

The decision was made and Kameo was summoned to the Throne Room in secret. It was to be her, not Kalus, who inherited the transformation magic and three Elemental Warriors that Theena had been safeguarding. Kalus, learning of the ceremony, rushed to the Throne Room but was too late to halt proceedings. She fled from the kingdom in a rage, swearing vengeance.

Kalus’s retribution was swift: Trolls swarmed into the world and easily overwhelmed Kameo’s unsuspecting family. Kalus, in hatred and fury, had woken Thorn. The Troll King, who had in fact been sealed in stone by an Elfin curse, was loose and now plotting revenge with Kalus at his side.

Recovering from the after-effects of the ceremony, and with the power of three Elemental Warriors flowing through her veins, Kameo learned of her sister’s betrayal and her family’s plight. Ignoring all warnings and with no training or preparation, she set out for Thorn’s Castle alone to attempt a daring rescue. And so our story begins...”



The 2003 version of Kameo featured some familiar sights, but the gameplay at the time didn't impress the press.

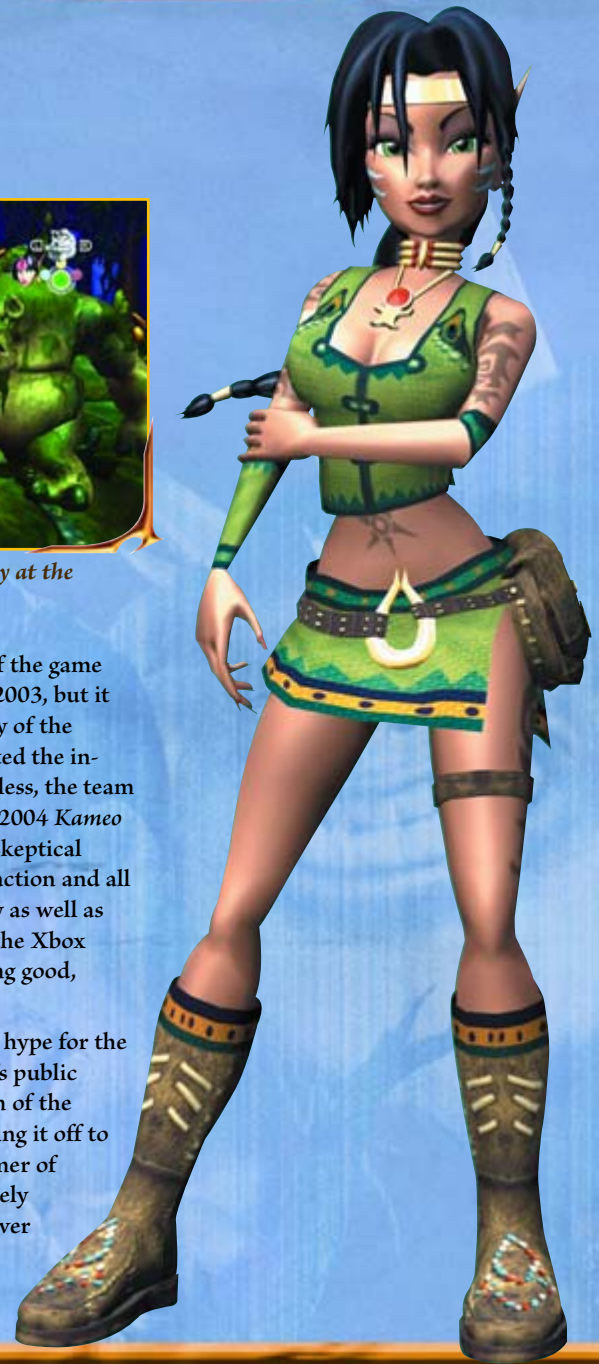


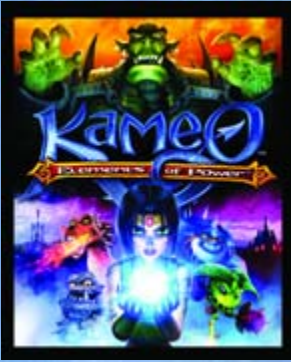
A little over a year later, the game had gone through a massive graphic overhaul and the buzz for it was at an all-time high. **EVERYONE** wanted a piece of Kameo.

key members of the U.S. press. Then the surprise announcement hit. In late summer of 2004 Kameo was to be "indefinitely delayed." While game delays were not completely unexpected—Rare has earned itself a reputation as something of a perfectionist over the years—the "indefinite" part worried fans. Was Kameo going to be cancelled?

A work-in-progress version of the game was running on the Xbox at E³ 2003, but it met with mixed reactions. Many of the comments made by press reflected the influx nature of the game. Regardless, the team at Rare kept working and by E³ 2004 Kameo was shining brightly. Formerly skeptical game reviewers saw the title in action and all were impressed by the gameplay as well as the visuals. Rare had mastered the Xbox hardware and Kameo was looking good, really good.

With a planned winter release, hype for the game started building. Microsoft's public relations team even took a version of the game on tour that summer, showing it off to





It wasn't until E³ 2005 that the rumors were confirmed. Kameo had gone next-gen.

As rumors circulated on forum message boards, sharp-eyed readers noticed that *Kameo* was still listed as a current project on Rare's website. More importantly, Microsoft had been talking up its new game system and a 2005 release of the Xbox 360 started looking more and more likely. The pieces were falling together and dedicated gaming sites started predicting *Kameo* as one of the Xbox 360 launch titles.

Microsoft remained mum the whole time, actively sticking to the company line and responding to all queries with a "no comment." Behind the scenes however, both Microsoft and Rare were hard at work getting *Kameo* ready for the Xbox 360 debut. Due to the way the game was programmed, making the move to the Xbox 360 wasn't a simple port—*Kameo* had to be rebuilt from the ground up and Rare's dedication to quality meant it wouldn't have settled for anything less.

The official announcement on *Kameo's* status was made just before E³ 2005, when the Xbox 360 was officially revealed to the world. *Kameo* was confirmed as a launch title, and the Xbox version was formally cancelled. *Kameo* had finally found a home.

Xbox vs. Xbox 360™

The most well-guarded secret about *Kameo* is the simple fact that the world nearly got a taste of the Xbox version, as the decision to move development to the Xbox 360 didn't come until very late in the game.

In the summer of 2004, Microsoft's test department focused its talents on a demo version of *Kameo*. Planned for release as a demo disc, as well as inclusion on the *Official Xbox Magazine* disc, the demo featured part of *Kameo's* first level. Roughly 20 or so demo discs rolled off the production line before the Xbox version of *Kameo* was officially cancelled. The demo would never be seen outside of Microsoft.

The fact that a demo disc was in production reveals how far along *Kameo* really was when the decision was made to cancel it. The Xbox version was approximately 80 percent complete when Rare made the move to the Xbox 360. So, how do the two versions differ?

Visual Detail

If you've never seen the game before, watching *Kameo* run on the Xbox is impressive. It looks good, especially in progressive scan, movement is fluid and the colors are vibrant. Calling it one of the better looking games on the Xbox wouldn't be an exaggeration. Once you've seen it running on the Xbox 360 however, the Xbox version looks incredibly crude in comparison. The difference between the two really is that striking.



Aside from the increased polygon count, the Xbox 360 version of Kameo also uses advanced lighting and filtering techniques to expose greater levels of detail within the game world. Textures are fully defined, with bump mapping and normal mapping used to great effect—especially when you encounter brick or tile surfaces. Water is a stunning sight, with accurate waves and distorted reflections.

Another subtle, but impressive change, is the transparency effects used throughout. In the Xbox version, whenever Kameo transformed into an Elemental Warrior, you only saw the image of the warrior on screen. In the Xbox 360 version, the Elemental Warriors are partially transparent and Kameo can be seen at the center of each one. Her stance changes to reflect her position as you shift from one warrior to the next.

The Badlands

The Badlands were in the original design document for Kameo, but the Xbox simply couldn't handle the zone—at least not on the scope that Rare wanted. Rather than produce a crippled version of their vision, the developers initially decided not to implement the Badlands. With the move to the Xbox 360 though, all of the necessary power was there and then some. The Badlands could be realized.

A war-torn battlefield, the Badlands is a barren area that really conveys the epic feel of the Troll War. Containing literally thousands of Trolls, along with corresponding Elfin warriors, the battles in the Badlands truly are massive.

Because the area is so large, Kameo can ride a horse any time she is in the area. But your trusty steed provides much more than just a means of transport—it is also an excellent war horse and works well in the heat of battle. When faced with a large mob of Trolls, Kameo can lower the horse's head and charge directly into the fray, knocking hapless Trolls to and fro.

Although the Badlands is a seamless part of the game, its inclusion does make it easy to overlook the Enchanted Kingdom. In the Xbox version, the Enchanted Kingdom served as Kameo's hub level. In the Xbox 360 version, the Badlands is the new hub level. As a result, players who are speeding through the game may overlook some of the many secrets and side quests in Kameo's home area.

Story Changes

For the most part, the story behind the game remains the same, but a few key details have been changed over the course of development. While the Xbox 360 version is the canon storyline, looking at some of the changes is interesting.

The first has to do with Ortho and the Mystic. In the final version of the game, the two serve as advisors to the royal family. They bicker a lot, but share no special relationship. In the Xbox version of the game, the two characters were married. This small detail doesn't seem like much, but it was a necessary change due to the way the story unfolds.

Another change has to do with the Crystal Eyes. Because the Xbox version of Kameo didn't have the Badlands, the Crystal Eyes were used to access each area in the game. For the Xbox 360 version this was no longer needed, so the Crystal Eyes became bonus items that modify Kameo's stats. You don't need the Crystal Eyes to finish the game, but, depending on your play style, they can give you a distinct advantage.

Game Basics

Control Scheme

Unlike most games, *Kameo: Elements of Power* doesn't use the traditional action buttons. Instead, the four face buttons (A, B, X, and Y) are used to transform from one creature to another, while the triggers (LT and RT) are used to perform attacks and other actions.

You can also click the L stick to toggle the map on any hub level. Maps are not available during action levels. Clicking the R stick allows you to look around the level and zoom in on distant details.

You cannot move while you are in look mode.



Initially, this will no doubt cause a bit of confusion, as you are likely to press A the first time you want to jump or attack, but once you get used to the system it

works surprisingly well. The control configuration allows for combo chains that would otherwise be impossible to perform.



Know Your Buttons

By default, a context-sensitive key is visible at the bottom of the screen. This key lists the current actions that you can take at any given time. These can vary from a simple move such as "jump" to any of the Elemental Warrior's attack techniques. You can disable this key in the Options menu, but it is best to keep it enabled—at least until you have mastered the combat system.

Quick Change Wheel

Normally, you assign Elemental Warriors to buttons via the Wotnot Book. However, mastering the quick change wheel allows you to access any available warrior with the mere touch of a button.



Instead of tapping one of these three face buttons (B, X, and Y), hold it down. After a second a selection wheel pops up on screen allowing you to choose your desired warrior with the L stick. Let go of the face button to transform.

Elemental Alignments



Every creature within *Kameo* has an Elemental Alignment that determines how much damage occurs during combat.

Sometimes the alignment works in your favor, such as attacking a Plant Troll with a fire-based Elemental Warrior, but it can also work in reverse—attacking that same Plant Troll with a water-based Elemental Warrior will heal it! Be sure to check the Troll Database for a complete listing of Elemental Alignments and interactions.

Using the Elements to Your Advantage

Mixing and matching elemental attacks works well against Thorn's Trolls, but crafty players can also use the differences between Kameo's Elemental Warriors to their advantage.



For example, Deep Blue has the ability to shoot out an oil slick. If this hits fire, it ignites violently. On some levels though, there is no ready fire. What to do? Shoot out the oil slick, morph into Ash and light it yourself! This is a great way to take out a group of Trolls.

Scoring System

At the end of every action level, your performance is ranked with a letter grade. Based on your total score for the level, rank can vary from A (the best) to G (the worst). Earning a rank of A in a given action level is counted as an achievement and adds to your Xbox 360 Gamerscore.

The game actually has two score counters running internally: your total score, as well as your current score for the level. When you complete a level, the level score is added to your total score for the game. However if you quit in the middle of a level or lose all your health, the level score is reset to zero. As a result, it pays to stay alive when going for a high score.



NOTE

Certain noncombat tasks, such as finding Elemental Fruit, also add to your score, so be sure to complete every side quest in the game.

CAUTION

Be sure you don't accidentally heal an enemy with an Elemental Attack. Every time you heal an enemy, your score decreases!

Rankings Chart

Rank	Thorn's Castle	Forgotten Forest	Water Temple	Snow Temple	Thorn's Pass	Thorn's Airship	Overall
A Rank	15,000,000	15,000,000	17,000,000	30,000,000	30,000,000	30,000,000	130,000,000
B Rank	3,000,000	4,000,000	5,000,000	4,000,000	8,000,000	7,000,000	30,000,000
C Rank	600,000	750,000	1,250,000	900,000	3,000,000	1,200,000	10,000,000
D Rank	135,000	85,000	250,000	250,000	300,000	600,000	2,000,000
E Rank	13,000	30,000	50,000	80,000	30,000	50,000	500,000
F Rank	1,300	1,000	7,000	8,000	5,000	7,000	100,000

Multipliers

Scoring is done on a traditional points system, but to achieve the highest possible score you must master the multipliers. Multipliers are awarded for Brutal kills as well as Carnage and Frenzy bonuses. Because each of these multipliers adds to the prior one, scores can quickly reach large values.

For example, most standard Trolls in the game are worth 5 points for a normal kill. If you use a basic attack to kill a Troll, you'll only earn those 5 points.

Now, take that same Troll, but kill it after you've earned a number of Brutal, Carnage, and Frenzy multipliers. With 8 Brutals, 7 Carnage, and 3 Frenzy, you would have a total multiplier of 168 ($8 \times 7 \times 3$), making that 5-point kill worth a total of 840 points.



To keep things balanced, Kameo has a number of ways for you to earn multipliers, but it is just as easy to lose them. You can lose multipliers in the following ways:

- If you are hit, all multipliers decrease by one, resulting in a total 3x drop.
- If you are set on fire, all multipliers decrease continuously until the fire is put out.
- If you quit a level or die, all multipliers are reset to zero.

Because multipliers do not carry over from one action level to the next, you always start with a multiplier of 0 whenever you start a new level.



Scoring does not occur in the Badlands area, so head there to try out new moves and combos on unsuspecting Trolls without risking your hard-earned multipliers!

Earning Brutal, Carnage, and Frenzy

Earning Brutal kills is simply a matter of dispatching your enemy in the most horrific way possible. Each of the following attacks guarantees a Brutal:



- Weedkill
- Lockjaw
- Dragpool
- Fire Blaze (only gives Brutal if set on fire)
- Wildfire (only gives Brutal if set on fire)
- Inferno (only gives Brutal if set on fire)
- Incinerator (only gives Brutal if set on fire)
- Fire Burst (only gives Brutal if set on fire)
- Backblast
- Hurl
- Deep Chill
- Slam Hammer
- Any freezing attack + shattering your opponent
- Oil + fire
- Knocking an enemy off a cliff
- Knocking an enemy into spikes
- Knocking an enemy into a fan
- Knocking an enemy into water
- Knocking an enemy into lava
- Crushing an enemy with a chandelier
- Crushing an enemy with a weight
- Explosives
- Exploding towers
- Wall grinders

The Carnage multiplier is based on your total number of kills, so the more death and destruction you cause, the better. Frenzy is based on the speed of your kills; if you manage to kill a second enemy within a few seconds of the first, a Frenzy multiplier is awarded.

Warrior Focus



enemies move slower and a blanket 2x multiplier applies across the board. This multiplier is lost as soon as you exit Warrior Focus.

You can enter Warrior Focus mode by rapidly eliminating a number of enemies and filling up your focus meter.

While in Warrior Focus mode,

Note

While in Warrior Focus, Frenzy is calculated based on the speed of your opponents, not on the speed of Kameo. As a result, it is easier to obtain Frenzy multipliers while in Warrior Focus.

Doomed Trolls

Doomed Trolls are special enemies that appear only in Warrior Focus.

Designed to provide a challenge for advanced players, as well as an additional



scoring opportunity, Doomed Trolls obey a special set of rules:

- Doomed Trolls move at the same speed as the player. They are not slowed down.
- Doomed Trolls are neutral alignment.
- Doomed Trolls do *not* appear in Thorn's Castle during story mode. They *will* appear in Thorn's Castle during a replay.
- The number of Doomed Trolls that appear is directly proportioned to your Carnage:

10 Carnage = 1 Doomed Troll

20 Carnage = 3 Doomed Trolls

30 Carnage = 5 Doomed Trolls

40 Carnage = 7 Doomed Trolls

50 Carnage = 10 Doomed Trolls

Play It Again, Sam

Kameo is very much a story-driven game, but once you've completed the main quest, there is still plenty more to do and see, not to mention high scores to be earned. If you didn't get a high enough score in an action level to obtain the unlockables for that level, you can replay the level until you earn the requisite number of points.

You can replay a level by going to the Magic Mirror in the Chamber of Portraits in the Enchanted Kingdom or by accessing the Score Attack option in the Main menu.



Note

Boss battles are not considered to be part of the action levels, so they are not included in replays. To replay the boss battles, you must unlock them.

Downloadable Content

With Xbox Live, you can add additional content to the game simply by going to the marketplace and purchasing the item of your choice.

Create an Xbox Live Gamertag

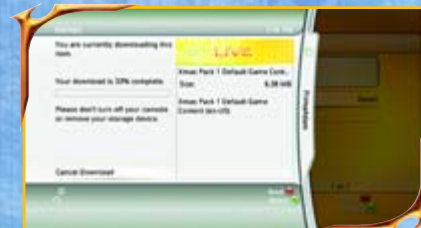
If you don't already have an Xbox Live account, you need to sign up for the service before you can download any additional content. There are two tiers of Xbox Live: Gold and Silver. The Gold level requires a subscription fee, but the Silver level is completely free. Both levels allow you to download content from the marketplace.

Boot your system and go to the Xbox Live blade. If you do not have an account, click on Join Xbox Live and follow the prompts to set one up. If you already have an account, sign in with your existing profile.



Once you have signed in, click on the Xbox Live Marketplace. Click on Game Downloads, then click on Kameo.

Choose the item you want to download. Be sure to note the number of points that each item costs; once you confirm the download, the points are deducted from your account.



For example, here is the download process the Winter Warrior pack:

Wait for the download to finish—do not turn off your system while the download is in progress.

Once the download is complete, click done. Return to the Xbox Dashboard and start Kameo.

Open the Wotnot book and choose one of the Elemental Warriors. Select "Alternate Skin" to apply the Winter Warrior skin you just downloaded. Ta-da! This simple process



works for all skin downloads. (Note: you must change Kameo's costume in the Bonus menu in the Wotnot.)

Getting Extra Help

Kameo has a surprising amount of help built-in to the game itself; you only need to seek it out. Don't be afraid to interact with characters and items in the environment, as they may hold valuable information about your quest, or even tips on how to play the game.

King Solon's Painting

On the wall of the Throne Room is a portrait of King Solon as he charges into battle. This is no normal painting; it has been enchanted with knowledge of the battle system.

Interact with the painting to learn more about fighting Thorn's forces.



Information Vendors

Though the item shops are the most visible vendors in each town, they aren't the only ones willing to take your money. Information vendors also abound, but these

folk trade in knowledge rather than items. Be sure to talk to everyone in town, as you never know what little bit of trivia might turn up—just be prepared to cough up some runes for the pleasure!



Loading Hints

One of the most overlooked sources of information in the game is the loading screen. Be sure to read the tidbits that flash up whenever the game is loading.



Character Profiles

Kameo

Kameo is the adopted daughter of Queen Theena. Her origins are a mystery but her intentions are not. Kind and compassionate, Kameo was



genuinely surprised when her mother bestowed the power of the Elemental Transformation Magic upon her. When the Enchanted Kingdom is attacked by Thorn, Kameo quickly rushes to its defense, thinking only about the safety of others and never of herself.

Warrior Trainer

"My brightest students always understood that defense is as important as attack."



Underneath his rough exterior lies a heart of gold. The Warrior Trainer helps Kameo learn the basics early in her quest, and then challenges her skills later on. Look for the secret entrances to his underground training center hidden throughout the Badlands. Mastering the trainer games brings money and prestige.

The Mystic

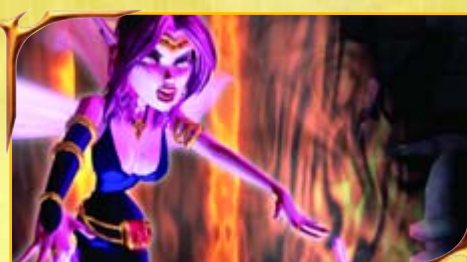
"Her failure to detect this uprising was inexcusable; I have banished the Mystic to the gardens among the goblins. No longer will she serve at my side." —King Solon's diaries



A grotesque lizard-woman, the Mystic is one of the royal family's two advisors. Blessed with the magic of second sight, the Mystic uses her Crystal Eye to part the sands of time and obtain brief glimpses of both the past and the future. Though King Solon trusted her with his life, at least one of the Ancestors is suspicious of her motives.

Kalus

"All these years I've screamed out from my little sister's shadow, but not even my stupid family can deny birthright. A few more days and the Element of Power is mine!"



Kameo's sister and the true daughter of King Solon and Queen Theena, Kalus is compassionate but hot-headed. As her lust for power grows, so does her propensity for rash behavior. Angry at her mother, and feeling cheated out of her legacy when the transformation magic is passed on to Kameo instead of her, Kalus betrays her people and frees Thorn from his eternal prison.

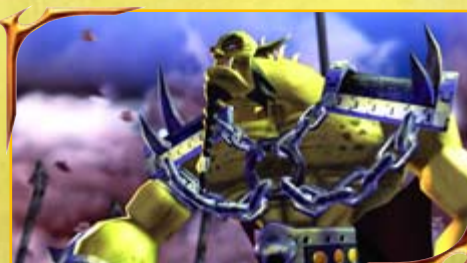
Ortho

This crotchety old wizard has zapped himself inside the magical Wotnot book. The second of the royal family's advisors, Ortho is initially wary of Kameo's ability, but slowly comes to trust in her talents. Because he lives within the Wotnot, Ortho accompanies Kameo on her quest, dispensing advice whenever it is needed. Don't hesitate to call on his wisdom if you require assistance.



Thorn

"Why do the Elves rule us with such unquestioned supremacy? Our technology, our sweat, our lives are given in service of this land...Let us rise up and take it!"



The Troll King, Thorn believes in the superiority of technology over magic and desires power above all else. King Solon fell victim to Thorn's deceptive cunning, but not before trapping him within an Elemental prison. Though he has vowed to eliminate the Elves, Thorn strikes an alliance with Kalus when she agrees to free him and assists with the assault on the Enchanted Kingdom.

King Solon and Queen Theena

"Whenever I return to my home, I find Kalus older and stronger. Her childhood is slipping through my fingers, and I am duty bound to miss it..."

—King Solon's diaries

Wise and fair, King Solon and Queen Theena ruled the land of the Elves for many years. When Solon was killed by Thorn, Theena rose to the occasion and now leads the Elves by herself. Loved by her subjects, Theena's kidnapping was the first step in Thorn's latest drive for dominance.



Farron

A mysterious warrior, Farron commands the Elvin armies on the battlefields of the Badlands. Though he is a solid warrior, even his resources have been stretched thin by the constant fighting with Thorn's army. During the course of her quest, Kameo will find herself fighting alongside Farron and his men in order to ensure the safety of the Enchanted Kingdom.



Halis

Halis is the youngest of Theena's siblings and is capable of some surprisingly powerful magic. However, he prefers to rely on his physical strength and agility during battle; Halis keeps himself fighting fit, even in times of peace. From their first meeting, Halis and King



Solon became fast friends, and the two would often train and travel together as Solon continued his search for the Elemental Warriors.

After Solon's disappearance, Halis took it upon himself to mentor young Kameo in everything physical, teaching her to fight with her fists and wits. Kalus was invited to these sessions, but refused to participate, dismissing them as childish and unbecoming of a princess. This was the start of a rift between Halis and Kalus that grew as time went by.

Trapped in the Forgotten Forest, Halis holds the spirit of Ash, one of the Elemental Warriors.

Lenya

Lenya, Theena's older sister, is happy to leave the supervision of the Kingdom to the rest of her family and concentrate instead on



maintaining good relations with the tribes. To this end, Lenya can usually be found trying to keep everyone happy, organizing banquets, and leading celebrations whenever possible.

During Kameo's first fateful confrontation with Thorn, Lenya watched helplessly as Kameo was bested and the warriors reverted to Elemental Sprites. In the confusion, Lenya was able to keep Chilla's sprite hidden from the Trolls and keep it safe for Kameo until her rescue from the submerged depths of the

Yeros

Water Temple.

The oldest of Theena's relations, Yeros has a deep love for storytelling, an almost limitless capacity for anecdotes and tales of his youth—often slightly embellished—and would gladly regale young Kameo and Kalus with these stories at any opportunity. Yeros is also a shrewd judge of character and was one of the few Elves capable of looking past Thorn's appearance...seeing the potential for deceit.



Since the day that the remaining Elemental Sprites returned to the Kingdom carrying Kameo amongst them, Theena had always believed it was the baby's legacy to receive the Element of Power. Yeros—who was wise enough to spot Kalus's spiteful attitude from an early age—readily agreed with her.

Kalus has spirited Yeros away to the Snow Temple where his companion spirit, Snare, is relatively powerless.

Elemental Warriors

The Elemental Warriors are much more than just fighting machines. Each has a special ability that must be exploited if Kameo is to succeed in her quest. Learn the powers of the warriors well, as you will need them all. Also, don't be afraid to combine their powers. Kameo can transform from one to another at any time, allowing for some impressive combo attacks.

Every Elemental Warrior has two sets of moves: standard techniques and advanced techniques. Standard techniques are available as soon as you obtain the warrior, but you learn advanced techniques by feeding the warrior Elemental Fruit.

Pummel Weed (Plant Type)

The Queen of the Third Age spent much of her life hunting for the Elemental Warriors, scouring the wilderness with her most trusted troops. Eventually she discovered an Elemental Sprite deep within a meadow filled with fruits and berries.

With the fabled Wotnot book in her possession, the Queen was able to capture the Elemental Sprite and restore its true identity: Pummel Weed, the Elemental Warrior whose existence kept the harvest bountiful and helped the fruits of the land to ripen. With Pummel Weed at her command, the Elves would never go hungry again.

Later, the Queen used the Element of Power, transforming into Pummel Weed and harnessing his powerful techniques to destroy a rebel uprising in the old Sargothan ruins—an uprising that would have threatened the Elves' very way of life.

Techniques

Jab

A quick Jab with Pummel Weed's glove that damages most unprotected enemies. Repeatedly alternating left and right Jabs allows Pummel Weed to pull off his Wildweed combo, which culminates in a damaging uppercut.

Weed Creeper

This technique lets Pummel Weed retract his body into his head, which in turn submerges into the ground. In this state Pummel Weed can "limbo" under certain obstacles and avoid attacks.

Shredder

Using the Shredder, Pummel Weed can take control of empty shells and similar Troll weaponry, delivering a spiky slam to enemies within reach. When the spirit bar is drained, Pummel Weed flips the shell away.

Advanced Techniques

Uprooter

The Uprooter lets Pummel Weed deliver a powerful uppercut blow to the underside of a nearby enemy.

Razor Top

Once the Razor Top technique has been acquired, Pummel Weed's topmost leaves grow a set of spiky red thorns. Used with the Weed Creeper technique, these thorns deal heavy damage to any enemy that Pummel Weed brushes up against.

Wildrush

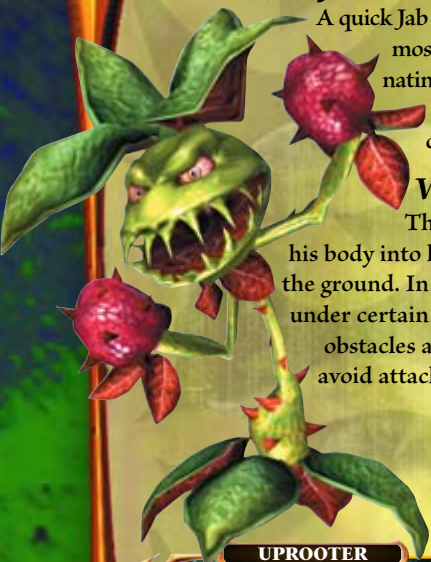
The Wildrush unleashes a double-fisted blow that allows Pummel Weed to smash through some obstructions, including certain types of shields, and deliver damage.

Weedkill

Weedkill, a lethal blow that delivers a Brutal Battle Bonus when used correctly, is a charged uppercut that tears an enemy limb from limb.

Spirit Up

This technique increases the size of the spirit bar.



Rubble (Rock Type)

Rubble was recovered by the King of the Sixth Age, when the Elves discovered a remote cave on the peak of distant mountain. Climbing to the top of this mountain was a difficult and lengthy journey that cost several lives, but the King was at last successful.

Rubble ensured that the soil underfoot would always be fertile and produce good, healthy crops. In combat his abilities helped the Royals to turn the tide of many battles.

Those were difficult times, as the Elves struggled to bring peace to the land, but Rubble ensured many victories as his powers trapped bandits under many tons of earth and stone and split the very earth itself to swallow up an approaching army.

Techniques

Sling Stone

The Sling Stone launches a fast-moving, low-firing rock in the direction that Rubble is currently facing and stuns any enemy it hits. As with Stone Chip, thrown rocks return to Rubble automatically, dealing double damage if upgraded.

Stone Chip

The Stone Chip technique allows Rubble to temporarily remove a part of his body and fire it in a high, slow-moving arc. The rocks can be used to stun enemies or hit certain targets, and they return to Rubble automatically, soon after being fired.

Gravel Blast

The Gravel Blast technique must be charged, and when fully primed it causes Rubble to fire off all of his rocks in several directions, hitting multiple targets simultaneously. This is a potent technique, but it leaves Rubble defenseless for a short time until all his rocks return.

Advanced Techniques

Razor Stone

Once Rubble has the Razor Stone upgrade, his rock is coated in sharp, stony spikes. As a result, techniques that previously stunned an enemy—such as the Stone Chip or Gravel Blast—deal damage instead. Because the rocks are spiky, they stick into an enemy for a short time before returning to Rubble, leaving him defenseless for a slightly longer period.

Rapid Charge

Rapid Charge greatly reduces the time needed to perform the Gravel Blast technique, allowing Rubble to take out multiple enemies quickly and stylishly, even when surrounded and at close-quarters.

Stone Storm

The Stone Storm allows Rubble to concentrate the explosion from his Gravel Blast technique in a single direction, mercilessly barraging a target with a hail of rocks.

Spirit Up

This technique increases the size of the spirit bar.



SLING STONE

STONE CHIP

GRAVEL BLAST

RAZOR STONE

RAPID CHARGE

STONE STORM

Ash (Fire Type)

Shortly after restoring Rubble to the Wotnot book, the King's new abilities allowed him to reach a stretch of land where plumes of fire rose high into the sky and the ground was black with soot. Hiding in this desolate place was an Elemental Sprite.

When the King braved the heat and searing flames to capture it, he discovered that it was Ash, the mighty Elemental Warrior who brought the spark of fire to the land, allowing food to be cooked and homes to be warmed.

Ash's powerful flame also allowed the Elves to confuse their enemies with mighty smoke clouds, launching his attack in a shroud of darkness and winning battles before the enemy even knew they had begun.

Techniques

Fire Blast

Fire Blast lets Ash release a burning ball of flame from his mouth. The flame travels in a straight line and passes up and over any obstacles it may come across until it eventually burns out. The fireball damages enemies; it can also be used to light torches and ignite anything flammable, including certain Trolls.

Fire Blaze

The Fire Blaze technique lets Ash produce a continuous stream of flame, which can then be aimed to a limited extent. The flame is most powerful at its tip and can set certain objects alight if it engulfs them for long enough.

Advanced Techniques

Inferno

Inferno greatly increases the length of the flame produced when Ash uses the Fire Blaze technique, but not the duration nor the power. This increased discharge allows Ash to hit enemies from a longer distance, keeping him safer while he's discharging.

Wildfire

Wildfire, an improvement over Ash's Fire Blast technique, fires three fireballs that split up as they travel to cover more ground and strike multiple targets—or a single large target, dealing triple damage.

Incinerator

When Incinerator is triggered, the Troll is sucked into a flaming whirlwind, only to be spat out a moment later in a shower of fire and Troll parts. This one-hit kill also counts as a Brutal kill.

Spirit Up

This technique increases the size of the spirit bar.



FIRE BLAST



FIRE BLAZE



INFERNO



WILDFIRE



INCINERATOR



Major Ruin (Rock Type)

In the Seventh Age of the Realm, Major Ruin's Elemental Sprite was located in the midst of a barren wasteland, where vegetation was scarce and water in short supply.

Major Ruin's elemental powers ensured that cliffs stood firm against the tides and mountains pointed toward the heavens, keeping the towns and people who made their homes on these rocky peaks free from avalanches and other disasters.

In battle, Major Ruin was able to pass through fire unscathed to reach his enemies—a common tactic of the Elves, who would trap their enemies in a circle of flame and use Major Ruin to deliver the finishing blow.

Techniques

Boulder Rush

The Boulder Rush is one of Major Ruin's most commonly used techniques; he builds up power and then spins rapidly forward to vault over gaps and climb up ramps. Boulder Rush can also be used in mid-air, allowing for a second jump, and it can be aimed with the left thumbstick.

Rock Hop

The Rock Hop technique lets Major Ruin climb steps and reach higher ledges with a jump, which can be charged to increase the height that the Major will reach.

Advanced Techniques

Razor-back

Once equipped with the Razor-back upgrade, Major Ruin's stony shell gains an extra layer of spikes. Spikes increase the damage

dealt to any enemies that brush against him. In addition, certain Trolls may become stuck to Major Ruin's shell, and be literally bowled over. Smashing them through crates and other obstructions deals maximum damage as they lie pinned.

Cyclone Spin

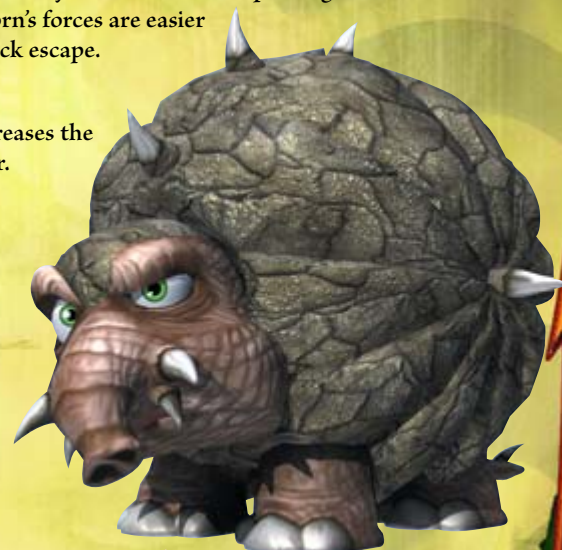
The Cyclone Spin is a wild, frenzied assault that sends Major Ruin hurtling in all directions, damaging any Trolls or scenery he comes into contact with. The technique channels so much power that controlling the Major may be tricky.

Hyper Cyclone Spin

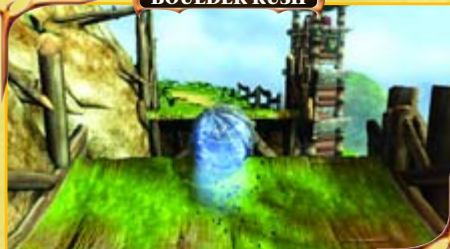
The Hyper Cyclone Spin can be acquired only once Major Ruin has mastered the Cyclone Spin technique. While the effect remains the same, the power is more easily channeled—meaning that Major Ruin becomes more easily controlled while spinning. As a result, attacks against Thorn's forces are easier to direct, as is a quick escape.

Spirit Up

This technique increases the size of the spirit bar.



BOULDER RUSH



ROCK HOP



RAZOR-BACK



CYCLONE SPIN



HYPER CYCLONE SPIN



Deep Blue (Water Type)

A severe storm had destroyed most of an Elfin entourage as they returned from across the sea, and the Queen of the Tenth Age found herself cast adrift on a distant shore...but not alone, as this desert isle was home to an Elemental Sprite.

