



KLONOA

—Door To Phantomile—

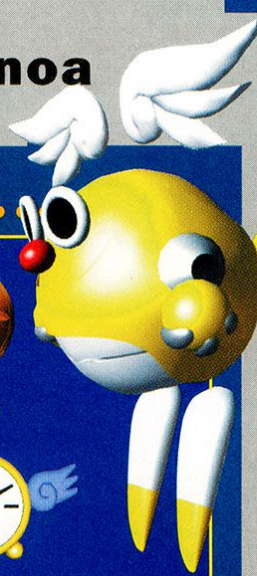
by Patrick Reynolds

Namco's newest title for the PlayStation is a surprising break from the company's recent big-name fighting game conversions. *Klonoa* is an ultra-Japanese title that will inevitably draw comparisons to the *Pandemonium* series for its 3-D viewpoint, fixed path and run/jump play mechanics; all comparisons are quickly banished, however, after playing the game. *Klonoa* owes a great deal of its inspiration to Nintendo's *Yoshi's Island* (for its grab-and-toss gameplay) and Sega's *NIGHTS* (for its dream-based level design and surreal visuals). Regardless, *Klonoa* manages to be creative enough to escape any accusations of being a copycat; from the high-quality animated intro to the great character design and storyline, this game oozes quality. The storyline is standard platform fare; Klonoa must rescue the fair Diva Lephise from the clutches of the evil Ghadius, who plans to flood the world with "nightmare energy." Klonoa and his pal Huepow set off on a grand adventure to set things straight. There is a lot of stuff that, quite frankly, I can't help you with; the game requires absolute precision timing and good platforming skills. I will, however, let you in on

some of the difficult-to-find areas in each level and provide tips for the more challenging obstacles. Oh, yeah;

I'll also provide you with all of the ammunition you'll need to make short work of the huge bosses that are lurking about.



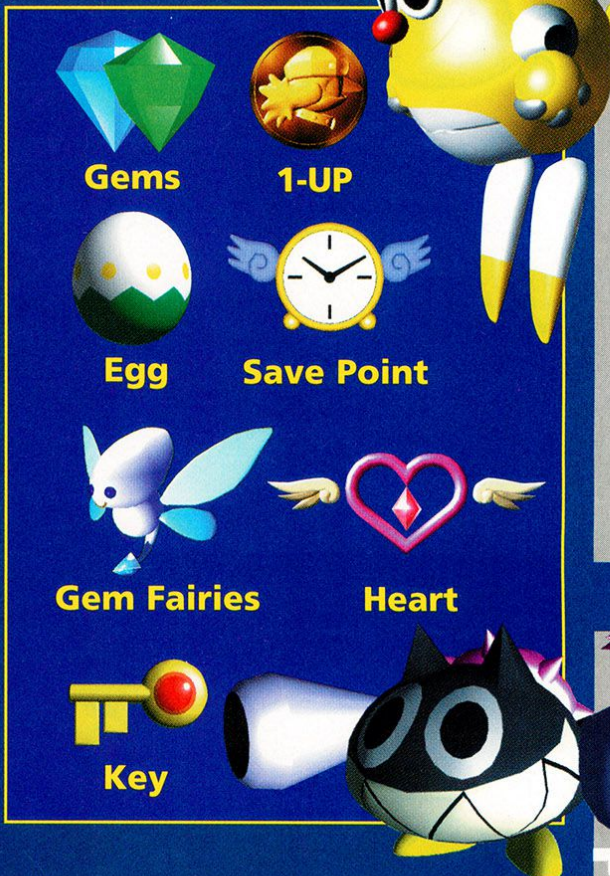


Basic Technique

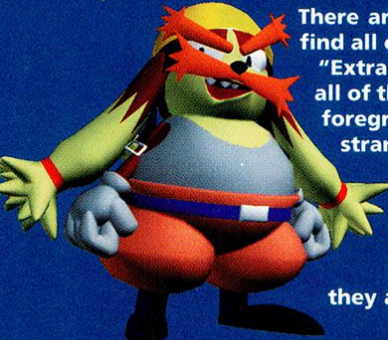
- *Klonoa* is a simple game to learn, but there is some technique involved. There are two basic commands: jumping and attacking. Klonoa has a standard jump, and he can fly for a few seconds if the jump button is held down. The attack button causes Klonoa to grab a nearby enemy. While holding an enemy, Klonoa can run and jump normally, as well as perform a double-jump using the baddie as a mid-air springboard to reach higher areas and/or items. This technique is crucial to success. You can also use the attack button while Klonoa is holding an enemy to throw it in the direction he is facing. Although he cannot move into or away from the screen, Klonoa can throw enemies in these directions in order to hit targets that are otherwise out of reach.

