

OFFICIAL STRATEGY GUIDE

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TY the Tasmanian Tiger™ 3: Night of the Quinkan
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TV the Tasmanian Tiger
night of the
Quinkan



HOW TO PLAY

HOW TO PLAY

MAIN MENU



Menu Controls

Press “Up” or “Down” to move the red highlight bar over your selection. When you find your selection, press the “Accept” button.

Load Game

Select this option to load a previously saved game. There are three save slots per memory card for TY the Tasmanian Tiger™ 3: Night of the Quinkan.

New Game

Select this option to start a new game. You can choose to save, which will enable autosave, or continue without saving.

Mini Games

Select the Mini Games option from the Main Menu, then select Cart Racing or Gunyip Battle to play with up to 2 players.

Options

Select to make adjustments to the sound, screen, controls or game camera. You can also access and make changes to these options any time during the game.

Extras

Select to access the game credits, music player, movie player and developer concept art.

Credits

Check out how many people it takes to create a computer game the size of TY the Tasmanian Tiger 3: Night of the Quinkan.

Music Player

Listen to music tracks that appear throughout the game. These do not need to be unlocked. Press “Left” and “Right” to choose your preferred track and then press the “Accept” button to play.

Movie Player

Movies do not need to be unlocked. Press “Up” and “Down” to choose your preferred video and then press the “Accept” button to play.

Concept Art

There are 120 pieces of concept art to unlock by collecting a corresponding number of Picture Frames in the game. Press “Left” and “Right” to scroll through the images.

PAUSE MENU



During gameplay, access the Pause menu by pressing the “Pause” button. Navigate through the Pause menu by pressing “Up” and “Down” to move through the options. Press the “Accept” button to go into the selected menu.

Callsheet

Select this option to view mission objectives. You can also replay mission briefings and change which mission is currently active.

Map

Select to view the map for the current level. This is the same as the map that appears on the lower right-hand corner of the game screen.

Save Game

Select this option to manually save your game.

Exit

Select this option to bring up game options that let you exit a mini game, leave/restart a cart race, return to the nearest town or quit to the Main Menu.

Rang Stones

Select this option to view the different Rang Stones TY has collected or purchased, and to customize his Rang Chassis.

Science Facts

Select to view information such as the controls for items like the Shadow Bunyip, Crabmersible and Gunyip.

Options

Select to make adjustments to the sound, screen, controls, or game camera.

Game Totals

Select to view the totals for items that TY has found, collected and bought.



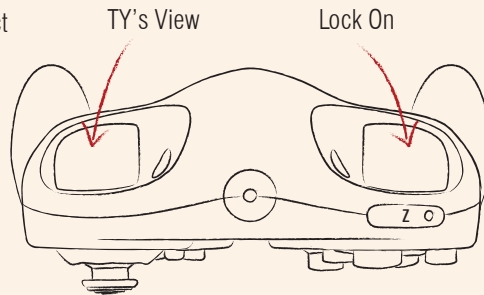
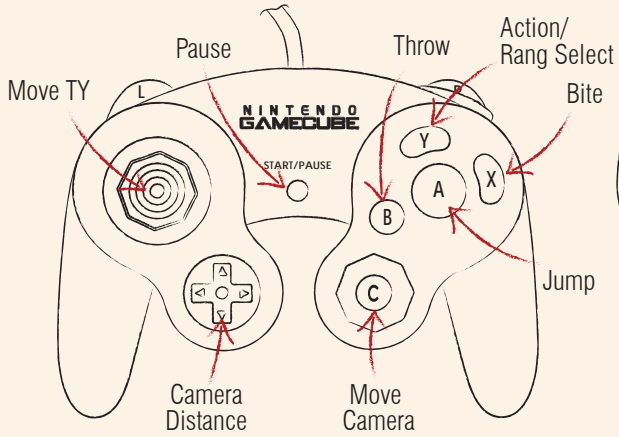
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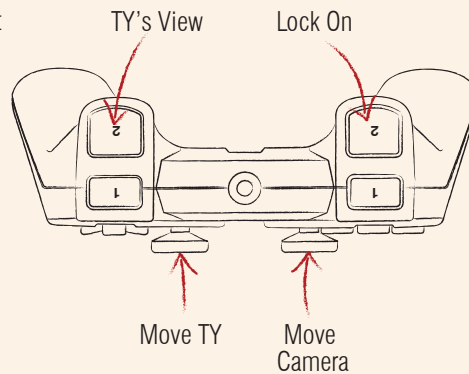
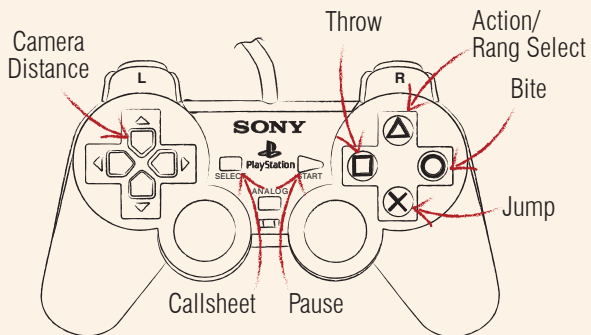
Button Configuration

The following diagrams show the default button configuration for general gameplay. There are three alternate configurations that can be changed through the Options menu.

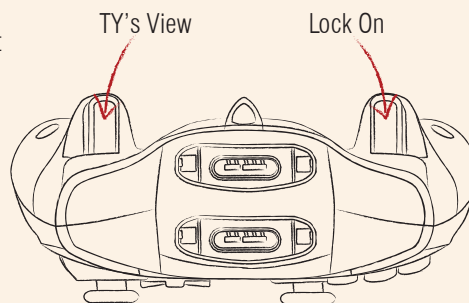
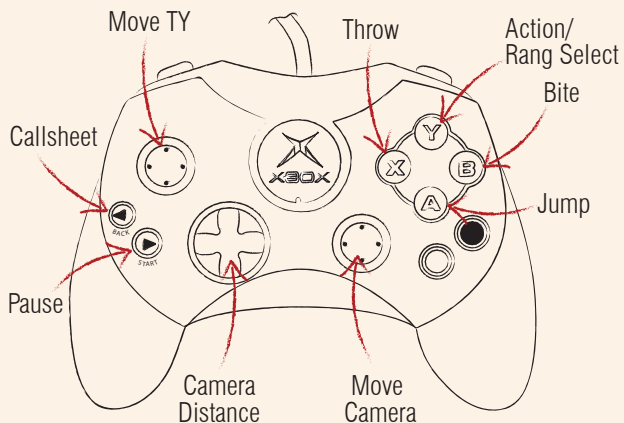
Nintendo Gamecube



PlayStation 2



Xbox



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THE GAME

Game Screen



TY's Health

The top left is dedicated to showing TY's health, whether he be in a Gunyip, Bunyip, Crabmersible or On Foot.

Enemy Health

At the bottom of the screen is where the Boss health is displayed, as well as Enemy counts for when TY has to defeat a set number of enemies to progress. Button counts will also be displayed here for when TY has to hit a certain number of buttons in order to complete puzzles.

Radar

The bottom right of the screen displays a map of the area TY is currently exploring. You can use "Left" and "Right" on the "Camera Distance" button to zoom the map in and out. This is the same map that can be found on the Map screen on the Pause menu. Items on maps purchased from Parrotbeard's Treasure Chest will be displayed on both maps.

Cutscenes

There are a number of cutscenes throughout the game. During these scenes the screen switches to widescreen format with black bars at the top and bottom of the screen. Almost all cutscenes can be skipped by pressing the "Action" button.

Camera

TY primarily uses a third person camera view. You can move the camera in and out by using pressing "Up" and "Down" on the "Camera Distance" button. Use the "Move Camera" stick to rotate the camera around. To go into first person view press the "TY's View" button.

COLLECTABLES

There are many collectibles scattered throughout Southern Rivers for TY to uncover. Many of them will be vital to the success of TY's quest, so keep your eyes peeled! Some collectibles like the Gooboo Berries, Bilbies, Kromium Orbs, Steves and Picture Frames add to your total percentage on the Game Totals screen of the Pause Menu. So if you wish to finish the game 100% you will need to collect all of these items.

Opals

Opals are found all over Southern Rivers and in the Dreaming. You can find opals along the path to mission areas, spilling from defeated enemies and inside the many crates placed around the world. You will need plenty of them to buy items from shops, but they do not count towards your total percentage.



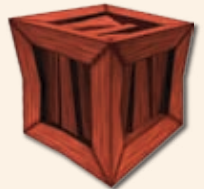
Opal Bags

Opal Bags generally contain a substantial amount of opals, ranging from ten, up to the high thousands. Opal Bags tend to be hidden from sight and placed in out of the way places as a reward for exploring the world or completing certain missions. They do not count towards your total percentage.



Crates

Crates are found everywhere throughout Southern Rivers. TY can break open crates with his boomerangs or his bite attack. Crates will usually contain opals but some will conceal prized Picture Frames.



Invisi-crate

Invisi-crates are well hidden and very difficult to see with the naked eye. However, once TY equips a Rang Chassis with an Ultra Stone, he can see invisicrates as plain as day. Invisicrates are more likely to contain Picture Frames than normal crates. It's rumored that there are invisible buttons and platforms hiding around the place as well...



Smash Crates

These crates are as tough as nails but luckily, TY's Earth Stones are even tougher! These crates can contain all sorts of collectibles from Opals to Picture Frames.



Gooboo Steve

Gooboo Steve is on the run from the Quinkan, and can be found in hiding spots all over the place. If you listen to what he has to say and heed his words of wisdom, he might lend you some Opals and a Bunyip Stone to boot. Gooboo Steve has 6 secret hiding spots and finding each one will count towards your total percentage.



Gooboo Berries

Gooboo Steve has hidden his Gooboo Berries all over Southern Rivers, in tricky to reach places. You'll have to use your wits to find them, and all of TY's skills to nab them. There are 10 in total, and each Berry counts towards your total percentage.



Bilbies

The Bilbies have found themselves in a spot of bother once again. TY must rescue Bilbies hanging from high places like cliffs and trees, or stuck in tangled spider webs. Upon rescuing a Bilby you will receive a 250 Opal reward. There are 40 highly endangered Bilbies in Southern Rivers, and saving each one counts towards your total percentage.



Picture Frames

Each Picture Frame you collect will unlock a drawing in the Concept Art Gallery available through the Extras Menu. Picture Frames are generally found in invisi-crates, but can also be found on the ground or in regular crates. There are 120 to track down, and each one counts towards your total percentage.



Kromium Orbs

Kromium Orbs are metallic rings that can be found in hard to reach places or at the end of crafty puzzles. They will give you a 150 Opal reward, and each one counts towards your total percentage. There are 30 of them scattered throughout Southern Rivers for you to hunt down and collect.



Picnic Baskets

Picnic Baskets are there to give TY a leg-up when he's down. They will either contain health paws, which will restore one piece of TY's health, or a TY health head for full health. Picnic Baskets have to be broken open with TY's boomerang or bite attack. They do not count towards your total percentage.



SHOPS

There are several shops scattered around Southern Rivers, where TY can use his opals to purchase new Rang Chassis, buy Rang Stone upgrades for the Chassis he has and buy weapons for the Shadow and Extreme Bunyips. Generally shops are found within towns, but there may be a few more scattered around the place selling specialty goods.

** The following prices listed for Rang Stones is the cost for the first Rang Stone of that type purchased. Each subsequent one will cost 1.5 times as much as the previous one.*

Mobile HQ

The Mobile Headquarters run by Naomi is where TY can buy weapon upgrades for his Power Bunyips. Since this is a mobile store Naomi will endeavour to be at any area where TY might need to purchase Bunyip upgrades.



Bunyip Upgrades

- Shadow Beam ₤3000
- Grav Grenade ₤5000
- Satellite Strike ₤5000
- Thermo Cannon ₤6000
- Nucleon Shield ₤7000
- Orbidrill ₤7000

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New Burramudgee Rang Shop

Run by TY's parents Di and Bri, this is the first shop where TY is able to buy rang upgrades.



Rang Stones

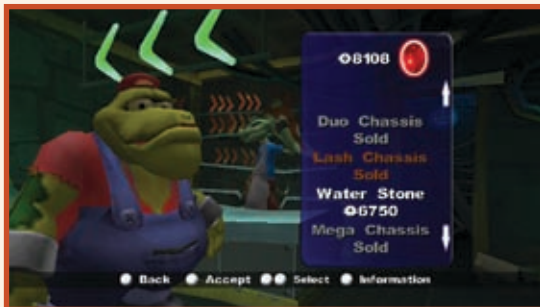
- Fire Stone ₤1500*
- Water Stone ₤2000*
- Mega Stone ₤2500*
- Ultra Stone ₤4000*

Rang Chassis

- Duo Chassis ₤3000
- Lash Chassis ₤5000

Cassopolis Rang Shop

Sneath and Keith run the rang shop in Cassopolis, here TY can purchase more advanced Rang Chassis and Stones.



Rang Stones

- Water Stone ₤2000*
- Fire Stone ₤1500*
- Mega Stone ₤2500*
- Air Stone ₤3000*
- Magnet Stone ₤3000*
- Warp Stone ₤3500*
- Earth Stone ₤4000*
- Ultra Stones ₤4000*
- Zoom Stone ₤5000*
- Chrono Stone ₤5000*
- Multi Stone ₤6000*

Rang Chassis

- Duo Chassis ₤3000
- Lash Chassis ₤5000
- Mega Chassis ₤10000
- Smash Chassis ₤15000
- Ring Chassis ₤20000
- Doom Chassis ₤25000

Parrotbeard's Treasure Chest

Parrotbeard the pirate has opened up a map shop where he sells maps for finding rare and mysterious treasures.



Missing Persons Map ₤10000

Use this map to locate all of the missing Bilbies. Once the map has been purchased the location of the missing Bilbies will be marked on TY's maps.

Shiny Thing Map ₤10000

Use this map to locate all of the Kromium Orbs hidden throughout Southern Rivers. Once the map has been purchased the Orb locations will be marked on TY's map.

Sekrit Map ₤10000

Buy this map if you are having trouble finding all of Steve's hiding spots. Each spot will be marked on TY's map.

Priceless Art Map ₤10000

Having trouble locating all of the hidden Picture Frames then this is the map for you. If purchased it will display the location of each unclaimed Picture Frame on TY's map.

Forbidden Fruit Map ₤10000

To find all Steve's Gooboo Berries you might need to purchase this map so that the location of all Berries are marked on TY's maps.

Chockers Cart

Once TY has completed the initial race mission for each racetrack he can return and talk to Chockers to race for fun and profit.



It costs 100 Opals to enter the race and TY can win 1000 Opals if he wins the race or 1500 Opals if he beats his best time.



RANGS

There are seven different Rang Chassis to collect over the game, each with different capabilities. To select a Rang Chassis press the "Action" button during gameplay or pause the game and select the Rang Stones menu. Use "Left" and "Right" on the "Camera Distance" button to scroll through the rangs.

Rang Chassis



Mono Chassis

This is TY's default Rang Chassis which he has from the start of the game. It has one Rang Stone slot.



Duo Chassis

A regular rang that allows for two Rang Stones to be inserted into it.



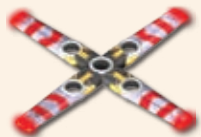
Lash Chassis

This Chassis has sockets for three Rang Stones as well as allowing TY to lash and swing from lash hooks.



Mega Chassis

This Chassis has sockets for four Rang Stones.



Smash Chassis

With a whopping five upgrade slots, the Smash Chassis has the potential to be one of the most powerful rangs in TY's arsenal.



Ring Chassis

The Ring Chassis contains more upgrade slots than any other chassis. Fill up all six slots to make the most powerful rang of all.



Shadowring

This mythical Rang Chassis can be combined only with Shadow Stones, of which it can hold three.



Doom Chassis

Once thrown, this rang's trajectory can be controlled by using the "TY's Movement" Stick. It also has Four Rang Stone slots.

Bunyip Rang Stones

Bunyip Rang Stones can be found throughout the Southern Rivers District and are used to upgrade TY's Rang Chassis. Some can be bought at stores for a fair price, while others must be found or earned by completing puzzles or missions. There's no limit to how many TY can carry, so collect as many Stones as you can!

Each type of Rang Stone will upgrade TY's Rang Chassis with a different ability, and a rang's power can be increased by using two or three of the same Stone type at once. However, certain types of Stones cancel out others and should not be used together on the same Rang Chassis.

Fire Stone



Description: Fire Stones are a quite common Bunyip Stone. They can be bought from the Rang Shops as well as found around Southern Rivers. They will bestow the elemental power of Fire to any rang they're added to, allowing TY to burn through spider webs and enemies alike.

Level 1: Flame

Level 2: Pyro

Level 3: Lava

Opposing Stones: Water, Air, Earth, Chrono

Water Stone



Description: Water Stones add the cooling power of water, allowing any Rang Chassis they are in to form ice crystals in its wake.

These Stones are also quite common and can be bought from the Rang Shops as well as found around Southern Rivers. They allow TY to create ice platforms in water, freeze enemies and cool hot rocks.

Level 1: Frosty

Level 2: Freeze

Level 3: Blizza

Opposing Stones: Fire, Air, Earth, Chrono

Air Stone



Description: The Air Stones add a bit of zap to TY's rangs. Available to buy from the Cassopolis Rang Shop they can also be found throughout Southern Rivers.

Brimming with electrical energy, these Stones will allow TY charge up generators as well as fry enemies.

Level 1: Zappy

Level 2: Storm

Level 3: Thunder

Opposing Stones: Fire, Air, Earth, Chrono

Earth



Description: Earth Stones are full of destructive power — use a couple of these in a rang, and it'll really go off with a bang... a 100 megaton bang! Although they can be found throughout Southern Rivers, TY can

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also purchase them from Sneath and Keith at the Cassopolis Rang Shop.

Level 1: Smash

Level 2: Kaboom

Level 3: Nuke

Opposing Stones: Fire, Ice, Air, Chrono

Chrono



Description: Those Quinkan moving too quick? Always getting attacked? Just add a Chrono Stone to a Rang Chassis, hit any enemy, and watch them slow to a crawl.

Allowing TY to pick them off at his leisure. Can be found throughout Southern Rivers or purchased from the Cassopolis Rang Shop.

Level 1: Slow

Level 2: Sleep

Level 3: Stop

Opposing Stones: Fire, Ice, Air, Earth

Warp



Description: This technological Stone lets TY teleport between special Warp crystals, and higher levels allow TY to bend light itself!

There are only a couple of these Stones to be found throughout Southern Rivers but TY can still buy them from the Cassopolis Rang Shop.

Level 1: Warp

Level 2: Twist (Bends light around TY to give him a stealth ability while he is not moving)

Level 3: Shield

Opposing Stones: Mega, Doom, Zoom, Multi, chrono

Ultra



Description: These Stones let TY see the unseen, and help him to find that which is hidden. These Stones can be bought from the Rang Shops as well as found throughout

Southern Rivers. Use to locate invisi-crates as well as invisible platforms and buttons.

Level 1: Infra

Level 2: Xrang

Level 3: Ultra (draws beams down from the sky to indicate where major collectables can be found)

Opposing Stones: none

Mega



Description: These Stones are bouncing with energy – literally! Equip them and watch TY's rangs bounce from enemy to enemy. There are only a couple of these Stones to be found in Southern Rivers but TY can also buy them from the Rang Shops.

Level 1: Reflect

Level 2: Mega

Level 3: Omega

Opposing Stones: none

Zoom



Description: Adding these Stones will let TY throw any rang further, and will also provide a sniper zoom mode when he's in TY's View (first person mode). Can be purchased from the Cassopolis Rang Shop as well as found throughout Southern Rivers.

Level 1: Zoom x2

Level 2: Zoom x2.5

Level 3: Zoom x3

Opposing Stones: none

Multi



Description: These Stones make TY's rangs move much, much faster than normal, which means that TY can throw more of them!

Level 1: Rang speed increased by 1.5

Level 2: Rang speed increased by 2

Level 3: Rang speed increased by 3

Opposing Stones: none

Magnet



Description: This technological Stone adds some extra grab to your rangs. Just equip one or more, and watch collectibles flock to you as you throw your rangs at them!

Level 1: Rang Opals to pull them to TY

Level 2: Rang Items (i.e. Picture frames) to pull them to TY

Level 3: Rang Collectables (i.e. Rang Stones) to pull them to TY

Opposing Stones: none

Close Rang Combat

TY's all new fighting style allows him to get up close to his enemies to deliver devastating blows. Some enemies deflect TY's thrown rangs and can only be defeated by using Close Rang Combat. TY will automatically enter Close Rang Combat when he is close to an enemy and presses the throw button. While in this mode enemies will have a health bar above their heads.

Combos

- Rang: right slash
- Bite: slower more powerful attack - worth 2 slashes
- Rang Rang: right slash - left slash
- Rang Rang Rang: right slash - left slash - uppercut slash (sends enemy flying up into the air)
- Rang Bite: right slash - bite
- Rang Rang Bite: right slash - left slash - bite
- Rang Bite Rang: right slash - bite - uppercut slash
- Jump Rang: jump up - overhead slash
- Jump Bite: Jump up then do a dive bite (doesn't miss)
- Jump Rang Bite: Jump - overhead slash - bite
- Jump Rang Rang Bite: jump - right slash - left slash - bite
- Rang Rang Rang Jump Rang Rang Bite: right slash - left slash - uppercut slash - jump up to enemy - slash - slash - then finish with a bite tackle to ground - this is the BIG move.

TV the Tasmanian Tiger
night of the
Quinkan



CHARACTERS

CHARACTERS



TY



Species: Tasmanian Tiger
Height: 100cm

After defeating Boss Cass and sending him and his army of Uber Reptiles to jail, TY deserves a rest. Instead, the Bunyip Elder Nandu Gili, appears and whisks TY and Shazza away with him to The Dreaming. A new threat has emerged and the Bunyips need TYs help to fight it off and keep their citadel safe. On his return to Southern Rivers, TY is separated from Shazza and arrives home six months later, only to receive a nasty surprise.



So begins TY's new adventure fighting the mysterious Quinkan menace. Luckily, he has access to an all new rang arsenal (see page 9) and the powerful Bunyip Gauntlet to help him in his fight against the Quinkan hoards.

SHAZZA



Species: Dingo
Height: 89cm

Shazza joins TY when he travels to The Dreaming to stop the Quinkan from taking over the Bunyip Citadel. Once again she fights along side TY, offering cover fire from her taser.

On her return to Southern Rivers she is dismayed to discover that TY has gone missing en route and is nowhere to be found. Unfortunately a terrible threat has also come through the portal with her and she must fight alongside the rest of the Bush Rescue team to keep Southern Rivers safe. But will Bush Rescue survive the loss of their favorite Tasmanian Tiger?



SLY



Species: Tasmanian Tiger
Height: 92cm

As a loyal member of the Bush Rescue team Sly does his best to fill TY's shoes and keep Southern Rivers safe while TY is missing.

Although he would never admit it, Sly is more than a little relieved when TY finally returns but is it too late for Bush Rescue to repel the Quinkan invasion?





DENNIS

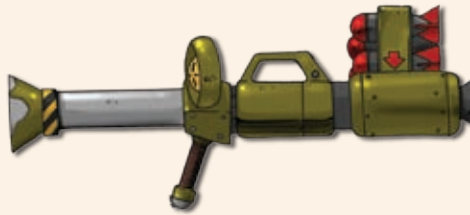


Species: Green Tree Frog
Height: 123cm

Although he would have been quite happy simply flipping through a book of curtain samples, Dennis became a General in the war against the Quinkan.

Although he tries his best to keep Bush Rescue together during TY's absence his quaint little ways and love of sequins start to cause some friction between him and certain other key members of Bush Rescue.

Since becoming a General, Dennis has become a bit braver, but then again, it might just be his new bazooka talking. He never leaves home without it.



MAURIE



Species: Sulphur Crested Cockatoo
Height: 45cm

Maurie started out the war against the Quinkan as part of the Bush Rescue team but there are some things that even easy going Maurie can't stand. And that thing is sequins sewn onto his favorite singlet. Dennis might have meant well but Maurie decided that it was the last straw and retired from the rescuing life to open a small Watering Hole.

Upon his return TY has to convince Maurie to come back to Bush Rescue.



THE BUNYIPS



Species: Bunyip
Height: 130cm

Precious little is known about the Bunyips, except that they live in The Dreaming. Whenever Southern Rivers is in danger, be sure that Nandu Gili, the Bunyip Elder will find TY and share his wisdom.

This time it is the Bunyips who are in trouble and the Bunyip Elder comes to ask TY and Shazza for help against the Bunyip's ancient foe, the Quinkan. Along with two other Bunyips, Maliyan and Thigana, Nandu Gili gives TY the knowledge to fight the Quinkan. They also give TY the Bunyip Gauntlet, an ancient weapon of immense power.

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BOSS CASS

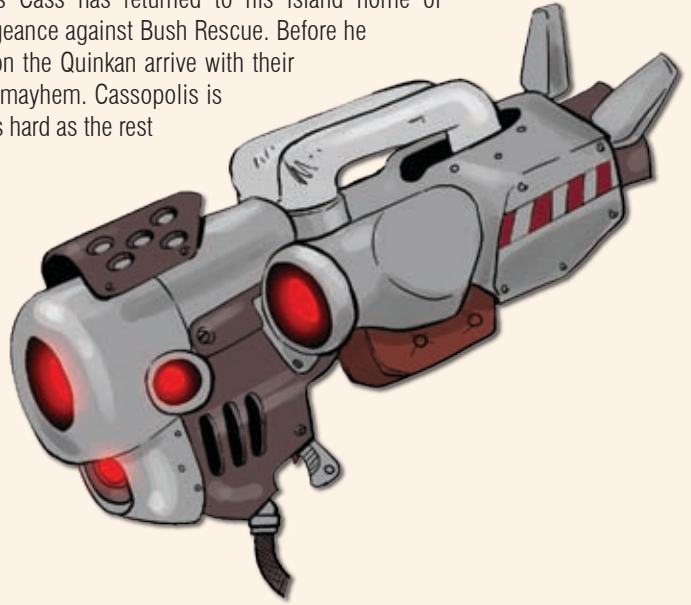


Species: Cassowary
Height: 194cm

Boss Cass has devoted his whole life to trying to rule Southern Rivers, an aspiration which, thanks to TY, has remained unrealised.

Free from jail once more, Boss Cass has returned to his island home of Cassopolis ready to plan his vengeance against Bush Rescue. Before he can set any of his plans in motion the Quinkan arrive with their own schedule of destruction and mayhem. Cassopolis is hit by the Quinkan invasion just as hard as the rest of Southern Rivers.

Will Cass have to join forces with Bush Rescue against this common foe? Can he be trusted not to betray TY and his friends? Only time will tell.



FLUFFY



Species: Thorny Devil Lizard
Height: 122cm

TY's arch nemesis Fluffy is still causing trouble throughout Southern Rivers. She has an all new mech, the Ultra Fluffy Gamma, ready to take on TY as soon as they run into each other again.

Although she has been a staunch supporter of Cass in the past maybe the shared threat of the Quinkan will make her reassess where her loyalty should lie.

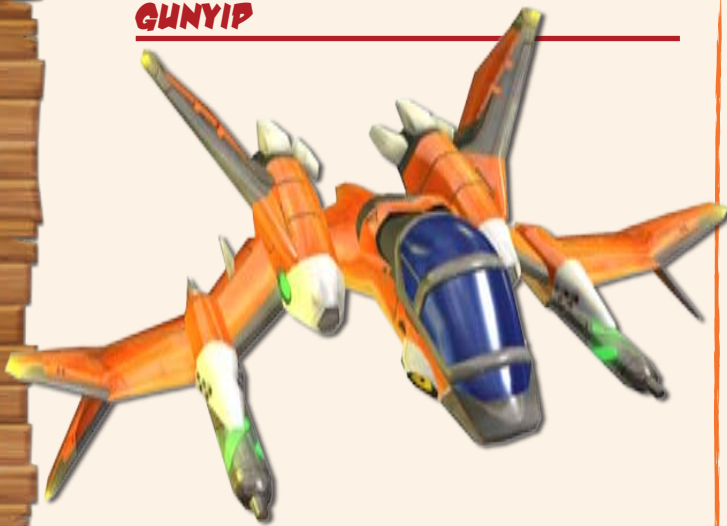


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POWER BUNYIPS

GUNYIP



The Gunyip is Bush Rescue's latest foray into fighting flying foes. Equipped with machine guns and air-to-ground bombs, the Gunyip is capable of handling anything the Quinkan can throw at it.

Health/lives

Targeting Crosshairs

Power Level

Current Powerup



Enemy Counter

Health/Lives

The Gunyip has eight hit points, indicated by the red circle. The Gunyip has three lives indicated by the number contained inside the red circle.

Targeting Crosshairs

The machine guns can be targeted by aligning the two red crosshairs projecting from the front of the Gunyip. The single yellow crosshair is the targeting system for the air-to-ground bombs. When the crosshair turns red it indicates that the bomb will score a direct hit.

Enemy Count

Number of enemies the Gunyip must defeat to complete the mission.

Power Level

The amount of power the Gunyip has available for doing aerial stunts and speed boosts.

Gunyip Controls

The following table shows the default controller configuration for the Gunyip. There are three alternate configurations that can be changed through the Options menu.

PS2	Xbox	GCN	Description
			Move TY
			Loop the Loop
			180° turn
			Roll to right
			Dip and Rise with slow down
			Roll to left
			Drop Bomb
			Speed Boost
			Fire Missiles
			Brake
			Pause menu

Gunyip Pickup Items

The Gunyip is able to pick up special items from floating crates. These pickups provide random powerups for the Gunyip upon collection. The current powerup is displayed on screen below the health/lives icon.

Guided Missile



Guided Missiles replace the standard Gunyip machine guns. The Guided Missile will lock onto passing enemy aircraft and when fired will attempt to track the target until it hits. If it misses its target it will time out after 5 seconds and explode. There are 20 missiles per pickup.

Fire Bomb



Standard Gunyip bomb swaps to a fire bomb for 2 shots. The fire bomb has a blast radius three times larger than the standard bomb.

Shields



Activates a shield around the Gunyip that lasts for 10 seconds during which time the Gunyip is impervious to harm.

Turbo Laser



Standard Gunyip missiles switch to Turbo Lasers for 16 seconds. A hit from a turbo laser will do twice the damage of a standard missile.

Warp



When activated everything except TY's Gunyip will go into slow-motion for 10 seconds giving TY time to move out of harm's way. During the warp the Gunyip cannot fire its weapons and if hit it will only receive half the normal amount of damage.

Max Health



Fully refills the Gunyips health but does not replace lost lives.

SHADOW BUNYIP MKII



Julius has upgraded the Shadow Bunyip with all new weapon upgrade slots. Now able to be equipped with the Nucleon Shield, Shadow Beam and Grav Grenade upgrades, the Shadow Bunyip is better than ever. Though as a result of the massive power draw from the weapon upgrades, the Shadow Bunyip no longer has enough power to perform a double jump. But Julius felt this was a small price to pay for such an increase in armaments.



Health

The Shadow Bunyip has eight hit points, indicated by the red circle in the top left of the screen.

Power Level

The power level indicates how much power is left for the currently equipped weapon upgrade. For the Shadow Bunyip it really only applies to the Shadow Beam. When the "Fire Weapon" button is pressed the Shadow Beam will power up and then shoot until the power runs out. To fire continuously keep pressing the "Fire Weapon" button so that the power level is constantly replenished.

Shadow Bunyip Controls

The following table shows the default controller configuration for the Shadow Bunyip. This is the same general configuration used for controlling TY and the Crabmersible. There are three alternate configurations that can be changed through the Options menu.

PS2	Xbox	GCN	Description
			Move TY
			Jump
			Punch
			Action/ Weapon Select
			Fire Weapon
			Enemy Lock On
			TY's View
			Pause menu

Shadow Bunyip Weapon Upgrades

Except for the Pulse Laser all Shadow Bunyip weapon upgrades can be purchased from Naomi at Mobile HQ.

Press and hold the "Action" button to bring up the weapon select screen and then use the "Move TY" stick to select your weapon of choice. When you release the "Action" button the Bunyip will be equipped with the upgrade you selected.

Pulse Laser



This is the default weapon that comes standard with the Shadow Bunyip. It is a single shot laser blast that is quite adequate for taking out one enemy at a time.

Nucleon Shield



This shield is made up of an orbital array of nucleons designed to protect the Shadow Bunyip. If an enemy attacks the Bunyip but hits a nucleon instead, the Bunyip will take no damage but the enemy will.

POWER BUNYIPS

Shadow Beam



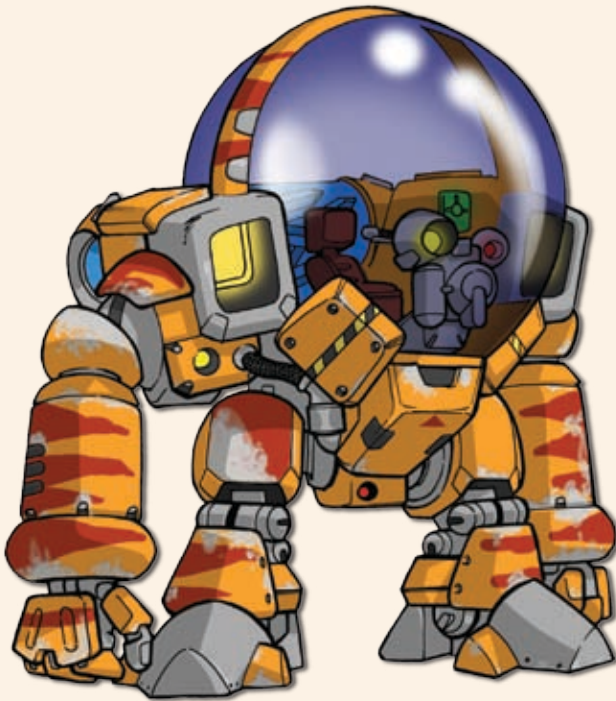
This upgrade is supplied briefly by the Bunyip Elder in order to help TY protect the Bunyip Citadel. Unfortunately once TY returns to Southern Rivers he will have to purchase the Shadow Beam from Naomi at Mobile HQ before he can use it again. It is the most powerful weapon upgrade available for the Shadow Bunyip, allowing TY to defeat multiple enemies very quickly.

Grav Grenade



The Grav Grenade has a dual purpose, on one hand it can be thrown at enemies to cause damage and on the other it can be used on Grav Blocks to reverse their gravity field. To aim the Grav Grenade press and hold the "Fire Weapon" button and then use the "Move TY" stick to position the landing target. When you let go of the "Fire Weapon" button a Grav Grenade will be deployed to the targeted area.

EXTREME BUNYIP



The Extreme Bunyip was modelled very closely on the Thermo Extreme Bunyip. It comes complete with Thermo Cannon, Satellite Strike, Orbidrill and Lash Hook upgrade options. It is quadruple insulated to allow it to withstand extreme temperatures giving it the ability to swim under lava and water alike.

The Extreme Bunyip has the same health and power level indicators as the Shadow Bunyip (see previous page for details).

Extreme Bunyip Controls

The Extreme Bunyip is controlled in the exact same manner as the Shadow Bunyip (see table on previous page).

Extreme Bunyip Weapon Upgrades

Except for the Left Hook all Extreme Bunyip weapon upgrades can be purchased from Naomi at Mobile HQ.

Press and hold the "Action" button to bring up the weapon select screen and then use the "Move TY" stick to select your weapon of choice. When you release the "Action" button the Bunyip will be equipped with the upgrade you selected.



Left Hook



This is the default weapon that comes standard with the Extreme Bunyip. It can be shot at individual enemies as well as allowing TY to Latch onto floating rings.

Satellite Strike



To aim the Satellite Strike press and hold the "Fire Weapon" button and then use the "Move TY" stick to position the landing target. When you let go of the "Fire Weapon" button the targeted area will be hit by a powerful blast decimating anything within the blast radius.

Thermo Cannon



A heat intensive flame thrower which can be used to destroy obstacles, fry enemies and heat up generators.

Orbidrills



This shield is made up of an orbital array of miniature drills designed to protect the Extreme Bunyip. If an enemy attacks the Bunyip but hits an Orbidrill instead, the Bunyip will evade damage but the enemy will receive damage.



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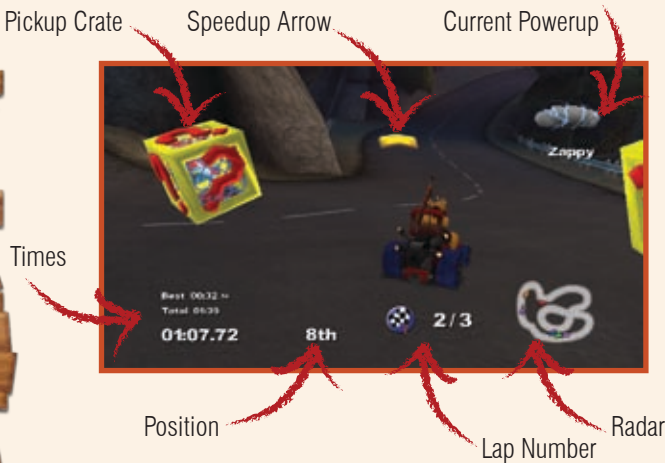


VEHICLES

VEHICLES

CART

If you want to stick it to the Redback Gang, this is the vehicle to use. The Cart can be found at any of the race tracks around Southern Rivers. Once TY has completed the initial Cart mission he can continue to race as often as he chooses.



Pickup Crate
Drive through these to pick up the item inside.

Speedup Arrow
Drive over these to get a speed boost.

Current Powerup
This icon indicates which powerup you currently have available to use.

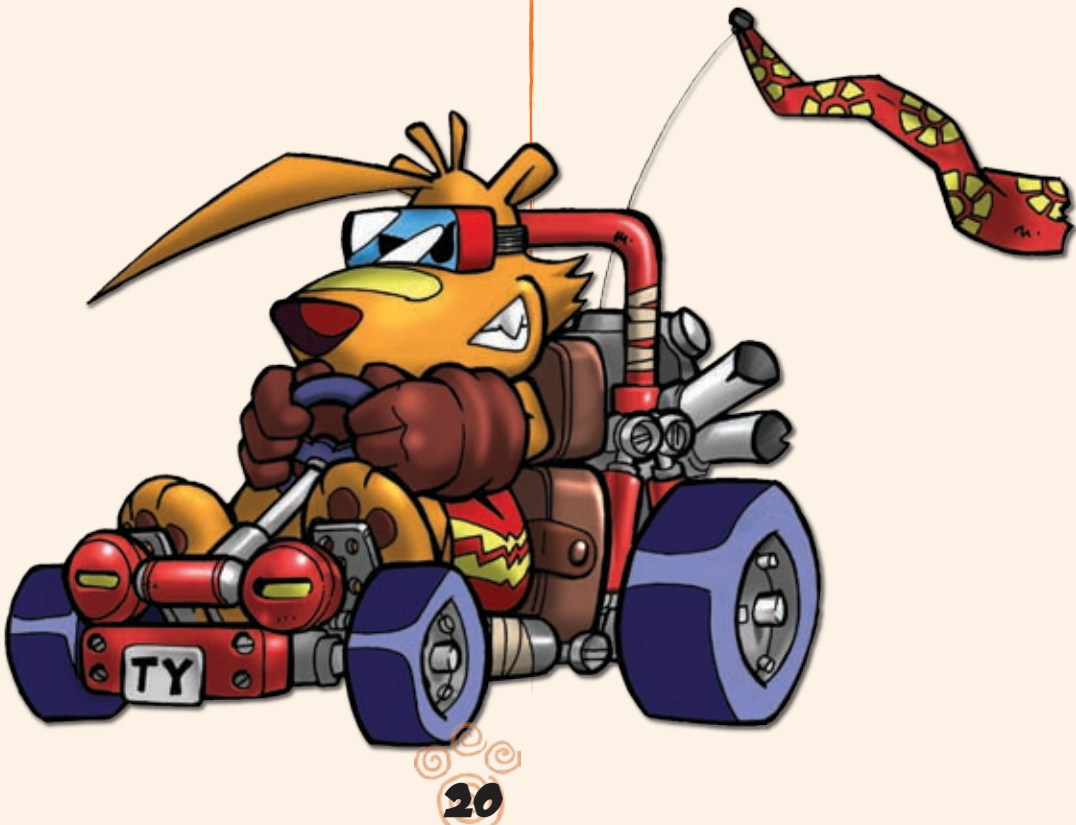
Times
The top time shown is your best lap time.
The middle time is the total race time so far.
The bottom time is your current lap time.

Position
Shows what position out of eight you are coming in the race.

Radar
A top down view of the racetrack that shows the current position of all of the racers.

Cart Controls
The following table shows the default controller configuration for Cart racing. There are three alternate configurations that can be changed through the Options menu.

PS2	Xbox	GCN	Description
			Steer Vehicle
			Accelerate
			Fire Offensive
			Fire Defensive
			Brake/Reverse
			Hop/Powerslide
			Hop/Powerslide
			Pause menu



Cart Pickup Items

Carts are able to pick up special items from crates. These pickups randomly provide the racer with an item upon collection. Cart items are used to defend yourself, or attack other racers.

Frosty



Offensive:
Shoots forwards in a straight line, follows the contours of the ground. Lasts 10 seconds or until it has hit wall or cart. Freezes carts upon impact.

Defensive:
Shoots backwards in a straight line, following the contours of the ground. Lasts 10 seconds or until it has hit a wall or cart. Freezes carts upon impact.

Flame



Offensive:
Locks onto the closest racer in front and then shoots forward towards them following the contour of the road. When the flame hits it will flip the Cart. Lasts 10 seconds or until it has hit a wall or cart.

Defensive:
Drops a mine onto the racetrack. If any cart hits the mine it will explode causing the Cart to flip over.



Warp



Offensive:
Lock onto a racer ahead and press the "Fire Offensive" button to swap places with that racer. The Warp lasts for 4 seconds, so you can potentially warp with a few other racers in quick succession.

Defensive:
Acts like a shield. Your cart will become transparent and impervious to harm for 7 seconds.

Doom



Offensive:
Seeks out the cart in first place and takes it out, as well as any other carts in the blast radius.

Defensive:
Targets any cart behind TY who has a lock-on attack and then takes them out.

Ultra



Offensive:
A track wide shockwave style blast that runs down all Carts in front for 20 metres.

Defensive:
Ultra invincibility allowing you to race right through the pack as your speed is increased. You also have the power to knock other racers off the track.



Zappy



Offensive:
A large thunderclap originates from your cart causing all other racers within a 4 metre radius to flip over.

Defensive:
Drops a storm cloud. If a racer drives under/through it, they are zapped by lightning and flipped over.



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Cart

Crabmersible

Rescue Wing

CRABMERSIBLE

The Crabmersible is an all-terrain vehicle built by Julius from one of Cass' abandoned Robocrabs and spare Power Bunyip parts. It can run, jump and swim both on the surface and underwater making it perfect for navigating through the mangroves and deserts of Southern Rivers. The Crabmersible can be found parked in a Parking Bay outside of each area. Press the "Action" button to get in and out of the Crabmersible when prompted by the exclamation mark or on screen text.

exclamation mark parking bay



The Crabmersible also has an unlimited supply of guided missiles and two pincers perfect for those close encounters with Quinkan. The guided missiles automatically lock onto the nearest targets. Lock on is indicated by a red square over the target.

The Crabmersible has eight hit points displayed as a paw in the top left corner of the game screen.

Crabmersible Controls

The following table shows the default controller configuration for driving the Crabmersible. This the same general configuration used for controlling TY and the Power Bunyips. There are three alternate configurations that can be changed through the Options menu.

PS2	Xbox	GCN	Description
			Steer Vehicle
			Jump
			Hit/Dive
			Fire Missiles
			Action
			Pause menu

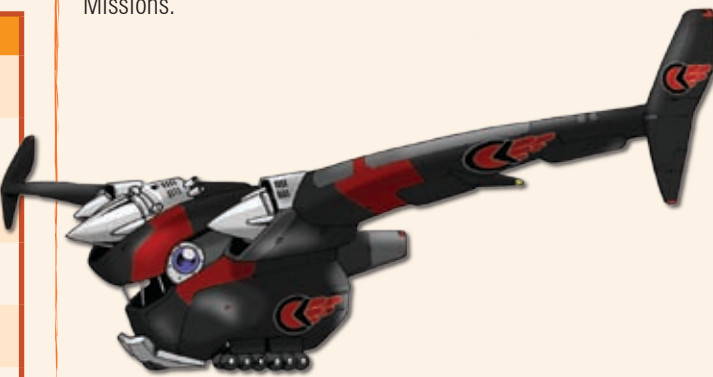


RESCUE WING

The Rescue Wing was Bush Rescue's first foray into the world of flight (besides employing birds). Captained by Duke, the Rescue Wing is a transport vehicle able to carry up to four fully loaded Power Bunyips.



The Rescue Wing can be found in various locations around Southern Rivers ready to fly TY to Bunyip Runs or Gunyip Missions.



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ENEMIES

ENEMIES



PROTOQUIN

A smallish Quinkan, mere cannon fodder to protect the Quinking. The Protoquin has powerful arms and a wicked lashing tongue.

Attack Pattern:

Long Range None

Medium Range When TY is out of close range, there's a chance the Protoquin will use its tongue attack.

Close Range The Protoquin uses its melee attacks when TY is in close range, swiping with its two quick attacks and then occasionally using its large two handed attack.

Hit Points: 10

Vulnerability: Close Rang Combat, Bite, Bunyip

Reward: 10 Opals



ELECTROQUIN

The Electroquin adds significant fire power to the Quinkan Arsenal. Its powerful ranged energy-ball attack can decimate opposing forces from a distance. Electroquin also have a diving head butt and powerful arms to use in close combat.

Attack Pattern:

Long Range The Electroquin will shoot at TY with energy-balls.

Medium Range The Electroquin it will launch into its diving head-butt attack.

Close Range The Electroquin will start attacking TY with its powerful forearm swipes.

Hit Points: 20

Vulnerability: Close Rang Combat, Bite, Bunyip

Reward: 10 Opals



PYROQUIN

The Pyroquin is a devious Quinkan. It has strong melee attacks, and a tongue attack even more powerful than the Protoquin's!

Attack Pattern:

Long Range none

Medium Range The Pyroquin will begin to lash at TY with its lava tongue attack.

Close Range The Pyroquin will attack TY with its deadly claws.

Hit Points: 10

Vulnerability: Close Rang Combat, Bite, Bunyip

Reward: 10 Opals



LAVAQUIN

The Lavaquin is a Quinkan that feels at home in very hot environments. Some have even adapted to survive under lava!

Attack Pattern:

Long Range The Lavaquin will throw burning hot lava pieces towards TY.

Medium Range The Lavaquin will spurt a stream of lava towards TY.

Close Range The Lavaquin will swipe at TY with its burning claws.

Hit Points: 20

Vulnerability: Water Stones, Close Rang Combat, Bite, Bunyip

Reward: 30 Opals



UBERQUIN

The Uberquin are the elite warrior caste of the Quinkan. Their huge frames boast crystalline spines down their backs and massive, diamond sharp claws.

Attack Pattern:

Long Range none

Medium Range none

Close Range The Uberquin will swipe at TY using its large claws.

Hit Points: 4

Vulnerability: Close Rang Combat, Bite, Bunyip

Reward: 10 Opals



SHIELDQUIN

The Shieldquin is a big defensive player in the Quinkan Armada. It patrols the front lines to protect the more elite Quinkan ranks. It can deflect all rangs thrown at it by TY so the best way to defeat it is in Close Rang Combat.

Attack Pattern:

Long Range none
Medium Range none
Close Range The Shieldquin will swipe at TY using its long shielded arms.

Hit Points: 10

Vulnerability: Close Rang Combat, Bite, Bunyip

Reward: 15 Opals



QUINCRAB

Quinkan treachery has managed to assimilate sea life. The Quincrab is a solid enemy that TY should be wary of.

Attack Pattern:

Long Range none
Medium Range none
Short range Will swipe at TY using its large, snapping pincers.

Hit Points: 14

Vulnerability: Close Rang Combat, Bite, Bunyip

Reward: 10 Opals



SKYQUIN

The Skyquin is a large flying Quinkan vehicle hell bent on eliminating Bush Rescue's fleet of Gunyips, and causing general mayhem amongst the inhabitants of Southern Rivers.