The Queen had clung to the Wotnot like a lifeline even as her fleet faced destruction, and she was able to capture this sprite, discovering it to be Deep Blue. Deep Blue's abilities kept the rivers and oceans of the land pure and free from disease, as well as providing the Queen with a way back to civilization and her people.

Techniques

Aqua Cannon

Deep Blue's Aqua Cannon technique functions only on dry land. He shoots twin streams of water from his jet-like appendages toward a target. The water from the Aqua Cannon has a different effect depending on the enemy or environment that it hits. The blast is so powerful, Deep Blue is forced backward.

Hydro Thrust

While underwater, the Hydro Thrust technique allows Deep Blue to gracefully travel under the waves. The move becomes

ineffective on land, but it allows Deep Blue to readily deal with anything lurking below the ocean's surface.

Aqua Blaster

Functioning only while Deep Blue is swimming, the Aqua Blaster launches two torpedoes straight ahead. The torpedoes cause a powerful undersea explosion when they hit something, damaging anything nearby. Several sets of torpedoes can be launched simultaneously.

Advanced Techniques

Dragpool

While on land, the Dragpool sinks Deep Blue into a puddle-like state and allows him to drag any nearby Trolls to a watery grave.

Slick Jet

The Slick Jet gives Deep Blue a supply of oil with which to douse his enemies or make the ground slippery. Once a Troll is coated in oil, any fire that strikes it will result in a devastating—and Brutal—explosion.

Splash Down

The Splash Down technique causes Deep Blue to dissolve into a liquid form with just his tentacles protruding. This allows him to slip easily between enemies and evade mode attacks. He can also use his tentacles to grab an enemy and slam it to the ground, or into another opponent.

Spirit Up

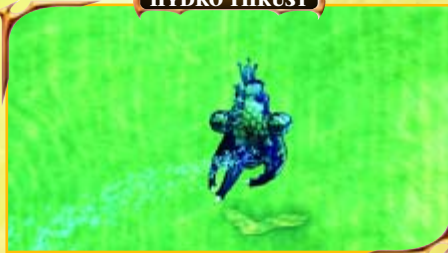
This technique increases the size of the spirit bar.



AQUA CANNON



HYDRO THRUST



AQUA BLASTER



DRAGPOOL



SLICK JET



SPLASH DOWN



Chilla (Ice Type)

The shipwreck of the Tenth Age had scattered the Queen's entourage near and far during a return voyage, and a group of elite guards were forced to return to the Enchanted Kingdom through a cold and distant forest.

Snow weighed heavily on the thick branches and constant storms obscured sight, but many of the guards reported that they had seen a tiny, scurrying figure in the blizzard. Only when the Queen later returned to this forest with her warriors could this mystery finally be solved—the guards had been accompanied by another Elemental Sprite.

When captured, this Sprite was restored to its true identity: Chilla, whose powers kept the winter winds fresh and crisp.

Techniques

Aim

Aim plants Chilla on the spot and leaves him able to concentrate on precision attacks, even on faraway enemies, as well as allowing him to get a better view of his surroundings.

Ice Spike

While using Aim, Chilla can remove some ammunition from his back and hurl it toward a distant target to take it out. If Chilla has a Troll on his back, he'll throw it. Failing that, Chilla removes one of the spikes from his own back.

Ice Pick

When near an ice-covered surface, Chilla can use spears from his back and start to climb using the Ice Pick technique. While climbing, Chilla can bound quickly across the wall in one of four directions, or choose to let go and drop some distance, reattaching to the wall if he chooses.

SpikeBack

When moving normally, the SpikeBack technique allows Chilla to grab a nearby enemy and impale it upon his spiky back. Once the enemy is impaled, it becomes a useful weapon.

Advanced Techniques

Deep Chill

Deep Chill lets Chilla charge up an ice spear from his back until it is cold enough to instantly freeze any enemy it hits. The frozen enemy then waits helplessly for Kameo to finish it with another attack or face an icy death some moments later.

Spike Storm

The Spike Storm technique summons a cascade of icy shards out of thin air, which fall to earth around Chilla and stun any enemies they hit. Chilla can't move while the shower is in progress.

Slam Hammer

When Chilla has an enemy in his hands as a melee weapon, and wishes to dispose of it quickly, the Slam Hammer provides a finish so spectacular it earns a Brutal Bonus—Chilla slams the Troll into the ground, leaving it helpless.

Spirit Up

This technique increases the size of the spirit bar.



AIM



ICE SPIKE



ICE PICK



SPIKEBACK



DEEP CHILL



SPIKE STORM



SLAM HAMMER

Flex (Water Type)

The King of the Twelfth Age was known for his avarice and eagerly collected the world's many treasures even as he searched for the Elemental Warriors.

Hearing of a secret cavern full of smugglers' gold, the King and his warriors eagerly set out to claim whatever the cave contained as their own—ignoring warnings from many villagers, who believed the cave to be haunted. Reaching this hidden treasure cave, the King felt sure that he was not alone.

Resolving that he and his warriors had nothing to fear, he pressed on into the cave and discovered that the so-called haunting was actually an Elemental Sprite, the greatest treasure of all. Flex was restored to the Wotnot Book that day; his powers ensured that rain fell to water the grasses and feed the fertile crops.

Techniques

Smack

With Smack, Flex delivers a blow from his tentacles to the enemy—a succession of blows unleashes his slap-down combo.

Sucka Shot

For the most part, Sucka Shot is used to drag Trolls toward Flex, wrapped up in his tentacles. In certain cases, it also allows Flex to grapple a distant target and haul himself toward it.

Flingshot

Flingshot catapults a Troll great distances, hurling it into Trolls or any other obstacles and dealing damage as a result.

Sucka Slam

When an enemy is held in Flex's tentacles, use of the Sucka Slam technique stretches Flex high into the air. Coming down to earth with a spin-crunching bump, Flex pounds the helpless Troll against the ground.

Advanced Techniques

Shocker

Once charged, Shocker delivers a killer blow of electricity to a foe in Flex's clutches, dealing it massive damage and filling the air with the smell of charred Troll.

Slapstorm

The Slapstorm technique roots Flex to the spot, and allows him to stretch his form in all directions as he slaps wildly. Any enemies caught in this flurry of tentacle trauma will suffer heavy damage and be knocked away.

Super Shocker

The upgrade to Flex's Shocker technique, once acquired, greatly decreases the time necessary to finish off a Troll.

Spirit Up

This technique increases the size of the spirit bar.

SMACK



SUCKA SHOT



FLINGSHOT



SUCKA SLAM



SHOCKER



SLAPSTORM



SUPER SHOCKER



40 Below (Ice Type)

The Queen of the Thirteenth Age, though blessed with kindness, was fated to take the throne for but a few years before her body succumbed to the ravages of illness. In her brief reign, she was credited with many good deeds, the most noble of which saw her venture out in a snowstorm.

While attending a summit in a tribal village, the Queen overheard the distressed muttering of a child's family, and she would hear no argument—she braved the ravaging weather with her Elemental Warriors and returned triumphantly with the child held safe in her arms. In gratitude, the villagers revealed to her a long-held secret...an Elemental Sprite that they had safeguarded through the generations.

This Sprite was, in fact, 40 Below—the warrior whose magic kept the ice at bay in spring and ensured a cleansing winter.

Techniques

Frostbite

Frostbite leaves an enemy out in the cold; the technique allows 40 Below to deliver an icy blast from his mouth, which damages any Trolls within reach.

Snowball

This technique allows 40 Below to magically summon an enormous, spiky snowball, a gateway to other potent attacks.

Wrecker Ball

When 40 Below is holding a snowball in his hands, Wrecker Ball starts him spinning. 40 Below can then bounce hordes of enemies into oblivion, whirling into them at high speed.

Advanced Techniques

Snow Blower

The Snow Blower lets 40 Below unleash a hail of icy ammunition upon Thorn's armies, peppering them with damaging shots.

Snow Roller

The Snow Roller technique sends Thorn's forces reeling as a summoned snowball is bowled across the floor toward them, mowing down anything in its path. A direct strike ensures that Trolls have little health remaining.

Icequake

Icequake smashes 40 Below's summoned snowball into the ground, sending out an icy shockwave that damages nearby enemies and definitely gives them cold feet.

Spirit Up

This technique increases the size of the spirit bar.



FROSTBITE

SNOWBALL

WRECKER BALL

SNOW BLOWER

SNOW ROLLER

ICEQUAKE

Snare (Plant Type)

As the King of the Twelfth Age greedily sought wealth and treasures across the land, his travels led him into the darkest, densest jungle. One by one his guards fell victim to the heat, the foliage, or to wild beasts. Yet the King—aided by his many Elemental Warriors—pressed on alone.

Eventually, the King arrived at the ruins of an ancient Sargothan temple. This long-lost race of soothsayers had little treasure to offer, but the temple was home to another Elemental Sprite.

Once restored to the Wotnot, its identity was clear. It was Snare, whose elemental powers kept the choking weeds and poisonous nettles at bay so that healthy plants could grow.

Techniques

Bite

The Bite technique causes Snare to lunge forward, grasping a hapless Troll in his jaws and leaving it to dangle like a chew toy, dealing damage and slowly draining spirit energy.

Spit Baddy

Any Troll in Snare's jaws can be expelled with a salivary excretion—spat out in other words. The unfortunate Troll hurtles across the landscape until it strikes something, causing damage to itself and anyone, or anything, else it encounters.

Root Tremor

While in motion or with his mouth full, Snare can attack oncoming enemies by summoning a trail of tree roots that clears the way ahead. The roots bowl over any enemy that they encounter, and their deep-seated base can even uncover enemies lurking underground.

Root

Snare's Root technique is primarily a defensive attack; when rooted to the spot, Snare can swing his oversized head around his body with the left thumbstick, knocking over all but the sturdiest enemies. When rooted, Snare can also throw certain objects by building up a back-and-forth motion.

Roam

Roam allows Snare to retract his roots and return to moving normally.

Advanced Techniques

Lockjaw

Any Troll dangling from Snare's mouth will be tossed high into the air with the Lockjaw technique. With his jaws open, Snare then positions himself underneath the descending foe so that the Troll disappears into his mouth.

Toxic Bile

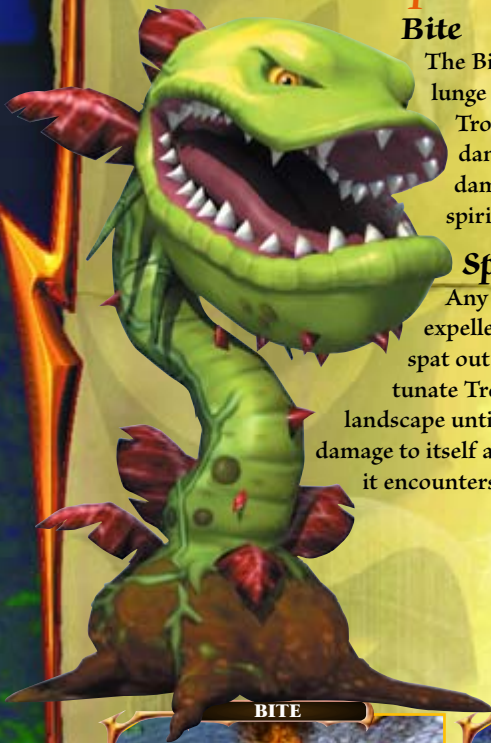
When rooted, Snare can concentrate his acidic nature and unleash the Toxic Bile technique. When charged, Toxic Bile spews poison over any Trolls unlucky enough to be nearby.

Rootquake

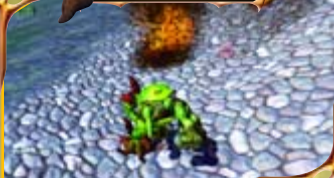
The Rootquake upgrade greatly increases the distance that the Root Tremor attack can travel before dissipating, allowing Snare to strike farther and stay safer while executing the technique.

Spirit Up

This technique increases the size of the spirit bar.



BITE



SPIT BADDY



ROOT TREMOR



ROOT



ROAM



LOCKJAW



TOXIC BILE



ROOTQUAKE



Thermite (Fire Type)

Solon, King of the Fifteenth Age, was journeying far from home and so devoted to the recovery of the warriors, he plunged into the raging heart of a fiery volcano to retrieve the Elemental Sprite.

The reward for his bravery and obsession was Thermite, the mighty warrior whose elemental forces kept the heart of the planet itself a raging firestorm—bringing warmth to protect life itself. Solon was able to use this final warrior and the now-completed Wotnot to quell a Troll insurrection, banishing the Trolls and ushering in a new era of peace.

It was Solon who commanded the Chamber of Living Portraits be constructed as a memorial to the war, and to the struggle he and his forefathers had endured.

Techniques

Mortar

The Mortar technique prepares Thermite to fire his wide array of bombs and allows for a strafing, side-to-side movement—especially useful when attempting to avoid incoming fire.

Firecracker

This technique releases a spray of tiny firecrackers from Thermite's magma bowl with enough force to jerk him backward. The firecrackers detonate individually, and their spiky edges cause them to stick to Trolls, juggling them in a series of painful mini-explosions.

Lava Bomb

While using Mortar, the Lava Bomb technique fires a magma grenade in an arc from Thermite's bowl. The grenade explodes shortly after and the powerful blast can take down armored foes, obstructions, even rocks and stones!

Blast Shield

Blast Shield renders Thermite invulnerable from all that the Trolls can throw at you, including explosions, fire, and other hazards. Be careful though, running out of spirit energy in a dangerous situation could leave even Thermite feeling hot-tempered.

Advanced Techniques

Fire Burst

This upgrade to Thermite's Lava Bombs leaves behind a pool of Troll-searing fire in their wake, even after the explosion has dissipated. The flames linger for several seconds.

Atom Splitter

With Atom Splitter, the powerful advanced technique that affects Thermite's Lava Bomb, a single bomb splits into several smaller segments, which then explode. The resultant blast covers a wider area and deals more damage to any nemesis caught in the wake.

Backblast

Backblast creates a vortex in front of Thermite's magma bowl, which can be directed by aiming the Mortar technique. Any Troll caught in this vortex is dragged, slowly but surely, toward Thermite until it becomes wedged helplessly. Once trapped, the Troll can be blasted out of the bowl in a fiery explosion.

Spirit Up

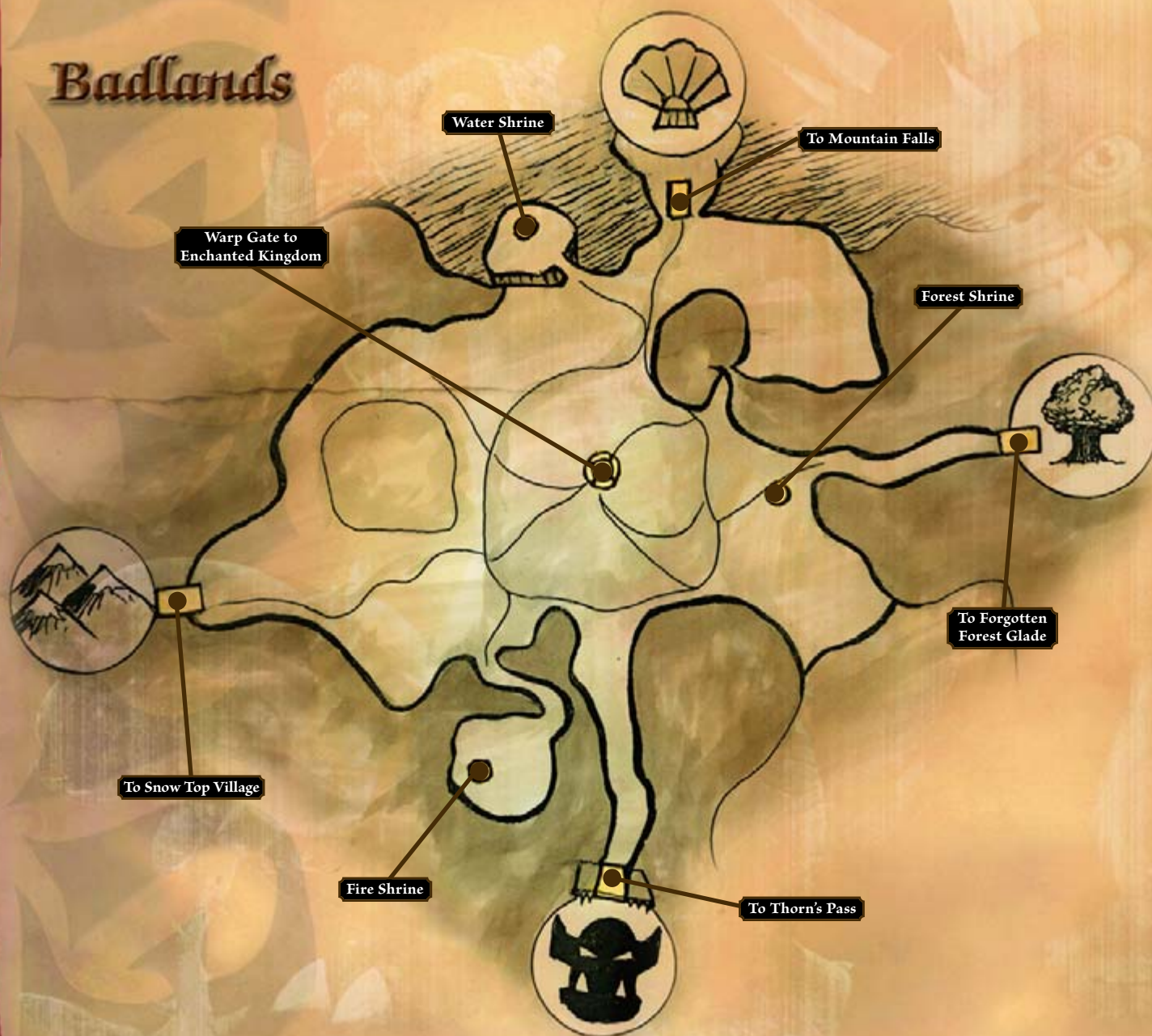
This technique increases the size of the spirit bar.



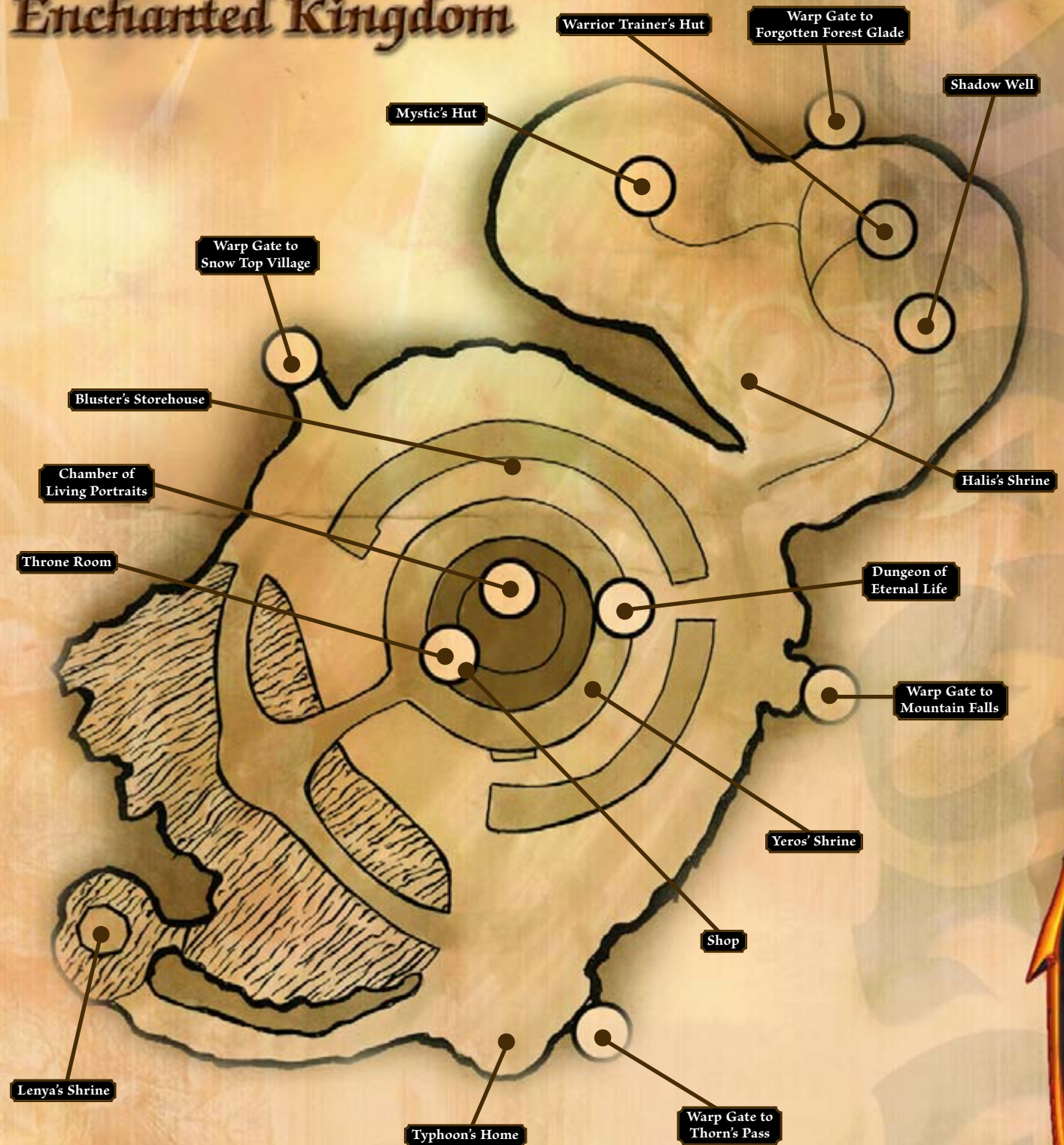
World Maps

The following are general maps of the world. For more specific maps detailing the locations of all Elemental Fruit, Elixirs of Life, and Crystal Eyes, see the maps in the Side Quests sections.

Badlands



Enchanted Kingdom



Forgotten Forest Glade



Mountain Falls

Snow Top Village



Walkthrough: Thorn's Castle



The game starts out with a bang. Immediately after the opening sequence finishes, you are given control of Kameo as she storms Thorn's Castle. Armed with Chilla, Pummel Weed, and Major Ruin, Kameo is well-equipped for the battle. Take things slowly, and make note of the onscreen hints—they will serve you well later in the game.

Storming the Castle



You actually start this adventure as Chilla, halfway into the assault on Thorn's Castle, and the Trolls are none too happy about

NOTE

If you want to score a few extra points, don't climb up the wall right away. Instead, drop down to the platform at the base of the icy wall. Turn around to see two Cannon Trolls standing on the guard tower. Use Chilla's ice spear to eliminate both. Wait for them to line up and you can spear both with one shot. Jump back onto the wall after killing the Trolls. There's nothing else to see here.



your presence. Quickly climb up the wall, following the ice path to the platform on the left.



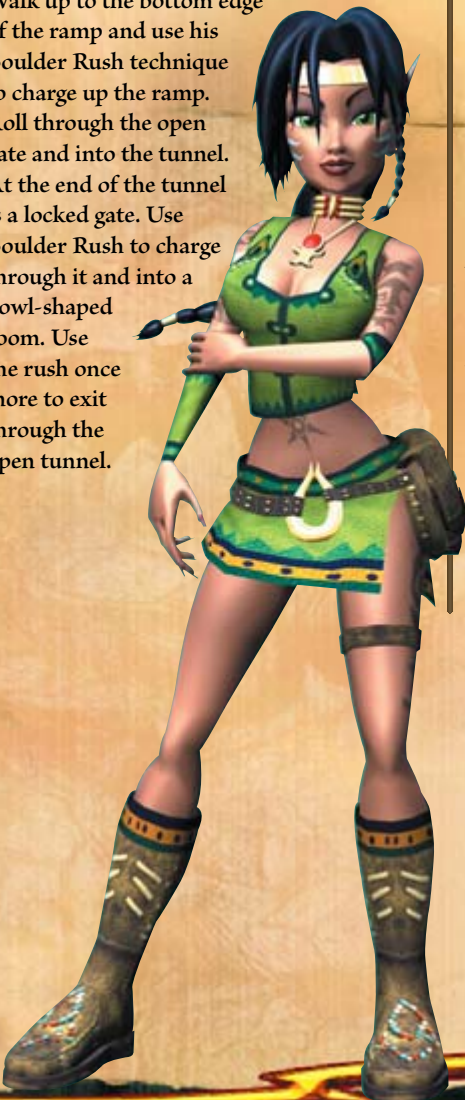
As soon as you step onto the platform, you automatically morph into Pummel Weed. Try out a few moves and use the pugilistic plant to pound some not-so-pretty Troll heads. Kill enough Trolls to trigger a cutscene showing where you need to go next.

Warrior Focus

Keep an eye on the blue meter in the screen's center. It fills up whenever you are attacking troublesome Trolls. Play aggressively enough and you enter Warrior Focus. Similar to "bullet time," Warrior Focus allows you to move at super-speed, making it that much easier to eliminate opponents. Maintain Warrior Focus by constantly attacking.



You are now in the form of Major Ruin. Walk up to the bottom edge of the ramp and use his Boulder Rush technique to charge up the ramp. Roll through the open gate and into the tunnel. At the end of the tunnel is a locked gate. Use Boulder Rush to charge through it and into a bowl-shaped room. Use the rush once more to exit through the open tunnel.



The tunnel drops you into an open chamber that is segregated into pens. Some boxes and ball-shaped objects are in the pen with you. Practice Major Ruin's moves before using the ramps on the back wall to escape. Rush up one side of the fence and down the other. You're now in a second pen, only this one has some beetles. Use the rush attack to flatten the bugs with Major Ruin's spikes. Exit this pen by rolling up the ramp on the back wall.



Morph into Pummel Weed and walk over to the open area. A gray Shell Troll appears and quickly ducks under one of the silver shells. Avoid it while it is spinning, but once it stops and the spikes retract, run up to the side and use Pummel Weed's uppercut to flip the shell off the Troll. Now that he's exposed, pummel him into submission.



Don't try to rush across the bridge. As soon as you step onto it, a large pipe comes crashing down from the ceiling and destroys the span.



Trolls spawn at the other end of the room and start attacking. Kill them all. Morph into Major Ruin and jump over the ramp into the next room.



Watch out for the Fire Troll wandering around. Pummel Weed burns easily, so use Major Ruin's rush attack to squash the Troll. Exit this area by using the ramp set into the back wall to jump on top of the cages. Jump from the small incline on the top of the first cage to the second.



Before jumping to the roof of the second cage, use Chilla's ice spear to eliminate the beetles on the platform.

Bloody Good Multipliers

The more vicious the kill, the higher the score. Keep an eye out for natural dangers, such as spikes protruding from a wall. Toss your enemies into them and the game rewards your aggression. An easy way to ensure a spiky doom is with Chilla. Grab a Troll and toss it onto Chilla's back. Walk over to the spikes, switch to aim mode, and throw the helpless victim right onto the patch.



Knock Them Out



Jumping into the elevated tube takes precision. First, line things up by putting Major Ruin in the ramp's center. Adjust the camera so the tube opening is directly in front of Major Ruin. Charge up his rush attack and let it rip. You should shoot off the edge of the ramp and right into the tube. Once inside, charge up the rush attack once more and shoot down the tube. This kills any stray beetles wandering about.



You are now on the far side of the main room, on the platform that the crumbled bridge used to reach. Use Chilla's ice spear to make short work of the Fire Troll and then exit this area by rolling up the ramp and through the tube with Major Ruin.

Mini-Boss: Roll-Trolls

The Roll-Trolls are a feisty bunch, but with a little persistence—and a little knowledge of physics—you can make short work of them.

Roll Them Up



Use Major Ruin's rush attack to speed into the first Roll-Troll. As soon as you connect, the Roll-Troll curls up inside its protective ball.



It's just like playing pool! Line up Major Ruin and then rush into the metallic marble housing the Roll-Troll. Knock it up the ramp and right into the pool of lava. If you happen to be near the edge of the platform, knock the Troll off the side and into thin air.

Defeat the Second Wave



After the first Roll-Troll is knocked out of commission, the Cannon Trolls on the roof launch a group of the Rock-Trolls into the courtyard. Use the same technique to clear the crowd. Once you've defeated all of the Roll-Trolls, a fireball hits the gate, melting the ice block at the top.



Don't bust open the boxes unless you're low on health. Most have hearts hidden inside, and it's better to save these for when you need them.

Fight Through the Burning Tower



Use Chilla's ice spear to hit the red jewel at the top of the gate. It raises a few inches,

but not enough for Kameo to pass. Switch to Pummel Weed and use the weed creeper move to go underground. In this state you can slide under the raised gate.



Run across the bridge, but don't stop to smell the roses! As soon as you start across, the path is destroyed. Watch out for the Troll climbing up the side of the bridge, near the gate. Shoot the red jewel embedded in the gate and use Pummel Weed to slide underneath.



Fight up the tower. Keep an eye on the stained-glass windows—Trolls jump out as you pass by. Stay in the Pummel Weed form as you meander up the path, because his quick jab can make short work of most Trolls. If all else fails, a well-timed uppercut will send an unsuspecting Troll flying right out the window. At the top of this tower is a third gate. Do your shoot and slide thing to squeeze on by.



At the end of the bridge are four Trolls. You can ignore them and walk across the span—a huge fireball will crash into the bridge, wiping them out. But that's not very sporting, is it? Instead, morph into Chilla and line up the perfect shot with your ice spear. Good aim is rewarded with extra score multipliers. With the Trolls out of the way, walk across the bridge and watch the fireball blow a hole right in front of you.

Note

If you can hit all four Trolls with a single spear, you immediately enter Warrior Focus. Quickly race across the bridge to trigger the fireball and watch the bridge get blown apart in slow motion. It doesn't do anything special, but it looks very cool.



Use Major Ruin to jump over the missing bridge segment and enter the burning tower on the far side.



Before following the path up the side of the tower, use Chilla's ice spear to knock down all three chandeliers. It may not

look like much, but each one leaves a despicable Troll crushed.



Follow the path to the left. Use Major Ruin to jump over the crack and then cross over the center of the room. A section of the walkway appears damaged, but it's not. You can safely walk on it all.



On the far side, revert back to Kameo and start flying. Flit up the tower and don't worry about the bombs the Cannon Troll is shooting out. As long as you are airborne, the bombs roll right underneath your feet. Zip right, next to the Cannon Troll, and execute a flip kick to knock him out. Shoot the gate and slide underneath.

Rooftop Hijinx



As soon as you enter the roof area, a gaggle of Trolls rushes out to attack. Tap in Pummel Weed and fight back with great vengeance and furious anger to trigger Warrior Focus. Once in focus, make short work of the Trolls.

Caution

Cause enough damage in Warrior Focus and the Doomed Trolls appear. These supernatural creatures attack in waves of up to 10 and always move at full speed. The number of Doomed Trolls per wave is directly proportioned to your Carnage score. Drop out of Warrior Focus and the Doomed Trolls disappear, only to reappear the next time you enter Warrior Focus. A skilled player can use the Doomed Trolls to rack up a massive multiplier, but if you're low on health, taking on a pack of Doomed Trolls is a risky proposition. The first time you play through Thorn's Castle, the Doomed Trolls will *not* appear; however, they appear in subsequent replays and in every other area of the game.

Tip



Before you defeat the first wave of Trolls, flip the silver shells off the edge of the roof. Shell Trolls make up the attack's second wave, but if there are no shells for them to duck under, the pasty-looking creatures are sitting ducks.



TIP
If you think you've destroyed all the Trolls, but the Shell Trolls refuse to come out, look behind the boxes. The Trolls may look tough, but they're only dangerous en masse. Left alone these fearsome warriors run and hide.



With the Trolls out of the way, a new tower rises from the ground. Use Chilla to shoot down the Cannon Troll in the tower and clear the way to the wall. The ice wall is too far away for Chilla to reach, so a combo move is required. Use Major Ruin's rush to launch off the edge of the ledge and then morph into Chilla mid-jump. The momentum from the jump carries Chilla to the ice wall where he can grab hold and climb up.



Spear the Troll climbing the far ice wall before you jump over. Repeat the Major Ruin/Chilla combo jump to clear the gap and grab the wall.



At the top of the platform, another Troll lies in wait. Quickly eliminate him by using Chilla to grab him and toss him over the side of the parapet. Climb up the ice wall to

the uppermost level and prepare to face the Armor Troll.

Boss: Armor Troll

The Armor Troll is one tough cookie. Impervious to nearly all attacks, he has one weak spot—his jaw. Land the perfect shot to stun this behemoth, and then finish the job by attacking his exposed neck.

Wait for the Lean



The moment of opportunity comes when the Armor Troll leans forward. Use Pummel Weed to land an uppercut squarely on his jaw. Miss, and the Armor Troll retaliates. Score a hit and he stumbles back with his neck exposed.

Take the Shot



This is it. Fire off as many ice spears as you can while the Armor Troll is incapacitated. Do it quickly enough and he's down for the count. Take too long and the Armor Troll regains his senses. If so, simply stun him with another well-timed uppercut.

Drop the Lights



There is more than one way to skin a cat, or in this case, an Armor Troll. Earlier in the

level you dropped chandeliers on unsuspecting Trolls to take them out, and the same tactic works here. Three circles are laid into the tile floor. Each one is right beneath a chandelier. Wait until the Armor Troll walks into a circle and use Chilla's ice spear to drop a chandelier on his head. This method is a one-hit kill.

CAUTION

Two Trolls hide in the boxes near the door. Breaking these open won't yield any hearts, so stay away unless you want more enemies to join the battle.

Enter Thorn's Throne Room



When the Armor Troll goes down, his massive mallet cracks open the lock on the door to Thorn's Throne Room. What are you waiting for? Run inside and rescue your family!



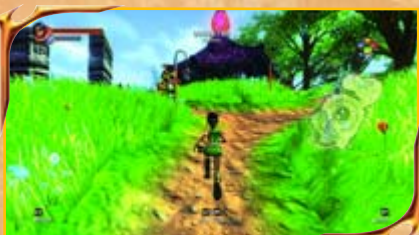
Walkthrough: Pummel Weed

The setup at Thorn's Castle was a trap! Kalus and Thorn were waiting for Kameo, and they knocked the Elemental Warriors right out of her. As Thorn moves in for the kill, Queen Theena summons the last of her strength and teleports a battle-weary Kameo back home to the Enchanted Kingdom.

Learning the Ropes



Groggy and disoriented, you wake up in the Mystic's Hut. An odd-looking lizard woman, the Mystic explains the situation. Queen Theena and the three Ancestors, Halis, Lenya, and Yeros, have been kidnapped by Kalus and Thorn. Although Kalus cannot yet control the Elemental Warriors, neither can you.



Leave the hut and follow the path to the Warrior Trainer's place. The Trainer is waiting for you along with Ortho. A magician and advisor to the royal family, Ortho lives in the Wotnot, a magical book. The Wotnot stores the essence of the Elemental Warriors and protects them from harm. Based on your reckless actions at Thorn's Castle, Ortho doesn't trust you with the stewardship of the book—at least not yet.

Follow the Green Dot

Every hub level features a map on the screen's right side. Your current destination is always highlighted with a green mark. If you ever get lost, simply follow the green dot.



Go inside the Warrior Trainer's Hut to learn the basics of movement and practice some of Kameo's special abilities. The process is a bit tedious, but the Trainer rewards you with an Elixir of Life for successfully completing his tasks. Completing the training also convinces Ortho to give you access to the Wotnot, an item that is integral to your quest.

Toggle the Map

Toggle the map by pressing **L** inward. A single click turns it off, while a second click turns it back on. If the map suddenly disappears while you're in town, simply click the stick. It is easy to accidentally toggle the map if you are constantly moving.





With the Wotnot in hand, return to the Mystic's Hut. The old witch has been brewing up some magic while you were training and she knows where to find the first Elemental Warrior!



Go to the grassy knoll behind the Warrior Trainer's Hut to find the Shadow Well. Jump in to enter the Shadow Realm and face off against the first Shadow Troll.

Boss: Shadow Troll #1

The Shadow Troll is an ethereal being made up entirely of dark energy...and bats—lots and lots of bats. It cannot be damaged directly; instead Kameo must somehow harness light energy and use that to attack the Shadow Troll.

