

# KLONOA 2

## Lunatea's Veil



by  
Ara  
Shirinian

**R**leased for the PlayStation in 1997, *Klonoa: Door to Phantomile* was one of the most underrated action-platform games ever. Even though the overall format was not new, the gameplay mechanics and interface were ingeniously designed and totally original. Possibly because of its nonsensical advertising campaign—or maybe because Klonoa was not a familiar character like Mario—the game just never got the attention it deserved. Now with the release of *Klonoa 2*, perhaps more people will have the opportunity to discover one of the most well-crafted game series of all time.



## Basic Gameplay Mechanics

There are a few rules that govern all the interactions you can have with enemies in this game. The basic play mechanic is unusual compared to most other games of this type, so it might take a little while to realize the depth of latitude that's possible in your movements.

All of the actions in this game are built upon two basic maneuvers: jumping and capturing with the Wind Bullet. Note: When you press the Jump button, Klonoa will always jump at the maximum possible height; holding the button down will not make you jump higher. With the Wind Bullet, you can capture any enemy except Spikers, armored enemies, large enemies and bosses.



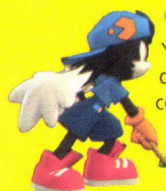
### Floating

After jumping or falling, you can hold down the Jump button to float in the air for a few seconds at most. However, floating is not possible if you're holding onto an enemy. If you continue to hold down the Jump button the entire time, Klonoa will be able to recover some lost altitude up to the original height of his jump. Because of this, you can walk right off a ledge, then immediately hold down Jump and return to the ledge safely! If you ever fall or miscalculate your jump, always try floating. It can get you out of a fix more often than you would expect.



### Double Jump

This is another basic maneuver that you'll have to use often. After capturing an enemy, you can jump, then jump a second time in mid-air. You can still float after the double jump is completed.

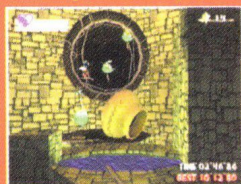


### Throwing

You can throw a captured enemy in a number of different ways. When a captured or thrown enemy comes in contact with another enemy, both disappear. Remember, you can also throw a captured enemy at a switch, marked block, egg or any item inside a bubble. The puzzles encountered in this game will often require you to indirectly manipulate certain objects in this way. Besides throwing toward the right or left, you can also throw into the background or into the foreground. To do so, you must first press **Up** to face the background or **Down** to face the foreground. You can also throw an enemy downward by performing a double jump; however, throwing upward is not possible. The only way to attack upward is by capturing an Erbil and performing a double jump with it.

## Advanced Gameplay Mechanics

### Multiple Jumps



After completing a double jump, if there's another enemy nearby in the air, it's possible to capture it and jump a third time if you're quick enough! In fact, as long as there are enough enemies nearby, you can continue to grab one in mid-air and jump over and over without ever touching the ground!

Don't get discouraged if you can't do this right away, though. This maneuver requires practice in addition to fast reflexes.

### Getting the Most Altitude From a Multiple Jump

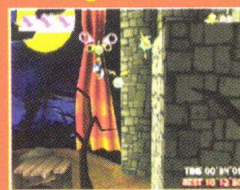
If you plan to jump again right after capturing an enemy or grabbing onto a Goomi in mid-air, the absolute height of your next jump depends on two factors:

- ★ The height at which the Wind Bullet came in contact with the enemy
- ★ The interval of time between the point at which the Wind Bullet made contact with the enemy and your next press of the Jump button

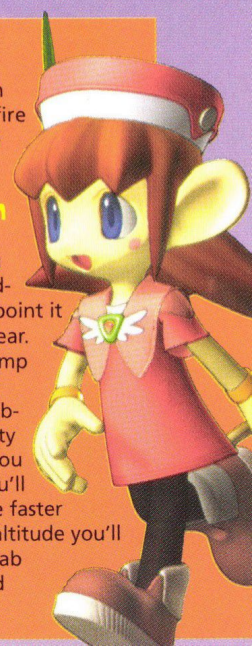
In order to gain the maximum height possible, you must aim your Wind Bullet at the top portion of the enemy and also jump immediately after capturing the enemy. If you delay in pressing

the Jump button after capturing—or if the Wind Bullet strikes the middle or lower portion of the enemy—the ultimate altitude you'll be able to gain will be correspondingly reduced. Of course, if you fire the Wind Bullet too high or too low, it won't make contact with the enemy at all.

