



## Introduction

It's been a long strange journey. What began as a Nintendo 64 title was later migrated to GameCube as the "new" generation of consoles arrived. Microsoft's purchase of Rare forced the development to move to Xbox, but the push for fresh titles at the launch of the Xbox 360 caused the game to be moved to another console one last time. Regardless of how it got here, it has arrived. What are you waiting for, go fire up your shiny Xbox 360 and start playing this entirely fresh Rare platformer.

Your pal Ortho may offer some hints and tips in the game, but he won't tell you where all the secrets are and give you the high scoring strategy you need. That's why IGN Guides is here to help with the most complete Kameo resource on the web.



### Look inside the guide for:

- **Basics:** Everything you need to know to start off on the right foot.
- **Warriors:** A detailed overview and analysis of the ten elemental fighters.
- **Fruit, Crystals, and Elixirs:** The locations of every piece of Elemental Fruit and Crystal Eye. Read here to max out your squad.
- **Walkthrough:** We'll take you step-by-step through the entire game, including all side quests.
- **High Scores:** Information you need to rack up points so that you can unlock cool stuff.
- **Secrets:** Find out what you can unlock here.

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## Basics

### Controls

**The Xbox Guide:** That bright green button in the center of your controller is the Guide Button. Push it to access your dashboard where you can view, among other things, your Gamerscore to see how well you are doing in the game.

**Left Analog Stick:** Move about or aim your projectile.

**Right Analog Stick:** Rotate camera.

**Right or Left Trigger:** Attacks/Abilities. These will vary depending upon which form you are in. For Kameo, they will allow you to Jump, Hover, and Flip Kick. Hovering allows you to move very quickly across the ground and is a great way to quickly travel. Kameo's normal form will also allow you to fall great distances without taking damage by constantly pressing the Jump button as you drop.



**A Button:** Morph into Kameo/Action

**B, X, Y Buttons:** Morph into an Elemental Warrior. Map the Warriors to each button using the Wotnot Book. Holding down one of these buttons will bring up the Warrior Wheel which allows you to quickly switch between all 10 characters on the fly.

**D-pad:** Zoom in or out/Move through menus.

**Start:** Bring up the Wotnot Book

**Back:** Bring up the Options menu.

### The Wotnot Book

Shortly after beginning the game, you'll be given the Wotnot Book. This book will hold all of your Elemental Warriors and allow you to view information on them. What's more, you can map these Warriors to each of the three Morph Buttons and upgrade their techniques through this book.



If you press the Left Trigger to turn the book to the front cover, you'll be greeted by Ortho. This guy will give you all of the information you need to make it through the game, but he won't give you tips towards finding secrets. If you're ever stuck or forgot where to go, ask Ortho for some quick tips.

You'll also be able to turn the Wotnot book all the way to the right to find the Status Page. There, you can view your



progress, as well as quit your game.

## Focus

The Focus Meter can be found in the center of the top of your screen. For every attack that you successfully land, it will be filled a little bit. If you continue to land attacks, it will keep filling up. However, if you don't land another attack soon after the first, it will drain out again. By filling up the Focus Meter completely, you will go into Focus Mode which will cause time to slow down for everyone but you, allowing you to unleash utter destruction on helpless opponents.



## Items

There are several items that can be found in the game. The one you'll see most often is hearts. You can find these by killing Trolls or destroying crates, barrels, and other destructible objects. Hearts will restore your life, so you should always be on the lookout for them.

Runes are the currency of the world of Kameo. They can be found in numerous places, but most often will be found in crates and other objects while fighting through stages. Always watch out for them so that you can purchase some items in shops.



Elixirs and Elemental Fruit are items that can be found to upgrade Kameo and her Warriors. They are mostly hidden, although you can purchase a few of them in each shop you come across. For more information on these, read up on the [Fruits, Crystals, and Elixirs](#) section.

## Spirit

Spirit is the energy that each Elemental Warrior uses to perform their attacks. As you fight, this bar will slowly drain. Refraining from using any spirit attacks for a brief moment will cause it to regenerate. You don't have this luxury! Instead of waiting around defenseless, switch to another Warrior. They don't all share the same Spirit Bar, so they'll be ready to fight as soon as they come out.

## Elemental Differences

Each Troll that you face will either be Normal or aligned with one of the elements. A good fighter will quickly recognize which element they are fighting and switch to the appropriate Warrior to dispatch the foe quickly and efficiently. Read the table below to find out how you should fight.



Attacking Troll	Use This Element
Neutral	Anything
Plant	Fire
Rock	Explosive (Thermite or an explosive item from the world), Rock
Fire	Water
Water	Plant or Ice
Ice	Fire

Of course, there are exceptions to every rule. For each type of enemy you come across, the way to defeat them can be found in the Walkthrough.

## Warriors

### Pummel Weed

Pummel Weed is one of the Elemental Warriors that you begin the game with. He is also the first Elemental Sprite you'll save after the little fudge up at the beginning. This guy has a boxing style of combat. With proper timing of your jabs, you can end up performing a great combo. Use Pummel Weed any time you need to go underneath fences that don't quite reach the ground or need to knock something up into the air. One of our favorite moves is to fill up the Focus Meter and then box trolls into the air before finishing them off with another Warrior before they can hit the ground.

Techniques	
Action	Result
L Trigger	Jab
R Trigger	Jab
L + R Triggers	Weed Creeper (flatten into the ground)
Weed Creeper + L Trigger	Take control of empty shells.



Pummel Weed has some phenomenal Advanced Techniques that will be useful in most battle situations. Our favorite is the Razor Top. This allows you to make the Weed Creeper and offensive weapon. Use this to clear out huge areas of weak enemies. The spirit up is a no-brainer, especially when you combine it with the Shredder technique. Obviously, being able to stay inside of a defensive and offensive shell longer is a good thing.

Advanced Techniques	
Name/Cost	Result
<b>Uprooter</b> /1 Fruit	Uppercut attack performed while doing Weed Creeper
<b>Razor Top</b> /2 Fruit	Gives spiky thorns that attack during Weed Creeper
<b>Wildrush</b> /2 Fruit	Double-tap L analog stick and then pull L + R Triggers to perform a double fisted blow.
<b>Weedkill</b> /3 Fruit	Charge Uprooter with the L Trigger to deliver a powerful attack that gives a Brutal Battle Bonus
<b>Spirit Up</b> /1 Fruit	Increases spirit bar

### Rubble

Although you don't begin the game with Rubble, he is the second Warrior that you get once you begin the main quest. Rubble is a great offensive power. His main attack involves throwing pieces of himself at enemies. You can aim these high or low, or simply detonate yourself entirely for a huge area effect. The only downside to all of this is that once you throw everything but your head, you'll have to wait for the pieces to come back. We prefer to use Rubble when there are medium range enemies that are spread out but numerous. Powerful and accurate attacks at a distance are nice for everyone.

Techniques	
Action	Result
L Trigger	Stone Chip (high shot)
R Trigger	Sling Stone (low shot)
L + R Triggers	Gravel Blast (area attack)





The Razor Stone upgrade makes every attack more powerful, but requires you to wait longer before the body part comes back. This means that if you are a frenzied fighter, it might not be the best way to spend your hard earned Elemental Fruit. The Spirit Up boost isn't nearly as important with Rubble as with some other characters because you'll likely be waiting for your body parts to return more often than waiting for you energy to refill. The Stone Storm, which allows you to direct the Gravel Blast, in conjunction with Rapid Charge is a great move if you need to quickly take down a powerful enemy that is charging you.

Advanced Techniques	
Name/Cost	Result
<b>Razor Stone</b> /1 Fruit	Makes your attacks more powerful at a cost to your reload time.
<b>Rapid Charge</b> /2 Fruit	Reduces time need for Gravel Blast to charge.
<b>Stone Storm</b> /3 Fruit	Allows you to aim the Gravel Blast in one direction.
<b>Spirit Up</b> /1 Fruit	Increases spirit bar

## Ash

Ash is a great offensive character. Although he is a bit slow, his Fire Blaze can do wide area damage and quickly light enemies on fire to drain their life completely. When you attack with him, always be prepared to switch to an alternate Warrior. Even if you have his Spirit bar upgraded, he still has a tendency to run out of Spirit. When he does, he is totally defenseless.

Techniques	
Action	Result
L Trigger (hold and aim)	Fire Blaze
R Trigger (hold and aim)	Fire Blast

Ash is also good for solving puzzles. He can melt through ice doors and ice blocks to reveal new areas and items, as well as use his Fire Blast technique to light dragon torches which will open doors and reveal new passages. Fire Blast can travel up walls allowing you to kill enemies and light things on fire that are above you. Always be on the lookout for the telltale dragon heads to light and come back for them after you get Ash.



In terms of Advanced Techniques, Ash is a mixed bag. The Spirit Up is the first thing you should buy. After that, go for the Inferno to increase your range of the primary attack. Wildfire allows you to shoot three fireballs, which can be somewhat useful, especially if you have trouble aiming. However, Incinerator is a mostly useless technique that you should wait until everyone else is fully powered up before wasting the three Fruit to buy it.

Advanced Techniques	
Name/Cost	Result
<b>Inferno</b> /2 Fruit	Increases length of Fire Blaze flame.
<b>Wildfire</b> /2 Fruit	Increases Fire Blast to three fireballs.
<b>Incinerator</b> /3 Fruit	Creates a ring of fire trap.
<b>Spirit Up</b> /1 Fruit	Increases spirit bar

## Major Ruin

Major Ruin is primarily used for reaching areas that nobody else can. The Boulder Rush technique allows you to roll up into a ball and do a Sonic super spin move. Even better, if you launch yourself in the air and then do a Boulder Rush, you'll pause in the air and you can charge up another spin dash. Major Ruin's other primary move is Rock Hop. This allows you to do a little bounce in the air. This is mostly useless, unless you combine it with a Boulder Rush to shoot forward in the air.

Techniques	
Action	Result
L Trigger (hold to charge)	Rock Hop
R Trigger (hold to charge)	Boulder Rush



You won't use Major Ruin as your primary attack Warrior. In fact, you probably will only use him when you need to bump enemies or other roundish objects in a particular direction. Even after you upgrade the Boulder Rush attack with Razor-back, he is still underpowered and clumsy. Cyclone Spin, after it is improved with Hyper Cyclone Spin, is better used as a defensive technique for escaping instead of using it for attacking. Don't bother getting the Spirit Up improvement unless you use the Cyclone Spin regularly. You'll rarely run out of Spirit with this guy.

Advanced Techniques	
Name/Cost	Result
<b>Razor-back</b> /2 Fruit	Adds damage to Boulder Rush and can stick Trolls to your back.
<b>Cyclone Spin</b> /2 Fruit	A crazy, out of control attack that puts you into a frenzy that is hard to control.
<b>Hyper Cyclone Spin</b> 3 Fruit	Allows you to control Cyclone Spin a bit more.
<b>Spirit Up</b> /1 Fruit	Increases spirit bar

## Deep Blue

Deep Blue is the only Warrior that can swim underwater, making him a necessary evil. Necessary because you'll definitely want to explore the depths of the lakes and ponds to find some goods and complete some quests. Evil because his control is less than stellar. Deep Blue is not an offensive power until you get some Advanced Techniques. His Aqua Blaster is good for knocking opponents off of cliffs and his Aqua Blaster is powerful when you are underwater, but that is as far as he goes by himself. Don't forget to look for submerged stone chests. Aqua Blaster is powerful enough to bust them open.

Techniques	
Action	Result
L Trigger	Hydro Thrust (high shot)
R Trigger	Aqua Cannon(low shot)
R Trigger (while underwater)	Aqua Blaster



A great way to get Brutal Bonuses is to upgrade the Advanced Technique of Slick Jet. This allows you to shoot oil out instead of water. By itself, this isn't that special, but if you combine oil with fire then you will get quite an explosion.

Advanced Techniques	
Name/Cost	Result
<b>Dragpool</b> /3 Fruit	Turn into a puddle and drag Trolls to their doom.
<b>Slick Jet</b> /2 Fruit	Allows you to shoot an oil slick. to control.
<b>Splash Down</b> 2 Fruit	Dissolve into liquid. This lets you grab with L or R Triggers and then slam foes.
<b>Spirit Up</b> /1 Fruit	Increases spirit bar

## Chilla

Chilla is a great all around character. He is powerful, has decent mobility, and can be used to reach hidden locations using his Ice Picks. Being able to Aim his Ice Spike throws makes him able to attack flying enemies as well as those at great ranges. In addition, he can knock down objects that are hanging from trees or ceilings, such as chandeliers and fruit.