Zombies Want Your Brains!



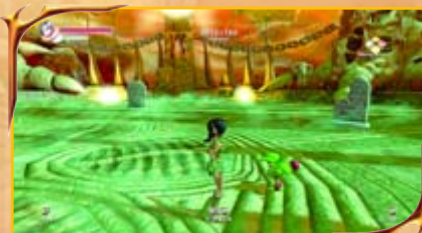
While the Shadow Troll circles around the edge of the arena and looks menacing, Lost Souls start to appear near Kameo. Avoid the flying bats and use Kameo's flip kick to knock out a Lost Soul. Its body disappears, but the spirit essence remains. Walk into the essence.

Negative Attitude



Armed with the essence of Lost Soul, your view suddenly turns negative. The normally dark Shadow Realm is now blindingly bright—except for the Shadow Troll. Wait for it to reform in the swarm of bats and then throw the spirit of the Lost Soul directly at the Shadow Troll. One direct hit takes the monster down.

Rescue Pummel Weed



Without the Wotnot, Pummel Weed's sprite form was easy prey for the Shadow Troll. Walk up to the little guy and absorb his essence. He evolves into his full form before warping you back to the Enchanted Kingdom.



Walkthrough: Rubble

With Pummel Weed in hand, you're ready to deal some damage. But your quest is far from complete. It's time to leave the relative safety of the Enchanted Kingdom and venture forth into the world. Are you ready?

Tracking Down Halis



After Ortho explains Elemental Fruit and the process of upgrading the Elemental Warriors' abilities, return to Mystic's Hut. Back at the Mystic's Hut, the old hag has managed to track down Kameo's uncle, Halis. He's being held in the Forest Temple. Leave the hut and run up to the castle gate.



The gate won't move, but it doesn't have to. Use Pummel Weed to burrow underground and slide under the closed gate. Follow the path on the other side straight into the Dungeon of Eternal Life.



Inside the dungeon, the Warrior Trainer is waiting for you. He opens a portal to the

Badlands, which connects the Enchanted Kingdom to the rest of the world. Jump in to continue the adventure.

The Badlands

A place of constant fighting, the Badlands is ruled by no one. Both Elves and Trolls battle for supremacy with massive armies at their command. For the most part you can avoid the fighting, but if help is needed, be sure to lend a hand!



Hop on your horse and charge into battle. Literally *thousands* of Trolls line the field. Use **Q** to lower your mount's head and plow through the masses. It is a sight to behold.



Let the Elfin Warriors clean up the remainder of the Trolls and head toward the Forgotten Forest Glade. You cannot take your horse out of the Badlands, so dismount when you see the skull sign.



Follow the path until you reach the entrance to the Forgotten Forest Glade.

Forgotten Forest Glade

This once-quiet town populated by plant creatures has been terrorized by the Troll armies. Though the residents are generally friendly, be mindful of your surroundings—the town is not as secure as it used to be.



Follow the Shadow Troll through town. It has another Elemental Warrior trapped inside. Because it has no power outside of the Shadow Realm, the Shadow Troll runs whenever you get near.



The path leads to a massive, abandoned log. Change into Pummel Weed to slide under the otherwise impenetrable vines.



Keep an eye out for beetles in the tunnel. The lush plant life gives them plenty of cover, and they love to sneak up on unwary travelers.

Mushroom Cavern

A favorite among local researchers, the Mushroom Cavern is a dark, dank place where many varieties of mushrooms grow in the wild. It isn't dangerous, but it does house a Shadow Well.



At the end of the tunnel is another passage blocked by vines. Slide underneath and into the next room, which is filled with beetles and a beetle plant. Quickly eliminate the beetles wandering around the room and then knock out the beetle plant. Exit through the second door by navigating around the vines with Pummel Weed.



Chase the Shadow Troll across the log bridge to the entrance of the Mushroom Cavern. Follow it into the cave.



The villagers barricaded the Shadow Well at the start of the war to prevent any children from accidentally falling in. Unfortunately, the fence also prevents Kameo from getting through. Use Pummel Weed to grab a nearby explosive shell and toss it into the fence with an uppercut. A direct hit causes the shell to explode and the fence is destroyed.



Continue past the broken fence and jump into the open Shadow Well. It's time to fight another Shadow Troll.

Boss: Shadow Troll #2

This time around the Shadow Troll is a bit tougher. The bats it changes into are no longer simply a distraction—they attack Kameo directly. It takes two direct hits to put the Shadow Troll down for the count.

More Lost Souls



As before, the Lost Souls are slow and lumbering. Use the kick flip to knock them out before attacking the Shadow Troll. Kill both Lost Souls before attacking the Shadow Troll to prevent any nasty surprises. If a Lost Soul grabs hold, quickly flick **○** back and forth to shake it off.

Step Lightly



Don't waste any time targeting the Shadow Troll. If another Lost Soul spawns and hits you while you're in the negative view, you take damage and lose the Lost Soul essence. After the first hit connects with the Shadow Troll, kill another Lost Soul and attack the Shadow Troll a second time. Two hits and it's outta here.

Rescue Rubble



Pick up the infant Rubble and absorb the essence of this Elemental Warrior so it can evolve into maturity. You automatically return to the Mushroom Cavern.



Walkthrough: Ash

You may have rescued Rubble, but Halis still needs your help. Take your two Elemental Warriors and adventure deep into the Forgotten Forest Glade to find the Forest Temple where the Trolls are holding Halis. You've got a date with danger and you don't want to be late.

Mushroom Cavern Mosquitoes



Your little trip to the Shadow Realm seems to have disturbed some sleeping mosquitoes. Practice using Rubble by tossing stones at the flying nuisances, as well as at their nests. Once you are comfortable with your rocky persona, exit the cave and return to the Forgotten Forest Glade.

Finding the Forgotten Forest Glade

Though you know where Halis is held, knowing is only half the battle. You still have to get to him, and that's the tricky part.



Outside the entrance to the Mushroom Cavern, a group of four Guardian Tree Spirits is visible in the distance. Jump off the side of the log and head over to the clearing.



Toss a stone at one of the Guardian Tree Spirits and hit it in the eye. Over on the other side of the pond, one of the roots blocking the passage momentarily retracts. To clear the path permanently, you must hit all four Tree Spirits at once. Hold down both triggers at the same time to execute a gravel blast attack and throw rocks in every direction.



Swim across the lake and enter the passage to the Forgotten Forest Glade.

Forgotten Forest

The forest may be pretty, but its lush tones are deceptive. There is danger at every turn here, so be prepared. The Trolls aren't going to give up Halis without a fight.



When you enter the forest, a distraught man tells you to turn back. The Trolls are here and they've taken some children hostage. Follow the path to the left where a wooden Shield Troll is guarding a stone statue and a caged child.



You cannot harm a Shield Troll directly. You must stun him first. Morph into Rubble and lob a few rocks over the Shield Troll's head. When the rocks land, they automatically roll back toward Rubble. Keep Rubble aligned with the front of the Shield Troll and the returning rocks will hit him in the back, stunning him.



Change into Pummel Weed and approach the stunned Shield Troll. Without a shield, the Troll is helpless. Pound him into oblivion.



That statue looks mighty hungry. Why don't you feed it? As Rubble, roll onto the stone platform to activate the statue. Wait for the statue to open its mouth, then toss one of Rubble's stones inside. This triggers a release mechanism and raises the cage, freeing the child.



Go back to the forest entrance where a plant is now spitting out explosive shells. Using the maneuver you pulled off in the Mushroom Cavern, change to Pummel Weed and launch a shell into the fence. Bam! No more fence.



In the next clearing, some Shell Trolls are camping by the fire. You don't like Shell Trolls. They don't like you. Use Pummel Weed and chase those nasty Trolls out of the forest. If you're feeling more aggressive, use Pummel Weed's ability to control metal and explosive shells with his Shredder move. While performing Weed Creeper, move next to a shell and pull **L** to take control of the shell. Pull **R** to flip the shell off with an uppercut. Repeat on the next Shell Troll until all are eliminated.



A gate blocks the narrow path, so head around the bend to find another kidnapped child. Eliminate the Shield Troll as before and then knock out the standard Troll backing him up.



An Archer Troll jumps up out of the bushes to surprise you. Either use Rubble's rocks to take him out from a distance, or charge in with Pummel Weed and pummel him.



Toss a stone into the statue's mouth with Rubble to free the child and activate the plant near the gated path. A short cinema shows it spitting up an explosive shell.



Return to the gate where a gaggle of beetles and a few Trolls await. An Elfin Warrior is nearby, but you don't need his help. Smash the beetles, kill the Trolls, and then use the explosive shell to make the gate go bye-bye.



Three Shield Trolls block your path. Rock and roll, as they say, and show these Trolls you mean business.





Eliminate one of the Trolls on either side before attacking the center one, or you'll be at the center of a smelly Troll sandwich.



Saunter into the next clearing, only to find three more Shield Trolls! Don't they ever learn? Thick vines block your escape route, so get down and dirty with the Trolls. Midway through the fight, two more Trolls jump into the battle. Because they lack shields, they are little more than a nuisance.



Killing those Trolls opens up a new path, so follow it through the log and around the bend. A bunch of Trolls jump out of the ground in a surprise attack. Morph into Pummel Weed to take them out.

Deadly Vines

Watch out for the hanging vines in the Forgotten Forest Glade. Those spiky tentacles will injure you—as well as the Trolls. Push one into a vine and it becomes entangled in pain.



Farther around the bend is an area with overgrown grass. Five Trolls, including an Archer Troll and a Shield Troll, are in the grass and determined to keep you out. Kill

the three normal Trolls first, using them to trigger Warrior Focus. While in focus, take out the Archer Troll and use Rubble's rocks to stun the Shield Troll. Warrior Focus should wear off just as you finish off the Shield Troll.



Stand on the platform with Rubble and feed the statue. It releases the trapped child. Exit the way you came in.



Nothing is ever as easy as it sounds. Vines block the way out and some Shell Trolls try to ambush you. Make them sorry they ever thought about causing trouble. The vines blocking your exit disappear into the ground. Head back into the main clearing.

Mini Boss: Battle Ogre

He's big, he's mean, and he's definitely not to be taken lightly. Somebody woke up on the wrong side of the bed today, and he plans on taking out his aggression on you.

Silly Peons



The two normal Trolls are no real threat, but they can give you quite the advantage if you use them correctly. Quickly attack the Troll on the right, then flip around and take out the one on your left to activate Warrior Focus.

Beat the Belly



Now that the lumbering Battle Ogre is even slower than before, run up to him and let loose with the fists of fury. This is the easiest way to cause maximum damage with minimum risk.



Chances are good that when you enter Warrior Focus, a pack of Doomed Trolls will appear. If they do, eliminate them before turning to the Battle Ogre. If you try to attack the Battle Ogre with Doomed Trolls running about, they will make short work of Kameo.

Temple Entrance



A lone fence blocks your path. An explosive shell sits on the ground nearby. Toss the shell into the fence and watch the fireworks.



Your goal is to get across the bridge, but the path is blocked by vines. To clear it, eliminate all Archer Trolls that are hiding behind metal boxes. Because you cannot break the boxes to get a clear shot, lob rocks at the Trolls. The arcing path clears the metal boxes, but nails the Trolls. If you have a full health bar, you can try rushing with Pummel Weed, but it's riskier than rushing from a distance.



Follow the path up to the bridge. Watch out for the two Trolls that jump you as you approach. Pummel Weed's jab makes quick work of the pair.



Six Shield Trolls await your arrival on the bridge. Before you can enter the Forest Temple, you have to get past them.



Stunningly Good

Rubble's rocks always roll back to his current location. Thus, it's possible to stun multiple Shield Trolls simply by moving. Stand in front of the Troll all the way to the right and lob a few rocks over his head, but don't throw them all at once. Toss two, wait a second, and then toss two more. As soon as the returning rocks stun him, slide to the left so you are lined up with the center Shield Troll. The last two rocks will change course and stun the center Troll. You now have a free pass to beat on the left Troll without worrying about the center Troll.

Start by eliminating one of the outermost Trolls in the first row of three. Toss a rock over his head and then run in with Pummel Weed as soon as the returning rock stuns the Shield Troll. Take out the remainder of the front row, and then repeat the process with the second row of three Shield Trolls.

CAUTION

Keep an eye out for the Archer Troll in the middle of the bridge and the regular Trolls hiding in the covered pits. They love to attack while you are knee-deep in battle with the Shield Trolls.

Forest Temple



The entrance to the temple is blocked by more vines. Smash the boxes to check for runes and hearts, then switch to Pummel Weed and slip past the barricade.



Knock out the mosquito nest and continue around the corner. Duck under the vines with Pummel Weed and enter the main room.



Climb the stairs on the temple's left side and enter the upper room.



Past the vines are two mosquito nests. Destroy them and move to the center platform. Launch one of Rubble's rocks into the statue's mouth to activate the two platforms in the main room.



Walk onto the first platform, and ride it up until you are level with the statue's mouth. Toss a stone inside and repeat with the second platform and second statue.



Feeding the two statues causes a set of stairs to rise along the back wall. Climb the stairs and walk through the door to enter the heart of the Forest Temple.

Boss: Old Mawood



The plant creatures living in the Forgotten Forest may be friends of the Elves, but Old Mawood is a demon through and through. A faithful servant of Thorn, Old Mawood holds Halis prisoner and doesn't plan on releasing him anytime soon.

Explosive Personality



The bark on this tree is so thick that nothing can damage it. However, you can get the creature's attention by flipping an explosive shell into its face.

CAUTION

Watch out for Old Mawood's root attack. It always shoots out in a straight line, so if you're not in front of its face, you're safe.

Shake It Baby!



Annoyed at your little stunt, Old Mawood shakes its head violently, and tosses Trolls out of its branches. Use Pummel Weed to quickly eliminate any Trolls in your immediate area. Activate Warrior Focus to make the next step easier.

Laugh It Up



When the Tree Boss laughs at you, lob one of Rubble's stones into its mouth and it starts to choke. This is the only way to damage the creature. Repeat this cycle and keep throwing stones in to its mouth until Old Mawood is defeated.



If Old Mawood starts its root attack while Trolls are still on the field, use those deadly tendrils to your advantage. Change into Kameo and start flying. This gives you extra maneuverability. Slowly circle around Old Mawood, keeping just to the side of its gaze. The Trolls will follow you and be caught in the root attack.

Get Ash from Halis



Free from confinement, Halis warps with you to the Forgotten Forest Glade. He explains a bit about Kameo's history and then passes along another Elemental Warrior—Ash.



Walkthrough: Major Ruin

After rescuing Halis, the Mystic contacts you and tells you to head to Mountain Falls. Lenya is being held prisoner in the Water Temple there. From the forest to the mountains, no place in the world is outside the reach of Thorn's army. Pack your bathing suit, because we're going swimming!

Protect the Forest Shrine



Leave the Forgotten Forest Glade by following the path back out to the Badlands. If you're not sure where to go, just look for the green dot on the map.



As soon as you enter the Badlands, the Forest Shrine comes under fire. Massive tanks are attacking and if it falls, the Enchanted Kingdom will be helpless. Hop on your horse and make haste!



The tanks are extremely vulnerable to explosions. Thankfully, plenty of explosive

shells are lying around. Snag a shell with Pummel Weed and toss it into the tank. Repeat until all of the tanks have been destroyed.



Hop back on your mount and ride to the northernmost point in the Badlands. Dismount at the skull sign and walk across the bridge. Head into the cave to enter Mountain Falls.

Mountain Falls

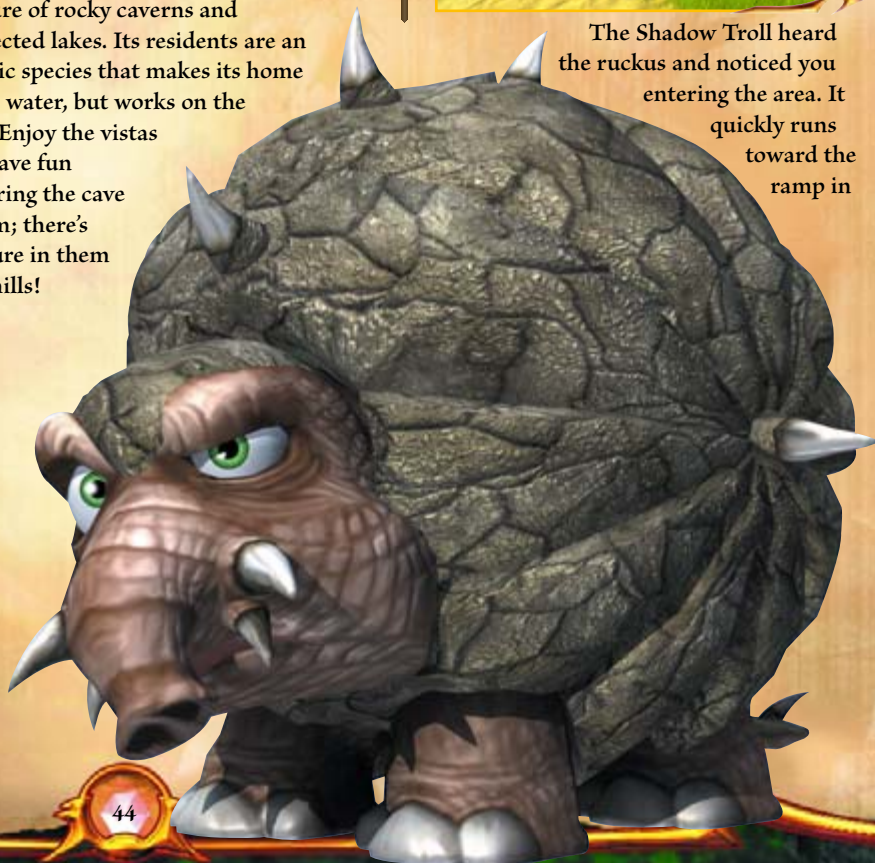
Set in a protected valley, the town of Mountain Falls is a beautiful, yet barren mixture of rocky caverns and connected lakes. Its residents are an aquatic species that makes its home in the water, but works on the land. Enjoy the vistas and have fun exploring the cave system; there's treasure in them thar hills!



An avalanche has blocked the entrance to Mountain Falls! Thankfully, a boom-root plant is growing right next to the pile of boulders. It's time to use your newfound friend, Ash. Light the fuse on the plant with Ash's fiery breath and stand back. Shortly after you light the fuse, the plant explodes, reducing the obstruction to bits of gravel.



The Shadow Troll heard the ruckus and noticed you entering the area. It quickly runs toward the ramp in



the center of the town. Jump into the water and swim over to the ramp. Follow the Shadow Troll.



At the top of the ramp, the Shadow Troll dashes across the bridge and into the cave on the far side. Right after it crosses, the bridge collapses and forms into a living rock creature down below. Because you can't cross over, jump down to where the rock creature has formed.



Next to the rock creature is a boom-root plant. Light it with Ash and stand back. The resulting explosion shatters the rock creature into a pile of rubble. Rubble, you say?



Morph into Rubble and roll by the rocks. Rubble's attractive personality causes the rocks to follow him. Go back up the ramp and stand on the glowing platform. The rocks form into a bridge once again. Cross over and enter Lobster Hollow.

Lobster Hollow

The Shadow Troll ducks into a Shadow Well, which then promptly seals itself. Before you can follow, you must somehow open the gates.



The answer lies in an ancient rhyme: "First the weapons of the past, the torch that casts their glow. Then toward the ancient sailor's anchor you must go! Third, the single candle that was placed to light the cave. Last, the bones of someone who is resting in their grave!"



You must light the extinguished dragon torches to open the well, but they have to be lit in the order prescribed in the rhyme. First walk over to the torch with the swords mounted nearby. Stand in front of it and switch to Ash. Spit a fireball at the base. It runs up the wall and lights the dragon torch.



Turn around and look for the dragon torch with an anchor by its side. Second verse, same as the first—spit out another fireball and light the torch.



The third dragon torch has a candle at its base. Light the torch and move on to the next. Three down, one to go.



The last torch is decorated with a skull sign, just like the ones you've seen in the Badlands. Spit out one last fireball to light the dragon torch.



Congrats, the Shadow Well gates are open. Jump in and prepare to face the Shadow Troll.



Boss: Shadow Troll #3

Energy Wave



The third incarnation of the Shadow Troll has added a new trick to its book—the ability to blast out a blue energy wave. Jump over the wave as it approaches or you will be knocked down and vulnerable to attack.

Essence of Lost Soul



Despite its new attack, this Shadow Troll isn't that much different from past forms. Knock out a Lost Soul and throw its essence at the Shadow Troll to damage it. With three direct hits the Shadow Troll is dead.



If you take too much damage during the battle, ignore the Shadow Troll for a bit and focus on the Lost Souls. Killing a Lost Soul often results in a heart. Collect the hearts to restore your health and then attack the Shadow Troll.

Rescue Major Ruin



This cute little guy may not look like much, but he'll soon be an invaluable part of your team. Absorb Major Ruin and leave the Shadow Realm.



Walkthrough: Deep Blue

Major Ruin is one tough cookie, but he can't swim underwater. Unfortunately, Lenya is going to have to wait just a little bit longer. To enter the Water Temple, you'll need an Elemental Warrior capable of swimming, not to mention fighting, underwater. You'll need Deep Blue.

Mountain Rise



Exit Lobster Hollow and another Shadow Troll is shown escaping into the mountains. What are you waiting for? Follow it!



Getting up the ramp requires Major Ruin's talents. Roll into a ball at the base. Charge up Major Ruin's rush and then release to launch up the ramp. Land on top and roll into the cave to enter Mountain Rise.



Kameo's default purse can hold only 100 runes. This is a mere pittance compared to the treasures hidden within the Mountain Rise. If you haven't yet upgraded the size of your purse, now is an excellent time to do so.



As soon as you enter Mountain Rise, a cutscene shows the Shadow Troll running into a cave. To follow it, you must relight the three dragon torches in the immediate area.



Before you can even think about the torches, two Plant Trolls attack. Similar in stature and style to Pummel Weed, the Plant Trolls are formidable foes until you expose their weakness—fire. Ash makes short work of these otherwise resilient foes. Burn, baby, burn!



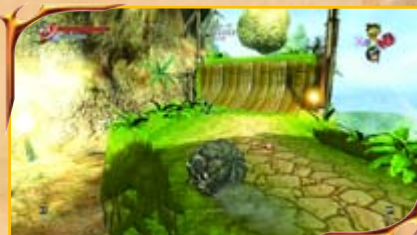
Just to the left of the entrance is the first dragon torch. Once the Plant Trolls have been turned into crispy critters, launch a fireball at the torch to light it up.



Use Major Ruin to jump the gap, but beware of the Plant Trolls waiting on the other side. As soon as you land, transform into Ash and use your flame breath to level them.



On the other side of the gap is the second dragon torch. Light it up!



Jump up the ramp with Major Ruin, but be mindful of the falling boulders! They drop in a regular pattern, so take a moment to wait for a break before rushing in.

Tower Terror

These defense towers are built on outcroppings. Too far away to reach by normal means, the Archer Trolls perched on top enjoy relative safety. Unfortunately for them, someone thought it would be a "good idea" to store explosives in the same towers. Silly Trolls. Use Ash to shoot over a fireball. As soon as it hits the explosives, BOOM! No more tower and no more Archer Troll.





Fight off the Plant Trolls guarding the last dragon torch before lighting it in order to unlock the cave door near the Mountain Rise entrance.



Inside the cave a strong and defiant Rock Ramp Troll awaits. The only way to kill a Rock Troll is to blow it up. Look for the boom-root plant alongside the wall. Use Major Ruin to knock it loose and use Ash to light it. As the fuse burns down, roll the armed boom-root plant over to the Rock Ramp Troll and step back.



The resulting explosion scatters pieces of the Rock Ramp Troll across the room. Momentarily separated, the pieces quickly reform into a ramp. Change into Major Ruin and use the ramp to jump up to the platform. Exit the cave.

Mountain Rise, Second Level



As before, you must light three dragon torches to proceed. The first two are visible as soon as you exit the cave. Light the one right next to the cave and proceed along the path.



Watch out for the falling boulders in front of the ramp. Jump up during a lull, and use Major Ruin to shoot up the ramp. Morph into Ash and light the second dragon torch.



There is a wall at the end of the path, just past the second dragon torch. You can't get over the barrier by jumping straight up the ramp and then crossing over—you don't have enough sideways momentum. Approach this ramp at an angle and you'll clear the wall the first time.



The third dragon torch is right next to the cave entrance. Light the torch and the door blocking your path opens. Head inside.



Normally, when you see a ramp, the best thing to do is use Major Ruin. But that's not such a good idea here—at least not yet. Morph into Ash and spit a fireball up the ramp. The explosive barrels blow up and the fence blocking your path is destroyed. Now it's safe, so let Major Ruin do his thing.



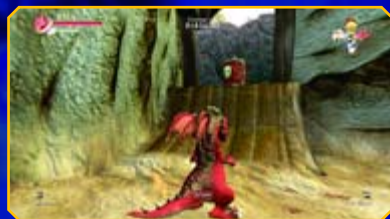
Inside the cavern, a gaggle of Trolls awaits. Hammer Trolls, Plant Trolls—it's all the same to Ash. Cook them up, extra crispy style. Before moving on, break all of the boxes in the room to put a few extra runes in your pockets.



Head up the ramp and onto the elevated path with Major Ruin.



Jump the second ramp to reach a platform with two Archer Trolls on it. You could beat them up with Pummel Weed, but blowing them sky high is much more satisfying. See the explosive barrel sitting there? A well-placed fireball causes an explosion that blows the Archer Troll right off the side. Nice.



Ignite the explosive barrel in front of the blocked passage to reveal a hidden chamber. It may be small, but the treasure chest is filled with runes. Fill your pockets before moving on.



Jump up the next ramp and roll onto the bridge. Clear the gap with Major Ruin and follow the tunnel outside.

Mountain Rise, Third Level



Waiting outside the cave is a Rock Troll. The easiest way to take him down is to lure him near the explosive barrel and then launch a fireball at the barrel. It explodes, instantly killing the Rock Troll. If you miss the barrel and have to fight hand-to-hand, use Major Ruin.



After killing the Rock Troll, follow the path to the right of the cave exit. It's a dead end, but it holds a dragon torch. Light it, then double back toward the cave exit.



It's another Rock Troll! No worries, because you know how to deal with it. Either use Ash to ignite the nearby barrel, or rush attack with Major Ruin. No muss, no fuss.



Before you jump the gap, take a moment and look out over the edge of the cliff on the far side. What's that? A dragon torch you say? Well, you best light it up.



Jump to the next outcropping, but keep an eye out for Plant Trolls. They like to pop up when you least expect it. Climb the ledge and turn the corner. Break the fence here with a fireball, and then light the dragon torch with a second fireball.



Climb up to the last ramp and use Major Ruin to cross over to the other side. Walk through the door and into the tunnel.



Inside the tunnel are two Rock Trolls and a single explosive barrel on the right. Lure the Rock Trolls toward the barrel and equip Ash. Lob a fireball at the barrel to take out the Rock Trolls. If you didn't catch both Rock Trolls in the explosion, morph into Major Ruin to finish them off.



Go to the end of the tunnel and use Major Ruin to jump outside.



To the left is an extremely narrow path. This is optional, but if you walk to the end of the path, a treasure chest filled with runes is waiting! Head to the halfway point as Kameo, then stop. Wait for the boulder to fall, then continue to the other side. Open the treasure chest with a flip kick and collect your prize.



Head up the double half-pipe with Major Ruin. At the top is another tunnel. Go inside. Destroy the boxes blocking the path and enter the cave.



Inside the cavern are a Rock Ramp Troll and a boom-root plant. But, the boom-root is growing upside down! Knock it loose with Major Ruin, roll it over to the Rock

Ramp Troll, and light it with Ash. A few seconds later you've got a new ramp to use. Jump up and follow the path until you reach a wooden ramp.



At first glance this looks like a problem. The ramp isn't exactly lined up with the pipe. The solution is simple—use Major Ruin's mid-air rush. Normally you hold **R** to charge the rush. You can do the same thing in mid-air. Jump up the ramp with Major Ruin and when you are at the apex of your jump, hold **R**.



Now, spin the camera around so that Major Ruin is lined up with the mouth of the pipe. Release **R** and he shoots forward, right into the pipe. Remember this move, as it'll be quite useful later on in the game.



On the other side of the pipe, you face a double ramp. Hop up the first and then use the double jump maneuver to leap off the upper ramp and into another pipe.



Follow the pipe until you reach an open platform. There is a treasure chest here, hiding behind the stack of boxes in the corner. Blow it open and collect the treasure before heading outside.



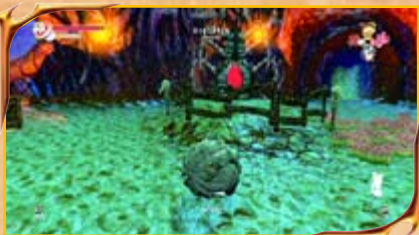
Turn right and follow the path. Avoid the falling boulders and walk toward the stranded villager. She asks for your help before running into the cave. Go after her.

Summit Spring

This organic-looking cavern is a bit disturbing to look at, but it houses the Shadow Well, so you're in the right place. Much as in Lobster Hollow, you must solve a puzzle before you can enter the well. The trick here is to hit the jewels in numeric order.



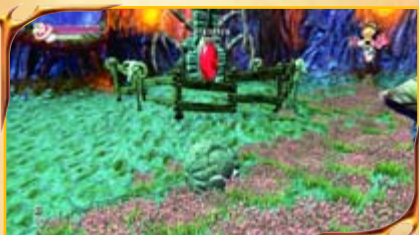
The first one to smash has only one skull sign. It is also the farthest one from the door. Charge into it with Major Ruin.



Number two is right near the door. Line up your shot and smash the red jewel.



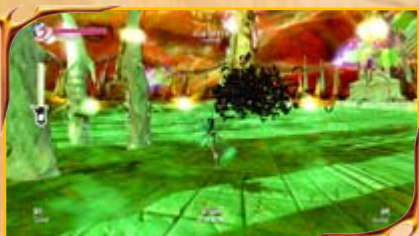
Three skull signs indicate the next jewel in the sequence. Break it and move on to number four.



Destroy the last jewel and the gates covering the Shadow Well open wide. If the gates do not open, it means you hit one of the jewels out of order. Start over at number one and repeat the process, being doubly careful to count the signs.

Boss: Shadow Troll #4

Spikes 'R' Us



This Shadow Troll is a bit more creative than the others. During the course of battle, it summons spikes that shoot up from the ground. Keep an eye out for a strange glow that looks like a transparent blue flame. This appears a second before the spikes. If you're in the way, *move!*

Bob and Weave



Kill a Lost Soul and grab its essence. Weave through the spikes until you have a clear

shot at the Shadow Troll. You only need to hit the Shadow Troll three times before it's dead.

Rescue Deep Blue



A native of the high seas, Deep Blue is right at home in the water. Deep Blue can swim and fight underwater, and these unique talents practically guarantee Lenya's safe return. Absorb Deep Blue to leave the Shadow Realm.



Walkthrough: Chilla

With Deep Blue in hand, it's time to set out for the Water Temple. Trolls need to be killed and Lenya needs to be saved. Find a way off this crazy mountain and back into town.

Finding the Water Temple



Back in the Summit Spring, things are a bit different than before. The cave exit is blocked and the whole cavern is filling up with water! Use your newfound pool to practice swimming with Deep Blue. He controls a bit differently than other Elemental Warriors, especially while underwater. Once you're satisfied, swim over to the door and shoot the three jewels with Deep Blue's torpedoes. The bars blocking the exit retract, making your departure easy.

TIP While swimming around in the Summit Spring with Deep Blue, keep an eye out for any treasure chests and crates. They are easily broken with torpedoes from Deep Blue's Aqua Blaster technique, so blast away and collect the treasure.



Turn right as you exit the cave. There is a locked door here, along with a waterwheel. Spray the wheel with Deep Blue's Aqua Cannon to make it spin. Eventually the door opens. The elevator inside takes you back down to Mountain Falls.



Wander over to the waterfall in the map's northeast corner and jump into the lake. Dive underwater and swim into the tunnel to enter the Water Temple.

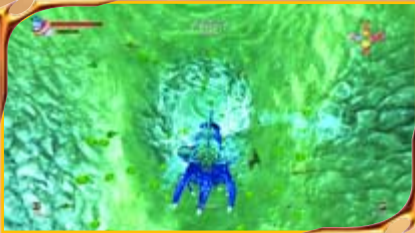
Water Temple



Deep Blue emerges inside the Water Temple moat. The camera does a quick pan across the level, showing a Troll submarine patrolling the area. Swim up behind it and unload with your torpedoes. Stay close and the sub will have trouble targeting you with its torpedoes.

TIP If the sub launches torpedoes at you, target the projectiles with your own torpedoes. A direct hit causes the explosives to safely disintegrate into a harmless cloud of bubbles.





Clean up the remaining Aquanaut Trolls and then swim into the open tunnel to enter the basement of the Water Temple.



Inside the Water Temple, take the path to the left. Kill any Aquanaut Trolls that get in your way and continue moving forward until you find a ramp that leads up and out of the water.



Walk toward the center platform and an Elemental Fire Troll appears. It summons a group of standard Fire Trolls before vanishing. Use Deep Blue's Aqua Cannon to extinguish the Fire Trolls.



You may have taken out the first group of Fire Trolls, but these guys don't give up so easily. The Elemental Fire Troll summons another group for a second round. Take them out with the Aqua Cannon.



For his next trick, the Elemental Fire Troll summons a number of boom-root plants before attacking you directly. Avoid the exploding boom-roots and focus your cannons on the Elemental Fire Troll. After a few seconds, its "flaming personality" is extinguished. It is now vulnerable to physical damage, so attack with either Rubble or Pummel Weed.



The gate protecting the paddlewheel retracts, giving you free access to it. Use Deep Blue's cannon to rotate the wheel and raise part of the submerged Water Temple.



A gaggle of standard Trolls rush into the room. You can fight them, or simply ignore them and leave. Exit the way you came in.



If you decide to fight, take out this group of Trolls quickly and easily with "splash damage." Catch the attention of the Trolls in the room and run back to the ramp leading into the water. Transform into Deep Blue and go down the ramp so you are partially submerged. Now, turn and face the ramp. In this position the Trolls cannot reach you, but because you are technically "underwater," Deep Blue can use his Aqua Blaster attack. Unload a flurry of torpedoes at the collected Trolls. The explosions make short work of the group.



Back outside, a Cannon Troll patrol boat guards the newly raised Water Temple. Swim up directly underneath it and sink it with your torpedoes. This opens a hatch leading to the temple's interior. Watch out for the Aquanaut Trolls swimming around in the water.



If you're low on health, destroy the treasure chests scattered about on the lake floor. They are loaded with hearts.



Jump up the first ramp with Major Ruin and then use his Rock Hop technique to cross over the gap. Continue to the top where a group of Roll-Trolls awaits. Knock them into the water.



Jump up the final ramp and into the tube to enter the mid-level of the Water Temple.



Fight through the entry hall, being careful to avoid the Archer Trolls. Running over them with Major Ruin is a good strategy. Follow the curving tunnel until you reach the inner chamber.



As soon as you enter the main room, a number of Fire Trolls spawn and rush toward you. Use Deep Blue's Aqua Cannon to put them out, but watch out for the Plant Trolls keeping guard along the outer edge of the room. Your best bet is to ignore the Plant Trolls for the time being and focus on the Fire Trolls. If you can get the two into close quarters, the Fire Trolls will unintentionally ignite the Plant Trolls, killing them for you.

CAUTION
Be careful when fighting Trolls that are imbued with elemental energy. Ash's flame heals Fire Trolls and Deep Blue's cannon does the same to the Plant Trolls. Make sure your aim stays true when fighting in a mixed group.



Eliminate the group and two Elemental Fire Trolls warp into the room. Just as before, use Deep Blue to extinguish their flames before switching to Pummel Weed for the KO.



Spray the newly exposed waterwheel to raise the upper level of the Water Temple and exit this chamber through the open door.



Follow the tunnel until you reach a dead end with a stack of boxes blocking your path. Destroy the boxes to reveal an open pipe. Follow the pipe to exit back to the outside.