- Each of the game's stages—called "Visions"—is broken down into two levels. Both of these levels are standard platform configurations in which Klonoa must reach the exit while fighting or avoiding monsters and collecting items. At the end of every second Vision is a Boss encounter. In *Klonoa*, there are several standard items to hunt for in each level. Gems are scattered about and come in two sizes. Small green ones are worth one gem each, and large blue ones are worth five. Collect a hundred gems and you earn an extra life. (Sound familiar?) As a neat addition to this, you can occasionally release gem fairies which, for a short time, make all the gems you collect double in value.

- There are six prisoners scattered about each level, trapped in bubbles or other objects. To free them, break the bubble or destroy the object by hitting it with an enemy. Save Points are also found in bubbles; grab one and you'll restart there if you die. Hearts can be found in two varieties: Red ones refill one heart on your life meter, and gold ones refill three. 1-Ups come in the shape of gold *Klonoa* coins, and as you might suspect, they add an extra life to your game—but hey, you won't need those, will you? Keys open doors. Eggs, Boxes and other objects can be hit with a thrown enemy to release items.



Tip for Finding All of the Prisoners



There are six imprisoned villagers to find in every Vision. If you find all of the prisoners in the game, you'll gain access to a special "Extra Vision" once you beat the game. It's not difficult to locate all of the prisoners if you keep these tips in mind. Always watch the foreground and background for eggs, flowers, boxes or other strange objects. Throw an enemy at them to reveal what they hide.

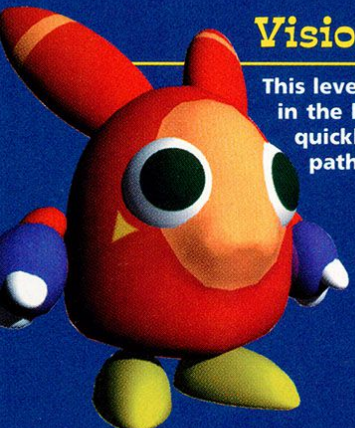
Look for platforms off the beaten path and explore them fully. If there is an enemy hovering above the path where he can't hurt you, jump and grab him, then use him to jump higher and check for offscreen paths or bubbles containing items. There are no prisoners in the game that are hidden in invisible or extremely difficult-to-reach locations; they are almost always in plain sight and require nothing but skill to reach.



The Visions

Vision 1-1: The Beginnings of Gale Breezegale - The Wind Village

This level is a breeze. You shouldn't have any problem finding the prisoners here. Don't miss the egg in the background early in the level for an easy Blue Gem. You'll have to master the double-jump quickly to progress far in this level. After you meet Balue, be sure to take the high road when the path splits for a 1-Up. Return to the low path and follow it through to this cave and the level exit.





Vision 1-2: The Diva and the Dark Spirit - Gunston Mine

You'll find all of the secrets in this level if you remember to always take the low road each time you are given the option. The low roads lead to lots of goodies and also put you right back on track. Start by dropping down just past the entrance and hopping over the pillars to reach the prisoner located right above the entrance. Ride the updraft to the right of the entrance and hit the egg in the foreground with an enemy. The roller coaster here is a no-brainer; you can't die, so enjoy the ride and try to grab all of the gems. Near the end of the level, you'll see a raised bridge—ignore it for now, and take the path that leads underneath it. Don't miss the egg on the pillar in the background; one well-placed toss will reveal a hidden prisoner. At the end of the path is a pillar loaded with gems and a 1-Up! Return to the bridge and throw an enemy at it, causing it to fall and open the walkway to the end of the level.