### Getting the Most Altitude From Teton



When you grab Teton, you'll float upward along with it for about two-and-a-half seconds, at which point it will automatically disappear. You can't do a Double Jump with Teton. However, the height you gain after grabbing onto it actually depends on your vertical velocity at the moment your Wind Bullet makes contact. If you are falling downward at the moment of contact, you'll gain less altitude after grabbing Teton. Similarly, the faster you're rising at the moment of contact, the higher altitude you'll gain. In order to gain as much height as possible, grab Teton in mid-jump while you still have some upward momentum.

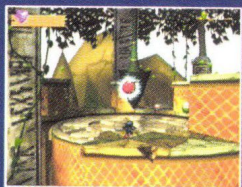




## Common Sticking Points

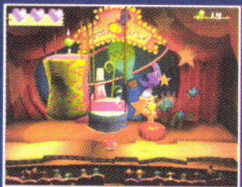
In this section, I'll detail how to proceed past some of the more obtuse puzzles in the game. You'll also be able to apply the techniques described here in many other situations.

### La-Lakoosha: Pendulum



In this area, there's a pendulum in the center of the screen and a couple of tall stone pillars blocking your way. How do you destroy the pillars? Simply capture an enemy and throw it directly at the pendulum in order to knock it against each pillar.

### Joliet Fun Park: Theater



Normally, enemies will reappear in their original positions almost immediately after you dispose of them. However, in a few locations like this one, the rules are a little different. If you capture the Hoppin' Moo and use it to jump onto the platform, he won't reappear until you touch the ground again, and if you do that, you're back where you started! Use the red Moo on the left side of the screen to get you up on the platform first. Then you can capture the Hoppin' Moo while standing on the platform and finally reach the green switch.

### Ishras Ark: First Engine



When you reach the interior of the first engine, you'll see three enemies and a Likuri on the far left side.

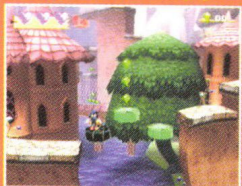
Whenever you throw Likuri at

another enemy, he'll absorb that enemy for a brief moment, then he'll return to you like a boomerang. During the short time interval while Likuri is absorbing the second enemy, you're free to do any action you want—for example, a double jump with a third enemy. You can't hold two enemies at once, though, so any enemy you may already be holding will disappear when Likuri returns to you. Get used to practicing this skill, because it will become essential from this point on in the game. When Likuri absorbs one enemy, he will glow yellow. After absorbing two enemies, he'll glow blue. After three, he'll glow red. The object in this puzzle is to throw a red Likuri into the hole. There are just enough enemies here to allow you to do this, so you will have to throw Likuri at each one while ending up on the platform with a red captured Likuri.

If it still seems confusing, just carefully follow these steps:

1. Capture Likuri.
2. Perform a double jump immediately above one of the enemies on the ground. Likuri will absorb it. You should have a yellow Likuri in your possession after you do this.
3. Perform a double jump immediately above the other enemy that's on the ground. This time, aim to land on the platform in the center. At this point, you should have a blue Likuri in your possession and you should be standing on the platform.
4. Without moving off the platform, throw Likuri toward the right when the Flying Moo reaches the same height as you. Likuri will absorb this enemy also, leaving you on the platform with a red Likuri.
5. Throw Likuri into the hole in the background.

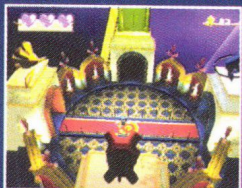
### Stay on Disappearing Platforms



Late in the game, you'll begin to see special green platforms. These types of platforms will disappear a moment after you step on them. However, they always reappear within a few seconds. There are small circular ones and larger oblong ones. Actually, the time it takes for one of the circular

ones to reappear is almost exactly the same amount of time it takes for you to jump and float. Knowing this, you can jump in place with the button held down as soon as you land on one. As you begin to fall, the platform will reappear right under you!