You're in another lake, but this time the Trolls have gotten serious. Two boats and two submarines are blocking your path. Attack the boats first, as their depth charges can be deadly while you are swimming below. With the boats gone, eliminate the submarines as you did before. If you run low on health, check the treasure boxes for a refill.



Swim into the open tower and head to the surface.



Use Major Ruin to head up the broken ramp. A pair of Cannon Trolls are waiting for you at the top. Wait for a break in the boom-root barrage and rush into each Cannon Troll with Major Ruin. A solid hit causes the Cannon Trolls to explode. Exit to the outside.



Help the Elfin Warriors fight off the Trolls on the platform before crossing the bridge to the core of the temple. To the left are some boxes filled with hearts and runes, to the right is the entrance to Corallis's lair. Head inside, it's time to rescue Lenya!



Boss: Corallis

Boom Boom Boom in Corallis's Room



This watery beast looks threatening, but he's actually one of the game's easier bosses. The trick is to attack slowly and methodically until he's down for the count.



Cannon Trolls on the upper ledge fire a continuous barrage of boom-root plants down onto the lower level. Instead of

running away, gather around the explosive fruit. Using Major Ruin's Boulder Rush, knock a boom-root plant into Corallis's side.

Four Pearls



Stunned by the explosion, Corallis submerges, leaving his four tentacles exposed. Each one is holding a Pearl of Power. Jump into his pond with Deep Blue and use his Aqua Cannon to destroy a pearl. If you're quick, you can eliminate two before Corallis lifts himself back up. As soon as he changes position, exit the pool.

Electric Personality

Corallis may be injured, but he's not out. The beast channels electric energy through his pearls and tries to zap you. Your best tactic is to revert back to Kameo and fly



around the room in a circular pattern, staying just ahead of the beam. As soon as the beam drops, morph into Major Ruin and repeat your attack sequence. Corallis dies when all four pearls are destroyed.

Rescue Lenya



After you have defeated Corallis, both you and Lenya warp back to Mountain Falls, where she explains more of the game's history. Once the story's over, she gives you the next Elemental Warrior—Chilla.



Walkthrough: Flex

With the addition of Chilla to your crew, Kameo can now access the frozen peaks of Snow Top Village. Hidden in this icy alcove is the key to the Snow Temple—home of the heartless Queen Thyra and the location of Yeros's prison.

Protect the Water Shrine



Leave Mountain Falls for the Badlands via the exit at the southern tip of the village. As soon as you enter the Badlands a cutscene plays, showing Thorn's navy massing off the coast. The Water Shrine is under attack!



Proceed to the Water Shrine as soon as possible. If the shrine falls, the game is over. To defend the shrine though, the cannons need to be moved into position and only the Elfin Warriors can do it. Head into the fray and free up some warriors by taking care of the Trolls harassing them.



The warriors run over to the first cannon and move it into position. Use Ash to light the fuse and watch the metallic ball of death

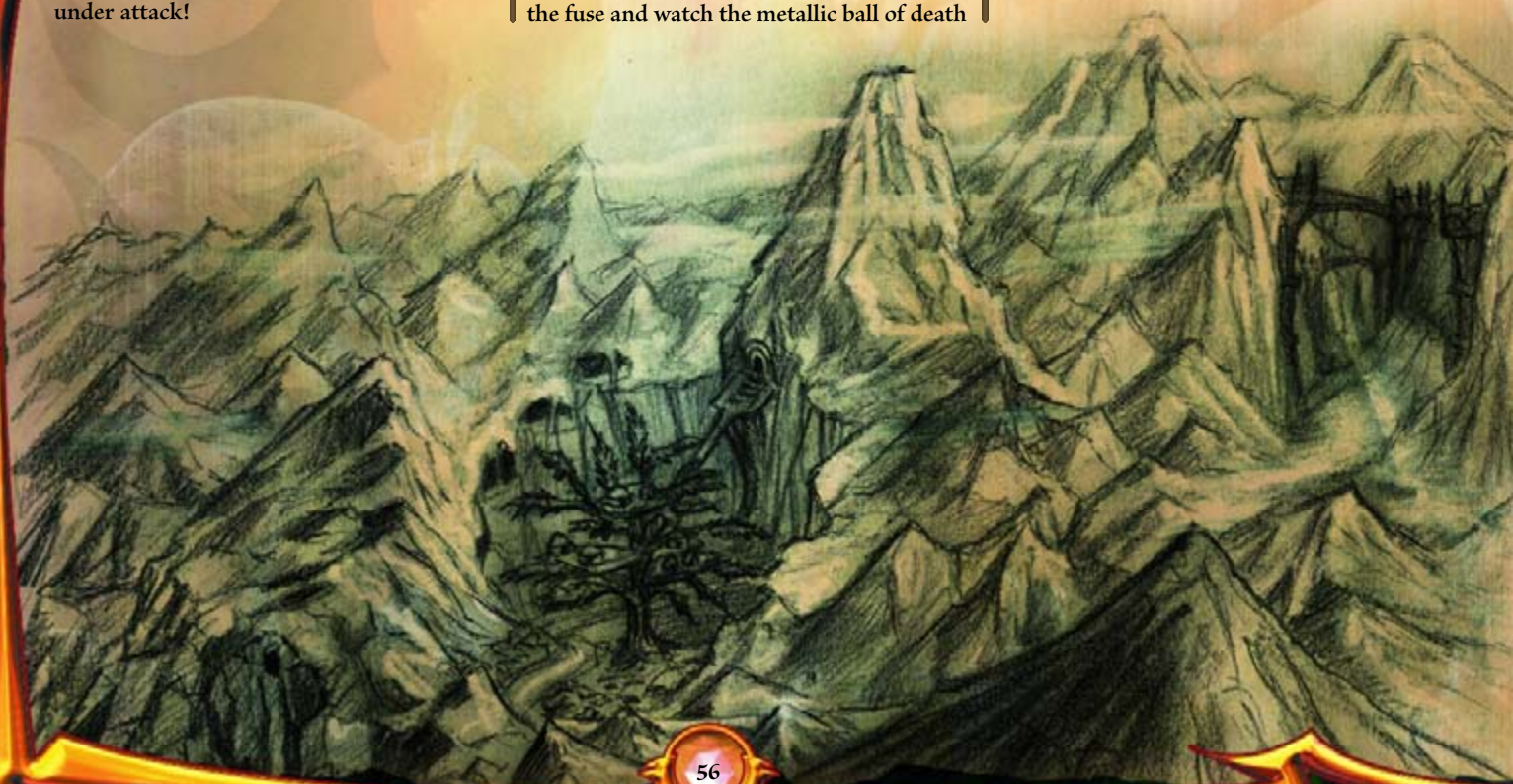
plow right into the first ship. Repeat this process until the whole armada is destroyed.



Ride to the western edge of the Badlands. Dismount when you see the ice wall and morph into Chilla. Climb up the wall and go in the cave to enter Snow Top Village.

Snow Top Village

High above the fighting, the pristine beauty of Snow Top Village is unmatched. The terrain is the most dangerous part of this village built among the treetops and within the rocky walls of the mountains. One false step and you'll be heading down.





Immediately after you enter the village, follow the path to the right. A few hundred yards down, a boulder is blocking the tunnel. Switch to Chilla's first-person view and look up—there is a dragon flying about. Shoot the metal cauldron at the dragon's feet to make it drop an explosive egg.



Quickly roll the egg into the tunnel and step back. It's on an automatic timer, so there's no need to light it. After a few seconds the egg blows sky high, taking the boulder along with it.



To enter the tree at the center of the village, you need to jump off the ramp and then shoot forward into the hollow log. Remember to pause and adjust your aim at the top of the jump.



Inside the center of the tree is a pool of water and an ice coated wall. Use the ice spear to eliminate the ice spider before climbing up the wall to the second level.



Jumping from extreme heights nearly always results in damage, but not if something breaks your fall, such as the pool of water in the tree. Jumping into the pool is a quick way to hop down from the upper level.



On the tree's second level are two platforms, though one is initially blocked. The open platform holds the shop as well as a horn flower. Grab the flower and throw it to wake up the sleeping dragon.



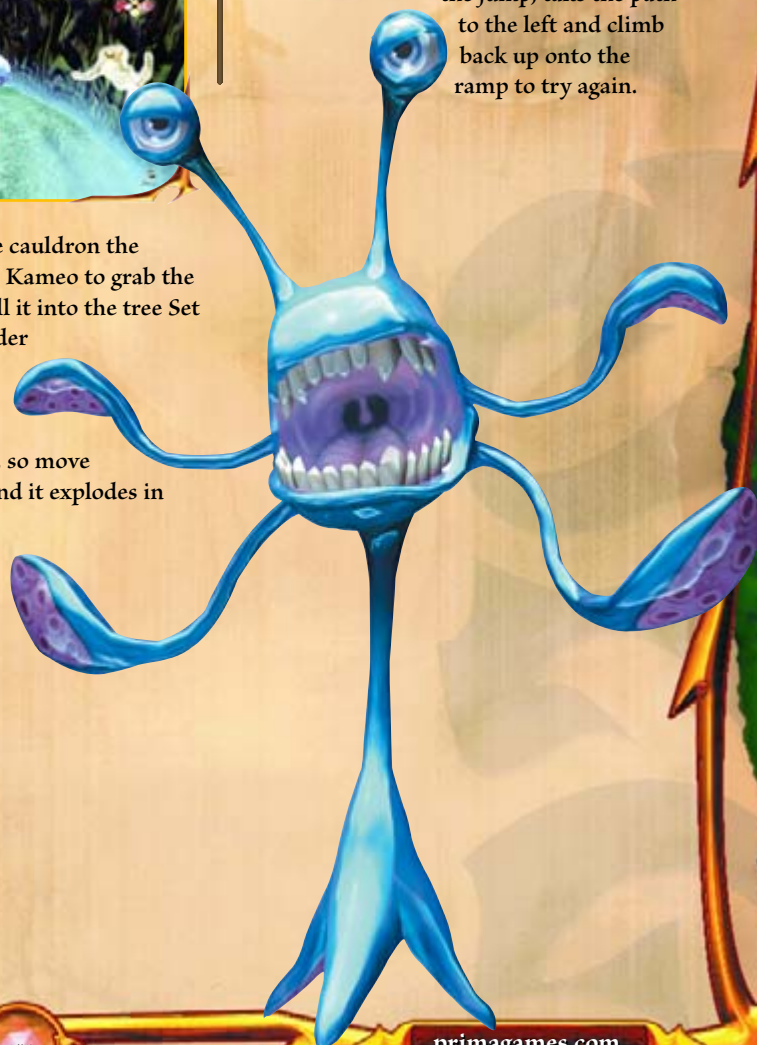
Have Chilla shoot the cauldron the dragon carries, then use Kameo to grab the egg that falls out and roll it into the tree. Set the egg next to the boulder and get back before it explodes. You only have a limited amount of time to position the egg, so move quickly. Take too long and it explodes in your face.



Wander out onto the now-open platform with Chilla. Turn to your right to spy another ice wall. Scurry on up to level three.



Cross the bridge to reach a large ramp. Jump the ramp with Major Ruin and aim for the ice wall. Just before you hit, morph into Chilla and grab the wall. If you miss the jump, take the path to the left and climb back up onto the ramp to try again.





Follow the ice wall up and over to the left. Drop down onto the platform.



This is where the Shadow Troll disappeared, but the mouth of the cave has frozen over! Let Ash turn up the heat and melt some of that ice. Walk forward to enter Sulfur Cavern.

Sulfur Cavern



There's a Shadow Well here, but it's been blocked by a boulder. To clear the way, you must find an explosive egg.



The dragon flying overhead is the obvious answer; keep an eye on it and shoot the cauldron to make the dragon drop an

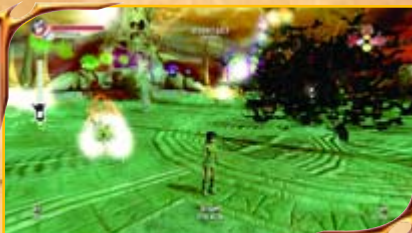
egg when its path takes it near the Shadow Well. The closer it is to the well when it drops the egg, the easier it is to maneuver the egg into position.



Roll the egg next to the Shadow Well. Watch out for the acid slime puddles though! The slime will injure you if you touch it. Once you've removed the boulder, jump into the Shadow Well.

Boss: Shadow Troll #5

Explosive Personality



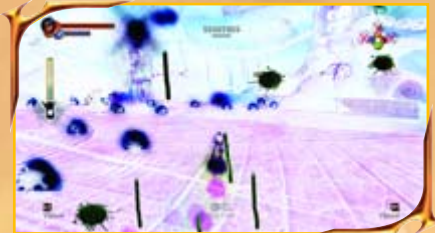
Kameo's gotten adept at blowing things up in this level, so it's only appropriate that the latest Shadow Troll also has something of an explosive touch. The flaming skulls it tosses are on a short fuse. Get clear before they blow.

Undead Kick Flip



Wait for the Lost Souls to start climbing up out of the ground, and then let loose with Kameo's kick flip. Snag the essence from one of the dead Trolls and throw it at the Shadow Troll.

Navigate the Minefields



The exploding skulls are double trouble when you're trying to attack the Shadow Troll directly. If you get hit with an explosion, you not only take damage, but you also lose the Lost Soul essence. In short, it pays to steer clear of the skulls.

Rescue Flex



Stretching is the name of the game with the elastic Elemental Warrior, Flex. He's great for reaching across large gaps, walking on water, and grabbing shields away from the otherwise indestructible Elemental Ice Trolls. Absorb Flex and return to Sulfur Cavern.



Walkthrough: 40 Below

Before you can continue your search for Yeros and the Snow Temple, an urgent message comes in from the Badlands. The Fire Shrine is under attack! Without your help the shrine will fall and leave the Elemental Kingdom defenseless. That would be a very bad thing.

Protect the Fire Shrine



First things first. Before you can reach the Fire Shrine, you have to leave the Sulfur Cavern, and the only exit is blocked. Or is it? Look for a lickistem plant hanging out near the cave entrance. Use Flex's extended reach to grab the lickistem plant's tongue and pull yourself to the upper level. Walk outside.



Head to the village exit and enter the Badlands. Climb down the ice wall with Chilla, then transform into Kameo and hop onto your trusty steed. Race over to the Fire Shrine, which is halfway between Snow Top Village and Thorn's Pass. As you approach the path leading up the mountain, lower your horse's head to plow through the horde of Trolls blocking your path.



Dismount once you reach the plateau. Ignore the Trolls up here; the Elfin Warriors can take care of them and you're low on time. Run to the back wall and grab one of the fiery balls of catapult ammunition. Roll it toward the first catapult.



At the base of the ramp, change into Major Ruin and use his Boulder Rush to knock the ammunition ball into the catapult. Once loaded, the catapult automatically fires. Repeat this process for the other two catapults to defeat the attacking Troll army.



Now that you've taken care of the attacking artillery, the Elfin Warriors can clean up the remainder of Thorn's forces. Hop back on your horse and return to Snow Top Village. Ride to the ice wall, dismount, and use Chilla to climb back up to the entrance.



Find the Crystal Grotto



Proceed through Snow Top Village until you reach the tree at the center of town. Instead of climbing up the ice wall, walk past it and exit on the far side. There is a school here, along with a broken log path populated by lickistem plants. Use Flex to cross over to the other side.



Climb up the cliff face by jumping from platform to platform via Flex and the lickistem plants. Be mindful of the falling snow boulders—you don't want to get knocked off the edge.



At the top of the cliff, a villager is waiting for you. Talk to her before morphing into Ash. Melt the ice blocking the cave entrance. Enter the Crystal Grotto.



Inside, an Elemental Ice Troll is guarding the Shadow Well. To defeat it, you must first remove its shield. Switch to Flex and wait for the Troll to charge up its attack. Just before the Troll strikes, grab the shield to shatter it. Immediately switch to Ash and melt the now-vulnerable Troll.



The magical gate protecting the Shadow Well dissipates as soon as the Elemental Ice Troll is terminated. Look for the glowing purple room. Jump into the waiting Shadow Well.

Boss: Shadow Troll #6

Triple Threat



Fighting one Shadow Troll has become passé, so why not fight three? At least that's what this guy wants you to think. Two of the Shadow Trolls are merely shadow decoys. Make sure you target the real deal if you want your hits to count.

Avoid the Energy Wave



The energy wave is back. Knock out a few Lost Souls before the Shadow Troll starts blasting out energy waves. As soon as it starts, jump over the wave, grab a Lost Soul essence, and throw it at the Shadow Troll. Because the Shadow Troll is in the middle of an attack animation, it is completely vulnerable. Three direct hits banishes this one to the nether realm.

Rescue 40 Below



40 Below redefines the meaning of "cool." This Elemental Warrior is a master of everything to do with snow and ice. He also has the distinct advantage of being able to freeze collected water vapor to reveal hidden treasure chests and secret paths. Absorb him and return to the Crystal Grotto.

Walkthrough: Snare

You might have gotten a little sidetracked, what with the Fire Shrine being under attack and all, but now it's time to buckle down and rescue Yeros. He's probably half frozen, being locked up in the Snow Temple all this time!

Find the Snow Temple



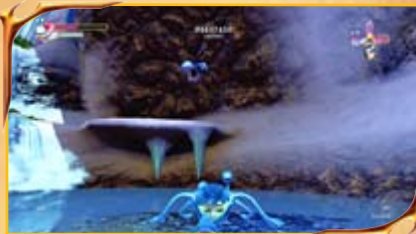
Leave the Crystal Grotto and walk over to the transparent pathway at the edge of the cliff. Transform into 40 Below to solidify the path. Ride it down to the lower level.



You could take the long way up the cliff, but why waste the time? Use Flex to grab the lickistem plant and pull yourself up to the shortcut platform. Walk into the cave to warp to the top of the cliff. Jump down to the Sulfur Cavern entrance.



Use 40 Below to turn the path solid and then follow it downhill. You can take either fork—both lead to the same destination. Just be careful; there are no side ridges on this path, so it's easy to slide off the edge.



At the end of the path is a small pool. Morph into Flex and jump in. Use the lickistem plants to climb up two levels and reach the main platform.



This is it! The big doors might look a bit foreboding, but poor Yeros is trapped inside. Enter the Snow Temple.

Snow Temple



Turn right as soon as you enter the temple. It looks like a dead end at first, but there is an ice wall here that Chilla can climb. Destroy the boxes before climbing up.



As you navigate the wall, a pair of Cannon Trolls takes pot shots at Chilla. You're a big target when moving at normal speed, but if you use Chilla's jump to quickly scale the wall, the Cannon Trolls cannot lock on.



Use Flex to reach the first lickistem plant. Don't bother swinging over to the second. Instead, morph back into Chilla and continue up the ice wall. Follow the path up and to the left until you reach a platform with a trapped Walrus on it.



The Walrus is being held by two large locks, one at the end of each chain. Free the friendly beast by shooting each lock with Chilla's ice spear.



Two standard Trolls and four Fire Trolls rush the platform and start attacking the Walrus. Quickly take them out by spraying the Fire Trolls with Deep Blue's Aqua Cannon and using Pummel Weed to beat the standard Trolls into submission.



Be on the lookout for falling snowballs when climbing the ice walls. Though they look imposing, all follow a pattern. You can use this to your advantage by getting out of the way and simply watching things for a minute. Once you know what the pattern is, it is easy to anticipate and navigate around the falling snowballs.

CAUTION

As soon as you free the Walrus, the grotesque Queen Thyra shows up and starts causing trouble from afar. For the most part you can safely ignore her, but be mindful of the ice spikes she throws your way. A green light glows right before impact. If you're in the way, move.



Eliminate the Archer Trolls while the Walrus breaks down the drawbridge. When the drawbridge falls, follow the Walrus. Concentrate on keeping it alive.



Use Chilla's spear to shoot down the Cannon Trolls perched on the towers. Now, transform into 40 Below and start his spin attack so you can deflect the oncoming horde of ice spiders. Individually each spider is relatively harmless, but if the group reaches the Walrus, it causes massive damage. Keep them back!



The Walrus escapes through a door, but you're not fast enough to squeeze through. Instead, turn to the left where an ice chest and two boxes are waiting. Break them open to grab the goodies inside and clear the path, then use the classic Major Ruin/Chilla combo to jump off the ramp and grab the far ice wall. Scurry up to the next platform.



On the second platform you have two options. Either immediately climb the ice wall up to the third level or jump across to another ice wall and climb up to a small platform with some trolls on it before continuing on. Both paths lead to the same destination. The only benefit to the longer path is the ability to kill a few more Trolls, thereby increasing your multipliers.



Jump the final ramp and enter the tower.



A group of Trolls awaits inside. You can fight them hand-to-hand with Pummel Weed, though it's a whole lot quicker to just grab them with Chilla and toss them out an open window.

TIP

If the attacking Trolls are too much for you, lure them into the room's center. Use Chilla's ice spear to destroy the chain supporting the weight. It crushes any Trolls standing underneath as well as sending out a blue energy wave that stuns everything it touches.



With the first group of Trolls out of the way, it's time to face off against a group of Ice Trolls. These beasts may look impressive, but Ash's flame makes short work of them.



Two Elemental Ice Trolls provide the final line of defense. Remember your fight in the Crystal Grotto and use the same technique here. First, rip away the shield using Flex, and then turn up the heat with Ash.



Exit through the open door and follow the walkway around the corner. A number of Fire Trolls are on patrol, so switch to Deep Blue and prepare to extinguish them. You can also use Deep Blue's Aqua Cannon to push standard Trolls off the edge of the walkway. Break the boxes to collect hearts if needed.



At the end of the path is another ice wall. Use Chilla to climb to the next major platform.



There is another Walrus here, but don't free him just yet. Take out the Cannon Trolls lining the tower wall first. Now, free the Walrus by shooting his chains with Chilla's ice spear.



Archer Trolls run out on the tower wall as soon as the Walrus breaks free. Eliminate them using Chilla's ice spear.



The Ice Trolls are no match for Ash's breath. Keep them away from the Walrus by getting up close and personal.



With the drawbridge down, morph into Chilla and target the Cannon Trolls perched atop the side towers. Ignoring them leaves the Walrus wide open to attack.



Now it's 40 Below's turn to come out and play. Use his spin attack to ward off the oncoming waves of ice spiders. Keep the spiders at bay until the Walrus makes its escape.



The Walrus disappears into the door, leaving you trapped outside as before. Climb an ice wall on the left side.



It's a big gap, but Flex can make the crossing in one shot. Grab the lickistem plant and hop to the other side. Climb up the ice wall, then use the ramp to jump into the open tower window.





Inside the tower, two Elemental Ice Trolls are waiting, along with a group of standard Trolls. Quickly steamroll over the standard Trolls with Major Ruin. Now, use the Flex/Ash combo to kill the two Elemental Ice Trolls. Exit the open door to enter Queen Thyra's lair.

Boss: Queen Thyra



A frozen ice creature, Thyra is as ugly as she is dangerous. Avoid the massive ice spikes she throws at you, while focusing your attacks on her weak spot—her eyes.

The Eyes Have It



Wait for a clear shot and toss one of Chilla's ice spears into an open eye. A group of green eyeballs drops onto the platform while Thyra retreats to high ground.

Ping Pong Panic



Use 40 Below to knock the iridescent eyes off the edge of the platform. Be careful to avoid the ice spikes that Thyra is tossing your way.

My What a Big Eye You Have!



Keep attacking Thyra until she only has one eye left. Shoot the eye and it jumps out onto the platform. This time the eye attacks directly, by growing spikes and hopping after you. Avoid it.

Over the Edge



Eventually, the eye stops attacking and is forced to rest. When the eye rests, its spikes retract. Now's your chance to finish Thyra. Use 40's Wrecking Ball to knock the bulbous green thing off the cliff to win the battle.

CAUTION

Keep the eye away from Thyra's inanimate body. If it gets close enough, the eye jumps back in, forcing you to repeat the last step.

Rescue Yeros



Return to Snow Top Village with Yeros, where you learn more about Kameo's past. Listen to the old man and collect your prize—the Elemental Warrior Snare!



Walkthrough: Thermite

The Wotnot is nearly full. You have only one more Elemental Warrior to rescue before you can take the fight directly to Thorn. It's time to return to the Forgotten Forest Glade and seek out the Ogre's Swamp.

Ogre's Swamp



The entrance to the Ogre's Swamp is in the Forgotten Forest Glade, but to get there you need the Warrior Trainer's help. Find him in the pub at the north end of town. Go inside and talk to him.



The trainer may be tough, but he's also old and his memory is failing. Maybe his favorite song will trigger his memory. Walk over to the jukebox and play the song "Precious Memories." It works, and he tells you about the explosive Magmites and how to use them. When he's done talking, a number of Magmites spawn in the grass outside the shop.



Pick up one of the Magmites with Snare and toss it at the target over the door. The Magmite sticks to the target when you score a direct hit.



Switch to Chilla and spear the helpless Magmite. The resulting explosion opens the door to the Ogre's Swamp.

Plug the Holes



Inside the swamp, the Ogre wanders around aimlessly. Don't worry about him. Focus on plugging the three holes in the ground. This opens the gate blocking the Shadow Well.

Kill the Pests

Taking the time to eliminate the various pests in the swamp will save you a great deal of frustration.



First, locate the beetle generators and burn them down with Ash. This prevents any more beetles from spawning.



Now use Chilla to eliminate all of the mosquito nests. With the bugs out of the way, you can continue your task unimpeded.



horn flower at the tree. The Ogre rushes into the tree, causing the fruit to fall.



Find a horn flower and shake it loose. The Ogre is attracted to the sound of the flower, just like the dragon back in Snow Top Village.



Keep an eye on the fruit hanging from the trees above. Each piece periodically opens. Wait for the Ogre to walk by an open piece of fruit and then chuck the



Grab the fruit and carry it over to one of the holes. Drop the fruit in the hole to plug it. Repeat this process until all three holes are filled.



Once the holes are filled, the gate protecting the Shadow Well opens. Head inside to face the final Shadow Troll.

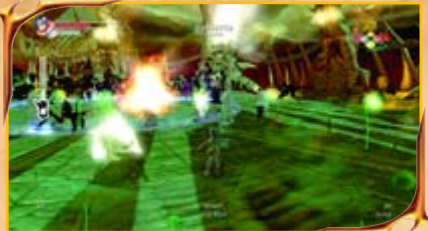
Boss: Shadow Troll #7

Skullfire



This Shadow Troll favors the indirect approach, summoning a number of flying flaming skulls to attack Kameo. These dangerous looking obstacles are actually rather easy to avoid due to their slow movement. Dodge the skulls, and kill one of the Lost Souls that is milling about. Snag the essence it leaves behind and attack the Shadow Troll with the essence when you have a clear shot.

Last Ditch Defense



Score three direct hits and the Shadow Troll starts to freak out. It morphs into a group of bats, before reforming in the center of the arena and blasting out a series of energy waves. Jump over the waves and wait for the Shadow Troll to pause. As soon as it does, hit it a fourth and final time.

Rescue Thermite



Thermite is the smallest of the Elemental Warriors, but this diminutive creature packs the biggest punch. His explosives can demolish just about anything, while Thermite's shield renders him completely invulnerable for a limited amount of time. Absorb Thermite to return to the Ogre's Swamp.



Walkthrough: Thorn's Pass



You've done it! All of the Elemental Warriors have been rescued and the Ancestors are safe at home. Now it's time to go on the offensive and take the battle to Thorn. Make your final preparations before heading into Thorn's Pass.

Destroy the Gate

Thorn's Pass is defended by a large gate. Before you can enter, you must blow a hole in Thorn's defenses. The entire Troll army is massed outside the gate waiting for you.



Use Thermite to destroy the boulders blocking your path, then leave the Ogre's Swamp, go through the Forgotten Forest Glade, and exit to the Badlands.



Before you run headfirst into danger, double check the status of your Elemental Warriors. Is each one fully powered up? Has Kameo collected all 12 elixirs? Do you possess all four Crystal Eyes? If not, *now* is the time to collect anything you may have missed. Turn to the Side Quests sections for a full listing of all the side quests. Once you have acquired every piece of Elemental Fruit, every Elixir of Life and all the Crystal Eyes, return to the Badlands and proceed with the attack.



Head to the southern tip of the map, where the Troll army is waiting. Ignore the tanks and Battle Ogres and charge right through the center of the fighting.



In front of the gate there is a tank, surrounded by a legion of Trolls. Use Thermite to blast the tank while avoiding the grunts on the ground.



Once the tank goes boom, it's Pummel Weed's time to play. Bust him out and start attacking the individual Trolls. After the first two go down, you should be in Warrior Focus. From here it's relatively simple to pick off the rest of the army.

Thorn's Pass



With the Trolls gone, the only thing standing in your way is that blasted gate. Have fun with high explosives and remove it. As soon as the gate collapses, run through to enter Thorn's Pass.



You may have gotten in, but the Trolls are determined to keep you from going very far. As you enter the first open area, two Cannon Trolls start taking pot shots at you. Use Chilla's ice spear to take them out. There is one on top of each guard tower on either side of the path.



The Armor Troll is similar to the one you fought at the end of the first level, only this time around he's much quicker—making it impossible to shoot his exposed neck in time. The secret lies with the two Small Armor Trolls that flank the big guy.



Although the Small Armor Trolls are invincible to some attacks, they can be blown up by Thermite's bombs. However, they take damage from some attacks just as a normal Troll would. So, you can use them to enter Warrior Focus and maintain it indefinitely. While in Warrior Focus, land an uppercut on the main Armor Troll's jaw and morph into Chilla. Because the Armor Troll is moving in slow motion, you now have plenty of time to perforate his neck.



Go through the door and cross the stone bridge leading to the castle entrance. Trolls guard the bridge and two massive Dragons circle the skies above. Snipe the Dragons with Chilla's ice spear, and toss the Trolls into the lava.



At the end of the stone bridge is the castle drawbridge, however it is protected by three chains. Shoot out the locks with Chilla's ice spear to lower the drawbridge. Break the top and bottom chains on the left; break the middle chain on the right. Enter the castle.



Inside the castle courtyard are two Archer Trolls and a Fire Troll. Eliminate them before transforming into Thermite.



Use Thermite to destroy the fence blocking the edge of the cliff.



There's nothing but lava below, however it's the only way open to you. What to do? Activate Thermite's shield and roll off the side. Keep the shield active as you roll down the lava flow.



At the base of the lavafall is a small stone platform with a ramp on it. Farther out is an ice wall. Jump off the ramp with Major Ruin and grab the ice wall with Chilla. Climb up until you can cross over the fence on the left.



Use Thermite to make short work of the monster generators.



Ignore the Dragons flying overhead and go to the edge of the platform. A ramp leads up to a pipe here, but the opening is blocked by a grate. Blow off the grate with Thermite, then jump into the open pipe with Major Ruin.



Thermite see wall. Thermite not like wall. Thermite blow up wall. Thermite happy.



Past the wall, the tunnel is filled with monster generators that spit out scorpions, while Fire Trolls fall through the holes in the ceiling. Level every last one. Follow the path until you reach another barrier.



Blow the second wall to reveal two more generators. Destroy the generators and exit this area via the short pipe at the end of the hall.

Reaching the Inner Sanctum



You exit the pipe onto an open platform. Break the boxes if you need health, otherwise follow the path to the left and walk out onto the open platform.



You are surrounded by four Cannon Trolls. They are all perched on high, so use Chilla to snipe them.



In the corner, a lone ramp waits. Jump the ramp with Major Ruin and grab the ice wall with Chilla.



Follow it up and to the left until you reach the first platform. Break the boxes and continue up to the small ledge.



This jump is tricky only because the best route isn't very obvious. First, hop over to the next ramp.



Now boost up to the small platform at the top of the ramp, but don't jump off.



Turn around to face the large platform with the metal boxes. Jump straight up with Major Ruin and then shoot forward to reach the platform.



These new Armored Cannon Trolls have no trouble withstanding Chilla's spear. To clear the area you need to use Thermite's bombs. Roast 'em!



Just past the gate is a ramp with another pipe. Jump up the ramp and into the pipe with Major Ruin.



A group of Rock Trolls have taken us residence in this hall. Use Thermite to blast them into oblivion.



The first Rock Troll is hanging out right by the pipe exit, but the other two are around the corner at the end of the hall, standing underneath two oversized weights. Use Chilla to shoot the support chains when the Rock Trolls are directly under the weights to crush them.



Farther down, a group of Fire Trolls jump out of a stack of boxes. Hose them down with Deep Blue.



At the end of the hall, a stack of boxes is blocking the exit. Get rid of them and jump through the pipe.



On the far side, a group of Trolls waits alongside an Armor Troll. Use the same tactic you used at the entrance to Thorn's Pass. Beat up on the standard Trolls, trigger Warrior Focus, uppercut the big guy in the chin, and finish him off with a few ice spears to the neck.



Head to the unlocked door and jump the ramp to reach the ice wall. The ice wall is a bit to the left of the ramp so you must jump at an angle. Follow the ice up to the next platform.



Jump across the two ramps to reach the arena on the other side of the chasm. Be careful not to overshoot the edge of the middle platform.



Three Shell Trolls attack as soon as you enter the arena. They're backed up by a group of grunts, so keep on your toes, but focus your attention on the Shell Trolls. Waste all three of them to move on.



Two Dragons notice the damage you've done and fly in for the kill. Pick them out of the air with two well-placed shots from Chilla's ice spear.



Ignore the Small Armor Trolls and go through the open gate to enter Lord Drok's Lair.

Boss: Lord Drok



This flag-flying mechanical monstrosity looks tough, but like any oversized attacker he has a weak spot. Exploit it and he crumbles to pieces at your feet.

Bellyache Extraordinaire



Catch Lord Drok's attention and run around near his feet until he gets annoyed. Dodge the hammer strike, but stay in front of him. As soon as Lord Drok leans back, the vent hatch on his stomach opens up. Launch an ice spear into his belly.

Pesky Varmints!



Hitting Lord Drok causes a bunch of Magmites to run out onto the platform. Avoid Lord Drok's hammer attack and morph into Snare. Grab a mouthful of

Magmites and fling them directly at Lord Drok. The little critters stick to his body like glue.

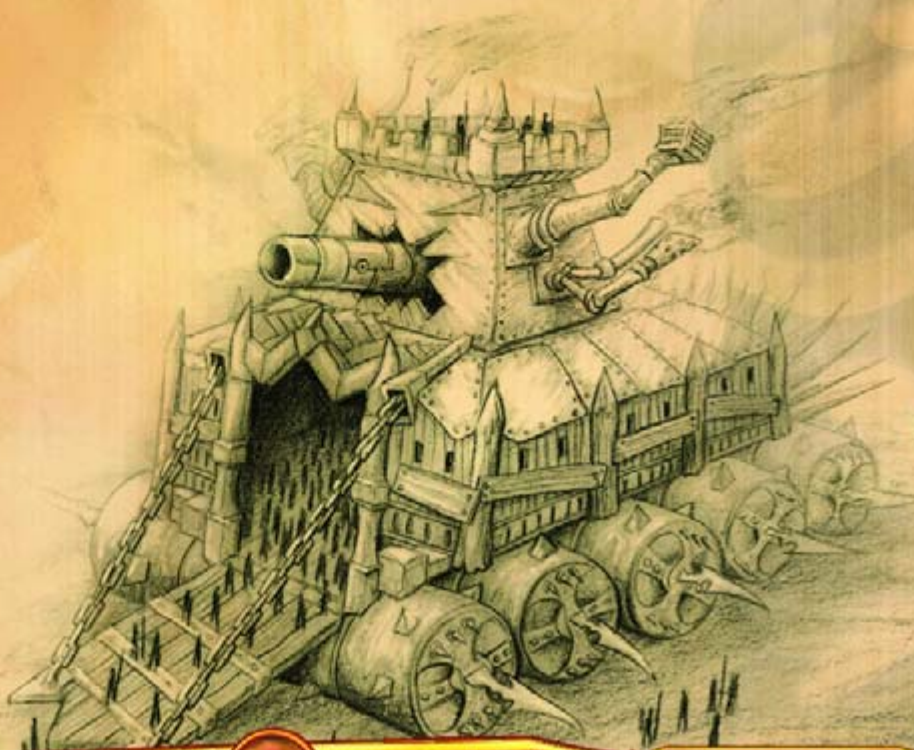
Chain Reaction



Now that he's covered in bugs, shoot one of the Magmites with Chilla's spear. It explodes on contact and starts a chain reaction, setting off all other Magmites in proximity. The multiple micro-explosions damage Lord Drok. Repeat the process until Lord Drok is blown to bits.