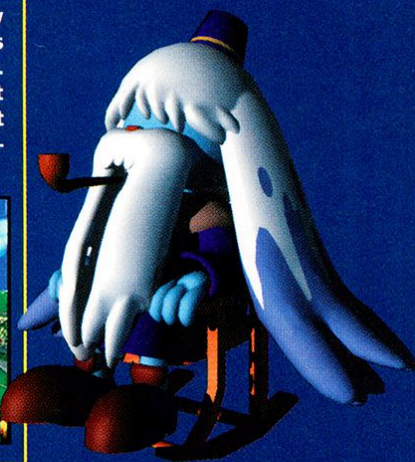


Boss: Rongo Lango

Weak Point: Butt

Avoid Rongo's groundswell and rainbow attacks by jumping over them. Run under his leaps and hit him in the butt with an enemy. Don't get too close to him—stay about halfway around the ring! His leaps cover a lot

of ground and will give you plenty of time to see his attacks coming so you can prepare to jump over them. A few good whacks to the buttocks and he's out cold.



Vision 2-1: Deep in the Dying Forest Forlock - The Tree Village

Grab onto the flying baddie early in the level and he'll carry you to a hidden prisoner. Riding the leaves is the first serious test of skill Klonoa throws at you. The giant enemy can't be grabbed, but you can inflate him and use him as a platform, or destroy him by throwing another enemy into him. At the beginning of the interior section, jump up to the high platform and head out the door. You'll need to use a flying enemy as a lift to reach the small platforms leading to the prisoner there. After you use the key on the door, look for a pair of eggs in the background of the circular walkway. Wait for the ball enemies to peek out of their shells, then grab them and throw them at the eggs. There is a triple heart and a prisoner hidden in them. The second key is easy to find—it's in an egg right on the path! Just past the second door, there is a hard-to-reach egg under the walkway. Carry an enemy onto the leaf with you and time your throw in order to break it. The remaining bit of the level is easy;

avoid the spiked balls thrown at you and keep a sharp eye for the bubbles along the path containing save points and prisoners.





Vision 2-2: Beyond the Backwards - The Kingdom of Jugpot

Make your way to the right of the waterfall, where an enemy is riding a platform; you'll notice some gems in the upper right corner. Grab the enemy, hop onto the platform, and perform a double-jump up and to the right—you'll reach a hidden alcove with a prisoner. On the waterfall itself, the lowest platform on the left side holds another prisoner. Watch your footing as you hop on the small platforms. Inside the cave, you'll need to carry an enemy to the spot where the armored enemy is hovering (be careful not to let him pop your cargo or you'll have to go back for another one). Use the armored enemy to jump to the high platform containing a 1-Up and a prisoner. When you leave the cave, don't miss the opening directly below you—it contains another prisoner. You'll need to take an enemy with you on the water platform past the cave exit; you can't make the long-jump coming up without one. In the second cave, head to the left when the path splits and ride the bouncing platform across the chasm to free a prisoner. Jump to avoid enemies on the water slide



while collecting the gems along the way. Once past the slide, you'll need to inflate the giant enemy, then grab a small one and hop up to the platform using the inflated enemy as a platform. You'll find a triple heart and a prisoner for your trouble.



Boss: Seadolph & Pamela

Weak Point: Pamela

This battle can be harrowing at times. Jump over the rolling spiked balls and avoid Pamela's leaps toward you and the bubbles that fall from the sky. Watch Seadolph closely; he'll leap onto and ride a spiked ball from time to time.

When he does, grab him off the ball with a well-timed jump/grab, then nail Pamela when she jumps at you by throwing Seadolph at her. Try to stay away from the hole in the pathway as much as possible; it's easy to get hit by a bubble or Pamela.



Vision 3-1: Rebirth of the Forest Forlock - The Tree Village

At the beginning of the area, there are two boxes marked with an "X"—break them with enemies. The lift to the right won't work until you talk to the guard in the house just past the boxes. Take the lift up and grab the next lift over to a tree house, which holds some armored enemies (hit them once to knock off their armor, then you can grab them). Jump up through the opening to the second level and get the key out of the egg. Jump to the platform above the first locked door to find a prisoner. At the start of the second area, break the box by double-jumping off an enemy above it. Take the lift up to a circular pathway and head right; you'll see a tree with two boxes on it in the background. You can break one with a thrown enemy, causing the other box to land on the walkway to the left of the lift. Head over and break that box to retrieve the second key. Flowers—like the one in the foreground near the beginning of the third area—need to be hit once to open them and then hit again to get whatever item they contain. There is another flower in the background just past the giant enemy in this area. A good source of enemies that can be grabbed is the tree on the far left of the area; use the trampoline to reach the hole and press up and attack to grab the enemy in the hole. They always reappear if you make a mistake. There's a 1-Up hidden in a flower below the box in this area. The third key is easy to find: Take the high path around to a tree house and it's right there for the taking! Another roller-coaster ride awaits, and it's a lot trickier than the one from Vision 1-2. Hop over low enemies and try to hit the opening in the formations of moving baddies. In the fourth area, you'll need to pull a double-jump off the trampoline to reach the high walkway. Grab the flying enemies and hit the armored enemy in the background twice to dispatch him, then hit the switch he was hiding to activate a lift. There is an easy-to-spot flower in the background just past the lift containing a prisoner.