Attack Pattern:

Long Range none
Medium Range The Skyquin will shoot at the Gunyip.
Short Range none

Hit Points: 3

Vulnerability: Gunyip

Reward: none



WINGQUIN

The Wingquin is another link in the chain of Quinkan evolution. This aerodynamic species is capable of death-defying stunts at high altitudes. The Wingquin is one of the chief threats faced by Gunyips.

Attack Pattern:

Long Range none
Medium Range The Wingquin will shoot at the Gunyip.
Short Range none

Hit Points: 14

Vulnerability: Gunyip

Reward: none



ZOMBIE FRILL

Frills aren't too smart at the best of times and now a lot of them have been brainwashed to serve the Quinkan. These frills can lie in wait underground then, when TY is near, dig their way out ready to attack.

Attack Pattern:

Long Range none
Medium Range none
Short Range The Zombie Frill will patrol until TY is within range, then it will run over and begin swiping at TY with its claws.

ENEMIES

Hit Points: 1
Vulnerability: Rangs, Close Rang Combat, Bunyips, Bite
Reward: 5 Opals

DROP BEAR



Drop Bears are another mutation created by Professor Julius and are roughly 1.5 times the size of regular Koalas. They live in the trees and will drop down onto unsuspecting animals passing under the tree and play their heads like a bongo drum. This attack can usually be stopped by spinning around to shake them off.

Attack Pattern:

Long Range none

Medium Range Drop Bears sleep up high in the trees. When TY moves under their tree they will drop down onto him and start to hit him on the head. TY has to wiggle the "TY's movement" stick rapidly to dislodge the Drop Bear, then rang it before it can jump back on.

Close Range If unable to jump back onto TY's head the Drop Bear will start swiping at TY with its claws.

Hit Points: 4

Vulnerability: Rangs, Bunyip, Bite

Reward: 10 Opals

UBER FRILL



Uber Frills are a hideous creation of Boss Cass and Karlos. They are made by extracting the essence of a warm blooded animal, preferably from Burrumudgee, and injecting it into an unsuspecting Frill. Although TY has previously defeated many of these, there are still a number of renegade Uber Frills lurking throughout Southern Rivers.

Attack Pattern:

Long Range none

Medium Range Will run towards TY and commence close range attack.

Close Range Will swipe at TY with its large clawed hands.

Hit Points: 32

Vulnerability: Rangs, Bunyip, Bite

Reward: 30 Opals

SHARK



These White Pointers are common throughout the waters off the coast of Southern Rivers but can be driven off by a quick blow to the nose!

Attack Pattern:

Long Range none

Medium Range none

Close Range Will bite at TY if he swims close by.

Hit Points: 1

Vulnerability: Underwater Rang

Reward: 10 Opals

CANE TOAD



These critters are pests, both in the sense that they are an introduced species and that they try and hurt TY with their poisonous tongues. These guys are usually found in wet, swampy areas.

Attack Pattern:

Long Range none

Medium Range none

Close Range The Cane Toad will strike out at TY with its long poisonous tongue.

Hit Points: 2

Vulnerability: Rangs, Bunyip, Bite

Reward: 10 Opals

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WALKTHROUGH



1 LOCATION

Southern Rivers contains many towns, racetracks and unique areas. Each new area is introduced by an overview image and a heading of the area name. The name used is the same as the one listed on the Map screen on the Pause menu in the game.

On the left side of the heading image there is an orange icon indicating what sort of mission TY will have to complete in this area. There are five types of mission: On Foot, Crabmersible, Gunyip, Cart and Bunyip Run.


There may also be a second icon to the right of the mission type icon. This second icon indicates what sort of reward TY will receive upon successful completion of the mission. These rewards are always Rang Stones and the icon indicates what type of stone TY will be rewarded with.

2 MISSION BRIEFING

The mission briefing includes the name of the mission as it appears on TY's Callsheet in the Pause menu, as well as a brief introduction to the mission.

3 MAP


There is a map included for each area of the game. On each map you will find all relevant information needed to complete 100% of the game.

There are several mission points  marked on each map. These mission points are numbered and referred to in the walkthrough text to help you navigate your way through the area.

All collectables are also marked and numbered, the numbers are referenced in the walkthrough text along with descriptions on how to retrieve the item. A greyed out number indicates that the item is either inside a crate, underwater or inside/under the area indicated.

On racetrack and Gunyip maps all pickup crates are marked to help you locate and use the power-ups contained within. Speedup arrows are also included on all race maps.

Map Symbols

-  Start
-  End
-  Mission Points
-  Bilby
-  Kromium Orb
-  Gooboo Berry
-  Picture Frame
-  Gooboo Steve
-  Shop
-  Rang Stone
-  Buttons
-  Pickup Crate
-  Speedup Arrow
-  Gate

Greyed out numbers indicate that the item is inside or under the area indicated.



4 HANDHELD DATA ASSISTANT

The Handheld Data Assistant (HDA) is where TY keeps all of the information required to help him successfully complete each mission. It is accessed by entering the Pause menu in game. At the end of each mission in this walkthrough the HDA will appear with an introduction to the next mission.

5 WALKTHROUGH TEXT

The walkthrough text will describe the best way to complete each mission. Everything that is required to reach 100% completion of the game is included and described in detail.

The first part of the walkthrough text for each area is always a description on how to complete the mission. The second part gives detailed instructions on how to find and retrieve each of the collectables hidden in each area. Some collectables require TY to have certain Rang Stones or Bunyip Upgrades to retrieve them. All requirements for each collectable are indicated at the start of that item's walkthrough description. Although a description has been given on how to collect each item this is not necessarily the only way to do it. Feel free to experiment with the different Rang Stones and Chassis to solve each puzzle.

6 INDEX

The index down the side of the right page can be used to quickly find the area you are having trouble with. The name of each area is the same as the one listed on the Map screen on the Pause menu in the game.

The current area is highlighted and has a piece of knotted rope beside it.

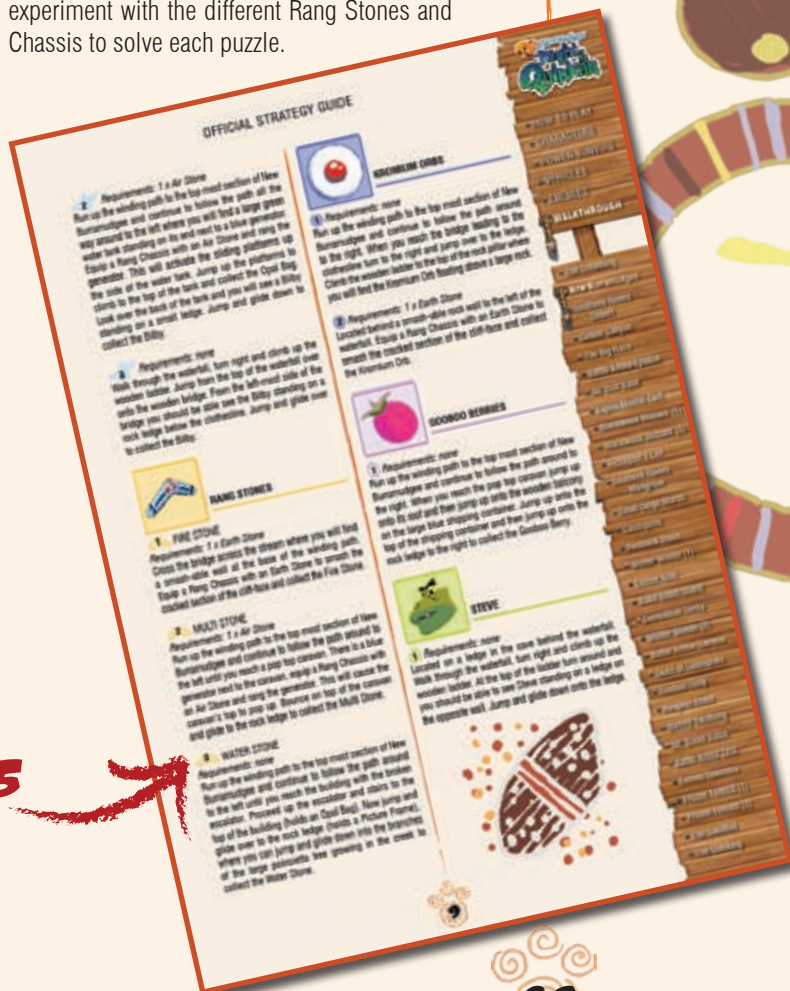
The levels have been listed in the default gameplay order but you don't necessarily need to complete them in this order. Feel free to explore and complete the missions in whatever order takes your fancy.

7 SCREENSHOTS

There are a number of screenshots included throughout the walkthrough. Each screenshot is relevant to the text above and/or below it and is designed to help you orientate yourself.

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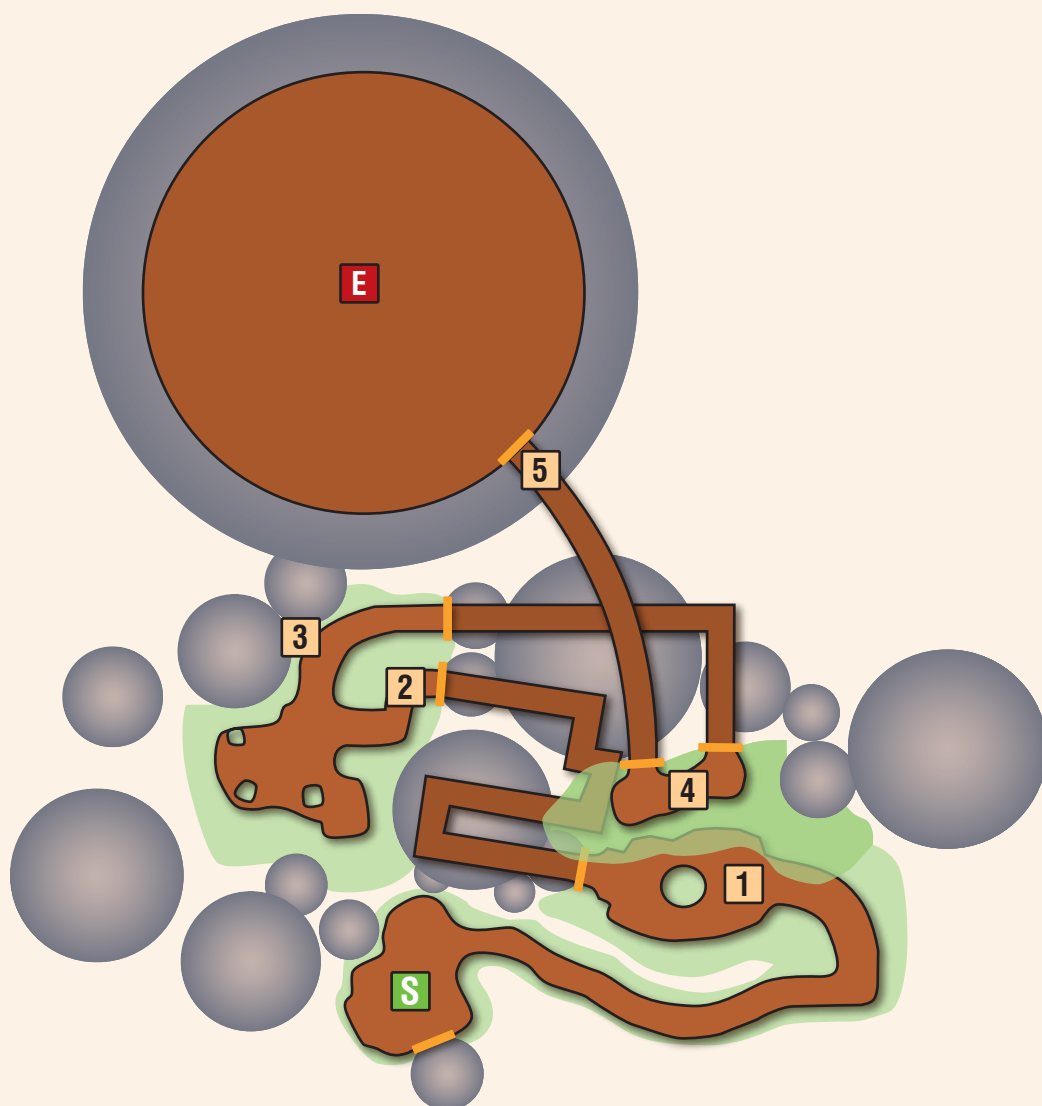
- The Dreaming
- New Burrumudgee
- Southern Rivers - Desert
- Cinder Canyon
- The Big Race
- Battle Arena Epsilon
- All Your Base
- Experimental Cart
- Blackwood Blizzard (1)
- Blackwood Blizzard (2)
- Hexaquin's Lair
- Southern Rivers - Mangrove
- Dead Dingo Marsh
- Cassopolis
- Redback Stash
- Winter Woods (1)
- Cossie Atoll
- Kaka Boom Island
- Demolition Derby
- Winter Woods (2)
- Battle Arena Gamma
- Skies of Cassopolis
- Gooboo Gully
- Respect Effect
- Blimey Billabong
- Mt. Boom Basin
- Battle Arena Zeta
- Dennis Dilemma
- Frozen Forests (1)
- Frozen Forests (2)
- The Gauntlet
- The Quinking





SAVE THE DREAMING

TY has been summoned to the Dreamtime in order to save the Bunyip Citadel from an attack by the Quinkan. The Quinkan are invading via a Vortex that is shielded by four Vortex Stones. TY must collect the Bunyip Gauntlet and then make his way to the top of the Citadel in the Shadow Bunyip. At the top of the Citadel TY must destroy the four Vortex Stones to destabilise the Vortex and rid the Dreamtime of the Quinkan influence.



The game opens with the arrival of the Bunyip Elder at Bush Rescue HQ. He has come to ask for TY and Shazza's help to stop the Quinkan invasion of the Dreaming. TY, Shazza and the Bunyip Elder go through a mystical portal to the Bunyip Citadel which is under attack.

Run with Shazza down the path into the city where there are 5 Neoceratops that TY can simply rang or bite to defeat. Shazza will help out with her taser. As TY runs along a Spiderquin will walk over the city knocking over part of the city wall and destroying the stairs. There are 4 more Neoceratops next to the destroyed wall and 4 at the bottom of the broken stairs. Jump up the broken stairs into the courtyard **1**, there are 8 more Neoceratops here.



Go through the courtyard and into the first corridor where there are 4 Neoceratops. There are 4 more around the first bend, and then 4 in the last section of the corridor before TY comes out onto the first terrace **2**. This is where TY will have to get the Bunyip Gauntlet **3**.



There are a 4 Neoceratops on the terrace for TY to defeat. To get the Bunyip Gauntlet, jump onto the lowest rock pillar then chainbite the first row of spyeggs to reach the top of the second pillar. Chainbite the next row of spyeggs to reach the final pillar and jump onto the red moving platform. Ride the platform until TY is close to the tower housing the Bunyip Gauntlet and then rang the bars. They will explode, allowing TY to jump in and pick up the Bunyip Gauntlet.

Once TY has the Gauntlet, 6 Protoquin will appear. TY must use his new Bunyip Gauntlet in Close Rang Combat to defeat these enemies and open the door blocking his way forward. Go through the door into the corridor, there are 6 Protoquin. Follow the corridor

through to the second terrace **4**.

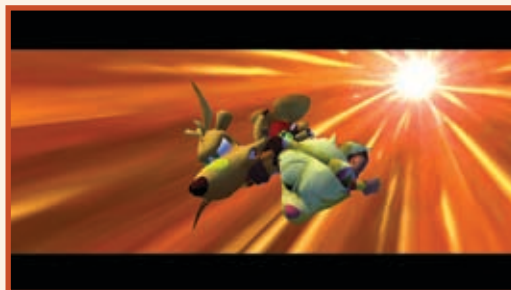
On the second terrace Thigana appears and delivers the Shadow Bunyip to TY. TY will automatically get into the Bunyip and Thigana takes Shazza away. Uberquin will start to appear on the terrace and even as TY destroys them more will keep on coming, up to a total of 13. TY must use the Shadow Beam to shatter the door blocking the way forward. Once the door has been destroyed, TY can run through it into the final corridor.



At the top of the corridor is a large room **5** with 4 Vortex Stones powering the Quinkan Vortex. There are 7 Electroquin and 6 Uberquin protecting the Vortex. Use the Shadow Beam to destroy each of the Vortex Stones.



Once the Stones have been destroyed, the Quinkan are sucked into the Vortex leaving the Bunyip Citadel safe once more. TY and Shazza remain in the Dreamtime to train with the Bunyips before returning home. Three months later, TY and Shazza bid farewell to their Bunyip hosts and jump into a portal to head home. Inside the portal, the pair are attacked by a Quinkan as it flies by. TY and Shazza are separated and TY wakes up alone in Southern Rivers where something is very, very wrong.



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The Dreaming

New Burramudgee

Southern Rivers
- Desert

- Cinder Canyon
- The Big Race
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- Skies of Cassopolis
- Gooboo Gully
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- Battle Arena Zeta
- Dennis Dilemma
- Frozen Forests (1)
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NEW BURRAMUDGEE

RESCUE THE GENERAL

TY must help Ridge defend New Burramudgee and rescue the General from an onslaught by Quinkan and their Zombie Frill army.



OFFICIAL STRATEGY GUIDE

At the front gate **1** of New Burrumudgee TY will meet up with Ridge, who tells TY that they have to protect the town and "The General" from the Quinkan attack.



New Burrumudgee is being attacked by 20 Zombie Frills and 6 Protoquin. The way back is blocked and if TY tries to head away from the town, 8 Zombie Frills will rise from the ground and attack him **2**. The only escape is to get through the town gate. Once TY has defeated all 6 Protoquin the town gate will open and TY and Ridge will run into town and apparent safety.



Unfortunately, the gate controls are malfunctioning so TY must hold back the Quinkan while Ridge fixes the controls. The Quinkan will attack in three waves and each wave will consist of 3 Protoquin. As soon as one wave has been defeated the next will appear, there will also be a total of 12 Zombie Frills. Once all 9 Protoquin have been defeated, Ridge will get the gate closed and take TY to meet "The General" **3**.



"The General" turns out to be none other than TY's old mate and Bush Rescue founder, Dennis the Green Tree Frog. Dennis explains that the Quinkan invaded while TY was away and Bush Rescue did their best to hold them off. Sadly, they fought a losing battle, and the Quinkan overran the land. As Dennis talks, Shazza and Sly return from a mission and are delighted to discover that TY is alive.



TY is shocked to discover that he has been missing for six months - having lost time in the portal. Dennis thinks they stand a chance now that TY is back, but first they must reform Bush Rescue by finding and re-enlisting the help of Maurie, Julius and Duke.



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• Blackwood Blizzard (2)

• Hexaquin's Lair

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• Battle Arena Gamma

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• Mt. Boom Basin

• Battle Arena Zeta

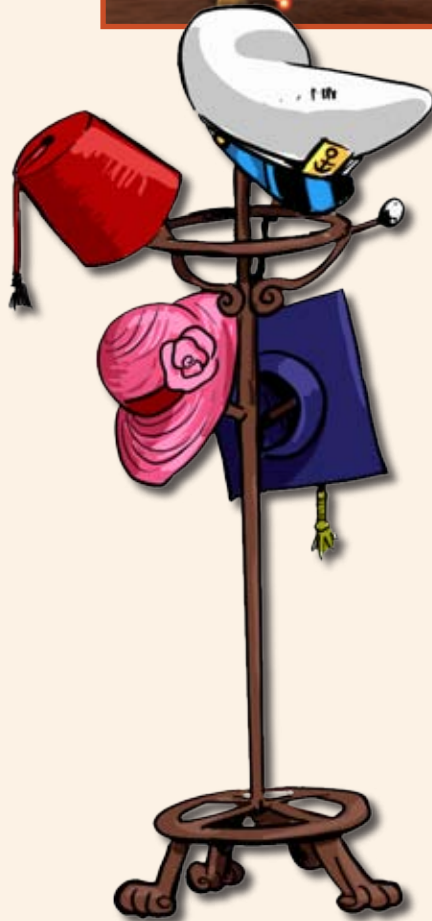
• Dennis Dilemma

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SHOPS

1 The New Burrumudgee Rang Shop, which sells Rang Supplies.

2 Mobile HQ shop, which sells Bunyip Upgrades.



PICTURE FRAMES

1 *Requirements: none*
Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the left until TY reaches the building with the broken escalator. Proceed up the escalator and stairs to the top of the building and collect the Opal Bag. Now jump and glide over to the rock ledge to collect the Picture Frame.

2 *Requirements: none*
Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the left until TY reaches the semi-trailer parked next to a rock pillar. Walk behind the pillar to collect the Picture Frame.

3 *Requirements: none*
Run up the winding path to the top most section of New Burrumudgee. Continue to follow the path around to the left until TY reaches a spot where he can jump and glide down into the branches of the large poinsettia tree growing in the creek to collect the Picture Frame.

4 *Requirements: none*
Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the left until TY reaches the green mini trampoline. Throw a rang at the see-saw to spin the top plank around into a position so that TY can jump up from the mini trampoline onto the see-saw and then jump to the roof of the semi-trailer. To the left of the semi-trailer is a Picture Frame up in a tree, jump onto the awning on the front of the semi-trailer and it will bounce TY up high enough to collect the Picture Frame.

5 *Requirements: none*

Run up to the top of the winding path that leads to the top most section of New Burrumudgee, from here look to the right to see the Picture Frame floating at the top of the crevice between two rock walls. Jump and glide into the crevice to collect it.

6 *Requirements: 2 x Magnet Stones*

Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the right. When TY reaches the bridge leading to the clothesline turn to the right and jump over to the ledge. Climb the wooden ladder to the top of the rock pillar where TY will find a tree. Look up and he will be able to see a crate in the branches of a tree. Rang the crate to break it. Equip a Rang Chassis with two Magnet Stones and throw it at the Picture Frame to collect it.

7 *Requirements: none*

Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the right. When TY reaches the bridge leading to the clothesline cross it and collect the Picture Frame floating amongst the clothes.

8 *Requirements: none*

Go around the back of the New Burrumudgee Rang Shop where TY will find a green mini trampoline hidden in a space in the rock face. Jump on the trampoline and it will bounce TY high enough to collect the Picture Frame above it.

9 *Requirements: none*

Upon entering the New Burrumudgee town gates, go to the roof of the building on the left and then jump onto the stone wall of the town gates. There is a Picture Frame on a raised block above the 'No Quinkan' sign.

10 *Requirements: none*

Upon entering the New Burrumudgee town gates turn to the left and jump up onto the back balcony of the building there, pick up the Picture Frame sitting next to the pot plants.



BILBIES

1 *Requirements: none*

Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the left. When TY reaches the pop-top caravan turn left and jump over the edge onto a rock ledge then jump up to the next rock ledge to collect the Bilby.

2 Requirements: 1 x Air Stone

Run up the winding path to the top most section of New Burrumudgee and continue to follow the path all the way around to the left where TY will find a large green water tank standing on its end, next to a blue generator. Equip a Rang Chassis with an Air Stone and rang the generator. This will activate the sliding platforms up the side of the water tank. Jump up the platforms to climb to the top of the tank and collect the Opal Bag. Look over the back of the tank and TY will see a Bilby standing on a small ledge. Jump and glide down to collect the Bilby.

3 Requirements: none

Walk through the waterfall, turn right and climb up the wooden ladder. Jump from the top of the waterfall over onto the wooden bridge. From the left-most side of the bridge TY should be able to see the Bilby standing on a rock ledge below the clothesline. Jump and glide over to collect the Bilby.



RANG STONES

1 FIRE STONE

Requirements: 1 x Earth Stone

Cross the bridge across the stream where TY will find a smash-able wall at the base of the winding path. Equip a Rang Chassis with an Earth Stone to smash the cracked section of the cliff-face and collect the Fire Stone.

2 MULTI STONE

Requirements: 1 x Air Stone

Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the left until TY reaches a pop top caravan. There is a blue generator next to the caravan, equip a Rang Chassis with an Air Stone and rang the generator. This will cause the caravan's top to pop up. Bounce on top of the caravan and glide to the rock ledge to collect the Multi Stone.

3 WATER STONE

Requirements: none

Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the left until TY reaches the building with the broken escalator. Proceed up the escalator and wooden stairs to the top of the building (holds an Opal Bag). Now jump and glide over to the rock ledge (holds a Picture Frame), where TY can jump and glide down into the branches of the large poinsettia tree growing in the creek to collect the Water Stone.



KROMIUM ORBS

1 Requirements: none

Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the right. When TY reaches the bridge leading to the clothesline turn to the right and jump over to the ledge. Climb the wooden ladder to the top of the rock pillar where TY will find the Kromium Orb floating above a large rock.

2 Requirements: 1 x Earth Stone

Located behind a smash-able rock wall to the left of the waterfall. Equip a Rang Chassis with an Earth Stone to smash the cracked section of the cliff-face and collect the Kromium Orb.



GOOBOO BERRIES

1 Requirements: none

Run up the winding path to the top most section of New Burrumudgee and continue to follow the path around to the right. When TY reaches the pop top caravan jump up onto its roof and then jump up onto the wooden balcony on the large blue shipping container. Jump up onto the top of the shipping container and then jump up onto the rock ledge to the right to collect the Gooboo Berry.



STEVE

1 Requirements: none

Located on a ledge in the cave behind the waterfall. Walk through the waterfall, turn right and climb up the wooden ladder. At the top of the ladder turn around and TY should be able to see Gooboo Steve standing on a ledge on the opposite wall. Jump and glide down onto the ledge to talk to him.



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SOUTHERN RIVERS - DESERT

DESERT OVERWORLD

Explore the wonders of the Outback on foot or in the unique Crabmersible; that is if TY has any time between battling the numerous Quinkan and their Zombie Frill army that have invaded.





MISSIONS

- 1 Cinder Canyon
- Brown Kiwi Down
- 2 The Big Race
- 3 Battle Arena Epsilon
- Rescue Julius
- 4 All Your Base
- 5 Experi Mental Cart
- 6 Blackwood Blizzard
- Quinkan Armada
- Egg Hunt
- 7 Hexaquin's Lair
- Heinous Hexaquin
- 8 Respect Effect
- 9 Blimey Billabong
- Forest Fire Power
- 10 Mt. Boom Basin
- Find the Shadow Ring
- 11 Frozen Forests
- Ranger Endanger
- Redback Rundown

Note: Not all of these areas can be accessed from the start of the game. TY will have to complete certain missions first to unlock new missions and areas.



SHOPS

- 1 Mobile HQ shop, which sells Bunyip Upgrades.
- 2 Mobile HQ shop, which sells Bunyip Upgrades.



KROMIUM ORBS

1 Requirements: none

At the exit of New Burramudgee, just before the Crabmersible Parking Bay, there is a footpath to the right. The path leads into an area called Razorback Stream. Follow the stream, past the two old houses and up an incline to the left to arrive at the entrance to Maurie's Watering Hole. Continue to follow the stream to the entrance to Battle Arena Epsilon 3. At the water's edge there is a stone pressure pad.



Stand on it to activate it, this will lower a floating platform. Get onto the lowered platform and it will raise TY up level with more floating platforms. Some of these platforms are broken (sparking) and if jumped on they will shrink and disappear dropping TY into the water below. Navigate a path over the unbroken platforms to reach the Kromium Orb.

2 Requirements: none

From the New Burramudgee Crabmersible Parking Bay turn right and follow the Highway over the bridge until TY reaches an intersection covered in purple Quinkan goo. Turn left and follow the road around until TY reaches the wooden platforms on the left side of the road (there are 3 Pyroquin here as well). Jump the Crabmersible over the wooden platforms and floating purple crystal platforms until TY reaches the final wooden platform where he can pick up the Kromium Orb.



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③ Requirements: none

From the New Burrumudgee Crabmersible Parking Bay exit turn left and follow the Highway until TY reaches the wooden barriers blocking the road. Break through the barriers. Turn right at the intersection and go over the long wooden bridge. After the bridge there is an intersection under attack from Flying Fortresses. Avoid the laser beams and take the left road. Follow it until TY crosses the wooden bridge into Quinkan Pass. Beyond the bridge there are a number of floating Grav Blocks that are too high to jump up on. Keep following the road until TY reaches another wooden bridge. There are two wooden platforms to the left of the bridge. Jump from the lowest up to the highest wooden platform. The Grav Blocks will move into position to form a path that the Crabmersible can jump across to reach the Kromium Orb.



GOOBOO BERRIES

① Requirements: none

Upon exiting the New Burrumudgee elevator go straight ahead to the Crabmersible Parking Bay, get into the Crabmersible. Once in the Crabmersible turn left and follow the road past the wooden barriers blocking the road. Turn right at the intersection and keep following the road until about halfway along the wooden bridge where there is another intersection. Turn left. Break through the wooden barriers and follow the circular road around until TY reaches the opening with an active Parking Bay. Park the Crabmersible and enter. Behind the Rescue Wing is a path infested with Quincrab, fight through them to reach the Gooboo Berry.



STEVE

① Requirements: Fire Stone

At the exit of New Burrumudgee, just before the Crabmersible Parking Bay there is a footpath to the right. The path leads into an area called Razorback Stream. Follow the stream, past the two old houses and up an incline to the left to arrive at the entrance to Maurie's Watering Hole. Continue to follow the stream until TY reaches a path on the left that is filled with both spider webs and Spiders. Equip a Rang Chassis with a Fire Stone so that TY can burn away the spider webs and clear the path to where Gooboo Steve is waiting. Talk to Steve and he will give TY a Fire Stone.



BILBIES

① Requirements: Lash Chassis and 1 x Warp Stone

At the exit of New Burrumudgee, just before the Crabmersible Parking Bay there is a footpath to the right. The path leads into an area called Razorback Stream, follow the stream until TY reaches two old houses. Behind the houses there is a purple Warp Crystal floating high in the air next to a ledge. Equip the Lash Chassis with a Warp Stone and rang the Warp Crystal and TY will be pulled up onto the ledge where he will find the Bilby.



② Requirements: none

From the New Burrumudgee exit turn right and follow the Highway over the bridge. Go straight through the intersection into Windy Plains. Continue past the first right turn (entrance to 5), watch out for the 3 Pyroquin. Turn into the second right turn and park the Crabmersible in the Parking Bay. Go around to the back of the Rescue Wing where TY will find a Bilby hanging from a branch of the smallest tree.

③ Requirements: none

From the New Burrumudgee Crabmersible Parking Bay exit turn left and follow the Highway until TY reaches the wooden barriers blocking the road. Break through the barriers. Turn right at the intersection and go over the long wooden bridge. After the bridge there is an intersection under attack from Flying Fortresses. Follow the road straight through the intersection and over the next wooden bridge into Cockatiel Way. Just past the bridge there is a Crabmersible Parking Bay on the right. Park the Crabmersible. Inside the fenced area there are a number of wooden platforms and floating metal platforms. Jump across the platforms to reach the Bilby trapped on the final wooden platform.

④ Requirements: none

From the New Burrumudgee Crabmersible Parking Bay exit, turn left and follow the Highway until TY reaches the wooden barriers blocking the road. Break through the barriers. Turn right at the intersection and go over the long wooden bridge. After the bridge there is an intersection under



attack from Flying Fortresses. Follow the road straight through the intersection and over the next wooden bridge into Cockatiel Way. At the next intersection follow the road straight through and break through the next wooden barrier. Go straight through the intersection and keep following the road around until TY reaches the Crabmersible Parking Bay for Respect Effect **8**. Park the Crabmersible. There are four buildings in the Respect Effect area. The one on the left is a garage with Shazza's run-down orange fourbie beside it. The Bilby is hiding behind the fourbie.



RANG STONES

1 MAGNET STONE

Requirements: 1 x Fire Stone and 1 x Air Stone

Exit New Burrumudgee and enter the Razorback Stream area. At the start of the stream there is a wooden platform up on the rock wall. There is a rolled up ladder on the platform and TY needs to find a way to lower the ladder. Follow the stream around until TY reaches a path on the left that is filled with both spider webs and Spiders. This is the path to Gooboo Steve. Equip a Rang Chassis with a Fire Stone to burn away the spider webs and clear the path. At the end of the path there is a blue, rusted pick up truck with a blue generator in the back. Equip a Rang Chassis with an Air Stone and rang the generator. The generator will activate and cause the ladder to unroll. Return to the start of the stream and climb the ladder. Once up on the wooden platform TY can jump onto a grindrail and ride it to the location of the Magnet Stone. There are a number of electrified sections on the grindrail, make sure TY jumps these otherwise he will fall and have to return to the start to get back on the grindrail again.



2 FIRE STONE

Requirements: 1 x Ultra Stone

At the exit of New Burrumudgee, just before the Crabmersible Parking Bay, there is a footpath to the right leading to Razorback Stream. Follow the stream, past the two old houses and up an incline to the left to arrive at the entrance to Maurie's Watering Hole. Follow the path into Maurie's Watering Hole until TY reaches the building made out of corrugated iron. Jump up onto the building's roof and equip a Rang Chassis with an Ultra Stone, face the path and use TY's View to look around until he sees the invisible floating platforms. Jump from the roof onto the first platform and then from platform to platform until TY reaches the one holding the Fire Stone.

3 WATER STONE

Requirements: none

Upon exiting the New Burrumudgee elevator go straight ahead to the Crabmersible Parking Bay, get into the Crabmersible. Once in the Crabmersible turn left and follow the road past the wooden barriers blocking the road. Turn right at the intersection and keep following the road until TY reaches the wooden bridge. There are 3 Zombie Frills near the start of the bridge and to the right of the Frills there is a number of purple, floating crystal platforms. Jump over the floating platforms until TY reaches the last one that holds a Water Stone.

4 WATER STONE

Requirements: none

Upon exiting the New Burrumudgee elevator go straight ahead to the Crabmersible Parking Bay, get into the Crabmersible. Once in the Crabmersible turn left and follow the road past the wooden barriers blocking the road. Turn right at the intersection and keep following the road until about halfway along the wooden bridge where there is another intersection. Turn left. Break through the wooden barriers and follow the circular road around to the left. On the left side of the road (before TY runs into the 3 Zombie Frills) there are two ant hills sitting together. Use the Crabmersible to break them open. There is a Water Stone hidden in one of the ant hills.



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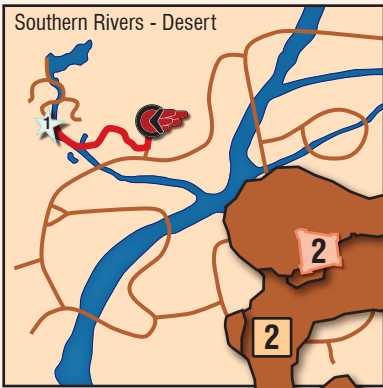


GINGER CANYON

BROWN KIWI DOWN

If TY is going to reform Bush Rescue then he needs Duke, his trusty pilot. Unfortunately, Duke has gone down behind enemy lines. TY must traverse dangerous Quinkan territory in order to find Duke and bring him back safely to New Burramudgee.

Southern Rivers - Desert



OFFICIAL STRATEGY GUIDE

At the exit of New Burrumudgee, just before the Crabmersible Parking Bay there is a footpath to the right. The path leads into an area called Razorback Stream. There are 5 Zombie Frills at the start of the path. Follow the path to the end where TY has to jump down to the stream. There are 5 Zombie Frills here. Follow the stream around to the left, past the houses infested with 6 Protoquin until TY finds the metal gate on the right. There will be 5 Zombie Frills and 3 Protoquin close by, so beware.



Go through the gate and follow the tunnel. Jump down the three floating platforms and then up three more floating platforms. Continue to follow the tunnel around until TY reaches another gate. This is the entry to Cinder Canyon **S**. Wait for the gate to open and then enter.



Run to the right past the 5 Spiders, jump up the stone ledges and follow the road to the left. Look out for the 5 Zombie Frills and 3 Pyroquin. Just past the second Dunny Checkpoint the road splits **1**. Don't take the



right turn, instead continue going forward past all of the rock pillars dispatching the 3 Pyroquin and 3 Zombie Frills until TY reaches the next Dunny. There are 8 more Frills here.



Ahead of the Dunny TY will see 3 Pyroquin in front of a yellow arrow. Head towards this and turn left into the first canyon **2**. Follow the path through the canyon. TY will face up against 3 Pyroquin, 5 Zombie Frills and 2 Uber Frills each surrounded by 3 Zombie Frills. At the end of the path turn to the right and glide down.

Follow the path past the first group of 3 Zombie Frills followed by a group of 6 more. The arrows around to the left will lead TY to 3 Pyroquin at the entrance to the second canyon **3** where there are 6 more Pyroquin at the end.



Jump up the stone ledges at the end of the canyon and enter the small town **4**. There are 2 Uber Frills here, each surrounded by 3 Zombie Frills. Continue past the houses and follow the path around to the left to the third canyon **5** and glide down into it. Follow the canyon path upwards and it will open out to a small clearing area full of burning trees. This is where Duke's chopper has crashed **6**. Hopefully it's not too late to save Duke.

As TY runs closer, he can see that Duke is under siege by a group of Zombie Frills. Being the hero that he is, TY offers to help him out. Rang the 10 Zombie Frills in the area, but don't become complacent because another horde of 6 Zombie Frills and 4 Pyroquin will appear that TY will need to deal with. After the threat is gone, TY's job will be to escort Duke to safety.



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CINDER CANYON

TIPS

- If Duke gets attacked at any time, he will stop moving and cower. Take care of any enemies around him to start him moving again.
- Duke has suffered injuries in the crash and therefore cannot jump across gaps. TY will have to make bridges to fill the gaps so Duke can walk across.

Go with Duke to the green metal barricade with two exploding crates in front of it. Rang one of the crates to blow up the barricade. Run ahead and defeat the 3 Pyroquin that await on the other side.



In front of TY will be a series of walkways with gaps **7**. TY will have to spin the rock platform in the middle of each gap by ranging the platforms to form bridges that allow Duke to cross. At the end of the walkway there are 3 Electroquin, 5 Zombie Frills and 3 Pyroquin, so be careful. The Electroquin shoot electric charges at TY so it is best if TY goes ahead and dispatches them before concentrating on getting Duke over the walkway. At the end of the walkway there is a rock barricade with 2 exploding crates in front of it. Rang a crate to blow up the barricade. Behind the barricade is a large metal gantry **8**.



There are 2 Electroquin on rock pillars next to the gantry. Once again, it is best to dispatch these as soon as possible as they will shoot at TY with electric charges. TY needs to lower the bridges to allow Duke to travel across the gantry. TY simply has to shoot the bridges with his rangs to get them to fall into place. There are 4 bridges in total. Be careful - if TY falls off the gantry as there are 3 groups of 3

Zombie Frills hiding underneath.

Once TY reaches the end of the gantry he'll be back on the ground. A short distance to the right is the third and final obstacle **9**. There are a number of rock ledges that TY and Duke need to jump up and since Duke can't jump, he'll need a lift. Directly in front of TY there is a purple crystal Grav Block and to the left a purple crystal pressure pad on top of a rock pillar. If TY steps on the pressure pad, the floating platform will lower and allow Duke to step on. Once Duke is on the platform, hop off the pad and the platform will move back to its starting position taking Duke with it.

There are 3 Zombie Frills at the top of the first rise and 3 more across the gap to the left. There are 4 Electroquin at the top of the second rise and 3 more across the gap to the left. Once again, TY should dispatch the Electroquin before helping Duke across the obstacle so that they don't continually shoot electric charges at him.

Hop on the first pressure pad and Duke will run onto the Grav Block once it has dropped to the ground. Hop off the pad to raise it. Jump up the rock ledges to where Duke has been lifted and hop onto the next purple pressure pad. The second platform will drop and Duke will hop on. Jump up to the top of the rock face and there will be a third and final pad. Standing on it will pull the platform across the gap towards TY. Once Duke is on the platform, jump on with him and it will move to the other side.



Once the platform reaches the other side, run with Duke down the path. The Rescue Wing will arrive to carry Duke to safety and TY will receive 1000 Opals as a reward.

HDA ANNOUNCEMENT:

We've tracked down Maurie.
Now, I don't have time to explain,
but if you ever want Maurie to rejoin
Bush Rescue,
you'll have to go and beat him in the
Big Race.
Well, what are you waiting for?



TY can now continue to explore Cinder Canyon or leave by gliding down from the cliff and turning right into the tunnel back to Razorback Stream.



PICTURE FRAMES

1 Requirements: none

Upon entering Cinder Canyon there is a yellow directional arrow to the left of the gate. Just above this there is a Picture Frame sitting on a rock ledge. If TY stands to the left of the arrow he can jump up, ledge grab and pull himself up onto the ledge to collect the Picture Frame.

2 Requirements: none

Follow the path through Cinder Canyon until TY reaches the entrance to the first canyon [2]. To the right of the canyon entrance there is a ledge with five rock pillars on it. Jump up the pillars from shortest to tallest to collect the Picture Frame sitting on the final pillar.



3 Requirements: none

Follow the path through Cinder Canyon until TY reaches the first canyon [2]. Follow the path through the canyon until he reaches a drop between two danger signs. Jump off and glide down. At the bottom of the drop, there are three rock pillars leading up to five floating platforms. Jump up the rock pillars and then across the first four floating platforms to reach the Picture Frame sitting on the fifth floating platform.

4-8 Requirements: 1 x Earth Stone

Follow the path through Cinder Canyon until TY reaches the second canyon [3]. At the end of the second canyon jump up the rock ledges until TY reaches the yellow directional arrow on the left side of the third ledge. There is a section of smash-able rock wall to the left of the arrow (it has cacti on it). Equip a Rang Chassis with an Earth Stone and rang the wall to smash it. Follow the new path around and jump up to the rock ledge at the end. There is another smash-able rock wall

here. Rang it. Behind the smash-able wall TY will find a secret room containing five Picture Frames.

9 Requirements: none

This Picture Frame is located next to Duke's crash site so TY simply has to make his way through Cinder Canyon until he reaches Duke's position [6]. To the right of the crash site there is a Picture Frame sitting next to a burning tree and bush.

10 Requirements: none

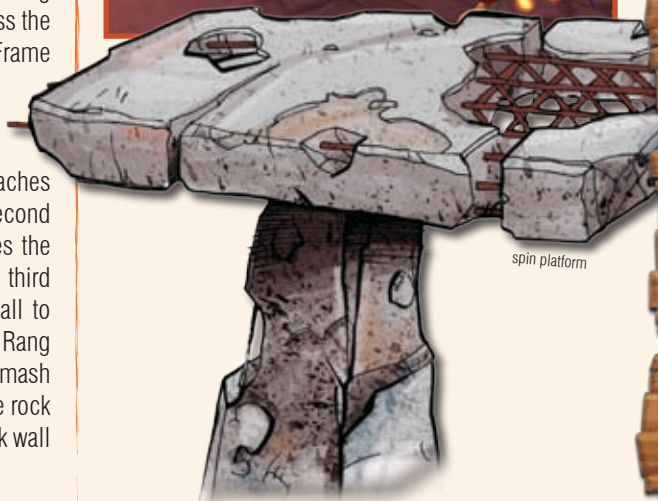
If TY makes his way through Cinder Canyon past Duke's Crash site [6] and through to the next section with the rock spin platforms [7], there will be a Picture Frame directly underneath the first stone platform. If TY jumps down to collect it he can get back up by using the ramp to the side.



BILBIES

1 Requirements: 1 x Fire Stone

Upon entering Cinder Canyon TY should follow the path to the right, jump up the stone ledges and continue to follow the path to the left. Just past the second Dunny Checkpoint the road splits [1]. Turn right into a Spider infested path. Equip a Rang Chassis with a Fire Stone to burn away the spider webs and clear a path to the Bilby who is trapped behind a web.



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CINDER CANYON

2 Requirements: Lash Chassis and 1 x Warp Stone

Follow the path through Cinder Canyon until TY reaches the first canyon [2]. He should then follow the path through the canyon until he reaches a drop with a danger sign on each side. Jump off and glide down. At the bottom, follow the path past the three rock pillars to the start of the second canyon [3]. To the right of the start of the second canyon there are three rock ledges. TY can jump up the first two but the third is too high. If he looks up he will see a Warp Crystal floating above the third ledge. Equip the Lash Chassis with a Warp Stone and rang the Warp Crystal so that TY gets pulled up onto the ledge. There are three red Opal Bags and behind the bushes TY will find the trapped Bilby.



3 Requirements: none

If TY makes his way through Cinder Canyon until he reaches the large metal gantry [8]. At the third corner of the scaffold (just past the first bridge) there is a rock ledge that TY can jump off the bridge onto. There is a Bilby trapped behind the bushes on this ledge.



RANG STONES

1 FIRE STONE

Requirements: 1 x Air Stone

Follow the path through Cinder Canyon until TY enters the small town [4]. Get on the veranda of the house on the left and find the blue generator. Equip a Rang Chassis with an Air Stone and rang the generator to activate it. Once activated, a number of floating platforms will appear in the third canyon [5]. If TY goes to the start of the third canyon, he will be able to jump onto the first floating platform, then onto a rock ledge protruding from the canyon wall. If he continues to jump over the floating platforms and rock ledges he will reach the final ledge which holds the Fire Stone.



2 WATER STONE

Requirements: none

Once TY has completed his mission and Duke has been taken to safety by the Rescue Wing, TY can return to the area with the rock spin platforms [7]. If he jumps down into the pit and goes over to the ramp leading up, he will find a scrub turkey. The scrub turkey is carrying a Water Stone, TY must chase it and bite it to get the Water Stone from it.



3 FIRE STONE

Requirements: Earth Stone

TY needs to make his way through Cinder Canyon until he reaches the final area [9] with the purple crystal platforms and pressure pads. Jump up all of the rock ledges until TY is at the exit of the area. Follow the ledge around to the right until he finds the smash-able wall section behind the

tree and shrubs. Equip a Rang Chassis with an Earth Stone and rang the cracked wall section to reveal the hidden room containing the Fire Stone.



KROMIUM ORBS

1 Requirements: none

Upon entering Cinder Canyon TY should follow the path to the right, jump up the stone ledges and continue to follow the path to the left. Just past the second Dunny Checkpoint the road splits **1** and there are six rock pillars on the left path. Jump up the first three pillars and chainbite the row of spyeggs leading to the fourth pillar. If he repeats this process to get to the fifth and sixth pillars, then he can get the Kromium Orb which is sitting on top of the sixth pillar.

2 Requirements: 1 x Ultra Stone

Follow the path through Cinder Canyon until TY reaches the entrance to the first canyon **2**. Continue to follow the path through the canyon until he reaches three platforms floating high above the path. Equip a Rang Chassis with a Ultra Stone and use TY's View to look around until he sees the invisible button **2**. Rang the button so that the platforms move and become like steps which TY can jump up to collect the Kromium Orb.

3 Requirements: 1 x Ultra Stone

Follow the path through Cinder Canyon until TY enters the small town **4**. If TY jumps onto the roof of one of the houses (jump onto the balcony first) and then equips a Rang Chassis with an Ultra Stone, he can then go into TY's View to look up into the sky between the two houses. There is an invisi-crate floating high in the sky between the two buildings. If TY rangs the crate, the Kromium Orb will fall down to him.

4 Requirements: 1 x Earth Stone

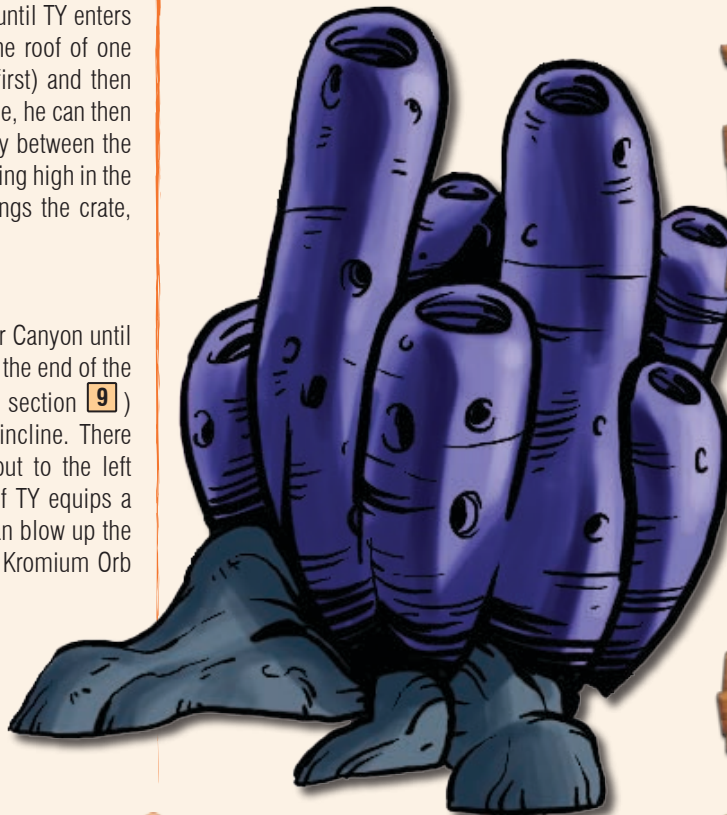
TY should follow the path through Cinder Canyon until he crosses the large metal gantry **8**. At the end of the gantry (before the entrance to the next section **9**) turn to the right and go up the small incline. There will be 3 Zombie Frills to TY's right but to the left there is a smash-able section of wall. If TY equips a Rang Chassis with an Earth Stone, he can blow up the cracked section of rock and collect the Kromium Orb from the secret room.