Chilla's Spike Back technique allows him to grab enemies and store them on his back. You can then throw them off of cliffs, at other enemies, or even use them as a club. This gives you the opportunity to get huge Brutal Bonuses. His Advanced Techniques give him even more of a range of attacks. The Spike Storm can clear out a crowd if you get caught in a pickle. Slam Hammer is a fun move, although it is hardly necessary with all of the other moves in this guy's arsenal.

Techniques	
Action	Result
L Trigger	Aim
Aim + R Trigger	Ice Spike
L Trigger (near wall)	Ice Pick (climb)
R Trigger	Spike Back





Advanced Techniques	
Name/Cost	Result
<b>Deep Chill</b> /2 Fruit	Charge and ice pick and then use it to freeze an enemy.
<b>Spike Storm</b> /2 Fruit	Rains down ice spikes around Chilla.
<b>Slam Hammer</b> 3 Fruit	Slam a Troll into the ground. This will give you a Brutal Bonus.
<b>Spirit Up</b> /1 Fruit	Increases spirit bar

## Flex

Flex is a super fun character to play as. He has the ability to whip out his arms and grab on to distant objects. Then he can either haul them in if they are an enemy to toy around with, or he can pull himself to the object if it is stationary. This technique will allow you to reach areas that you previously couldn't and have hours of fun beating on enemies. The Sucka Slam is probably the coolest looking attack in the game.

Techniques	
Action	Result
L Trigger	Smack
L + R Triggers	Sucka Shot (grab onto objects)
Sucka Shot + L Trigger	Flingshot
Sucka Shot + R Trigger	Sucka Slam

Make sure you upgrade to the Shocker and Super Shocker so that you can send blasts of electricity through any Troll that dares cross your path. The Slapstorm technique is good for when you are in close combat with a number of foes, but it isn't as strong as some of the other Warriors' area attacks. Spirit Up is a necessary upgrade if you plan on using Flex as an offensive character.



Advanced Techniques	
Name/Cost	Result
<b>Shocker</b> /2 Fruit	After grabbing an enemy, pull L + R Triggers to electrocute.
<b>Slapstorm</b> /2 Fruit	Stationary slap move done by holding down the L Trigger and spinning.
<b>Super Shocker</b> 3 Fruit	Makes Shocker more effective.
<b>Spirit Up</b> /1 Fruit	Increases spirit bar

## 40 Below

40 Below is the second ice based Elemental Warrior. Although you'll use him slightly less than Chilla, he is a powerful guy that is worth a look. He is mainly useful in the Snow Top Village where he can be used to traverse ice bridges and break open ice chests that every other Elemental Warrior will pass right through.

Techniques	
Action	Result
R Trigger	Frostbite
L + R Triggers	Snowball
Snowball + R Trigger	Wrecker Ball.

40 Below is a phenomenal fighter for large crowds of enemies. The Wrecker Ball technique allows you to go into a spinning frenzy knocking everything in your vicinity with a powerful attack. Use it whenever you feel the desire to sweep large numbers of Trolls off of ledges.



Snow Roller gives you a projectile attack that most Warriors lack, allowing you to attack with power at things ahead of you. The Ice Quake is good for clearing out an area, but you should only use it when you're surrounded by enemies who aren't affected by the Wrecker Ball. Spirit Up is a useful upgrade for 40 Below, but not as necessary as it is for other Warriors.

Advanced Techniques	
Name/Cost	Result
<b>Snow Blower</b> /2 Fruit	Sprays icy death at enemies ahead of you.
<b>Snow Roller</b> /2 Fruit	After summoning a Snowball, this allows you to roll it at enemies.
<b>Ice Quake</b> 3 Fruit	Slams a summoned Snowball into the ground that sends out a shockwave.
<b>Spirit Up</b> /1 Fruit	Increases spirit bar

## Snare

Snare is an often overlooked Warrior, due mainly to the fact that you get him so late in the game. The Root Tremor attack can stand up with the best of 'em, but only after it has been upgraded with Advanced Techniques. It will send out a nice shockwave that few enemies can stand up to.

Snare's main strength is in his Bite technique. He can easily pick up enemies in his mouth and then either toss them over a cliff or swallow them whole with the Lockjaw technique. Most people will probably only use Snare when he is necessary, which is whenever you need to toss objects in a particular direction.

Techniques	
Action	Result
R Trigger	Bite
Bite + R Trigger	Spit
L Trigger while moving	Root Tremor
L + R Trigger	Root
Root + L + R Trigger	Roam



If you plan on using Snare, the Toxic Bite Advanced Technique is a must. It allows you to protect yourself when you can't move to avoid attacks beyond the large mouth that is oftentimes full.

Advanced Techniques	
Name/Cost	Result
<b>Lockjaw</b> /3 Fruit	Eats any enemy that Snare has bitten
<b>Toxic Bile</b> /2 Fruit	Spray out acid while rooted.
<b>Rootquake</b> 2 Fruit	Increases power of Root Tremor.
<b>Spirit Up</b> /1 Fruit	Increases spirit bar

## Thermite

Thermite is an offensive and defensive powerhouse. There is a reason he is the last Warrior you get in the game. He puts every other fighter to shame. Thermite is a slow mover, but a skilled player can make him really move. The Blast Shield cause Thermite to roll up into his shell. Not only does it make him impervious to *any* attack, but it also will allow you to roll around at a fast clip. If you can quickly switch between the Mortar stance (which allows you to lob powerful Lava Bombs) and the Blast Shield, you'll be an extremely powerful player.

Techniques	
Action	Result
L Trigger	Mortar
R Trigger	Firecracker
Mortar + R Trigger	Lava Bomb
L + R Trigger	Blast Shield



Thermite does have some weaknesses. The first is that he can actually hurt himself pretty badly, which will seriously affect your ability to rack up big bonus multipliers. For close encounters, always use the Firecracker technique instead of the Lava Bomb. Fire Burst is a good upgrade, because it gives you more power against ice and plant based Trolls and can't hurt Thermite. However, Atom Splitter causes a large area attack that can easily backfire on you. Unless you are comfortable moving quickly and switching between stances and Warriors, you might want to hold off on that upgrade. Backblast is pure fun and has the added advantage of giving you a Brutal bonus for every kill. It won't work on every Troll, so pick your battles properly.

Advanced Techniques	
Name/Cost	Result
<b>Fire Burst</b> /2 Fruit	Upgrades Lava Bomb so that it keeps a flame after the bomb hits.
<b>Atom Splitter</b> /2 Fruit	Splits Lava Bomb up into smaller segments for an area attack.
<b>Backblast</b> 2 Fruit	Suck enemies into the lava bowl using Mortar and then fire them out.
<b>Spirit Up</b> /1 Fruit	Increases spirit bar



## Fruit, Crystals, and Elixirs

These items are hidden throughout the world of Kameo and will do wonders towards improving your squad. Elemental Fruit can be used to upgrade your Warriors to get Advanced Techniques. Crystal Eyes are equipable to Kameo and can improve different aspects of her abilities. Elixirs of Life will permanently increase your life bar. Read below to find their locations. For more information on how to find them, read the Walkthrough.

	Elemental Fruit
	Enchanted Kingdom
1	Given to you when you rescue Pummel Weed from the Shadow Troll.
2	Shake the plant outside of the Chamber of Living Portraits.
3	Do an Uprooter on the center shell at the lakeshore outside of the castle entrance.
4	Buy at the shop outside of the castle for 30 Runes.
5	Buy at the shop outside of the castle for 30 Runes.
6	Use Ash to light the two torches on each side of the large gate in the Enchanted Kingdom Dungeon (Large Fruit).
7	Use Deep Blue to spray the fields for the farmer in the Enchanted Kingdom. (Large Fruit)
8	After rescuing Halis, go back to the courtyard to the Chamber of Portraits. Pick the spinner plants until you find the fruit.
9	Smash the left plant vase in the back of the Chamber of Portraits with Major Ruin.
10	Smash the second plant vase on the left in the Throne Room with Major Ruin.
11	In a chest on the first platform up on the right in the Ancient Tower. Use Chilla and Major Ruin to climb.
12	Frozen in ice on the first platform up on the left in the Ancient Tower. Climb up with Chilla and Major Ruin and melt it with Ash.
13	In a plant on the second floor of the Ancient Tower. Use Major Ruin and Chilla to climb.
14	Complete the missing children side quest in the Ancient Tower. You need Major Ruin and Chilla to do this (Large Fruit).
15	Use Chilla to knock over the cauldrons in the Dungeon. You need to open the gates with Ash. The cauldrons are in the same room as Ash's alternate costume.
16	Complete the Typhoon trivia challenge in the Elemental Kingdom.
17	Complete the question mark sign side quest in the Elemental Kingdom.
18	Growing on a plant next to the well to the Shadow Troll in the Enchanted Kingdom.
	Forgotten Forest
1	Shake the plant at the entrance to the Forgotten Forest Glade.
2	Clear out the Trolls from Dil's house at the end of the Forgotten Forest Glade (Large Fruit).
3	Buy at the shop in the Forgotten Forest Glade for 30 Runes.
4	Buy at the shop in the Forgotten Forest Glade for 30 Runes.
5	Shake the plant at the back of the Forgotten Forest Glade near the lake.
6	Shake the plant in the southeast part of the Forgotten Forest Glade behind Creeper's hut.
7	Rescue the researcher from the mosquitoes in Mushroom Cavern (Large Fruit).
8	Use Rubble to shoot a rock into the mouth of the statue in the back of Mushroom Cavern.
9	Pull up all of the spinner flowers in the stone circle near the Guardian Trees in the Forgotten Forest Glade.
10	Blow open the door to Creeper's door in the Forgotten Forest Glade using a Boom Boom plant. (Large Fruit)
11	Use Chilla to pop the pods on the ceiling on the path to the Mushroom Cavern in the Forgotten Forest Glade.
12	Complete the question mark sign side quest in the Forgotten Forest Glade.
13	Pick off of a plant in the back of the Ogre's Swamp.
14	Clear out the bugs and plants from Nettle's House using Ash (Large Fruit).
	Mountain Falls
1	Use Pummel Weed to flip over the shells on the path in the Mountain Falls.
2	Buy at the shop in the Mountain Falls for 30 Runes.
3	Buy at the shop in the Mountain Falls for 30 Runes.
4	Light all of the torches at the top of the tower in the Mountain Pass (Large Fruit).
5	Just across the bridge in the Mountain Falls, take a right and shake the plant.
6	Use Major Ruin to knock a Boom Boom Flower into the central area near the stone chests. Detonate them to get the fruit.
7	Use Deep Blue to retrieve the three pearls from the oysters and place them on the starfish in Mountain Falls. (Large Fruit).
8	Throw an Ice Spike at the pod growing from the palm trees on the island in Mountain Falls.

9	Clear Reefus's Hut of the Water Trolls in Mountain Falls (Large Fruit).
10	Blow up a rock creature in Mountain Falls and use Rubble to drag it over to the north side of the plateau to the Treasure Cave. It will form a ramp that you can jump off to get to a plant.
11	Near the sealed door that opens after you get Deep Blue in Mountain Falls, there is a small path leading up a hill. Take it to find a plant.
12	Complete the question mark sign side quest in Mountain Falls.
13	Kill the Water Troll in the first room on the left wing of the Treasure Cave.
14	Save Mizu in the Treasure Cave (Large Fruit).
15	Kill the second Water Troll in the Treasure Cave at Mountain Falls.
16	In the tunnel where you rescued Mizu in the Treasure Cave at Mountain Falls.
17	Smash all of the lobster traps in Lobster Hollow with Major Ruin immediately after obtaining him.
18	Throw an Ice Spike at the pod growing from the palm trees near the Boom Boom plant in Mountain Falls.
19	Take a right when you first enter the Treasure Cave and shake the plant you find there.
<b>Snow Top Village</b>	
1	In Snow Top Village, play Chat's ice block melting game until you find it.
2	Buy in Snow Top Village for 30 Runes.
3	Buy in Snow Top Village for 30 Runes.
4	Melt the ice near the kid dancing around the fire in Snow Top Village.
5	Use Chilla to knock down the pinecone type pods above the shop in Snow Top Village.
6	Rescue the lady's husband from the ice. She is located on the level above the shop and you will have to detonate a Wyrms bomb on rocks (Large Fruit).
7	At the end of the bridge in Snow Top, drop down instead of climbing up to the Sulfur Cavern. Shake the plant there.
8	Melt the ice blocks near the well in the Crystal Grotto.
9	Use 40 Below to break open the ice chests in the Crystal Grotto.
10	Use 40 Below to travel along the ice paths underneath Snow Top Village to find a plant.
11	Use 40 Below to travel along the ice paths underneath Snow Top Village to find an ice chest.
12	Throw Ice Spikes at the cones hanging from the trees just as you enter Snow Top Village. Look up at the branches near the first Wyrms to find them.
13	Use 40 Below to take the ice bridge that is just past the entrance to the Ice Temple.
14	Complete the question mark sign side quest in Snow Top Village
15	Complete the missing child side quest in Snow Top Village (Large Fruit)
16	Use Chilla to break open the cone hanging near the green crystals growing in the Crystal Grotto
<b>Badlands</b>	
1	Complete the Troll Trouble challenge in the Lost Ruins.
2	Complete the Pumpkin Panic challenge in the Lost Ruins.
3	Complete the Beetle Brawl challenge in the Lost Ruins.
4	Growing on a plant inside one of the Abandoned Huts near Snow Top Village.
5	Complete the Elemental Evil challenge in the Lost Ruins.
6	Melt the ice blocks in the Abandoned Hut where you find the Elemental Evil challenge.
7	Use Thermite to blow open the stone chest in the Abandoned Hut in between the Forgotten Forest Glade and Mountain Falls.
8	Use Chilla to throw spikes at the pods growing in the Abandoned Hut just outside of the Forgotten Forest Glade.