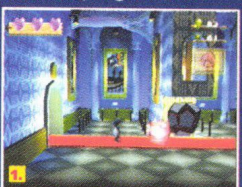
### Maze of Memories: Last Gallery



This stage is full of confusing puzzles, but the section right before the end of the stage is the most difficult. The door leading to the stage exit is blocked by a blue crystal. The adjacent room contains doorways to three more rooms. Each of the four rooms in this puzzle is associated with an object and color:

Color	Object
Green	Exit room (where the blue crystal is located)
Blue	Erbil's room
Yellow	Likuri's room
Red	Boomie's room

The solution to this puzzle is a little complex, so I'll spell out each step right here:



1. Enter Boomie's room. Capture him, then enter Erbil's room. Throw Boomie at the barrier and wait for it to be destroyed.

2. Now capture Erbil, then enter Likuri's room. Perform a double jump with Erbil to remove the two blocks in this room.

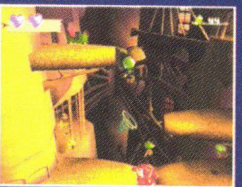
3. Go back to Boomie's room and capture him again. Quickly bring Boomie to Likuri's room.

4. In Likuri's room, perform a double jump with Boomie so you can reach and capture Likuri. Now throw Likuri at Boomie before he explodes. At this point, you should have a glowing yellow Likuri in your possession. If you don't, you'll have to re-do this step.

5. With the glowing yellow Likuri, enter Erbil's room. Throw Likuri at Erbil and you'll end up with a blue Likuri.

6. Go back into the green room and throw the Blue Likuri at the Blue crystal. You're finished!

### Kingdom of Sorrow: Second Crystal Puzzle



Here is the second puzzle involving Likuri and a crystal in this stage. This one requires some fast timing. First, you'll need to throw the Likuri at the Flying Moo on the far right. Then you must quickly grab the Flying Moo in the center and use it to jump all the way up to the enemy at the top ledge before Likuri returns to you. If you can reach the top ledge with a glowing yellow Likuri in your possession, then capturing the remaining two enemies will be trivial.

## Items

After obtaining any item, like a Momett Doll Bell, you'll only get to keep it if you can complete the stage after picking it up. If you die before reaching a Memory Clock—or if you leave the stage prematurely by selecting "Retry" or "World Map" at the pause menu—you'll lose all such items that you previously picked up in that stage.





# Momett Doll Bell Locations

In each of the regular 16 stages of the game there are six Momett Doll Bells. Some of them are hidden away while others are in plain view. In this section I'll show you the locations of every single bell along with some hints on how to reach some of the more difficult ones. Each one is listed in the same order as the order in which you'll encounter them in each stage.

## Stage 1

### Sea of Tears ~The Encounter~



#### Bell #1-2

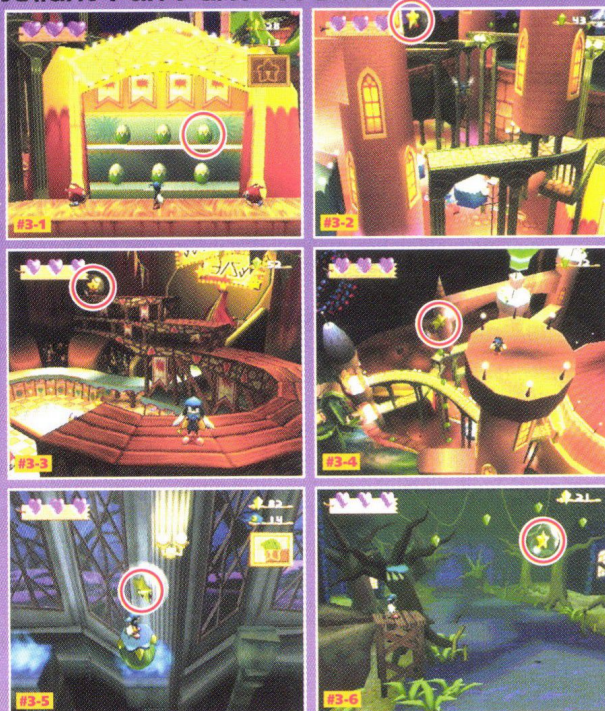
To reach this area where the second bell is located, take the upper-left path immediately before the bridge inside the cave.