GOOBOO BERRIES

1 Requirements: 1 x Earth Stone

Follow the path through Cinder Canyon until TY reaches the second canyon **3**. At the end of the second canyon jump TY up the rock ledges until he reaches the yellow directional arrow on the right side of the third ledge. There is a section of smash-able rock wall to the right of the arrow (it has cacti on it). Equip a Rang Chassis with an Earth Stone and rang the wall to smash it. Follow the new path around and jump to the rock ledge at the end. Turn around and TY will see a grindrail. Jump on the grindrail and grind along it (make sure to jump the gaps) until TY reaches the floating platform. Jump on the platform and collect the Gooboo Berry.



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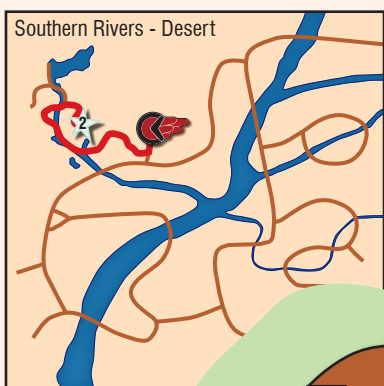
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THE BIG RACE

THE BIG RACE


Maurie has bet his Watering Hole on the Big Race so he can win and retire. If TY wants to get Maurie back to Bush Rescue, he must defeat Maurie and the other racers in an outback demolition derby.

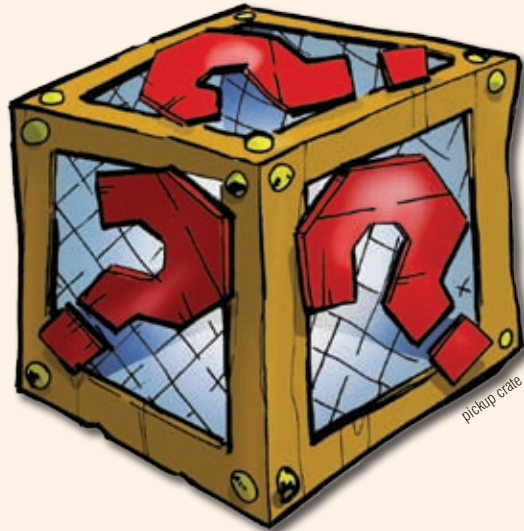


At the exit of New Burrumudgee, just before the Crabmersible Parking Bay there is a footpath to the right. The path leads into an area called Razorback Stream. Follow the stream around to the left, past the entrance gate to Cinder Canyon and then turn left. Watch out for the 5 Zombie Frills directly in front of the gate and the 3 Protoquin to the left. Follow the path until TY reaches the stream again and there will be 3 Zombie Frills directly in front of him, on the opposite bank. Dispatch the Frills and continue following the path to Maurie's Watering Hole. TY will find Maurie sitting on a signpost with a green arrow pointing down on him. Talk to Maurie to enter the Cart race.



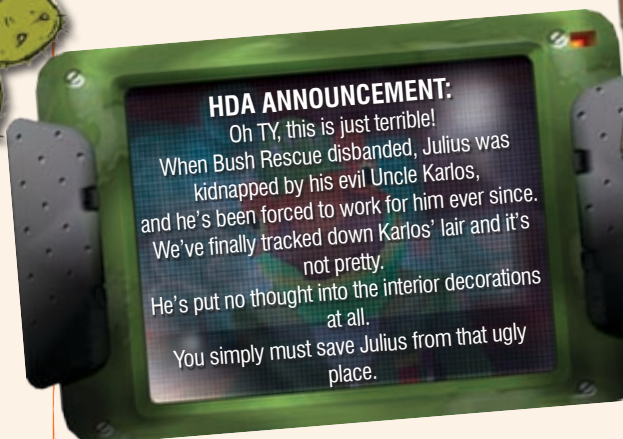
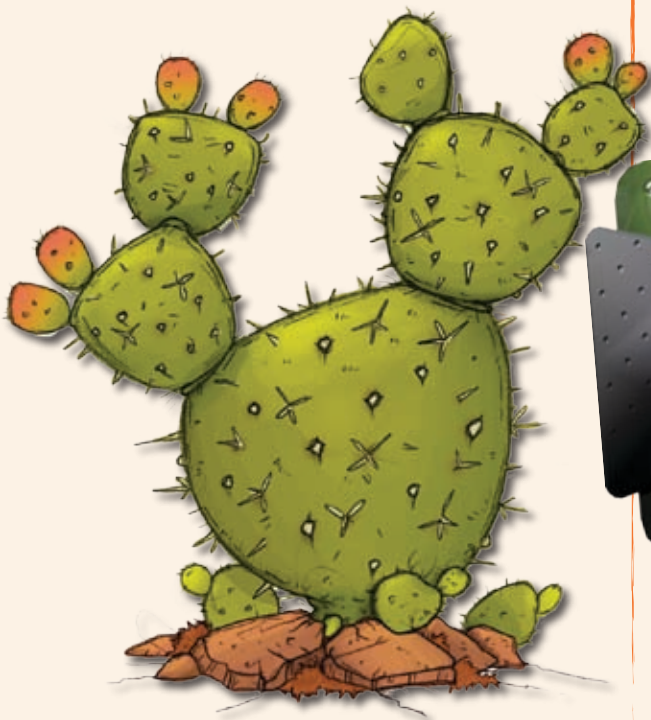
There are eight racers in total and TY must knock out all of the other racers to be the only one remaining within the five minute time limit.

Each racer has four hit points, this is represented by the red and yellow health bar above each Cart. Use the pickups in the crates  to get ammunition to shoot at the other players.



Once TY has defeated all of the other racers, he finds out that Maurie bet his Watering Hole on the outcome of the race and has now lost it. Dennis appears to let him know that he purchased it. Dennis gives the Watering Hole back to Maurie who then agrees to rejoin Bush Rescue.

As a reward for winning the race TY gets an Ultra Stone and 500 Opals.



Once the mission is complete, TY can continue to compete in the Cart race, now run by Chockers. It costs 100 Opals to enter the race and TY can win 1000 Opals if he wins the race again or 1500 Opals if he beats his best time.

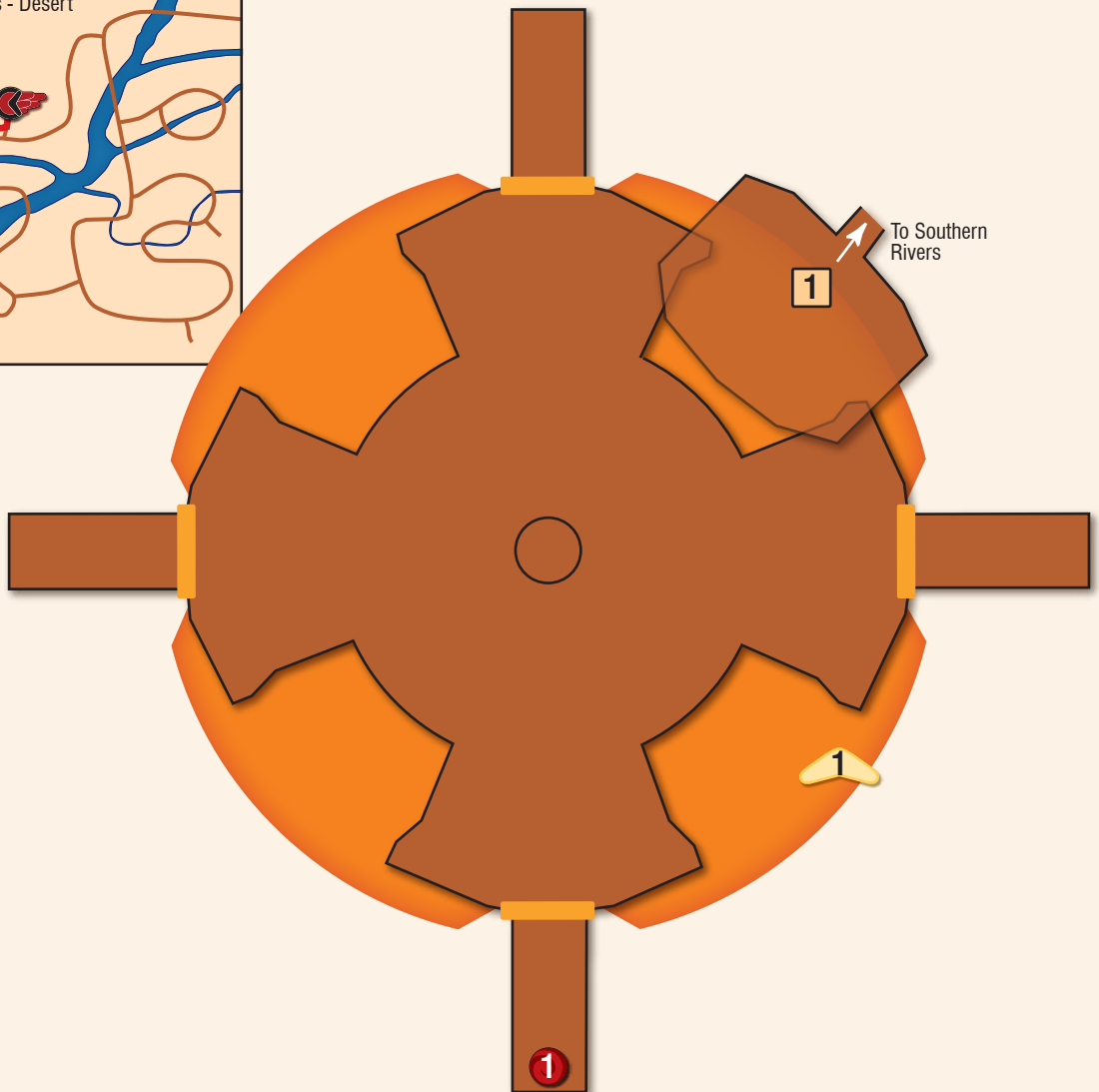
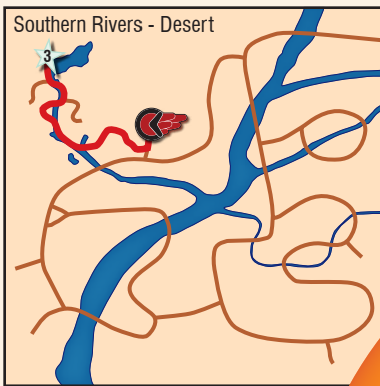
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RESCUE JULIUS

Julius is imprisoned in his Uncle Karlos' lab, where he is being forced to create all manner of robot monstrosities for Karlos' illegal Battle Arenas. TY must survive Karlos' dreaded Battle Arena in order to win Julius' freedom.



At the exit of New Burrumudgee, just before the Crabmersible Parking Bay, there is a footpath to the right. This path leads into an area called Razorback Stream. Follow the stream around to the left, past the entrance gate to Cinder Canyon and then turn left. Watch out for the 5 Zombie Frills directly in front of the gate and 3 Protoquin to the left. Follow the path until TY reaches the stream again, there will be 3 Zombie Frills directly ahead at the start of the path to Maurie's Watering Hole. Follow the stream around until TY reaches a metal gateway. This is the entrance to Battle Arena Epsilon.

Run through the metal corridor and enter the Battle Arena control room **1** where Karlos makes a deal with TY. If TY can survive the Battle Arena, then he may just consider letting Julius go.

TY gets into the Shadow Bunyip and prepares for battle. There are 3 waves of enemies:

ARENA

Wave 1	Wave 2	Wave 3
5 x Uberquin 5 x Electroquin	5 x Uberquin 15 x Uber Frill	5 x Lavaquin 5 x Uberquin

If TY doesn't have access to the Shadow Beam or Grav Grenade power-ups try pushing the enemies into the lava using the Bunyip Punch. Each punch will decrease the enemies' health, though falling into the lava will decrease their health a lot faster. Watch out that TY doesn't get too over-excited and follow the enemies into the lava as Shadow Bunyips melt pretty quickly too!

TIPS

Try punching or shooting the exploding crates to take out multiple enemies at once. Quinkan will receive massive damage from these blasts and no Quinkan can survive the double-whammy of being first blasted into the air by a Boom Crate and then landing in the hot lava at the edges of the Arena Floor.

Once all the enemies have been defeated, TY confronts Karlos who refuses to set Julius free. Luckily Shazza uses the diversion created by TY to break Julius free. Shazza and Julius return to New Burrumudgee and TY is rewarded with a Water Stone and 1500 Opals for completing the mission.

TY can now talk to Karlos and re-enter the Arena to win fortune and glory. To enter the Arena again will cost TY

HDA ANNOUNCEMENT:

TY, mate.
I've just received an emergency intelligence report.
Apparently the Quinkan have secretly been growing a weapon called a Flying Fortress - and they've just taken to the skies.
Luckily we've been developing a little something of our own on the sly, he he he.
Go see Duke and he'll brief you on the capabilities of the new Gunyip.

250 Opals and if he can once again survive he will win 1000 Opals. For 500 Opals TY can try either a Timed Arena battle or a Melee Arena battle to win 1500 Opals.

During the Timed Arena battle TY must defeat all three waves of enemies within the allocated five minutes.

TIMED ARENA

Wave 1	Wave 2	Wave 3
5 x Electroquin 5 x Lavaquin	5 x Uberquin 15 x Uber Frill	10 x Uberquin

During the Melee Arena battle TY must defeat all enemies using only the Bunyip Punch - though he can still punch the Boom Crates to take care of nearby groups of Quinkan.

MELEE ARENA

Wave 1	Wave 2	Wave 3
10 x Uberquin	5 x Lavaquin 15 x Uber Frill	5 x Electroquin 5 x Uberquin



RANG STONES

1 FIRE STONE

Requirements: none

Once Julius has been rescued, TY needs to re-enter the Arena by talking to Karlos and accepting another Arena Battle. Once inside the Arena go to the end of the second corridor to the left of Karlos' control room and activate the Bunyip Punch Button **1** by hitting it until all eight lights have popped out. Go back out into the Arena, turn right and jump up the sliding platforms that have now become active to collect the Fire Stone.



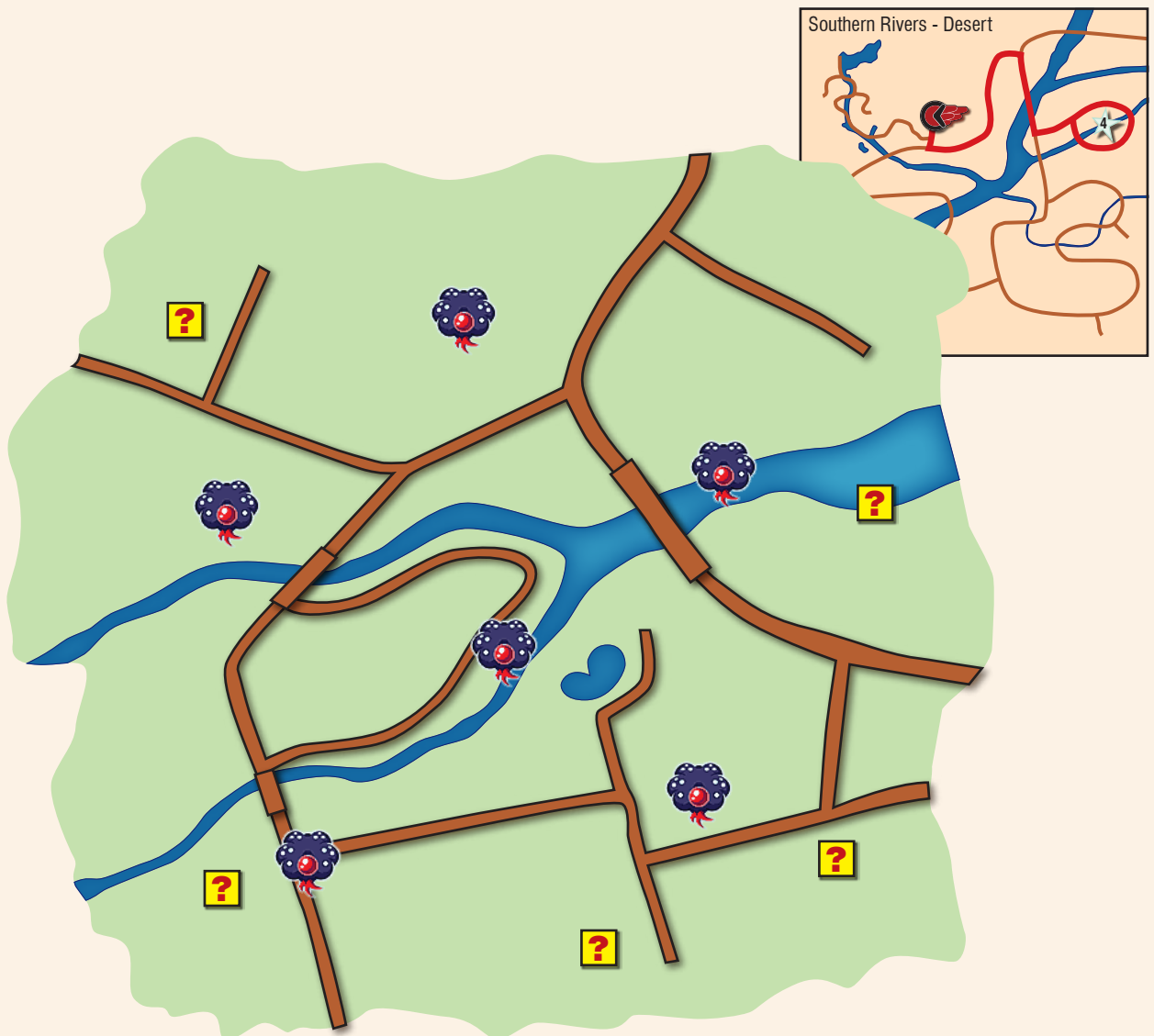
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ALL YOUR BASE

The Quinkan have developed Flying Fortresses to rain down terror from the sky. TY takes to the skies in a Gunyip, with his trusty wing men Ken and Duke as backup. They must destroy the 6 Quinkan Flying Fortresses that are laying waste to the towns of Southern Rivers.



OFFICIAL STRATEGY GUIDE

Upon exiting the New Burrumudgee elevator, go straight ahead; the previously blocked gateway is now open. In the gateway, TY will find a Crabmersible parked in a Parking Bay. Get into the Crabmersible.



Once in the Crabmersible, turn left and follow the road, through a group of 3 Zombie Frills, 3 Pyroquin, and a large group of 11 Zombie Frills. Thankfully, there are Shooter Koalas helping out in this area. Keep following the road until TY reaches the wooden barriers blocking the road. 6 Pyroquin, 2 Quinkan Turrets and 6 Quinkan Mines are located in front of the barrier. Luckily the Crabmersible can easily break through the barriers. There are 6 more Pyroquin, 2 Quinkan Turrets and 4 Quinkan Mines after the barrier. Turn right at the intersection and TY will be attacked by 3 more Zombie Frills. About halfway along the wooden bridge there are 3 more Zombie Frills followed by another intersection where TY should turn left. The way will once again be blocked by wooden barriers protected by 9 Protoquin, 6 Quinkan Mines and 4 Quinkan Turrets.



Break through the barriers and follow the circular road around until TY reaches the opening with the Crabmersible Parking Bay. Watch out for the group of 3 Protoquin and the 3 Zombie Frills nearby. Park the Crabmersible and talk to Duke.

This mission takes place in a Gunyip in the air and TY will need good reflexes because there are missiles, mines and Skyquin coming at TY from every direction, as well as Spiderquin firing at TY from the ground. The number one priority in this level is to destroy the large Flying Fortresses. There are six of them in total.

TIPS

There are two ways to destroy the Flying Fortresses:

1. Destroy the pods on both sides of the fortress. Once all six have been destroyed, the Flying Fortress will crash to the ground.
2. Shoot the red eye in the middle of the ship three times. TY can only land a hit when the eye is open. After a successful shot it will close up for a few seconds.



To destroy the large Spiderquin walking below, aim using the yellow reticule on the ground. Once the Spiderquin is lined up, the reticule will turn red. Fire the bomb.



Once TY has destroyed the 6 Flying Fortresses he will be rewarded with a Fire Stone and 1000 Opals.

HDA ANNOUNCEMENT:

Look, I've had a few calls from some worried mums.

It seems a bunch of kids have gone missin'. No matter what their folks say, these kids refuse to stop racing their little carts, even during Quinkan attacks.

You'll know when you've found 'em, they answer to the name of the Redback Gang.

Once the mission has been successfully completed TY can still go back and defeat the Flying Fortresses again. He will receive 500 Opals each time the mission is completed.



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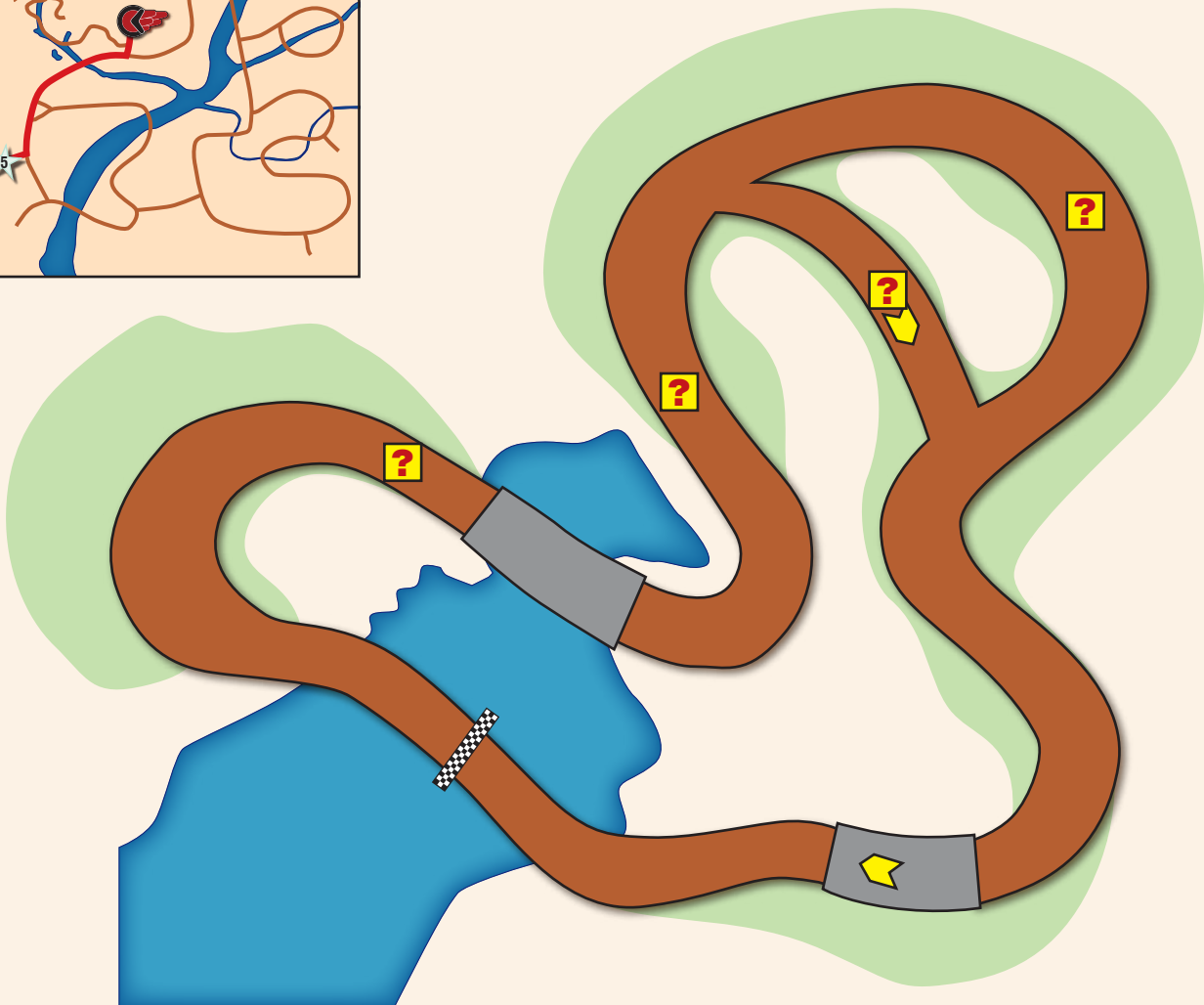
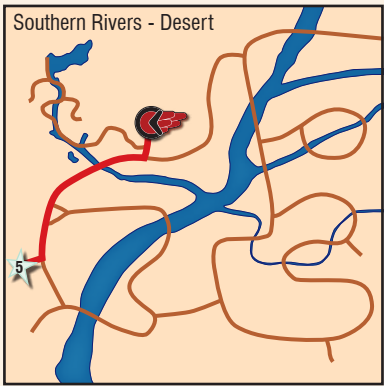
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EXPERI MENTAL CART

Redback Russ, Thorn and Jack have outdone themselves. They have souped up one of their Carts so much that even they are scared to test it. Somehow, TY gets suckered into testing the Cart.



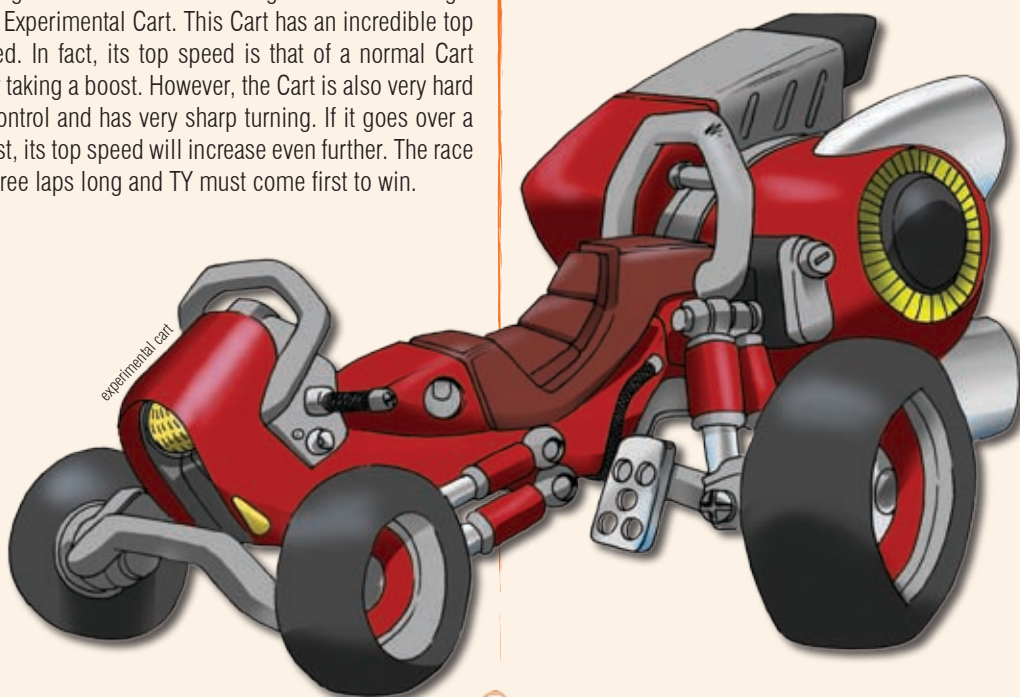
Exit the New Burrumudgee Crabmersible Parking Bay, turn right and follow the Highway past the 3 Zombie Frills. Cross the bridge, but beware of the 3 Protoquin and 3 Zombie Frills guarding it. A little past the bridge there are 8 Zombie Frills to the right of the road. Further along there is an intersection with 3 Protoquin, 3 Flying Fortresses, 3 Pyroquin, 8 Quinkan Mines and 6 Zombie Frills.



Go straight through the intersection and TY will enter Windy Plains. Take the first right turn and park in the Crabmersible Parking Bay. Redback Jack, Thorn and Russ are standing next to a Cart shack. Talk to them to enter the race.



During the race TY will be driving the Redback Gang's new Experimental Cart. This Cart has an incredible top speed. In fact, its top speed is that of a normal Cart after taking a boost. However, the Cart is also very hard to control and has very sharp turning. If it goes over a boost, its top speed will increase even further. The race is three laps long and TY must come first to win.



Upon winning the race, TY will receive a Fire Stone and 500 Opals.



Once the mission is complete, TY can continue to compete in the Cart race, now run by Chockers. It costs 100 Opals to enter the race and TY can win 1000 Opals if he wins the race again or 1500 Opals if he beats his best time.



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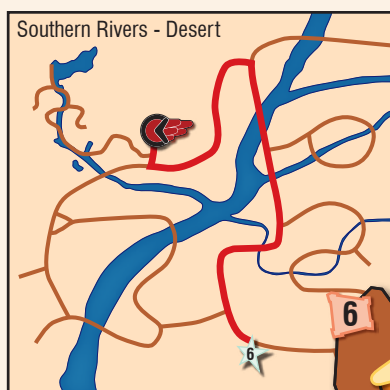
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BLACKWOOD BLIZZARD 1

QUINKAN ARMAFA

The Quinkan are preparing another attack. TY must use the Shadow Bunyip to fight his way deep into the Quinkan stronghold in Blackwood Blizzard and defeat the Quinkan General.



From the New Burrumudgee Crabmersible Parking Bay turn left and follow the Highway through a group of 3 Zombie Frills, 3 Pyroquin, and a large group of 11 Zombie Frills. Thankfully, there are Shooter Koalas helping out in this area. Keep following the road until TY reaches the wooden barriers blocking the road. 6 Pyroquin, 2 Quinkan Turrets and 6 Quinkan Mines are located in front of the barrier. Luckily the Crabmersible can easily break through the barriers. There are 6 more Pyroquin, 2 Quinkan Turrets and 4 Quinkan Mines after the barrier. Turn right at the intersection and TY will be attacked by 3 Zombie Frills. About halfway along the wooden bridge there are 3 more Zombie Frills and then another 3 at the end of the bridge.



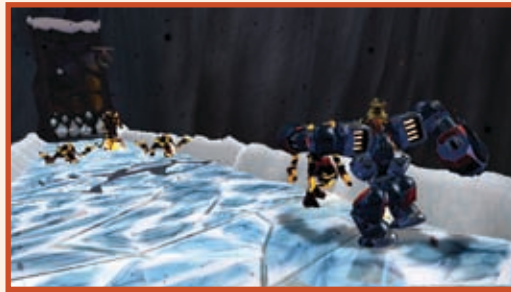
After the bridge there is an intersection under attack from 3 Flying Fortresses and 3 Zombie Frills. Follow the road straight through the intersection and over the next wooden bridge into Cockatiel Way. There are 3 Electroquin on the bridge. Past the bridge there is a Crabmersible Parking Bay followed by 3 Zombie Frills and another intersection.

The intersection is under attack from 3 Zombie Frills, 2 Flying Fortresses, 9 Electroquin, 7 Quinkan Mines and 2 Quinkan Turrets. The roadway is also blocked by wooden barriers. Break through the barriers and follow the road straight through the intersection. There is a Crabmersible Parking Bay on the right side of the road between a group of 3 Zombie Frills and 4 Quinkan Turrets protected by 6 Electroquin. Park the Crabmersible to enter the enclosure. There is a Mobile HQ shop here where TY can purchase Bunyip upgrades. Go over to Sly who is standing beyond the Rescue Wing and talk to him to commence the mission.

TY is in the Shadow Bunyip as soon as Sly drops him off [S]. The first thing he is faced with is 6 Uberquin. Around to the left is a metal gantry [1]. Follow the gantry around until TY reaches the raised gate. Once TY passes through under the gate it will fall and he will be trapped with several Uberquin [2]. He must defeat all 15 before he can move on.



Once the 15 Uberquin have been defeated the gates will open, so go through the gate onto the ice bridge. As TY steps onto the ice bridge the gate will once again shut behind him and he will be faced by Lavaquin. Once all 10 have been defeated the gates will reopen. Run across the bridge and through the next gate, which will close behind TY [3]. Now defeat 15 more Uberquin to continue. Jump up the ice steps to the left and through the newly opened gate.



There is a chasm of lava here with five snow topped pillars [4]. Use the pillars as stepping stones to the next section, where TY will face the Magmaquin [E]. Beware of the Lavaquin and lava balls that the Magmaquin will throw at TY.



TIPS

The Magmaquin has one weak spot: its back. Simply wait for it to turn around and punch or shoot it to cause damage.

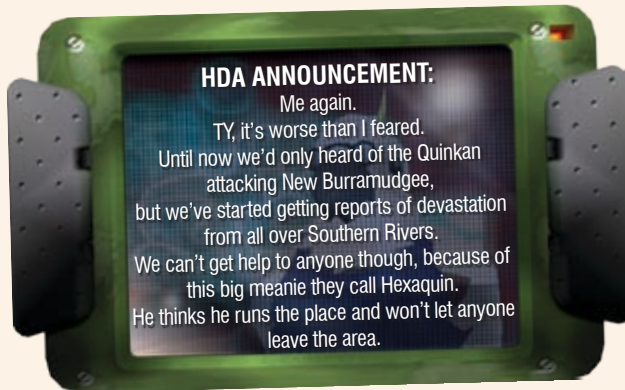


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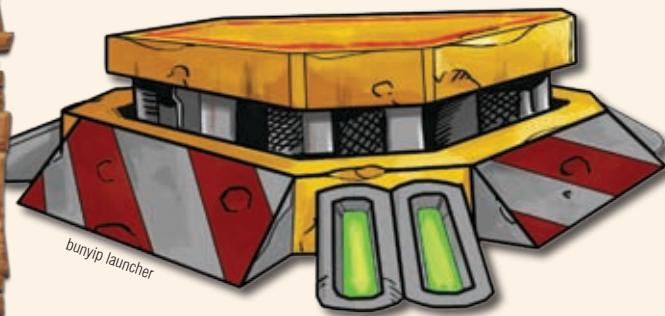
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Once the Magmaquin has been defeated, Sly will pick TY up in the Rescue Wing and return him to Cockatiel Way in Southern Rivers. TY receives 1000 Opals for successfully completing the mission.



BILBIES

1 *Requirements: Grav Grenade or Satellite Strike*
Once TY has been dropped in Blackwood Blizzard, if he follows the right wall around he will come across a roundish patch of ice. This ice can be smashed using either the Grav Grenade with the Shadow Bunyip or the Satellite Strike with the Extreme Bunyip. Once the ice has been smashed TY can drop into the underground cave. In the cave there is a group of Smash Crates, smash the crates to find the hidden Bilby. Use the Bunyip Launcher to get out of the cave.



2 *Requirements: none*
Upon being dropped in Blackwood Blizzard TY should run forward to the metal gantry, go over the first corner on the gantry and then jump down to the left onto a ledge. There is a tree and some rocks on the ledge, the Bilby is sitting on top of the largest rock. Follow the wall around to the left, jump down onto a lower ledge (contains Smash Crates and a Picture Frame) and then across the lava to the next ledge, watch out, as there is an Uberquin on this ledge. Hop onto the Bunyip Launcher which will launch TY over onto a small island in the lava. There is another Bunyip Launcher there which will launch TY back up onto the metal gantry.

3 *Requirements: Grav Grenade or Satellite Strike*
Follow the path through Blackwood, over the ice bridge, turn left and go up the steps. TY should now be facing a chasm of lava with five snow topped pillars. There is a Quinkan wall (grey with purple veined membrane) to the right of the lava. Use either the Satellite Strike (Extreme Bunyip) or charge the nearby yellow plant with the Shadow Beam (Shadow Bunyip) to destroy the wall. There is a tree inside the hidden room behind the wall, the Bilby is hanging from one of the branches.



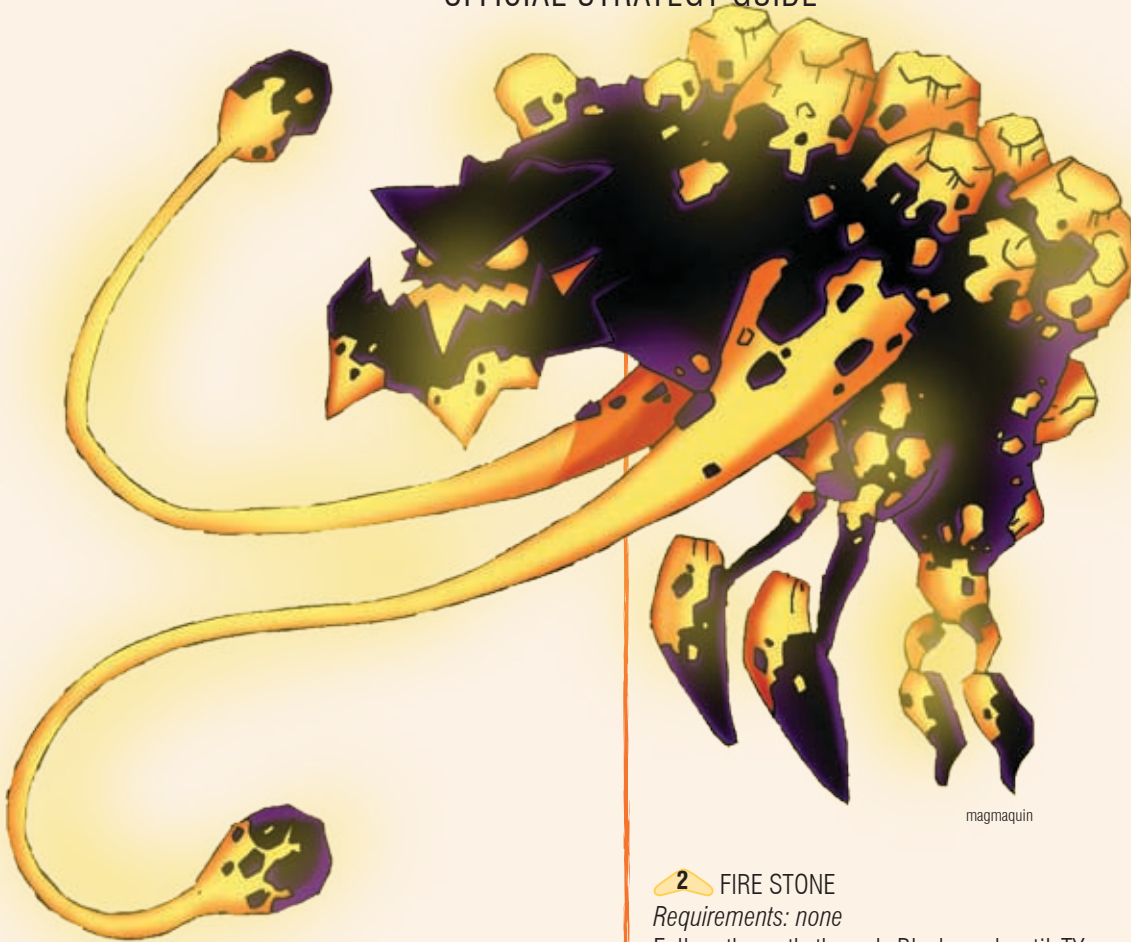
PICTURE FRAMES

1 *Requirements: none*
Upon being dropped in Blackwood Blizzard TY should run forward to the metal gantry, go over the first corner on the gantry and then jump down to the left onto a ledge, there is a tree and some rocks on the ledge (and a Bilby). Follow the wall around to the left, jump down onto the lower ledge. There are three Smash Crates on the ledge, break them open to retrieve the Picture Frame. Jump across the lava to the next ledge, watch out, as there is an Uberquin on this ledge. Hop onto the Bunyip Launcher which will launch TY over onto a small island in the lava where there is another Bunyip Launcher which will launch TY back up onto the metal gantry.

2 *Requirements: none*
Follow the path through Blackwood until TY reaches the ice bridge. Go to the middle of the bridge and jump off, taking care to land on the small island below. There are five Smash Crates on the island, one of which contains a Picture Frame. Use the Bunyip Launcher to get back up onto the ice bridge.

3 *Requirements: Grav Grenade or Satellite Strike*
Follow the path through Blackwood, over the ice bridge, turn left and go up the steps. TY should now be facing a chasm of lava here with five snow topped pillars. There is a Quinkan wall (grey with purple veined membrane) to the right of the lava. Use either the Satellite Strike (Extreme Bunyip) or charge the nearby yellow pod with the Shadow Beam (Shadow Bunyip) to destroy the wall. There is a Picture Frame inside the hidden room behind the wall.





magmaquin

2 FIRE STONE

Requirements: none

Follow the path through Blackwood until TY reaches the ice bridge. Go to the middle of the bridge and jump off, taking care to land on the small island below. There is a purple crystal button on this island. If TY stands on it, it will cause a number of stepping stones sitting in the lava to move into a new position, TY can now use these stepping stones to move over the lava and pick up the Fire Stone. Use the stepping stones to get back to the island and the Bunyip Launcher to get back up onto the ice bridge.



RANG STONES

1 WATER STONE

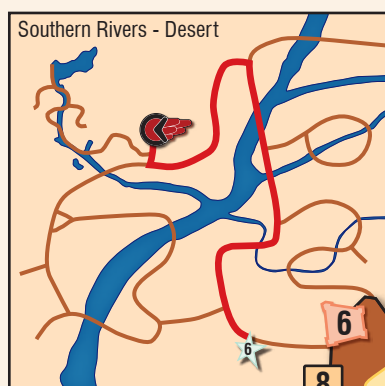
Requirements: none

Upon being dropped in Blackwood Blizzard TY should run forward to the metal gantry. Halfway along the gantry, there is a Bunyip Punch Button ① attached to the railing. By hitting the button until all eight lights have popped out, a series of floating platforms will appear and create a formation which the Bunyip can use to jump across to the ledge on other side of the lava. After the final floating platform, TY should jump onto the top metal platform sticking out of the wall. There is another Bunyip Punch Button here ②, which when activated, will cause the metal platforms below to retract one by one, from top to bottom. The Bunyip will drop down each level of platforms until the final one retracts and TY collects the Water Stone. The Bunyip will land on the Bunyip Launcher which will launch TY over onto a small island in the lava where there is another Bunyip Launcher which will launch TY back up onto the metal gantry.



EGG HUNT

The Quinkan have started breeding replacements for the Magmaquin. TY must return to Blackwood in the Extreme Bunyip and destroy all of the Quinkan Eggs before they hatch.



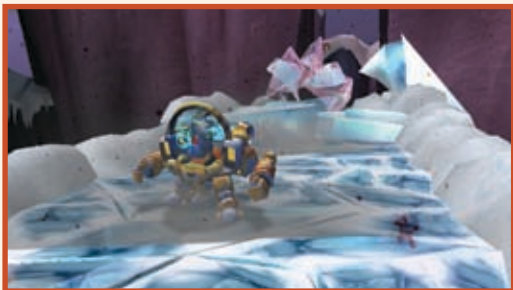
OFFICIAL STRATEGY GUIDE

Once TY has completed Quinkan Armada he will be able to re-enter Blackwood. Before he does he should go to the Mobile HQ shop and buy the Satellite Strike Bunyip upgrade from Naomi. Talk to Sly and he will fly TY back to the Blackwood Blizzard. Using the Extreme Bunyip, TY will need to destroy all eight Quinkan Eggs which are marked on the location map in the bottom right corner of the screen.

Upon arrival, TY will be faced by 6 Uberquin. There is also one egg here **1**, so use the Satellite Strike to destroy the Uberquin and the egg.



Cross the metal gantry and go through the gateway. Uberquin will appear in the area beyond the gate and there will be 15 in total for TY to defeat. Continue through the next gate and onto the ice bridge, but beware, as this time the bridge will fall as TY runs over it. There may also be Lavaquin along the bridge. The best strategy is simply to run over the bridge as fast as possible and go through the gateway.



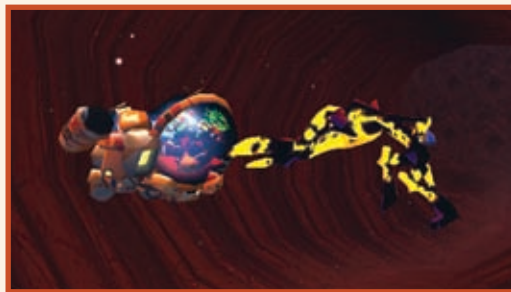
There will be 15 more Quinkan beyond the gate to defeat. Jump up the ice steps to the left and through the gate. There is a chasm of lava here with five snow topped pillars. Either use the pillars as stepping stones or swim through the lava to the next section. To the far right near a pool of lava there is another egg **2**. Destroy it and then head back towards the pillars. Across from the

pillars, to the right there are stone steps. Jump TY up these to get to the third egg **3**.

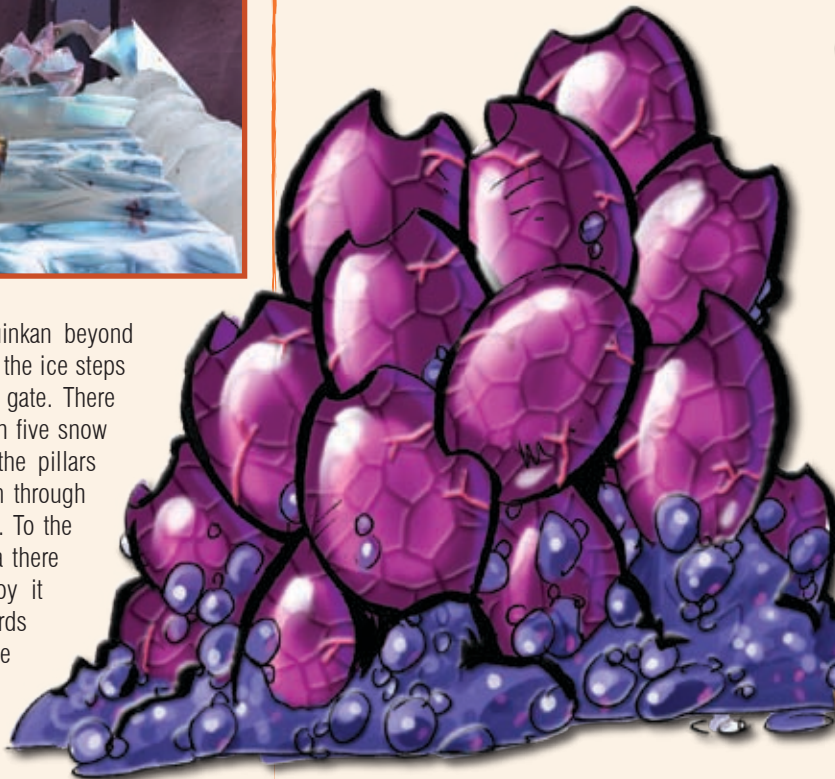
Return over the lava chasm using the pillars to get back up. Go back down the ice steps and go through the second gate on the right. There are 7 Uberquin guarding the fourth egg **4**. Defeat them and destroy the egg.

Jump into the lava pool next to the destroyed egg and swim into the tunnel at the bottom, watching out for Lavaquin lurking in the lava tunnel. Follow the tunnel through to the chamber holding the fifth egg **5**. There are 5 more Uberquin here.

Don't you think it's great that TY never gets tired?



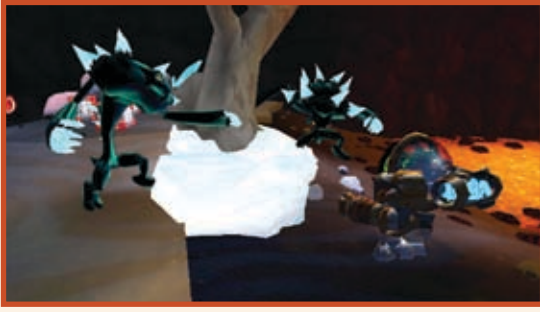
Use the lava tunnel to return to the location of the fourth egg, then follow the wall around to the left until TY reaches an ice crystal. Destroy the crystal and jump down the ice stairs. There are 3 Uberquin guarding the sixth egg **6**, so defeat them and destroy the egg.