## Crystal Eyes



The Eye of Restoration can be found underneath one of the shells on the beach in the Enchanted Kingdom. Use Pummel Weed to flip them all over. This crystal will allow you to slowly regenerate health, but your spirit will take longer to recover.



The Eye of Defense is purple, although it looks different in your book. It can be found on the second floor of the Ancient Tower by using Chilla and Major Ruin to climb up. It causes your defense to increase, but at the cost of your offensive abilities.



The Eye of Spirit will cause your spirit power to be regenerated at a faster rate. However, your offensive and defensive capabilities will be decreased. You can find it in the Enchanted Kingdom Dungeon. Once you have Ash, take him down there and look for two dragon torches to light on each side of the small gated door.



The Eye of Strength can be found in the Chamber of Portraits. Use Thermite to destroy the statue of Thorn to claim it. It gives the user greater offensive capabilities at the cost of your own defense.

	Elixir of Life
1	Given to you when you complete the Warrior Test.
2	Inside the Chamber of Living Portraits.
3	Buy at the shop outside of the castle for 20 Runes.
4	Buy at the shop in the Forgotten Forest Glade for 20 Runes.
5	Use Rubble to shoot a rock into the mouth of the statue in the back of Mushroom Cavern.
6	Buy at the shop in the Mountain Falls for 20 Runes.
7	In the back room at the top of the tower in Mountain Falls.
8	Complete the Lost Pearls side quest and then go into Scooner's hut in Mountain Falls.
9	In an Abandoned Hut just to the north of the Snow Top Village. Look behind an overturned table. (The same hut as 40 Below's alternate skin.)
10	Buy at the shop in Snow Top Village for 20 Runes.
11	Find in an Abandoned Hut to the southeast of Snow Top Village.
12	Use Major Ruin to first Hop and then Boulder Rush across the pit near Chom's Den in Snow Top Village.



## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
Snow Top Village	Thorn's Pass	Thorn's Airship	Badlands



### Chilla

After the opening cut scene has you leaping over a precipice and grabbing onto the wall with Chilla, use him to climb up to the next platform. If you press the R Trigger, you can leap short distances up which will make your climb faster.



### Pummel Weed

A brief cut scene will play that shows you a couple of bungling Trolls. When it completes, you'll be introduced to Pummel Weed. Get some practice using his moves and try to rack up some combos. Once you kill a few, another cut scene will play and a Troll will come out of a tunnel above you.



If you're trying for a high score, don't forget that you can kill the Dragons hovering around near platforms throughout this stage. Use Chilla to toss an Ice Spike their way and you'll get some points and a Brutal bonus.



## Major Ruin

After the Troll comes out, the door he opened stays ready for you to move through. Mop up the rest of the Trolls to get some points and smash open the boxes to find some hearts. Use Major Ruin's Rush move to roll up the ramp and into the tunnel. If you're having problems, there's an easier ramp to move up around on the left side. At the end of the pipe, hold down the R Trigger to charge up a Rush attack and blast through the gate.

The next room has arrows on the floor indicating the proper direction. Do another Rush to spin up into the next pipe. When you emerge, a brief cut scene will show you your destination.

The next fenced in area can only be exited by performing another Rush spin up the ramp and over the fence. When you land, squish the bugs and then repeat the Rush spin over the fence.



## Pummel Weed

Use Pummel Weed's Creeper attack to knock the spike covered helmet off of these Trolls. Duck underground by pressing the L and R Triggers and then pop up with a punch.



After the helmet Troll is defeated, several more Trolls flood the screen. Take them out however you want. Try practicing some of your attack moves.



Spin up over the next ramp and be you'll have to fight a Troll and a new enemy: the Fire Imp. These guys will burn you if you attack them with your fists. The best method for fighting them is to either knock them off into a pit quickly or to do ranged attacks on them.



## Major Ruin

Use Major Ruin to spin up the ramp in between the two fenced in areas. Aim to the right and you'll land on a platform. Rush jump off the next ramp and squish the bug on the other side. Finally, aim yourself towards the open pipe you saw when you first entered this room and Rush off of the ramp into it.



In the next room you'll find another Fire Imp. Kill him by knocking him off into the pit, but be careful not to fall off yourself.





## Major Ruin

Do a spin rush up the ramp and then a quick mid-air one to go through to the next room. There, you'll see some Trolls wearing odd little steel ball suits. If you hit them, they'll hole up like a frightened turtle. Use Major Ruin and knock them off of the edge like you're playing pool.



When you're done, make sure you explore the area and smash all of the boxes to collect some hearts to restore your life.



## Chilla + Pummel Weed

With Chilla, use the L Trigger to aim your spikes. Throw one at the top of the fence and hit the red area to raise it a little bit. Then, switch to Pummel Weed and do a Creeper to slink your way underneath the door. Repeat this process when you come to the next door at the end of the bridge, after dispatching the nasty Troll that climbs up to do you harm.



Fight your way past the bugs, Troll, and Fire Imp in the next hallway and then repeat your method of getting through the push button gates at the top.



## Major Ruin

Some Trolls appear on the next bridge, but they explode before you can fight them. The trouble is, the bridge exploded with them. Use Major Ruin's Rush move to leap over the pit. Collect the hearts from the boxes and then repeat the maneuver over the next broken section.



### Chilla

Aim your Spikes and knock down the chandeliers. This will kill the Trolls below and allow you to cross the bridge ahead.



Move across the bridge and then stick to the inside corner as you go up the next ramp. A Troll is rolling bombs down at you and you don't want to get nailed. Dodge them and then give him a good beating. Once you're done, another target gate is waiting for you.

In the next room are a bunch of Trolls and another Fire Imp. Kill them however you please and bust open the crates for some hearts.



### Pummel Weed

After you kill the initial round of trolls, the spiky, helmet variety will come out. Use your Creeper attack to defeat them.





A water tower will rise up and give you a new path. Before you leave, a host of Trolls will come out to attack. You can run away, but what kind of Heroine would do that? Fight them off for the points.



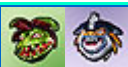
### Major Ruin + Chilla

To get onto the water tower, Rush off of the ramp with Major Ruin. In mid-air, switch to Chilla so that you can stick to the wall and climb up it. Before you do, try looking at the top of the water tower. A cannon Troll is waiting for you. Use Chilla to kill him before trying this maneuver.

Repeat the Rush and Climb trick on the next wall. Fight the Trolls and grab some hearts before climbing the rest of the way up.



## Boss Battle



### Pummel Weed + Chilla

It is time for your first puzzle boss. This guy has a glass jaw, almost literally. He has one major attack in a big swing that will send a shock wave towards you. In Pummel Weeds form, pull both triggers to do a Creeper. Pop up with a big upper cut and you'll stun this guy. Quickly switch to Chilla and throw a Spike into his neck. Rinse and repeat until you are victorious. If you're having trouble, consider picking up some of the hearts in the crates surrounding you.





## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
Snow Top Village	Thorn's Pass	Thorn's Airship	Badlands
Walkthrough		Things to See	

Well, you almost succeeded in rescuing your family. That is, until Thorn gave you a good slap to the side of, well your entire body. The Mystic tells you off for being so rash and then tasks you with finding Ortho in the gardens. Before you leave this room, open up the cupboard to find some Runes and a recipe on the back wall.



Outside, you can explore the area. Every now and then you may see a prompt on your screen to Grab something. If you hit the A Button at near the orange colored flowers, you can pull them up out of the ground and watch them spin back down. Sometimes, a few Runes will come out with them. Several side quests are here that you'll have to come back for later, and all of the warp doors are currently closed. Click the Left Thumbstick to bring up your mini-map and follow it to the green dot, which indicates your next target. Hover down to it and you'll see the Wotnot Book discussing your recent exploits. Follow it into the hut. Inside, agree to take the test.



The test is actually more of a tutorial. You'll learn how to control Kameo by looking around, hovering and doing Flip Kicks. In the end, you'll be rewarded with some Runes and an **Elixir of Life**. Finally, Ortho and the Wotnot Book will fly into your arms and the test is over.

With the Wotnot Book in hand, go back to The Mystic. The Mystic and Ortho give you the low down on Shadow Trolls and the Elemental Sprites. Your first task is to go into the woods and look for a Shadow Troll to begin the hunt for all of the Sprites. Before you leave, open that cupboard again and some extra Runes will come spilling out again. In fact, each time you come back here you can get a small cash reward. Sweet!



Make your way over to the open well that you saw the Shadow Troll bust open and hop in.



## Boss Battle

Since you only have Kameo, you can rest assured that this fight will be an easy one. Physical attacks can't hurt a Shadow Troll, but Light Attacks are devastating. Run over towards the flaming pyres and wait for a Lost Soul to appear. Run over and Flip Kick it. If it grabs you, quickly jiggle the Left Thumbstick to break free. When you've kicked him, walk into the light to absorb his energy. Turn and face the Shadow Troll and pull the trigger to blast it. One hit is all it takes.



Winning gives you control over your old buddy Pummel Weed. Ortho will go over a tutorial about assigning Elemental Warriors to morph buttons. Once you've assigned him, you'll learn about upgrading Advanced Techniques using Elemental Fruit. Your first one is given to you for free and you're told to upgrade to the Uprooter move.

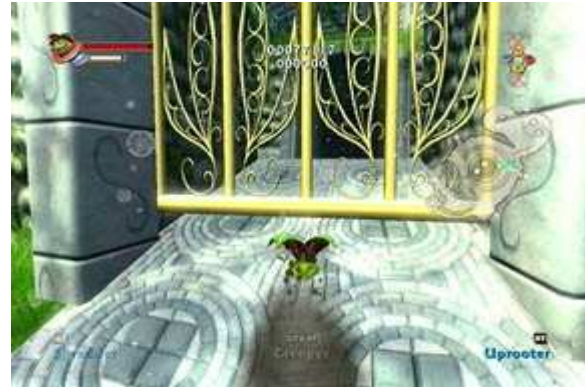
Go back and talk to The Mystic. You'll be set on your way to the Forgotten Forest to find Halis. The trainer will lead you there. Outside, follow your minimap towards the castle and you'll see the trainer has gone through the gate.





## Pummel Weed

Use Pummel Weed's Creeper to go underneath the gate.



Go through the tunnel to the Dungeon of Eternal Life to follow the trainer. Before hopping into the warp, explore the dungeon. You can read up on some of the captured Trolls and collect some Runes out of the crates.

When you're ready, hop into the Warp and you'll come out in the Badlands.



Some messy business is going on around the Elemental Shrines. You're given a horse and started on your way. Do not dismount it in the middle of this army of Trolls. Keep running through and a cut scene will play where the good army comes rushing in. Orthos will mark the location of the Forgotten Forest. Bring up the mini-map and start on your way there.

## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
Snow Top Village	Thorn's Pass	Thorn's Airship	Badlands
Walkthrough		Things to See	

Underneath the gate to the Dungeon, go up the ramp to the right and shake the plant there. Pick up the **Elemental Fruit** that falls off. You'll also find the door to the Chamber of Living Portraits where you can replay past stages. Take a step inside and pick up the **Elixir of Life**. Back outside, you can go into Bustler's Storehouse. Look in the cabinet to find some Runes.



If you go up the left ramp and underneath the gate there, you'll find a shop and the first Fruit Finder Newsletter with hints on where to find some tasty **Elemental Fruit**.



### Pummel Weed

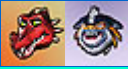
Uppercut the central shell at the lake outside of the castle entrance to find an **Elemental Fruit**. You can also find a **Crystal Eye** underneath another shell here.



### Deep Blue

Come back to the Enchanted Kingdom after you have Deep Blue. Spray the farmers wilted crops until they grow back for a **Large Elemental Fruit**.





### Ash + Chilla

Take Ash down into the Dungeon. Use his Blast technique to light the dragon torches on each side of the big gate to open the door. The thankful man will reward you with a **Large Elemental Fruit**. Also, don't forget to go into the room to the left of here and do the same thing to find a **Crystal Eye** and then go through the door you just opened. Light the torches in the next room to find Ash's alternate skin. Before you leave, use Chilla to knock over the cauldrons in this room to find another **Elemental Fruit**.



After saving Halis, go back to the courtyard to the Chamber of Portraits. Keep picking the spinner plants until you find an **Elemental Fruit**.



### Major Ruin

Go into the Chamber of Portraits. The back mirror has two plant pots next to them. Use Major Ruin to smash the one on the left to find an **Elemental Fruit**.



### Major Ruin

In the Throne Room, use Major Ruin to smash the second vase on the left to find an **Elemental Fruit**.



### Major Ruin + Chilla + Ash

In the Ancient Tower, use Major Ruin to Boulder Rush up the wall in the back. Switch to Chilla and start climbing the ice. The first chest that you go by on the right has an **Elemental Fruit**. Climb over and then down to get it. Next, use Major Ruin to Hop/Boulder Rush across the small gap at the end of the path. Melt the ice block there to free the first child. Get back to the beginning, but take a left instead of a right. At the bottom on that side you will find a chest with Runes and an **Elemental Fruit** frozen in a block of ice. Go back and climb up the path. Follow it around until you reach the second level. Look for a plant to shake to get another **Elemental Fruit**. Go into the center where the glowing light is to find a **Crystal Eye**.

Before climbing up further, make certain to melt all of the ice blocks on the floor. You can find a second missing child in one of them. Climb up to the third floor. Use Ash to melt all of the ice blocks and you'll find the final child. Back down on the floor, the mother will reward you with a **Large Elemental Fruit**. Also, make sure you pick up Chilla's alternate costume.



Look for Typhoon's house near the unicorn statue. He'll challenge you to contest for 10 Runes. Here are the answers to the trivia:

- 7 Shadow Trolls
- 5 Runes
- 8 Torches
- 5 Snow Top Children
- 4 Trolls
- 0 Children

The reward is an **Elemental Fruit**.



### Question Mark Signs

There is a scavenger hunt for signs in each town. Read them in order to receive an **Elemental Fruit**. The first one can be found near Lenya's shrine in the southwest part of town. The second sign can be found near Yeros' shrine above the Dungeon. The third sign can be found on the balcony that circles the throne room. The fourth sign can be found behind the shop. The final sign can be found outside of the Mystic's Hut.



**Thermoite**

Blow up the statue of Thorn in the Chamber of Mirrors to find the final **Red Crystal Eye**.

## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
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Walkthrough Part 1		Walkthrough Part 2	Things to See


Inside, you'll see another Shadow Troll. This one has Rubble. You'll need to save Rubble before you can go after Halis. Proceed to the southeastern portion of the map. Use Pummel Weed to go underneath the plants blocking your way. Continue up the hallway and repeat the move at the end.



In the rotunda, a plant will start spewing beetles at you. Unleash some combos on the fool to stop the bugs from coming and the game will allow you access to the next hall. Continue down it into the Mushroom Cavern.



## Mushroom Cavern

	Pummel Weed
Use the Shredder technique to go inside the explosive shell. Ram it into the fence to break through.	

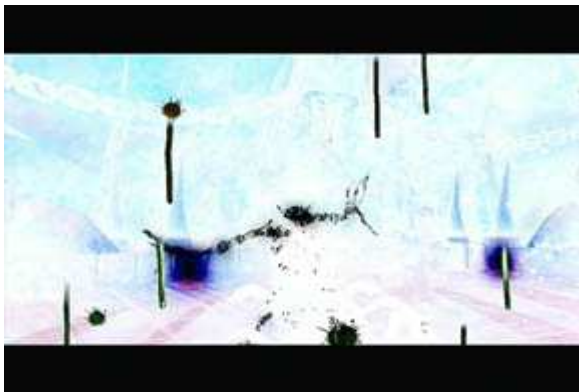




On the other side, hop into the warp.

## Boss Battle

Once again, it is time to fight a Shadow Troll. The same techniques apply, though this battle will be slightly more difficult. Here, you'll have to or three light creatures trying to attack you at once. Stay away from their grasps and remember to wiggle the thumbstick if they get you. Do a Flip Kick to knock them out and then throw them at the Shadow Troll.



The Shadow Troll will do a better job at attacking you this time. His attack consists of sending a swarm of bats at you and then disappearing. Aim and fire your light attack before he can knock you around. It will take you two shots to down this Shadow Troll instead of one.

Back in the Mushroom Cavern, you can practice your Rubble attacks with the mosquitoes that have appeared out of nowhere.



### Rubble

Go into the back room and you'll see two statues with cages. Inside the cages are **Elemental Fruit** and **Elixir of Life**. Situate yourself on the round markers on the ground and do a Stone Chip to lob a rock up into the open mouth to make them lift the cages.

On your way out, a researcher will ask for help from all of the mosquitoes that are bothering him. Clear out most of them with a Gravel Blast. Then locate the three nests and destroy them. It is easiest to hit them by going underneath them and doing a Stone Chip. Clear out all of the nests to stop them coming and then bust up all of the mosquitoes. When you're done he will reward you with a **Large Elemental Fruit**.



Back in the Forgotten Forest Glade, look for the stone circle in between the Guardian Trees.



### Rubble

Stand in the middle of the circle and perform a Gravel Blast. This will stun all of the trees at once and give you access to the cave.



## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
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Walkthrough Part 1		Walkthrough Part 2	Things to See

A plant guy will warn you of Trolls in the vicinity. Take a right after speaking to him and bust open the chest and pumpkin to find some Runes.



### Rubble

The Troll up ahead has a shield and won't turn away from you. Chip some stones over his shoulder and have them hit him on the return trip. Next, get on the stone circle and Chip a stone into the mouth of the statue.



### Pummel Weed

Use the Shredder technique to go inside the explosive shell that the freed child provides. Ram it into the fence to break through. On the other side, uppercut the shell Trolls and finish them off.



### Rubble

Follow the green marker on your map. Fight off the shield Troll along with the archer and regular guy using Rubble. Once again, make the statue let another child out to get another explosive shell.

Fight off the Troll and bugs back by the fence. Make sure you kill the plant in the corner or it will keep spitting bugs out at you. Blow up the fence with the explosive shell and once again use Rubble to get rid of the shield Orcs.

Repeat this whole process again by following the nav points. When you come back up, a giant Troll will be waiting for you. He may be big, but he actually goes down pretty easily. Try to build up your Focus Meter so that he never even gets a chance to attack you.

In the next area, you'll have to kill all of the archer Trolls to be allowed up the ramp. Kill them, but watch out for the vines hanging down. They're covered in spikes and can hurt you. Once you're allowed access, go up the ramp in the back and take out the shield Trolls, archer, and regular Trolls at the top.

## Forest Temple

Inside the Forest Temple, alternate between Pummel Weed and Rumble to kill and move underneath the plants. Don't forget to collect the Runes from the boxes along the way.





When you come to a large room, you'll see a guy in the corner who says there must be a way to activate these platforms. Climb up the stairs on the left side of the room. At the top, you can hover-jump across to a chest filled with Runes. Go under the vines and into the next room. Collect some more Runes if you have the pocket space for them.



### Rubble

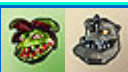
Activate the Rubble statue with a shot from your rock. This will make one of the pillars out in the main room active. Go place Rubble on it and the pillar will rise. Chip another rock into this ones mouth to activate the second pillar. Repeat the process to raise the stairs.



## Boss Battle

Up the stairs you'll have to fight a demonic tree. This guy will send roots up out of the ground in a line to attack you. To dodge the attack, you'll have to keep moving in a circle around him.





### Pummel Weed + Rubble

To defeat this tree, use Pummel Weed and get inside one of the explosive shells. Start driving it towards the tree and then pull the R Trigger to shoot it up into the air at his face. If you hit him, he'll begin shaking his branches about and turn red.

Some Trolls will come falling out. Ignore them for the most part. Wait for the tree to start laughing and then Chip a stone into its mouth. Repeat this process until the battle is over.



You've saved the first of your relatives, who just happens to look slightly like Fred Flintstone. Even better, he gives you Ash, another Elemental Warrior. Your next job is to seek a Warrior that can help you get to a water dungeon. When you're ready, head back into the Badlands.

## Badlands

Outside, you need to lend some assistance to the war. Some crazy machines are being rolled in by the Trolls and it is up to you to destroy them.



### Pummel Weed

Use the Shredder technique to send explosive shells at each of the two war machines. Three shots each will do the trick and you'll be a temporary hero.



With the war back to being manageable, go on to the Mountain Falls.



## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
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Walkthrough Part 1		Walkthrough Part 2	Things to See

Just inside the entrance another plant with a red **Elemental Fruit** on it. Shake it to make it fall. Continue down the path and talk with some of the plant creatures. One at the beginning on the left will ask you to help out Dil, whose house has become overrun with Trolls. Move through the nearby curtain into the hut.



Two trolls are all that are attacking Dil. Get rid of them with Pummel Weed and Dil will reward you with an **Elemental Fruit**.

In addition to the spinner plants giving you Runes in this area, you can also smash pumpkins to find them. The store towards the back of the town has some wares for sale. This time, you'll have to purchase your Fruit Finder Newsletter for 20 Runes. Or, just read below for their locations.

Make sure you grab the **Elemental Fruit** from the plant in the back by the waterfall. There is also an **Elemental Fruit** in the southeast corner tucked behind Creeper's Hut. To find another, pull up all of the spinner fruit in the stone circle near the Guardian Trees.



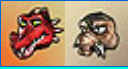
In the back of the town you can find Nettle's Place. It is infested with beetles....



Ash

Consider coming back for this challenge after you have Ash. His Fire Blaze technique will make short work of the beetles and the plants that span them. When you clear out Nettle's house, he rewards you with a **Large Elemental Fruit**.



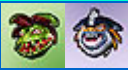


### Ash + Major Ruin

Use Major Ruin's Boulder Rush to bounce the Boom Boom plant off of its pedestal in the lake and on to dry land. Roll it down the hill and place it on the grass next to the rocks blocking Creeper's door. Use Ash to ignite it. When the door is cleared, Creeper gives you a **Large Elemental Fruit**.



Don't forget to go inside to find Thermite's alternate costume.



### Pummel Weed + Chilla

Use Pummel Weed to go up the ramp towards the Mushroom Cavern. In the first rotunda, destroy the bugs and then use Chilla to pop the central pod. Inside is an **Elemental Fruit**.



### Question Mark Signs


Start looking for the first sign across the path from Creeper's Hut. Read it and it says to go to the watering hole. Head up to the bar. Read the sign in there and it tells you to go to a stream. The third sign is on a platform in a lake near the warp platform. The fourth sign is just outside of the entrance to the Mushroom cavern. The final sign is outside of Dil's Hut. The reward is an **Elemental Fruit**.

## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
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Walkthrough Part 1		Walkthrough Part 2	Things to See


Inside the Mountain Falls, you'll find a Boom Boom plant.



 **Ash**

Use Ash to ignite the Boom Boom plant and blow your way into the main area.

Inside the Mountain Falls, you'll see another Shadow Troll. This one has Major Ruin. Time to get that sucker back. Follow the Shadow Troll up the tower in the center of the town. The bridge will fall apart as you get there.

 **Ash + Rubble**

Use Ash to detonate a Boom Boom Flower and blow up one of the possessed rock columns. Once it explodes, switch to Rubble and collect the rocks. Drag them back up the ramp and the bridge will magically reconstruct itself.