Exit through the door to enter Thorn's Airship.



Walkthrough: Thorn's Airship

His army has been routed and his castle defenses destroyed. Thorn is on the run, but he still holds Queen Theena captive. Jump onto the escaping airship and fight your way from the stern to the bow. Thorn waits for you on the bridge. Do you have what it takes to rescue Kameo's mother and guarantee eternal safety for the Enchanted Kingdom?

Enter the Airship



You start on the rear of the ship, standing on an exposed deck. A smaller ship periodically docks with Thorn's Airship, dropping off Trolls to attack you. Use Pummel Weed's uppercut to quickly knock the Trolls off the side.



Concentrate your attack on the small ship. Destroy it, and the resulting explosion exposes a conduit to the next section.



Remember, Kameo is all about options. If clearing the deck with a few uppercuts isn't working, switch tactics. You can get rid of the attacking Trolls just as quickly by tossing them over the side with Chilla or simply blowing them to bits with Thermite. The choice is yours.



Jump into the pipe as Major Ruin. Follow it to the next platform.



This small deck is a safe area on an otherwise volatile ship. Take a moment to look around and enjoy your surroundings before using the ramp to jump into the next tube.

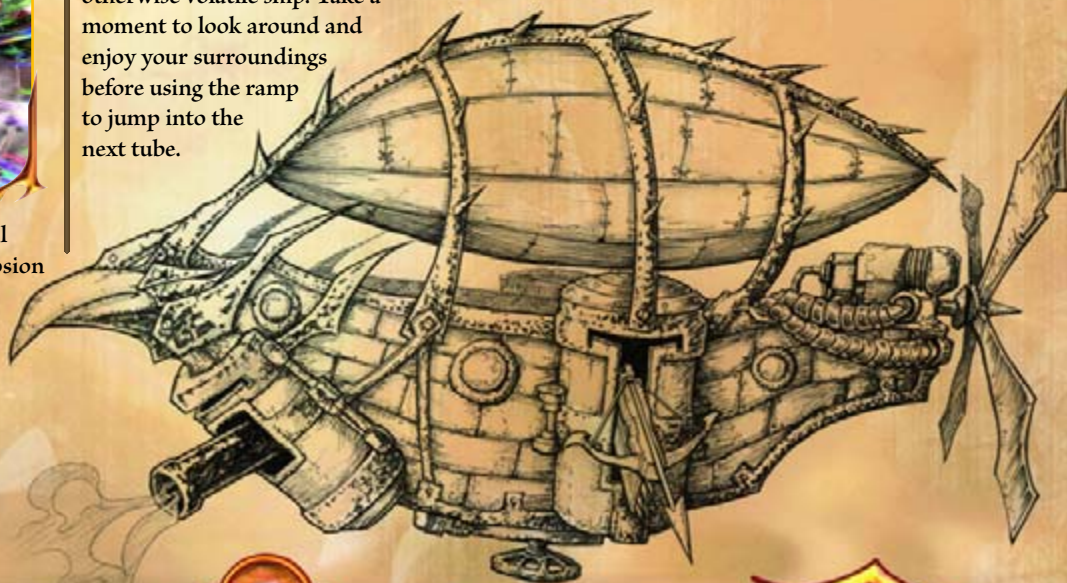
Disable the Engines



The conduit drops you off inside the first engine room. As soon as you enter, two Cannon Trolls fire off a group of Roll-Trolls to defend against your attack. Knock the Roll-Trolls into the turbine on the aft side of the room. The blades chop the Roll-Trolls into bloody green bits. Keep hitting Roll-Trolls into the turbine and it explodes.



You'll be tearing apart various sections of Thorn's Airship throughout the rest of the level. Be careful whenever you blow up a wall, as you won't want to fall out! Kameo may have wings, but she doesn't carry a parachute.





At the front of the engine room, the port side gate is now open. Jump the ramp and enter the gate. Follow the hall to reach the port engine room.



The easiest way to destroy the port turbine is with the Small Armor Trolls. Use Snare to grab one of the Trolls and toss it into the turbine. If the action is too intense to use Snare's throw, simply use Pummel Weed's uppercut to knock the Small Armor Trolls into the turbine. Keep doing this until it blows.

CAUTION

While you're having fun with the Small Armor Trolls, a Troll ship shoots out the window on the other side of the room and a Cannon Troll starts shooting at you. Either avoid his shots, or switch to Chilla and snipe him.



With the turbine blown, the door to the room goes haywire. It's moving too quickly to roll under, so you have to find another way. Attack the remaining Trolls to trigger Warrior Focus. While in Warrior Focus, it's easy to slide through the door.



Return to the main engine room. The door on the starboard side is now open. Jump the ramp and follow the hallway to the starboard engine room.



Another turbine to destroy and more Small Armor Trolls to do it with. Toss them into the turbine, just as you did in the port engine room. If you're looking for variety, Chilla's spears are a great way to push the Trolls into the turbine. Watch out for

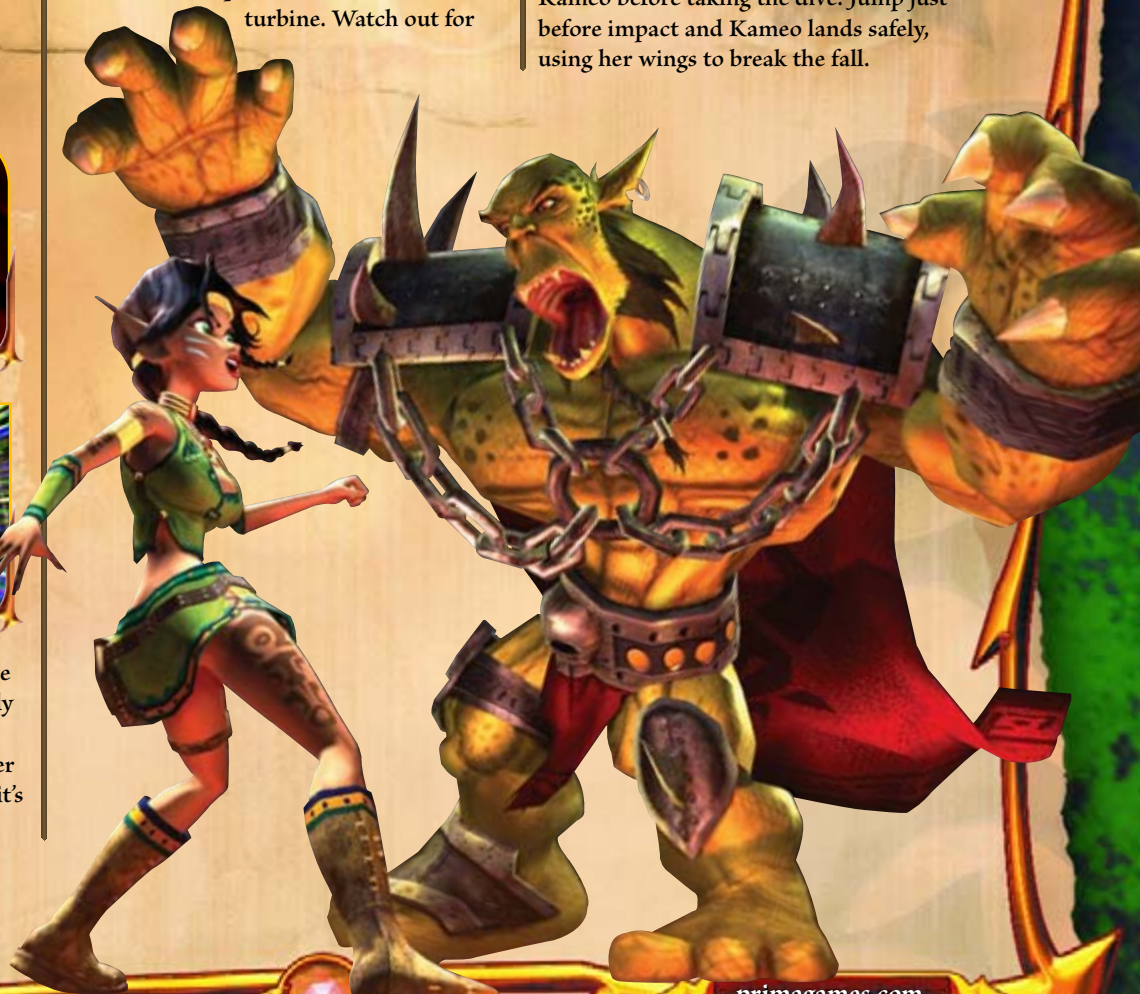
the attack ship that blows out the window. This time it carries an Archer Troll to harass you.



Use the Trolls to enter Warrior Focus and slow down the rapidly moving door. Slip underneath and return to the main engine room.



The hatch in the floor is open. It's quite a drop to the catwalk below, so morph into Kameo before taking the dive. Jump just before impact and Kameo lands safely, using her wings to break the fall.



Free the Trapped Airship



At first glance, these two platforms don't look like much. Just jump from one to the next, until you reach the other side. The only catch is that huge propellers spin in between each platform. Time your jumps to go in between the blades. Don't lollygag too long, else the flanking airships start firing on you.



Enter the door on your right.



Inside, an Armor Troll is waiting for you and he's flanked by five Small Armor Trolls. Take him out using the same method you used on the Armor Trolls in Thorn's Pass—attack the little guys to enter Warrior Focus, nail the big one with an uppercut, and then shoot his exposed neck with Chilla's ice spear.



Exit through the open hatch at the forward end of the room. On the other side is a trapped airship, manned by friendly Snow Top Tribe members.



Before you worry about the ship, use Pummel Weed's uppercut to eliminate the six Shell Trolls running around the main floor.



Shoot the moorings to break the ship loose. Chilla's ice spear is perfect for the job.



The grateful tribe members use the airship to blast a hole in the viewing platform. Use Major Ruin to jump up the ramp and exit to the outer deck.



Destroy the Nacelles



On the port side wing, two Troll airships are attacking. They are similar to the one you faced at the beginning of this level, however these are a bit more aggressive. Attack the ships by launching bombs with Thermite or lobbing Trolls at them with Chilla.

Get the Gunners



Make sure you take out the Trolls manning the side guns on the attacking airships. Ignore them at your own peril.



Take the ramp up and head through the center of the ship. Exit on the starboard side wing.



Attack the two Troll airships just as before. Once the second ship is down, the resulting explosion destroys the engine nacelle.

CAUTION

Don't forget to take out the gunners before attacking! The ships on the starboard side are armed with Archer Trolls. They can cause a lot of damage very quickly if you're not careful.



Re-enter the ship and go through the forward hatch. It's time to face Thorn!

Boss: Thorn and Kalus



This is where it's all decided. Thorn is a massive beast that dwarfs Kameo in size, but not necessarily in power. Kalus doesn't attack directly, choosing instead to support Thorn by summoning other Trolls. If there was ever a time to be aggressive, this is it. Let loose with everything you've got.

Quake Attack



Thorn starts his attack by smacking the ground and causing a ground tremor. This is much like the tremor attack used by the Rock Trolls, only Thorn's attack is three-pronged. Sidestep the tremor to avoid getting hit.





Start your attack with Thermite's Mortar. When you're in the firing stance, Thermite can move in any direction, as well as strafe. This makes it easy to avoid Thorn's quake attack, while at the same time firing back at him.

Kalus Calls



Keep working Thorn and he pauses to catch his breath. While Thorn is recovering, Kalus steps in to help by summoning forth a variety of Elemental Trolls. At this point you need to balance your attacks. Kill the interlopers in order to clear some space on deck.

TIP
Collect the hearts that the Elemental Trolls leave behind. It's a quick and easy way to replenish your health during the final battle.



The first Trolls to appear are Fire Trolls. Extinguish them with Deep Blue's Aqua Cannon. When in this stance you can strafe, so be sure to avoid Thorn's quake attack while killing the Fire Trolls.



After the Fire Trolls are dispatched, Kalus summons a group of Plant Trolls. It's time to switch to Ash and roast 'em!



Keep pounding away at Thorn with Thermite's Mortars. While you may be tempted to keep fighting off the Elemental Trolls, Kalus keeps summoning them. Balance your attacks between Thorn and the Trolls.

Jump and Rush



Once you have wiped out a third of Thorn's health, he gets a bit more aggressive and starts jumping around the deck. When he lands, an energy wave radiates out. Avoid it or you'll be stunned. After jumping twice, Thorn rushes Kameo. Avoid his claws.



At this point in the battle, Thorn is moving faster, so your best bet is a good melee fighter. Switch off between Snare's Rootquake, Thermite's Lava Bombs, and Major Ruin's Hyper Cyclone Spin and keep pounding Thorn.



When Kalus calls out the Rock Trolls, quickly switch to Thermite and use the Mortar to take them out. You can also use 40 Below's Wrecker Ball, but the Mortar is faster.



Kalus' next trick is Ice Trolls. These ninja-wannabes hop around the deck like mad with their razor-sharp ice katanas. Ash is the warrior to use here. Melt 'em!



Continue your attack on Thorn with Major Ruin, Snare, and Thermite. As before, keep switching off to clear the deck of Trolls, but don't spend all of your time fighting them. They're only there to distract you.

Mace Madness



Once you get Thorn down to less than half health, a massive mace falls from the sky and he starts swinging it around. Stay on your toes because Kalus keeps summoning Elemental Trolls throughout the fight.



While it is tempting to use ranged attacks, your best bet is to stick with Snare, Thermite, and Major Ruin.



When you run low on spirit energy, switch to Thermite and lob a few Mortars.



Try to maneuver around to Thorn's backside. You can damage him with minimal risk to yourself. Keep pummeling him until he goes down.

Kalus the Protector



When Thorn falls for the final time, Kalus rushes in to heal his wounds. Quickly morph into Chilla and launch ice spears at her until she's knocked out.

CAUTION!

If you fail to knock out Kalus, she revives Thorn with nearly a quarter of his health. Unless you want to go another round with the big guy, make sure she goes down for the count. When targeting Kalus, don't worry about any other Trolls on deck. Nothing else matters.

Girl Power!

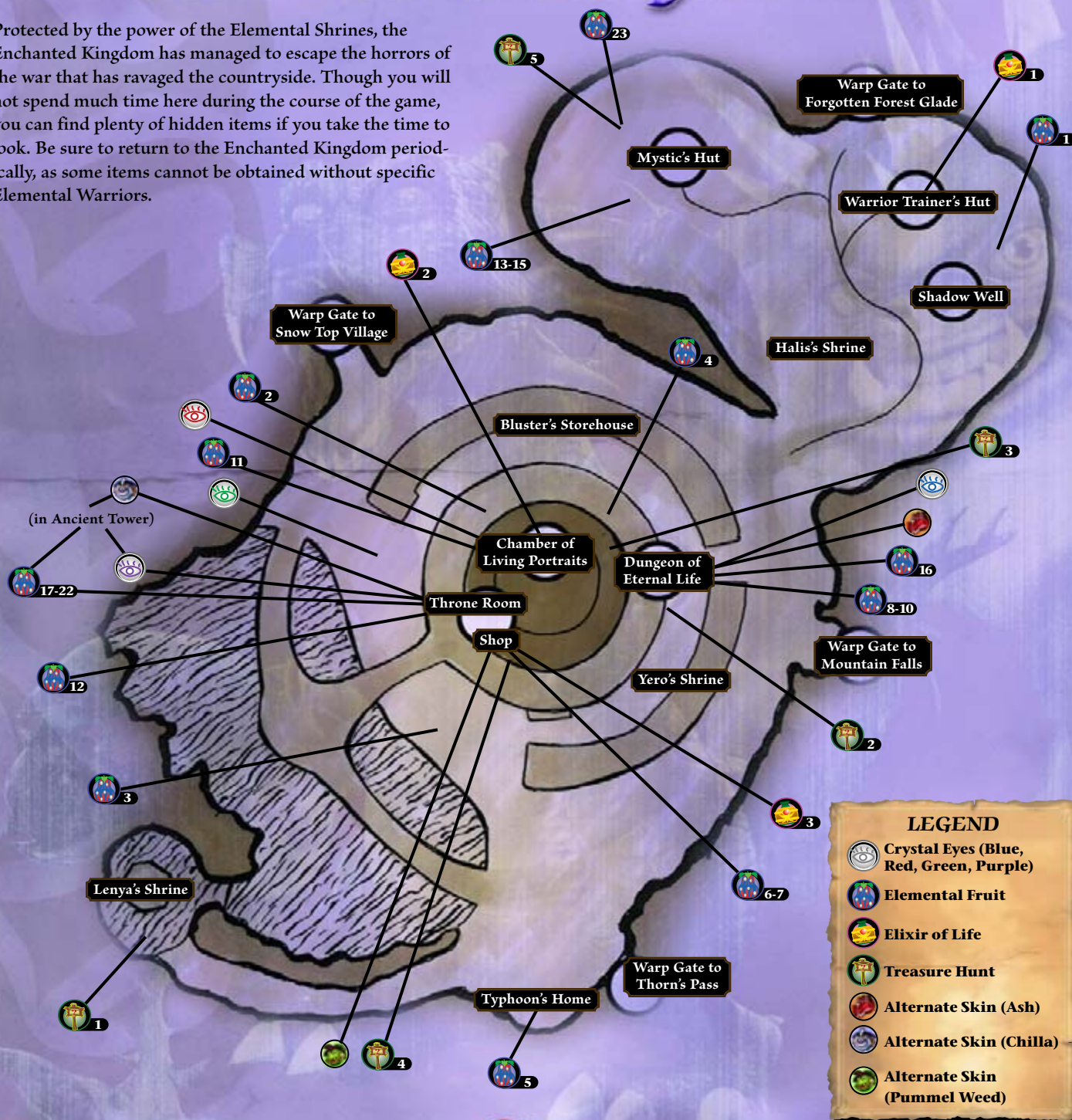


Exhausted from the battle, Kameo and Kalus have a shared vision that reveals the truth—the Mystic has been manipulating them both! Realizing she's been taken advantage of, Kalus aligns with Kameo to deliver the finishing blow to Thorn. With his defeat, the war is over and the Enchanted Kingdom is once again safe from harm. It's time to return home.



Side Quests: Enchanted Kingdom

Protected by the power of the Elemental Shrines, the Enchanted Kingdom has managed to escape the horrors of the war that has ravaged the countryside. Though you will not spend much time here during the course of the game, you can find plenty of hidden items if you take the time to look. Be sure to return to the Enchanted Kingdom periodically, as some items cannot be obtained without specific Elemental Warriors.



Elemental Fruit (23 Pieces)

Packed with vitamins and minerals, Elemental Fruit is just what your Elemental Warriors need to improve their fighting skills.

#1: Plant by the Well



Find your first piece of fruit growing on a plant near the Shadow Well. Head behind the Trainer's Hut to find it. Simply shake the plant to make it drop a piece of Elemental Fruit. This plant will not grow until you have completed the upgrade training.

Required Warrior: Pummel Weed

#2: Portrait Plant



The next plant grows right outside the entrance to the Chamber of Portraits, in the grassy field just to the right of the door. You need Pummel Weed to squeeze underneath the gates protecting the castle's inner courtyard.

Required Warrior: Pummel Weed

#3: Hunting for Seashells



Go to the back of the castle and spend some time at the beach. Note the series of seashells lying on the shore. Walk toward the map's southeast corner (near Typhoon's Home) and use Pummel Weed to flip over

the second shell from the edge. You find a tasty Elemental Fruit underneath!

Required Warrior: Pummel Weed

#4: Pick the Pick Plant



After you've beaten the Tree Boss and rescued Halis, use Pummel Weed to enter the castle courtyard and head toward the Chamber of Portraits. Don't go inside; instead look to the grassy area to the left of the door. A group of pick plants have sprouted. Pick the pick plants until you discover a hidden Elemental Fruit.

Required Warrior: Pummel Weed

#5: Trivia Challenge



Once you have a few runes in your pocket, go over to Typhoon's Home in the southeast. Head inside and pay 10 runes to take his trivia challenge. Though you can learn the answers during your adventure, good ol' Typhoon never changes the order of his questions, so with cheat sheet in hand, feed him these answers: 7, 5, 8, 5, 4, 0. You earn a piece of Elemental Fruit for your trouble.

Required Warrior: None

#6, #7: Stop at the Shop



After you've completed the food training, the shop around the back of the castle

stocks two pieces of Elemental Fruit. You have to pony up 30 runes for each piece, but it's well worth it.

Required Warrior: None

Shop 'til You Drop!

Each of the four towns in Kameo's world has a fully stocked shop just ready and waiting to take your runes. While most players will undoubtedly be interested in the Elemental Fruit and Elixirs of Life that the shops sell, these enterprising merchants also carry other items.

You can find the following items at each of the shops:

- **Giant Heart:** An excellent choice for restoring health when you don't want to take the time to break boxes or melt ice blocks just to restore your health.
- **Elixir of Life:** Extends the length of Kameo's life bar and fully restores her health.
- **Elemental Fruit:** Used to upgrade the Elemental Warriors.
- **Fruit Finder newsletter:** Provides a few hints to help you find hidden Elemental Fruit. It is not for sale in the Enchanted Kingdom because the first issue is free.
- **Upgraded Money Pouch:** Increases the amount of money you can carry. It is smart to purchase these upgrades as soon as possible.
- **Alternate Skin:** Each shop sells one alternate skin for an Elemental Warrior. You can find more information on alternate skins in the Achievements and Unlockables section.

#8, #9, #10: Burnin' Up the Dungeon



Once you've added Ash to your group of warriors, head into the Dungeon of Eternal Life. A young boy trapped inside needs rescuing! Walk forward into the second room and use Ash's fireball attack to light the two dragon heads on either side of the main door. Once they're lit, the door opens and the dungeonkeeper's son is set free. As thanks, he gives you a piece of Superfruit. Superfruit is equivalent to three pieces of standard Elemental Fruit.

Required Warriors: Pummel Weed, Ash

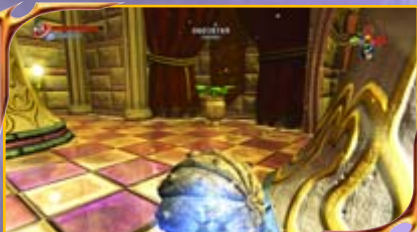
#11: Behind the Magic Mirror



Major Ruin's spin attack is great for bashing Trolls, but it's also awesome for breaking things. Head inside the Chamber of Living Portraits. At the back of the hall, to the left of the mirror, is a golden vase. Use Major Ruin's spin attack to shatter the vase and find a piece of Elemental Fruit.

Required Warriors: Pummel Weed, Major Ruin

#12: Throne Room Trouble



Now go to the back of the castle and head upstairs to the Throne Room. Inside, head left and find a vase tucked in an alcove. Use Major Ruin's spin attack to shatter it as before, and a piece of Elemental Fruit shall be your reward.

Required Warrior: Major Ruin

#13, #14, #15: It's a Dry Spell



Outside the Mystic's Hut you find a farmer lamenting the loss of his tools. Without his

tools, he cannot water his crops, and he doesn't know what to do. It's Deep Blue to the rescue! Use Deep Blue's water attack to water all the plants in the parched field. After they've all grown to full size, the farmer rewards you with a Superfruit.

Required Warrior: Deep Blue

#16: Back to the Dungeon



Once Ash is available, return to the castle dungeon and head to the room where you rescued the trapped boy. Inside is another door with dragon heads. Use Ash to light them and open the door.



Walk forward and collect Ash's alternate skin.



Use Ash's Fire Blast to tip over the cauldron just to the right of the door. Alternately, if you have Chilla, you can use his ice spears to tip the cauldron over. It spills flaming hot oil on the ground, along with an Elemental Fruit. Wait for the oil to burn out and then collect your prize.

Required Warriors: Pummel Weed; Ash or Chilla

#17: Ancient Tower



Enter the Throne Room and head to the right to enter the Ancient Tower. Use Major Ruin to jump up the ramp. Switch to Chilla in mid-jump and grab onto the ice lining the wall.



Climb up and proceed to the ledge on the left. Follow it around behind the Walrus where you find an ice block. Switch to Ash and use your fire breath to melt the ice block. Hidden inside is a piece of Elemental Fruit.

Required Warriors: Major Ruin, Chilla, Ash

#18: Ancient Tower, Part Deux



Repeat the Major Ruin/Chilla combo move you just pulled off for the last piece of Elemental Fruit, only this time head to the ledge on the right. Next to the ramp you find a wooden treasure chest. Break it to find another piece of Elemental Fruit.

Required Warriors: Major Ruin, Chilla

#19: Ancient Tower, Level 2



By now you should be quite good at the Major Ruin/Chilla combo jump, so do it another time. Only this time, keep climbing the wall until you reach the tower's second level. Sitting off to the side is a lone Elemental Fruit plant. Shake it to get the goods.

Required Warriors: Major Ruin, Chilla

#20: Do it for the Children, Part 1



Stay on the tower's second level and circle around to the side opposite where you found the plant. A lone ice block is near a ledge here. Use Ash's breath to melt the block and rescue a frozen child. You do not earn an immediate reward.

Required Warriors: Major Ruin, Chilla, Ash

#21: Do it for the Children, Part 2



Use Major Ruin to jump the ramp and then use Chilla's wall climb to reach the tower's uppermost level. Destroy the stack of boxes blocking your path and walk over to the ice block. Melt it with Ash's flame

to rescue the second child. A cinema plays, but still, no fruit.

Required Warriors: Major Ruin, Chilla, Ash

#22: Do it for the Children, Part 3



Before climbing back down, be sure to grab Chilla's alternate skin. It's waiting for you in an alcove on the third level.



Use the ice wall to make your way straight down to the tower's first floor. You should end up on the platform where you found the Elemental Fruit in the treasure chest, just to the right of the main ramp. On the far edge of this platform is a break that you have to jump over. Switch to Major Ruin and get to the outermost edge. Use his standing jump to lift up into the air and, at the peak of the jump, use Major Ruin's spin dash to move forward and cross the gap. Now, walk over to the ice block and melt it with Ash. The third, and final, child is rescued and the distraught mother leaves a Superfruit behind as thanks. Collect it and leave the castle.

Required Warriors: Major Ruin, Chilla, Ash

#23: Treasure Hunt

The Treasure Hunt quest is a bit different from the others because you don't have to help anyone or buy anything. All you have to do is find the hidden signs. The trick is that the signs only show up in order. You cannot see the second sign unless you have already found the first sign.

Sign #1



For the first sign, go to Typhoon's Hut behind the castle and follow the path up the hill to Lenya's shrine. You find the sign sitting in the water and it carries the following clue: "To find my secret hidden sign, investigate an old man's shrine..."

Required Warrior: None

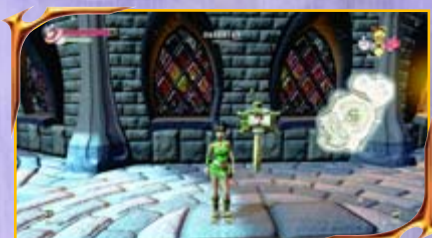
Sign #2



The second sign is located in the castle courtyard near Yeros's shrine. Find it just above the dungeon entrance. It reads "Gazing on the balcony will guide you to sign number three..."

Required Warrior: Pummel Weed

Sign #3



Around the back of the castle and up the stairs you go, however don't run inside. Instead of entering the Throne Room, wander around the back to the balcony where you find the sign bearing this clue: "You're doing well; the next sign lies near one who'll sell you some supplies..."

Required Warrior: None

Sign #4



Go downstairs and walk behind the shop to find the fourth sign. Read it to discover the final clue: "The home of one who sees in time is near my fifth and final sign..."

Required Warrior: None

Sign #5



Find the last sign outside the Mystic's Hut, near the farmer with the dried-out field. Read the sign and it turns into an Elemental Fruit plant. Shake the plant and collect the fruit.

Required Warrior: None

Elixir of Life (3 Pieces)

Elixirs are very rare, but they extend Kameo's life bar when consumed. Collect them all!

Complete Your Training



You don't have to seek the first elixir, as it is given to you during your training by the Warrior Trainer. Consider this one a lucky break.

Required Warrior: None

#2: Chamber of Living Portraits



Use Pummel Weed to get to the Chamber of Living Portraits. Go inside and find an elixir sitting at the base of the steps, in front of the mirror. Drink up!

Required Warrior: Pummel Weed

#3: The Shop



Find the third elixir for sale in the shop. It's a steal at a mere 20 runes.

Required Warrior: None

Crystal Eyes (4 Pieces)

One of the rarest items in the game, the four Crystal Eyes bestow magical powers upon Kameo and the Elemental Warriors. Although you can equip only one at a time, collect them as soon as possible. Unlike Elemental Fruit and Elixirs of Life, the Crystal Eyes are found only in the Enchanted Kingdom.

Green Crystal Eye: Eye of Restoration



Find the first Crystal Eye on the beach, underneath the seashell closest to the Mystic's Hut. Use Pummel Weed to flip over the shell and collect the Eye of Restoration. With the Eye of Restoration, your Health recovers automatically over time, but your Spirit takes longer to regenerate.

Required Warrior: Pummel Weed

Blue Crystal Eye: Eye of Spirit



Find second Crystal Eye in the Dungeon of Eternal Life. Enter the dungeon and go to the side room on the left. Use Ash to light both dragon heads and the door opens. Inside, the Eye of Spirit sits on a pedestal. With the Eye of Spirit, your Spirit recharges faster, but your attack and defense are halved.

Required Warriors: Pummel Weed, Ash

Purple Crystal Eye: Eye of Protection



The third Crystal Eye sits in plain sight in the Ancient Tower. Use Major Ruin and Chilla to climb up to the second floor. Find the Eye of Protection in the center of the room, surrounded by glowing light. With the Eye of Protection, your defense doubles, but your offense is halved. Note: when you reference it in the Wotnot, the Crystal Eye appears grey, not purple.

Required Warriors: Major Ruin, Chilla

Red Crystal Eye: Eye of Strength



You can't get the final Crystal Eye until you have freed Thermite and added him to your roster of Elemental Warriors. Return to the Chamber of Living Portraits and destroy the statue of Thorn. The Eye of Strength waits in the rubble. With the Eye of Strength, your offense is doubled, but your defense is halved.

Required Warriors: Pummel Weed, Thermite

Side Quests: Forgotten Forest Glade

Populated by plant creatures, the Forgotten Forest Glade is the first city that Kameo visits after leaving the Enchanted Kingdom, but it certainly won't be the last. Don't be shy; spend some time talking to the locals—you can gain a lot of good information. Though much of the city is safe, not every section is free of danger. Keep your guard up when exploring dark areas.

LEGEND

-  Elemental Fruit
-  Elixir of Life
-  Treasure Hunt
-  Alternate Skin (Rubble)
-  Alternate Skin (Thermite)



Elemental Fruit (22 Pieces)

As your roster of Elemental Warriors grows, so will your need for Elemental Fruit. Hunt down every piece to keep your team in top fighting form.

#1: Fruit on the Trail



Finding the first piece of Elemental Fruit requires nothing more than keeping your eyes open. Immediately after the area finishes loading, look to your right. A plant grows by the side of the trail. Shake it, then pick up the piece of Elemental Fruit that drops.

Required Warrior: None

#2, #3, #4: Cleaning House



At the end of the path is Dil's House. Dil is a grumpy little plant with a pest problem—Trolls. Go inside the house and Dil begs for your help. Morph into Pummel Weed and beat the Trolls into submission. Dil rewards you with a Superfruit.

Required Warrior: Pummel Weed

#5: By the Watering Hole



Walk underneath the log bridge and into the back half of town. Go to the waterfall feeding into the lake and you see a house with some boxes stacked up near the door. Growing behind the boxes is a fruit plant. Simply shake the plant to make it drop the tasty morsel.

Required Warrior: None

#6, #7: Stop at the Shop



The Forgotten Forest Glade shop is a stone's throw from the waterfall. Stop in and purchase two pieces of Elemental Fruit from the proprietor. It'll set you back 60 runes, so make sure you have enough cash on hand.

Required Warrior: None

#8: Pick Plant Paradise



Five pick plants are growing in a small clearing surrounded by four Guardian Tree Spirits. Pluck the pick plants from the ground and grab the Elemental Fruit that is hidden in the ground.

Required Warrior: None

#9: Creeper's Backyard



Creeper may be a good woodcutter, but he's not a very good gardener. A wild fruit plant grows behind his house. Walk behind the house and shake the plant. Collect the piece of Elemental Fruit.

Required Warrior: None

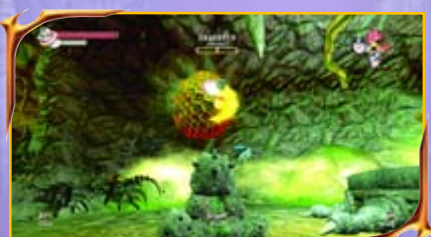
#10: Feed the Statue



After you've rescued Rubble from the second Shadow Troll, you return to the Mushroom Cavern. Instead of leaving, walk to the back of the cavern where you find two statues. One guards a piece of Elemental Fruit, while the other guards an Elixir of Life. Go to the statue on the left and stand on the platform. Change into Rubble and toss a stone into the statue's mouth. With its belly full, the statue releases its prize. Morph back into Kameo and collect the piece of Elemental Fruit.

Required Warriors: Pummel Weed, Rubble

#11, #12, #13: Eliminate the Mosquitoes



Your trip to the Shadow Realm and back disturbed the mosquitoes that live in the Mushroom Cavern, and they are terrorizing the helpless researcher!

Eliminate the four hives, as well as any mosquitoes flying around the cavern. The thankful researcher rewards you with a Superfruit.

Required Warriors: Pummel Weed, Rubble

#14, #15, #16: Cleaning House...Again



Nettles isn't the cleanest plant on the planet and as a result, now lives in a house infested with beetles! Find his house right next to the waterfall. Morph into Ash and head inside. Use Ash's flame breath to quickly kill the teeming masses of beetles on the floor. Now, walk over to the beetle plants and breathe fire on them until they wither away. After the beetles have been eliminated, Nettles thanks you with a Superfruit.

Required Warrior: Ash

#17, #18, #19: Clear the Boulder

Creepster has a problem. A very large, and very heavy, boulder has managed to lodge itself in his front door. This is a job for Major Ruin and Ash!

Retrieve the Boom-Root Plant



Blowing up the door requires a boom-root plant. You can find one growing on an island in the middle of the lake. Swim out to the island and morph into Major Ruin. Line up directly behind the plant and use Major Ruin's spin attack to launch the plant onto the shore. If you miss, the plant will be destroyed by the water. No worries

though; wait a few seconds and another will grow in its place.

Required Warrior: Major Ruin

Prime the Explosive



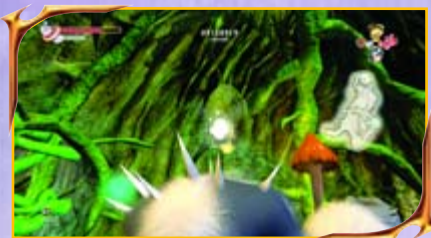
Back on dry land, use Kameo to roll the boom-root plant over to Creeper's front door. His house is on a hill, so make sure you lean the plant against the boulder. If you place it in front of the boulder it will simply roll down the path and away from the door. Now, morph into Ash and use his flame breath to light the fuse. Step back and watch the resulting explosion. Creeper rewards you with a Superfruit.



Before moving on to the next task, duck inside Creeper's Home and take a peek inside his dresser. Thermite's alternate skin is waiting for you!

Required Warrior: Ash

#20: Hanging Plant Pods



This is one of the hardest pieces of Elemental Fruit to find, thanks to its elevated location. A beetle-filled room connects the two hollow logs leading to Mushroom Cavern. Go into the room and kill all the beetles. Switch to Chilla and look

up. Green plant pods hang from the ceiling. Shoot the plant pods to find a piece of Elemental Fruit.

Required Warriors: Pummel Weed, Chilla

#21: Ogre's Swamp



You won't be able to claim this piece of Elemental Fruit until rather late in the game, as you can't get into the swamp unless you have Snare. Once inside however, claiming the prize is relatively easy. Go to the back of the swamp and look behind the Shadow Well. Growing in an alcove is a fruit plant. Shake it to add another Elemental Fruit to your collection.