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Jump into the small lava pool and swim down into the tunnel. Follow the tunnel through to the far end where there is an Uberquin and the seventh egg **7**.

Jump into the main lava pool and swim over to the central island with the central bridge support on it. TY can then use the rock platforms floating in the lava to get over to the far side of the lava pool. Don't worry if TY falls off - he can just jump back on again. When TY reaches the last rock platform there will be a floating platform on either side that he can use to jump up onto the ledge, where there will be 3 Uberquin waiting for a fight and the eighth egg **8**.



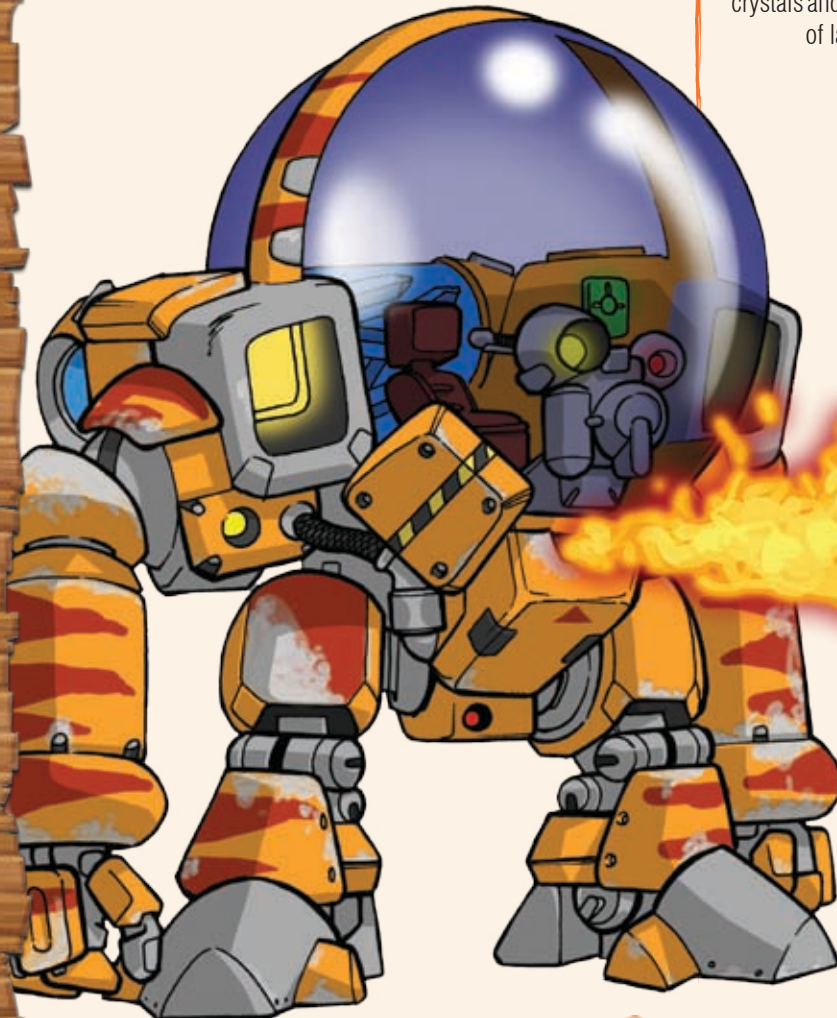
Upon destroying the eighth and final egg, Sly and the Rescue Wing will pick TY up and return him to Cockatiel Way. TY will receive 1000 Opals for successfully completing the mission.



BILBIES

4 Requirements: none

Follow the path through Blackwood, over the ice bridge, turn right and go through the gateway. Pass the Uberquin, and go through the right-hand door. On the far wall there are ice crystals sticking up out of the ground. Destroy the crystals and jump down the ice stairs. There is a small pool of lava beyond the stairs, the Bilby is standing on top of a rock sitting in the lava. Jump over to the rock to save the Bilby.





PICTURE FRAMES

4 Requirements: none

Follow the path through Blackwood, over the ice bridge and then turn left and go up the steps. TY should now be facing a chasm of lava with five snow topped pillars. Cross the lava. On the other side of the lava chasm, head over to the rock ledges and jump up onto the ledge that holds a Smash Crate. Destroy the crate to reveal the Picture Frame hidden inside.

5 Requirements: Grav Grenade or Satellite Strike

Follow the path through Blackwood, over the ice bridge and then turn right and go through the gateway. Pass the Uberquin, and go through the right-hand door. There is a roundish patch of ice in the middle of the area behind the gate. This ice can be smashed using either the Grav Grenade with the Shadow Bunyip or the Satellite Strike with the Extreme Bunyip. Once the ice has been smashed, TY can drop into the underground cave. Inside the cave there is a Smash Crate that contains a Picture Frame. Use the Bunyip Launcher to get out of the cave.

6 Requirements: Extreme Bunyip

Jump into the main lava pool and swim over to the central island with the central ice bridge support on it. TY can then use the rock platforms floating in the lava to get over to the far side of the lava pool. Don't worry if TY falls off - he can just jump back on again. When TY reaches the last rock platform there will be a floating platform on either side that he can use to jump up onto the ledge. There is a group of three Smash Crates, one of which contains the Picture Frame.



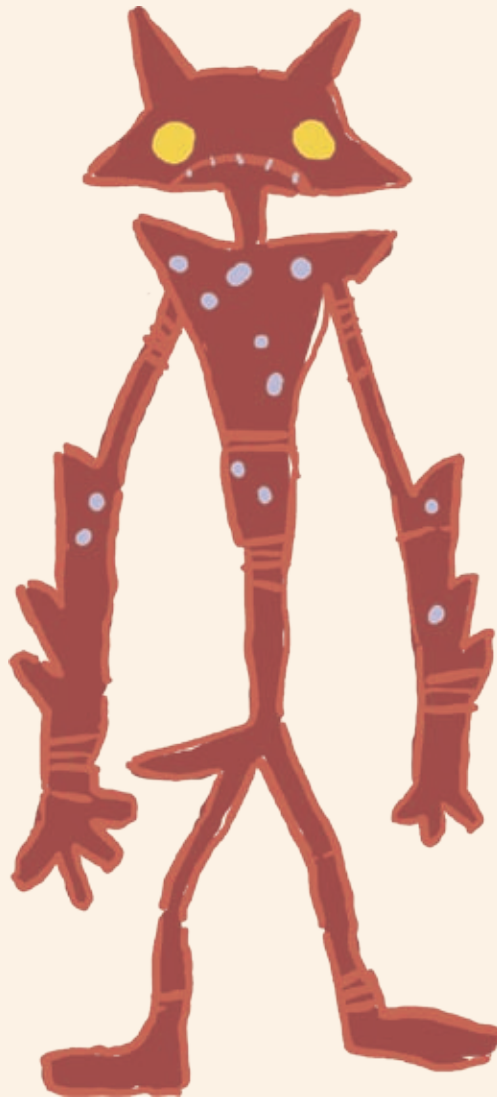
RANG STONES

3 FIRE STONE

Requirements: Extreme Bunyip

Follow the path through Blackwood, over the ice bridge and then turn right and go through the gateway. Pass the Uberquin, and go through the right-hand door. There is a pool of lava in the room beyond the gate. Jump into it and swim down into the tunnel below. Follow the tunnel through to the room that contains the fifth Quinkan egg 5. The Rang Stone is sitting on top of a floating platform. The platform is too high for TY to reach, so he must lower the other two floating platforms in order to reach the stone. There are two large walls of ice. If TY smashes them he will find a Bunyip Punch

Button behind each one 3 and 5. Pressing both buttons will cause the two floating platforms to start moving around the room. If TY jumps onto the lower one and then waits for it to move close to the second one he can jump up onto it and then wait for it to get close enough to the top platform so that he can jump up and collect the Fire Stone.



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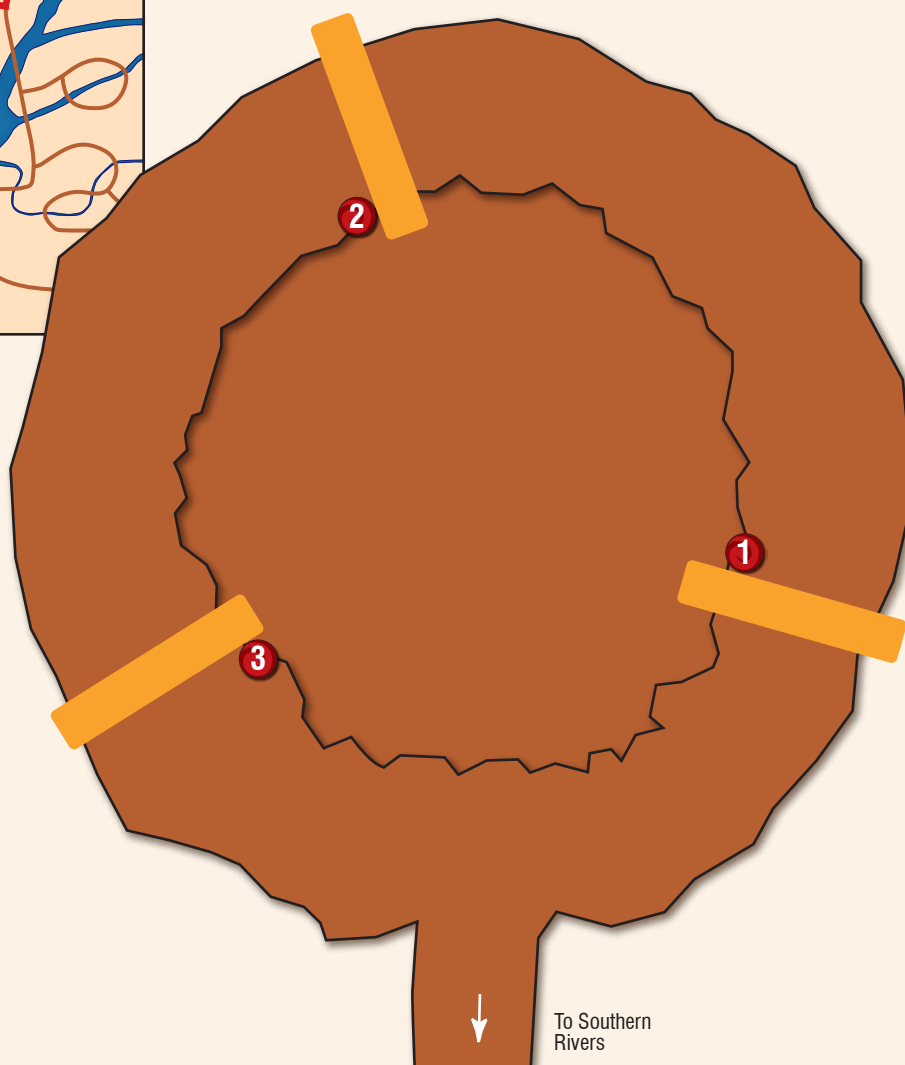
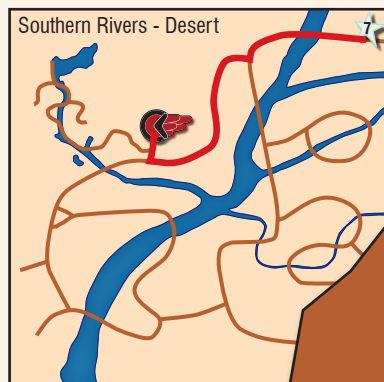
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HEXAQUIN'S LAIR

HEINOUS HEXAQUIN

The Hexaquin is the first boss of the game, guarding the gateway into the Mangrove part of Southern Rivers. TY must defeat the Hexaquin so that he can reach the rest of Southern Rivers to stop the Quinkan invasion from spreading.



From the New Burrumudgee Crabmersible Parking Bay exit turn left and follow the Highway, through a group of 3 Zombie Frills, 3 Pyroquin, and a large group of 11 Zombie Frills. Thankfully, there are Shooter Koalas helping out in this area. Keep following the road until TY reaches the wooden barriers blocking the road. 6 Pyroquin, 2 Quinkan Turrets and 6 Quinkan Mines are located in front of the barrier. Luckily the Crabmersible can easily break through the barriers. There are 6 more Pyroquin, 2 Quinkan Turrets and 4 Quinkan Mines after the barrier. Go straight ahead through the intersection, there are 4 Quinkan Mines and 3 Zombie Frills guarding the way. Cross the wooden bridge with the 3 Zombie Frills at the start. Beyond the bridge there is a Crabmersible Parking Bay. Park the Crabmersible and go through the tunnel to enter Hexaquin's Lair.



The Hexaquin has three phases to its attack. In phase one, it will chase TY around the upper ridge of the arena. While it does this it will shoot Drillquin at TY that will burrow under the ground then pop up into the air. Keep running away from the Hexaquin while dodging the Drillquin and notice that as TY is chased, he will keep passing under gates with buttons beside them **#**. The Hexaquin will stop underneath every second gate. When it does this, hit the button beside the gate and it will close upon it causing one point of damage. Once this has been done three times the Hexaquin will enter the second phase of its attack.

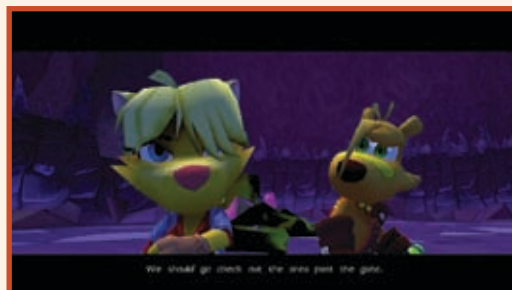


Phase two starts with TY and the Hexaquin jumping down into the centre of the arena. The Hexaquin will start by running backwards and forwards while shooting Drillquin at TY. Simply avoid these attacks and after a few moments the Hexaquin will split in two and move to opposite edges of the arena. A large beam of light that

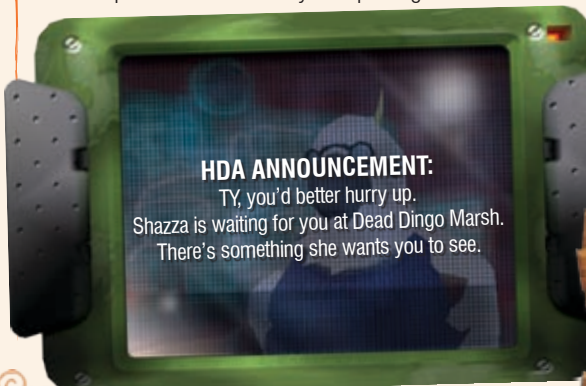
hurts TY if he touches it will then stretch between the two halves and they will run in circles around the edge of the arena. Simply jump over the beam of light as it sweeps towards TY and, when they come to a stop, the beam will disappear. This presents a small window of opportunity to hit the Hexaquin with a rang for one point of damage before the two halves rejoin and this attack pattern restarts. Once this has been done three times the Hexaquin will enter the third phase of its attack.



Phase three begins with the Hexaquin charging at TY and trying to stomp on him. Stand still and then jump to the side at the last moment to avoid this attack. After the Hexaquin has attempted this three times, it will split in two and both halves will zigzag all over the place while firing Drillquin at TY. After a few moments the two halves will come to a complete stop and its internal organs will flash for a moment. This is the opportunity to hit the Hexaquin with a rang for one point of damage before the two halves rejoin and the phase three pattern restarts. Once this has been done three times the Hexaquin will be defeated. Congratulations on a job well done!



Shazza meets up with TY at the Hexaquin's lair and asks him to meet her at Dead Dingo Marsh. TY receives 2000 Opals for successfully completing the mission.



HDA ANNOUNCEMENT:

TY, you'd better hurry up.
Shazza is waiting for you at Dead Dingo Marsh.
There's something she wants you to see.

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SOUTHERN RIVERS - MANGROVE

MANGROVE OVERWORLD

Enter the dank and murky darkness of the mangroves. There are many places for Quinkan to hide out in wait for unsuspecting Tasmanian Tigers. There are many paths and waterways for TY to explore in his all-terrain Crabmersible.





MISSIONS

- 1 Dead Dingo Marsh
- Fluffy Fight
- 2 Redback Stash
- 3 Winter Woods
- Power Struggle
- Meltdown
- 4 Cossie Atoll
- Aero Coast Guard
- 5 Kaka Boom Island
- Sea Change
- 6 Demolition Derby
- 7 Battle Arena Gamma
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- Wrath of the Dragonquin
- 9 Gooboo Gully
- The Search for Steve
- 10 Battle Arena Zeta
- 11 Dennis Dilemma
- 12 The Gauntlet
- Quinking

Note: A lot of these areas cannot be accessed until TY has completed certain missions which will unlock new missions and areas.



SHOPS

- 1 Mobile HQ shop
- 2 Parrotbeard's Treasure Chest



KROMIUM ORBS

1 Requirements: 1 x Water Stone

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible. Follow the sandy path through the archway and turn left. Run into the water keeping a sharp eye out for Sharks and swim over to the next island. Follow the path to the other side of the island and then TY will have to swim around to the right. Go around the central island to enter Opal Deepes. There is a rock pillar sticking up out of the water with a Kromium Orb on top. The pillar is too high for TY to jump onto, so he needs to go over to the closest beach. Equip a Rang Chassis with a Water Stone. Now TY can create a series of ice platforms to make stepping stones to reach the rock pillar.



2 Requirements: none

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible. Follow the sandy path through the archway and turn left. Run into the water keeping a sharp eye out for Sharks and swim over to the next island. Follow the path to the other side of the island and then TY will have to swim around to the right. Go around the central island to enter Opal Deepes. There is a beach to the left that leads to Parrotbeard's Treasure Chest. Swim past this and head for the beach straight ahead to the right. There is a Rescue Wing parked here. Behind the Dunny there is a grassy ramp, TY needs to run up this until he reaches a point where he can jump over onto the Rescue Wing. The Kromium Orb is on the far wing.

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SOUTHERN RIVERS - MANGROVE

② Requirements: none

Leave Cassopolis and follow the river to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier, smash through the barrier. Do not go down the path to the left but continue to follow the river until it ends. There is a road around to the right blocked by mangrove barriers. Break through the barrier and follow the path until TY reaches the intersection. Take the right path and follow it around until TY reaches the end of the second wooden section on the island in the centre of the water. Run forward from the end of the wooden walkway until TY reaches the water's edge. There is a deep patch of water between the island and the fence, dive into it. The Kromium Orb is under the water here.



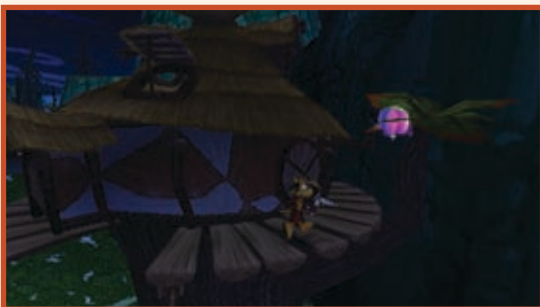
GOOBOO BERRIES

① Requirements: none

Enter the Mangrove section of Southern Rivers and follow the road through the two graveyards to the bend in the roadway that is blocked by mangrove barriers. On the right side of the road there is a small mangrove maze, break through the smash-able mangrove blockers to reach the Gooboo Berry at the end.

② Requirements: none

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible. Follow the sandy path through the archway and turn left. Run into the water keeping a sharp eye out for Sharks and swim over to the next island. Follow the path to the other side of the island and then TY will have to swim around to the right. Go around the central island to enter Opal Deep. Go over to the shore to the left and find Parrotbeard's Treasure Chest. Climb the ladder to reach the top veranda of Parrotbeard's shop. Follow the veranda around to the back of the shop where TY will find the Gooboo Berry sitting amongst the leaves of a palm tree.



STEVE

① Requirements: none

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible. Follow the sandy path through the archway and turn left. Run into the water keeping a sharp eye out for Sharks and swim over to the next island. Follow the path through to the other side of the island and then TY will have to swim through the water over to the island to the right. Once on the island follow the grassy path over the archway until TY finds the start of the sandy path above the archway. Follow the sandy path to the end where TY will find Gooboo Steve. Talk to Steve and he will give TY a Zoom Stone



BILBIES

① Requirements: none

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible.



Follow the sandy path through the archway and turn left. Run into the water keeping a sharp eye out for Sharks and swim over to the next island. Follow the path through to the other side of the island and then TY will have to swim through the water over to the next island. Once on the path that leads between two raised banks turn to the left and follow the grassy path up onto the left bank. There is a Bilby hidden amongst the palm trees.



2 Requirements: 1 x Ultra Stone

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible.

Follow the sandy path through the archway and turn left. Run into the water keeping a sharp eye out for Sharks and swim over to the next island. Follow the path through to the other side of the island and then TY will have to swim through the water over to the next island. Follow the path until TY reaches the Rescue Wing. Turn left and follow the grassy path up onto the rise in front of the Rescue Wing. Turn to face the Rescue Wing and equip a Rang Chassis with an Ultra Stone and use TY's View to find the invisible platform. Jump onto the invisible platform and then onto the Rescue Wing. The Bilby is trapped on one of the wings.



3 Requirements: none

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible. Follow the sandy path through the archway and turn left. Run into the water keeping a sharp eye out for Sharks and swim over to the next island. Follow the path to the other side of the island and then TY will have to swim around to the right. Go around the central island to enter Opal Deepes. Go over to the shore to the left and find Parrotbeard's Treasure Chest. To the left of the shop TY can climb up an embankment that leads to a rope bridge. Cross the bridge to the hill. There is a Bilby hanging from the edge of the hill on the opposite side to the rope bridge.



4 Requirements: Lash Chassis

Leave Cassopolis and follow the river to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier, smash through the barrier. Do not go down the path to the left but continue to follow the river until it ends. There is a road around to the right blocked by mangrove barriers. Park in the Crabmersible Parking Bay to the left of the path just before the barrier. There are three gum trees to the far left of the entrance, run over to them and locate the lowest platform. Jump up the first two platforms and then equip the Lash Chassis. There are two lash hooks that TY needs to lash onto to swing over to the third platform. Simply jump over to the fourth platform and lash onto the flying fox to reach the large wooden platform next to Chockers Cart Shop. There is a Bilby trapped up on top of this platform.



PICTURE FRAMES

1 Requirements: none

Enter the Mangrove section of Southern Rivers and follow the road through the two graveyards to the bend in the roadway that is blocked by mangrove barriers. Break through the barriers and follow the road around the bend into Brolga Billabong. Once on the wooden walkway turn right and follow the walkway until TY crosses the water. On the right side of the walkway next to the waters edge there is a bush. The Picture Frame is hidden in the bush.

2 Requirements: none

Enter the Mangrove section of Southern Rivers and follow the road through the two graveyards to the bend in the roadway that is blocked by mangrove barriers. Break through the barriers and follow the road around the bend into Brolga Billabong. Once on the wooden walkway turn left, there is a cluster of mangrove trees to the left of the path. There is a Picture Frame hidden in the bush behind the trees.

3 Requirements: none

Enter the Mangrove section of Southern Rivers and follow the road through the two graveyards to the bend in the roadway that is blocked by mangrove barriers. Break through the barriers and follow the road around the bend into Brolga Billabong. Once TY reaches the wooden walkway, cross the water over to the mangrove barrier maze on the opposite bank. Go around to the right to find the entrance in and go through the maze to the Picture Frame. Watch out for the 2 Zombie Frills hiding underground. Some of the barriers are smashable so if TY gets stuck in a dead end try smashing some barriers.

4 Requirements: none

Enter the Mangrove section of Southern Rivers and follow the road through the two graveyards to the bend in the roadway that is blocked by mangrove barriers. Break through the barriers and follow the road around the bend into Brolga Billabong. Once TY reaches the wooden walkway turn left and follow the first wooden walkway to the end. At the end of the second walkway there is an entrance to the left (this may be blocked off depending on how many missions TY has completed). To the right of the entrance way there is a large bush. Drive through the bush with the Crabmersible and TY will be able to find the Picture Frame - but try not to run over it with the Crabmersible and get mud all over it as it is a priceless piece of art!



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SOUTHERN RIVERS - MANGROVE

5 Requirements: none

Leave Cassopolis and turn left, there is a Picture Frame hidden in a bush just past the mangrove tree.

6 Requirements: none

Leave Cassopolis and follow the river to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier but beware of the Quinkan Turret and 4 Quinkan Mines on the other side. Do not go down the path to the left but continue to follow the river past the Pyroquin, 2 Electroquin, Quinkan Turret and 4 Quinkan Mines on the right side of the river. Ahead a bit there is a bush on the right side of the river, the Picture Frame is hidden in this bush. If TY reaches the next Quinkan Turret he has gone too far.

7 Requirements: 1 x Ultra Stone

Leave Cassopolis and follow the river to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier. Do not go down the path to the left but continue to follow the river until it ends. There is a road around to the right blocked by mangrove barriers. Break through the barrier and follow the path until TY reaches the intersection. Take the left path and park in the first Crabmersible Parking Bay TY reaches. Jump on top of the Mobile HQ shop. Equip a Rang Chassis with an Ultra Stone and use TY's View to find the two invisible platforms. Jump up the platforms to get up onto the top of the Rescue Wing where TY will find a Picture Frame.

8 Requirements: 1 x Warp Stone

Leave Cassopolis and follow the river to the left. Not far along, the river branches off into a small inlet to the right. Enter the inlet and park in the Cossie Atoll Crabmersible Parking Bay 4. There is a large tree with two wooden jump platforms, jump up to the top platform. Equip the Lash Chassis with a Warp Stone and swing over to the Rescue Wing using the two Warp Stones floating up in the air. Alternatively TY can just stand under the Warp Stone closest to the Rescue Wing and jump to latch onto it. Once on top of the Rescue Wing go over to the other wing to pick up the Picture Frame.

9 Requirements: none

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible.

Follow the sandy path through the archway and turn right. There is a grassy path leading up to the top of the archway. Run to the far side of the arch where TY will find 2 Electroquin protecting the Picture Frame.

10 Requirements: none

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible.

Follow the sandy path through the archway and turn left. Run into the water, keeping a sharp eye out for Sharks, and swim over to the next island. Once on the island follow the path between two raised banks and then turn to the right and follow the grassy path up onto the top of the right rise. There is a Picture Frame up here protected by 2 Electroquin.

11 Requirements: none

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible.

Follow the sandy path through the archway and turn left. Run into the water, keeping a sharp eye out for Sharks, and swim over to the next island. Follow the path through to the other side of the island and then TY will have to swim through the water over to the next island. Once on the path that leads to the Rescue Wing looks to the right to find a Picture Frame sitting under an archway.

12 Requirements: none

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible. Follow the sandy path through the archway and turn left. Run into the water and swim around to the right until TY reaches the beach area with 3 Electroquin and several grass huts. Climb up the grassy ramp to the left and then jump over to the small island that holds the Picture Frame.

13 Requirements: none

From Cassopolis follow the river to the right past the 3 Flying Fortresses. Just beyond the Flying Fortresses there is a path to the left. Follow the path into Blind Dingo's Bluff, there is an intersection at the end of the path. Turn to the right and follow the path around until TY reaches three wooden platforms to the right of the path. On the opposite side of the path there is a large bush. There is a Picture Frame hidden in this bush.

14 Requirements: none

Leave Cassopolis and follow the river to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier. Do not go down the path to the left but continue to follow the river until it ends. There is a road around to the right blocked by mangrove barriers. Break through the barrier and follow the path until TY reaches the intersection. Take the right wooden path until TY crosses the stream. To the left of the path there is a very large cluster of bushes amongst some trees. There is a Picture Frame hidden in these bushes.

15 Requirements: none

Leave Cassopolis and follow the river to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier. Do not go down the path to the left but continue to follow the river until it ends. There is a road around to the right blocked by mangrove barriers. Break through the barrier and follow the path until TY reaches the intersection. Take the right path and follow it around until TY reaches the second wooden section. Jump off the wooden path and enter the water on the right. Follow the shore around and go down the creek. When TY reaches the barrier at the end of the creek there will be a large clump of bushes to the right. The Picture Frame is hidden in these bushes.



RANG STONES

1 WARP STONE

Requirements: none

Enter the Mangrove section of Southern Rivers and follow the road through the two graveyards to the bend in the roadway that is blocked by mangrove barriers. Break through the barriers and follow the road around the bend into Brolga Billabong. Once TY reaches the wooden walkway, cross the water over to the mangrove barrier maze on the opposite bank. Go around to the right to find the entrance in and go through the maze to the Warp Stone. Watch out for the 2 Zombie Frills hiding underground. Some of the barriers are smashable so if TY gets stuck in a dead end try smashing some barriers.

2 MULTI STONE

Requirements: none

Swim down to the bottom of the water directly in front of the Cassopolis Crabmersible Parking Bay. The Multi Stone is sitting near the bottom in the centre of the deepest section of the river.

3 CHRONO STONE

Requirements: none

From Cassopolis follow the river to the right past the 3 Flying Fortresses. Just beyond the Flying Fortresses there is a path to the left. Follow the path into Blind Dingo's Bluff, there is an intersection at the end of the path. Turn to the right and follow the path around until TY reaches three wooden platforms to the right of the path. Go up to the third platform and go around to the opposite side of it where the ground rises up slightly. The Crabmersible will be able to jump up onto this platform. Jump from platform to platform until TY reaches the final one with the Chrono Stone on it.

4 MAGNET STONE

Requirements: none

Leave Cassopolis and follow the river to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier. Do not go down the path to the left but continue to follow the river until it ends. There is a road around to the right blocked by mangrove barriers. Break through the barrier and follow the path until TY reaches the intersection. Take the right path and follow it around until TY reaches the end of the second wooden section. To the left of the path there are three wooden platforms, jump onto the lowest one. Jump over all of the wooden platforms and then onto the stone pillar where the Magnet Stone is resting.



5 AIR STONE

Requirements: none

Leave Cassopolis and follow the river to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier but beware of the Quinkan Turret and 4 Quinkan Mines on the other side. Go down the path to the left until TY reaches the Crabmersible Parking Bay. To the left of the Parking Bay there is a mangrove barrier, smash through it and the next two barriers to reach the Air Stone.

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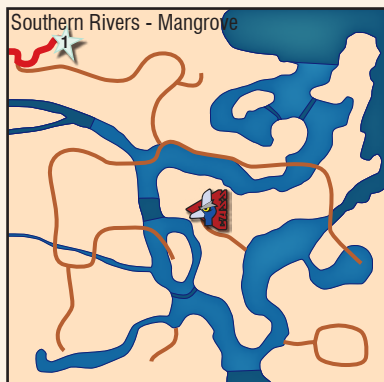
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PEAP DINGO MARSH

FLUFFY FIGHT

TY meets up with Shazza at Dead Dingo Marsh where they are attacked by more Quinkan. An Uberquin, flanked by 3 Protoquin, grabs Shazza and runs off with her. TY defeats one of the Protoquin and takes flight after them but will he be able to get to Shazza in time?



OFFICIAL STRATEGY GUIDE

Enter the Mangrove section of Southern Rivers and follow the road until TY reaches the road block. To the left there is a Crabmersible Parking Bay. Park the Crabmersible and enter the tunnel which leads to Dead Dingo Marsh.



Upon entering Dead Dingo Marsh, TY will meet up with Shazza. They are looking around for signs of Quinkan when suddenly they are ambushed. Shazza is kidnapped by an Uberquin flanked by 2 Protoquin **1**. Follow the Uberquin carrying Shazza through the level, it will stick to the path. Around the first bend TY will find 4 Zombie Frills. Keep following the path and around the second bend there are 3 Pyroquin and 5 Zombie Frills. Beyond these enemies there are three swinging spikes **2**.



These will hurt TY if he gets hit by them, so the easiest way past these is to run along the very edge of the path and time it so that TY runs as the spike swings away. As TY jumps over the three rows of spike traps a large tree will fall across the path in front of him. Jump over the rock pillars to the left to get over it. Once over the fallen tree TY will be in a swampy junk yard, which is the home of 5 Zombie Frills and 4 Cane Toads. Get TY to show them they aren't welcome around here.



After the junk yard there is a bridge crossing the river **3**. There are 5 Pyroquin stationed before this bridge, eager to pick a fight with TY.

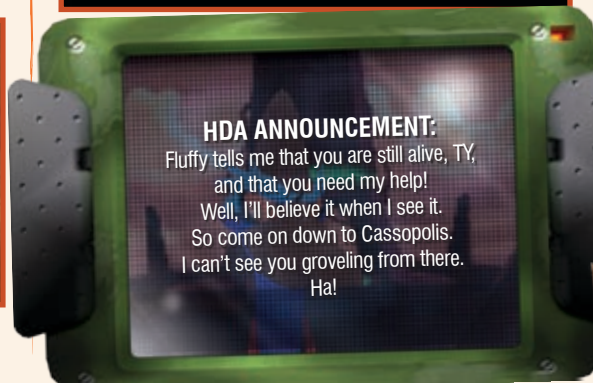
Follow the Uberquin over the bridge. TY will end up in a pit faced with a large purple and yellow mech: the Ultra Fluffy Gamma **4**. TY will automatically get into a Camo Bunyip and the fight will commence.



The Ultra Fluffy Gamma is impervious to harm while it is glowing but as soon as it finishes an attack move, its shield turns off and TY can hit it.

Ultra Fluffy Gamma has two attack phases. In the first it will punch twice, right then left before slamming downwards. At the end of the slam it will cool down. This is when it is vulnerable. For the second attack it will run around the walls before launching itself at TY. When it lands it will once again have to cool down and will be vulnerable to TY's attacks.

Once TY has defeated the Ultra Fluffy Gamma, he discovers that Fluffy was driving it. They argue until Sly arrives to break them up, reminding TY that Shazza still needs to be rescued. Fluffy suggests that perhaps Boss Cass might be able to help locate Shazza.



HDA ANNOUNCEMENT:

Fluffy tells me that you are still alive, TY, and that you need my help!
Well, I'll believe it when I see it.
So come on down to Cassopolis.
I can't see you groveling from there.
Ha!



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DEAD DINGO MARSH

TY will receive 1000 Opals for successfully completing the mission, he can then either continue to explore Dead Dingo Marsh or return to Southern Rivers.



KROMIUM ORBS

1 Requirements: 1 x Ultra Stone

Follow the path through Dead Dingo Marsh until TY reaches the fallen tree. Jump up onto the tree. Equip a Rang Chassis with an Ultra Stone, go into TY's View and locate an invisible platform. Jump up onto the invisible platform and then onto the vine grindrail. The grindrail will take TY to a grassy ledge that contains a Kromium Orb.

2 Requirements: none

Follow the path through Dead Dingo Marsh until TY reaches the fallen tree. Jump over the tree and press the button 1 on the right side of the path just before the water. Two floating platforms will appear. Jump up the platforms to the rock pillar (holds a Picture Frame). There is a second button 2 on the rock wall to the left, rang it and three more floating platforms will appear. Jump up the platforms to the next rock pillar where a ladder will unfurl. Climb the ladder. There is a third button on the rock wall to the left, rang it and two floating platforms will appear. Jump up the platforms and then up the four grassy platforms. There is a Kromium Orb on the fourth grassy platform.

3 Requirements: none

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena 4 and take the first left turn. Just past the Dunny there is a fork in the path, take the left path and follow it until TY reaches the river. Jump onto the platform floating over the water and then onto the next floating platform when TY is close enough. The second platform will then rise up, allowing TY to jump onto a third platform to the right. From this platform jump over onto the first rock pillar with a bounce drum on it. Bounce up all four pillars, when TY reaches the top of the fourth pillar he can dive down into the enclosure in the water below and pick up the Kromium Orb.

4 Requirements: 1 x Earth Stone, 1 x Zoom Stone

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena 4 and take the first left turn. Just past the Dunny there is a fork in the path, take the right path and follow it until TY reaches another right turn. Continue to follow the path around to the left and take the first left turn. There are three wooden crates here and if TY rangs them, a button 4 will be revealed. Pressing the button will cause

a ladder to unfurl from a nearby wooden platform. Climb the ladder and use the Lash Chassis to swing over the three lash hooks to the next wooden platform. There are now four more lash hooks which TY can use to get over the mangrove barrier 5. Once over the barrier follow the path and jump up the three rock pillars at the end. There are three more rock pillars in a row in front of TY. Equip a Rang Chassis with an Earth Stone and rang the three Smash Crates sitting on the centre pillar (If the rang falls short of the crates add a Zoom Stone into the Rang Chassis). Once the Smash Crates have been destroyed a button 5 will be revealed. Rang the button and three floating platforms will appear. The platforms will move from left to right, jump onto them until TY is on the third one. Wait until it is close to the rock pillar on the left so that TY can jump onto it and collect the Kromium Orb.



GOOBOO BERRIES

1 Requirements: Lash Chassis

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena 4 and take the first left turn. Just past the Dunny there is a fork in the path, take the left path and follow it until TY reaches the river. Jump onto the platform floating over the water and then onto the next floating platform when TY is close enough. The second platform will then rise up, allowing TY to jump onto a third platform to the left causing three ladders to unfurl on the nearby rock pillars and one on the opposite river bank. Jump over onto the nearest rock pillar and climb the two ladders to reach the top of the highest rock pillar. There is a row of four lash hooks here, use the Lash Chassis to swing between them and onto the flying fox. At the end of the flying fox lash onto the final lash hook and then swing onto the rock pillar that holds the Gooboo Berry.





STEVE

1 Requirements: none

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the far side of the arena **4**. Gooboo Steve is standing on a ledge here, jump up to talk to him to receive a Water Stone.



BILBIES

1 Requirements: 1 x Water Stone

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the left path and follow it until TY reaches the river. There is a rock pillar low in the water to the right, jump onto it. Equip a Rang Chassis with a Water Stone. Rang the water to create an ice platform for TY to jump onto. Create a path of ice platforms to lead to the Bilby hanging from the branch above the water to the left. When TY is under the Bilby he just has to jump up to rescue it.

2 Requirements: none

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the left path and follow it until TY reaches the river. Jump onto the platform floating over the water and then onto the next floating platform when TY is close enough. The second platform will then rise up, allowing TY to jump onto a third platform to the left causing three ladders to unfurl on the nearby rock pillars and one on the opposite river bank. Jump into the water and swim over to the ladder on the opposite side of the river and climb up onto the river bank. Along the right wall there is a Bilby stuck up a tree.

3 Requirements: Lash Chassis

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the right path and follow it until TY reaches another right turn. Continue to follow the path around to the left and take the first left turn. There are three wooden crates here and if TY rangs them a button **4** will be revealed. Pressing the button will cause a ladder to unfurl from a nearby wooden platform. Climb

the ladder and use the Lash Chassis to swing over the three lash hooks to the next wooden platform. There are now 4 more lash hooks which TY can use to get over the mangrove barrier **5**. Once over the barrier follow the path until TY reaches the large circular area. Follow the wall around to the right and TY will find the Bilby stuck up a tree.



mangrove barrier



PICTURE FRAMES

1-5 Requirements: 1 x Ultra Stone, 1 x Earth Stone

Between the entrance to Dead Dingo Marsh and the waterfall there is a vine grindrail on the bank in the bushes to the right of the path. Jump onto the grindrail and TY will be taken up onto a floating platform. Equip a Rang Chassis with an Ultra Stone and go into TY's View to see the two floating invisible platforms ahead. Jump over the invisible platforms and then onto the next floating platform. From here jump onto the grassy ledge with the Smash Crate on it. Equip a Rang Chassis with an Earth Stone and rang the crate. There are five Picture Frames inside the crate.

6 Requirements: none

Follow the path through Dead Dingo Marsh until TY reaches the fallen tree. Jump over the tree and press the button **1** on the right side of the path just before the water. Two floating platforms will appear. Jump up the platforms to the rock pillar where there is a Picture Frame but be quick as the floating platforms will disappear after a short time.

7 Requirements: none

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the right side of the arena **4**. There is a vine grindrail about halfway around the arena just before a large tree. Grind down the vine to the ledge below, where a ladder will unfurl. Jump down onto the ledge below and pick up the Picture Frame.

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DEAD DINGO MARSH

8-10 Requirements: 1 x Ultra Stone

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the right side of the arena **4**. Just before the ring of spike traps there is an invis-i-crate between the wall and a small tree. Equip a Rang Chassis with an Ultra Stone to find it.

11 Requirements: none

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** until TY reaches the ring of spike traps. Jump onto the floating platform in the middle of the spikes. The platform will rise up. When it stops jump off and collect the Picture Frame and Opals to the side.



12 Requirements: none

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the left path and follow it until TY reaches the river. In the water there is a rock pillar with a sign post and Picture Frame on it. TY can jump over onto this pillar to collect the Picture Frame.

13 Requirements: 1 x Ultra Stone

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the left path and follow it until TY reaches the river. Jump onto the platform floating over the water and then onto the next floating platform when TY is close enough. The second platform will then rise up, allowing TY to jump onto a third platform to the left causing three ladders to unfurl on the nearby rock pillars and one on the opposite river bank. Jump over onto the nearest rock pillar. Equip a Rang Chassis with an Ultra Stone and locate the invisible floating platform and jump onto it to collect the Picture Frame floating high above the water.

14 Requirements: none

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the left path and follow it until TY reaches the river. Dive into the water and swim down the river towards the bridge. There is a crashed bomber plane under the water near the middle of the river. The Picture Frame is hidden under the unbroken wing.

15 Requirements: Lash Chassis

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the left path and follow it until TY reaches the river. Jump onto the platform floating over the water and then onto the next floating platform when TY is close enough. The second platform will then rise up, allowing TY to jump onto a third platform to the left causing three ladders to unfurl on the nearby rock pillars and one on the opposite river bank. Jump over onto the nearest rock pillar and climb the two ladders to reach the top of the highest rock pillar. There is a row of four lash hooks here, use the Lash Chassis to swing over to the fourth one and then swing onto the rock pillar sticking up out of the river. There is a Picture Frame on the rock pillar.

16-17 Requirements: 1 x Ultra Stone

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the left path and follow it until TY reaches the river. Jump onto the platform floating over the water and then onto the next floating platform when TY is close enough. The second platform will then rise up, allowing TY to jump onto a third platform to the left causing three ladders to unfurl on the nearby rock pillars and one on the opposite river bank. Jump into the water and swim over to the ladder and climb up onto the river bank. Equip a Rang Chassis with an Ultra Stone and locate the invis-i-crate along the left wall. Rang it to retrieve two Picture Frames.

18 Requirements: none

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the right path and follow it until TY reaches four rock pillars along the wall on the right. Jump up the pillars and collect the Picture Frame sitting on top of the fourth pillar.

19 Requirements: Lash Chassis

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the right path and

follow it until TY reaches another right turn. Continue to follow the path around to the left and take the first left turn. There are three wooden crates here and if TY rangs them, a button **4** will be revealed. Pressing the button will cause a ladder to unfurl from a nearby wooden platform. Climb the ladder and use the Lash Chassis to swing over the three lash hooks. Between the third lash hook and a wooden platform there is a Picture Frame. Swing into it to collect it.

20 Requirements: Lash Chassis, 1 x Earth Stone

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a fork in the path, take the right path and follow it until TY reaches another right turn. Continue to follow the path around to the left and take the first left turn. There are three wooden crates here and if TY rangs them, a button **4** will be revealed. Pressing the button will cause a ladder to unfurl from a nearby wooden platform. Climb the ladder and use the Lash Chassis to swing over the three lash hooks to the next wooden platform. There are now four more lash hooks which TY can use to get over the mangrove barrier **5**. Once over the barrier, follow the path and jump up the three rock pillars at the end. There are three more rock pillars in a row in front of TY. Equip a Rang Chassis with an Earth Stone and rang the three Smash Crates sitting on the centre pillar. Once the Smash Crates have been destroyed a button **5** will be revealed. Rang the button and three floating platforms will appear. The platforms will move from left to right, jump onto them until TY is on the third one. Wait until it is close to the rock pillar on the right so that TY can jump onto it and collect the Picture Frame.



RANG STONES

1 EARTH STONE

Requirements: 1 x Ultra Stone, Lash Chassis

Between the entrance to Dead Dingo Marsh and the waterfall there is a vine grindrail up on the bank in the bushes to the right of the path. Jump onto the grindrail and TY will be taken up onto a floating platform. Equip a Rang Chassis with an Ultra Stone and go into TY's View to see the two floating invisible platforms ahead. Jump over the invisible platforms and then onto the next floating platform. From here jump onto the grassy ledge with the Smash Crate on it and then onto the next floating platform. There are two more invisible platforms followed by seven lash hooks. Use the Lash Chassis to swing from lash hook to lash hook. From the seventh hook swing onto a grassy ledge and collect the Earth Stone.

2 MEGA STONE

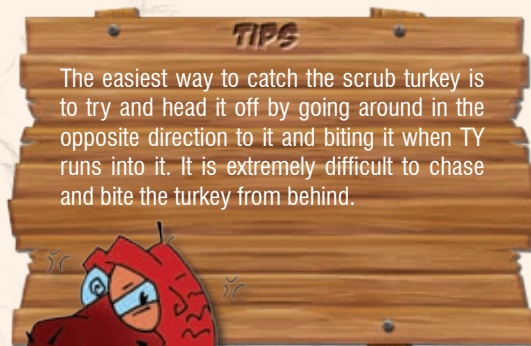
Requirements: 1 x Ultra Stone

Follow the path through Dead Dingo Marsh until TY reaches the fallen tree. Jump over the tree and press the button **1** on the right side of the path just before the water. Two floating platforms will appear, jump up the platforms to the rock pillar (holds a Picture Frame). There is a second button **2** on the rock wall to the left, rang it and three more floating platforms will appear. Jump up the platforms to the next rock pillar where a ladder will unfurl. There is a third button on the rock wall to the left, rang it and two floating platforms will appear. Jump up the platforms and then up the four grassy platforms. Equip a Rang Chassis with an Ultra Stone and find the invisible floating platform. Jump onto the invisible platform and it will take TY over to the Mega Stone.

3 WATER STONE

Requirements: none

Follow the path through Dead Dingo Marsh and cross the bridge over the river. Follow the path around to the left side of the arena **4** and take the first left turn. Just past the Dunny there is a scrub turkey, chase and bite the scrub turkey to collect the Water Stone. Beware of Drop Bears in this area.



scrub turkey

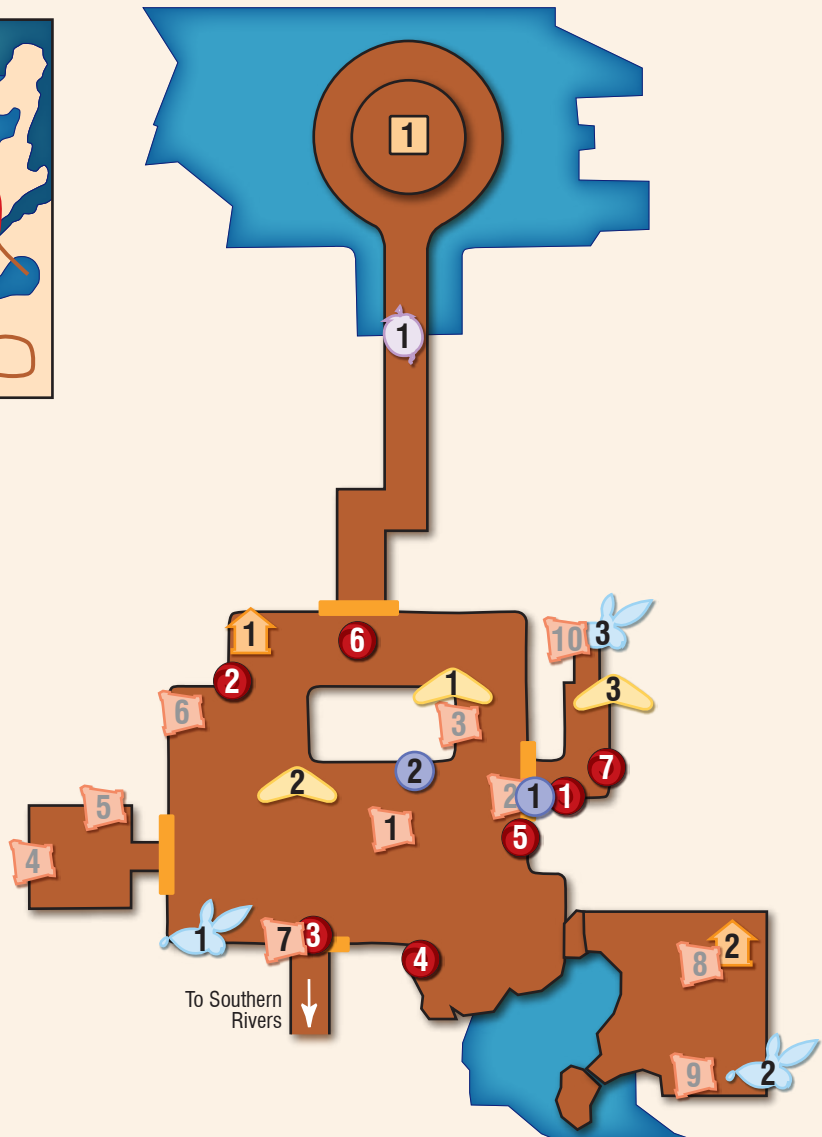
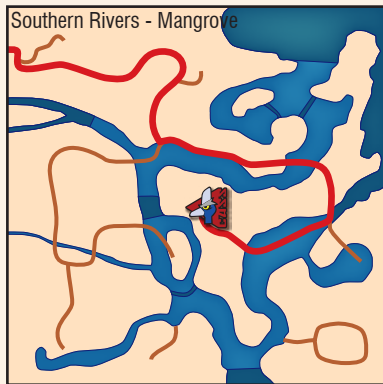
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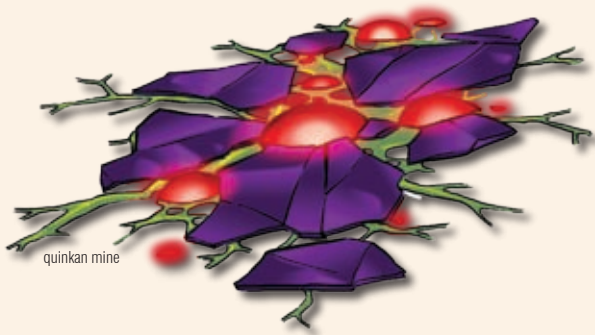
GO FIND BOSS CASS

Boss Cass might have information to help TY find Shazza. TY must enter Cassopolis, locate Cass and convince him to help in the fight against the Quinkan.