## Lobster Hollow

Inside Lobster Hollow, walk down the path and talk to the crazy, old man. He'll give you a little riddle to solve.



## Ash

Use Ash to ignite the dragon torch flames in a specific order. First, look for the one with a sword at its base. Second, light the one that has an anchor underneath it. Third, light the one that is next to a candle. Finally, light the remaining candle that is near the skull on a pike. Use the Fire Blast and aim for the base of the pillar they are on to ignite them.



## Boss Battle

Down in the sewer is another fight with a Shadow Troll. This time, he takes three light blasts to destroy and prefers to attack you the same way the light creatures do; by strangling you. Stay away from him and do what you do best. When you win, you'll get Major Ruin back.

Back up top, you'll notice some Boom Boom plants have sprouted. Try using Major Ruin to knock them about. If you can get them close enough to the rock chests, you can detonate them with Ash. The chests in here contain Runes and hearts.



## Major Ruin

Before you leave Lobster Hollow, use Major Ruin's Boulder Rush to smash all of the lobster traps. You'll be rewarded with an **Elemental Fruit**.



Go back outside and your nav point will direct you to the north end of town.



## Major Ruin

Any time you see a ramp, use Major Ruin's Boulder Rush to spin your way up it. If you go straight off the top, hold down the Right Trigger again and you can Boulder Rush in mid-air straight into the tunnel you are aiming for.



## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
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Walkthrough Part 1		Walkthrough Part 2	Things to See

You're going to have to make use of both Major Ruin and Ash to survive this battle stage.



### Major Ruin

Always use Major Ruin's Boulder Rush to clear the pits that have ramps at each edge. When you come to an area with boulders falling at you near a ramp, remember that you can hover in mid-air using the Boulder Rush. This will allow you to time your next move perfectly.



### Ash

When you aren't using Major Ruin to clear ramps and pits, make sure you are in Ash's form. There are several reasons for this. The first, and foremost, is that you need to ignite three dragon torches to open up the door that shut when you entered. Use the Fire Blast maneuver and aim it at the grey columns that lead up to the torches. The final one is all the way at the end of this path, so you'll have to do some backtracking.

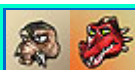
Along the way, the other reasons for using Ash present themselves. Some plant Trolls pop up out of the ground. Fire Blaze will make short work of them and give you some Brutal bonus points. There are also many explosive barrels littered about. Detonate them from afar using the Fire Blast. If you find you're getting hit by arrows, it is because several guard towers are situated just off of the cliff. Firing a Fire Blast at them will cause an explosive barrel to destroy the entire tower. Boom.

When all three torches are lit, return to the beginning and enter the door you've opened.



## Mini-Boss Battle

A large Rock Troll will come together as a welcoming party.



### Major Ruin + Ash

Use Major Ruin to bust open the gate and roll out the Boom Boom Flower. Once it is near the giant Rock Troll, switch to Ash and detonate it.

Handily, the Rock Troll forms a ramp for you to scoot up with Major Ruin. If you want to fight some Trolls, stick around and they come attack you. This is a great time to rack up some points.

Continue up the mountain, going through the next switchback the same way you did the first.

Back inside the mountain, you'll be attacked by a horde of Trolls. Use Ash's Fire Blast and Fire Blaze to make quick work of these guys. Don't forget to use the Blast up the walls to take out the archers before they can become a big pain in the dragon tail.

Go up the ramp to where the archers were. If you detonate the explosive barrel you see on your left, it will open a passage to a chest with some Runes.



### Major Ruin

Keep using Major Ruin to go up the ramps inside the mountain. When you get to a ramp that has a gap too big for him to leap, send him in a Boulder Dash off of it and then do another quick one when you are at the highest point in the air. This will give you the distance you need to cover this impressive gap.



Outside, you'll come across some nasty Rock Trolls. Although Ash can't hurt them, his Fire Blaze technique can build up your Focus Meter. Shoot some flames down at the first guy until you go into Focus and then switch to Pummel Weed to do the damage.





Once again, you'll have to light three torches and jump over some pits with Major Ruin. The first one is to the right, across a thin path. The other two are situated across pits. When you turn to the left and see some rotating spikes, look out across the pit ahead of you to find one.

After you go over the ramp doing a double Rush with Major Ruin, look for one off of the right side of the path on the mountain side. Once all three are lit, continue through the door.

Use the explosive barrels to do some serious damage to the Rock Trolls before you switch to Pummel Weed to finish them off.

Keep going up the mountain ramps with Major Ruin. When you get inside the mountain again, another large rock Troll is waiting. This time, the Boom Boom Flower has to be knocked down by Major Ruin as it is at the top of a ramp. Once you have it down, destroy this guy like you did before.



## Major Ruin

After defeating the second big Rock Troll, you'll need to use Major Ruin to go up a series of ramps. First, take the ramp that the Troll created for you. Next, go around the bend and up the big ramp at the end. When you reach your highest point, do another Boulder Rush, but swivel your aim around and look for a pipe. Pop out of the other end and you'll see two ramps. Go up the first one and rest at the base of the second. It may look like you can make it to the platform on the left, but you can't. Do a Boulder Rush and then pause at your highest point by doing another. Swivel the camera behind you to find another pipe.



Bust open the crates for some goods and then go outside to find a little sea creature telling you to follow it. Go inside after it and you'll see the Shadow Troll seal himself down in a sewer.



## Major Ruin

Use Major Ruin to Boulder Rush the red areas on the totems. However, you have to do it in a certain order. The sea lady tells you that there may be clues and directs you towards the farthest one from the door. Notice how there is only one skull on a pike there? Hit that one, then look for the totem with two skulls. Follow it up with three and then hit the last one to get down to the Shadow Troll.





## Boss Battle

By now you should be an expert at fighting these Shadow Trolls. This time, its attack will be to shoot roots up out of the ground at you. The trick to dodging these is to keep moving. If you get hit while possessing one of the light guys, it will be knocked out of your grasp and you'll have to do it again, so watch out for those roots! Hit this guy with three light attacks and you'll get another Elemental Warrior.



Now that you've got Deep Blue, the cave you were in has filled up with water. No big deal.



### Deep Blue

Swim down into the water by pressing the L Trigger to perform your Thrust. Once you are under water, first look for the stone chest. Blast it with the R Trigger to get some Runes. Next, look for the door. It has three red lights on it. Blast them and the door will open. Time to swim outside.

Head down the path and dodge the falling rocks. Spray the water wheel to open the door.



## Water Temple

You can access the Water Temple by swimming down under the waterfall in the Mountain Falls.



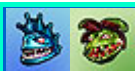
When you first swim in, a cut scene will play showing your aunt being dragged off. Swim ahead and you'll see some divers with harpoon guns and a large submarine that fires torpedoes. Blast the divers first to stop them from pestering you. You can also Blast the sub, but it takes longer and you won't get many points. Instead, look for the floating mines. Shoot them on the chains and they'll float up. If you time it right you can nail the submarine with them as it goes by. If you miss, you can Blast the mine on the surface and a new one will replace it.

When you're done, go through the lit tunnel that just opened. Swim through the next tunnel and break up any vases you see. Watch out for a few more divers.



## Mini-Boss Battle

When you come out onto land, a small cut scene will show a crazy Fire Troll that unleashes a bunch of Fire Imps.



### Deep Blue + Pummel Weed

Use Deep Blue's Spray to douse the Fire Imps. The Fire Troll will come back and send more at you. Do this part quickly to get some big battle bonuses. Eventually, the Fire Troll himself will come out. He'll throw Boom Boom Flowers at you and try to punch you. Quickly run away from the explosions and do your best to Spray the Troll. If you do, his fire will go out. Switch to Pummel Weed and give him a good combo to finish the job.

When he is dead, switch back to Deep Blue. Locate the water wheel and Spray it to raise the tower.



After the tower gets raised, some Trolls will attack. Knock them silly for some points. We prefer to use Ash's Blaze. When they are gone, swim back through the tunnel you came in from.

Once again, a boat will be waiting for you. Knock it out by floating the mines up to the surface. This one will definitely ram into one. Swim up to the column you raised and get out of the water.



## Major Ruin

Use Major Ruin's Boulder Rush technique to scale this tower.

Kill the archers in the next hallway. When you enter the next room, you'll have to fight a bunch of the giant Fire Trolls from before. Use the same technique. Once again when you finish, look for a water wheel to turn. You'll raise yet another tower out in the lake and more Trolls will come out to fight.

Before you leave, take note of the vases on the outer ring. Some contain hearts, but some have Plant Trolls, easy pickings for Ash and easy points for you.



Go out the only open door. At the end is a pipe that you'll have to hover-jump with Kameo to get on top of the box underneath it.

Back in the water you'll be faced with two submarines and two boats. Swim around and knock all of the mines up and let them do their work on the boats. In the mean time, take out the submarines by tailing them and Aqua Blasting them from behind.



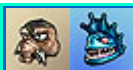


With the boats gone, the way into the next tower opens. Go inside and dispatch all of the divers. Swim down to the bottom to collect some Runes and then go to the surface and climb out.

Use Major Ruin to Boulder Rush your way up to the top, and take out the bomb Trolls and others you come across. When you enter the next area, you'll be faced with a Boss that looks like a Kraken.

## Boss Battle

Trolls will send Boom Boom bombs all over the arena and the boss will try to zap you with a electrical attack. You don't want to get hit by the laser, as it will drain most of your life quite rapidly. What's more, if the electrical attack this guy shoots at you hits water, the electricity will travel through the water and hurt you if you stand in the puddle.



### Major Ruin + Deep Blue

Let's take advantage of all of those bombs. Use Major Ruin to do a Boulder Rush and knock one of the bombs up off of the ramps. If you can manage to hit this beast, it will force him to submerge under water. Quickly switch to Deep Blue. Dive in after him and use the Aqua Blasters to target the tips of the tentacles.

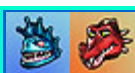
Remember to keep moving and don't spend too much time lining up a shot. It's better to miss than to get hit by the laser. If you run low on life, look for the boxes underneath the trolls to replenish your health.



With another family member saved and another Elemental Warrior in the book, it is time to go back to the Badlands and seek out your next quest.

## Badlands

Now that you have Chilla, let's go save another family member. When you leave to go to the Badlands again, your destination will be marked on the mini-map. However, a giant Troll ship has floated in and you need to destroy it. Go to the red mark on your mini-map to join the battle.



### Deep Blue + Ash

Your goal is to protect your soldiers long enough so that they can rotate the cannons. Start with the one on the right, since that is their first one they'll go for. Trolls will keep coming at you. We prefer to use Deep Blue because his Spray can easily knock the Trolls off of the cliff. Plus, if you accidentally Spray one of your soldiers, it won't hurt them that badly.

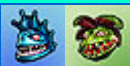
Once the soldiers have rotated the cannon. Switch to Ash and light the wick. As soon as that is done, follow the soldiers to the next one and keep protecting them until the Troll boat sinks.



Now that you've saved the day (again), hurry on to the Snow Top Village. Once you get to the Abandoned Huts, dismount your horse and go by foot. An icy cliff will stop your path. Use Chilla to climb it.

## Walkthrough

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Walkthrough Part 1		Walkthrough Part 2	Things to See



### Deep Blue + Pummel Weed

Go into Reefus' Hut. His is the one to the left when you first enter the village. Use Deep Blue to spray the Water Trolls until they turn solid. Then switch to Pummel Weed and beat them silly. Kill both of them to get a **Large Elemental Fruit**.



Squibble's Shop - Inside you can find the "Great and Ancient Mountain Scribe." Don't give this guy any Runes. He doesn't have anything useful to say.

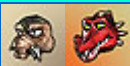
### Pearl Search



### Deep Blue

The pearls can be found inside of oysters around the Mountain Falls. To get them, Thrust underwater with Deep Blue and then Blast open the shells. The first one can be found near Reefus' House. The second one is near Aegea's Hut. The final one is near Scooner's Shack. Once you get them out, you'll have to push them back. On land, try using the Spray to push them along. You'll be rewarded with a large **Elemental Fruit**. Even better, his annoying wife will allow you access to her hut. Inside is an **Elixir of Life**.

### Treasure Cave



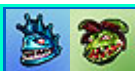
### Major Ruin + Ash

Look for the blocked exit on the southeast side of the map. Switch to Major Ruin and do a Boulder Rush to knock the Boom Boom Flower closer to the cracked rocks. Switch to Ash and detonate the bomb to gain access.