#### Bell #1-4

This bell is hidden in an invisible egg. To make the egg appear, just walk over its location illustrated here.

## Stage 3

### Joilant Fun Park ~A Date with Tat~



#### Bell #3-1

The bell is in the rightmost egg in the top row. Throw the Moos into the background to break the eggs.

#### Bell #3-2

Use Kiton from the lower left section of this area to reach this one. When you're next to the bell, just throw Kiton into it.

#### Bell #3-6

Float over to the right side of the river first, then throw the Kiton toward the bell before it disappears.

## Stage 2

### La-Lakoosha ~Sacred Grounds~



#### Bell #2-1

This one is also hidden in an invisible egg.

#### Bell #2-2

Stand on the top ledge and shoot into the foreground to get this bell.

#### Bell #2-3

Pick up the red Moo from the upper right corner and use it to perform a double jump off of the Wee Jump'oline to reach this bell.

#### Bell #2-4

The Hoppin' Moo in this screen won't reappear until you touch the ground under the ledge.

#### Bell #2-6

Here is another invisible egg with a bell inside. You'll have to jump in place at this point to make it appear.

## Stage 4

### Jungle Slider ~Raging Rapids~





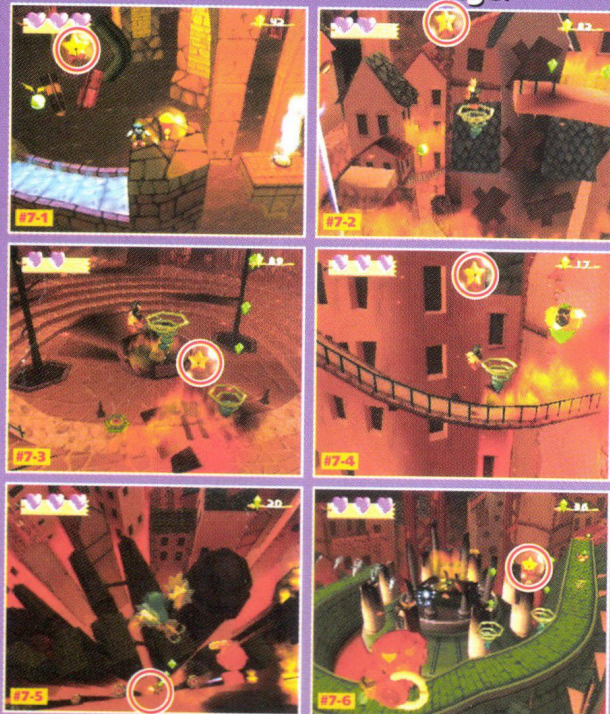
## Stage 5

Underground Factory ~Bowels of the City~



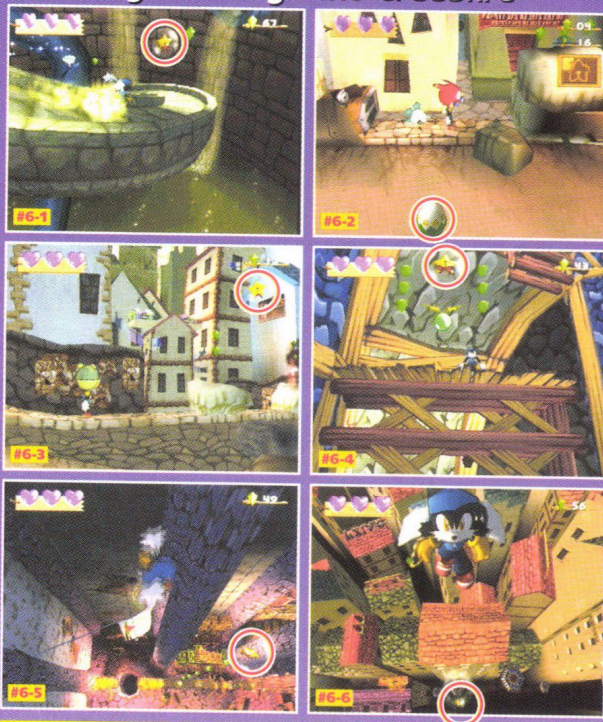
## Stage 7

Volkan Inferno ~Imminent Danger~



## Stage 6

Volk City ~Through the Crossfire~



### Bell #6-6

Just before you hit the Big Jump'oline, shoot into the foreground to pick up this bell.