Required Warriors: Snare, Chilla

#22: Treasure Hunt

The Treasure Hunt quest is a bit different from the others because you don't have to help anyone or buy anything. All you have to do is find the hidden signs. The trick is that the signs only show up in order. You cannot see the second sign unless you have already found the first sign.

Sign #1



The first sign is near the entrance to the hollow log, across the path from Creeper's Hut. Read it to find the following clue: "More signs are hidden near, now think—where might the locals go to drink?"

Required Warrior: None

Sign #2



Go to the pub to find the second sign. It is sitting just to the left of the jukebox. It is inscribed with the following: "The stream that is the water's source will lead you to sign three, of course."

Required Warrior: None

Sign #3



The stream spoken about is actually something of a small lake. Go to the warp point and look out across the water—you can see the third sign on an island. Swim out to it and read this clue: "The branch that leads to Mushroom Cave will house my sign inside—be brave!"

Required Warrior: None

Sign #4



Right outside the entrance to the Mushroom Cavern is the fourth sign. Read it to discover the final clue: "A home came under Troll attack—you'll find my next sign 'round the back."

Required Warrior: Pummel Weed

Sign #5



The home that came under attack is none other than Dil's Hut. Look on the left side of the house to find the final sign. Read the sign and it turns into an Elemental Fruit plant. Shake the plant and collect the fruit.

Required Warrior: None

Elixir of Life (2 Pieces)

Some elixirs are well hidden, but not in the Forgotten Forest Glade. Both are located in plain sight, though the first does require a good throwing arm.

#1: Feed the Statue



If this seems familiar, it is because you have already done the exact same thing to collect an Elemental Fruit. Walk to the back of the Mushroom Cavern after you've added Rubble to your roster. Go to the statue on the right and stand on the platform. Change into Rubble and toss a stone into the statue's mouth. With its belly full, the statue releases its prize. Morph back into Kameo and collect the elixir.

Required Warriors: Pummel Weed, Rubble

#2: The Shop



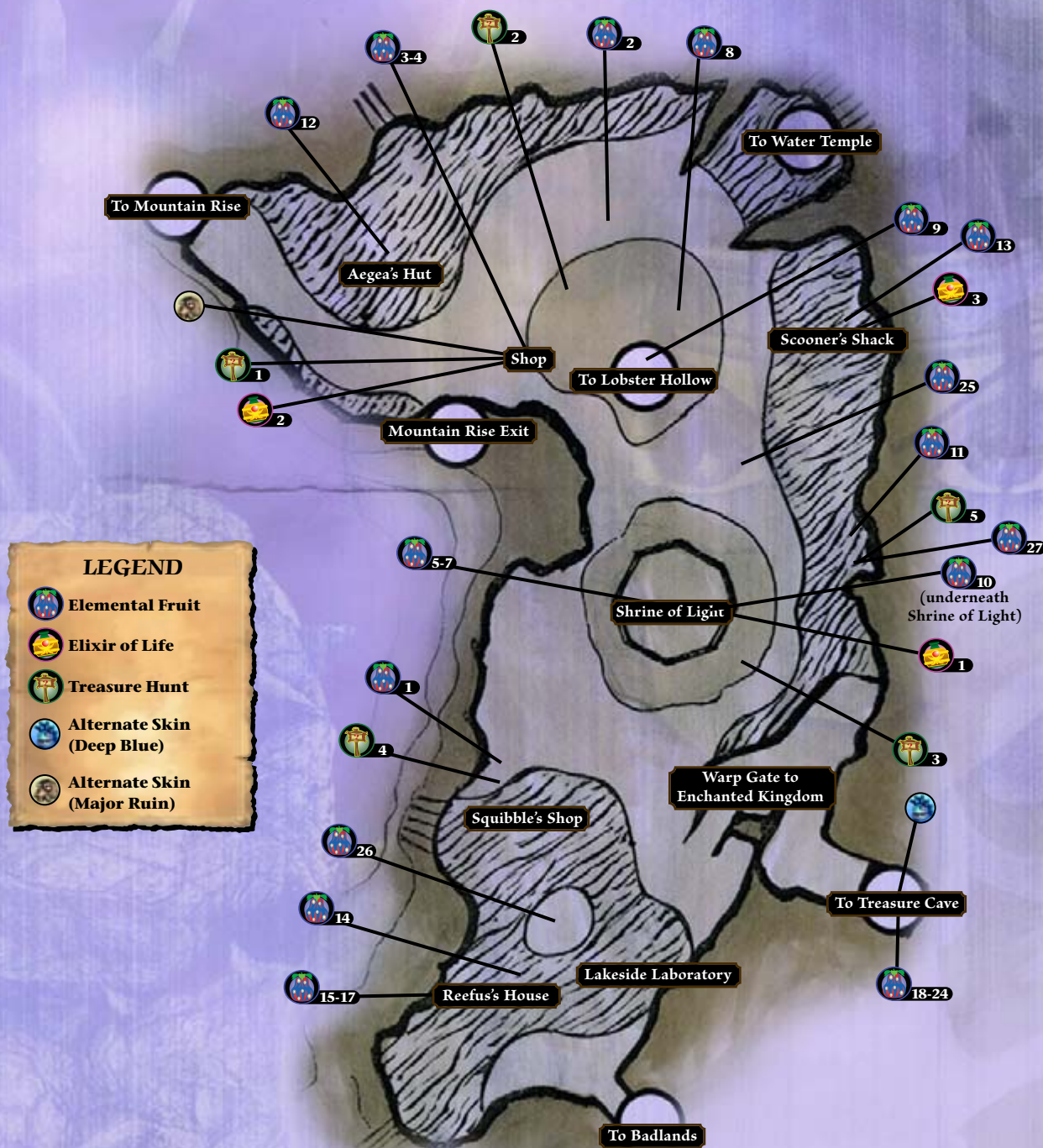
The second elixir is for sale in the Forgotten Forest Glade shop. Buy it for a mere 20 runes.

Required Warrior: None



Side Quests: Mountain Falls

The rocky vistas of Mountain Falls are in sharp contrast to the serene lakes and rushing waterfalls, but for the aquatic villagers, it's home. Once a pirate refuge, Mountain Falls is packed with intricate cave systems, some of which house hidden treasures. Take your time exploring; you never know what you might find.



Elemental Fruit (27 Pieces)

Not much grows in this rocky terrain, but Elemental Fruit plants are quite resilient. Search out every last piece to max out all of your Elemental Warriors' abilities.

#1: West End Ledge



A fruit plant grows on the small hill near the shore on the west side of town. It is just behind Squibble's Shop. An Elfin Warrior is napping nearby and a waterfall flows just around the corner. Shake the plant and collect your fruit.

Required Warrior: None

#2: Shell Flippin'



Near the shop, five seashells are lying on the ground. Flip over the one in the middle with Pummel Weed to find a piece of fruit hidden underneath.

Required Warrior: Pummel Weed

#3, #4: Stop at the Shop



Come on big spender! That money is burning a hole in your pocket. Swing by the shop and drop 60 runes on two pieces of Elemental Fruit. Support your local merchant.

Required Warrior: None

#5, #6, #7: Light My Fire



Enter the Shrine of Light, which is right across from the entrance to Lobster Hollow. Inside the priest tells you that the shrine can be seen for miles—when it's lit. Use Ash to light the eight dragon torches and restore the shrine to its former glory. Note that two of the dragon torches are outside and two are in the rear chamber; you can't light them all from the main room. The priest rewards you with a Superfruit.

Required Warrior: Ash

#8: Behind Lobster Hollow



Follow the stone path around to the rear side of Lobster Hollow. A fruit plant is growing on the side of the mountain. Pick it, and be on your way.

Required Warrior: None

#9: Lobster Hunter



Break open the lobster cages scattered about Lobster Hollow with Major Ruin. One of the cages has a piece of fruit hidden inside.

Required Warrior: Major Ruin

#10: Stone Chest



Directly underneath the Shrine of Light are three stone treasure chests. Thermite can break them open, but impatient sorts can use the combined talents of Major Ruin and Ash to accomplish the same thing. Use Major Ruin to break loose the nearby boom-root plant. Roll the plant over to the stone chests. Light it with Ash and stand back. The resulting explosion shatters the chests, leaving you with a fresh piece of Elemental Fruit.

Required Warriors: Major Ruin, Ash

#11: Rock Ramp Madness



On the east edge of town are two small ledges with no obvious way to reach them. Head over to the Treasure Cave area and use Major Ruin to shatter one of the rock creatures nearby. Now, switch to Rubble and use the yellow platform to create a rock ramp. Morph back into Major Ruin and jump off the ramp to reach the first ledge.



Hop up to gain some extra height and then shoot across the gap to the second ledge where a fruit plant grows. Grab that tasty morsel.

Required Warriors: Major Ruin, Rubble

#12: Pretty Pearls, Part 1



Scooner's pearls have been stolen! Use Deep Blue to secure three replacements for him. One pearl is hidden in each group of oysters around the level. Dive into the water near Aegea's Hut to find the first pair. Shoot the one on the right to reveal a pearl. After it floats to the surface, push it to shore. Switch to Kameo and roll it over to one of the waiting starfish underneath Lobster Hollow. You do not earn an immediate reward.

Required Warrior: Deep Blue

#13: Pretty Pearls, Part 2



The second set of oysters is in the water next to Scooner's House. Dive down and shoot the oysters with Deep Blue to reveal the pearl. Push it to shore and roll it over to a waiting starfish. You do not earn an immediate reward.

Required Warrior: Deep Blue

#14: Pretty Pearls, Part 3



The final set of oysters is waiting for you near the base of Reefus's House. Dive down, retrieve the pearl, and roll it over to the final starfish. Once all three pearls have been accounted for, Scooner gives you a Superfruit.

Required Warrior: Deep Blue

#15, #16, #17: Home Invasion



Those pesky Water Trolls have invaded Reefus's Hut and are terrorizing the poor guy. Blast the Water Trolls with Deep Blue's cannon to turn them solid, then use Pummel Weed to beat them senseless. Reefus thanks you with a Superfruit.

Required Warriors: Deep Blue, Pummel Weed

Treasure Cave



Before you can get any of the treasure in Treasure Cave, you must first find a way inside. Use Major Ruin to knock loose the boom-root plant that is growing near the cave mouth. Roll it over to the rock wall and light it with Ash. The explosion opens the entrance to Treasure Cave. Hold off on heading inside until you've added Deep Blue to your party. Some of the Trolls within cannot be vanquished without him.

#18: Cave Plant



It seems as if these Elemental Fruit plants can grow anywhere! Turn right as soon as you enter Treasure Cave. The tunnel leads to a dead end, but a fruit plant grows here. Pick it before returning to the entrance.

Required Warrior: None

#19: Water Troll Terror



From the cave entrance, take the tunnel to the left. Jump over the ramp with Major Ruin and enter the next room, where a Water Troll is patrolling. There is an Elemental Fruit inside it! Blast the Water Troll with Deep Blue's water cannons until it turns solid. Now tear into it with Pummel Weed and collect the piece of Elemental Fruit it leaves behind.

Required Warriors: Major Ruin, Deep Blue, Pummel Weed

#20, #21, #22: Rescue Mizu



Exit the room via the second ramp, and follow the tunnel. It eventually leads into a large cavern where a distraught young woman begs you to rescue her boyfriend, Mizu. Use the ramp to jump over the partition into the second part of the cavern. From here, take the ramp that leads directly into a tunnel.



Follow the tunnel until it dead ends in a room with four eye stalks. Get in the center of the room and morph into Rubble. When all four eyes are looking at you, use Rubble's blast attack to hit them all at once. This lowers the tentacles trapping Mizu. He is none too happy about being freed, but his girlfriend leaves a Superfruit for you to collect.

Required Warriors: Major Ruin, Rubble

#23: Water Troll Mayhem



Go back to the center section of the cavern and use the wall ramp to cross over to the third area. Outside Mizu's tunnel, a group of Water Trolls is waiting for you. Use a combination of Deep Blue and Pummel Weed to make short work of them. One of the Trolls drops an Elemental Fruit when you eliminate it.

Required Warriors: Major Ruin, Deep Blue, Pummel Weed

#24: Mizu's Stash



At the end of Mizu's tunnel is a wooden treasure chest. Break it to discover an Elemental Fruit.

Required Warrior: Major Ruin

Score the Sunken Treasure



Before you exit the Treasure Cave, be sure to use Pummel Weed to slip through the small crack in the wall across from Mizu's tunnel. Break the treasure chest to see it.



Collect the treasure in this room before diving into the pool with Deep Blue to find an underwater tunnel at the bottom. This tunnel leads to Cap'n Fensom's ultimate stash, including Deep Blue's alternate skin! Now, exit the cave the way you came in. There's nothing left to see here.

#25: Treetop Munchies



Once you have added Chilla to your party, wander over to the shoreline directly across from Scooner's Shack. Look up into the tree to find a hanging plant pod. Shoot it, and it drops an Elemental Fruit.

Required Warrior: Chilla

#26: Island Eatin'



Go to the island on the south side of town and look up into the trees. A plant pod is hanging from one of them. Shoot the pod to make it drop a piece of Elemental Fruit.

Required Warrior: Chilla

#27: Treasure Hunt

The Treasure Hunt quest is a bit different from the others because you don't have to help anyone or buy anything. All you have to do is find the hidden signs. The trick is that the signs only show up in order. You cannot see the second sign unless you have already found the first sign.

Sign #1



Start your hunt behind Lobster Hollow. Follow the path around to the back, and use Major Ruin to jump over the gap.

Waiting at the end is the first sign. It bears the following message: "The starfish hold some pearls of fame—search there to start my treasure game."

Required Warrior: Major Ruin



Sign #2



The second sign is on a hill near the starfish. Because this one is out in the open, it's relatively easy to find. Scribbled on the front is the following note: "To find my sign and save some hassle, search behind the ancient castle..."

Required Warrior: None

Sign #3



In this case "ancient castle" means the Shrine of Light. Run up the hill and wander around the outside until you see a box of tools. The third sign is sitting up against the wall, near the tool box. This clue is printed on its face: "The lakeside hill near wise old squid is where my latest sign is hid."

Required Warrior: None

Sign #4



Sitting near the water, the fourth sign is on the hill where you found the first fruit plant. The final clue is displayed on its face: "The final sign's across the way, out from the ledge where Roctii play."

Required Warrior: None

Sign #5



Return to the rock ramp outside Treasure Cave and then use Major Ruin to jump to the next ledge. The final sign is hidden here. Read it and claim your fruit.

Required Warrior: Major Ruin

Elixir of Life (3 Pieces)

The more health you have, the more punishment you can take. Be sure to snag every last elixir in order to improve Kameo's chances of success.

#1: Shrine of Light



An Elixir of Life is waiting for you in the Shrine of Light. Enter the rear chamber to find it. Drink up!

Required Warrior: None

#2: The Shop



The second elixir is available for purchase in the Mountain Falls shop. Buy it for a mere 20 runes.

Required Warrior: None

#3: Scooner's Shack



The third elixir is sitting in Scooner's Hut, but his wife won't let anyone enter. Complete the Pretty Pearls side quest to get his wife to leave. With her gone, you are free to enter the hut and snag the waiting elixir.

Required Warrior: None



Side Quests: Snow Top Village

Tucked away within the frozen mountaintops, Snow Top Village is an oasis of calm in an otherwise troubled world. Impossible to reach without Chilla, the village is home to flying dragons, explosive eggs, and the scary looking, but rather harmless, licker plant. Step carefully while exploring the elevated pathways though—it's a long way to the bottom.

LEGEND

-  Elemental Fruit
-  Elixir of Life
-  Treasure Hunt
-  Alternate Skin (Flex)



Elemental Fruit (20 pieces)

The Elemental Fruit in Snow Top Village may be frozen, but it's no less tasty. Seek out every last piece to ensure that your Elemental Warriors are in top fighting form.

#1: Hanging from the Tree



Those frozen ice plants hanging from the trees are more than just decoration. Sometimes a tasty morsel resides inside. Use Chilla and shoot open the ice plants that hang over the Elfin Warriors, right where the first dragon flies overhead. Hit the correct plant and it drops an Elemental Fruit.

Required Warrior: Chilla

#2, #3, #4: Dragon-napped!

One of the dragons has gone crazy and kidnapped a child! Track it down and convince it to return the frightened child to its worried mother.

Hanging by the School



Go to the school on the village's first level. The dragon is circling the platform, carrying the child in its claws. Use Chilla's ice spear to target the dragon. Hit it, and it runs off to another part of the level.

Required Warrior: Chilla

Dancing by the Fire



Go to the second level of the village. Two platforms are here: one holds the shop, while the other has a campfire surrounded by dancing villagers. Go to the platform with the campfire to find the dragon. Once again use Chilla's ice spear to hit the flying felon.

Required Warrior: Chilla

Almost Home



Return to the child's house. The distraught mother is waiting outside and the dragon is circling above. Hit the dragon with Chilla's ice spear one last time to free the child. Mom rewards you with a Superfruit.

Required Warrior: Chilla

#5: Challenge the Gambler Man



Chom's Den is on the first level. Wander inside to find Chom, the Game Master. Bet your runes to start the game. Morph into Ash and melt the three ice blocks. A piece of Elemental Fruit hidden randomly in one of the blocks is your reward. Don't think you can be tricky though and keep playing—you can win only one piece of fruit from Chom.

Required Warrior: Ash

#6: Above the Shop



Go to the second level of the village and stop on the platform with the shop. Morph into Chilla and look above the shop, a little behind and to the right. Ice plants hang from the tree. Shoot down the ice plants to reveal a piece of Elemental Fruit.

Required Warrior: Chilla

#7, #8: Stop at the Shop



Because you're already on the platform with the shop, stop inside and purchase two pieces of Elemental Fruit for 30 runes each. It's cheap and easy!

Required Warrior: Chilla

#9: Playing with Fire



Cross over to the platform with the campfire on it. Near the edge of the platform sit three blocks of ice. Melt the center block with Ash's fiery breath to free the Elemental Fruit trapped inside.

Required Warrior: Chilla, Ash

#10, #11, #12: Deep Freeze



Adventuring in the cold can be mighty dangerous as one old man was told. Listen to his wife, did he? Nope, and now frozen solid he be. Climb up to the third level of the village and wander onto the open platform. Use Chilla to shoot the dragon and make it drop an explosive egg. Roll the egg inside the tree and over to the rocks blocking the path to the frozen platform. After the egg explodes, use Ash to melt the indicated ice block and free the old man. You are rewarded with a Superfruit for your trouble.

Required Warriors: Chilla, Ash

#13: Beneath the Ramp



On the way to the Sulfur Cavern there's a ramp that leads to an ice wall. Normally you would use Chilla to climb the wall and continue to the Sulfur Cavern. Ignore the cavern and drop down to the platform below the ramp to find a fruit plant. Shake it and claim your prize.

Required Warriors: Chilla, Major Ruin

#14: Crystal Grotto



Use Flex to follow the lickistem plant path up to the Crystal Grotto. Once inside, kill all the ice beetles and walk over to the nook with the purple glow. There are two ice blocks here. Use Ash to melt the left one and claim an Elemental Fruit.

Required Warriors: Flex, Ash

#15: Sharpshooter



Look for the section of the Crystal Grotto that is filled with green crystals. Hanging above the entrance is an ice plant. Use Chilla's ice spear to knock down the ice plant and grab the Elemental Fruit hidden inside.

Required Warriors: Flex, Chilla

#16: Deep Freeze



After rescuing 40 Below from the Shadow Troll, you can open the frozen ice chests. Practice 40 Below's attack maneuvers by breaking open all of the ice chests in the grotto, but pay particular attention to the chests by the exit ramp. The chest on the right protects a piece of Elemental Fruit.

Required Warriors: Flex, 40 Below

#17: Use the Ice Bridge



The transparent ice bridge that leads from the schoolhouse to the Snow Temple is normally impassable this time of year because the warm summer winds turn the ice to mist. Only 40 Below can pass safely as his unusually low body temperature freezes the mist instantly. Change into 40 Below and use him to slide over the ice bridge.



Halfway between the village and the Snow Temple is a small platform with a fruit plant on it. Morph into Kameo once you are safely on the platform and shake the plant to harvest the Elemental Fruit.

Required Warrior: 40 Below

#18: Sitting by the Sign



Finish crossing the ice bridge with 40 Below. Once on dry land, look for the ice chest next to the sign. You can't miss it. Use 40 Below to crack it open and collect another piece of Elemental Fruit.

Required Warrior: 40 Below

#19: Off the Map



Go to the Snow Temple entrance, but don't go inside. Instead, look for the ice bridge connected to the back side of the platform. Transform into 40 Below and follow the ice bridge around the bend. You move off the map and into a hidden cavern where a lone fruit plant grows. Shake it and claim the tasty morsel.

Required Warriors: Flex, 40 Below

#20: Treasure Hunt

The Treasure Hunt quest is a bit different from the others because you don't have to help anyone or buy anything. All you have to do is find the hidden signs. The trick is that the signs only show up in order. You cannot see the second sign unless you have already found the first sign.

Sign #1



Start outside Chom's Den. The first sign is behind his house. Read it to find the following clue: "More signs are hidden—find them all! Start searching near the snobby stall..."

Required Warrior: Major Ruin

Sign #2



The "snobby stall" is, of course, the village shop. Wander around back once again to find

the second sign. Written on its face is the following message: "It stinks of egg, it's quite a height, but down below my sign's in sight."

Required Warrior: Chilla

Sign #3



Astute observers will realize that the "egg" smell is referring to Sulfur Cavern, but the key to finding the third sign are the words "down below." Go to the same spot you found piece #13 of Elemental Fruit. Sitting on the same ledge is the third sign. Read it and ponder the following note: "Across the void, along the branch, my sign lies near the avalanche."

Required Warriors: Chilla, Major Ruin

Sign #4



The fourth sign is sitting at the base of the Crystal Grotto. Use Flex to cross over to the frozen wall and find the sign. Read it to discover the final clue: "Near Thyra's lair, the Great Ravine, you'll find my sign—know where I mean?"

Required Warrior: Flex

Sign #5



The fifth and final sign is tucked away outside the entrance to the Snow Temple. Walk up to the sign and read it. The sign

turns into an Enchanted Fruit plant. Shake the plant and collect the fruit.

Required Warriors: 40 Below, Flex

Elixir of Life (2 pieces)

You have to be a good jumper to collect one of the elixirs in the Snow Top Village. Better practice with Major Ruin!

#1: Jump the Crevasse



Part of the fence around Chom's Den is missing. Stand in the open area to see the elixir just out of reach. You cannot jump the gap with Kameo, so morph into Major Ruin. Use Major Ruin's rock hop to gain height. At the apex of the jump, push forward to leap out into the gap. Immediately charge up Major Ruin's Boulder Rush. Aim straight across the gap and release the rush to vault across safely. Collect the elixir with Kameo and repeat the maneuver to return to the main platform.

Required Warrior: Major Ruin

#2: The Shop



Go to the Snow Top Village shop and buy the second elixir for 20 runes. You can afford it!

Required Warrior: Chilla

Side Quests: Badlands

While Kameo adventures through the world collecting Elemental Warriors, a great battle rages between the Elves and Trolls in the Badlands. A vast wasteland, the Badlands houses the three shrines that protect the Enchanted Kingdom and keep the Trolls at bay. Normally, you use the Badlands to travel from one town to another, or to assist the Elfin Warriors in their fight against Thorn's forces. For those who wander off the beaten path however, the eight seemingly abandoned huts scattered across the Badlands hold some nifty rewards.



Elemental Fruit (8 pieces)

Hidden in the huts, the Elemental Fruit in the Badlands is relatively easy to find, but not without risk. Half of the fruit can be found, but the other half must be won by competing in the Warrior Trainer's games. Tread lightly, as Thorn's forces are everywhere and it will take all your wits to survive the onslaught.

#1: Forest Hut #1



Trolls have taken up residence in this abandoned home a stone's throw from the Forgotten Forest Glade. Morph into Pummel Weed and go inside. Quickly attack the two closest Trolls with Pummel Weed's jab so that you enter Warrior Focus. Attack the remaining Trolls in a circular pattern to maintain your focus level and keep them from rushing you en masse. Once all the Trolls have been taken out, change into Chilla and look up to the ceiling where plant pods are growing. Use Chilla's ice spear to open them and release a piece of Elemental Fruit.

Required Warrior: Pummel Weed, Chilla

#2: Forest Hut #2



Tucked away in the hills between Mountain Falls and the Forgotten Forest Glade are two more huts. Enter the one farthest from the cliff edge to find three Shield Trolls protecting a stone treasure chest. Switch to Rubble and toss stones over the Trolls' heads to stun them. Morph into Pummel Weed and eliminate the dazed trio. Now that the room is clear,

change into Thermite and use his explosive power to crack open the stone chest. Inside is a refreshingly good piece of Elemental Fruit.

Required Warrior: Rubble, Pummel Weed, Thermite

#3: Forest Hut #3



The third forest hut is the one closet to Mountain Falls. No Trolls are inside, nor is any food lying about. Instead there is a pile of junk on the floor. Destroy it to open the tunnel to the first of the Warrior Trainer's games.



Before you go downstairs, be sure to open the dresser. Snare's alternate skin is stored inside.

Warrior Trainer Game: Beetle Brawl



The objective here is simple: Defeat a minimum of 120 beetles within the time limit. Pay the trainer a fee of 10 runes and start the game. Because the beetles are relatively weak, choose an Elemental Warrior with a ranged attack. Ash's flame and 40 Below's wrecker ball both work well. Be careful though! If the beetles surround you, you're in trouble. Individually the beetles pack little punch, however, each hit they land breaks your attack and momentarily stuns you—resulting in valuable time lost. Successfully complete the game and the Warrior Trainer gives you an Elemental Fruit.

Required Warriors: Ash, 40 Below



#4: Forest Hut #4



The fourth forest hut is on the beach, but it doesn't have a view to envy. It's halfway between the Forgotten Forest Glade and Thorn's Pass, and the ground surrounding it is anything but lush. Inside, the Warrior Trainer awaits with a brand new challenge.

Warrior Trainer Game: Pumpkin Panic



Pumpkin Panic is similar to Beetle Brawl, only this time your targets don't move. Although the pumpkins cannot hit back, their stationary nature presents a different kind of challenge. Whereas in the last game you could simply let the beetles come to you, here you must walk over to the pumpkins—which takes valuable time. Don't bother with Kameo's flip kick because it's too slow to be effective. Pay the Warrior Trainer 10 runes to play the game and destroy 75 pumpkins within the time limit with either 40 Below, Thermite, or Rubble to win an Elemental Fruit.

Required Warriors: 40 Below, Thermite, or Rubble

#5, #6, #7: Ice Hut #2

The second ice hut is the one closest to the entrance to Snow Top Village, and it's a veritable treasure trove of fruity goodness. A piece of Elemental Fruit is hiding inside the house, and the Warrior Trainer is waiting in the tunnels below with two trainer games.

Frozen Fruit



Go inside the hut and look to the right. Two ice blocks sit underneath the window. Use Ash to melt the blocks and snag the piece of Elemental Fruit that is now exposed!

Required Warrior: Ash

Warrior Trainer Game: Troll Trouble



You've fought beetles. You've smashed up pumpkins. Now it's time to terrorize some Trolls. Pay the Warrior Trainer 10 runes and dispatch 40 Trolls within the time limit to win a piece of Elemental Fruit. Your best choice here is 40 Below, Thermite, or Rubble again. Wipe the floor with the unsuspecting Trolls. Knocking a Troll off the side counts as a kill, so be sure to uppercut any that are hanging out by the edge.

Required Warrior: 40 Below, Thermite, or Rubble

Warrior Trainer Game: Elemental Evil

The most difficult of all the trainer games, Elemental Evil costs 20 runes to attempt. To win, you must kill 40 Trolls within the time limit, but these are no ordinary Trolls—these are Elemental Trolls. Choose the wrong warrior and you will end up healing, rather than hurting, your opponents. Survive and claim the prize.



First up are 10 Plant Trolls. Use Ash's flame to make short work of them.



Next come the Fire Trolls. This time Deep Blue is the warrior for the job—use his water cannon to extinguish their flames.



The third wave consists of sturdy Rock Trolls. These bad boys are vulnerable to Thermite's Mortar.



Ice Trolls comprise wave four. Both Ash and Thermite are good choices against these frozen warriors. After you've defeated the fourth wave, the game is technically over, but try to take out the fifth wave too, to increase your score.



The fifth wave consists of Water Trolls. Use Deep Blue's water cannon to make them solid, then switch to Pummel Weed and pummel them out of existence.

Required Warriors: Ash, Deep Blue, Thermite, Pummel Weed

#8: Ice Hut #3



Sitting alongside the second ice hut, the third hut contains the final piece of Elemental Fruit. Go inside and look behind the stack of boxes for a fruit plant. Shake it, grab the fruit, and be on your way.

Required Warrior: None

Elixir of Life (2 pieces)

Hidden away in an icy section of the Badlands are two tasty elixirs. Grab them before entering Thorn's Pass, as you'll need every bit of strength you can muster to beat the towering Troll king.

#1: Ice Hut #1



On the edge of the icy realm, the first ice hut is halfway between the entrance to Snow Top Village and the Water Shrine. Go inside and look behind the table. An elixir is sitting there, waiting to be claimed.



Don't forget to check the cupboard before you leave. 40 Below's alternate skin is sitting inside!

Required Warrior: None

#2: Ice Hut #4



The fourth, and final, ice hut is on a ledge, right between Thorn's Pass and Snow Top Village. Go inside and grab the elixir. It is sitting, unguarded, right in the center of the room.

Required Warrior: None

Multiplayer

Multiplayer Basics

While the majority of *Kameo* is a single-player experience, those wanting to game with a friend haven't been left out. The co-op multiplayer mode allows you to team up for some split-screen gaming fun anytime.

Solely comprised of *Kameo*'s action levels, the co-op mode doesn't offer any of the story or quests that you find in the single-player game. Instead, the focus is on earning a high score and working together. Players who combine their efforts will find that a well-synchronized team can tear through Thorn's minions.

The biggest trick to success is learning to combine attacks between players. For example, a great beginner combo has player one as Pummel Weed and player two as Chilla. Have player one run up to a Troll and uppercut him. As soon as the uppercut connects, player two can start tossing ice spears at the airborne Troll for some massive points.

Choose Your View



Kameo supports both horizontal and vertical split-screen options, so you can choose whichever mode suits you best. The horizontal split is usually the better option as it gives you much more peripheral vision—a must when fighting off mobs of enemies.



Unlocking the Levels

When you first start out, only the first level of the game, Thorn's Castle, is available in the co-op mode. To enable the remaining levels, you must

successfully complete each level in the single-player mode.



Choosing Your Warriors

Playing through *Kameo*'s single-player mode, you slowly add Elemental Warriors to your Wotnot Book as you progress through the game. However, in the co-op mode, you have no opportunity to find the warriors. As a result, the available warriors are based on the level's relative position in the single-player experience.

For example, Thorn's Castle allows you to use only three Elemental Warriors: Chilla, Major Ruin, and Pummel Weed. These are the same three warriors that you have when playing Thorn's Castle in the single-player game. The farther you progress in co-op mode, the more warriors you can use.



The Warp Points

For the most part, all of the action levels in multiplayer are identical to their single-player counterparts, with the exception of the warp points. Warp points are placed at key junctions in each level. They are designed to keep both players together. If one player gets too far ahead of the other, as soon as the first crosses a warp point the second player automatically joins the first player at the warp point.

The following are all of the warp points for each co-op action level.

Thorn's Castle



Run across the first warp point at the end of the tunnel, just before entering the interior of the castle.

The second warp point is located in the pipe leading to the Roll-Troll fight.



The third warp point can be found just past the gate leading to the main tower platform.



The fourth, and final, warp point on this level is at the end of the ice wall, just before the Armor Troll fight.



Exit through the open door to end the level.

Forgotten Forest

The first warp point is just to the left of the level start. Head towards the first trapped child, and the second player is warped to your location as soon as you pass through the glowing light.



The second warp point is just beyond the first gate. After you have rescued the child and used the explosive shell to open the path, you find this warp point waiting for you.



The third warp point is located at the end of the bridge, just past the first three Shield Trolls.



As soon as you reach the large grassy area with the third trapped child, you also find the fourth warp point in this level.



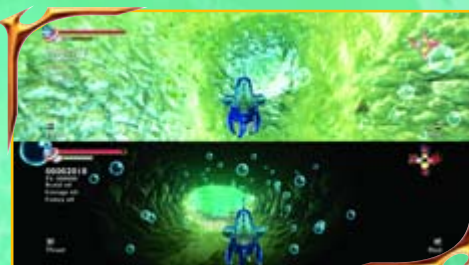
The fifth warp point is actually in the same location as the fourth—you just hit it as you pass in the return direction.

Just past the large Battle Ogre is the next warp point.



Enter the Forest Temple to jump directly to the Old Mawood boss fight.

Water Temple



Swim into the tunnel to enter the first level of the Water Temple and trigger the first warp point.



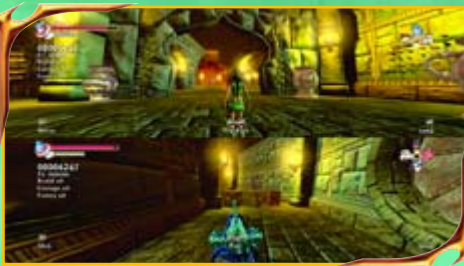
The second warp point is located just before you exit the water in this section.

Exit back outside to trigger the third warp point.



Enter the open pipe to head inside the Water Temple's second level and trigger the fourth warp point.





The fifth warp point is just past the door to the large antechamber. Go inside and the other player immediately joins you.

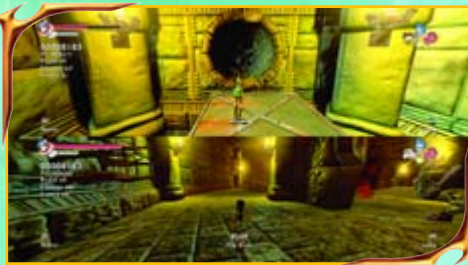
Enter the first tower to trigger the third warp point.



Climb up to the second trapped Walrus to reach the fourth warp point.



Use the pipe to exit back outside and trigger the sixth warp point.



Enter Corallis's lair and you trigger the final warp point.



The fifth warp point is right in front of the Walrus's exit door.



Snow Temple

The first warp point is at the end of the ice wall, just before the first trapped Walrus.



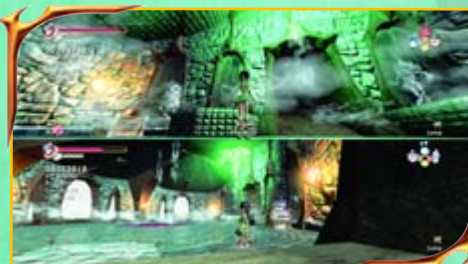
Enter the second tower to activate the sixth warp point.



Right after the first Walrus escapes, look to the left of the big door. It's the second warp point.



Exit through the door to face off against Queen Thyra.

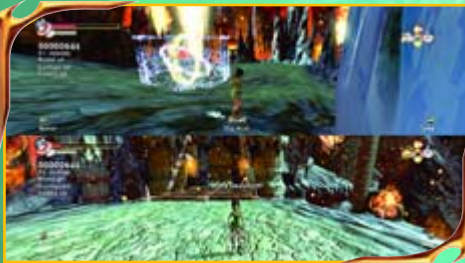


Thorn's Pass



Cross the drawbridge to reach the first warp point.

Cross the lava flow and use the ice wall to pass by the large fence. The second warp point is located here.

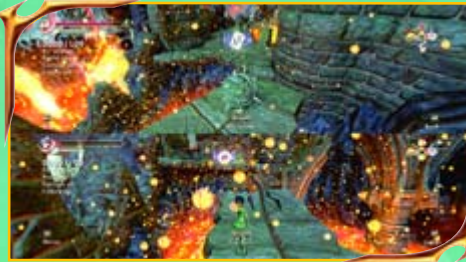


Jump inside the pipe to reach the third warp point.

The fourth warp point is inside the tunnel leading back outside.



Follow the ice path to reach the fifth warp point.



Reach the platform with the Armored Cannon Trolls to trigger the sixth warp point.



Jump the ramp and enter the pipe. It's the seventh warp point!