Take a right at the beginning to find a plant with an **Elemental Fruit**. Go back and take a left.



### Deep Blue + Pummel Weed

Use Deep Blue to solidify the Water Troll by spraying it. Then beat him silly with Pummel Weed to collect the **Elemental Fruit** inside of him.

Use Major Ruin to go up the next ramp. Continue down the path and you'll find a girl who has lost her boyfriend Mizu. Collect all of the Runes from the chests and then Boulder Rush over the next ramp. Destroy the two Water Trolls as you did before. Look for a ramp leading into a tunnel and take it.



### Rubble

Notice the eyes on the tentacles in the next room? If you hit them all at once they will retract and let Mizu out. Use Rubble to hit them all simultaneously. The girlfriend rewards you with a **Large Elemental Fruit**, although Mizu himself is none too pleased.

Before collecting your Fruit, go back to the last room. Take the other ramp that leads deeper into the cave. You'll find three Water Trolls. Kill them to be rewarded with an **Elemental Fruit**. Destroy all of the boxes in this room and look for a small crack near the floor behind two of them.



### Pummel Weed

Use Pummel Weed's Creeper to get underneath the small opening.

In the next room, you can flip over the shells with Pummel Weed and bust open the stone chest by Boulder Rushing through the nearby explosive barrel. This will give you some Runes.



### Deep Blue

Use Deep Blue to swim to the bottom of the lake in this room. Aqua Blast open the shells to find some goods and then look for a tunnel. Swim up and climb out of the water to find some chests with Runes and Deep Blue's alternate costume. Swim back out.



Go back into the previous room by using Pummel Weed. There, Boulder Rush up the ramp on the opposite side of the room. Break the chest there to find an **Elemental Fruit**. Make your way back out of the Treasure Cave and collect the fruit from Mizu along the way.



### Major Ruin + Ash + Rubble

Use Major Ruin to knock a Boom Boom plant towards one of the rock pillars moving about. Blow it up with Ash and then use Rubble to start dragging the rocks. Bring them to the north end of the area with the Warp to build a ramp. Go off of it with Major Ruin and then Hop/Boulder Rush to the next platform to find a plant with an **Elemental Fruit**.







### Pummel Weed

Use Pummel Weed to flip over the shells on the path near the shop to find an **Elemental Fruit**.



### Ash

Use Ash to light all of the torches on top of the central tower. Most are near the man who asks you to, but one is in a room on the opposite side and two are actually on the outside of the tower. The reward is a **Large Elemental Fruit**.



Just across the bridge, take a right and shake the plant to find an **Elemental Fruit**.

Near the sealed door that opens after you get Deep Blue, there is a small path leading up a hill. Take it to find a plant with an **Elemental Fruit** growing.



### Question Mark Signs

Find all of the signs in order to be rewarded with an **Elemental Fruit**. The first sign is down the path from Lobster Hollow. Use Major Ruin to cross the gap. The second sign can be found by going inside the area with the starfish. Look for a small path up to a ledge overlooking the lake and waterfall to find it. The third sign can be found behind the Shrine of Light. The fourth sign can be found by taking the path up next to the sealed door (or unsealed if you have Deep Blue). To get the final sign, you need to have created the ramp up near the Warp and then take a jump off of it with Major Ruin to the first platform.



### Major Ruin + Ash

After getting Major Ruin, knock a Boom Boom Flower into the central tower base where some stone chests are. Ignite them with Ash and you'll get an **Elemental Fruit** and some Runes.





Chilla

Look up in the palm trees for a pod growing near the Boom Boom plant. Throw and Ice Spike at it to get an **Elemental Fruit**.



Chilla

Go to the island and look up in the trees for another pod. Use Chilla to knock it down for another **Elemental Fruit**.

## Walkthrough

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### Chilla

As you enter Snow Top Village, you'll find a bunch of rocks blocking your way through a tunnel. Use Chilla to Aim and fire a spike at the Wyrms flying overhead. When it drops the bomb it is carrying, push it over next to the rocks to blow them out of your way.



### Major Ruin

Just past the first house, you'll have to use Boulder Rush to go up the icy ramp and into the hollowed out log.



### Chilla

Inside the area with a little hotspring pool, use Chilla to climb up to the ice wall. At the top, shake the trumpet plant. Pick up the flower and throw it on the ground. It will wake up another Wurm. Use Chilla to knock down its bomb and then roll it through the circular area above the water to the rock and let it detonate a new path. Once through, use Chilla to climb up the ice cliff.



### Major Ruin + Chilla

At the end of the bridge, do a double Boulder Dash and then quickly switch to Chilla to climb up the ice.

At the top, melt your way in to the Sulfur Cavern with Ash.

## Sulfur Cavern

Inside is a fairly simple affair. Kill the three plant Trolls and then focus on the Wyrn. Wait until he flies near the stopped up well and then hit him with a spike. Roll his bomb over to the well and it will blow up the rock that is blocking the way.



## Boss Battle

Another Shadow Troll battle is on the plate. This one will attack you with some explosive skulls. They'll spin for a second before detonating so you'll have plenty of time to dodge them. Blast the guy with three light attacks and you'll have saved another Sprite.



## Flex

Now that you have Flex, it is time to put him to use. It seems that some weird tentacles are blocking the way out. Flex can grab on to things (such as the blue plant tongues) by pressing the L + R Triggers. If you hold it down, you can aim it. Look for a plant near the entrance. Aim and zip yourself up and out.

Those pesky Trolls are at it again. You need to take a quick detour out to the Badlands to stop some catapults from destroying a shrine. Hop on your steed and gallop over.



## Chilla

Chilla is the man for this job. Aim and throw some spikes up at the dragons circling overhead. When they die and crash land, they'll leave some flaming rock balls. Push them up the ramps to the catapults and they will fire, thus destroying the threat. You'll have to do this for all three catapults to stop the threat.





Back in Snow Top village, you need to get into the Crystal Grotto. To get there, look for some of those blue plants that enjoy sticking their tongues out at you.



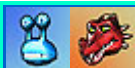
### Flex

Use Flex to grab on to the tongues and make your way up the mountain. Giant snowballs will fall down at you. You can dodge easily by avoiding the little indentations that they leave on the ground. If you do get hit, make sure you melt some of the ice blocks you see along the way to restore your life.



## Walkthrough

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### Flex + Ash

The Crystal Grotto is guarded by an Ice Troll. These guys have shields that will guard against any attack. When it hides behind its shield, use Flex to snatch it away. Once he is unguarded, switch to Ash and burn him. If he pulls out another shield, repeat the process.

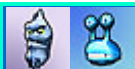


## Boss Battle

Down in the well, another Shadow Troll is waiting for you. Once you hit him, he will split up into several Shadow Trolls, each of which will attack you. The most dangerous attack this boss has is a shockwave that he will send out in a circle. If you get hit by it, your light troll will be knocked free and you'll have to get another one. Keep trying to attack and after you get three shots in, you'll get 40 Below.



Next, you need to get to the Ice Temple. Go down to the lowest level of the Snow Top Village and look for a transparent path.



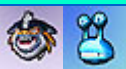
### 40 Below + Flex

40 Below can travel along the ice bridges. Use him to go across to the new area near the waterfall. Next, use Flex to grab onto the tongues of the plants and make your way up to the entrance of the Ice Temple.





## Ice Temple



### Chilla + Flex

Just to the right of a frozen Ice Troll, you can find a patch of ice that is climbable by Chilla. Make your way to the next platform and get ready to use Flex to go through a series of plant jumps. Remember, time everything so that the falling snow and incoming bombs doesn't nail you while you are over a chasm. You'll have to Release your grip on the wall to drop over cracks in the ice several times with Chilla. Keep Leaping as often as you can to make it through quickly.



Eventually you'll come to a giant Walrus who is chained up next to a giant door. Your first task is to release the Walrus to get him to bust open the door for you.



### Chilla

Use Chilla and throw some spikes at the locks on the chains. This will set the Walrus free and trigger the next sequence.



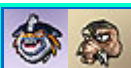


A bunch of Fire Imps and Trolls will come out. Remember, water attacks work best against fire. Once they are cleared out, a giant ice monster makes an appearance. Turn around and take out the archers that have come out from above.

As soon as the Walrus gets through the first door, the ice monster will send some little bugs to attack him. Make sure you clear them out before they get to him or you may end up having to continue. We prefer to use Deep Blue to just Spray the little guys into oblivion. Protect the Walrus long enough and he'll clear a way for you.



Before you continue on, fight some of the Trolls that come out to play. Just watch out if you see a green glow around you. That means the ice monster is going to throw some spikes at you.



### Chilla + Major Ruin

Go through the path that the Walrus broke open for you. Look on the left side and you'll find an ice chest as well as some boxes. Use Major Ruin to do a double Boulder Rush off of the ramp and then quickly switch to Chilla to grab on to the ice on the far side. Keep repeating this up the cliff while taking out any Trolls you see along the way.



At the top you'll have to fight some Trolls. First up is a regular set, so have some fun with them. Next you'll have some Ice

Trolls and you should use fire based attacks. The third set is more of the shield trolls that you had to deal with after you got Flex. Swipe their shields and then melt them down. When you finish, the door will open. Stick around to fight more Trolls and get some points. If you really want to rack up some Frenzy points, have Chilla throw a spike at the chain holding up the weight above the room. It will come down and send a shockwave out that can rip apart the Trolls. After that, we prefer to just Fligshot Troll after Troll off of the edge.

Walk across the next path. Watch out for a continuous stream of bugs and Trolls. We prefer to use Deep Blue here to just Spray away any threats. At the end of the path, you'll have to climb up another ice cliff, so have Chilla ready.



At the top is another Walrus. First, do away with the Trolls surrounding him. Afterwards, break away his chains with Chilla. First you'll have to defend the Walrus against archers. Throw some Ice Spikes at them to kill them. Next, Ice Trolls will come. Blaze them until they melt. The Walrus will make it through the first gate, and you know what is coming next. Get somebody ready that has a good area attack because the ice bugs are coming. Keep protecting the Walrus until he can open the door for you.



After the Walrus exits, some Fire Imps and Trolls will come out to play. Once again, dispatch them in the most Brutal way possible.



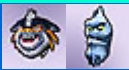
#### Chilla + Major Ruin + Flex

Climb up the ice cliff with Chilla on the left side of the door the Walrus went through. When you can't climb anymore, switch to Flex and use the plant to get across. At the top, you'll have to use Major Ruin to do a double Boulder Rush to get inside of the next room.

There isn't anything out of the ordinary in the next room. Just some Trolls and a few of the Shield and Ice variety. Kill them to open the door.



## Boss Battle



### Chilla + 40 Below

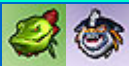
To begin, this boss will try to rush and pummel you. Dodge the attack and it will get its front claws stuck in the ground. Use this opportunity to throw an Ice Spike into one of its open eyes. Doing so will cause it to spill into 100 more on the ground that will constantly distract you.

The boss will hop off to another platform and begin throwing ice spikes at you. Switch to 40 Below, summon a Snowball and start spinning about in a Wrecker Ball. Now is the time to knock all of the eyes off of the platform and collect some hearts to restore your health. Keep doing this until the boss only has one eye left.

With only one eye, the ice creature switches attacks. It will begin firing ice spines in the air. Dodge them, and then immediately switch to Chilla and throw a spike in its eye. If you miss, it will close its eye and you'll have to repeat the routine again. If you hit the eye, it will fall out and begin hopping at you. Dodge it while the spikes are out. Once they retract, switch to 40 Below and do a Wrecker Ball to knock it off the edge. Do NOT knock it towards the body. It will hop back in and you'll have to do this all over again. Once they eye falls off of the cliff, you're home free.



Yeros tells you to go to the Ogre's Swamp to look for the last Elemental Warrior. Warp back to the Elemental Kingdom and then head to the Forgotten Forest Glade after you've done enough side questing. Go into the pub and you'll find the Trainer, who just can't quite remember how to get into the swamp. Play the song "Precious Memories" from the jukebox and he will remember.



### Snare + Chilla

Grab some of the magmites outside with Snare. Use the Snare technique to spit them onto the target. Switch to Chilla and throw a Ice Spike at the magmites to blow open the door.