## Stage 8

Ishras Ark ~On to Mira-Mira~



### Bell #8-2

First, capture Likuri on the upper ledge. Move back to the lower ledge and throw it at the Moo to your left. Before Likuri returns to you, you can walk under the low ceiling to reach the egg.

### Bell #8-6

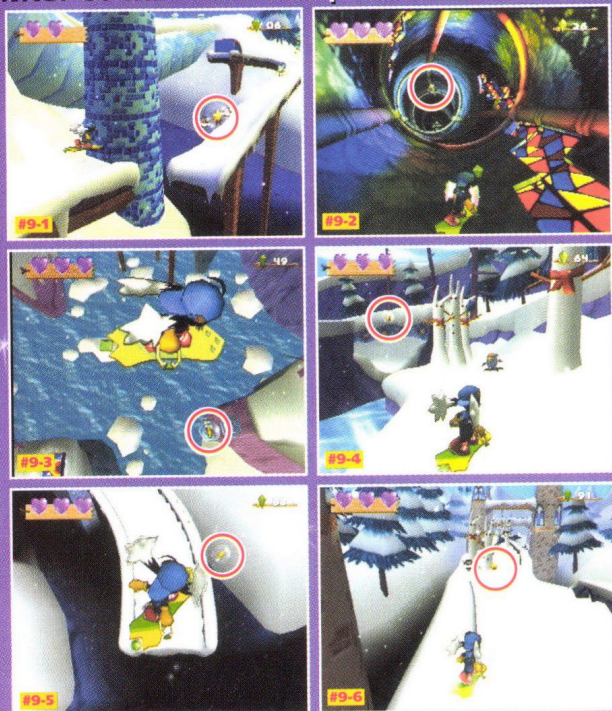
It's possible (but much more difficult) to get this Bell the first time you reach it. Don't worry, you'll have a second opportunity to reach that high ledge before the stage is over. The only way to do this is to grab the Erbil and quickly press Jump again in mid-air.





## Stage 9

### Mts. of Mira-Mira ~Alpine Wonderland~



## Stage 11

### Noxious La-Lakoosha ~The Catastrophe~



#### Bell #11-3

To reach this one, you're going to have to use the same sort of technique you used to get bell #8-2.

#### Bell #11-5

Use Kiton (located a few screens to the left) to reach this bell.

## Stage 10

### Maze of Memories ~The Labyrinth of Illusions~



#### Bell #10-1

When you first see this bell, you'll think there's no way to get it without falling into the spikes below. However, if you first go through the blue door to flip everything upside-down, you'll see how simple it is to reach.

#### Bell #10-3

Bring the Erbil from the previous room and you'll be able to reach this bell in the upper left corner.

#### Bell #10-4

Here's another bell hidden inside an invisible egg. Even though you won't be able to see the egg, its shadow will still be visible.

#### Bell #10-5

Don't be confused by the mirror here. You must throw the Moo into the foreground, not the background.

## Stage 12

### Dark Sea of Tears ~Veil of Darkness~



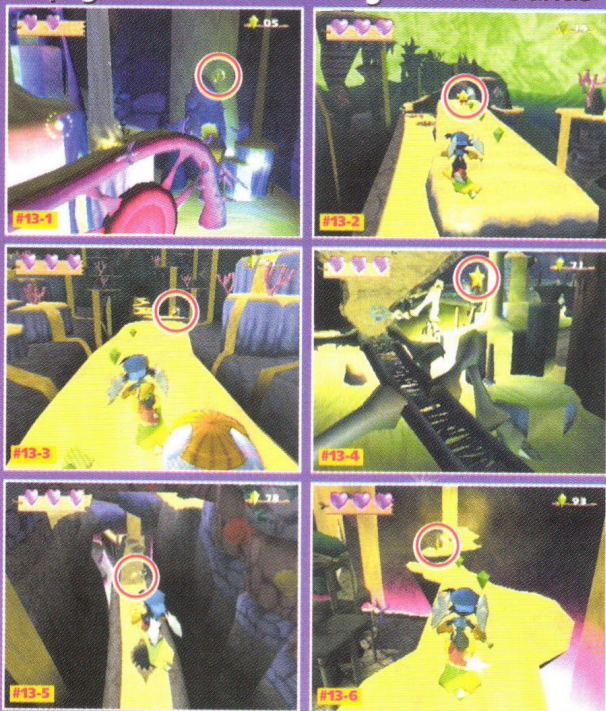
#### Bell #12-6

This situation is similar to that of bell #3-6. The only way to get the bell is to throw Kiton at it, but make sure there's ground below you before you do it.