Through the pipe and into the Armor Troll fight, the eighth warp point is in sight.



The ninth warp point is on the last platform before Lord Drok's Lair.



Exit through the open gate and take down Lord Drok.

Thorn's Airship



The first warp point is at the end of the metal ductwork.



Head to the port side engine room to find the second warp point.



Exit the port side engine room to find the third warp point.

The fourth warp point is just outside the entrance to the starboard engine room.



You find the fifth warp point when you leave the starboard engine room.



Enter the Armor Troll room and activate the sixth warp point.

Exit to the Airship hangar to activate the seventh warp point.



Jump through the broken window find the eighth warp point.



Destroy the nacelles and then head toward Thorn. The final warp point is located just before the entrance to the outer deck.



Achievements and Unlockables

This what you've been waiting for: the bonus features. Your reward for being the best of the best. Every secret, achievement, and unlockable is listed here for your pleasure.

Achievements

Whether or not you are a member of Xbox Live, your Xbox still tracks your overall Gamerscore. A composite score, the Gamerscore is a relative ranking of your gaming achievements. Every game on the Xbox 360 can contribute to your Gamerscore, so the only way to improve it is to play a lot of games and play them well.

Mastering *Kameo* can add up to 1,000 points to your Gamerscore, but first you've got to earn them. Some of the achievements are listed in the Xbox 360 Dashboard, but others are listed as "secret." So, how do you earn the points if you don't know what to do? Just take a look at our handy chart!



Find your Gamerscore on the Profile blade, as well as in the Dashboard.

Achievements

Name	Description	Solo	Co-Op	Points	Secret
Found Pummel Weed	Kameo can transform into one Elemental Warrior	Yes	No	20	Yes
Found Rubble	Kameo can transform into two Elemental Warriors	Yes	No	20	Yes
Found Ash	Kameo can transform into three Elemental Warriors	Yes	No	20	Yes
Found Major Ruin	Kameo can transform into four Elemental Warriors	Yes	No	20	Yes
Found Deep Blue	Kameo can transform into five Elemental Warriors	Yes	No	20	Yes
Found Chilla	Kameo can transform into six Elemental Warriors	Yes	No	20	Yes
Found Flex	Kameo can transform into seven Elemental Warriors	Yes	No	20	Yes
Found 40 Below	Kameo can transform into eight Elemental Warriors	Yes	No	20	Yes
Found Snare	Kameo can transform into nine Elemental Warriors	Yes	No	20	Yes
Found Thermite	Kameo has command of all the Elemental Warriors!	Yes	No	20	Yes
Freed Halis	Kameo rescued Halis from the Forest Temple	Yes	No	100	No
Freed Lenya	Kameo saved Lenya from the Water Temple	Yes	No	100	No
Freed Yeros	Kameo brought Yeros home from the Snow Temple	Yes	No	100	No
Beaten Thorn	Kameo defeated the Troll King Thorn!	Yes	No	100	Yes
Beaten Old Mawood (Co-Op)	Kameo defeated Old Mawood in a Co-Op Quest	No	Yes	10	No
Beaten Corallis (Co-Op)	Kameo defeated Corallis in a Co-Op Quest	No	Yes	10	No
Beaten Queen Thyra (Co-Op)	Kameo defeated Queen Thyra in a Co-Op Quest	No	Yes	10	No
Beaten Lord Drok (Co-Op)	Kameo defeated Lord Drok in a Co-Op Quest	No	Yes	10	No
Beaten Thorn (Co-Op)	Kameo defeated Thorn in a Co-Op Quest!	No	Yes	10	No
"A"—Thorn's Castle	"A" ranking on Thorn's Castle	Yes	No	50	No
"A"—Forgotten Forest	"A" ranking on Forgotten Forest	Yes	No	50	No
"A"—Water Temple	"A" ranking on Water Temple	Yes	No	50	No
"A"—Snow Temple	"A" ranking on Snow Temple	Yes	No	50	No
"A"—Thorn's Pass	"A" ranking on Thorn's Pass	Yes	No	50	No
"A"—Thorn's Airship	"A" ranking on Thorn's Airship	Yes	No	50	No
Game Complete!	The game has been fully completed!	Yes	No	50	No

Unlockables

While you earn achievements merely by completing different aspects of the game, earning unlockables takes a bit more work.

These bonus items are awarded only if you can achieve certain high score targets in each action level.



You can replay any action level by visiting the Magic Mirror in the Chamber of Living Portraits.

You can make these scores the first time through or on a replay, but if you don't make the grade, you don't get the unlock. With the exception of the Elemental Warrior skins (which can also be purchased in-game or found in hidden locations) getting the score is the only way to get the goods.

Thorn's Castle

Unlockable	Description	Points Required
Classic Kameo Skin	Have Kameo don her original purple outfit!	100,000
Video—Making Backgrounds	How exactly were all those backgrounds made?	500,000
Audio—The Troll Song	You have to hear it to believe it.	1,000,000
Video—Trailer Concept	An insight into the development process of the trailer.	1,500,000
Video—Cutscene Style Test	A test clip of an early cutscene.	2,000,000
Cheats #1	Big Troll heads, Big Kameo head	2,500,000

Forgotten Forest

Unlockable	Description	Points Required
Video—Animation Creation	The magic of animation.	200,000
Pummel Weed Skin	Enable a new skin for Pummel Weed!	400,000
Video—The Wotnot Book	Learn more about the ancient tome.	800,000
Rubble Skin	Enable a new skin for Rubble!	1,200,000
FMV Player	The Story Begins, Kameo Meets Thorn, Pummel Weed Evolves, Rubble Evolves, Major Ruin Evolves, Deep Blue Evolves, Flex Evolves, 40 Below Evolves, Thermite Evolves, Shadow Troll Vision, Halis Vision, Lenya Vision, Yeros Vision, Airship, Warp, Death, The End..., Credits	1,600,000
Cheats #2	Warrior Vision, Screen FX	2,000,000

Water Temple

Unlockable	Description	Points Required
Gothic Kameo Skin	Kameo goes goth.	500,000
Ash Skin	Enable a new skin for Ash!	1,000,000
Cutscene Extras	Bonus bits for cutscene aficionados.	1,500,000
Major Ruin Skin	Enable a new skin for Major Ruin!	2,000,000
Boss Battles	Old Mawood, Corallis, Queen Thyra, Lord Drok, Thorn	2,500,000
Cheats #3	Retro FX, Hard Trolls (disables Battle Points)	3,000,000



Snow Temple

Unlockable	Description	Points Required
Group Shot Movie Player	An evolution of the group; Group Shot—2003, Group Shot—2004 #1, Group Shot—2004 #2	500,000
Deep Blue Skin	Enable a new skin for Deep Blue!	1,000,000
Bonus Music Player	Bonus Tune #1—Umchacka, Bonus Tune #2—Alternative Theme	1,500,000
Chilla Skin	Enable a new skin for Chilla!	2,000,000
Video—Model Gallery	Check out the different character models.	2,500,000
Cheats #4	Fire Proof (disables Battle Points), Troll Traitors—flip-kick a Troll to turn it against the others! (disables Battle Points), Scaredy- Trolls (disables Battle Points)	3,000,000



Thorn's Pass

Unlockable	Description	Points Required
Coyote Kameo Skin	Kameo blends in with the animals.	2,500,000
Video—Old Chars. & Moves	View some old character and moves.	3,000,000
Old Evolve Sequences Player	Video—Evolving Rubble, Video—Evolving 40 Below, Video—Evolving Pummel Weed, Video—Evolving Deep Blue	3,500,000
Flex Skin	Enable a new skin for Flex!	4,000,000
Animatic Player #1	Kameo Meets Thorn, Pummel Weed Evolves, Flex Evolves, 40 Below Evolves, Thermite Evolves, Transform Animatic	4,500,000
Cheats #5	Max Health (disables Battle Points), Elemental Override: fire (disables Battle Points), Elemental Override: ice (disables Battle Points)	5,000,000

Thorn's Airship

Unlockable	Description	Points Required
Video—Early Years	Check out footage of a very early version of Kameo.	500,000
Other Deleted Scenes Player	Video—Kalus Attacks!, Video—Evolving Cloud Monster, Video—Kameo Rare Logo, Video—Vortex Capture	1,000,000
40 Below Skin	Enable a new skin for 40 Below!	1,500,000
Video—Airship Concept	See the making of Thorn's Airship.	2,000,000
Video—Ending Concept	An early idea for the ending sequence.	2,500,000
Cheats #6	Easy Trolls (disables Battle Points), One-Hit Kills (disables Battle Points), Invulnerable (disables Battle Points), Upgrade All Warriors (disables Battle Points)	3,000,000

Overall Score

Unlockable	Description	Points Required
Concept Art Gallery #1	Concept art straight from the designers.	9,000,000
Concept Art Gallery #2	More awesome concept art.	12,000,000
Snare Skin	Enable a new skin for Snare!	15,000,000
Animatic Player #2	The Release of Thorn, Cailem Goes to the Citadel, Cailem Leads the Trolls, Tree Monster Evolves, Cloud Monster Evolves, Whirly Bird Evolves, Death Animatic	18,000,000
Video—Deleted Cutscenes	See what didn't make the cut.	21,000,000
Thermite Skin	Enable a new skin for Thermite!	24,000,000

Elemental Warrior Skins

If you just can't wait to give your Elemental Warriors a new look, you can enable the skins by finding them in-game. Some have to be purchased, while others can be found lying about. If you unlock an alternate skin via points, you cannot purchase it in-game. Conversely, if you purchase or find a skin in-game, it shows up as unlocked when you view the unlock list.



Elemental Warrior Skin Locations

Warrior Skin	Location
Pummel Weed	Enchanted Kingdom shop
Rubble	Forgotten Forest Glade shop
Ash	Dungeon of Eternal Life (Enchanted Kingdom)
Major Ruin	Mountain Falls shop
Deep Blue	Treasure Cave (Mountain Falls)
Chilla	Ancient Tower (Enchanted Kingdom)
Flex	Snow Top Village shop
40 Below	Ice Hut #1 (Badlands)
Snare	Forest Hut #3 (Badlands)
Thermite	Creeper's Home (Forgotten Forest Glade)



Dinosaur Hunter

One of the rarest creatures in Kameo's world is the dinosaur. Tamed by the Trolls, these ancient creatures make fine steeds while on the battlefield.

To find the dinosaur, charge into the thick of battle whenever you are in the Badlands. It will either be wandering around aimlessly, or have a Troll riding it. If the dinosaur is simply wandering around, hop on. If a Troll is on its back, you must knock the Troll off before claiming the dino.

Standard Form



The dinosaur appears in its standard form for the first half of the game. This version attacks by clawing its enemy to death. Simply pull one of the triggers to attack.



Cannon Form



Once you start the Fire Shrine mission, the dinosaur appears in its upgraded cannon form. The cannon form does away with the claw attack, but arms the dinosaur with two powerful cannons. The explosive shells it fires are an excellent way to quickly clear an area of Trolls.



Advanced Tips and Tricks

If you're having trouble getting the scores needed to unlock a key item, don't despair. Oftentimes it just takes a little practice. If you really need an edge though, check out these tips and tricks, direct from the *Kameo* testers.

James Costello

- Be sure to use Kameo's different warriors when fighting overwhelming odds. The spirit bar for each warrior is independent, therefore you can switch between several monsters without depleting it. This is especially helpful when fighting off a constant stream of enemies.
- I love Deep Blue's Slick Jet in heated situations. If you can't find a flame to spew oil onto, then morph and make flames with another warrior! By doing this, one can enjoy the explosive effect on Trolls!

Sean Kellogg

- Use Kameo to get out of harm's way quickly. She may not be very strong, but she is quick and spry.
- If you fall into the water as Kameo, use her jump to quickly get to the shore and out again. It's a lot faster than swimming.
- Flying will not take you over gaps or off ledges. Be careful.
- For narrow pathways, it is best to walk rather than fly, as walking gives you tighter control of Kameo.
- Morph frequently between warriors that complement each other during Warrior Focus. For example, use Pummel Weed's uppercut to get a Troll airborne, then use Chilla's spear to hit him as he is still airborne.
- Pay attention to environmental hazards such as spikes, spinning traps, or ledges. Pushing, kicking, or otherwise knocking enemies into these hazards can help improve your score.
- Experiment with the Crystal Eyes to achieve your favorite level of health vs. spirit.
- Buy the biggest wallet you can find as soon as you can afford it, even if it takes all your cash. You will be glad you did later.
- Break stuff—it's how you find treasure.
- Pay attention to what element you are using vs. what you are fighting. You may be healing an enemy instead of hurting it if you use the wrong warrior-to-enemy combination.
- When in doubt, try using your latest warrior in an experimental fashion if you get stuck.
- Trolls aren't dumb. If they dodge or otherwise find a way around one of your attacks, switch to one that you know works to incapacitate them, and then use the one you want to play with. For example, if Trolls dodge Major Ruin's rush attack, use Chilla's ice storm to stun them first, then rush into the stunned or frozen Troll.
- Get used to using the warrior wheel and pay attention to where each warrior resides. The quicker you learn the location of each warrior on the warrior wheel, the faster you will be at hot-swapping them.
- Be sure you read all the way through the help text.

- Practice your skills with a friend in split screen. If you are having trouble with Trolls, it is good to have some help. Two Kameos are always better than one.
- Feed your warriors. It isn't absolutely necessary, but it can really help liven up the game.
- Play split screen with a friend to see how a fully upgraded warrior plays. This can help you decide which moves you want to pay for in single-player.

Chris Chamberlain

- Use the Magic Mirror and replaying levels to go for super high scores. Yielding higher battle bonuses will unlock some very cool content.
- Points seem to accumulate faster in Warrior Focus mode.
- Getting hit or taking damage will decrease your multipliers, so use your skills to stay out of harm's way!
- A key to scoring high is getting double-digit multipliers. Certain Trolls, called Doomed Trolls, only spawn when your multipliers are high and Warrior Focus is on. Use these extra enemies to increase your score and keep your Warrior Focus bar charged. When Warrior Focus mode fades, so do these elusive enemies!
- Get your multipliers up quickly. Knock Trolls off cliffs, into spikes, throw them like Superman, or set them on fire for Brutals. Kill all Trolls you encounter to get your Carnage multiplier up. Whittle down Trolls and try to kill bunches within a few seconds to get your Frenzy counter going.

- Kill all the dragons with Chilla's spears. They are worth lots of points.
- Wait and be sure all the Trolls have spawned in an area. Oftentimes waiting 20–30 seconds will spawn another wave.
- When fighting Doomed Trolls, you are likely to get smashed more than once. Make sure you use the boxes and health in each room sparingly to max out your damage and fight time. If you are really low on life, don't trigger another focus until you can heal.
- Pummel Weed's double punch is useful for getting out of ambushes because you knock several Trolls down and then they collide and damage others.
- Take the time to track down Elemental Fruit. These tasty delicacies can upgrade and level up your warriors with new attacks.
- Helping people will often have benefits. Do your best to be a good citizen and you could be rewarded!
- Try exploring the environments and talking to everyone for clues about where to go and what to do.
- Once you get Ash, you should never have to buy or search out health again. Just buy Ash's incinerator move, use it, then stand in the middle of the flames as Ash. Since fire heals fire elements, your life will always charge up.
 - The four Crystal Eyes can be used to give you a boost in stats. Use these during tough encounters!
 - If you get stuck on one of the single-player action levels, consider hopping into a game with a friend to find the best plan of attack for moving forward.
 - Ortho is very helpful! Don't hesitate to bring him up when you get stuck. He'll vary his hints over time from vague to spot on!



Troll Database

Thorn's minions are crafty foes, but the Elfin warriors are a resourceful bunch. While Kameo has been out fighting the good fight, her loyal subjects have compiled the following enemy database. Study it well, as it highlights key weaknesses among your foes. The information here might save your life one day.

Elemental Interactions

The most important aspect of combat is understanding elemental interactions. Every creature in Kameo's world has an elemental alignment: Neutral, Plant, Water, Fire, Rock, or Ice. If two neutrally aligned foes battle, combat is determined based on skill alone, but once you start mixing and matching elemental powers, a number of special rules come into play.

The following chart shows exactly how the different elemental types interact with one another:

Elemental Interaction Table

Attacker Type	Neutral Victim	Plant Victim	Rock Victim	Ice Victim	Fire Victim	Fire Victim (extinguished)	Water Victim
Plant Attacker	Powerful	Poor	Poor	Fair	Poor	Extraordinary	Very Good
Neutral Attacker	Powerful	Powerful	Powerful	Powerful	Poor	Extraordinary	Powerful
Water Attacker	Powerful	Heal Enemy	Very Poor	No Damage	Poor to Good	Extraordinary	Poor
Fire Attacker	Powerful	Very Powerful	No Damage	Good	Heal Enemy	Heal Enemy	No Damage
Rock Attacker	Powerful	Very Good	Good	Powerful	Poor	Extraordinary	Poor
Ice Attacker	Powerful	Fair	Poor	Poor	Poor	Extraordinary	Powerful

Enemies

The following index is presented alphabetically by name. Because attack strength varies based on opponent type, all enemies have been rated based on a neutrally aligned opponent. This allows all of Thorn's followers to be ranked on a relative scale.

Airship

Strength: Average to Strong

Element: Neutral

Comments: This flying foe appears near the end of the game. Be sure to kill the gunner before attacking the ship itself, otherwise you're in for a pounding.



Archer Troll

Strength: Below Average

Element: Neutral

Comments: Ranged attack, quick, difficult to catch. Best to stun them first (Rubble's rocks work well), then move in for the kill.



Beetle

Strength: Average

Element: Neutral

Comments: Easy to kill, but dangerous in numbers. Locate the beetle generator and destroy it.



Armor Troll

Strength: Very Strong

Element: Neutral

Comments: Armor blocks all damage. They cannot be killed by standard means, however they can be knocked off a ledge or into a turbine. Also, Thermite's lava bombs can kill them.



Boat

Strength: Average to Strong

Element: Neutral

Comments: Defeating the boat is all about maneuvering. Stay behind it to avoid the cannon, and keep to the water's surface to avoid the depth charges.



Armored Cannon Troll

Strength: Average to Strong

Element: Neutral

Comments: Ranged attack causes average damage, physical attack causes strong damage. Armor blocks most attacks. Vulnerable to Thermite's Lava Bombs.



Boom-Root Plant

Strength: Strong

Element: Neutral

Comments: It's not exactly an enemy, but you don't want to be nearby when it explodes!



Battle Ogre

Strength: Average

Element: Neutral

Comments: Big, dumb, and stupid. Get behind him to gain the advantage. Very easy to take down when in Warrior Focus.



Cannon Troll

Strength: Average to Strong

Element: Neutral

Comments: Ranged attack causes average damage, physical attack causes strong damage. Use Chilla's spear to take out Cannon Trolls on distant perches.



Diver Troll

Strength: Below Average

Element: Neutral

Comments: Armed with a spear gun, this aquatic wonder has amazing range and agility while underwater.



Doomed Troll

Strength: Average

Element: Neutral

Comments: These appear only during Warrior Focus and do not slow down like other Trolls. Be sure to keep an eye out whenever you enter Warrior Focus.



Dragon

Strength: Strong

Element: Fire

Comments: Has a long-ranged fireball attack—avoid it! Physically low on defense, a Dragon can be taken out with a single hit.



Dual Shield Troll

Strength: Strong

Element: Neutral

Comments: Break through his shields with a power attack, then pummel him while he's stunned. Be sure to keep clear of the bombs he throws at you while fighting.



Elemental Fire Troll

Strength: Strong

Element: Fire

Comments: Summons boom-root plants and standard Fire Trolls. Must be extinguished before taking damage.



Elemental Ice Troll

Strength: Very Strong

Element: Ice

Comments: Shield blocks all attacks. Use Flex to remove the shield and make the Troll vulnerable.



Fire Troll

Strength: Strong

Element: Fire

Comments: Throws small, but deadly bombs. Extremely vulnerable to Deep Blue's water cannon.



Mosquito

Strength: Average

Element: Neutral

Comments: Destroy the nest to prevent new mosquitoes from hatching.



Ice Spider

Strength: Average

Element: Ice

Comments: Similar to the Beetles, the Ice Spider is not particularly dangerous by itself. However, groups can be deadly if left unchecked.



Plant Troll

Strength: Strong

Element: Plant

Comments: Sports a nasty uppercut and likes to hide underground. Extremely vulnerable to fire.



Ice Troll

Strength: Strong

Element: Ice

Comments: Likes to attack from above, ninja-style, using his two swords. Extremely weak against Ash's flame.

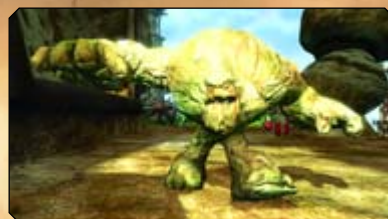


Rock Troll

Strength: Strong

Element: Rock

Comments: Watch out for its ranged tremor attack. If you don't sidestep, you'll be stunned.



Large Armor Troll

Strength: Very Strong

Element: Neutral

Comments: Armor blocks nearly all attacks. It can only be damaged by hitting him in the chin. An uppercut stuns the beast, leaving the neck and chin fully exposed for a short time.



Rock Ramp Troll

Strength: Strong to Awesome

Element: Rock

Comments: Ranged attack is strong. Physical attack is awesome. Destroy it with a boom-root plant and it forms a ramp.



Roll-Troll

Strength: Average

Element: Neutral

Comments: Armor blocks all damage. Can be killed only by knocking it off a ledge, into lava, or into a turbine blade.



Scorpion

Strength: Average

Element: Fire

Comments: Explodes on contact. It doesn't look like much, but a group can be deadly.



Shell Troll

Strength: Poor to Strong

Element: Neutral

Comments: Poor attacks when out of shell. Strong attacks when underneath a shell. Use Pummel Weed's uppercut to remove the shell and expose the Shell Troll hiding underneath.



Shield Troll

Strength: Strong

Element: Neutral

Comments: Use Rubble to toss rocks over the Shield Troll's head, and when the rocks return to Rubble they hit the Troll from behind, leaving him stunned and vulnerable.



Submarine

Strength: Strong

Element: Neutral

Comments: Follow close behind to avoid its torpedoes. If you cannot avoid the torpedoes, shoot them down. Hitting one with Deep Blue's Aqua Blaster renders it harmless.



Swamp Ogre

Strength: Strong

Element: Neutral

Comments: You can kill the Swamp Ogre, but only with Thermite. Use Thermite to blow him up (it might take a few times), but you get nothing for your efforts other than the satisfaction of finally getting rid of the big brute.



Tank

Strength: Strong
Element: Neutral

Comments: Tanks are susceptible to explosions so Thermite is your best bet. If you don't have the little guy just yet, look for other explosive items, such as explosive shells, to use when attacking a Tank.



Troll

Strength: Average
Element: Neutral

Comments: The run-of-the-mill Troll. Not too bright and not too strong. They come in various forms.



Water Crab

Strength: Average
Element: Water

Comments: Explodes on contact. By itself, a Water Crab isn't very dangerous, but a group can cause Kameo trouble.



Water Troll

Strength: Average
Element: Water

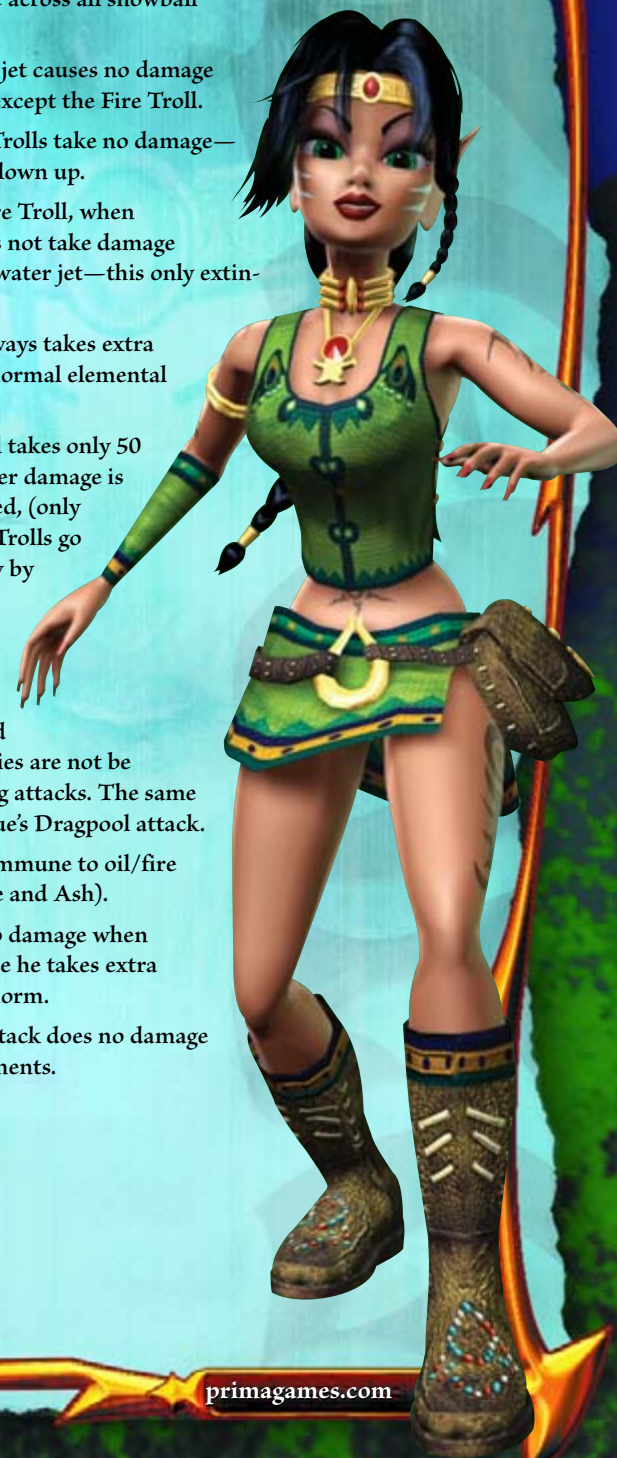
Comments: These transparent Trolls cannot be damaged unless first flooded with water to make it solid.



Special Cases

Not every match-up follows the rules to a tee. The following special cases apply throughout the game, so be sure to read up before rushing into a fight.

- Rubble's rocks cause 0 percent damage against Trolls if he's not powered up, otherwise it follows the normal elemental interaction.
- Falling snowballs cause more damage as their size increases—but this is variable across all snowball instances.
- Deep Blue's water jet causes no damage against any Troll except the Fire Troll.
- The Rock Ramp Trolls take no damage—they can only be blown up.
- The Elemental Fire Troll, when extinguished, does not take damage from Deep Blue's water jet—this only extinguishes him.
- Pummel Weed always takes extra damage over the normal elemental interaction.
- A berserking Troll takes only 50 percent of whatever damage is normally calculated, (only the hockey-mask Trolls go berserk; you know by the yellow glow around them and their "Hulk-out" animation).
- Cannon Trolls and other larger enemies are not be subject to grabbing attacks. The same is true of Deep Blue's Dragpool attack.
- Shield Trolls are immune to oil/fire combo (Deep Blue and Ash).
- Thermite takes no damage when shielded, otherwise he takes extra damage over the norm.
- Flex's Flingshot attack does no damage to ice or fire opponents.



NOTE

The Trolls in the Badlands are the only ones who drop runes.

Art Gallery







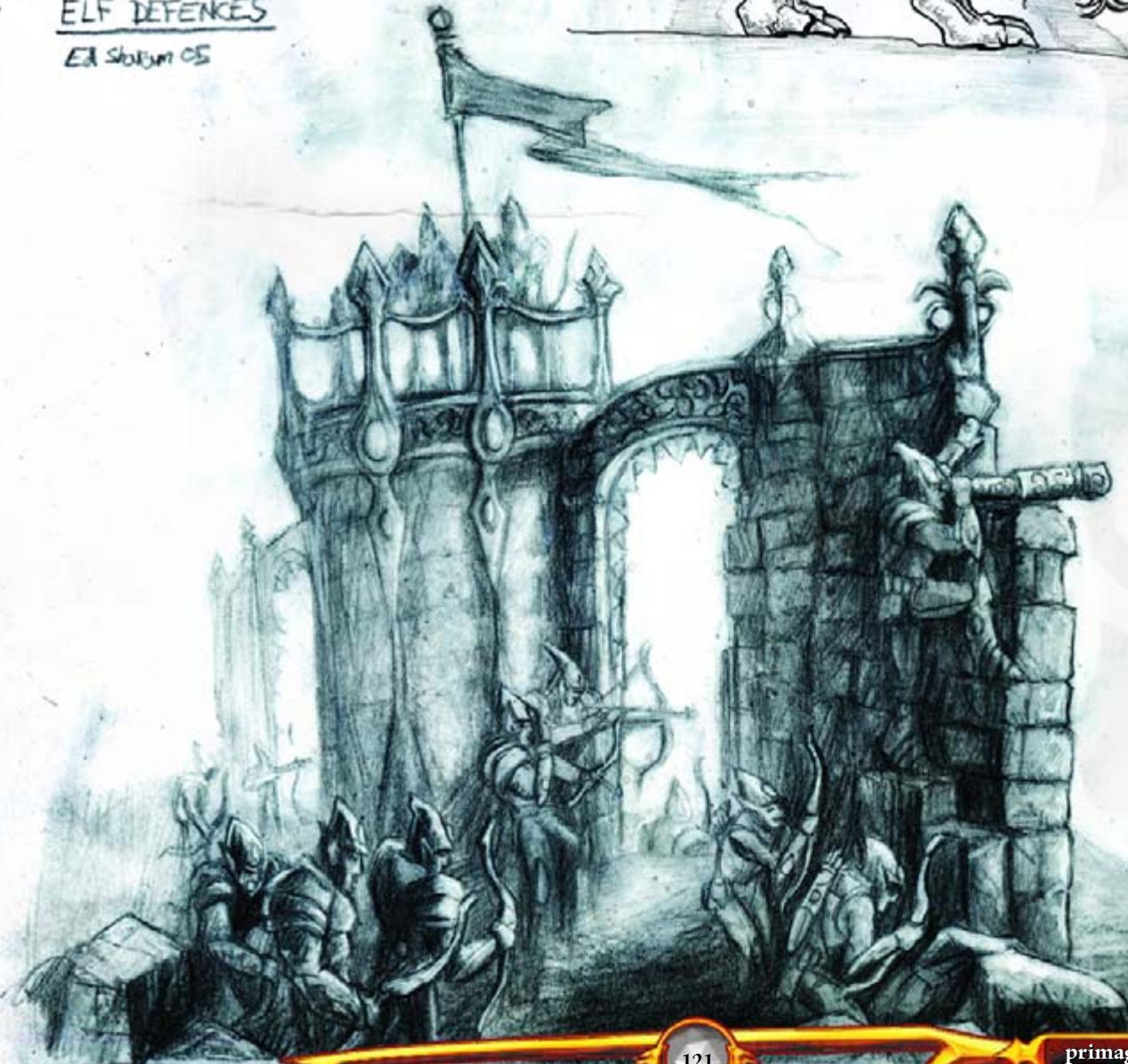


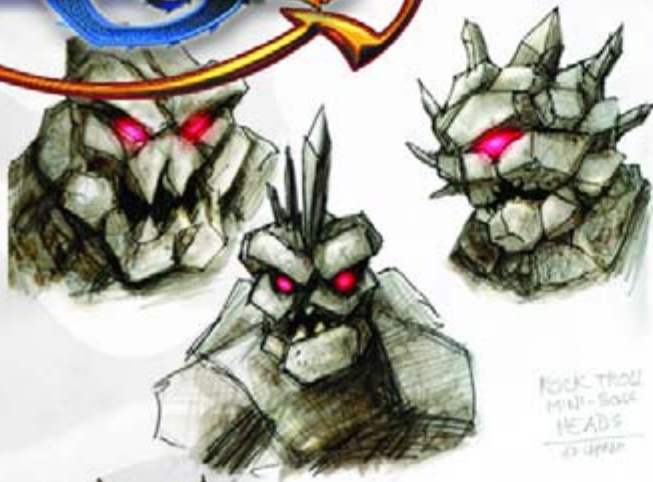
FIRE
SCORPION



FIRE
CREATURE

ELF DEFENCES
EA Station 05

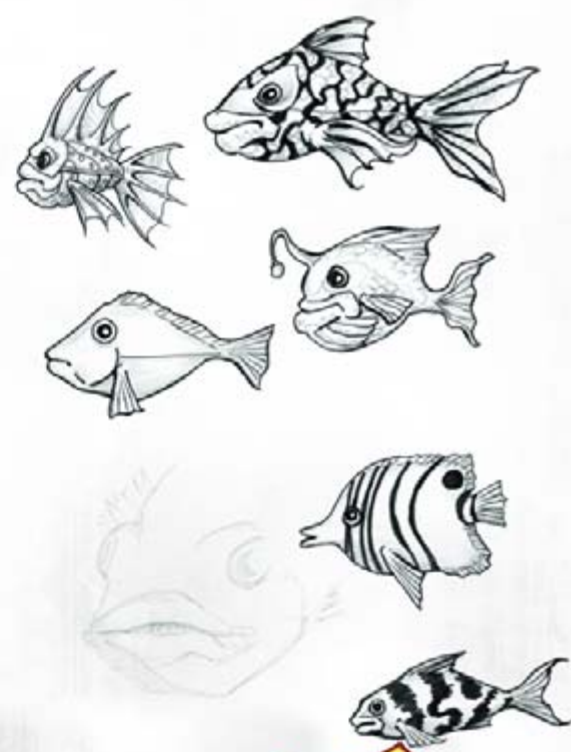




ROCK TROLL
MULTI-SOCK
HEADS
BY UPPIN



FAIRY
TRIBE
ED. SUREN 05



RAY FISH



DOOMED TROLL
E. J. 10/01/03



ELF SOLDIER
E. J. 10/01/03



TROLL TOWER
E. J. 10/01/03



Elf Soldier 04

WATER
FISH TROLL
E.L. 1/10/04



HORSE RIDER
E.L. 1/10/04



DOOMED TROLL
E.L. 1/10/04



DOOMED TROLL
E.L. 1/10/04



Kameo

Elements of Power



Note:

You're about to read traditional Japanese manga the way it was meant to be read—from right to left! So, get ready to flip this guide upside down. When you're done with the manga, flip it back and continue enjoying the Kameo guide!

As blood ties are betrayed and ancient rituals shattered, the Troll King Thorn is unleashed into Kameo's world once more, fully intent on completing the destruction of the Elfin empire with his barbarous Troll army. The only hope for salvation lies with young Elf Kameo and her gifts of control over the legendary Elemental Warriors, though her own family's involvement in Thorn's captivity (and, she will come to discover, his release) also marks her out as one of the Troll King's critical targets...