## Ogre's Swamp

The ogre in here should not be messed with. He will pound you silly if you get too close to him. Instead, look for the trumpet flowers. Shake one to get a hold of that noisemaker. The Ogre does not like noise. Next, look for an open flower hanging from the treetops. Place it between you and the ogre and drop the flower. The noise it makes will cause the Ogre to charge it. When he hits the open flower, he'll knock down a fruit. Take the fruit and drop it into one of the steam holes. Do this for all three steam vents and the door will open to the well. Before you drop down, look behind the well to find a plant with an **Elemental Fruit**.



## Boss Battle

The last Shadow Troll has been found. This guy isn't any harder than the previous seven. He will rain down fiery skulls at you that can do some nice damage and send plenty of shockwaves around. Keep firing those light attacks at him. Four direct hits will do the trick. Pick up Thermite to complete your book and then go to the Badlands.



Thermite

Thermite can blow up those stone chests you've seen lying about. Use him to destroy the ones right here, then use his Mortar technique to blast open the rocks that have blocked your exit. Out in the Ogre's Swamp, some Plant Trolls will attack. Stick with Thermite and burn them up. Use some Mortars on the Ogre to lay him to sleep.

## Badlands



Thermite

Roll up into Thermite's Shield by pressing the L + R Triggers. You can then easily roll your way to the Thorn's Pass. Before you can get in, you have to first take out a host of Trolls, a Troll War Machine, and a gate. Use Mortar and fire bombs at them. Watch the Trolls explode and then send as much firepower as you can at the machine and door to blow your way in.

## Walkthrough

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### 40 Below

40 Below can open the invisible ice chests you see around this area. Make sure you use him to open them up in the Crystal Grotto and you'll get an **Elemental Fruit** along with some Runes.



### Ash

Look for Chat's house. He will charge you 10 Runes to play a game. Melt a block of ice and see what you get. Keep doing it until you find an **Elemental Fruit**.



### Ash

Melt the ice blocks near the kid dancing around the fire for an **Elemental Fruit**. It is through the entrance blown open by the rock above the water pool.



### Major Ruin + Chilla

Use Major Ruin to Hop. Press forward as you leave the ground and then do a Boulder Dash in mid-air to reach an **Elixir of Life** near Chom's Den.

At the end of the bridge, drop down to the ground instead of climbing with Chilla up to the Sulfur Cavern. Shake the plant there to get an **Elemental Fruit**.

### Question Mark Signs

Start at Chom's Den. Read the question mark sign outside his house. It tells you to find the rest of the signs and to start looking at the snobby stall. Next, go up to the shop and look for a question mark sign behind it. The third sign can be found at the base of the Sulfur Cavern, right next to where the plant growing an Elemental Fruit was. The fourth sign is at the base of the mountain that leads up the Crystal Grotto. The final sign is just outside the entrance to the Ice Temple.



## Chilla

The first house you come across when you enter the village has a woman who is missing her child sitting out front. It was stolen by a Wyrms and you'll have to track it down. First, look for the Wyrms near the school. Hit it with an Ice Spike and it will move. Next, find it above the fire where children are dancing. Hit it there and return to the house. Hit the Wyrms one more time and you'll get a **Large Elemental Fruit**.



## Chilla + Ash

After climbing the second ice cliff above the water pool, look for a lady who has lost her husband. Use Chilla to make a Wyrms drop a bomb. Roll it into the tree and next to the rock pile. Once you blow open the door, melt the ice blocks with Ash on the other side. Some will contain little bugs, but when you free the husband you'll be rewarded with a **Large Elemental Fruit**.







### Ash

Melt the ice blocks near the well to the Shadow Troll with Ash to find an **Elemental Fruit**.



### Chilla + Ash

Use Chilla to break open the cone hanging near the green crystals growing in the Crystal Grotto.



### 40 Below

Use 40 Below to travel along the ice paths underneath the village to find a plant with an **Elemental Fruit**.



### 40 Below

Break open the ice chest with 40 Below that is on the path underneath the village to find an **Elemental Fruit**.



### 40 Below

Instead of going inside the Ice Temple, use 40 Below to take the ice bridge that is just past the entrance. Follow it around to find an **Elemental Fruit**.



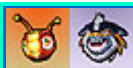
### Chilla

Throw Ice Spikes at the cones hanging from the trees just as you enter the village. Look up at the branches near the first Wurm to find them. Knock them down for an **Elemental Fruit**. There is also another cone with an **Elemental Fruit** hanging from a tree over the store.

## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
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When you walk in, you'll see an old friend; the guy with the glass jaw. Only this time he is guarded by a bunch of Trolls, including some difficult Armored Trolls.



### Thermite + Chilla

Before we used Pummel Weed to Uppercut this guy to make his chin vulnerable. Let's try a different tactic this time. Fire some Mortar Blasts at him and you'll notice the explosion does the same thing that the Uppercut did. Additionally, the blast will injure and kill the surrounding Trolls. Once his head is up in the air, switch to Chilla and fire some Ice Spikes into his neck until he goes down. Stick around afterwards and use Thermite to destroy the rest of the Trolls that wander out.



### Chilla

Walk up the next path and you'll come to a raised bridge. Use Chilla to break the chains with some Ice Spikes to lower the bridge. In the mean time, throw some Trolls off into the lava to rack up some good Brutal and Carnage bonuses.



Take out the archers and Fire Imps in the next room.



### Thermite

Switch to Thermite and blow up the fence nearby. A hint will remind you that while in his shield, Thermite is completely impervious to damage. Bundle up inside and then roll across the lava below you. At the bottom, look for a dark patch of rock. It is cool enough for you to stand on outside of the shield.





## Major Ruin + Chilla

Switch to Major Ruin and do a Boulder Dash up the ramp, in mid-air switch to Chilla to grab on to the wall and climb it.



## Thermite

Thermite's Bombs can blow up the odd looking lava sacks that keep popping out little bugs. Then, fire a few bombs at the grating covering the pipe overhead.



## Major Ruin

Boulder Rush up the ramp to get into the next pipe area.





## Thermite + Deep Blue

Use Thermite to destroy the rocks, bug generators, and pipe grating in the next hallway. In between, switch to Deep Blue to Spray away the Fire Imps that come at you.



Outside, some bomb throwing Trolls are waiting for you. You can either shoot them with Chilla or destroy their platforms with Thermite. When they are gone, go off of the ramp with Major Ruin and climb the walls with Chilla.

Once you have climbed all the way to the next save point, you'll have to make a series of precision Boulder Rush jumps with Major Ruin. Go off of the first ramp and don't press your Directional Stick at all. Next, Boulder Rush up to the ledge on top of where you are by pressing forward after charging up the dash. On that platform, turn around. Do a Hop forward and then Boulder Rush across to the platform.



## Thermite

The Bomb Trolls in the next area have some armor on them. Try switching to Thermite and sending some Mortar Bombs their way to give them a taste of their own medicine. When they are gone, the gate will open.



In the next room you can see an airship in front of you. If you want more points, try switching to Chilla and sending some Ice Spikes its way. When you're done, Boulder Rush up the ramp to your right and go into the next hall. There, you'll find some Rock Trolls. Thermite can take them out, but don't forget to look at the ceiling. Dropping some weights on their heads will give you some Brutal Bonuses. After you kill three of them and go around the next corner, some Fire Imps will pop out at you. Spray them away with Deep Blue.



Another Glass Joe comes to fight you. Once again, use the combo of Chilla and Thermite to do away with him and the Trolls that surround him. Stick around afterwards and mop up the Trolls that stream out of the door for some extra points.



Once you have defeated them, look for a ramp to Boulder Rush off of. It looks like you can make it to the door on the other side, but you can't. Look to the left and you'll see a wall that Chilla can climb. Boulder Rush and switch to Chilla to climb your way up. At the top, Boulder Rush your way across the pit by using the ramps.



### Pummel Weed

Some Spike Helmet Trolls come out to play at the top. Use Pummel Weed to Uppercut them when they bring in their spikes. Take them out and the surrounding Trolls and some Dragons will fly up.





Chilla

Chilla's Ice Spikes will down the Dragons in a single toss.

Once the two Dragon's are gone, the gate opens and some Trolls come out. Use Thermite to take out the Armored Trolls.

## Boss Battle

Lord Drok is a giant metal monstrosity. He has several attacks, all of which are easily avoided. His first is an overhand swing. Simply back away from him when this comes. The second is a sweeping swing with the hammer. Again, back away to dodge this. The final attack is a charge. When he leaps into the air, get ready to run to either the left or right so that you don't get stomped on during the ensuing rush.



Chilla + Snare

Lord Drok has a little vent on his stomach that he will periodically open after attacking. Aim with Chilla and throw an Ice Spike into it. When you hit him, Magmites will come running out. Switch to Snare and scoop them up into his mouth. Sling them up into the air towards Lord Drok, just as you did to get into Ogre's Swamp. Once they have latched on, switch back to Chilla and throw an Ice Spike at one of them to set off the chain reaction. Keep repeating this until Lord Drok falls apart.



## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
Snow Top Village	Thorn's Pass	Thorn's Airship	Badlands

Your first battle on the airship is against a smaller airship that keeps dropping Trolls out at you. Eventually, you'll have to destroy the ship itself. We prefer to use Thermite in this situation. Suck up some of the Trolls and then fire them as bombs at the ship. Two direct hits with Backblast will take the dirigible down. If you don't have that upgrade, Chilla's Ice Spikes work.



### Major Ruin

Roll down the series of pipes and tubes with Major Ruin. In the next room is a giant fan. To destroy it, you'll have to slam into a couple of the Ball Trolls and knock them up into the fan. After you hit it twice with them, it will explode. The way will be revealed and more Trolls will come streaming out. You can now just knock the Ball Trolls out of the opening, but you'll have to use some other Warrior for the rest of the Trolls. Clear the room and then go up the ramp to the door that opened for you when the fan exploded.



### Thermite + Major Ruin

In the next room you'll come across some Armored Trolls. Use Thermite to keep them away from you. Your real target is the airship outside of the window. Use some Mortar Bombs to blow up the airship. Once you do, clear out the Armored Trolls that are left over and switch to Major Ruin. Some steel balls have come onto the playing field. Knock them into the fan to open your next passage.



Alternatively, you can knock or toss the Armored Trolls into the fan to blow it open that way. However, you probably won't end up with as many points.



### Pummel Weed

Use Pummel Weed's Creeper technique to shimmy underneath the opening and closing door.

Roll across the room and up the room on the opposite side with Major Ruin.



The next room has another air ship waiting. This one will fire lasers at you while other Trolls attack. The same rules apply here, only you won't get any steel balls after destroying the air ship. You'll have to switch to someone such as Pummel Weed and Uppercut some Armored Trolls into the fan. Three will cause it to explode. Go back through the opening and closing door.



Back in the main room again, the hole in the floor is open Drop down it to a platform way down below. Kameo is the only one who can make this drop without taking damage. Use Major Ruin to Boulder Rush over the ledges, but make sure you time it so that you don't get hit by the rotating blades. On the far side, go up the ramp to the right and into the next room.





Inside, you'll have to fight another Glass Joe Troll along with his Armored Troll troupe. By now, you know the drill. Take him down. Afterwards, more Trolls come out. To rake in huge points, sit on the opposite side from where they spawn from and just lob Bombs at them with Thermite. After they stop coming, walk through the now open portal to the next area.



### Chilla

Before you drop down, switch to Chilla. Use his Ice Spikes to free the air ship ahead of you by knocking out the locks on the four chains.

On the floor are some Spike Helmet Trolls and Fire Imps. Take the Fire Imps out first with Deep Blue or else they'll really burn up Pummel Weed before he can get the job done against the Trolls. Once you've cleared the room, switch to Major Ruin and go up the ramp and out of the window that the air ship opened for you.



Outside, two more airships and some Trolls are waiting for you. Use Thermite to Bomb both of the ships and another door will open for you. Head on through by using Major Ruin.

Repeat the process of destroying the airships on the other side to open the last door and to your final battle.



## Boss Battle

Seems there is a little team turmoil going on between Thorn and Kalus. Thorn starts out with an attack similar to that of the Rock Trolls, only this one goes into three directions instead of just one.



### Thermite

Using Thermite is a good call at the beginning. His Mortar Bombs will do big damage on Thorn. Once you take a little bit of life away, Kalus will summon some Plant Trolls. Keep firing those Bombs and you can wipe them off in no time.



### Deep Blue

Kalus will summon some Fire Imps next. Switch to Deep Blue and quickly wash them away. When you're done, go back to Thermite and fire away with the Mortars.





## Thermite

When Thorn keels over, he moves into his second attack mode. This time he will leap into the air and land, cause shockwaves to come out. Intermittently, he will stop that and just rush you. Keep firing Mortar Bombs at him with Thermite. When he rushes you, try to disengage Mortar and put up your Shield.