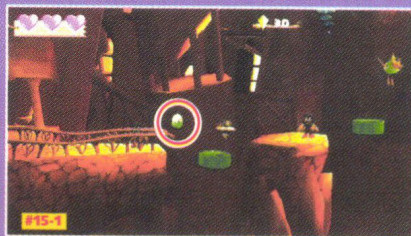
## Stage 13

Empty Sea of Tears ~Beyond the Sands~



## Stage 15

Kingdom of Sorrow ~Where Sunsets Dream~



### Bell #15-1

Use the green Flying Moo to the right of this screen to get the bell out of the egg. It seems impossible at first because of the disappearing platforms, but you can do it! First jump onto the green platform adjacent to the Flying Moo. Don't grab the Moo right away, just jump and float in place so that you'll land back on the green platform immediately after it reappears. Now, if you're quick you can capture the Moo just as you stop floating and the platform will reappear under you. You'll then have enough time to jump back onto the stable ledge. Next, just stand on the green platform in front of the egg and throw the Moo into the background.

## Stage 14

The Ark Revisited ~Countdown~



### Bell #14-2

This bell is immediately to the upper-left relative to the location of bell #14-1.

### Bell #14-6

This is probably one of the most difficult bells to get. It's hidden in the marked block. You've got to use the Boomie from the beginning of this area so you can double jump and grab the Erbil when he reaches his maximum height. Jump again immediately after you capture Erbil and it should propel you high enough to destroy the block.

## Stage 16

The Forgotten Path ~Deliverance~



### Bell #16-6

To reach this bell, you must take a side route near the end of the stage. It's just to the left of the row of five vertical blue flames.



# Secrets

There's much more to *Klonoa 2* than just finishing the stages! As you complete various objectives, new rewards and challenges will become unlocked:

## Do this...

Defeat Leptio the Flower Clown

Defeat the King of Sorrow

Collect 8 Momett Dolls, then visit Momett House

Collect all 16 Momett Dolls, then visit Momett House

Complete Chamber o'Fun

Complete Chamber o'Horrors

Collect 150 Dream Stones in any stage

Collect 150 Dream Stones in all 18 stages

## to get this...

Momett House & House of Horrors & one Scrapbook image

A book icon next to your save file

Unlock Chamber o'Fun

Unlock Chamber o'Horrors

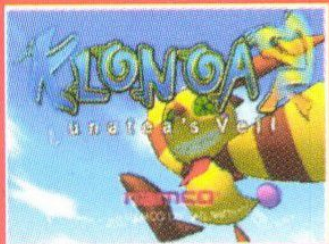
Silver Momett Statue & unlock Hurdy-Gurdy tracks 1-27

Gold Momett Statue & unlock Hurdy-Gurdy tracks 28-54

Unlock one of 18 new Scrapbook images

A ring icon next to your save file

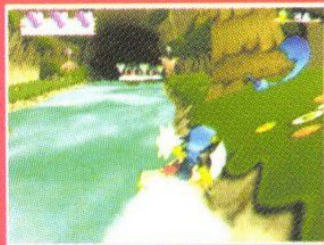
## Popka & Lolo at the Title Screen



After the Namco logo fades out, hold down R1 + L1 for the entire duration of the opening animation—you'll see

Popka step on Klonoa! If you hold down R2 + L2 instead, Lolo will appear!

## Quickie



Namco's upcoming RPG, *Tales of Destiny 2* (also known as *Tales of Eternia* in Japan) features a cute animal named Quickie. While this game would otherwise have no relation to *Klonoa 2*, you can actually find Quickie sitting right next to the river in the Jungle Slider stage!