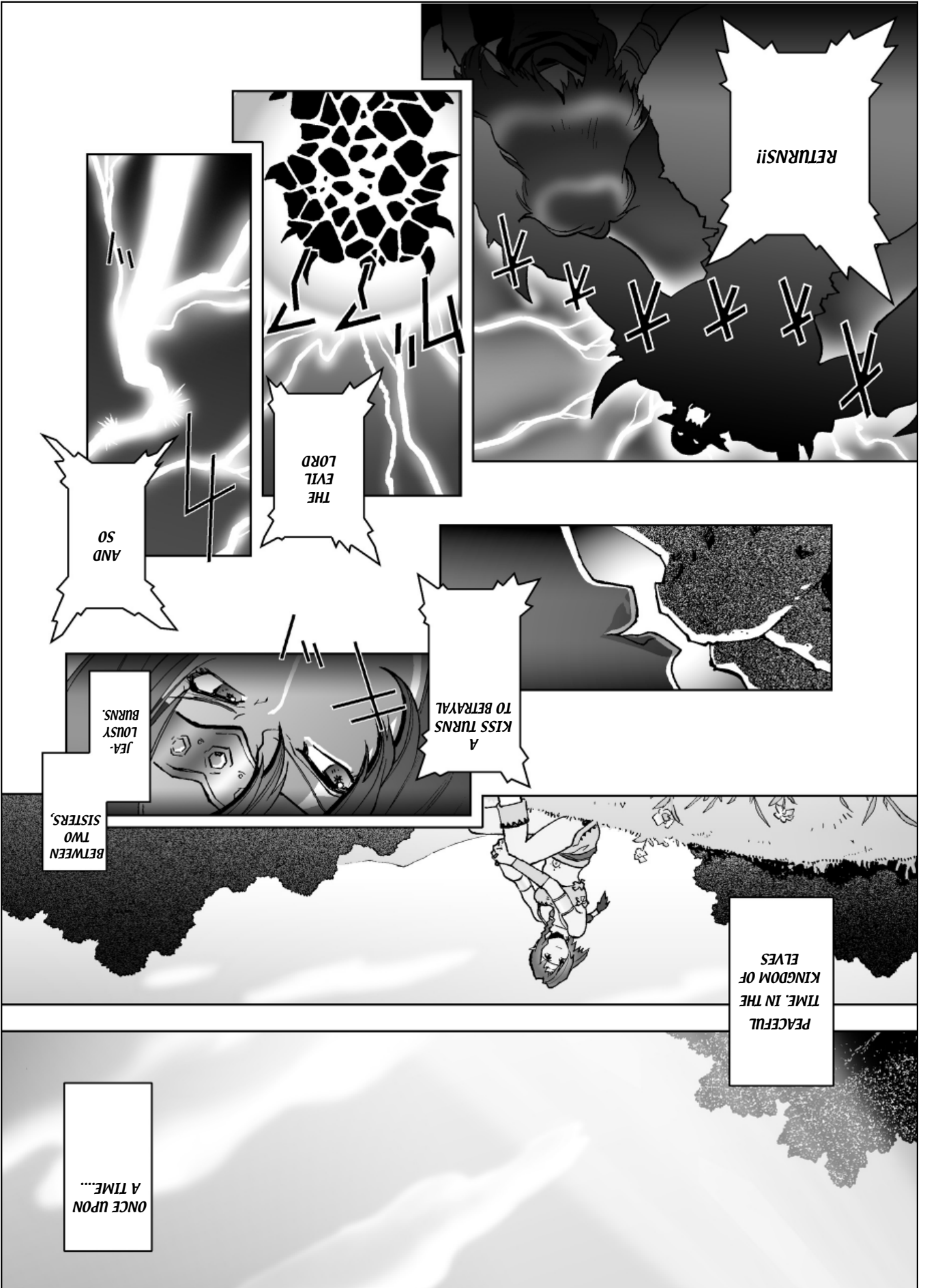
If the colossal war which rages in her kingdom is to end before the Trolls leave nothing but ash and bones in their wake, Kameo knows that she must journey toward a decisive confrontation with Thorn at the very heart of his own territory. But her enemy is not only the most ruthless warleader in history, he is also sly, experienced, utterly single-minded, and capable of any cruelty or deceit if it will serve his ends. In short, the scales are tipped heavily in Thorn's favor.

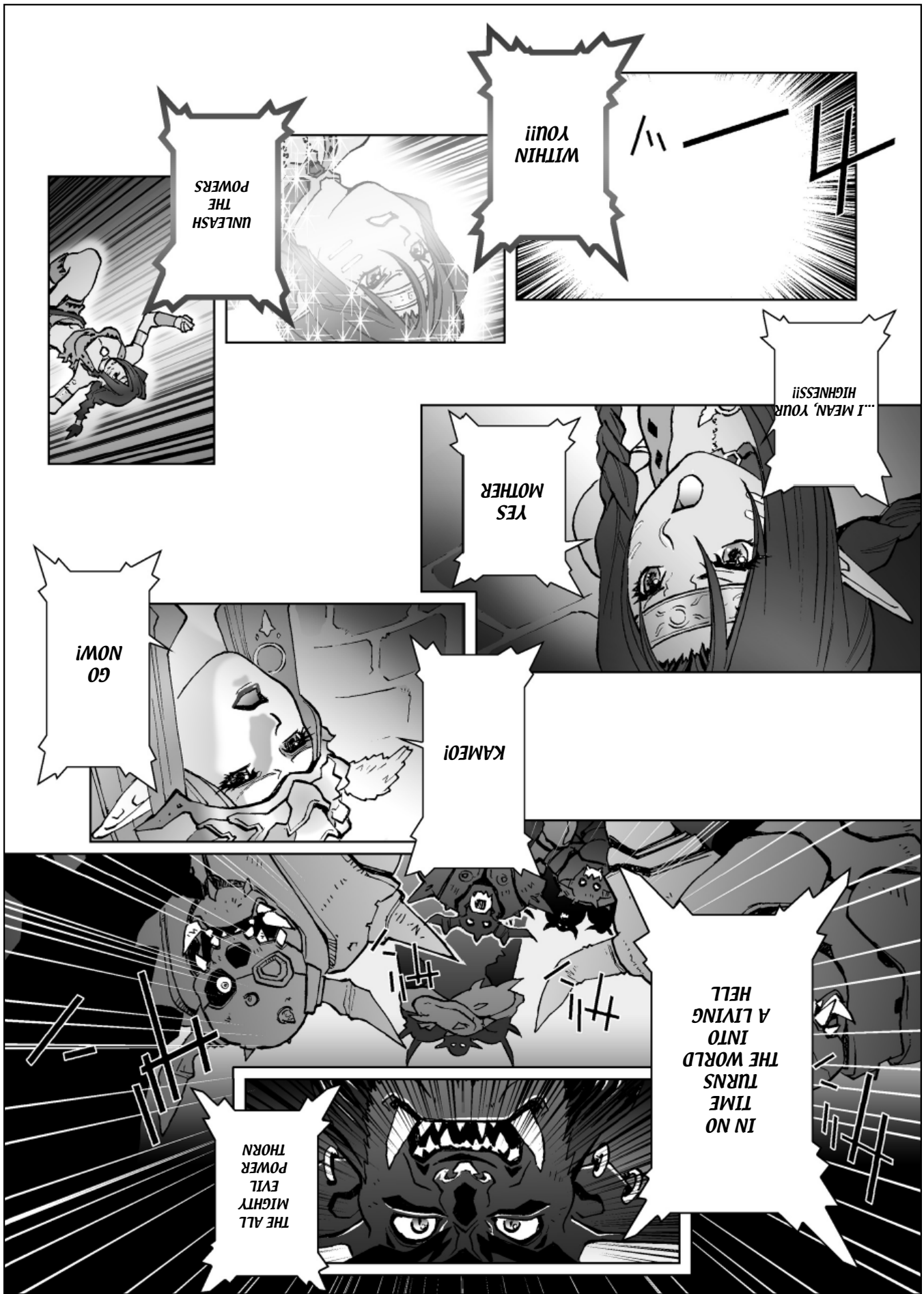
Although time is not on her side, Kameo knows that to stand any real chance of saving her people from extinction, she must do everything possible to even the odds.

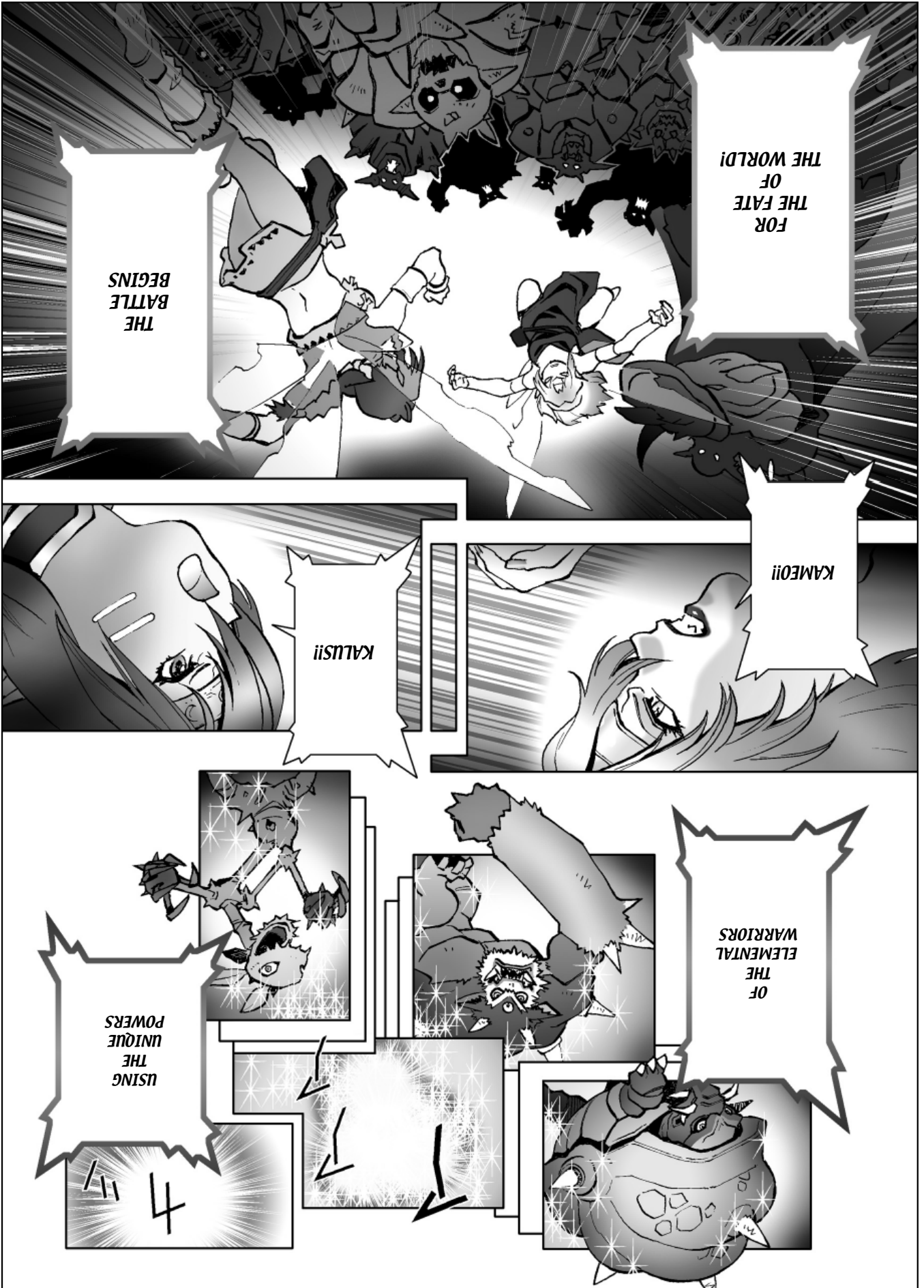
Follow Kameo during her journey in manga issues #1 – #6 coming to bookstores and comic shops near you in spring 2006.

HIROYUKI KITAZUME
Art by
SUNMIN PARK
Story by









THE
BATTLE
BEGINS

FOR
THE FATE
OF
THE WORLD!

KAMEO!!

KALUS!!

OF
THE
ELEMENTAL
WARRIORS

USING
THE
UNIQUE
POWERS

KAMEO

Based on the video game Kameo™: Elements of Power™ created by Rare Studios

I have been a fan of Kitazume-san's work from Gundam to C.D.A. Recently I asked him to explore adapting the characters of Rare's video game KAMEO: ELEMENTS OF POWER into Manga as I unfold the chapters of what is to come. This edition is the first days of our collaboration. —Sunmin Park

Story by SUNMIN PARK

Art by HIROYUKI KITAZUME

A MAXMEDIA Production Produced by JUNGMIN ETHAN PARK SUNMIN PARK Strategic Development JUNKO KUSONOKI Director of Production HIROAKI INOUE Editor SUNMIN PARK Production Manager PILAR LEFF Development MICHAEL CARLIN BOBBI THOMPSON Layout Design NAKO SAKAI Translation YOSHIKO OKURA Editor for Microsoft ERIC S. TRAUTMANN Director Business Development for Microsoft SANDY TING Program Manager for Rare EARNEST YUEN

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Buy the video game developed by Rare and released by Microsoft Games Studios

Renowned game developer Rare Ltd. introduces Kameo: Elements of Power™, a mystical action-adventure game available exclusively on Xbox 360™, where the ability to morph into 10 unique and incredible warriors allows Kameo to search out and battle ever-present evil.

Boasting impeccable next-generation graphics and innovative gameplay, Kameo shines as a giant leap in game development. Continuing its legacy of creating dynamic puzzles, immersive combat and enormous environments, Rare fuses multiple genres to create a strikingly fun game experience destined for widespread appeal.

<http://www.kameo.com>


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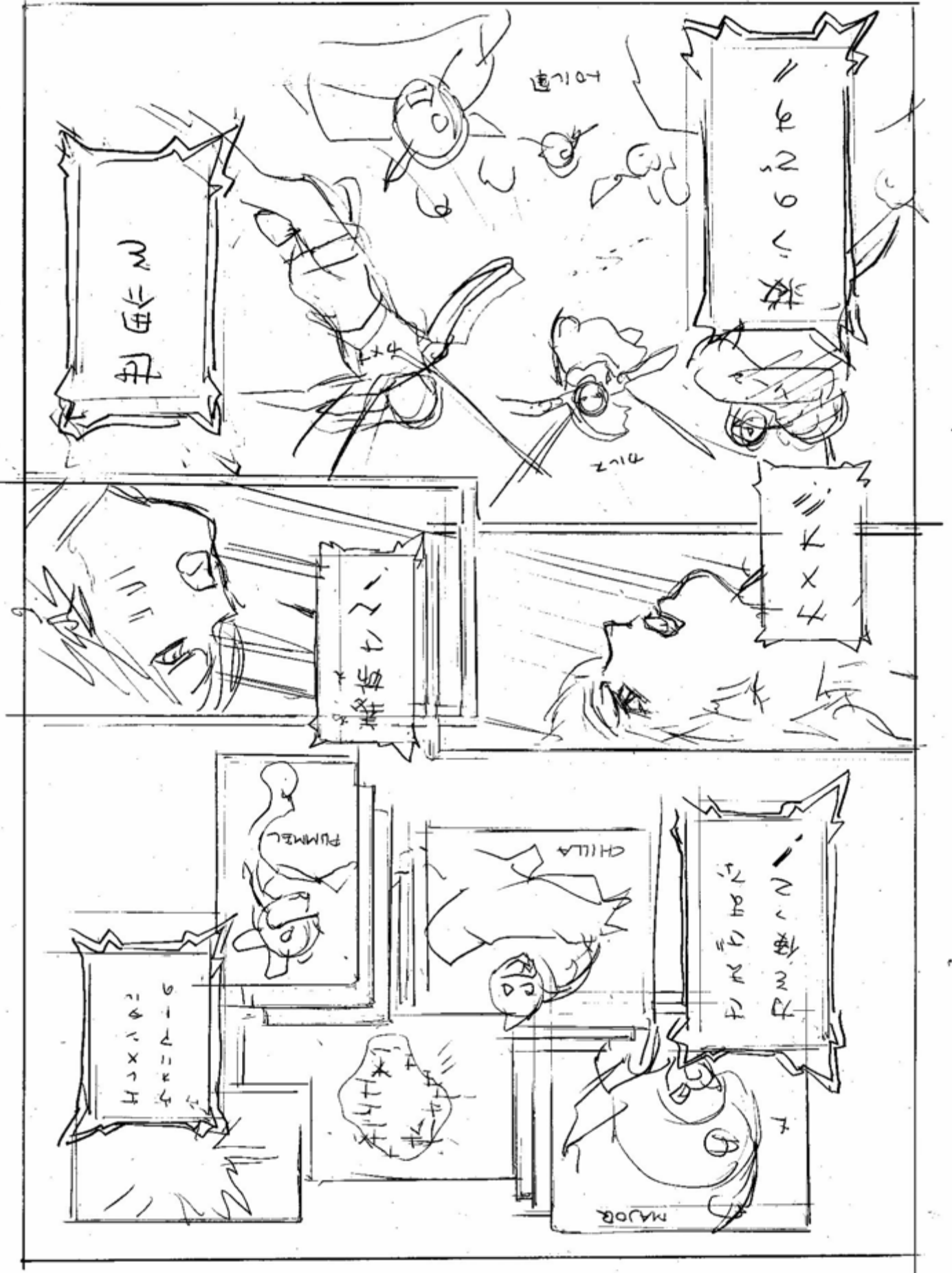
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朴宣岐 北爪宏幸









meet the CAST

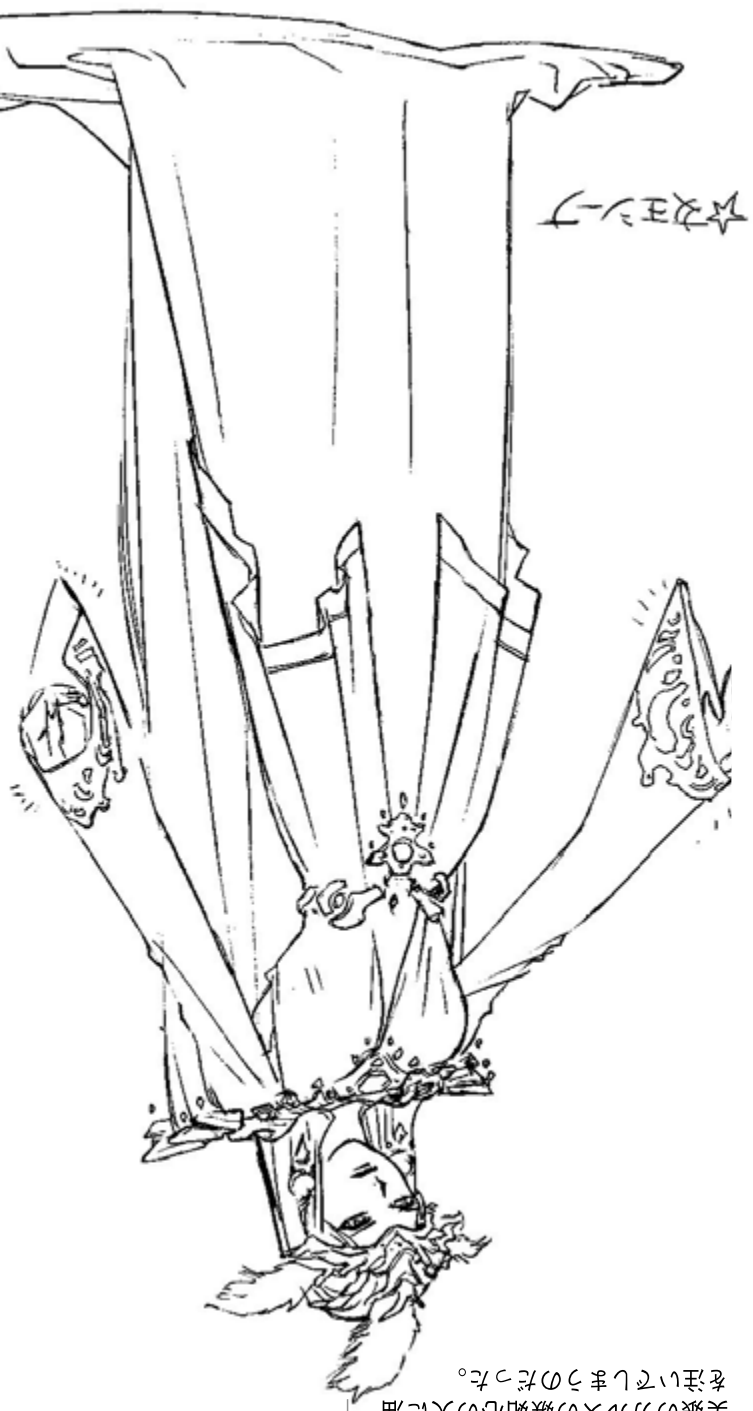


Queen Theena

Queen Theena adopted Kameo, raising Kameo as her own daughter. She grants her the power of transformation magic - thus fueling the fire of her birth daughter Kalus' jealousy..

大戦中、ソーンのトロル軍からカメオを救出し養女として迎えた。シーナはカメオを実の娘のように育て、変身できる魔法の力を授けた；そしてこのことで美娘のカルスの嫉妬心の火に油を注いでしまったのだった。

女王シーナ



Thorn

Cast into exile after a war with the Elves, Thorn has been imprisoned in stone for years, until freed by Kalus' kiss. Vengeful and brutal, it will take all of Kameo's skills and powers to defeat him.

Kalus

The only natural daughter of King Solon and Queen Theena, Kalus is a jealous and spiteful Elf. When her mother passes her transformation magic to Kameo, and not her, Kalus becomes enraged and convinces Thorn to join her to battle the Elves, foolishly believing that she can control the wicked Troll.

ソロ王とシーナ女王の間の唯一の実娘であり、嫉妬深く偏執的なエルフ。その母が自分ではなくカメオに変身する魔法の力を委ねたとき、激怒したカルスはキスをしてソーンを岩から自由にしてしまう。愚かにもこの凶悪なトロルを御せると信じてしまった彼女は、共通の敵であるエルフ族に対する戦いに協力するようソーンを説得するのだった。

カルス

トロイ王ソーン

トロルの悪王ソーンは、王族であるカメオの両親に対して戦争を布告した。エルフ族は最終的に勝利し、ソロ王によってソーンは長きにわたり岩の中に幽閉されるが、カルスの口づけにより開放される。復讐心に燃える残虐で攻撃的な彼を倒すためにカメオは自分のもつ全ての技と力を駆使しなければならぬ。



meet the ELEMENTAL WARRIORS



チラ

高山の雪がちらつく森の中から出現。強くて凶暴なチラの運命は、全ての勇敢な者のシンボル、かつて向こう見ずに対する警告となった。

Chilla

From the snow-dusted forests high upon the mountains, the strong and ferocious Chilla's fate stands as a symbol for all that is courageous - and a warning to the foolhardy.

パメル・ウイード

素早いパベンチを繰り出す、アグレス的な植物。パメル・ウイードはスネアの元で何年も修行をし、エルフ軍に仕えた。

Pummel Weed

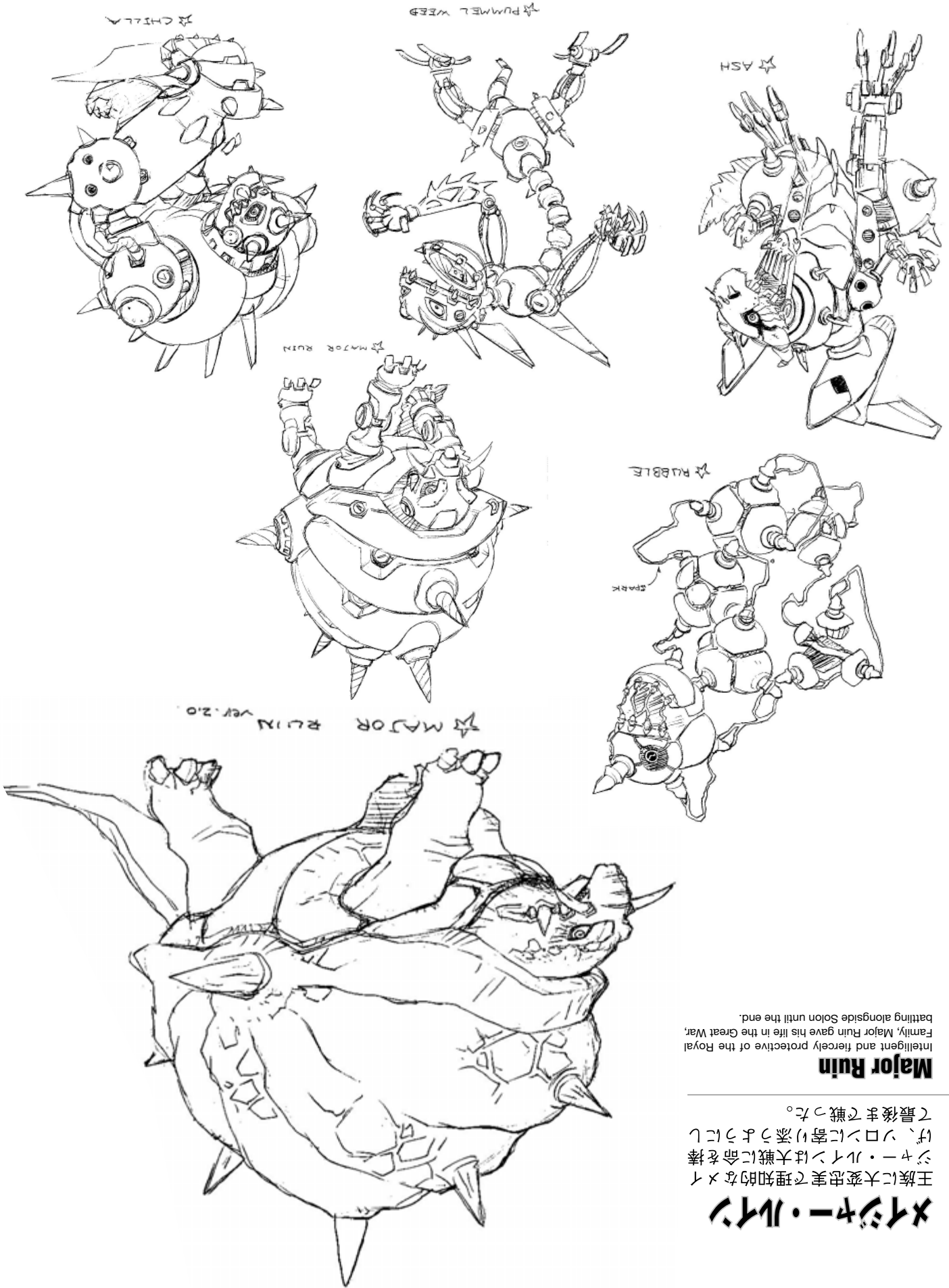
This quick-fisted, aggressive plant - Pummel Weed - served the Elves bravely for many years...

魔法の力を何らもたない唯一の種族であるソーンとトロルたち。彼らはエシメンタル・ウイアーカ・パメルウイードに相対する「メター」など、同等の体をもつアバターを造ったのである。

Being the only race not being able to access any form of magical powers, Thorn and his trolls built these doppelgangers of the Elemental Warriors, physically equal to their AVATARS (i.e. Mecha-Pummelweed is a match for Pummel Weed).

メイジャー・ルイン
王族に大変忠実で理知的なメイジャー・ルインは大戦に命を捧げ、ソロンに寄り添うようにして最後まで戦った。

Major Ruin
Intelligent and fiercely protective of the Royal Family, Major Ruin gave his life in the Great War, battling alongside Solon until the end.

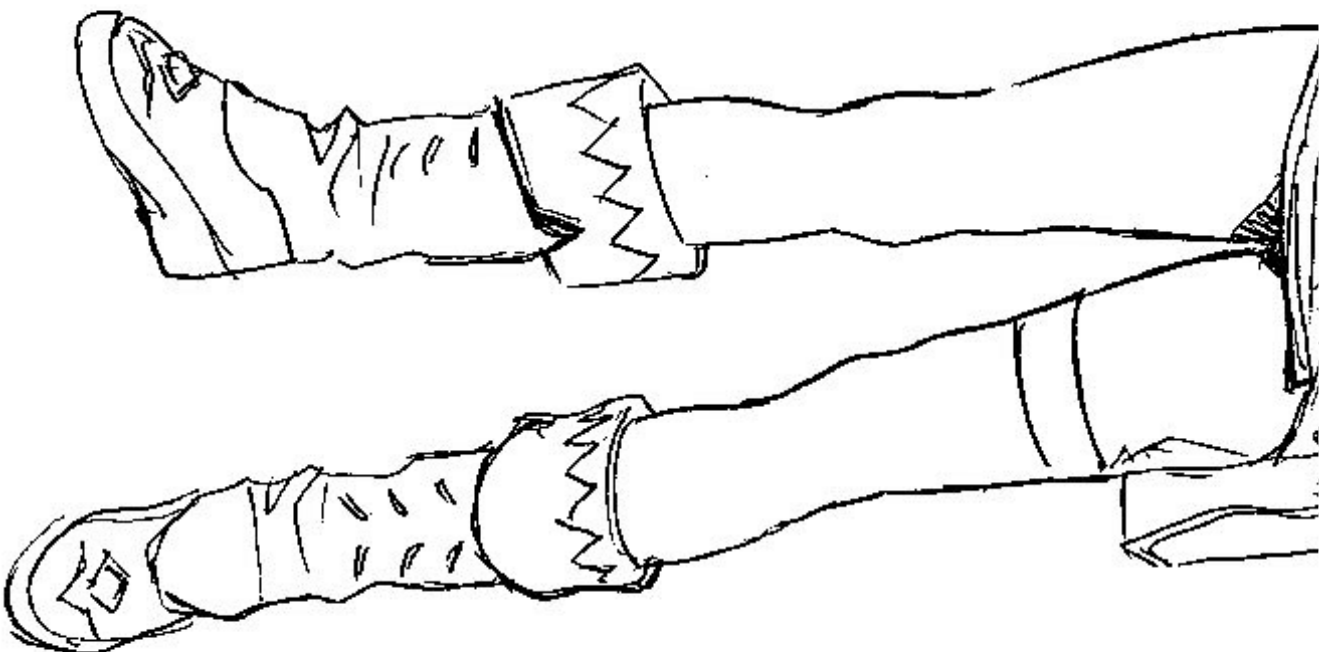


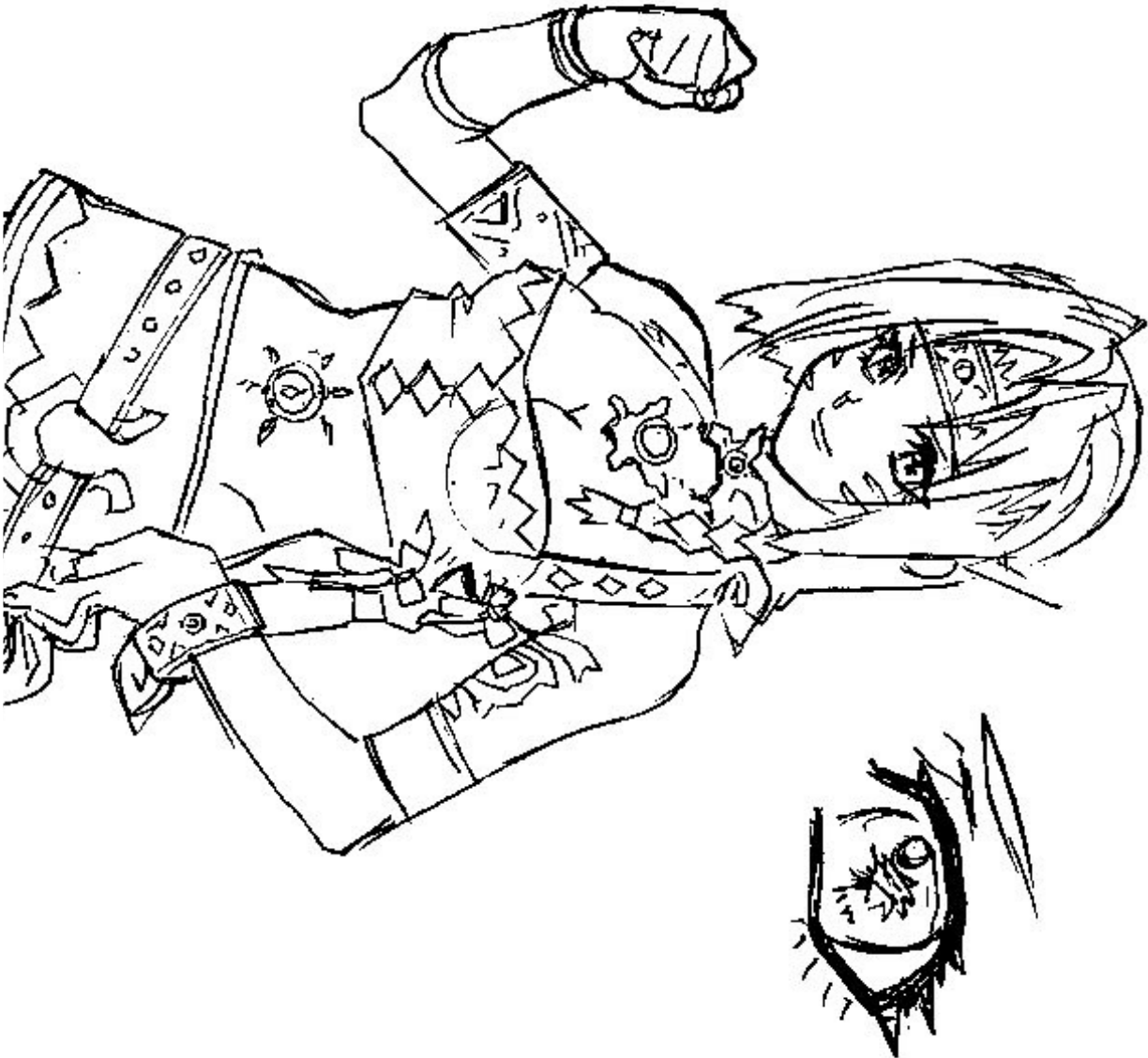
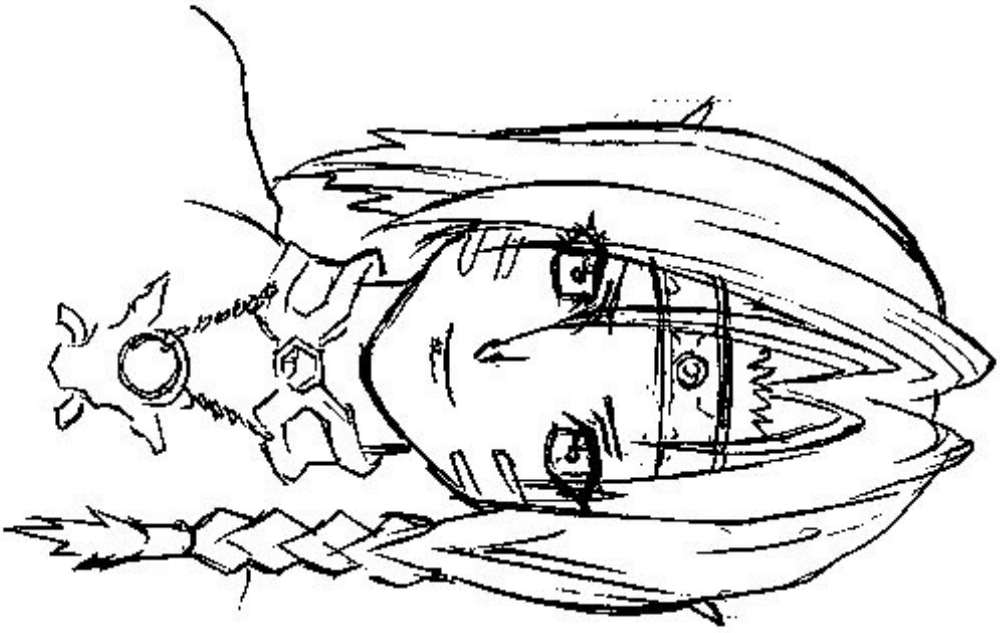
① 変身ポイント

- ・ 腰を大きく広げました。
- ・ 顔のシンカクをふかみ
感に 変え
- ・ 頭身を下げました。

何世紀にも渡り、悪の力は人間を襲い、我々の勇敢な先祖の魂は我々を守るため、果てしない緑の荒野をさまよっていました。ソロン王とシーナ女王は雲の中のユートピア王国を支配していましたが、ソーンの悪軍が戦争を仕掛けてきてから、全ては変わりました。さあ、15歳のカメオは自分が持つ魔法の変身術をマスターし、勇敢なウオリアーを探し出し、彼らのエレメンタル・パワーを身に付けなければなりません。ソーン軍に対抗するよう流れを変え、捕らわれた家族を救い、ソーンの暗い脅威を永遠に断ち切ることでできるのは、エッセンスのパワー（肉体の寿命を越えて生き続ける「魂」）が内に秘められているカメオだけ。世界の将来はカメオにかかっているのです。

For centuries forces of evil preyed upon humans and the spirits of our brave ancestors roamed the vast green wilderness to protect us. King Solon and Queen Theena ruled a utopian kingdom in the clouds until the evil Thorn erupted a war. Kameo, a brave 15 year old girl, must now master her bestowed magic of transformation, seek out courageous warriors, and harness their elemental powers. Only she can turn the tide against Thorn's army, rescue her kidnapped relatives and end Thorn's shadowy threat - forever. The power of essence - the spirit that lives on past the death of the body - is within Kameo. The future of the world depends on her.





★ KAMEO

2005.4.29.