Eventually, Kalus will call out some Rock Trolls. Thermite is still the man for the job. Drop some bombs on them to turn them into dust. When they're gone, Ice Trolls come which will eventually be replaced with more Rock Trolls. Thermite alone can handle all of these guys.

Thorn will keel over one more time. When he rises, he is given a spiked ball on a chain to deal some damage. Here's the deal: Just keep using Thermite. If you slowly back away from him and keep Thorn peppered with Mortar Bombs, he won't be able to catch up with you. Kalus will summon some Trolls to attack you. You'll be able to kill all of them with Mortar Bombs, except for the Water Trolls. Ignore them. If you wait keep backing away from them like you are Thorn, eventually Kalus will switch them out for a type of Troll that you can kill.

Keep lobbing the bombs at Thorn until his health is gone.



## Chilla

Although Thorn is down, Kalus isn't. Given the opportunity, she'll bring Thorn back to life. Switch to Chilla and nail her with 10 Ice Spikes to finish the battle, and the game.





## Walkthrough

Thorn's Castle	Enchanted Kingdom	Forgotten Forest	Mountain Falls
Snow Top Village	Thorn's Pass	Thorn's Airship	Badlands

### The Lost Ruins

The Lost Ruins are a series of side-quests that can be found in the Badlands. Before you go into some towns, explore the region around them to find some Abandoned Huts. Several of them have tunnels in the back of them leading into this area. Sometimes, ruined furniture or boxes will be covering the entrance, so bust it up. Inside each one you can find a series of crates that has some Runes as well as an arena with your trainer. He'll give you a series of challenges, although only one in each location. Read below to learn how to beat them. Each one you complete gets you one **Elemental Fruit**.

### Pumpkin Panic

Location: Small side road south of the Forgotten Forest.

Objective: Smash 75 Pumpkins in 1:00.

Cost: 10 Runes



### Rubble

Don't attempt this challenge until you have Rubble and have given him the Rapid Charge Technique. After that, just sit in the middle and use your Gravel Blast to destroy all of the pumpkins around you. Even better, when the stones come back to you, they'll likely smash another couple of pumpkins before you even retrieve them. Just stand there repeating that move and you can get over 200 pumpkins smashed. The reward is an **Elemental Fruit**.

### Beetle Brawl

Location: South of the Mountain Falls

Objective: Kill 120 Beetles in 1:00.

Cost: 10 Runes



### Rubble

Once again, don't attempt this challenge until you have Rubble and have given him the Rapid Charge Technique. After that, just sit in the middle and use your Gravel Blast to destroy all of the beetles around you. Even better, when the stones come back to you, they'll likely smash another couple of beetles before you even retrieve them. Just stand there repeating that move and you can get over 150 beetles smashed. The reward is an **Elemental Fruit**.

### Troll Trouble

Location: Just to the east of Snow Top Village

Objective: Kill 40 Trolls in 1:30.

Cost: 10 Runes





## Rubble

Not surprisingly, this challenge can once again be beaten just by using Rubble's Gravel Blast. Even though the Trolls will keep getting harder, his move (if you've powered up his Advanced Techniques) is more than enough to kill 40. The reward is another **Elemental Fruit**

### Elemental Evil

Location: Just to the east of Snowfall Village

Objective: Kill 40 Trolls in 5:00

Cost: 20 Runes



## Ash

First you'll face 10 Plant Trolls. Ash's Blaze can make short work of these critters.



## Deep Blue

Second up is 10 Fire Imps. Use Deep Blue to Spray them until they fizzle out.



## Thermite

The third and fourth rounds can be done with Thermite. First is a set of Rock Trolls. Use your Mortar to destroy them and watch out for their earth shaking attacks. Once you've crumbled 10 of them, you'll have to fight 10 Ice Trolls.



If you've gotten this far, you've done enough. You can keep going. The fifth set of enemies has Water Trolls that need to be destroyed using both Deep Blue and Pummel Weed. After that, you'll have to fight 2 of each type of Troll you've faced all at the same time. Get ready to switch Warriors quickly if you want to finish that round.

## Badland Goodies

In addition to the Lost Ruins side quests, 4 pieces of Fruit, 2 Elixirs, and 2 alternate costumes can be found in the Badlands.



Chilla

In the hut right outside of the Forgotten Forest Glade, use Chilla to throw a Spike at the pods on the ceiling to find an **Elemental Fruit**.



Ash

In the Abandoned Huts directly underneath the Snow Top Village, use Ash to melt the ice blocks. In one you can find an **Elemental Fruit**. The other Abandoned Hut here has an **Elemental Fruit** growing on a plant.

Look for an **Elixir of Life** in the Abandoned Hut between Snow Top Village and the Fire Shrine. There is also one in the Abandoned Hut to the northeast of the Snow Top Village. Before you leave that hut, look in the cupboard to find the alternate costume for 40 Below.



Thermite

Blow up the stone chest in the Abandoned Hut in between Mountain Falls and the Forgotten Forest Glade to find an **Elemental Fruit**.

Also, don't forget to pick up Snare's alternate costume in the same hut where you play the Beetle Brawl challenge. Look in the cupboard.

## High Scores

You're going to need to become proficient at getting huge high scores if you want to unlock all that this game has to offer. Read below for some hints and tips on how to go into the millions.

### Multipliers

The key to unlocking all of the bonus content lies in the multipliers. You may have noticed them at the top of the screen; Brutal, Carnage, and Frenzy. Each of these is multiplied *by the others* and then multiplied by the value for the kill you just got. That means if each multiplier is at 5 and you score a 10 point kill, that is worth 5 (Brutal) x 5 (Carnage) x 5 (Frenzy) x 10 = 12,500. Not too shabby.

Each time you register a kill, you will be rewarded one or more of the multipliers. Read below for the details on how to obtain each. However, every time you are hit, you will lose one off of *each* multiplier. If you die or quit, you lose all of the multipliers. This means a defensive game is a must for anybody looking to score big points.



#### Brutal

You'll get a Brutal multiplier for a particularly gruesome kill. Some Advanced Techniques guarantee a Brutal kill (take a look in your Wotnot Book) to find out which. You can also get Brutal bonuses for knocking enemies off of cliffs, into spikes or blades, or using your surroundings to kill them. Also, any large explosion will generally give you a Brutal bonus, provided it kills the enemy in one hit. One last sure fire way to get a Brutal bonus is kill someone by lighting them on fire.

#### Carnage

You will get one Carnage multiplier for each kill you get. This is the easiest multiplier to rack up, so try to focus on the others for extremely high scores.

#### Frenzy

Frenzy multipliers are awarded for killing enemies in quick succession. If you have a large crowd of enemies, look for ways to kill them all at once, such as huge explosions or area attacks.

### Focus

Going in to Focus Mode is another way to bring in big amounts of points. If you go into a Focus with your Carnage multiplier above 10, Doomed Trolls will begin to appear. The higher your multiplier, the more will appear. These are Trolls that can move just as fast as you can while in Focus. It is a great way to get even more points and multipliers from enemies that didn't even exist normally.





You can artificially enter Focus Mode if you try. Certain enemies will register a hit, even if you aren't hurting them or are barely damaging them, which will build up your Focus Meter. Chilla's Ice Spikes are a good way to do this because you can hit things precisely, safely, and they don't do much damage. Try them out on Fire Imps. Another way is to use Ash's Fire Blaze on a Rock Troll. It won't hurt them, but you'll quickly go into Focus Mode.

### Total Game Score

One of the sets of unlockables deals with your total game score. Each time you replay a stage, you only get points if you scored better than your previous best, and then only the remainder. So, how are you supposed to easily raise your total score?

The short answer is to improve your skills on each individual level. Always look to kill every enemy possible. However, there is something you can do to speed it along. For every item you collect (aside from hearts and Runes), you get points. That includes **Elemental Fruit**, **Elixirs of Life**, **Crystal Eyes** and even alternate costumes. Seek these out to boost your game score.

## Secrets

### Alternate Costume Locations

Each of the ten Elemental Warriors has an alternate costume that unlocked through scoring big points, but why wait? The ten alternate Warrior costumes can be found in the game or purchased without having to go through the work of getting a high score. Read the chart below for the locations.

Warrior	Location
Pummel Weed	Enchanted Kingdom Shop (75 Runes)
Snare	In the Abandoned hut with a tunnel to the Lost Ruins outside of the Mountain Falls town. Look in the cupboard.
Ash	In the Enchanted Kingdom Dungeon, light the torches on either side of the golden gate using Ash's Blast technique. Continue to the next room and repeat.
40 Below	In one of the Abandoned houses in the snowy mountains near Snow Top Village. Look in the cupboard.
Flex	Buy at the Snow Top Village shop for 150 Runes.
Chilla	Find on the top floor of the Ancient Tower. You'll need Chilla and Major Ruin to climb there.
Thermite	Inside Creeper's home in the Forgotten Forest Glade. You need to blow open the door to get in.
Rubble	Buy at the shop in the Forgotten Forest Glade for 100 Runes.
Major Ruin	Buy at the shop in Mountain Falls for 125 Runes.
Deep Blue	Find in the Treasure Cave in Mountain Falls.

### Achievements

Achievements are certain requirements that, when met, will reward you with points towards your Gamerscore. Your Gamerscore is cumulative across all of the games you play, so you'll definitely want to get as many as possible to stay atop the leaderboards. Read below to learn how to get every last point out of Kameo.

Requirement	Score
Found Pummel Weed	20
Found Rubble	20
Found Ash	20
Found Major Ruin	20
Found Deep Blue	20
Found Chilla	20
Found Flex	20
Found 40 Below>	20
Found Snare	20
Found Thermite	20
Freed Halis	100
Freed Lenya	100
Freed Yeros	100
Beaten Thorn	100
Thorn's Castle - A	50
Forgotten Forest - A	50
Water Temple - A	50
Snow Temple - A	50
Thorn's Pass - A	50
Thorn's Airship - A	50
Beaten Queen Thyra (Co-op)	10
Beaten Old Mawood (Co-op)	10
Beaten Corallis (Co-op)	10
Beaten Lord Drok (Co-op)	10
Beaten Thorn (Co-op)	10
Game Complete	50

## High Scores

For each of the six battle areas, as well as your total score, you can unlock a series of bonus items and cheats by getting high scores. Aside from the costumes mentioned above, getting these scores is the only way to get each of these unlockables. Read below for the requirements.

### Thorn's Castle

Score	Unlocks
100,000	Alternate Costume - Kameo
500,000	Making Backgrounds Video
1,000,000	Troll Song
1,500,000	Concept Video
2,000,000	Test Cutscene
2,500,000	Cheats Set #1 (Big Head)

### Forgotten Forest

Score	Unlocks
200,000	Animation Video
400,000	Alternate Costume - Pummel Weed
800,000	Wotnot Book Video
1,200,000	Alternate Costume - Rubble
1,600,000	Cutscene Player
2,000,000	Cheats Set #2 (Visual Effects)

### Water Temple

Score	Unlocks
500,000	Alternate Costume - Kameo
1,000,000	Alternate Costume - Ash
1,500,000	Cutscene Videos
2,000,000	Alternate Costume - Major Ruin
2,500,000	Boss Fights
3,000,000	Cheat Set #3 (Hard difficulty)

### Snow Temple

Score	Unlocks
500,000	Evolution of the Characters Video
1,000,000	Alternate Costume - Deep Blue
1,500,000	Music Player
2,000,000	Alternate Costume - Chilla
2,500,000	Character Model Video
3,000,000	Cheat Set #4

### Thorn's Pass

Score	Unlocks
2,500,000	Alternate Costume - Kameo
3,000,000	Deleted Moves Movie
3,500,000	Evolution Videos
4,000,000	Alternate Costume - Flex
4,500,000	Animatic Videos
5,000,000	Cheat Set #5

### Thorn's Airship

Score	Unlocks
500,000	Early Footage Video
1,000,000	Deleted Scenes Videos
1,500,000	Alternate Costume - 40 Below
2,000,000	Airship Concept Video
2,500,000	End Concept Video
3,000,000	Cheat Set #6



Game Score	
Score	Unlocks
9,000,000	Concept Art Set 1
12,000,000	Concept Art Set 2
15,000,000	Alternate Costume - Snare
18,000,000	Animatic Videos 2
21,000,000	Deleted Cutscenes Video
24,000,000	Alternate Costume - Thermite