OFFICIAL STRATEGY GUIDE

Enter the Mangrove section of Southern Rivers and follow the road past the 2 Pyroquin, 3 Quinkan Turrets and 8 Quinkan Mines. Proceed through the first graveyard, where 6 Zombie Frills will crawl out of the graves. Then past 2 more Pyroquin protected by 3 Quinkan Turrets and 13 Quinkan Mines. Proceed through the second graveyard where 8 more Zombie Frills will rise from their graves. After the second graveyard there is another 2 Quinkan Turrets surrounded by 5 Quinkan Mines. There is a bend in the roadway ahead that is blocked by mangrove barriers, 2 Pyroquin, 3 Quinkan Mines and a Quinkan Turret. Smash through the smash-able barriers either using the Crabmersible's formidable pincers or missiles.



quinkan mine

Once through the barriers, continue to follow the road around the bend past the 2 Pyroquin, 13 Quinkan Mines and 2 Quinkan Turrets preceding the purple Quinkan ooze covering the road. TY is now in Brolga Billabong. Just before TY reaches the wooden boardwalk a Zombie Frill will climb up out of the ground to the left. Once on the wooden walkway turn left and follow it into the Pippy Beach area. When the walkway comes to an end there will be a Flying Fortress, 4 Electroquin and 5 Quinkan Mines to greet TY. Watch out for the lasers on the Flying Fortress. Once on the next section of wooden walkway there will be a Flying Fortress over the water to the right, it shouldn't be much of a problem to get past.



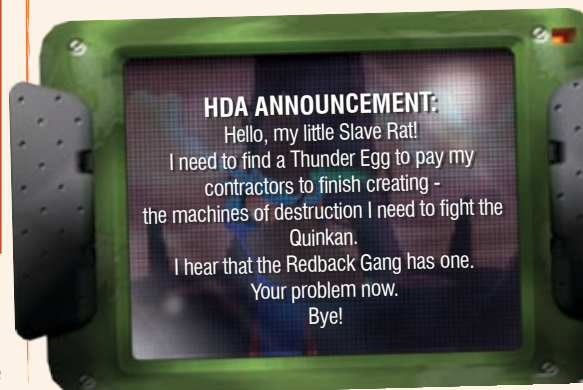
Once TY reaches the third wooden walkway there will be 3 Electroquin before he reaches a dead end. Turn and jump into the shallow water to the right. Before long, TY will enter an area called Shallow Waters where the water will get a lot deeper and the Crabmersible will

have to swim. Watch out for Sharks in this area. Swim along the river until TY reaches the mangrove barrier with the Flying Fortress behind it. On the left bank there is a Quinkan Turret and 3 Quinkan Mines. On the right bank there is a Crabmersible Parking Bay. Beware as there is a Quinkan Turret and 4 Quinkan Mines to the left of the Parking Bay and a Quinkan Turret and 5 Quinkan Mines to the right.

Park the Crabmersible and go into the tunnel. Follow the tunnel all the way to the end where a door will open to reveal Cassopolis. Walk straight through Cassopolis to Boss Cass' throne room **1** and talk to Cass.



After some initial hesitation, Cass agrees to help TY find Shazza as long as TY helps Boss Cass by completing a few small errands.



HDA ANNOUNCEMENT:

Hello, my little Slave Rat!
I need to find a Thunder Egg to pay my contractors to finish creating - the machines of destruction I need to fight the Quinkan.
I hear that the Redback Gang has one.
Your problem now.
Bye!



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SHOPS

1 Mobile HQ shop

2 Cassopolis Rang Shop



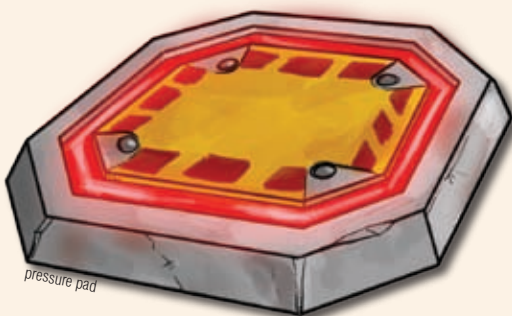
KROMIUM ORBS

1 *Requirements: none*

Upon entering Cassopolis turn right. A sliding platform will come out of the wall, jump onto it. Jump up the subsequent six sliding platforms as they extend to reach the metal gantry with the pressure pad. Stand on the pressure pad to activate it - this will close a sliding platform that was previously extended over the Bunyip Launcher located on the wall of the rectangular metal structure in the centre of the main area. By jumping onto the Bunyip Launcher (they're not just for Bunyips) TY will be launched onto a floating bounce pad. He will start to bounce around the main area from floating bounce pad to floating bounce pad until he lands on a metal gantry where he can collect the Kromium Orb.

2 *Requirements: 1 x Zoom Stone*

To reach this Kromium Orb, TY needs to press 5 red buttons 3-7 to activate a series of sliding platforms to lead him up to the gantry holding the Orb. Upon entering Cassopolis look up above the entrance way to find the first button 3.



From the entrance follow the wall around to the right until TY reaches the destroyed corner where Lily the Green Tree Frog is dancing. Up on the wall above Lily is the second button 4. Continue to move around the room until TY reaches a doorway leading to a dead end (where Tyberius the Tasmanian Tiger is standing). High up on the wall just before the doorway TY will find the third button 5 placed between two pipes running up the wall. Go around to the entrance leading to Cass' throne room, look up to the ceiling and TY will find the fourth button 6 (this button will be easier to rang if TY equips a Rang Chassis with a Zoom Stone). Continue going around the room, past the Mobile HQ shop until TY reaches the large green pipe curving out of the wall, Mascot Mark is standing beside it. The fifth button 7 is on the wall above Mark. When all five buttons have been pressed four platforms will slide out of the wall of the rectangular metal structure in the centre of the main area, near the shipping containers. TY simply has to jump up the platforms to reach the gantry with the Kromium Orb.



GOOBOO BERRIES

1 *Requirements: none*

Upon entering Cassopolis, go directly across the main area to the entrance of the tunnel leading to Boss Cass' throne room 1. There is a ladder just inside and to the left of the entrance, climb the ladder up to the metal gantry. Jump onto both sliding platforms ahead and jump onto the grindrail that leads to the metal gantry platform on the other side of the wall. Jump onto the two sliding platforms ahead and then jump onto the bounce platform. Land on the metal gantry on the other side of the wall and jump along the three sliding platforms. Jump up to the raised metal gantry and collect the Gooboo Berry.



BILBIES

1 *Requirements: none*

Enter Cassopolis, turn left and follow the wall around until TY reaches the Mobile HQ shop. Just before the shop there is a yellow button 2 on the wall, rang it and a ladder will descend from the gantry above. Climb the ladder and follow the gantry around until TY reaches the pressure pad at the end. Stand on the pressure pad and then run along the sliding platforms as they extend out. After the last sliding platform a floating bounce pad will appear. Jump onto it and then onto the next section of sliding platforms. Watch out for the pipe sticking out of the wall



teleport ring

in the middle of the sliding platforms, TY will have to jump around it. Run along the sliding platforms and then enter the teleport ring. Once teleported continue running onto another series of sliding platforms on the opposite side of the room. There is a button **3** halfway along that TY will have to jump over. Keep running until TY reaches the metal gantry at the end. The Bilby is standing on the gantry in front of a teleport ring. All of the sliding platforms in this puzzle only slide out once so do not stop running or slow down otherwise TY will fall and will have to go back to the start.

2 Requirements: none

Enter Cassopolis, turn right and go over to the Cassopolis Rang Shop. Around the side of the Rang Shop there is a junk pile with Snappy the Time Travelling Bug standing nearby. In the corner behind Snappy there are several concrete blocks leading up the wall. If TY jumps up the blocks he will find a Bilby trapped at the top.

3 Requirements: none

Upon entering Cassopolis, turn right and go around the room until TY reaches a doorway leading to a dead end (Tyberius the Tasmanian Tiger is standing there). Jump up the first five sliding platforms and onto the gantry. There is a small dead end tunnel here containing six Smash Crates and two Boom Crates, rang the Boom Crates to break the Smash Crates. Once the crates are destroyed TY will find the Bilby that was trapped behind them.



PICTURE FRAMES

1 Requirements: none

There are three shipping containers placed together just in front of the entrance to Cassopolis. Go around to the far side of the containers and locate the pile of four Smash Crates and two Boom Crates. Blow up the Smash Crates by ranging the Boom Crate to retrieve the Picture Frame.

2 Requirements: 1 x Earth Stone

Upon entering Cassopolis turn left, a sliding platform will come out of the wall, jump onto it. Jump up the subsequent six sliding platforms that extend to reach the metal gantry with the pressure pad. Stand on the pressure pad to activate it - this will close a sliding platform that was previously extended over the Bunyip Launcher located on the wall of the rectangular room in the centre of the main area. By jumping onto the Bunyip Launcher, TY will be launched onto a floating bounce pad. He will start to bounce around the main area from floating bounce pad to floating bounce pad until he lands on a metal gantry (holds a Kromium Orb). There are two gantries below, jump down onto the lowest one, there are two Smash Crates on it. Equip a Rang Chassis with an Earth Stone to break open the crates and reveal the Picture Frame hidden inside one of them.

3 Requirements: 1 x Ultra Stone, Lash Chassis and 1 x Earth Stone

Upon entering Cassopolis turn left, a sliding platform will come out of the wall, jump onto it. Jump up the subsequent six sliding platforms that extend to reach the metal gantry with the pressure pad. Stand on the pressure pad to activate it - this will close a sliding platform that was previously extended over the Bunyip Launcher located on the wall of the rectangular room in the centre of the main area. By jumping onto the Bunyip Launcher, TY will be launched onto a floating bounce pad. He will start to bounce around the main area from floating bounce pad to floating bounce pad until he lands on a metal gantry (holds a Kromium Orb).

There is an invisible button at the end of the gantry **1**. Equip a Rang Chassis with an Ultra Stone and go into TY's View to find it. Press the button to make a series of sliding platforms extend to allow TY to walk over to the next metal gantry with a yellow button **7** inside a small cage. Activate the button - this will lower two Lasharang hooks from a hole in the ceiling above the shipping containers in the main area. Use the Lash Chassis to attach to the lash hook hanging from the ceiling. Swing over the series of six lash hooks. From the sixth hook jump on to the floating bounce platform

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CASSOPOLIS

in front and then hook onto the next lash hook. Swing to get some momentum and then jump into the teleport ring ahead. TY will reappear in the air and drop down onto a bounce pad that will launch him onto the raised metal gantry on the wall of the rectangular metal structure in the middle of the main area (there is a Water Stone here). There are three Smash Crates on the gantry, break them with a Rang Chassis equipped with an Earth Stone. There is a Picture Frame inside one of the crates.

4 Requirements: Earth Stone

Enter Cassopolis and turn left, follow the wall around until TY reaches a door way. Enter the room, there should be a fan rotating slowly on the ceiling casting a shadow onto the floor (CY the Cybernetic Tiger is standing in the centre of the room). There is a ladder in the corner to the left, climb up it onto the gantry. There are seven Smash Crates on the gantries on this side of the room. Equip a Rang Chassis with an Earth Stone and start to break open the Smash Crates, located inside one of the crates is a Picture Frame.

5 Requirements: Earth Stone

Enter Cassopolis and turn left, follow the wall around until TY reaches a door way. Enter the room, there should be a fan rotating slowly on the ceiling casting a shadow onto the floor (CY the Cybernetic Tiger is standing in the centre of the room). There is a ladder in the corner to the right, climb up it onto the gantry. There are four Smash Crates on the gantries on this side of the room. Equip a Rang Chassis with an Earth Stone and start to break open the Smash Crates, located inside one of the crates is a Picture Frame.

6 Requirements: Earth Stone

Enter Cassopolis and turn left, follow the wall around, past the doorway until TY reaches a group of four Smash Crates



sitting under a large green pipe (Mascot Mark is standing nearby). Equip a Rang Chassis with an Earth Stone and smash the crates to find the Picture Frame.



7 Requirements: none

Enter Cassopolis, turn left and follow the wall around until TY reaches the Mobile HQ shop. Just before the shop there is a yellow button 2 on the wall, rang it and a ladder will descend from the gantry above. Climb the ladder and follow the gantry around until TY reaches the pressure pad at the end. Stand on the pressure pad and then run along the sliding platforms as they extend out. After the last sliding platform a floating bounce pad will appear, jump onto it and then onto the next section of sliding platforms. Watch out for the pipe sticking out of the wall in the middle of the sliding platforms, TY will have to jump around it. Run along the sliding platforms and then enter the teleport ring. Once teleported continue running onto another series of sliding platforms on the opposite side of the room. There is a button 3 halfway along that TY will have to jump. There is a Picture Frame on the button. All of the sliding platforms in this puzzle only slide out once so do not stop running or slow down otherwise TY will fall and will have to go back to the start.



8 Requirements: Earth Stone

Enter Cassopolis, turn right and go over to the Cassopolis Rang Shop. There are two Smash Crates located at the top of the stairs leading to the front door of the Rang Shop. Equip a Rang Chassis with an Earth Stone and smash the crates to find the Picture Frame.

9 Requirements: Earth Stone

Enter Cassopolis, turn right and go over to the Cassopolis Rang Shop. Around the side of the Rang Shop there is a



junk pile with two Smash Crates on it. Equip a Rang Chassis with an Earth Stone and smash the crates to find the Picture Frame.

10 Requirements: Earth Stone

Upon entering Cassopolis, turn right and go around the room until TY reaches a doorway leading to a dead end (Tyberius the Tasmanian Tiger is standing there). Jump up the first five sliding platforms and onto the gantry. There is a small dead end tunnel here containing six Smash Crates and two Boom Crates, rang the Boom Crates to break the Smash Crates to find the Picture Frame (a Bilby will also be revealed).



RANG STONES

1 WATER STONE

Requirements: Ultra Stone, Lash Chassis

Upon entering Cassopolis turn left, a sliding platform will come out of the wall, jump onto it. Jump up the subsequent six sliding platforms that extend to reach the metal gantry with the pressure pad. Stand on the pressure pad to activate it - this will close a sliding platform that was previously extended over the Bunyip Launcher located on the wall of the rectangular metal structure in the centre of the main area. By jumping onto the Bunyip Launcher TY will be launched onto a floating bounce pad. He will start to bounce around the main area from floating bounce pad to floating bounce pad until he lands on a metal gantry (holds a Kromium Orb).



There is an invisible button at the end of the gantry ①. Equip a Rang Chassis with an Ultra Stone and go into TY's View to find it. Press the button to make a series of sliding platforms extend to allow TY to walk over to the next metal gantry with the yellow button ⑦ inside the small cage. Activate the button - this will lower two Lasharang hooks from a hole in the ceiling above the shipping containers in the main area. Use the Lash Chassis to attach to the lash hook hanging from the ceiling. Swing over the series of six lash hooks. From the sixth hook jump on to the floating bounce platform in front and then hook onto the next lash hook. Swing to get

some momentum and then jump into the teleport ring ahead. TY will reappear in the air and drop down onto a bounce pad that will launch him onto the raised metal gantry on the wall of the rectangular room in the middle of the main area. The Water Stone is on this gantry.

2 CHRONO STONE

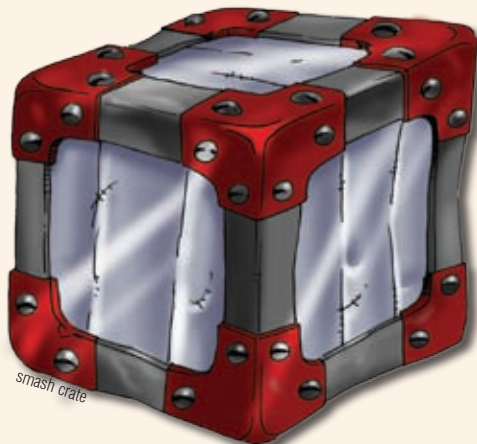
Requirements: none

Enter Cassopolis, turn left and follow the wall around until TY reaches the Mobile HQ shop. Just before the shop there is a yellow button ② on the wall, rang it and a ladder will descend from the gantry above. Climb the ladder and follow the gantry around until TY reaches the pressure pad at the end. Stand on the pressure pad and then run along the sliding platforms as they extend out. After the last sliding platform a floating bounce pad will appear, jump onto it and then onto the next section of sliding platforms. Watch out for the pipe sticking out of the wall in the middle of the sliding platforms, TY will have to jump around it. Run along the sliding platforms and then enter the teleport ring. Once teleported continue running onto the next series of sliding platforms on the opposite side of the room. There is a button ③ halfway along that TY will have to jump over. Keep running until TY reaches the metal gantry at the end (there is a Bilby here). Go through the teleport ring at the end of the gantry. There is a Chrono Stone on the floating platform that TY teleports to. All of the sliding platforms in this puzzle only slide out once so do not stop running or slow down otherwise TY will fall and will have to go back to the start.

3 ULTRA STONE

Requirements: none

Upon entering Cassopolis, turn right and go around the room until TY reaches a doorway leading to a dead end (Tyberius the Tasmanian Tiger is standing there). Jump up the first five sliding platforms and onto the gantry (there is a tunnel here containing a Bilby). Climb up the ladder to the next gantry and then jump up the next nine sliding platforms to reach the gantry at the top that holds the Ultra Stone.



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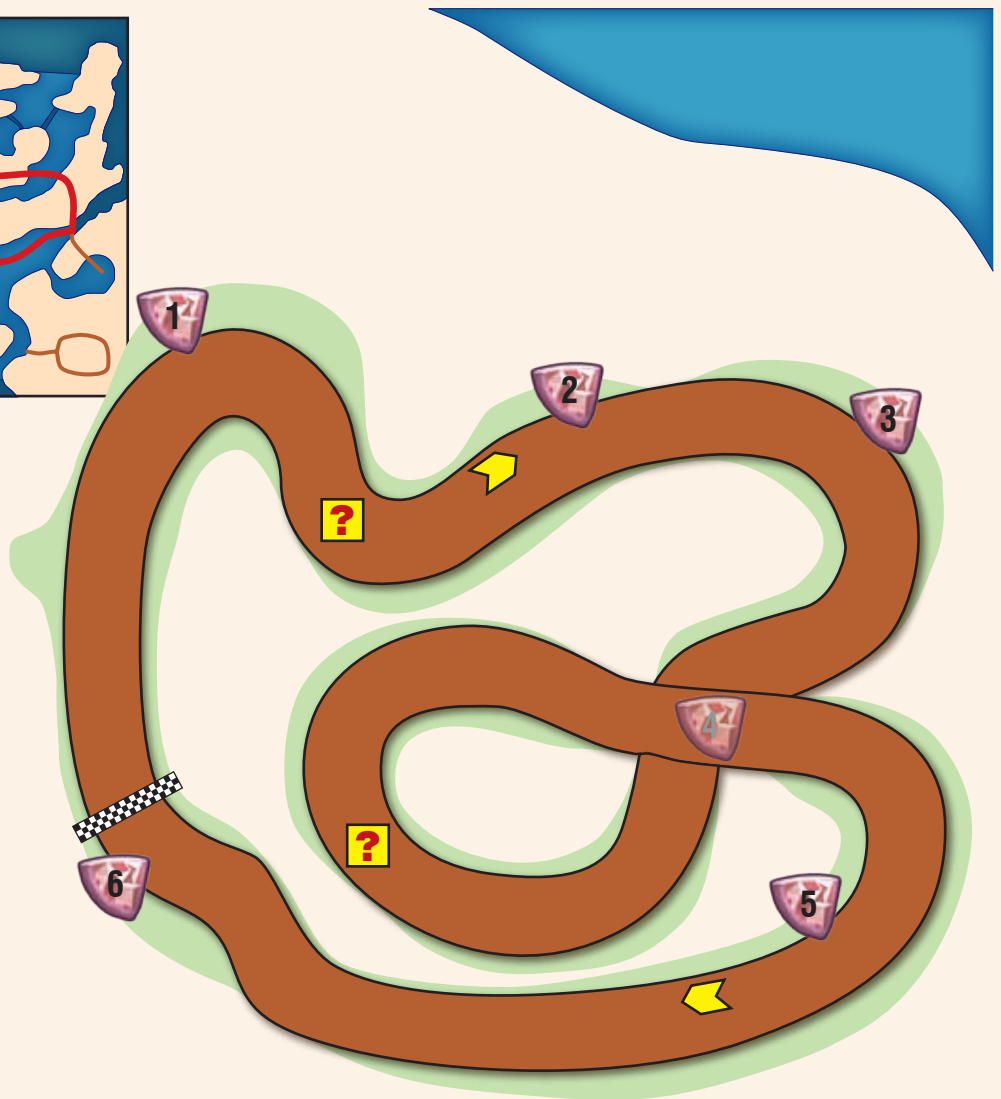
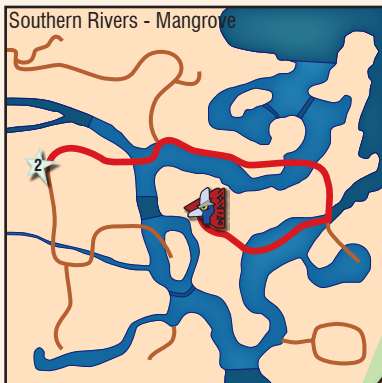
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REDBACK STASH

REDBACK STASH

The Redback Gang have a stash of Thunder Egg fragments. Collect all six of them and win the race to get a complete Thunder Egg for Boss Cass.



OFFICIAL STRATEGY GUIDE

Upon leaving Cassopolis, hop into the Crabmersible and turn left and follow the river until TY reaches the wooden walkway. Once on the wooden walkway, turn left and follow all three sections to the end. At the end of the walkway, TY will be on a dirt road that leads into Bumphrey's Scrub. There is a mangrove barricade across the road protected by 2 Pyroquin, 2 Quinkan Turrets and 7 Quinkan Mines. Break through the barriers and continue travelling down the road.



Just beyond the mangrove barriers is the Redback Stash Crabmersible Parking Bay. Beware of the 10 Zombie Frills lying underground waiting for unsuspecting Tasmanian Tigers to come driving past. Park the Crabmersible and talk to Redback Russ, who admits to having a Thunder Egg but isn't going to give it up without a race.



The Thunder Egg has been broken into six pieces. In order to win, TY must collect all six pieces while racing around the track three times. He must also win the race. No worries. Use the pick ups to slow down the other racers to help win the race.

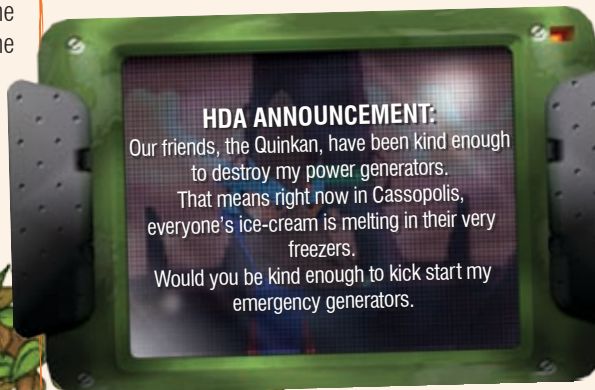


The first, second and third Thunder Egg pieces are on the road shoulder on the left. The fourth piece is on the far left side of the road under the underpass. The fifth piece is on a grindrail on the right-hand shoulder of the road. The sixth piece is on the left shoulder of the road just before the start/finish line. Watch out for the giant turtles on the home stretch of the track. If they are walking when a Cart hits them the Cart will stop but if they are hiding in their shells when the Cart hits them the Cart will drive over them like a ramp.



As well as gaining the Thunder Egg for Boss Cass, TY will also receive an Earth Stone and 500 Opals for successfully completing the mission.

Once the mission is complete, TY can continue to compete in the Cart race, now run by Chockers. It costs 100 Opals to enter the race and TY can win 1000 Opals if he wins the race again or 1500 Opals if he beats his best time.



HDA ANNOUNCEMENT:

Our friends, the Quinkan, have been kind enough to destroy my power generators.

That means right now in Cassopolis, everyone's ice-cream is melting in their very freezers.

Would you be kind enough to kick start my emergency generators.



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Cinder Canyon

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Battle Arena Epsilon

All Your Base

Experi Mental Cart

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Blackwood Blizzard (2)

Hexaquin's Lair

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Dead Dingo Marsh

Cassopolis

Redback Stash

Winter Woods (1)

Cossie Atoll

Kaka Boom Island

Demolition Derby

Winter Woods (2)

Battle Arena Gamma

Skies of Cassopolis

Gooboo Gully

Respect Effect

Blimey Billabong

Mt. Boom Basin

Battle Arena Zeta

Dennis Dilemma

Frozen Forests (1)

Frozen Forests (2)

The Gauntlet

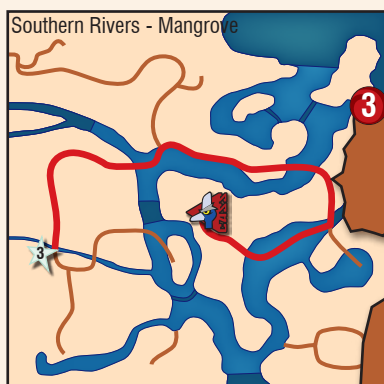
The Quinking



WINTER WOODS 1

POWER STRUGGLE

Blackout in Cassopolis! It seems that all of the power generators that power the city have gone dead and the city's energy is out. Luckily for Cassopolis, the Shadow Bunyip's lasers can recharge the generators. However, the area has become infested with Quinkan and is surrounded by boiling lava. TY must liberate the six generators and restore power to Cassopolis!





Leave Cassopolis and follow the river to the right, there are 3 Flying Fortresses surrounded by 1 Quinkan Turret and 11 Quinkan Mines to the left and 6 Quinkan Mines to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier but beware of the Quinkan Turret and 4 Quinkan Mines on the other side. Do not go down the path to the left but continue to follow the river past the Pyroquin, 2 Electroquin, Quinkan Turret and 4 Quinkan Mines on the right side of the river. There are two more Quinkan Turrets ahead, each surrounded by 3 Quinkan Mines. There are also 2 Pyroquin and 3 Electroquin spread out around the Turrets.



Not much further ahead the river will end, but there is a road around to the right blocked by mangrove barriers. Break through the barrier and fight through the 3 Electroquin, 1 Quinkan Turret and 4 Quinkan Mines. Go through the purple ooze where there is 3 Pyroquin, 1 Quinkan Turret and 2 Quinkan Mines. At the intersection there will be a wooden pathway to each side with 3 Quinkan Turrets, 3 Electroquin, 1 Pyroquin and 10 Quinkan Mines between them. Take the left path and park in the first Crabmersible Parking Bay TY reaches.



There is a Rescue Wing and Mobile HQ shop parked here where TY can buy Bunyip upgrades from Naomi. Isn't she great?

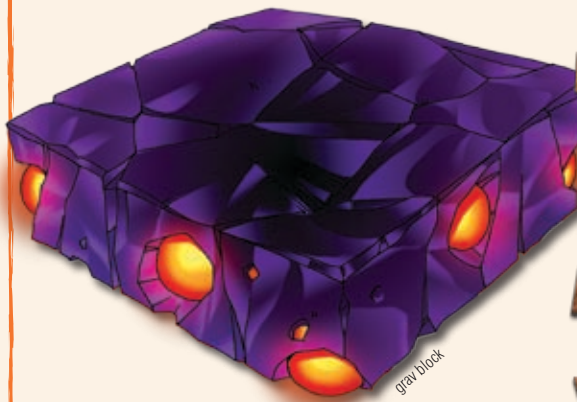
Talk to Sly and he will fly TY to the Winter Woods. When TY is dropped off he will be in the Shadow Bunyip.

Directly in front of TY is the first power generator **1** protected by an Uberquin. Defeat the Uberquin and then

power up the generator by shooting it continuously with the Pulse Laser or the Shadow Beam until a green beam shoots up from the top of the generator. The generator is fully charged when the green beam stays on once TY stops shooting the generator.



Follow the path straight ahead until TY reaches 6 more Uberquin blocking the path. Defeat these, then turn left at the closed gate **2** following the yellow arrow, and then turn right when TY reaches the Dunny at the intersection.

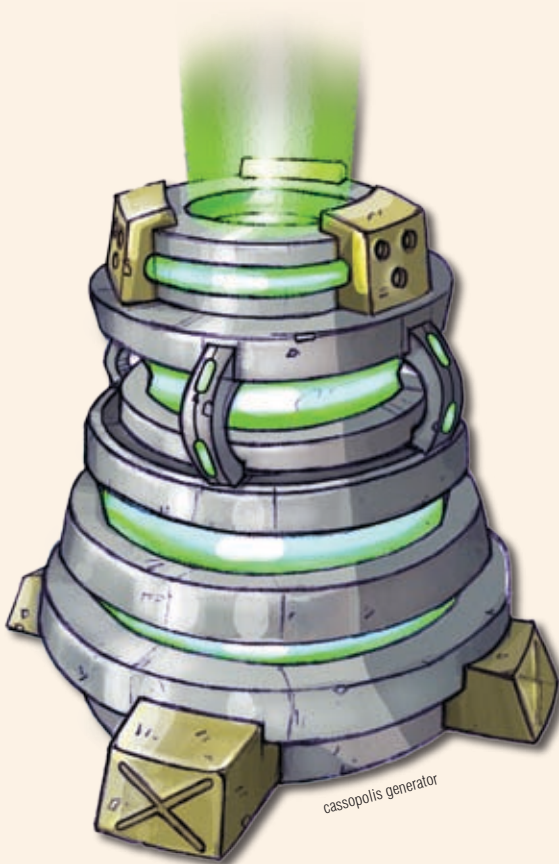


When TY reaches a sudden drop, jump down into it and then turn right. There is a Grav Block up against the rock wall. If TY shoots the Grav Block with a Grav Grenade, it will start to move up. Use the Grav Block to get up onto the next level and notice there are 6 Uberquin at the top protecting the second generator. Once the second generator **3** has been activated a Grav Block **7** will rise up out of the lava. This will help TY reach the fifth generator **8**.

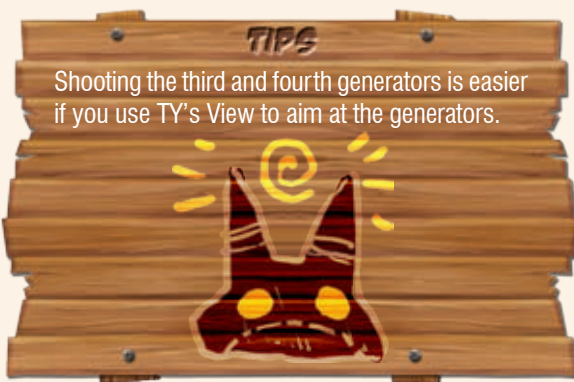


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Jump back down and run to the other end of the canyon. Now, using TY's incredible powers of being able to jump a lot and never get exhausted, jump up the two red floating platforms and defeat the 3 Electroquin. The third generator **4** is on top of the largest stone pillar in this area. Use the Grav Block to get enough height to jump onto the smallest pillar. From here TY can shoot the generator to power it up.



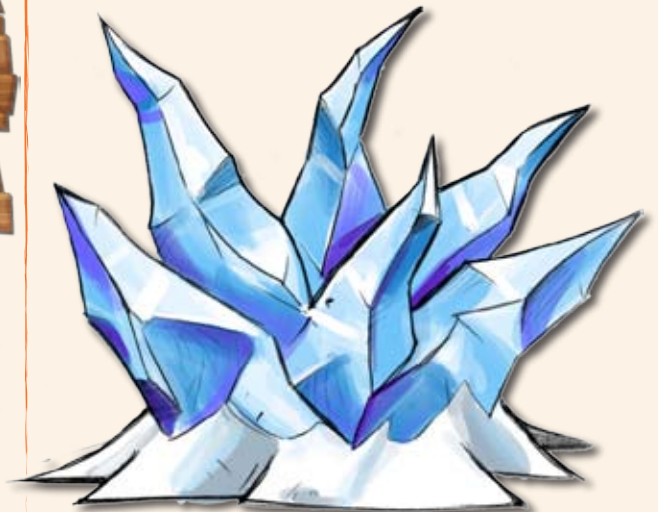
Follow the path around to the left and go through the open gate **5**. The fourth generator **6** is up high behind the large stone wall at the end of the path. Use the Grav Block and it will raise TY up high enough that he will be able to shoot the generator. But be quick as the Grav Block only remains up for a short time before settling back onto the ground.



Follow the path back until TY reaches the Dunny then go straight ahead and jump onto the Grav Block **7** floating above the lava. Hit it with a Grav Grenade and it will raise TY up high enough to jump up onto the next area. The fifth generator **8** is hidden under a pile of rocks. Shoot the rocks to remove them and then power up the generator.

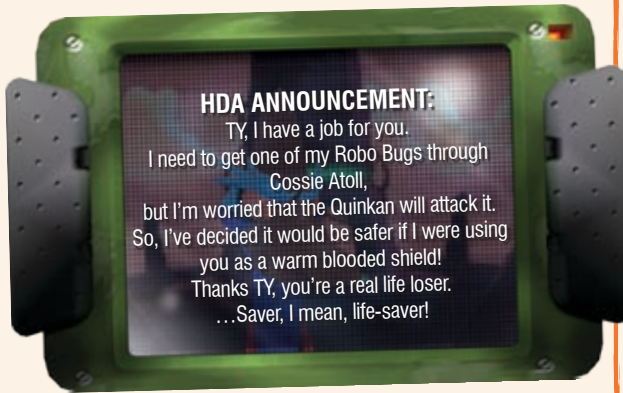


The path to the sixth generator is to the left of the rock pile, so follow the path through the gate **9**. Once TY has passed under the gate it will close, trapping him in with 10 Electroquin. Defeat all of them and the gate to the next section will open **10**. Jump up to the next area using the yellow metal platforms. The final generator **11** is enclosed in a metal cage, so shoot the three yellow buttons **13** and the metal cage will open. Once the final generator has been activated a gate **2** will open revealing a Magmaquin **12**, the location of which is marked by the red flashing icon on TY's map.



Once TY has gone through the gate leading to the Magmaquin the gate will close, trapping TY. The Magmaquin will start to attack by throwing lava balls at TY. Simply dodge the balls and when the Magmaquin turns its back, attack with one of the Shadow Bunyip's weapons. Once TY defeats the Magmaquin, Sly will return in the Rescue Wing and take TY to Crocodile Marsh in Southern Rivers.

TY will receive 1000 Opals for successfully completing this mission.



BILBIES

1 Requirements: none

This Bilby can be found hanging on to dear life from a tree branch at the bottom of a pit full of lava. From the Rescue Wing proceed along the path until it crosses over two lava pits. Turn to the left lava pit and jump down onto the lower ledge. Look down and find the three rock platforms floating in the lava. Jump onto the closest platform and then jump over to the tree branch above the third rock platform. Save the Bilby and then jump over to the Bunyip Launcher to return back to the main path.

2 Requirements: Shadow Bunyip

Upon entering the Winter Woods follow the path straight ahead until TY reaches the closed gate **2**, turn down the path to the left. When TY reaches the Dunny at the intersection turn right.

At the end of the path TY will reach a sudden drop, jump down into it and then turn right. There is a Grav Block up against the rock wall. Shoot the Grav Block with a Grav Grenade and jump onto it as it starts to rise up. Up on the next level there are 6 Quinkan protecting a generator **3**. Once the generator has been activated a Grav Platform **7** will rise up out of the lava.

Follow the path back until TY reaches the Dunny then go straight ahead and jump onto the Grav Block **7** floating above the lava. Hit it with a Grav Grenade and it will raise TY up high enough to jump up onto the next area. Go straight ahead until TY reaches the lava pool.

There are several Grav Blocks floating over the lava, jump over the Blocks until TY reaches the final one. Use a Grav Grenade to activate it and TY will rise up high enough to jump onto the rock pillar where the Bilby is trapped.



PICTURE FRAMES

1-2 Requirements: Shadow Bunyip

Upon entering the Winter Woods follow the path straight ahead until TY reaches the closed gate **2**, turn down the path to the left. When TY reaches the Dunny at the intersection turn right.

At the end of the path TY will reach a sudden drop, jump down into it and then turn right. There is a Grav Block up against the rock wall. Shoot the Grav Block with a Grav Grenade and jump onto it as it starts to rise up. Up on the next level there are 6 Quinkan protecting a generator **3**. Once the generator has been activated a Grav Block **7** will rise up out of the lava.

Follow the path back until TY reaches the Dunny then go straight ahead and jump onto the Grav Block **7** floating above the lava. Hit it with a Grav Grenade and it will raise TY up high enough to jump up onto the next area. Go straight ahead until TY reaches the lava pool.

There are several Grav Blocks floating over the lava with Picture Frames above two of them. Jump onto the first block and use a Grav Grenade to make it rise up so that TY can collect the first Picture Frame. Jump onto the next block and once again use the Grav Grenade to activate it to get enough height to pick up the second Picture Frame.



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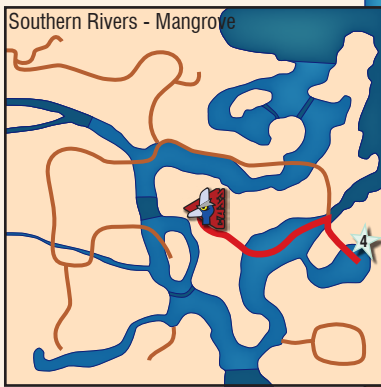
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AERO COAST GUARD

Defend Boss Cass' Robo Bug and clear a pathway for it by destroying the Quinkan Blockades.

Southern Rivers - Mangrove



Leave Cassopolis and follow the river to the left. Not far along, the river branches off into a small inlet to the right. Enter the inlet but watch out for the 4 Quinkan Turrets and 11 Quinkan Mines spread out over the right shore. Find the Crabmersible Parking Bay to the right of the 2 Flying Fortresses. There are 11 Quinkan Mines and 2 Electroquin scattered around as well. Park the Crabmersible and talk to Duke who will then fly TY to Cossie Atoll. TY will arrive at Cossie Atoll in his Gunyip.



The Robo Bug has a health bar located on the bottom centre of the screen. TY must simply follow and destroy any barriers and attacking enemies so that the bug reaches the end of the river before being destroyed.

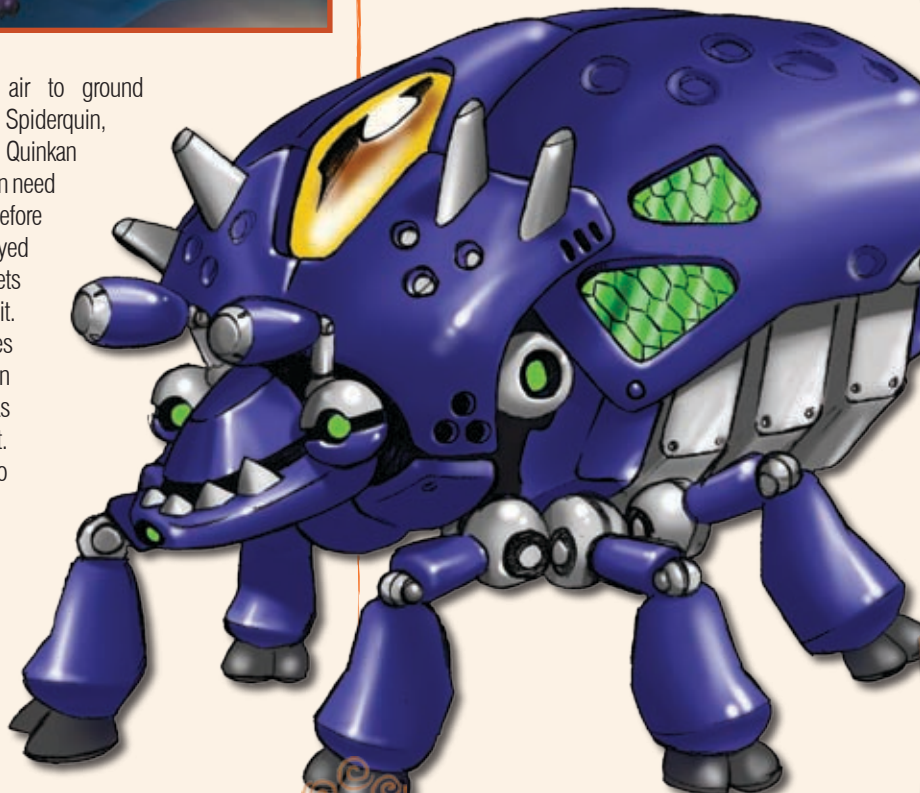
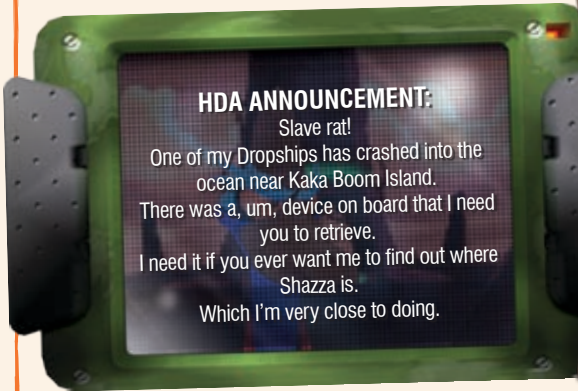


Use the Gunyip's air to ground missiles to destroy Spiderquin, Quinkan Turrets and Quinkan Blockades. Spiderquin need to be hit twice before they are destroyed while Quinkan Turrets only require one hit. Quinkan Blockades can be destroyed in one hit as long as it is a dead-on hit. Otherwise it takes two hits to destroy them.



Flying adversaries include Skyquin and Wingquin which can be defeated by using the Gunyip's machine guns.

Once the Robo Bug reaches its destination TY will be rewarded with an Ultra Stone and 1000 Opals. He can also choose to repeat the mission again, each time he completes it successfully he will receive another 500 Opals.



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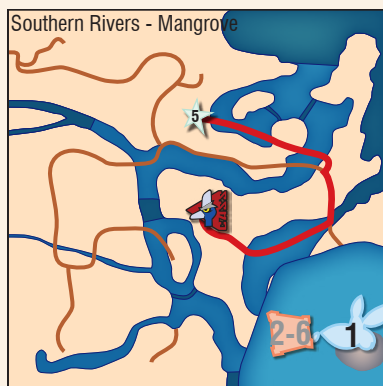
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SEA CHANGE

One of Cass' Dropships was shot down near the volcanic Kaka Boom Island. The crew survived, but they left behind a very valuable piece of equipment that is classified. Cass wants it back at any cost. The only problem is, the area is infested with Quinkan, and Mt. Boom has just recently become active!



OFFICIAL STRATEGY GUIDE

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible.

Follow the sandy path through the archway and turn left. Beware of the Electroquin in front of the arch and 3 more on the other side. Run into the water keeping a sharp eye out for Sharks and swim over to the next island. Once on the island there should be a small hut to the left of the sandy path and 3 Electroquin directly ahead. There are also 4 more Electroquin hiding on the rises to each side. Follow the path to the other side of the island and then TY will have to swim through the water over to the next island. Follow the pathway through to the Rescue Wing. Find Duke and talk to him to activate the mission.



Duke will land the Rescue Wing on the beach where TY will meet up with General Dennis **1**. Dennis will join TY on his quest using his trusty bazooka to fend off would-be attackers. Run along the beach using the small sand islands to manoeuvre around the rocky outcrop on the beach. A total of 17 Zombie Frills will rise from the sand of the islands. Once TY reaches the shore again he will have to beware of the 5 Protoquin and 4 more Zombie Frills.



Run up the beach, around the rock past the Dunny. Dennis and TY will be stopped in their tracks when they see the landslide ahead **2**. Dennis can blast away the landslide with his bazooka. Keep the pesky Quincrab

and 3 Zombie Frills away from Dennis so that he can get a few good, clear shots at the landslide.



Once the landslide has been turned into rubble, run forward through the passage. There are 6 Zombie Frills on the other side. Run along the beach, fighting through the 8 Zombie Frills and Quincrab until TY reaches the old rusty storm-water pipes that run out into the ocean. Beware of the large rolling boulders erupting from Mt. Boom above. Beyond the pipes there is another Quincrab and 4 more Zombie Frills. Look for a large clam in the water that TY can open with his rangs; there will be some Opals inside. Also around here TY should be able to find a few Opal Bags with 200 opals inside each bag!



Further along the beach TY will encounter a large, old rusted metal frame protruding from a cave **3**. On closer inspection TY and Dennis will be able to see the spiked wooden roller that rolls up and down along this framework. Dennis will be scared off by the trap and won't continue along with TY until TY can do something about it. Time TY's run for when the wooden roller won't come into contact with TY along the tunnel; otherwise TY will be spiked... then rolled... by the wooden spike roller and lose a portion of his health.



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After the tunnel TY will come to a narrow rock passage that has been blocked by a spinning buzz saw [4]. Press the button [2] on the right-hand boulder to trigger an explosion that will blast away the buzz saw trap and the spiked roller. Dennis will once again join TY as he continues on down the path towards the old abandoned fort [5] on the cliff-face. There are 4 Zombie Frills just before the fort.



As soon as they exit the fort Dennis will offer to go ahead and will jump over the bushes into the ocean. TY must continue to follow the path around and down the side of the mountain - but watch out for falling boulders!



Once TY reaches the bottom of the path he'll be at the bottom of the volcano where molten lava is running into the ocean [6]. Be careful not to touch the molten hot burning and searing lava... for obvious reasons. Jump over the small streams of lava and then time TY's jumps to jump over the lava spurting up into the air. Once TY has passed the lava streams he will be confronted by 4 Lavaquin and 3 Electroquin. TY needs to fight through these formidable enemies and continue to follow the beach around keeping the lava-flow to his right.



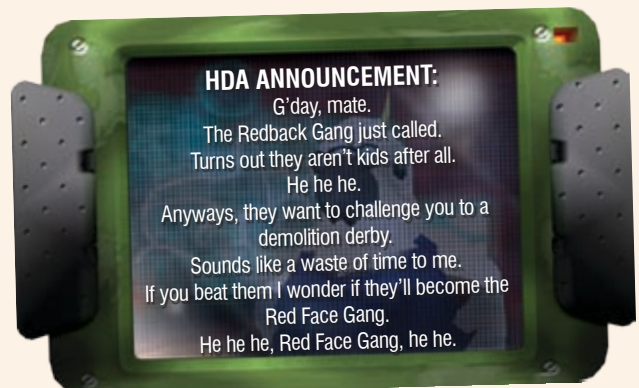
When TY reaches the edge of the beach closest to the lava flow he will need to wade out into the shallow water towards the two sand islands. There is a Dunny Checkpoint on the smaller island and Dennis is waiting on the other [7].



TY and Dennis find the downed Dropship in a deep pool [8] in front of the sand island. TY must swim down to retrieve the lost package for Boss Cass. Unfortunately this involves a tussle with an enormous mutant Hermit Crab who has decided that Boss Cass' Dropship would make a mighty fine home. TY will need to hit the Hermit Crab's eyes while dodging his snippy-clipped claws. After defeating the Hermit Crab TY will return to the surface where he will hand the package over to Dennis and the mission will be complete. Head back to the beach to hitch a lift back to Southern Rivers on the Rescue Wing parked nearby.



TY will receive 1000 Opals for successfully retrieving Boss Cass' package.





PICTURE FRAMES

1 Requirements: none

Upon arriving on the island TY should enter the water and swim back behind the Rescue Wing. There is a large rock protruding from the water. Swim around to the far side of the rock and over to where the shark net meets the cliff-face. There is a Picture Frame under the water here.

2-6 Requirements: 1 x Ultra Stone

Upon arriving on the island TY should enter the water and swim back behind the Rescue Wing. There is a large rock protruding from the water. Swim around to the far side of the rock. Equip a Rang Chassis with an Ultra Stone and use TY's View to locate the invisi-crate up in the air on the ocean side of the protruding rock. Rang it to collect the Picture Frame from within.

7 Requirements: none

From the Rescue Wing run along the beach until TY reaches the small sand islands. When TY reaches the fourth island he should jump into the water to the right. There is a Picture Frame under the water between the island and the shark net.

8 Requirements: none

From the Rescue Wings landing site run along the beach and over the seven sand islands. When TY reaches the final island jump into the water to the right. There is a Picture Frame under the water between the island and the shark net.



9 Requirements: none

Follow the path over Kaka Boom Island until TY reaches the large roller trap [3] next to the Dunny Checkpoint. To the left of the path near a cluster of large boulders there is a Picture Frame sitting above the shrubbery.

10 Requirements: none

Follow the path over Kaka Boom Island until TY reaches the lava streams [6]. Jump into the ocean on the right and swim over to the closest island. There is a Picture Frame sitting on the island.

11 Requirements: none

Follow the path over Kaka Boom Island until TY reaches the lava streams [6]. Jump into the ocean on the right and locate the crashed bomber plane under the water between the two islands. There is a Picture Frame hidden in the tail section of the plane.

12 Requirements: none

Follow the path over Kaka Boom Island until TY reaches the lava streams [6]. Jump over the lava streams to the beach on the other side. Once on the beach turn to the left and TY will find a Picture Frame sitting amongst the bushes.

13 Requirements: none

Follow the path over Kaka Boom Island until TY reaches the lava streams [6]. Jump over the lava streams to the beach on the other side. Once on the beach follow it around close to the bushes until TY reaches a crashed plane near a Dunny Checkpoint. There is a Picture Frame sitting in the bushes next to the plane's cockpit.



14 Requirements: none

Follow the path over Kaka Boom Island until TY reaches the lava streams [6]. Cross over the lava streams to the beach on the other side. TY then needs to run the length of the beach and jump into the ocean. Follow the shark net around to the left until it joins with the rock wall. There is a Picture Frame under the water between the net and the small sand island.

15 Requirements: none

Follow the path over Kaka Boom Island until TY reaches the lava streams [6]. Cross over the lava streams to the beach on the other side. TY then needs to run along the beach and jump into the ocean. There is a small sand island located in the ocean between the two lava flows. TY can swim around the lava to the island where he can pick up the Picture Frame.



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KAKA BOOM ISLAND



BILBIES

1 Requirements: none

Upon arriving on the island TY should enter the water and swim back behind the Rescue Wing. There is a large rock protruding from the water. Swim around to the far side of the rock where TY will find a Bilby hanging from a palm tree. Jump up onto the rock ledge and then over to the Bilby to rescue it.



2 Requirements: 1 x Earth Stone

From the Rescue Wing's landing site TY needs to run along the beach and over the seven sand islands. Once back on shore follow the path around to the left past the Dunny Checkpoint. Just beyond the Dunny there is a smash-able rock wall. Equip a Rang Chassis with an Earth Stone and rang the wall to break it. Go through the newly created opening and follow the sandy path around to the left. Near the end of the path there is a gap between two boulders to the right. Go through the bushes and TY will find a Bilby.



3 Requirements: none

Follow the path over Kaka Boom Island until TY reaches the lava streams [6]. Cross over the lava streams to the beach on the other side. TY then needs to run along the beach and jump into the ocean. Follow the shark net around to the right until TY reaches the small sand island behind the deep pool [8] that houses the mutant Hermit Crab. There is a Bilby struggling to keep afloat in the ocean between the shark net and the sand island.



RANG STONES

1 MAGNET STONE

Requirements: none

From the Rescue Wing's landing site TY should follow the path over Kaka Boom Island until he reaches the spiked rolling log trap [3]. Pass the rolling log and then blow up the buzz saw trap beyond [4]. Jump over the edge of the path into the ocean on the right. Follow the shark net around to the right until it meets a rock wall. There is a Magnet Stone under the water here. There is a ladder leading up the cliff-face back to the exploded buzz saw trap that TY can use to get back onto the path.

2 AIR STONE

Requirements: 3 x Magnet Stone

Follow the path over Kaka Boom Island until TY reaches the lava streams [6]. Jump into the ocean on the right and swim over to the closest island. There is an Air Stone floating high in the air above the island. Equip a Rang Chassis with three Magnet Stones. If TY rangs the Air Stone it will be drawn down to him by the Magnet Stones.

3 EARTH STONE

Requirements: none

Follow the path over Kaka Boom Island until TY reaches the lava streams [6]. Jump over the lava streams until TY reaches the spurting lava traps. If TY has previously defeated the mutated Hermit Crab there will be rock platforms leading down the lava stream that flows out into the ocean. Jump along the rock platforms, there are nine in total, to reach the Earth Stone.



mutated hermit crab



KROMIUM ORBS

1 Requirements: 1 x Ultra Stone

From the Rescue Wing's landing site TY should run over the beach until he reaches the seven sand islands in the ocean. There is a pile of three crab pots to the left of the second island close to the shore. Equip a Rang Chassis with an Ultra Stone and use TY's view to locate the button 1 inside the top crab pot. Rang the button and then use TY's View to locate the invisible platform which should now be moving up and down. Jump on the invisible platform and when it reaches its highest point jump up and collect the Kromium Orb.

2 Requirements: none

From the Rescue Wing landing site TY should follow the path over Kaka Boom Island until he reaches the spiked rolling log trap 3. Pass the rolling log and then blow up the buzz saw trap beyond 4. Follow the path until TY reaches a small pool of water on the left. Dive into the water and pick up the Kromium Orb.

3 Requirements: none

From the Rescue Wing landing site TY should follow the path of Kaka Boom Island until he reaches the spiked rolling log trap 3. Pass the rolling log and then blow up the buzz saw trap beyond 4. Jump over the edge of the path into the ocean on the right. Follow the shark net around to the left until TY is under the fort. There is a Kromium Orb under the water in front of the sunken ship wreck. There is a ladder leading up the cliff-face back to the exploded buzz saw trap that TY can use to get back onto the path.

4 Requirements: none

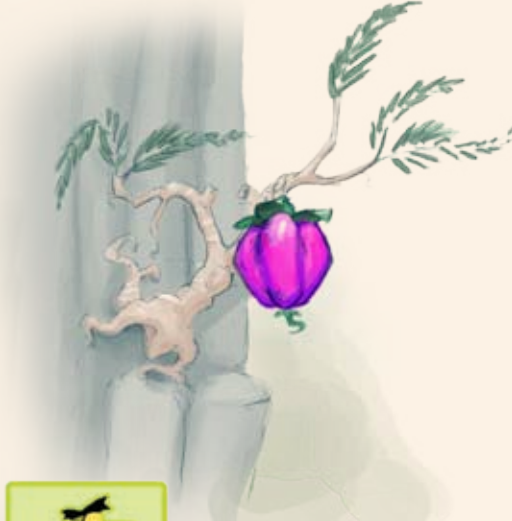
Follow the path over the island until TY reaches the lava streams 6. Jump into the ocean on the right and swim back towards the fort. Underwater near where the shark net meets the sunken shipwreck TY will find a Kromium Orb.



GOOBOO BERRIES

1 Requirements: 1 x Earth Stone

From the Rescue Wings landing site TY needs to run along the beach and over the seven sand islands. Once back on shore follow the path around to the left past the Dunny Checkpoint. Just beyond the Dunny there is a smash-able rock wall to the left. Equip a Rang Chassis with an Earth Stone and rang the wall to break it. Go through the newly created opening and follow the sandy path all the way around to the right. At the end of the path there is a Gooboo Berry. Jump up to collect it.



STEVE

1 Requirements: none

From the Rescue Wing's landing site TY needs to run along the beach and over the seven sand islands. Once back on shore follow the path around to the left past the Dunny Checkpoint. Just beyond the Dunny there is a smash-able rock wall. Equip a Rang Chassis with an Earth Stone and rang the wall to break it. Go through the newly created opening and follow the sandy path all the way around to the left. Gooboo Steve is at the end of the path.



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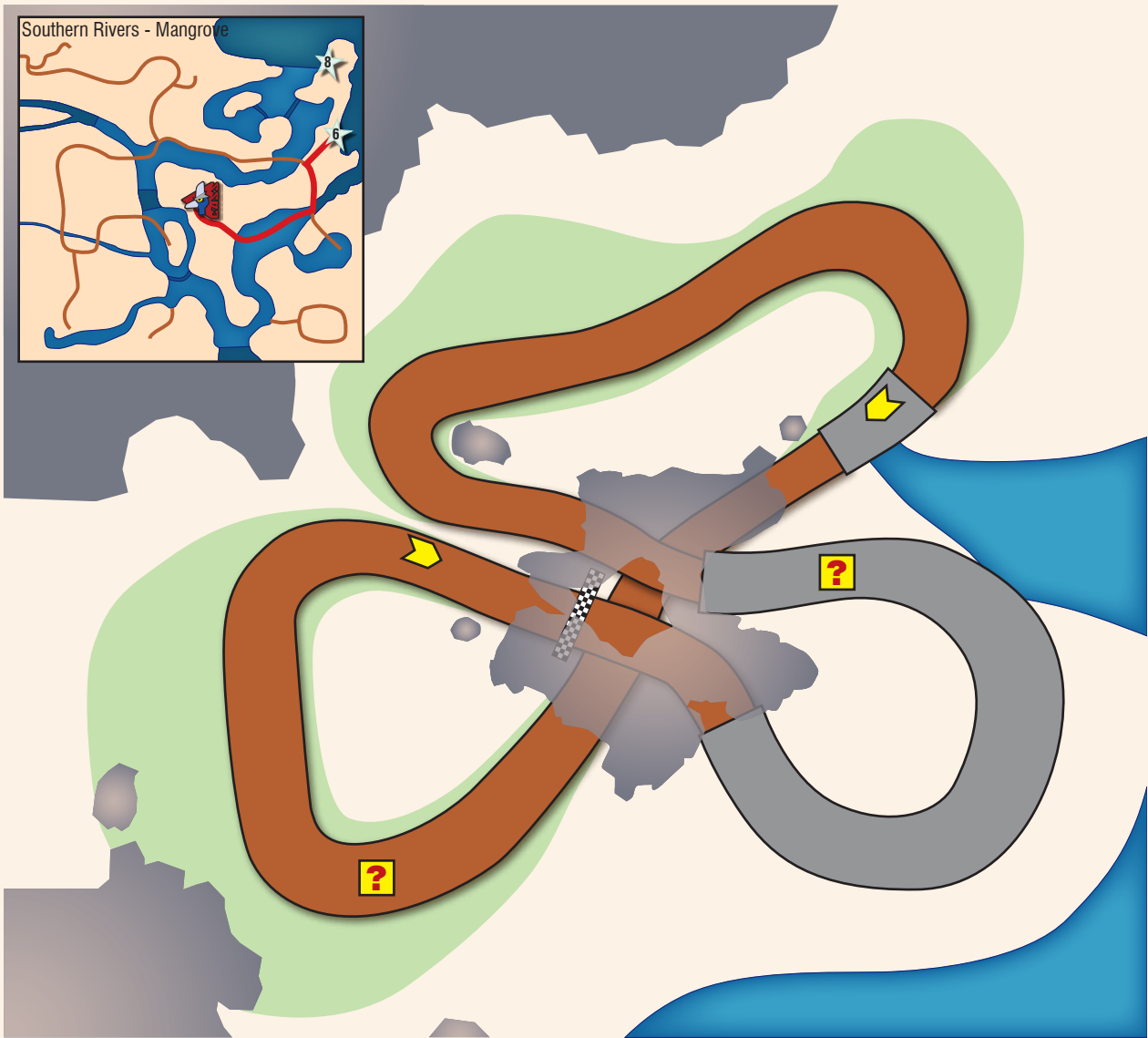
WALKTHROUGH

- The Dreaming
- New Burrumudgee
- Southern Rivers - Desert
- Cinder Canyon
- The Big Race
- Battle Arena Epsilon
- All Your Base
- Experi Mental Cart
- Blackwood Blizzard (1)
- Blackwood Blizzard (2)
- Hexaquin's Lair
- Southern Rivers - Mangrove
- Dead Dingo Marsh
- Cassopolis
- Redback Stash
- Winter Woods (1)
- Cossie Atoll
- Kaka Boom Island
- Demolition Derby
- Winter Woods (2)
- Battle Arena Gamma
- Skies of Cassopolis
- Gooboo Gully
- Respect Effect
- Blimey Billabong
- Mt. Boom Basin
- Battle Arena Zeta
- Dennis Dilemma
- Frozen Forests (1)
- Frozen Forests (2)
- The Gauntlet
- The Quinking



DEMOLITION DERBY

If TY accepts the Redback Gang's racing challenge then he must defeat all the other racers within the five minute time limit to win the Demolition Derby.



OFFICIAL STRATEGY GUIDE

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible.

Follow the sandy path through the archway and turn left. Beware of the Electroquin in front of the arch and 3 more on the other side. Directly in front of the archway TY will find the Redback Gang ready to race.



There are eight racers in total and TY must knock out all of the other racers to be the only one remaining within the five minute time limit.

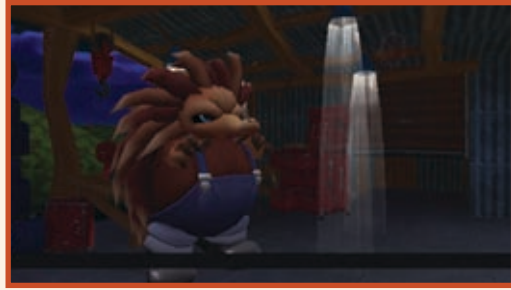


Each Cart has four hit points, represented by the red and yellow health bar above each Cart. Use the pickups in the crates to get ammunition to shoot at the other players.

HDA ANNOUNCEMENT:

Quinkan have attacked Cass' power grid again, this time at the reactor cores. I think this is just the opportunity we need to take out Cass for good. Oh, never mind. Could you and Sly go and sort out the cores for me?

TY will receive an Earth Stone and 500 Opals for successfully completing the mission.



Once the mission is complete, TY can continue to compete in the Cart race, now run by Chockers. It costs 100 Opals to enter the race and TY can win 1000 Opals if he wins the race again or 1500 Opals if he beats his best time.



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WALKTHROUGH

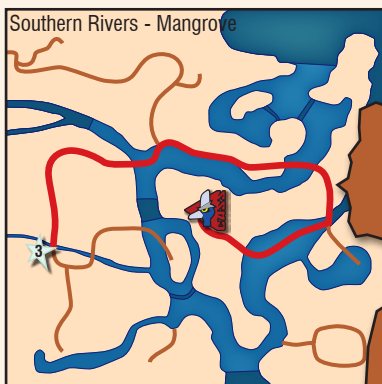
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MELTDOWN

The Quinkan have drained the Cassopolis generators of their heat. They're about to go offline, which will result in a loss of power in Cassopolis. Luckily, the Extreme Bunyip is resistant to lava and it can actually swim in extremely high temperatures! TY must enter the danger zone and use the Thermo Cannon to re-heat the reactor cores before they shut down.

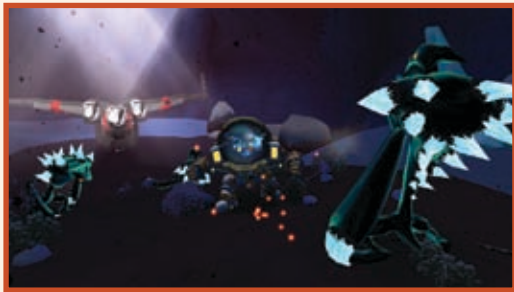


Leave Cassopolis and follow the river to the right, there are 3 Flying Fortresses surrounded by 1 Quinkan Turret and 11 Quinkan Mines to the left and 6 Quinkan Mines to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier but beware of the Quinkan Turret and 4 Quinkan Mines on the other side. Do not go down the path to the left but continue to follow the river past the Pyroquin, 2 Electroquin, Quinkan Turret and 4 Quinkan Mines on the right side of the river. There are two more Quinkan Turrets ahead, each surrounded by 3 Quinkan Mines. There are also 2 Pyroquin and 3 Electroquin spread out around the Turrets.

Not much further ahead the river will end, but there is a road around to the right blocked by mangrove barriers. Break through the barrier and fight through the 3 Electroquin, 1 Quinkan Turret and 4 Quinkan Mines. Go through the purple ooze where there is 3 Pyroquin, 1 Quinkan Turret and 2 Quinkan Mines. At the intersection there will be a wooden pathway to each side with 3 Quinkan Turrets, 3 Electroquin, 1 Pyroquin and 10 Quinkan Mines between them. Take the left path and park in the first Crabmersible Parking Bay TY reaches.

There is a Rescue Wing and Mobile HQ shop parked here where TY can buy Bunyip upgrades from Naomi. Make sure TY buys the Thermo Cannon from her otherwise he won't be able to complete the mission.

Talk to Sly and he will fly TY back to the Winter Woods. When TY is dropped off he will be in the Extreme Bunyip.



There are 3 Uberquin directly in front of TY. Get past these and go straight ahead until he reaches the section where there is lava on each side of the path **1**. There will be 2 Electroquin and 4 Pyroquin directly in front of TY. To the left are two pillars sitting in the lava and above these are floating hooks. Equip the Extreme Bunyip with the Left Hook. Shoot the Left Hook towards the floating hooks and the Bunyip will be pulled over to the lower pillar. Pretty cool, huh? Jump up onto the next pillar and use the Left Hook to pull the Bunyip over to the raised area. The first generator is surrounded by a group of rocks protected by 5 Pyroquin **2**. Get past the Pyroquin and use the Thermo Cannon to re-heat the generator. The generator is fully charged when the green beam stays on once TY stops shooting it.



Return to the main path **1** by jumping onto the Bunyip Launcher down in the lava to the right of the rock pillars. The Launcher will boost the Bunyip up into the air onto the main path. Continue going straight ahead past the 2 Electroquin and 4 Pyroquin, turn left at the closed gate and jump down into the canyon. There are 2 Electroquin and 2 Uberquin directly ahead. Defeat these and take the right-hand path (the left is blocked by a gate). There is another drop down here and two floating platforms, so use the floating platforms to jump up to the raised area to the left. There are two rocky pillars here protected by 2 Electroquin and 3 Pyroquin. There is a floating hook above the higher of the two pillars. Use the Left Hook to get up and find the second generator atop this pillar **3**.



Once the second generator has been re-heated return back to the section on the main path with lava on each side **1**. This time, instead of going to the left-hand side of the map, use the Left Hook to make your way across to the right-hand side of the map. Across the lava there will be a path to TY's left and an ice wall to his right, turn right and destroy the ice wall. Go down the ice ramp and cross the ice bridge to the left. Across the bridge there are three rows of ice walls, smash through these to get to the third generator **4** and charge it.



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- Cinder Canyon
- The Big Race
- Battle Arena Epsilon
- All Your Base
- Experimental Cart
- Blackwood Blizzard (1)
- Blackwood Blizzard (2)
- Hexaquin's Lair
- Southern Rivers - Mangrove
- Dead Dingo Marsh
- Cassopolis
- Redback Stash
- Winter Woods (1)
- Cossie Atoll
- Kaka Boom Island
- Demolition Derby
- Winter Woods (2)
- Battle Arena Gamma
- Skies of Cassopolis
- Gooboo Gully
- Respect Effect
- Blimey Billabong
- Mt. Boom Basin
- Battle Arena Zeta
- Dennis Dilemma
- Frozen Forests (1)
- Frozen Forests (2)
- The Gauntlet
- The Quinking

WINTER WOODS 2

Return across the ice bridge and up the ice ramp, turn right and follow the path to the scaffolding pieces. Jump up the two sections of scaffolding onto the main scaffolding path. Get past the two swinging spikes and at the end of the scaffolding TY will be able to reach and charge the fourth generator **5**.

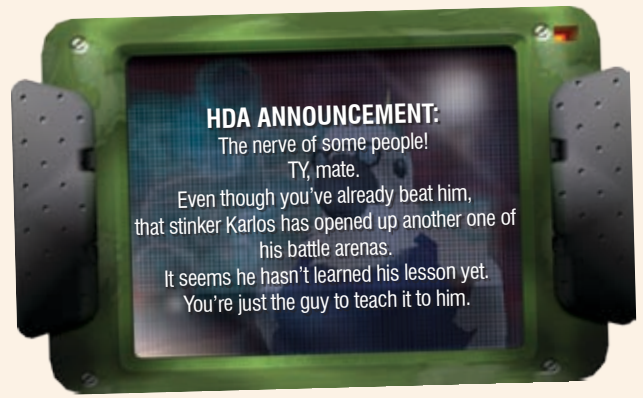


Jump back down to the path and continue following it around to the left until TY comes to a long, icy corridor that is filled with 10 Lavaquin. The Lavaquin are protecting a yellow button **1**, which is located to the right of the steps. Fight through the Lavaquin and activate the button, a timer will start ticking. TY must then jump up the five steps, make his way past the 2 Protoquin and jump onto the red platform before the timer runs out. If TY has jumped onto the platform within the time limit, he will be raised up to a point where he will be high enough to reach the fifth generator **6**.

Re-heat the generator and then go back down the five steps, turn left and follow the ice corridor to the very end. If TY looks up he will see a gantry with a floating hook, use the Left Hook to pull TY up. There are 4 Protoquin and 2 Pyroquin here. Defeat the Quinkan so that they can't shoot at TY while he runs along the black and yellow gantry, look out for the trap doors, and jump across the gaps. When TY reaches the raised bridge he should punch it to make it fall into place and then cross it to reach the final generator **7**. Once the final generator has been re-heated, Sly will come and pick TY up in the Rescue Wing.



TY will receive 1000 Opals for successfully completing this mission.



BILBIES

1 Requirements: none

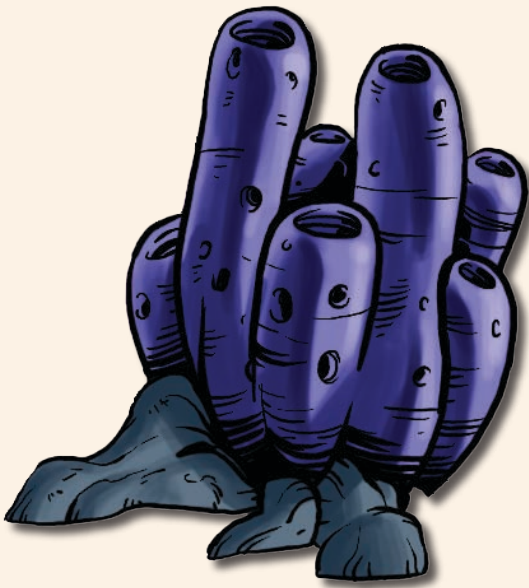
This Bilby can be found hanging on to dear life from a tree branch at the bottom of a pit full of lava. From the Rescue Wing proceed along the path until it crosses over two lava pits. Turn to the left lava pit and jump down onto the lower ledge. Look down and find the three rock platforms floating in the lava. Jump onto the closest platform and then jump over to the tree branch above the third rock platform. Save the Bilby and then jump over onto the Bunyip Launcher to return back to the main path.

3 Requirements: Extreme Bunyip

From the Rescue Wing's landing site proceed along until the path crosses over two lava pits **1**. Above the pit on the right will be a floating hook. Use the Extreme Bunyip's Left Hook to latch onto the hook. Across the lava there will be a path to TY's left and an ice wall to his right. Turn right and destroy the ice wall. Go down the ice ramp, there is a Bilby underneath the ramp.



bilby



4 Requirements: Extreme Bunyip

From the Rescue Wing's landing site proceed along until the path crosses over two lava pits **1**. Above the pit on the right will be a floating hook. Use the Extreme Bunyip's Left Hook to latch onto the hook. Across the lava there will be a path to TY's left and an ice wall to his right, turn right and destroy the ice wall. Go down the ice ramp and cross the ice bridge to the left, across the bridge there are three rows of ice walls. Climb up the ice walls to reach the Bilby hanging from a tree branch at the top.



PICTURE FRAMES

3-5 Requirements: Extreme Bunyip

From the Rescue Wing's landing site proceed along until the path crosses over two lava pits **1**. Jump down to the left. TY can dive underneath the lava in the Extreme Bunyip, beware of the Lavaquin! Follow the tunnel underneath the lava to find three Picture Frames.

6-8 Requirements: Extreme Bunyip

From the Rescue Wing's landing site proceed along until the path crosses over two lava pits **1**. Jump down to the right. TY can dive underneath the lava in the Extreme Bunyip. Follow the tunnel underneath the lava to find three Picture Frames.

9-10 Requirements: Extreme Bunyip

From the Rescue Wing's landing site proceed along until the path crosses over two lava pits **1**. Above the pit on the right will be a floating hook. Use the Extreme Bunyip's Left Hook to latch onto the hook. Across the

lava there will be a path to TY's left and an ice wall to his right. Follow the path to the left until TY reaches a long, icy corridor. Turn left and follow the ice corridor to the very end. If TY looks up he will see a gantry with a floating hook, use the Left Hook to pull TY up. Run up the metal ramp and follow the gantry around. There are two Picture Frames on the gantry above trap doors, so make sure TY jumps over these as he collects the Frames.



RANG STONES

1 EARTH STONE

Requirements: Extreme Bunyip

From the Rescue Wing's landing site proceed along until the path crosses over two lava pits **1**. Jump down to the left. TY can dive underneath the lava in the Extreme Bunyip, beware of the Lavaquin! Follow the tunnel underneath the lava to the very end to find an Earth Stone.

2 ZOOM STONE

Requirements: Extreme Bunyip

From the Rescue Wing's landing site proceed along until the path crosses over two lava pits **1**. Jump down to the right. TY can dive underneath the lava in the Extreme Bunyip. Follow the tunnel underneath the lava to the very end to find a Zoom Stone.

3 MEGA STONE

Requirements: Extreme Bunyip's Left Hook

From the Rescue Wing's landing site proceed along until the path crosses over two lava pits **1**. Above the pit on the right will be a floating hook. Use the Extreme Bunyip's Left Hook to latch onto the hook. Across the lava there will be a path to TY's left and an ice wall to his right, turn right and destroy the ice wall. Go down the ice ramp and cross the ice bridge to the left, across the bridge there are three rows of ice walls, smash through these to get to the Mega Stone



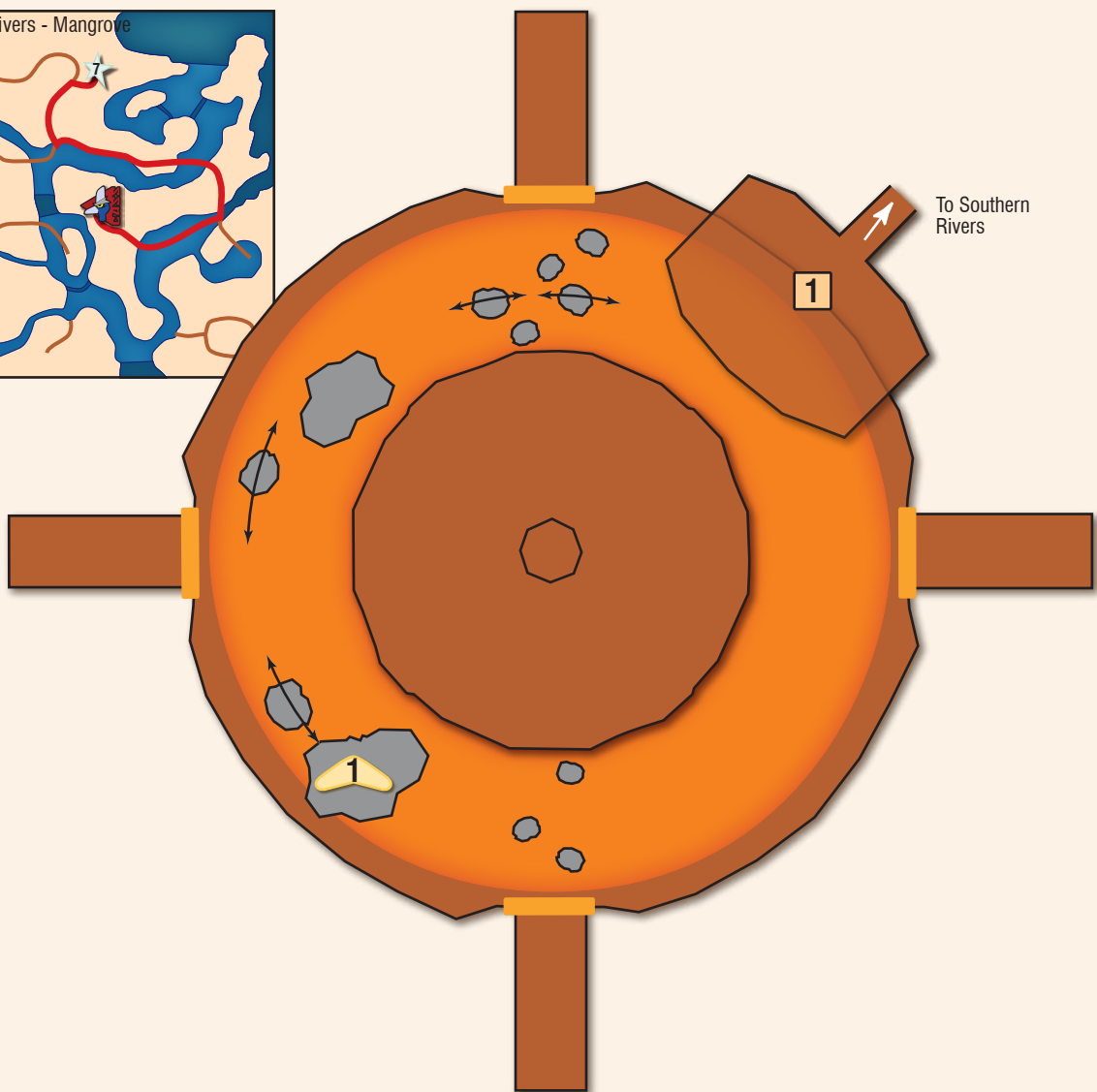
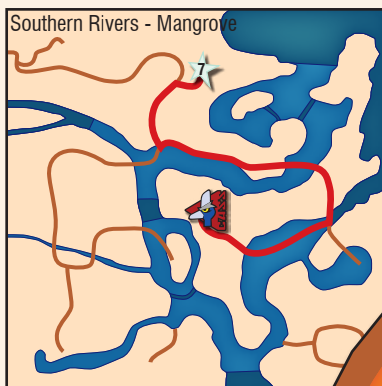
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- Dennis Dilemma
- Frozen Forests (1)
- Frozen Forests (2)
- The Gauntlet
- The Quinking



BATTLE ARENA GAMMA

TY must survive Karlos' second dreaded Battle Arena but this time he's on foot.





Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. There are 3 Electroquin on the first section of the wooden walkway. On the second section of the wooden walkway there is a Flying Fortress over the water to the left of the path. Where the second section of wooden walkway ends and the third section starts, there will be a Quinkan Fortress, 4 Electroquin and 5 Quinkan Mines for TY to get past. Follow the third section of walkway until TY reaches an intersection. Turn right but beware of the Zombie Frill that will crawl up out of the ground to the right of the end of the wooden walkway. Follow the dirt track past the 2 Pyroquin, 13 Quinkan Mines and 2 Quinkan Turrets. When TY reaches the mangrove barriers turn to the right and park the Crabmersible. Enter the tunnel to reach Karlos' latest Battle Arena.

The mission will begin as soon as TY walks into the Battle Arena control room **1**. TY is on foot this time, so he can't use the Shadow Beam or any other Bunyip power-ups, though he can make some mean and nasty Rang Stone combinations to help dispose of the enemies more quickly.



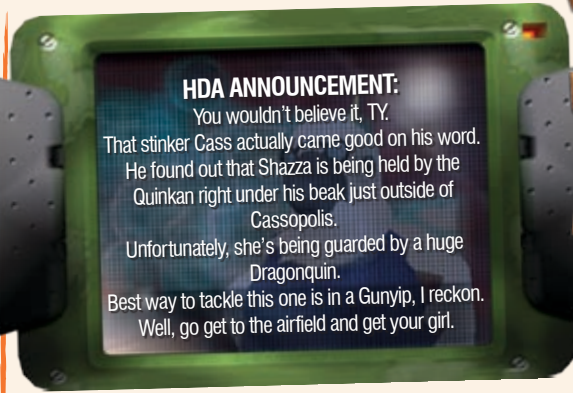
ARENA

Wave 1	Wave 2	Wave 3	Wave 4	Wave 5
5 x Electroquin	5 x Electroquin	5 x Electroquin	20 x Zombie Frills	4 x Lavaquin
5 x Protoquin	5 x Pyroquin	5 x Shieldquin		

Upon successful completion of the mission TY will be rewarded with an Air Stone and 1500 Opals.

TY can now talk to Karlos and re-enter the Arena to win fortune and glory. To enter the Arena again will cost TY 250 Opals and if he can once again survive he will win 1000 Opals. For 500 Opals TY can try either a Timed Arena battle or a Melee Arena battle to win 1500 Opals.

During the Timed Arena battle TY must defeat all five waves of enemies within the allocated five minutes.



TIMED ARENA

Wave 1	Wave 2	Wave 3	Wave 4	Wave 5
5 x Electroquin	5 x Pyroquin	5 x Electroquin	5 x Electroquin	2 x Lavaquin
10 x Zombie Frills	2 x Lavaquin	5 x Protoquin	10 x Zombie Frills	
		5 x Shieldquin		

During the Melee Arena battle TY must defeat all enemies using only his Close Rang Combat skills - though he can still throw rangs at the Boom Crates to take care of nearby groups of Quinkan.

TIMED ARENA

Wave 1	Wave 2	Wave 3	Wave 4	Wave 5
5 x Electroquin	5 x Pyroquin	5 x Electroquin	5 x Electroquin	2 x Lavaquin
2 x Lavaquin	10 x Zombie Frills	5 x Shieldquin	5 x Protoquin	



RANG STONES

1 WATER STONE

Requirements: none

To the left of Karlos' control room there is a series of stationary stepping stones with two moving ones (moving rock platforms are indicated by arrows on the map). Use the moving ones to get over to the large rock pillar sitting in the lava. There are two more moving rock platforms that TY can use to get over to the largest rock pillar that holds the Water Stone.



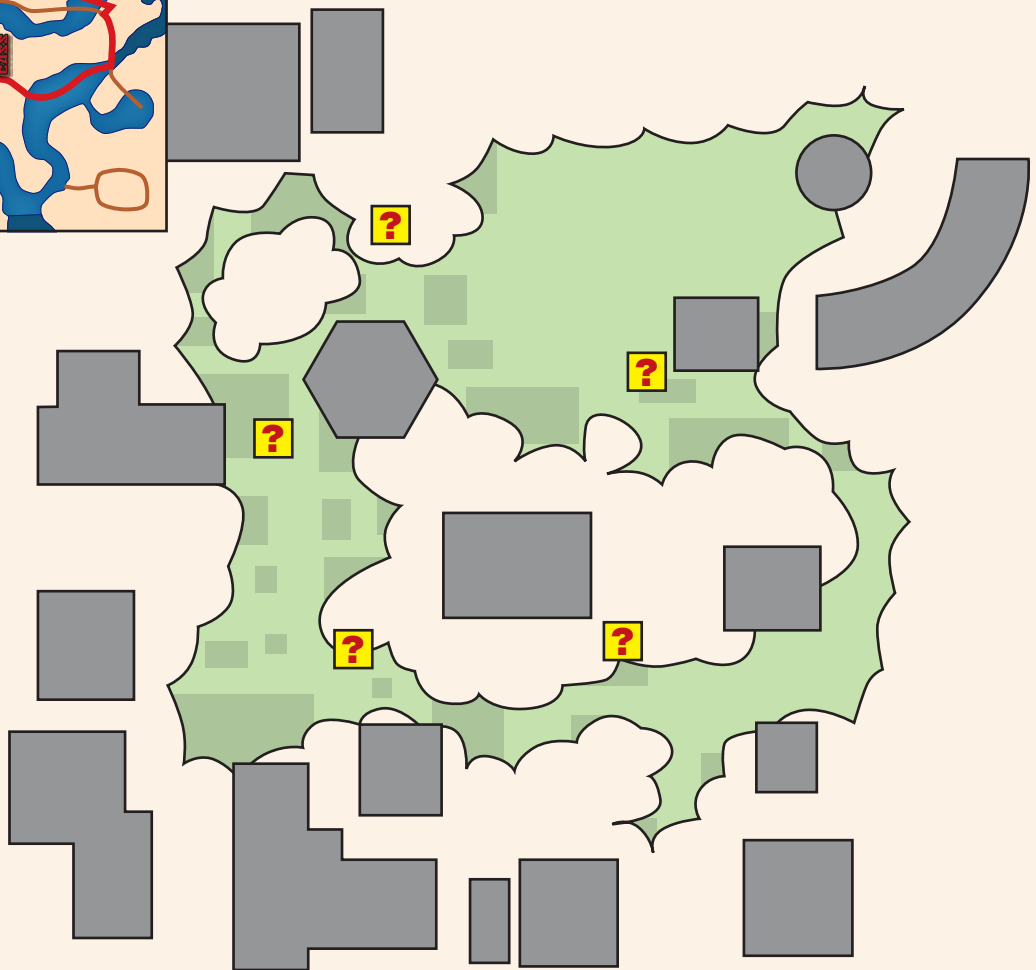
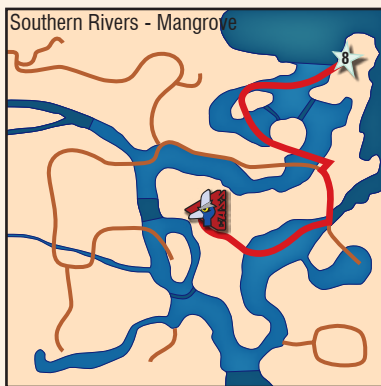
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- Dennis Dilemma
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- Frozen Forests (2)
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- The Quinking



WRATH OF THE DRAGONQUIN

TY must take to the skies above Cassopolis in his trusty Gunyip to battle the Dragonquin and save Shazza.



OFFICIAL STRATEGY GUIDE

Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. At the end of the wooden walkway but before the start of the next section of walkway there is a Crabmersible Parking Bay on the right. Park the Crabmersible.

Follow the sandy path through the archway and turn left. Beware of the Electroquin in front of the arch and 3 more on the other side. Run into the water keeping a sharp eye out for Sharks and swim over to the next island. Once on the island there should be a small hut to the left of the sandy path and 3 Electroquin directly ahead. There are also 4 more Electroquin hiding on the rises to each side. Follow the path to the other side of the island and then TY will have to swim around to the right. Go around the central island to enter Opal Deep. There is a beach to the left that leads to Parrotbeard's Treasure Chest. Swim past this and head for the beach straight ahead to the right. There is a Rescue Wing parked here. Talk to Duke and he will drop TY off above Cassopolis, TY will be in the Gunyip.



The Dragonquin will be flying around the skies of Cassopolis and its only weak spot is its tail. TY, therefore, needs to shoot at this. Each time its tail is hit, the Dragonquin will shoot two volleys of fireballs towards TY before it recommences flying. Each tail section has to be hit twice to destroy it.

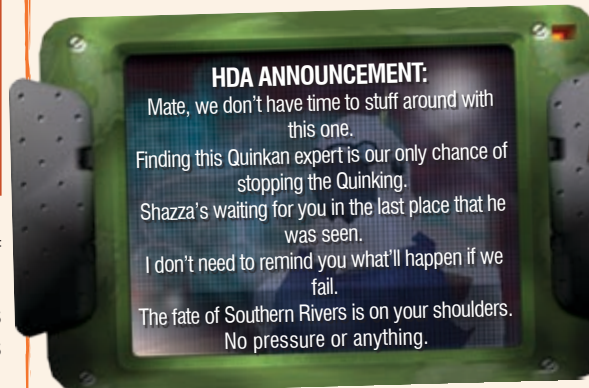


Once it has lost two tail sections the Dragonquin will begin to fly around faster. If it sees TY it will shoot fireballs at him. Occasionally it will rear up and shoot a laser beam out of its mouth. Every time TY hits it, it will also rear up and shoot a laser beam out of its mouth.

After three more tail sections have been destroyed the Dragonquin will begin flying lower so TY will need to use his air-to-ground bombs to hit it. Every now and then, the Dragonquin will dive up and try to hit TY before moving back down below him again or it will rear up and start to shoot the laser beam from its mouth. When TY hits it with a bomb it will rear up and shoot with its mouth laser. Once it has been hit 6 more times, the Dragonquin will be defeated and TY can rescue Shazza. Yay!



They return to Bush Rescue where Shazza tells everyone about the Quinkan's plan to bring forth the Quinking. Maurie mentions a legend of a mysterious lizard who lives in the outback town of Thylacine, it is said that he knows all about the Quinkan. Bush Rescue must find the mysterious lizard before the Quinkan.



TY will receive 2000 Opals for successfully defeating the Dragonquin.



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- Hexaquin's Lair
- Southern Rivers
- Mangrove
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- Redback Stash

- Winter Woods (1)
- Cossie Atoll

- Kaka Boom Island
- Demolition Derby
- Winter Woods (2)
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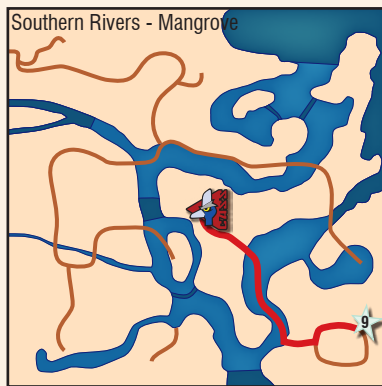
Skies of Cassopolis

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- Mt. Boom Basin
- Battle Arena Zeta
- Dennis Dilemma
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- The Quinking



THE SEARCH FOR STEVE

The reclusive Gooboo Steve holds the secret to defeating the Quinking. Now TY, Shazza and Fluffy must set off on a perilous journey to find him. Fluffy will use her Bazooka while Shazza will use her taser.



Leave New Burrumudgee in the desert part of Southern River and head to Cassopolis. From Cassopolis follow the river to the right, there are 3 Flying Fortresses surrounded by 1 Quinkan Turret and 11 Quinkan Mines to the left and 6 Quinkan Mines to the right. Just beyond the Flying Fortresses there is a path to the left. Follow the path into Blind Dingo's Bluff, there is an intersection at the end of the path. There are 3 Protoquin at the intersection and a Quinkan Turret surrounded by 4 Quinkan Mines to each side. Turn to the left and follow the path around, there are 2 Electroquin just before the Gooboo Gully Crabmersible Parking Bay.



Park the Crabmersible and go through the tunnel to Gooboo Gully where Shazza and Fluffy are waiting. They are having an argument about who will defeat the most Quinkan. Once TY arrives the two girls will begin to run down the path. Around the first bend there are 2 Uberquin. On the bridge **1**, above the Uberquin, Gooboo Steve can be seen running back and forth picking flowers. Go under the bridge and continue following the path as it travels around to the right, but by the time TY reaches the bridge Steve has run off and a group of 6 Protoquin have taken his place!



Once TY, Shazza and Fluffy have made their way past the Protoquin, they continue to follow the path as it curves around to the right past 3 Protoquin and 2 Uberquin. Here the path turns to the left and Steve can once again be seen on the overpass above. Go under the overpass and the path will turn to the left where there is a rocky landslide **2** that must be destroyed before the group can pass. To get past the landslide, Fluffy may shoot it with her bazooka or TY can destroy it by ranging the nearby Boom Crates.



Keep following the long tunneled section and as TY passes the falling tree he will be presented with a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants and various enemies. In this section are three alcoves, the first two of which contain a Shieldquin and 2 Protoquin and the last alcove contains 2 Shieldquin and 2 Protoquin.

When TY and his friends have made their way through this section they will once again notice Gooboo Steve dancing on a bridge overhead **4**. Follow the path under the bridge and around to the right. Once again when TY reaches the bridge Steve has run off. Across the bridge there are 3 Uberquin and 5 Uber Frills.



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- Mt. Boom Basin
- Battle Arena Zeta
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- Frozen Forests (2)
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GOOBOO GULLY

Continue to follow the path until TY reaches the edge of a water embankment. Shazza and Fluffy will wait for him here but TY can jump across, using the circular platforms, to the other side of the water. If TY follows the bank around to the right and then takes a left-hand turn he will be faced with five rows of spikes that are guarded by 3 Quincrab. After the last row of spikes there are 2 Uberquin for TY to fight past to reach a large open area where Gooboo Steve is running back and forth frantically in front of his hut **5**.

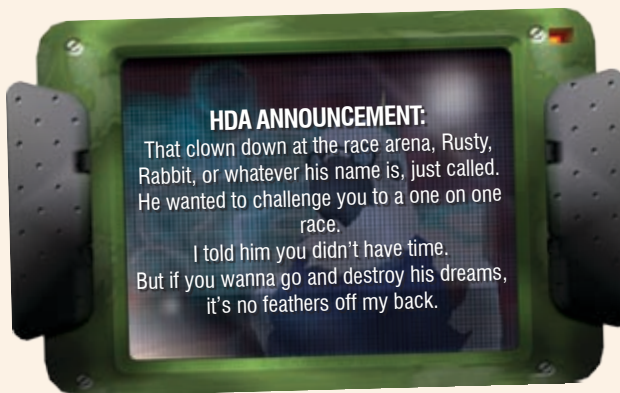


Steve's house is being bombarded by incoming Skyquin and TY must use the nearby cannon to shoot them down. There are 18 Skyquin that TY must defeat and they will appear from behind the rocky pillars in the ravine **6**.

TIPS

Each Skyquin takes a while to defeat so if TY tries to take them out one at a time the rest will all attack him and he will be defeated. The best tactic is to shoot as many as possible as quickly as possible. Once shot, a Skyquin will be immobilized for a short time. This gives TY time to spread his fire around and minimize the damage that the Skyquin can inflict on him.

Once all of the Skyquin have been defeated, TY will speak to Gooboo Steve, who turns out to be the Quinkan Expert. He tells TY that in order to defeat the Quinking he needs to find the Shadow Ring which is hidden on Kaka Boom Island.



TY will receive 1000 Opals for finding Gooboo Steve.



PICTURE FRAMES

1-3 Requirements: none

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY passes the falling tree. Ahead is a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants and various enemies. In this section are three alcoves, there is a Picture Frame in each alcove.

4 Requirements: none

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY passes the falling tree. Ahead is a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants, various enemies and three alcoves. Keep following the path around until TY reaches the pile of boulders on the right (just before the path ends at the water's edge). Smash the rocks to reveal a yellow button **2**. Hit the button and a vine grind rail will appear. Grind along the grind rail. Near the end of the rail there is another yellow button **3** ring it to turn on the next section of grind rail. As long as TY stays on the grind rail he will automatically collect the fourth Picture Frame as he grinds past it.

5-6 Requirements: none

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY passes the falling tree. Ahead is a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants, various enemies and three alcoves. Keep following the path around until TY reaches the water's edge. Use the wooden platforms to jump over to the far side of the water. Jump onto the moving circular platform to collect two Picture Frames.

7 Requirements: none

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY passes the falling tree. Ahead is a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants, various enemies and three alcoves. Keep following the path around until TY reaches the water's edge. Use the wooden platforms to jump over to the far side of the water. There is a large tree sitting in the water with circular platforms around it. Climb up to the top platform to collect the Picture Frame sitting up there.

8-9 Requirements: Lash Chassis

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY passes the falling tree. Ahead is a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants, various enemies and three alcoves. Keep following the path around until TY reaches the water's edge. Use the wooden platforms to jump over to the far side of the water. There is a large tree with circular platforms around it. Climb up to the top platform where there is a flying fox. Lash onto the flying fox and it will take TY down into an enclosure in the water. Break open the yellow crates to reveal the two Picture Frames. On the wall at the back of the enclosure there is a climb vine which TY can use to get out.



BILBIES

1 Requirements: none

From the entrance to Gooboo Gully follow the path until TY reaches the first bridge **1**. Run under the bridge and keep following the path until TY passes under a mossy log. There is a Bilby hidden in a clump of grass under the left side of the log.

2 Requirements: 1 x Ultra Stone

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY reaches a closed gate in the rock wall to the right. On the other side of the path and back a bit there is an invisible button **1**. Equip a Rang Chassis with an Ultra Stone and use TY's View to find it. Rang the button to open the gate and rescue the Bilby from behind it.

3 Requirements: none

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY passes the falling tree. Ahead is a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants, various enemies and three alcoves. Keep following the path around until TY reaches the pile of boulders on the right (just before the path ends at the water's edge). Smash the rocks to reveal a yellow button **2**. Hit the button and a vine grind rail will appear. Grind along the grind rail. Near the end of the rail there is another yellow button **3** rang it to turn on the next section of grind rail. There is one more button **4** to rang to turn on the last section of grind rail. As long as TY stays on the grind rail he will automatically collect the Bilby as he grinds under the branch it is hanging from.



gooboo steve's hut

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RANG STONES

1 FIRE STONE

Requirements: none

From the entrance to Gooboo Gully follow the path until TY can see the first bridge **1**. There is a small path to the left that is blocked by fallen logs. Jump over the logs and follow the path to the large tree. There is a Fire Stone in a large clump of grass behind the tree.

2-3 ULTRA STONE & ZOOM STONE

Requirements: none

Follow the path from the entrance to Gooboo Gully all the way through until TY reaches the rows of spike traps. After the spike traps but before Gooboo Steve's hut there is a button **5** on the wall to the right. Rang the button, this will open a gate to the right of the start of the spike traps. There is a ten second timer on the gate so TY has to move really fast, over the spike traps and through the gate to collect the two Rang Stones.



GOOBOO BERRIES

1 *Requirements: none*

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY passes the falling tree. Ahead is a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants, various enemies and three alcoves. Keep following the path around until TY reaches the water's edge. Use the wooden platforms to jump over to the far side of the water. There is a large tree sitting in the water with circular platforms around it. Climb up to the top platform and locate the two spinning platforms. Jump over the two spinning platforms, try not to over balance the platforms or they will start to spin around dumping TY into the water below. From the second spin platform TY will be able to jump over onto a rock ledge where he can pick up a Gooboo Berry.





KROMIUM ORBS

1 Requirements: none

From the entrance to Gooboo Gully follow the path until TY can see the first bridge **1**. There is a small path to the left that is blocked by fallen logs. Jump over the logs and follow the path to the large tree. There are several Boom Crates sitting on a platform around the tree. Rang the crates and the top of the tree will blow off revealing a Kromium Orb.

2 Requirements: Lash Chassis

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY passes the falling tree. Ahead is a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants, various enemies and three alcoves. Keep following the path around until TY reaches the water's edge. Use the wooden platforms to jump over to the far side of the water. There is a large tree with circular platforms around it. Climb up to the top platform where there is a flying fox. Lash onto the flying fox and it will take TY down into an enclosure in the water where TY will find a Kromium Orb. On the wall at the back of the enclosure there is a climb vine which TY can use to get out.

3 Requirements: Lash Chassis, 1 x Ultra Stone

From the entrance to Gooboo Gully follow the path, crossing over the first bridge **1**, until TY reaches the rocky landslide **2**. Blow up the rocks using the Boom Crates and keep following the path until TY passes the falling tree. Ahead is a long gauntlet run **3** that is filled with bouncing boulders, bright purple plants, various enemies and three alcoves. Keep following the path around until TY reaches the water's edge. Use the wooden platforms to jump over to the far side of the

water. There is a large tree with circular platforms around it. Climb up to the top platform where there is a flying fox. Lash onto the flying fox and it will take TY down into a roped off enclosure. On the wall at the back of the enclosure there is a climb vine which TY can use to climb up and over to the shore to the right. Equip a Rang Chassis with an Ultra Stone and use TY's View to locate the invisi-crate hidden amongst a clump of grass. Break open the crate to collect the Kromium Orb hidden inside.

4 Requirements: 1 x Ultra Stone

Follow the path from the entrance to Gooboo Gully all the way through until TY reaches Steve's hut. Equip a Rang Chassis with an Ultra Stone and use TY's View to locate the invisible button **6** on the opposite side of the clearing to the hut. Rang the button and three invisible platforms will appear leading up to the roof of Steve's hut. Jump up the platforms and collect the Kromium Orb off the hut's roof.



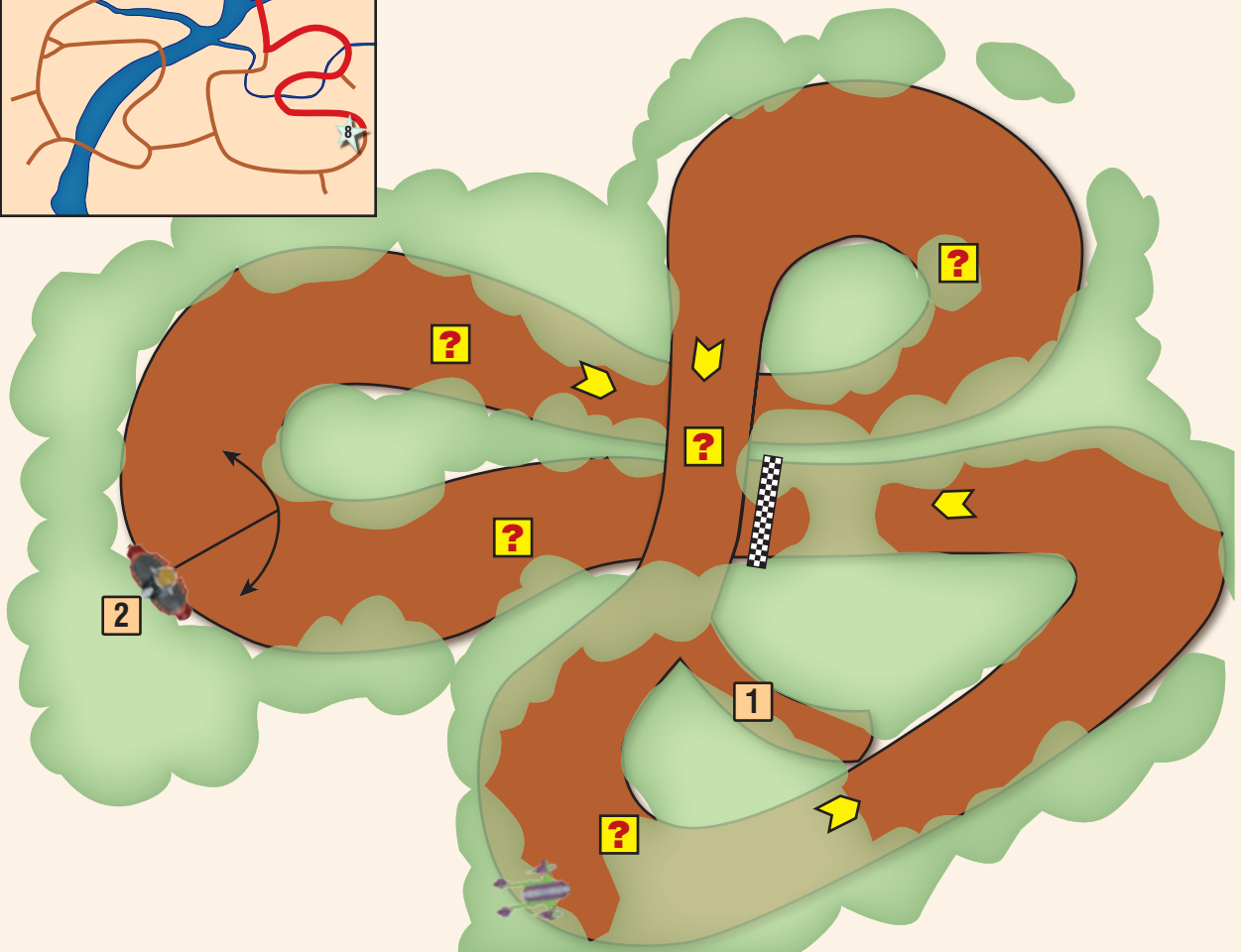
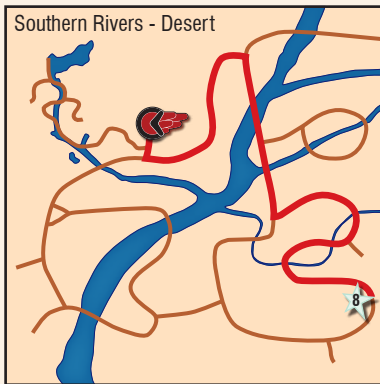
HOW TO PLAY CHARACTERS POWER BUNYIPS VEHICLES ENEMIES WALKTHROUGH

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RESPECT EFFECT

Beat the Redback Gang in a Cart race by coming first. The catch is that TY can't use any power-ups but Gash, Snarl, Thorn, and the other racers can!



From the New Burrumudgee Crabmersible Parking Bay turn left and follow the Highway through a group of 3 Zombie Frills, 3 Pyroquin, and a large group of 11 Zombie Frills. Thankfully, there are Shooter Koalas helping out in this area. Keep following the road until TY reaches the wooden barriers blocking the road. 6 Pyroquin, 2 Quinkan Turrets and 6 Quinkan Mines are located in front of the barrier. Luckily the Crabmersible can easily break through the barriers. There are 6 more Pyroquin, 2 Quinkan Turrets and 4 Quinkan Mines after the barrier. Turn right at the intersection and TY will be attacked by 3 Zombie Frills. About halfway along the wooden bridge there are 3 more Zombie Frills and then another 3 at the end of the bridge.

After the bridge there is an intersection under attack from 3 Flying Fortresses and 3 Zombie Frills. Follow the road straight through the intersection and over the next wooden bridge into Cockatiel Way. There are 3 Electroquin on the bridge. Past the bridge there is a Crabmersible Parking Bay followed by 3 Zombie Frills and another intersection. The intersection is under attack from 3 Zombie Frills, 2 Flying Fortresses, 9 Electroquin, 7 Quinkan Mines and 2 Quinkan Turrets. The roadway is also blocked by wooden barriers. Break through the barriers and follow the road straight through the intersection. There are 3 Zombie Frills just before the 4 Quinkan Turrets and 6 Electroquin that are protecting a wooden barrier. Break through the barrier but beware of the 4 Electroquin and 6 Quinkan Mines beyond. Go straight through the next intersection, fighting through the 3 Zombie Frills. There is a group of 3 Electroquin followed by 3 more Zombie Frills as TY enters Quinkan Pass just before TY reaches the Crabmersible Parking Bay for Respect Effect. Park the Crabmersible and talk to the Redback Gang.

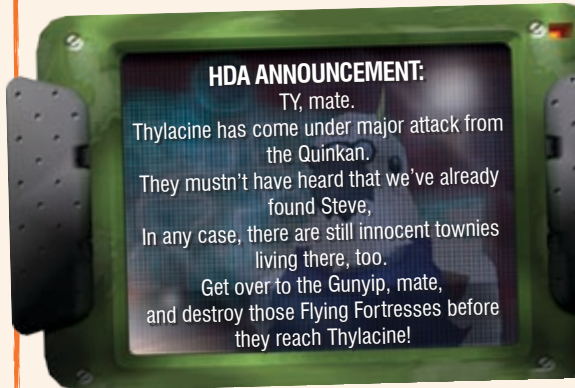
There are 4 laps in this race and TY is unable to pick up power-ups but the other racers can. There are several speed arrows and grindrails that TY can use to get ahead of the other racers as well as a shortcut **1**.



Beware of the damaged Demon Fluffy's laser beam **2** as it sweeps across the racetrack. If TY is hit by it he will lose precious time.



Cross the finish line first to win the Redback Gang's respect. You never know when it will come in handy.



TY will receive an Ultra Stone and 500 Opals for successfully completing the mission.

Once the mission is complete, TY can continue to compete in the Cart race, now run by Chockers. It costs 100 Opals to enter the race and TY can win 1000 Opals if he wins the race again or 1500 Opals if he beats his best time.



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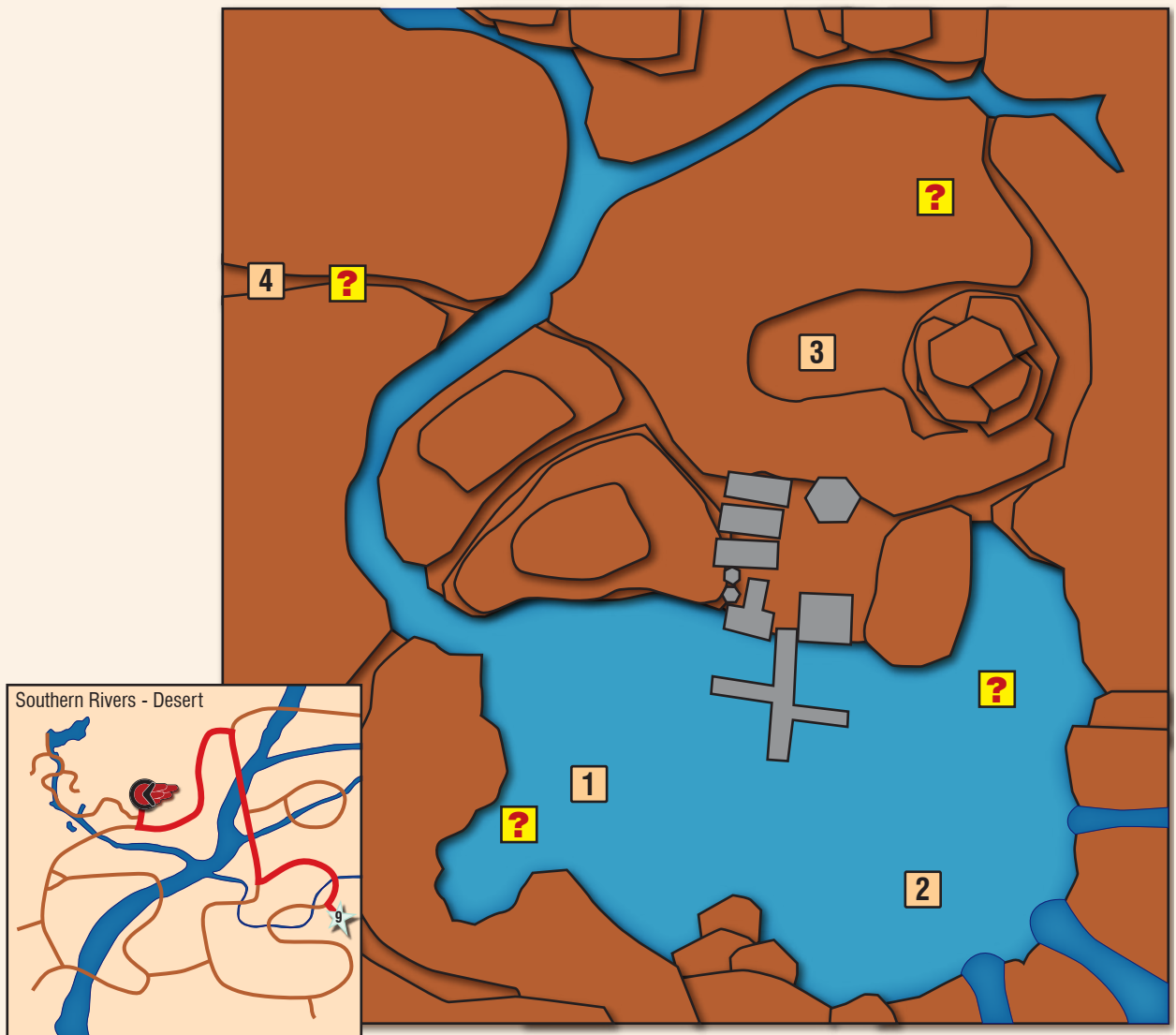
WALKTHROUGH

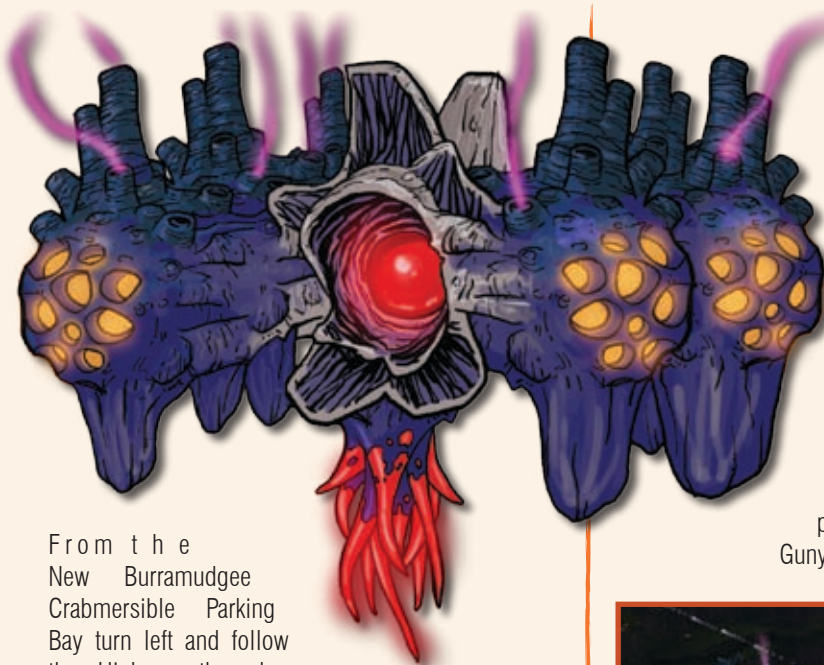
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FOREST FIRE POWER

The Quinkan have found the hidden city of Thylacine. They have sent a massive aerial squadron to dispose of it. TY must use his wingmen and his Gunyip to stop the Quinkan squadron at all costs.





From the New Burramudgee Crabmersible Parking Bay turn left and follow the Highway through a group of 3 Zombie Frills, 3 Pyroquin, and a large group of 11 Zombie Frills. Thankfully, there are Shooter Koalas helping out in this area. Keep following the road until TY reaches the wooden barriers blocking the road. 6 Pyroquin, 2 Quinkan Turrets and 6 Quinkan Mines are located in front of the barrier. Luckily the Crabmersible can easily break through the barriers. There are 6 more Pyroquin, 2 Quinkan Turrets and 4 Quinkan Mines after the barrier. Turn right at the intersection and TY will be attacked by 3 Zombie Frills. About halfway along the wooden bridge there are 3 more Zombie Frills and then another 3 at the end of the bridge.

After the bridge there is an intersection under attack from 3 Flying Fortresses and 3 Zombie Frills. Take the left road but look out for the 3 Zombie Frills after the Flying Fortress. There are 3 Electroquin just before a wooden bridge, cross the bridge to enter Quinkan Pass. The Blimey Billabong Crabmersible Parking Bay is on the left side of the road just before the next wooden bridge. There are 3 Zombie Frills guarding the way.

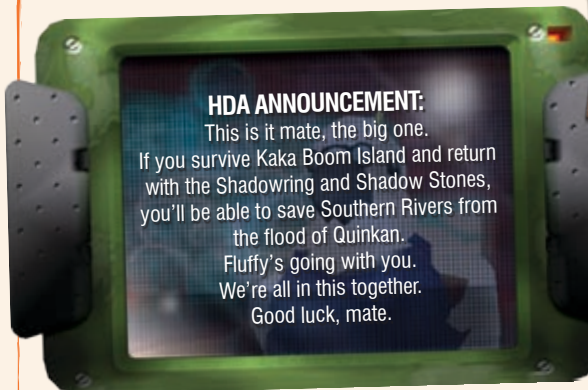
Park the Crabmersible and talk to Duke who will fly TY to Thylacine where he will be dropped off in the Gunyip.



Thylacine is under attack! The Quinkan Flying Fortresses are circling the lakeside town and ready to attack. There are 9 Flying Fortresses in total but the area is also infested with Spiderquin **1-3**, Wingquin and Skyquin who will try to attack TY whilst he battles to stop the Fortresses. TY is accompanied by his wingmen Duke and Ken who will try to take the heat off TY's plane. There are also pickup crates that will provide the Gunyip with power-ups.



To begin with, 3 Flying Fortresses will already be closing in on the town. If any of them reach the town they will fire a pulse beam down, obliterating a section of the town. Once a Fortress has been destroyed, the Quinkan will send another one in through a gully **4** to the left-hand side of the town. TY needs to destroy all 9 Fortresses to successfully complete the mission. Not a problem for our plucky hero!



HDA ANNOUNCEMENT:

This is it mate, the big one. If you survive Kaka Boom Island and return with the Shadowring and Shadow Stones, you'll be able to save Southern Rivers from the flood of Quinkan. Fluffy's going with you. We're all in this together. Good luck, mate.

Upon destroying all 9 Flying Fortresses TY will receive a Zoom Stone and 1000 Opals.

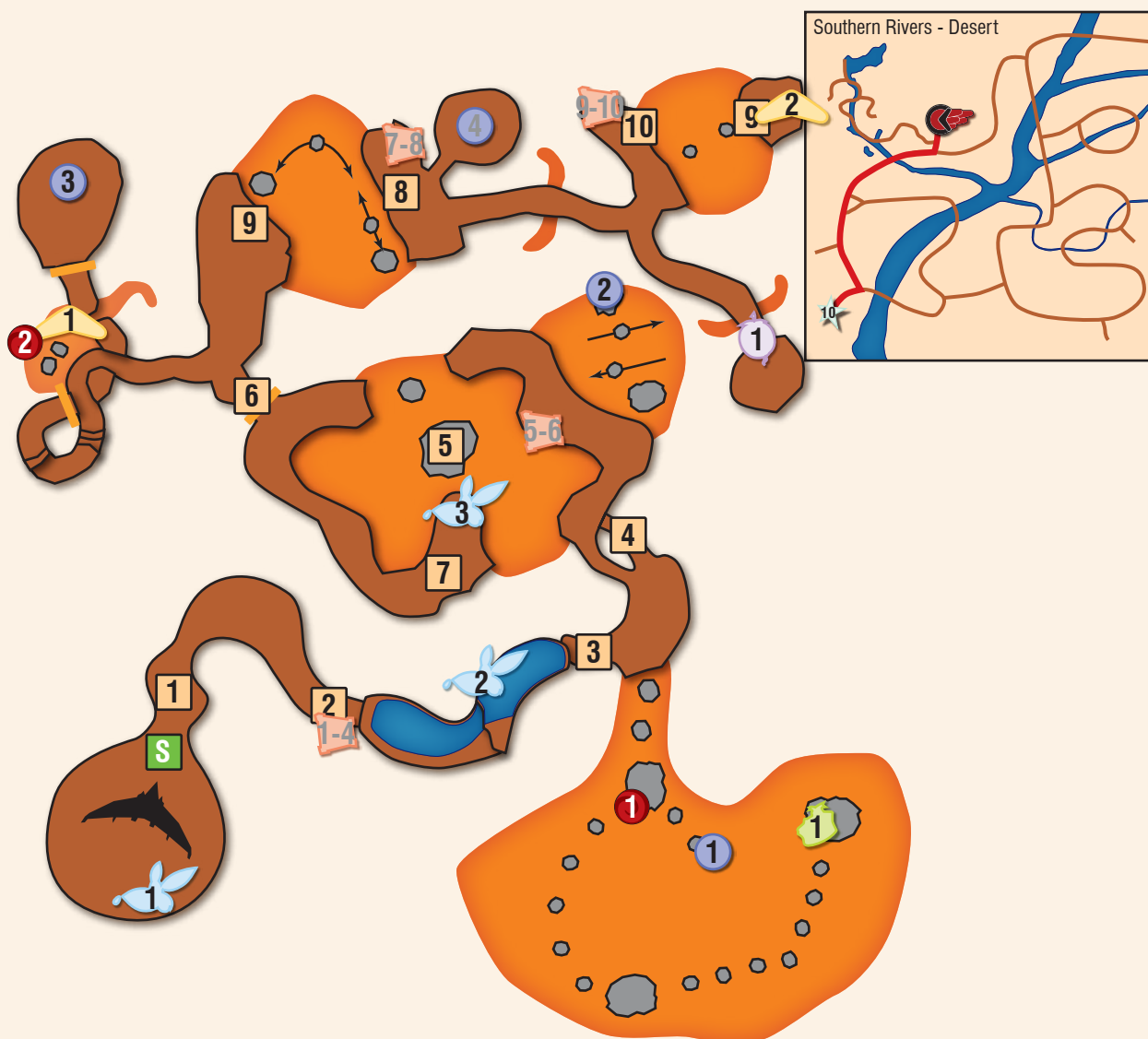
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FIND THE SHADOW RING

With Fluffy in tow, TY must enter extremely dangerous territory, exploring long lost caves of the now active Mt. Boom in order to find the long lost Shadow Ring. Unfortunately, the Shadow Ring has been broken into three pieces and scattered around the volcano's basin.



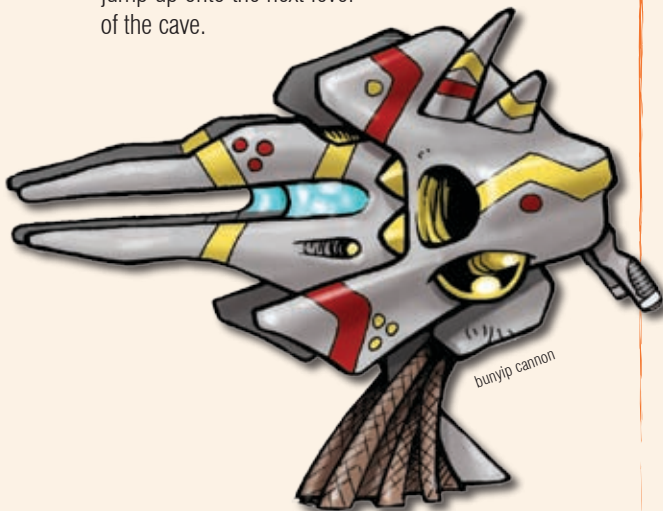
Exit the New Burrumudgee Crabmersible Parking Bay, turn right and follow the Highway past the 3 Zombie Frills. Cross the bridge, but beware of the 3 Protoquin and 3 Zombie Frills guarding it. A little past the bridge there are 8 Zombie Frills to the right of the road. Further along there is an intersection with 3 Protoquin, 3 Flying Fortresses, 3 Pyroquin, 8 Quinkan Mines and 6 Zombie Frills.

Go straight through the intersection and TY will enter Windy Plains. Go past the first right turn and the 3 Pyroquin and 3 Quinkan Mines. The Mt. Boom Basin Crabmersible Parking Bay is to the right of the road just before the wooden bridge.



Park the Crabmersible and head towards the Rescue Wing, there are 3 Pyroquin blocking the way. Get past them and talk to Duke. He will fly TY to Mt. Boom Basin.

Duke will land the Rescue Wing in the center of a crater, so follow the path straight ahead where there is a group of 3 Shieldquin **1**. Continue to follow the path and as TY goes around the bend there will be a second group of 3 Shieldquin **2**. Behind them is a dead end but there are two grassy, rock ledges sticking out of the wall. Jump up the ledges and enter the cave where there are 4 Cane Toads that will try to attack TY. Follow the shallow stream through the cave until TY reaches another dead end. There is a purple mushroom attached to the wall here. If TY jumps on it he will bounce up high enough to jump up onto the next level of the cave.



There are 4 more Cane Toads here. Beyond the Cane Toads there is another grassy rock ledge. Jump onto the ledge then onto the purple bounce mushroom. This will launch TY high enough so that he can exit the cave and meet up with Fluffy **3** who is waiting outside.



Follow Fluffy along the path, past the lava on the right and through the short rock tunnel **4**. Once TY exits the tunnel a Magmaquin **5** will start attacking but TY can't fight back yet - just try to dodge the lava rocks. Follow the grassy path to the right past the spouting lava, where TY will encounter two groups of 3 Lavaquin. Once past the Lavaquin there is a gap in the path. Use the rising/sinking pillar to jump over the gap, Fluffy will remain behind. On the other side TY will encounter another 4 Lavaquin near a closed gate **6** and then a lone Lavaquin a bit further down the track. When TY encounters the Bunyip cannon **7**, it is being protected by 3 Lavaquin. By hopping into the cannon, TY will be able to fight the Magmaquin.



First the Magmaquin will throw three lava rocks at TY. TY should try to destroy these with the cannon before they hit. The Magmaquin will do this twice and then spin around where its back will become vulnerable and TY can shoot it with the cannon. Next it will throw three volleys of three lava rocks at TY before spinning around and exposing its back again. After being hit four times, the Magmaquin will go into its final attack where it will throw a barrage of five rocks at TY. It will then spin around and TY can shoot it with the cannon to deliver the final blow. TY will then receive the first piece of the Shadow Ring and Fluffy will once again join him.



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MT. BOOM BASIN



After the Magmaquin is defeated, backtrack along the path and through the now opened gate **6**. On the other side there is another Magmaquin **7**. Proceed towards the Bunyip cannon **8** that is protected by three Lavaquin and TY will be able to fight the second Magmaquin. This Magmaquin can be defeated in the exact way as the first and once it is defeated it will supply TY with the second Shadow Ring piece. Only one to go now.

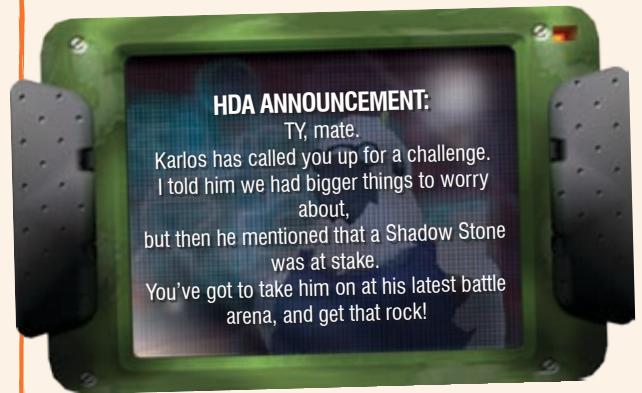


TY now needs to travel to the other side of the lava, so jump onto the rising and falling rock pillar to the left of the Bunyip Cannon. When it lowers you will see a floating rock platform pop up next to it. Jump onto the rock platform which will carry TY halfway across the lava. When a new rock platform pops up in front of TY he should jump onto it and this will then carry him over to the second rising and falling rock pillar. Jump onto this and when it rises up jump over onto land. Go through the door and down the tunnel where TY will catch up with Fluffy. On exiting



the tunnel, TY will be presented with the third and final Magmaquin **9**, and thankfully there is another Bunyip cannon **10** nearby. Sadly, it's guarded by 3 Lavaquin. Fight past the Lavaquin and enter the Bunyip cannon. Defeat the final Magmaquin in the same way as the first two and get the final piece of the Shadow Ring.

The Shadow Ring needs three Shadow Stones which are scattered throughout Southern Rivers when Mt. Kaka Boom erupts.



As well as retrieving the Shadow Ring, TY will also receive 1000 Opals for completing this mission.



KROMIUM ORBS

① Requirements: 1 x Water Stone

Upon landing TY should follow the path around until he reaches the first dead end **2**. Jump up the ledges and enter the cave. Follow the shallow stream through the cave until TY reaches another dead end. Jump onto the purple jump mushroom and jump up onto the next level of the cave. At the end of the second section of cave there is another dead end with a grassy rock ledge. Jump onto the ledge then onto the purple bounce mushroom to get out of the cave. Follow the path until TY reaches an opening to the right leading down to a pool of lava. Jump over the two rising and falling pillars to reach a rock platform with a skull pressure pad on top of it. If TY stands on the pressure pad five rock platforms will rise up out of the lava, but only for a short time. Jump onto the first platform and then turn back to face the platform TY just jumped from. There is a big red button **1** on the side of the platform. Rang it and then jump back over to the platform above the button. Two new rock platforms have now risen out of the lava and TY can jump over them to reach the Kromium Orb.

② Requirements: none

Follow the path through Mt. Boom Basin until TY passes through the short rock tunnel ④ just before the first Magmaquin. Upon exiting the tunnel turn to the right and head over to the lava. There is a large rock platform in the lava below, jump down onto it. Jump over the two moving rock platforms to reach the other large rock on the other side of the lava pool where TY can pick up the Kromium Orb.

③ Requirements: 1 x Fire Stone

Upon landing TY should follow the path through Mt. Boom Basin until he encounters the first Magmaquin ⑤. Upon defeating the Magmaquin with the Bunyip cannon ⑦ the gate ⑥ leading to the next area will open. Go through the newly opened gate and then take the first left turn into a tunnel filled with webs and 2 Spiders. Equip a Rang Chassis with a Fire Stone. Burn away the spider webs and defeat the Spiders to pass through the tunnel. Near the pool of lava there is a skull pressure pad, if TY stands on the pressure pad a timer will start ticking. TY needs to run along the path through the cave and run over the next two skull pressure pads and through the round door before the timer stops. If the timer stops then the gates will close and block TY's way and he will have to go back and activate the first timer again. Once through the circular gate it will close behind TY and he will have to defeat 20 Cane Toads. Upon defeating the final Cane Toad the circular door will open and a floating platform will lower so that TY can jump onto it and collect the Kromium Orb.



④ Requirements: 1 x Earth Stone

Upon landing TY should follow the path through Mt. Boom Basin until he encounters the second Magmaquin ⑧. Upon defeating the Magmaquin, TY can make his way across the lava pool by using the rock platforms to reach the spot where the Magmaquin used to be. To the left of the circular door there is a smash-able section of wall. Equip a Rang Chassis with an Earth Stone to smash the cracked section of the wall. Go into the newly revealed secret chamber and pick up the Kromium Orb hidden within.



GOOBOO BERRIES

① Requirements: 1 x Fire Stone

Upon landing TY should follow the path through Mt. Boom Basin until he encounters the second Magmaquin ⑧. Upon defeating the Magmaquin, TY can make his way across the lava pool by using the rock platforms to reach the spot where the Magmaquin used to be. Go through the circular door and follow the tunnel. Just before the end of the tunnel there is a path to the right blocked by spider webs. Equip a Rang Chassis with a Fire Stone and burn away the webs. There are three crystal spike traps for TY to avoid, it is best to jump them when they are in their down position.



After the spikes there is a small stream of lava for TY to jump before he reaches the end of the tunnel that has been blocked by a spinning buzz saw trap. When the buzz saw opens up, quickly run past it before it closes again. There are 6 Shieldquin in the secret room beyond. Fight past them and jump into the giant red warp flower which will spit TY up onto a grassy rock ledge. Use the Lash Chassis to swing over onto the next rock ledge and climb the ladder. There are three Quinkan platforms leading over to the final rock ledge containing the Gooboo Berry. Jump onto the first platform and then just before it disappears jump onto the second platform which should appear just in time for TY to land on it. Do the same to get over the final platform to reach the final grassy rock ledge and pick up the Gooboo Berry.



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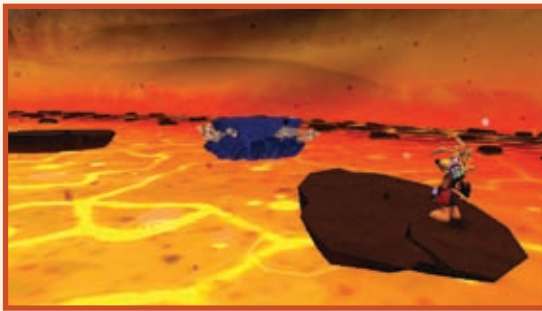
MT. BOOM BASIN



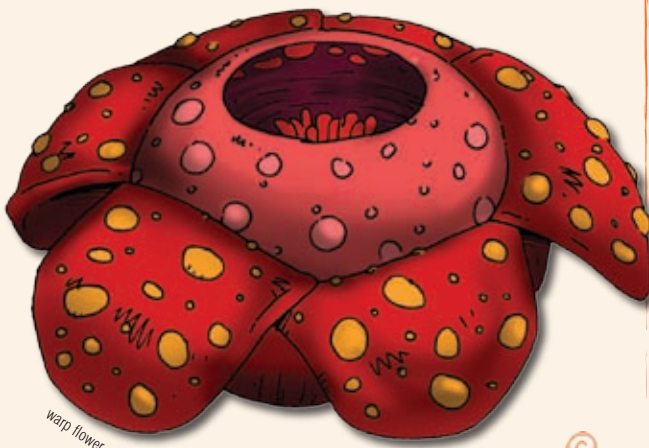
STEVE

1 Requirements: 1 x Water Stone

Upon landing TY should follow the path around until he reaches the first dead end **2**. Jump up the ledges and enter the cave. Follow the shallow stream through the cave until TY reaches another dead end. Jump onto the purple jump mushroom and jump up onto the next level of the cave. At the end of the second section of cave there is another dead end with a grassy rock ledge. Jump onto the ledge then onto the purple bounce mushroom to get out of the cave. Follow the path until TY reaches an opening to the right leading down to a pool of lava. Jump over the two rising and falling pillars to reach a rock platform with a skull pressure pad on top of it. If TY stands on the pressure pad five rock platforms will rise up out of the lava, but only for a short time. Jump across the platforms before they sink again. When TY reaches the large rock platform another six platforms will begin to rise and sink out of the lava. Equip a Rang Chassis with a Water Stone.



TY needs to time his jumps so that he can jump across the first three rising/sinking platforms. Once on the third platform rang the hot rock to cool it down so that TY can jump onto it. Jump across the last three rising/sinking platforms to reach the last large rock platform. Gooboo Steve is waiting here, talk to him and he will give TY a Warp Stone. Jump into the large red warp flower which will spit TY over to the first large rock platform.



warp flower



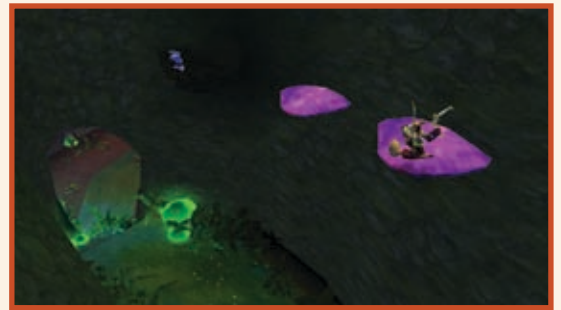
BILBIES

1 Requirements: none

Upon landing TY should run around to the back of the Rescue Wing and look in the bushes. There is a Bilby hiding behind a bush directly behind the Rescue Wing.

2 Requirements: none

Upon landing TY should follow the path around until he reaches the first dead end **2**. Jump up the ledges and enter the cave. Follow the shallow stream through the cave until TY reaches another dead end. Jump onto the purple jump mushroom and jump up onto the next level of the cave. At the end of the second section of cave there is another dead end with a grassy rock ledge. Jump onto the ledge then onto the purple bounce mushroom. Jump to the left and over three more mushrooms until TY lands on another grassy rock ledge. There is a Bilby stuck on this rock ledge.



3 Requirements: none

Upon landing TY should follow the path through Mt. Boom Basin until he encounters the first Magmaquin **5**. Upon defeating the Magmaquin with the Bunyip cannon **7** walk around to the front of the cannon. There is a Bilby hidden in the tall grass in front of the cannon.





PICTURE FRAMES

1-4 Requirements: 1 x Earth Stone

Upon landing TY should follow the path around until he reaches the first dead end **2**. To the right of the path there are two Smash Crates. Equip a Rang Chassis with an Earth Stone and rang the crates to smash them open. Pick up the four Picture Frames that were hidden inside.

5-6 Requirements: 1 x Ultra Stone

Upon landing TY should follow the path through Mt. Boom Basin until he encounters the first Magmaquin **5**. Equip a Rang Chassis with an Ultra Stone. Go into TY's View and look up into the sky above the first group of 3 Lavaquin in the area. Find the invis-i-crate and rang it to break it open to retrieve the two Picture Frames contained within.

7-8 Requirements: 1 x Ultra Stone

Upon landing TY should follow the path through Mt. Boom Basin until he encounters the second Magmaquin **8**. Upon defeating the Magmaquin, TY can make his way across the lava pool by using the rock platforms to reach the spot where the Magmaquin used to be. To the left of the circular door there is an invis-i-crate high up in the air. Equip a Rang Chassis with an Ultra Stone and go into TY's View to find the invis-i-crate. Rang it to break it open to retrieve the two Picture Frames contained within.



9-10 Requirements: 1 x Ultra Stone

Once TY has successfully retrieved the Shadow Ring he will be automatically returned to Southern Rivers. He needs to return to Mt. Boom Basin and follow the path through until he reaches the final Bunyip cannon **10**. Equip a Rang Chassis with an Ultra Stone and look up into the air behind the Bunyip Cannon to find an invis-i-crate. Rang the crate to open it and retrieve the two Picture Frames contained within.



RANG STONES

1 CHRONO STONE

Requirements: 1 x Ultra Stone and 1 x Fire Stone

Upon landing TY should follow the path through Mt. Boom Basin until he encounters the first Magmaquin **5**. Upon defeating the Magmaquin with the Bunyip cannon **7** the gate **6** leading to the next area will open. Go through the newly opened gate and then take the first left turn into a tunnel filled with webs and 2 Spiders. Equip a Rang Chassis with a Fire Stone. Burn away the spider webs and defeat the Spiders to pass through the tunnel. When TY reaches the small lava pool he should equip a Rang Chassis with an Ultra Stone. Go into TY's View and look across the lava to find the invisible button **2**. Rang the button and a platform will rise up out of the lava. Jump down onto the platform and pick up the Chrono Stone. Jump up the two stone pillars to get back up on the path.



2 FIRE STONE

Requirements: none

Once TY has successfully retrieved the Shadow Ring he will be automatically returned to Southern Rivers. He needs to return to Mt. Boom Basin and follow the path through until he reaches the final Bunyip cannon **10**. There are two rising and falling pillars in the lava pool, jump across them to reach the other side and collect the Fire Stone.



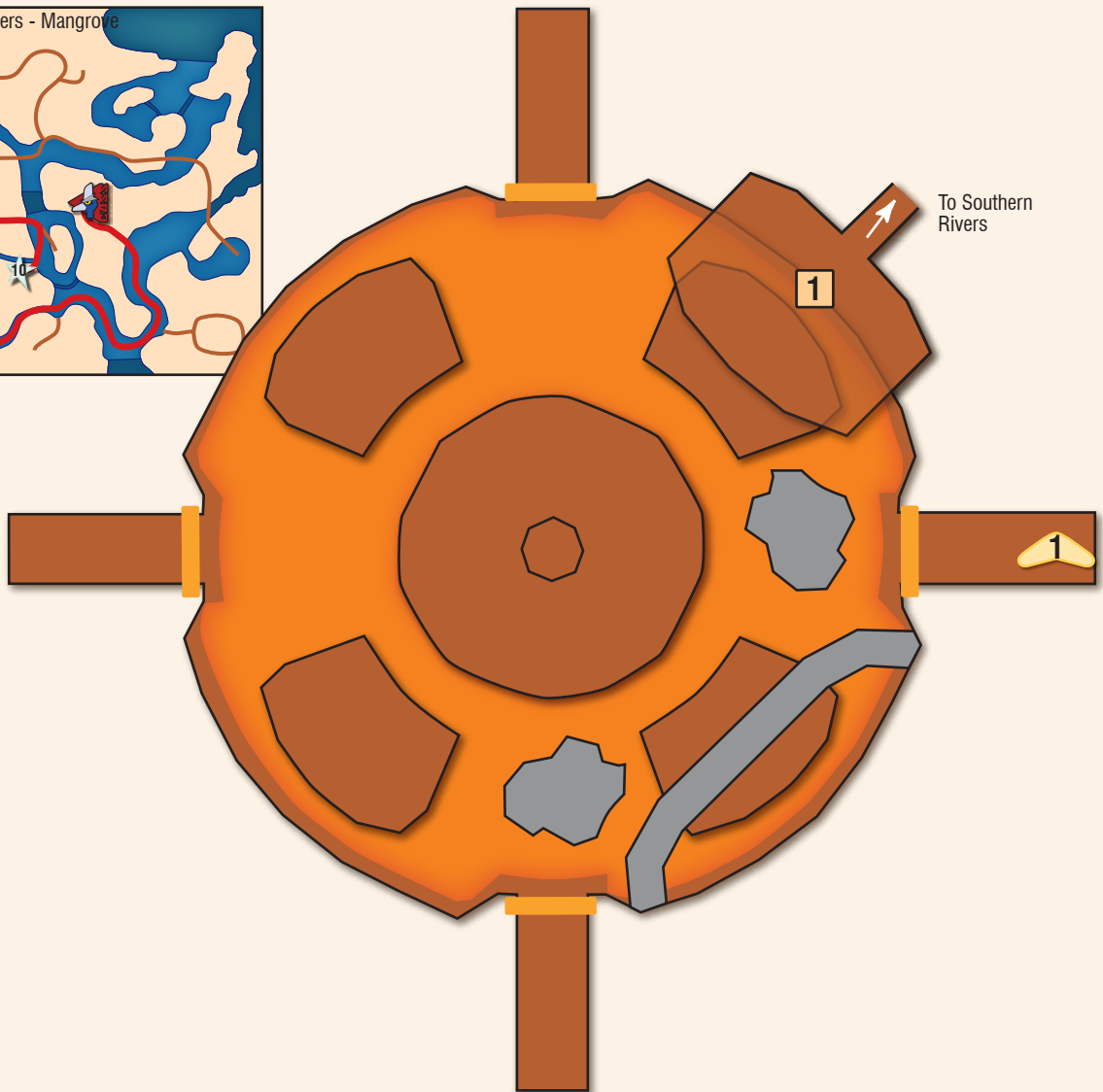
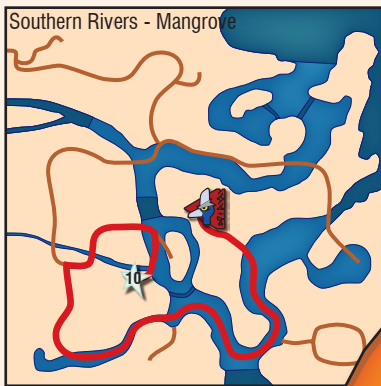
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BATTLE ARENA ZETA

Karlos has come into possession of a Shadow Stone. He is willing to hand it over, provided TY can survive the latest Battle Arena.



Leave Cassopolis and follow the river to the right, there are 3 Flying Fortresses surrounded by 1 Quinkan Turret and 11 Quinkan Mines to the left and 6 Quinkan Mines to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier but beware of the Quinkan Turret and 4 Quinkan Mines on the other side. Do not go down the path to the left but continue to follow the river past the Pyroquin, 2 Electroquin, Quinkan Turret and 4 Quinkan Mines on the right side of the river. There are two more Quinkan Turrets ahead, each surrounded by 3 Quinkan Mines. There are also 2 Pyroquin and 3 Electroquin spread out around the Turrets. Not much further ahead the river will end, but there is a road around to the right blocked by mangrove barriers. Break through the barrier and fight through the 3 Electroquin, 1 Quinkan Turret and 4 Quinkan Mines. Go through the purple ooze where there is 3 Pyroquin, 1 Quinkan Turret and 2 Quinkan Mines. At the intersection there will be a wooden pathway to each side with 3 Quinkan Turrets, 3 Electroquin, 1 Pyroquin and 10 Quinkan Mines between them. Take the wooden path to the right, avoid the 2 Electroquin and follow it to the end where there is a mangrove barrier blocking the path. Break through the barrier and follow the path past the 2 Pyroquin and the 2 Electroquin. When TY is once again on a wooden boardwalk and encounters 3 Electroquin he should turn right and enter the water. Follow the shore around, past the mouth of the stream and park at the first Crabmersible Parking Bay he finds. Go through the tunnel and down the elevator and enter the Battle Arena Control Room **1** where the mission will begin.

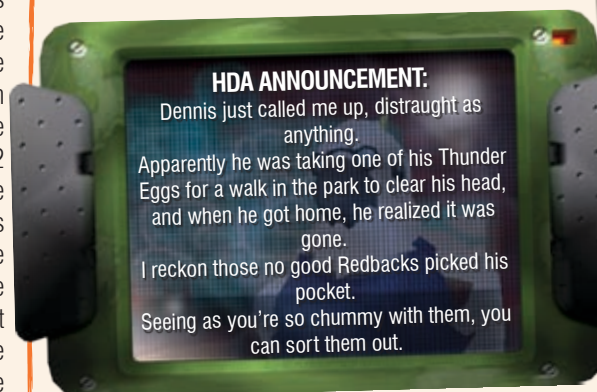
The best way to approach this Arena is with pure fire-power, so make sure you've stocked up on as many Extreme Bunyip power-ups as possible. The Orbidrills, Satellite Strike and Thermo Cannon can all be used to great effect. Though sometimes there's just no substitute for the quick attacks that the Bunyip Punch can deliver to get out of tight spots when surrounded by Quinkan.



ARENA

Wave 1	Wave 2	Wave 3
10 x Uberquin	10 x Electroquin	10 x Lavaquin 10 x Electroquin

Upon successful completion of the mission TY will be rewarded with a Shadow Stone and 1500 Opals.



TY can now talk to Karlos and re-enter the Arena to win fortune and glory. To enter the Arena again will cost TY 250 Opals and if he can once again survive he will win 1000 Opals. For 500 Opals TY can try either a Timed Arena battle or a Melee Arena battle to win 1500 Opals.

During the Timed Arena battle TY must defeat all three waves of enemies within the allocated five minutes.

TIMED ARENA

Wave 1	Wave 2	Wave 3
10 x Electroquin	5 x Lavaquin 5 x Electroquin	5 x Lavaquin 5 x Uberquin

During the Melee Arena battle TY must defeat all enemies using only the Bunyip punch - though he can still punch the Boom Crates to take care of nearby groups of Quinkan.

TIMED ARENA

Wave 1	Wave 2	Wave 3
10 x Lavaquin 10 x Electroquin	10 x Electroquin	10 x Lavaquin 10 x Uberquin



RANG STONES

1 FIRE STONE

Requirements: Extreme Bunyip's Left Hook

There is a rock pillar in the lava to the right of the Control Room. Use the Extreme Bunyip's Left Hook to hook onto the lash hook above the pillar. There is a large metal door blocking the corridor behind the pillar, TY can use the Satellite Strike to break open the door. There are two invisible floating platforms in the corridor. Jump from the rock pillar to the first invisible platform and then up onto the second invisible platform that is holding the Fire Stone.

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PENNIS DILEMMA

One of Dennis' most prized Thunder Eggs has been split into six pieces by The Redback Gang who, as luck would have it, also have a Shadow Stone. TY must race around the track and collect all the pieces as well as try to win the race in order to get the Thunder Egg back for Dennis and the Shadow Stone for himself.



OFFICIAL STRATEGY GUIDE

Leave Cassopolis and follow the river to the right, there are 3 Flying Fortresses surrounded by 1 Quinkan Turret and 11 Quinkan Mines to the left and 6 Quinkan Mines to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier but beware of the Quinkan Turret and 4 Quinkan Mines on the other side. Do not go down the path to the left but continue to follow the river past the Pyroquin, 2 Electroquin, Quinkan Turret and 4 Quinkan Mines on the right side of the river. There are two more Quinkan Turrets ahead, each surrounded by 3 Quinkan Mines. There are also 2 Pyroquin and 3 Electroquin spread out around the Turrets. Not much further ahead the river will end. There is a road around to the right blocked by mangrove barriers. On the left side of the path just before the barrier is the Dennis Dilemma Crabmersible Parking Bay. Park the Crabmersible and talk to Redback Russ to start the race.



There are six Thunder Egg pieces in total to collect. Initially Russ, Thorn and Jack each have a piece but they may drop them onto the track during the course of the race. TY can use pickups from the crates to knock the Thunder Egg pieces from the other players and then pick them up off the track.

The other three pieces are scattered around the track. The fourth piece is on the right-hand shoulder of the road just before the grindrails. There is a large tree trunk sticking out of the ground behind it but don't worry, it will shatter if TY smashes into it.



The fifth piece is on a grindrail that goes over a small lake. There are two grindrails here, the first is close to the road and will not help you pick up the Thunder Egg piece but if TY drives behind this grindrail so that he

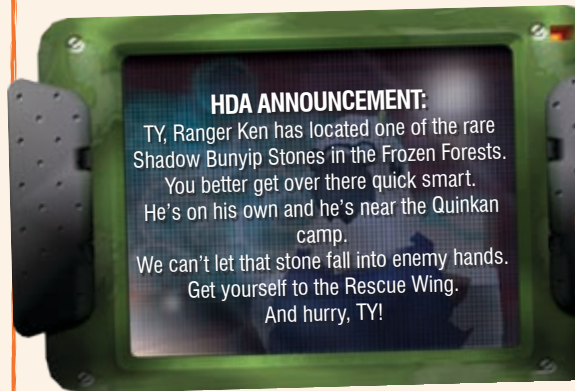
is closer to the lake he will find a second rail. Drive onto the second grindrail and TY will travel along it and automatically pick up the Thunder Egg piece as he grinds past it.



The sixth piece is down the shortcut **1** on the right shoulder just past the pickup crates.

There is a turtle **2** walking across the track just after the shortcut rejoins the main track, so watch out for it.

Upon winning the race as well as retrieving all six Thunder Egg pieces for Dennis TY will also receive a Shadow Stone and 500 Opals.



Once the mission is complete, TY can continue to compete in the Cart race, now run by Chockers. It costs 100 Opals to enter the race and TY can win 1000 Opals if he wins the race again or 1500 Opals if he beats his best time.



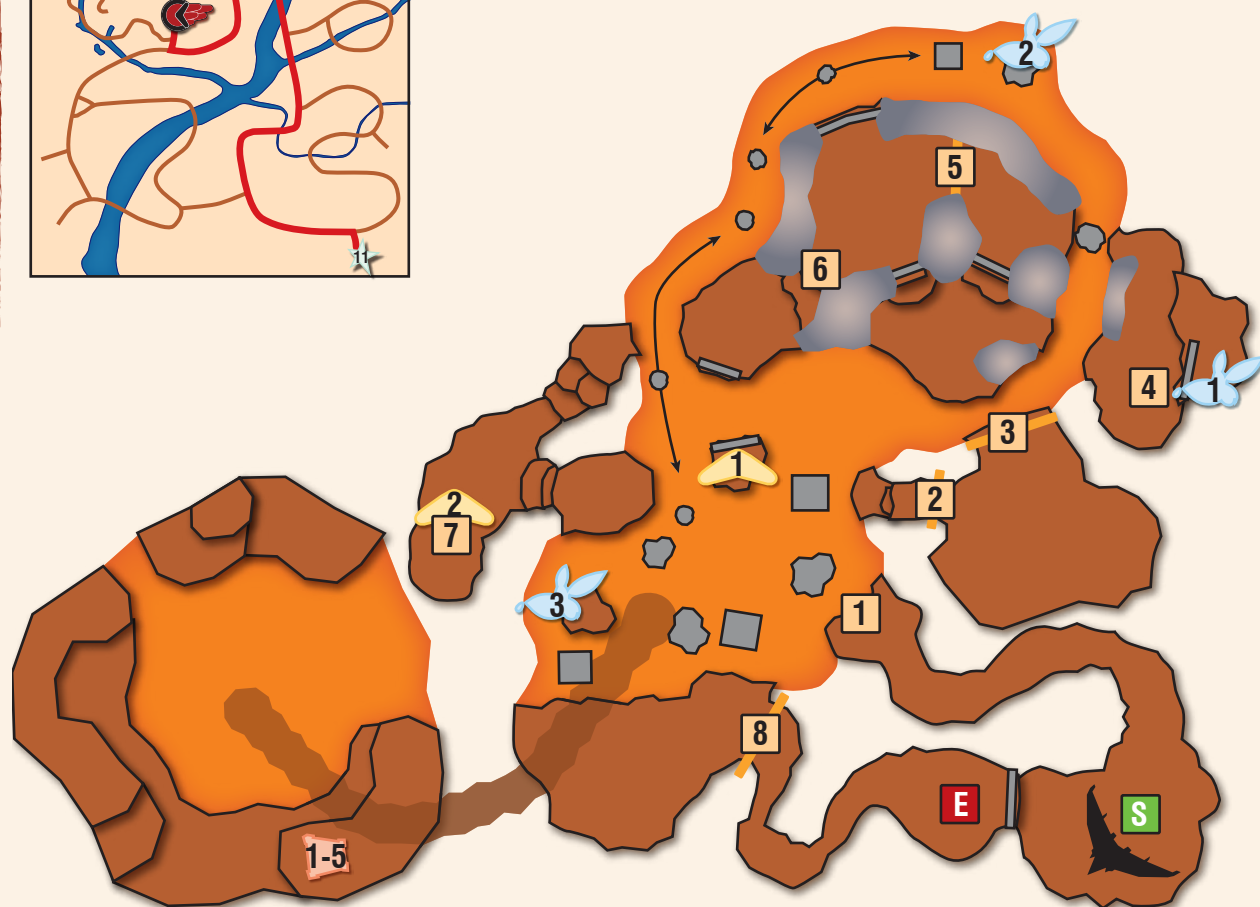
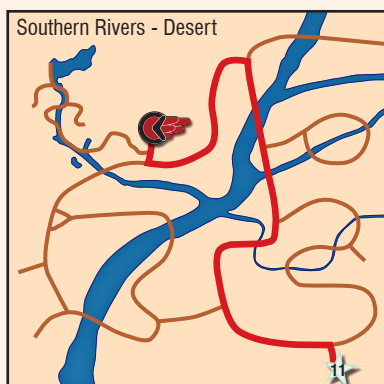
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RANGER ENDANGER

Ranger Ken has located a Shadow Stone but before he can give it to TY it is stolen by a Quinkid. TY and Ranger Ken must give chase and catch the Quinkid before it takes the Shadow Stone back to the Quinkan army.



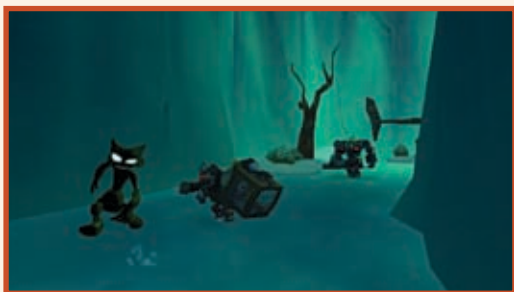


From the New Burrumudgee Crabmersible Parking Bay turn left and follow the Highway through a group of 3 Zombie Frills, 3 Pyroquin, and a large group of 11 Zombie Frills. Thankfully, there are Shooter Koalas helping out in this area. Keep following the road until TY reaches the wooden barriers blocking the road. 6 Pyroquin, 2 Quinkan Turrets and 6 Quinkan Mines are located in front of the barrier. Luckily the Crabmersible can easily break through the barriers. There are 6 more Pyroquin, 2 Quinkan Turrets and 4 Quinkan Mines after the barrier. Turn right at the intersection and TY will be attacked by 3 Zombie Frills. About halfway along the wooden bridge there are 3 more Zombie Frills and then another 3 at the end of the bridge.

After the bridge there is an intersection under attack from 3 Flying Fortresses and 3 Zombie Frills. Follow the road straight through the intersection and over the next wooden bridge into Cockatiel Way. There are 3 Electroquin on the bridge. Past the bridge there is a Crabmersible Parking Bay followed by 3 Zombie Frills and another intersection.

The intersection is under attack from 3 Zombie Frills, 2 Flying Fortresses, 9 Electroquin, 7 Quinkan Mines and 2 Quinkan Turrets. The roadway is also blocked by wooden barriers. Break through the barriers and follow the road straight through the intersection past the group of 3 Zombie Frills. Ahead there is a wooden barrier protected by 4 Quinkan Turrets and 6 Electroquin. Break through the barrier, beyond which there are 6 Quinkan Mines and 4 Electroquin. Further along TY will enter Cockatiel Way and come across 3 Zombie Frills at an intersection, turn right and park in the Parking Bay at the end of the road.

There is a Mobile HQ shop here where TY can purchase Bunyip upgrades. It is highly recommended for TY to have the Shadow Beam. The Grav Grenade is also required to reach some of the collectables. Go over to Sly who is standing to the right of the Rescue Wing and talk to him to commence the mission.



TY will be dropped in the Frozen Forests in his Shadow Bunyip, Ken is here with the Shadow Stone. As the two are talking about it a Quinkid jumps out, snatches the stone and runs away. Ken runs after it. Follow Ken

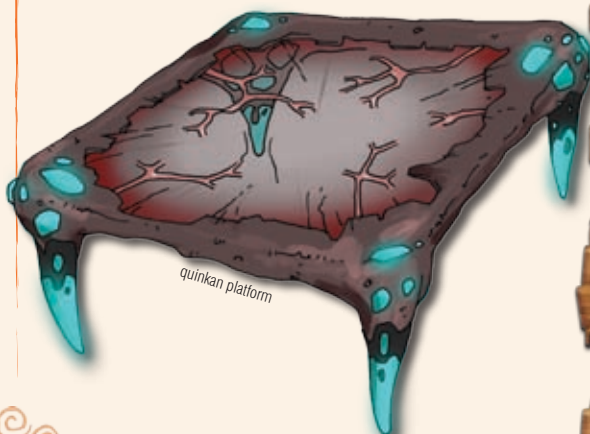
down the path around the first bend and you will see there are 4 Pyroquin. Once TY passes them the path will end at a lava lake **1**.



Jump on the rock pillar directly in front, to the right there is a floating Quinkan platform moving up and down. Jump onto the platform when it is in the down position and it will raise TY up high enough to jump onto the next part of the path. Go through the open gate **2**. The gate will close behind TY trapping him in an area with 15 enemies: 9 Uberquin, 2 Electroquin and 4 Pyroquin.

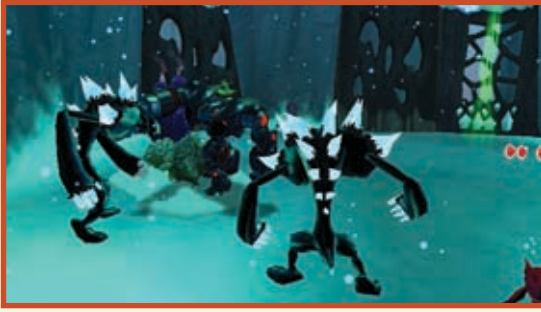


TY needs to defeat all of the enemies in order to proceed. The gate **3** to the next section will open as soon as all 15 enemies have been dispatched. Go through the next gate, jump over the lava gap and follow the path around to the right and jump over another lava gap. There is a floating Grav Block here **4** and 2 Pyroquin and 1 Uberquin. Follow the path around to the left, jump the gap and pass under the open gate **5**. The gate will close behind TY leaving him once again trapped with 15 enemies: 7 Uberquin, 3 Electroquin and 5 Pyroquin.



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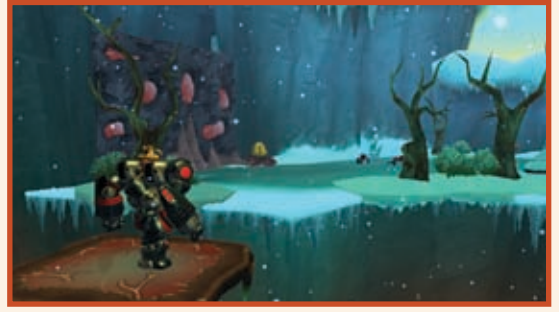
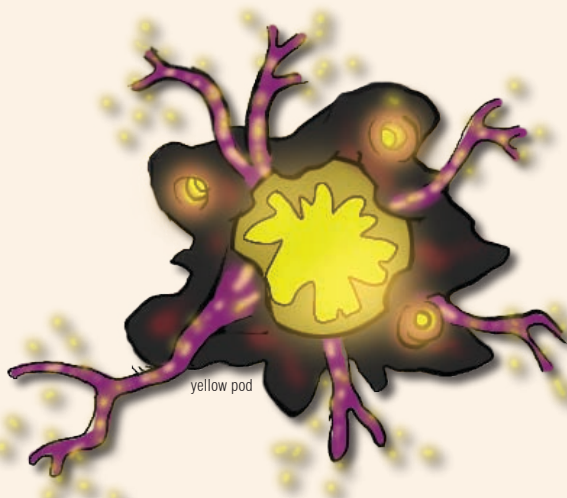
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TY needs to defeat all of the enemies in order to proceed. The gate **6** to the next section will open as soon as all 15 enemies have been dispatched. Go through the next gate and jump down the steps into the area with the 2 Pyroquin and 2 Electroquin.



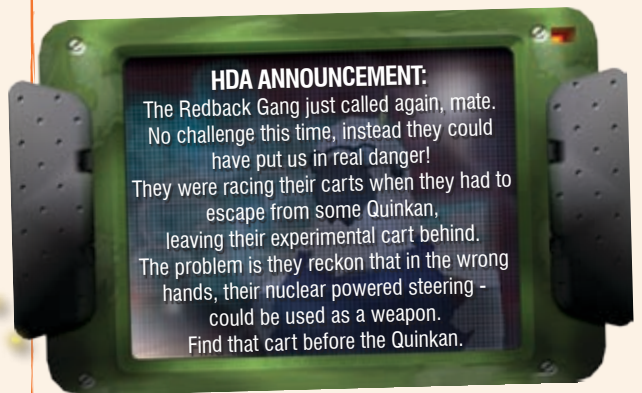
Continue to follow the path around to the right, there is a yellow arrow pointing the way. Jump over the lava gap and go around to the left. Jump down the ice stairs and there should be a large rectangular tower **7** made up of ice cubes in front of TY. Go up the stairs to the left of the tower of ice and jump onto the rock pillar sitting in the lava. TY will then automatically follow the Quinkid and Ranger Ken up to the next section but before he can continue to follow them, TY is cut off by a wall that rises up out of the ground. 3 Pyroquin and 2 Electroquin will appear to slow TY's progress even more.



Note: TY will only automatically jump up to the higher section the first time he jumps onto the rock pillar. Subsequent times he will have to jump over the two rock pillars and then onto the floating Quinkan platform. Jump onto the platform when it is in the down position and it will raise TY up high enough to jump onto the next part of the path.



To the right of the barrier blocking TY's path there is a yellow pod. Use the Shadow Beam on it and it will blow up, taking the barrier out as well. There are 2 Pyroquin directly behind where the barrier once stood. Go past them and follow the path around to the right past 2 more Pyroquin. At the end of the path TY will catch up with Ranger Ken and the Quinkid. TY will knock the Shadow Stone out of the Quinkid's hands and catch it. The Rescue Wing will then come and pick TY up.



As well as the Shadow Stone, TY will receive 1000 Opals for completing this mission.

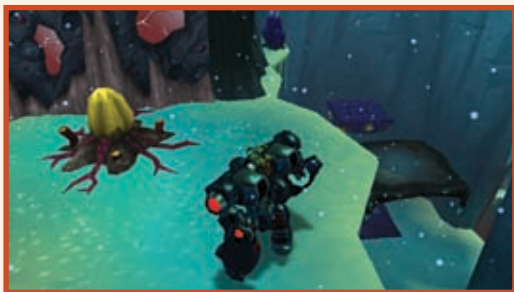
Note: The instructions that follow only apply when TY enters the Frozen Forests in the Shadow Bunyip. If he is in the Extreme Bunyip he will have to follow the instructions on pages 132-133.



BILBIES

1 Requirements: Grav Grenade

From the Rescue Wing landing position follow the path around until TY reaches the lava pool. Jump onto the rock pillar directly in front and then onto the floating Quinkan platform to the right. When the platform rises up, jump off to the right onto the next part of the path. Go through the two gates **23** and jump over the lava gap. Follow the path around to the left and jump over another lava gap. There is a floating Grav Block here **4**. Use a Grav Grenade on the Grav Block's base and the Block will lower so that TY can jump onto it before it rises up again. There is a Quinkan platform to the left that is turning on and off. Wait for it to appear again and then jump onto it. From the Quinkan platform TY can jump over to the area where the Bilby is trapped behind a walled off section. There is a yellow pod next to the walls, use the Shadow Beam to blow up the yellow pod which will in turn destroy one of the walls allowing TY access to rescue the Bilby.



2 Requirements: none

From the Rescue Wing's landing site follow the path around until TY reaches the large tower made of ice blocks **7**. Go through the opening closest to the tower and over to the edge of the lava. If TY looks down he should see two rock platforms in the lava below. One has a Bunyip Launcher on it and the other is empty. Jump down onto the empty platform and it will start moving. At the end of its path there are two stationary platforms and one more that moves. Jump onto the closest stationary platform and then onto the next. When the moving platform is close enough, jump onto it and ride it around until it reaches the floating Quinkan platform. When the Quinkan platform is in its lowest position TY can jump onto it. When it reaches its highest position TY can jump over onto the rock

pillar and rescue the Bilby trapped there. TY simply has to travel back over all of the platforms until he can jump onto the one that has the Bunyip Launcher which will boost him back up to the main path.

3 Requirements: none

From the Rescue Wing's landing position follow the path through the Frozen Forests until TY reaches the final area where the wall **8** blocks his path. Turn to the right and go over to the far side of the ledge to a crystal Grav Block floating above the lava. Jump onto the Grav Block and then onto the rock pillar where the Bilby is trapped. Once the Bilby has been rescued TY can simply jump back over to the path and continue on his way.



RANG STONES

1 MAGNET STONE

Requirements: none

Starting at the Rescue Wing's landing position follow the path through the Frozen Forests until TY reaches the tower of ice **7**. At the very top of the tower there is a Magnet Stone. In order for TY to reach the stone he has to very carefully remove ice blocks from the tower to make steps so that he can jump up to the top. Try using the Pulse Laser and TY's View to target specific blocks to destroy.



Remember if TY shoots an ice block all of the blocks above it will also be destroyed. If TY makes a mistake and wants to start the puzzle again he simply needs to go over to the purple crystal pressure pad and press it down to make all of the ice blocks reappear.

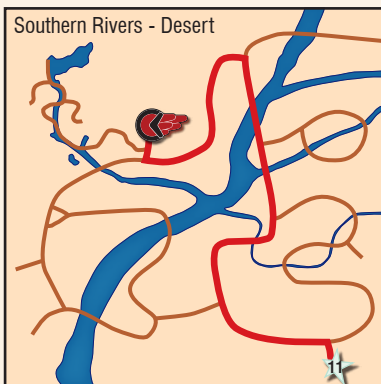
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REDBACK RUNDOWN

The Redback Gang have lost their Experimental Cart somewhere in the Frozen Forests. Unfortunately the Cart's nuclear powered steering could become a formidable weapon if it falls into the wrong hands. TY must find and retrieve the Redback Gang's Experimental Cart before the Quinkan do.



From the New Burrumudgee Crabmersible Parking Bay turn left and follow the Highway through a group of 3 Zombie Frills, 3 Pyroquin, and a large group of 11 Zombie Frills. Thankfully, there are Shooter Koalas helping out in this area. Keep following the road until TY reaches the wooden barriers blocking the road. 6 Pyroquin, 2 Quinkan Turrets and 6 Quinkan Mines are located in front the barrier. Luckily the Crabmersible can easily break through the barriers. There are 6 more Pyroquin, 2 Quinkan Turrets and 4 Quinkan Mines after the barrier. Turn right at the intersection and TY will be attacked by 3 Zombie Frills. About halfway along the wooden bridge there are 3 more Zombie Frills and then another 3 at the end of the bridge.

After the bridge there is an intersection under attack from 3 Flying Fortresses and 3 Zombie Frills. Follow the road straight through the intersection and over the next wooden bridge into Cockatiel Way. There are 3 Electroquin on the bridge. Past the bridge there is a Crabmersible Parking Bay followed by 3 Zombie Frills and another intersection.

The intersection is under attack from 3 Zombie Frills, 2 Flying Fortresses, 9 Electroquin, 7 Quinkan Mines and 2 Quinkan Turrets. The roadway is also blocked by wooden barriers. Break through the barriers and follow the road straight through the intersection past the group of 3 Zombie Frills. Ahead there is a wooden barrier protected by 4 Quinkan Turrets and 6 Electroquin. Break through the barrier beyond which there is 6 Quinkan Mines and 4 Electroquin. Further along TY will enter Cockatiel Way and come across 3 Zombie Frills at an intersection, turn right and park in the Parking Bay at the end of the road.



There is a Mobile HQ shop here where TY can purchase Bunyip upgrades. The Thermo Cannon is required for this mission.

Go to the Rescue Wing parking area and talk to Sly. Duke will fly TY to the Frozen Forest where he will be dropped in the Extreme Bunyip. Follow the path past the two sets of 2 Pyroquin, and when TY gets to the open area there will be 3 Pyroquin and 2 Electroquin.

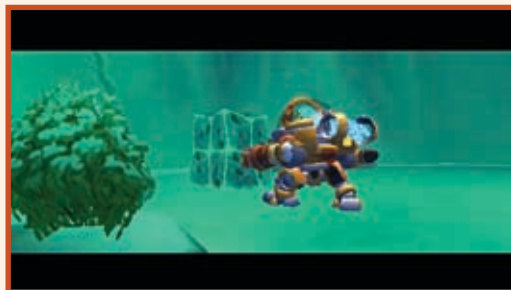
On the edge of this area near the lava there is a yellow directional arrow **1**. Jump from beside the arrow over onto the pillar in the lava and from here you can jump down to the next section of path on the other side of the lava.



Turn left, as indicated by the yellow arrow, go through the doorway into the area with the large ice block tower **2**. Turn right and jump up the ice ledges, above the purple crystal pressure pad, to the next section. Jump the gap to the right into the area **3** where there are 2 Pyroquin and 2 Electroquin. After dealing with them in the standard fashion, go up the stairs and through the opening to the right.

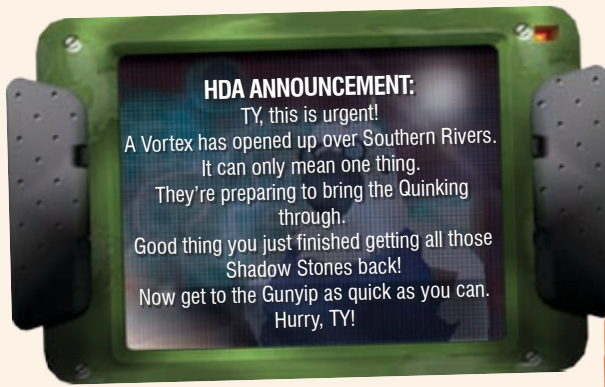


Take the opening immediately to the right, jump down the step and then jump over the lava gap on the right **4**. Go around to the right and down the ice stairs, jump around the wall to the left onto the lower section **5**. Follow the corridor around, past the 4 Pyroquin until TY reaches the dead end. The Experimental Cart has been encased in ice blocks, TY will run forward and melt the ice with the Thermo Cannon. TY and Sly will then load it into the Rescue Wing and fly back to Southern Rivers.



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TY will receive 1000 Opals for completing this mission.

Note: The instructions that follow only apply when TY enters the Frozen Forests in the Extreme Bunyip. If he is in the Shadow Bunyip he should follow the instructions on page 129.



BILBIES

2 Requirements: Extreme Bunyip

From the Rescue Wings landing site follow the path around until TY reaches the large tower made of ice blocks **2**. Go through the opening closest to the tower and over to the edge of the lava. If TY looks down he should see two rock platforms in the lava below. One has a Bunyip Launcher on it and the other is empty. Jump down onto the empty platform and it will start moving. At the end of its path there are two stationary platforms and one more that moves. Jump onto the closest stationary platform and then onto the next. When the moving platform is close enough, jump onto it and ride it around until it reaches the floating Quinkan platform. When the Quinkan platform is in its lowest position TY can jump onto it. When it reaches its highest position TY can jump over onto the rock pillar and rescue the Bilby trapped there. TY simply has to travel back over all of the platforms or swim through the lava until he can jump onto the platform that has the Bunyip Launcher which will boost him back up to the main path.



3 Requirements: none

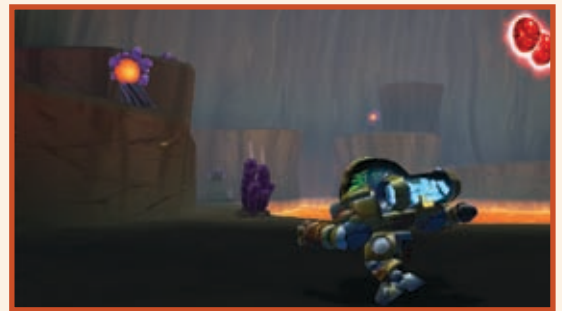
From the Rescue Wing's landing position follow the path around until TY reaches the lava. If TY turns to the left and goes over to the far side of the ledge he will be able to jump over to a rock pillar sitting in the lava. There is a Bilby trapped on this rock pillar. Once the Bilby has been rescued TY can simply jump back over to the path and continue on his way.



PICTURE FRAMES

1-5 Requirements: Extreme Bunyip and Left Hook

From the Rescue Wing's landing site follow the path around until TY reaches the lava pool. Jump into the lava. There are 8 Lavaquin waiting below so be careful. Swim to the bottom and locate the start of the tunnel. Follow the tunnel through to the next lava pool. Beware of the 5 Lavaquin lurking here. Jump out of the lava onto the lowest ledge, defeat the Quinkan Turret and 3 Pyroquin waiting here. Jump up onto the next ledge past the Quinkan Turret and the 2 Protoquin.



On the next ledge there are 2 Pyroquin and an Electroquin followed by a Quinkan Turret. Just before the gap TY has to jump, there are 2 more Pyroquin and 1 more Electroquin. On the other side of the gap there is another Quinkan Turret. Jump down a level and beat the 2 Pyroquin and 1 Electroquin before jumping onto the Quinkan platform that is floating over the lava, when it is in its lowest position. When it reaches its highest position TY can use the Left Hook to pull himself over to the next ledge where there

are 3 Uberquin, 2 Pyroquin and an Electroquin waiting for him. Beyond these enemies there are five Picture Frames for TY to pick up.



RANG STONES

1 MAGNET STONE

Requirements: none

Starting at the Rescue Wing's landing position follow the path through the Frozen Forests until TY reaches the tower of ice [2]. At the very top of the tower there is a Magnet Stone. In order for TY to reach the stone he has to very carefully remove ice blocks from the tower to make steps so that he can jump up to the top and collect the Magnet Stone. Try using the Left Hook and TY's View to target specific blocks to destroy.



Remember if TY shoots an ice block all of the blocks above it will also be destroyed. If TY makes a mistake and wants to start the puzzle again he simply needs to go over to the purple crystal pressure pad and press it down to make all of the ice blocks reappear.

2 WATER STONE

Requirements: Left Hook

From the Rescue Wing's landing position follow the path around until TY reaches the lava. If TY turns to the left and goes over to the far side of the ledge he will be able to jump over to a rock pillar sitting in the lava. From the rock pillar jump over to the next section of the path. Stand next to the tree stump near the lava's edge. Use the Left Hook to pull TY up onto the rock pillar that holds the Water Stone.



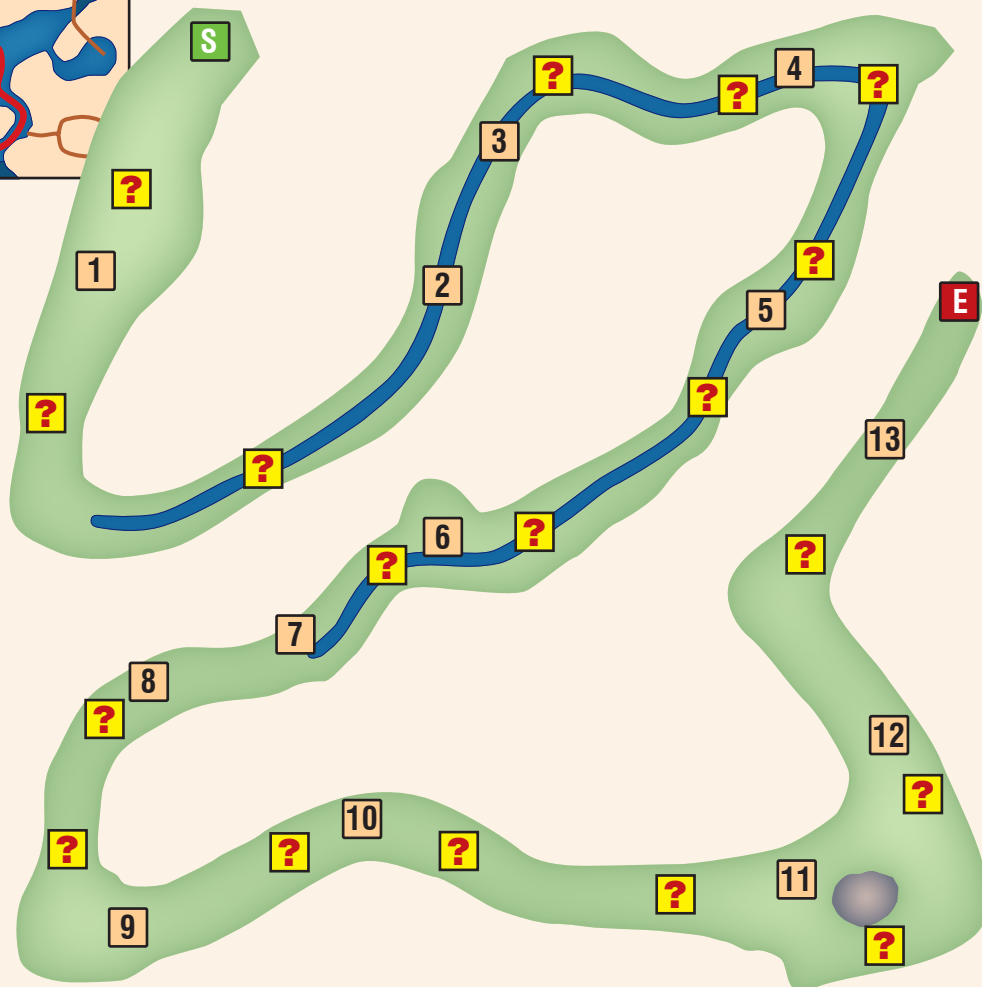
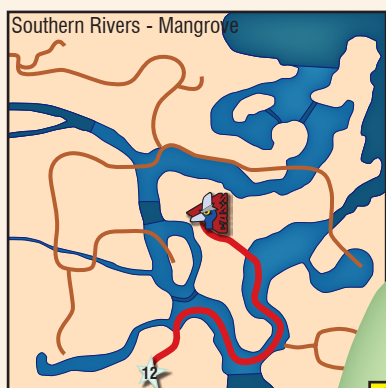
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QUINKING

TY must battle his way through the hordes of Quinkan guarding the portal to the Quinking's lair.



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Leave Cassopolis and follow the river to the right. There are 3 Flying Fortresses surrounded by 1 Quinkan Turret and 11 Quinkan Mines to the left and 6 Quinkan Mines to the right. As TY enters Crocodile Marsh he will be stopped by a mangrove barrier. Smash through the barrier but beware of the Quinkan Turret and 4 Quinkan Mines on the other side. Go down the path to the left, immediately after the barrier. There is a Quinkan Turret surrounded by 4 Quinkan Mines at the mouth of the path. The path is infested by purple Quinkan goo and 1 lonesome Electroquin. When TY reaches the end of the path park in the Crabmersible Parking Bay. Talk to Sly who wants to accompany TY on his mission, Shazza and Fluffy insist on coming as well. As TY takes off in the Gunyip the Rescue Wing explodes, luckily all aboard are ok so TY continues on alone.

To reach the Quinking, TY must make his way through the canyon to reach the portal at the end. The canyon is a gauntlet run past multiple air and ground based enemies.



There are many Skyquin and Wingquin buzzing through the sky around TY and no matter how many he destroys there always seems to be more to replace them. Luckily they are fairly easy to take out. The more formidable enemies consist of Quinkan Turrets, Spiderquin and Flying Fortresses. The Quinkan Turrets and Flying Fortresses show up on TY's on-screen map as yellow and blue dots respectively. Where these guys show up you can be sure that there will be 1 or more Spiderquin nearby. Use the multitude of pickup crates scattered throughout the canyon to give TY the edge he will need to make it through in one piece.



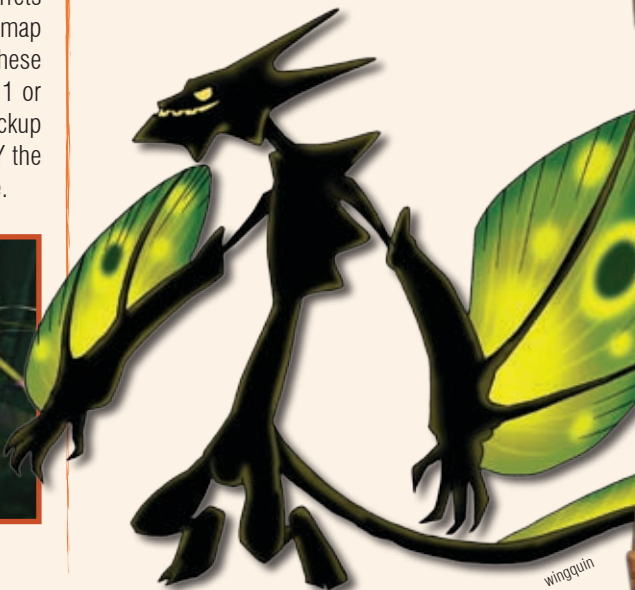
- 1** 2 x Spiderquin and 1 x Quinkan Turret
- 2** 2 x Quinkan Turrets

- 3** 2 x Quinkan Turrets
There is a Spiderquin between **2** and **3**.
- 4** 1 x Flying Fortress and 1 x Spiderquin
- 5** 2 x Quinkan Turrets
- 6** 1 x Spiderquin
- 7** 2 x Quinkan Turrets
- 8** 1 x Flying Fortress and 1 x Spiderquin
- 9** 2 x Quinkan Turrets
- 10** 2 x Quinkan Turrets and 1 x Flying Fortress
There is a Spiderquin between **9** and **10**.

- 11** 2 x Quinkan Turrets and 1 x Flying Fortress
- 12** 2 x Quinkan Turrets
There is a Spiderquin between **11** and **12**.
- 13** 2 x Quinkan Turrets
There is a Spiderquin between **12** and **13**.



At the very end of the canyon **E** TY will find an enormous Vortex. Fly through this to continue onto the Quinking's Lair.



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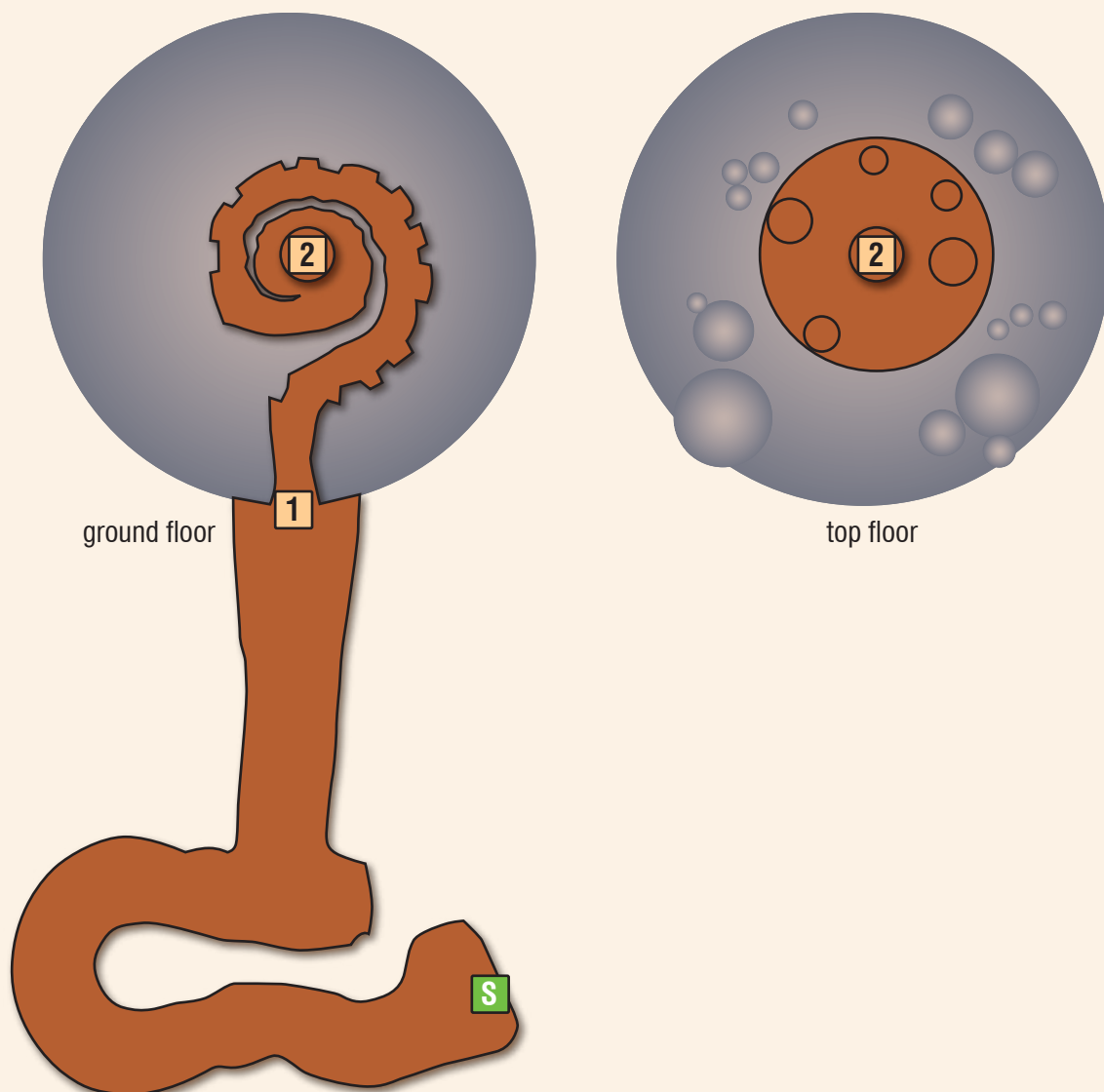
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QUINKING CONTINUED

TY arrives at the entrance to the Quinking's Lair. He must fight through the guards and face the Quinking for the final showdown.



Once through the portal, TY is once again joined by his friends in the Rescue Wing. He convinces them to stay behind as he goes on to face the Quinking.



Run forward and face the first of the Quinking's defending army of an Uberquin, 2 Electroquin and 3 Pyroquin, followed by 3 Shieldquin and 2 more Electroquin.



The path ahead appears to be blocked by crystal spikes but if TY goes to the far right side of the spikes he can continue to follow the path around to meet the next wave of enemies. There are 2 Shieldquin, 2 Lavaquin and 2 Pyroquin closely followed by 5 more Shieldquin, 2 Quincrabs and 2 Uberquin. Once TY rounds the bend past this group of enemies he will almost be at the gate **1** to the Quinking's Lair. There are just 3 Shieldquin, 4 Uberquin and 2 Lavaquin to fight past.

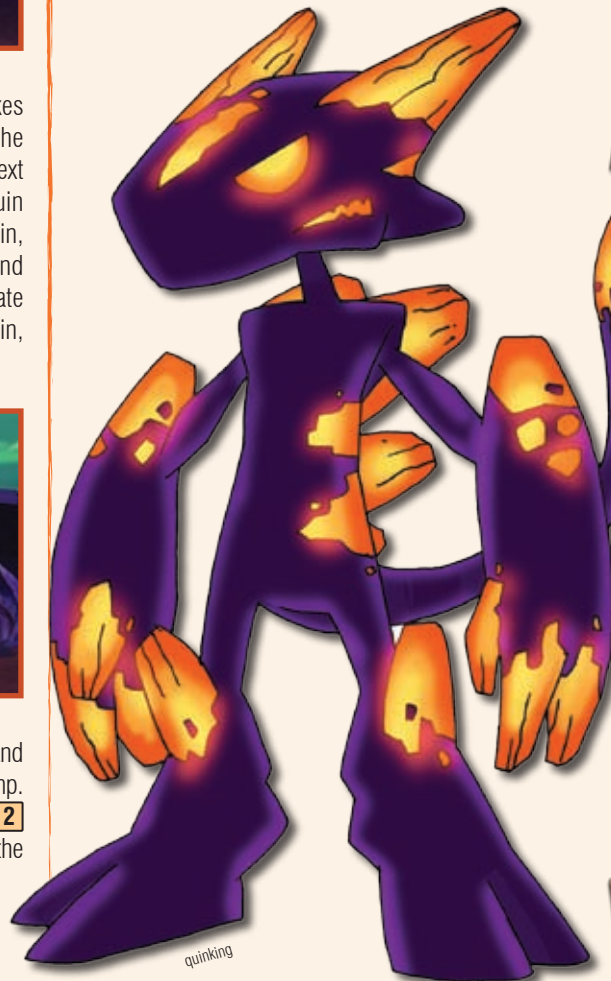


Once inside the lair, there is a ramp that winds up and around to the right. There are 12 Uberquin along the ramp. At the top of the ramp TY will find a large purple tube **2** extending from the ground. This is an elevator up to the top of the tower. Walk into the tube to activate it.



At the top of the elevator TY finds Boss Cass, who is possessed by the Quinking. It turns out he was working for the Quinkan all along. The Quinking appears in its first form of the most powerful being on the planet, TY! Beware as the Quinking now has all the same fighting abilities as TY.

To begin with, TY and the Quinking will engage in Close Rang Combat so TY needs to equip himself with the Shadowwing filled with all three Shadow Stones. The Quinking is most vulnerable when it has just finished a combo move. TY should simply avoid the Quinking and then attack it in its moment of weakness. After the Quinking has lost a third of its health it will start to use its Elemental Powers.



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The Quinking

THE QUINKING



When using its Elemental Powers the Quinking will start to glow a particular color. To counter, TY needs to equip a Rang Chassis with a Rang Stone of an opposing Element. For example if the Quinking glows blue (water) TY should use a Fire Stone to counter. TY can continue to fight the Quinking using the Shadowring but it will only inflict half the amount of damage as the correct Elemental Rang Stone.



Once the Quinking has lost two thirds of its health it will change into its second form of the Quinking Ultra. The Quinking Ultra has two attacks; a foot stomp, and a missile attack.



Avoid both of these attacks and hit the Quinking afterwards while his tail is sagging into the ground. TY only needs to hit the Quinking Ultra three times with the Shadowring to defeat him.

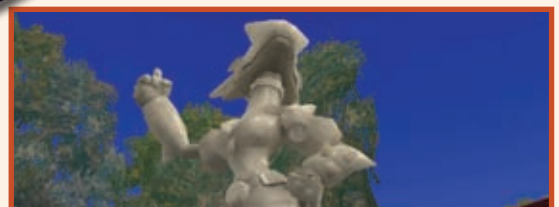


After the battle both TY and the Quinking lie exhausted, neither have the energy to finish the battle once and for all. Suddenly Boss Cass returns with Fluffy, Shazza and Sly as hostages. He plans to finish off both TY and the Quinking in one fell swoop and realize his dream to rule over Southern Rivers.

Just as Boss Cass is about to vaporize TY, Fluffy escapes and pushes TY from the line of fire. Unfortunately Fluffy ends up taking the vapor beam straight on the chest. It blows her and the Quinking through the wall of the lair, causing maximum damage. Sly leads the shocked Boss Cass away as TY and Shazza walk over to survey the damage. Southern Rivers is safe once more...

... or is it? If, when TY defeated the Quinkan, you reached 100% game completion you will see an exclusive hidden cutscene.

Congratulations, you have now finished TY the Tasmanian Tiger 3: Night of the Quinkan.



quinking ultra



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