Vision 3-2: The Stopped Gear - The Tree Mansion of Machinery



Activate the switch by throwing the explosive enemy through the opening in the background. Take the platform to the first stop and head all the way to the right. You'll find a key on the wooden platform. Now head back to the platform and take it to the second stop. Follow the path to the left. Grab an enemy and use the trampoline to reach the high ledge, then drop down and hit the switch with the enemy; this opens a trapdoor to the right. Fall through it and continue to the left (ignore the door just to the left of the trapdoor for now). Run around the stopped gear to the door. There is a switch at the far left of the room that opens the door in the background, but it only stays open for a short time. Throw one of the exploding enemies under the switch and hightail it to the door; the explosion will trigger the door, and if you hurry, you'll have time to squeak through before it closes again. In the next room, Joka challenges you to reach a high ledge. You'll have to use a new technique here...grab the first enemy and use him to jump to the second hovering enemy. While in midair, grab him and jump again to reach the prisoner in the bubble high off the ground. Repeat this process to reach the ledge with the key. Head back to the area with the gear and go through the locked door. The three switches in the room must be activated in order to start the gear moving again. Listen carefully to the tone each switch emits, then activate them from lowest to highest pitch (for our tone-deaf readers, left, right, middle). Go back to the room with the wooden platforms (which you'll notice are now moving). Follow the platforms and escalators to the door, then wind your way around the outside of the tower, jumping to avoid the giant spiked balls.



Boss: Gelg Bolm

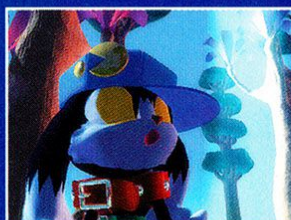
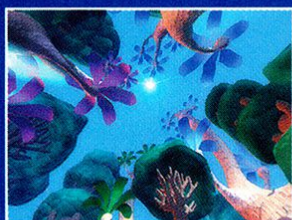
Weak Point: Attacks from above

Gelg attacks by charging across the platform, rolling spiked balls, or attempting to jump on you. Use the trampoline to avoid Gelg's attacks and to get above him so you can throw enemies down onto his unprotected top section. When he leaps, track him by watching his shadow and don't stop moving. He leaves himself open for an easy attack once he lands. After a few hits, he gets angry and his charges speed up...time your jumps to compensate.



Vision 4-1: A Village in Danger - The Ruin of the Wind Kingdom

Three new types of enemies appear here! The enemy with revolving spiked shells must be hit from above to be destroyed. The enemy that fires spiked balls can only be grabbed or hit when he is peeking out from under his helmet. The third one has fireballs rotating around him; wait until the circling fire is far from the enemy and hop inside its radius to grab him. Look to the left of the door at the end of the first section for a cave opening that leads to a hidden prisoner. The only real tough spots are the platforms that drop you if you stand on them for too long; they require precision to jump across (carry an enemy along to make longer leaps).





Vision 4-2: A Lull in the Wind - The Leviathan's Ice Cavern

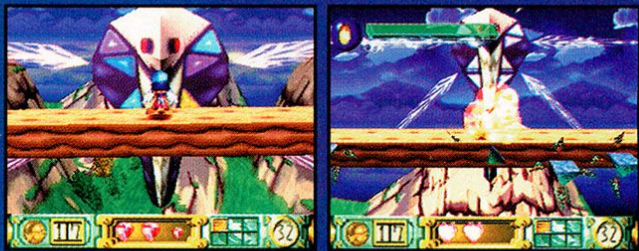
Slide down the slopes and move to the right of the door to reveal a hidden egg containing a heart. Stay sharp on the water slide here; there are two prisoners: a 1-Up and a triple heart that require some tricky timing to retrieve as you slide past them. Use enemies to destroy the green stones throughout this level. In the area with the giant fossil, look for a cave above the bones (use an updraft to reach it) and you'll find a prisoner and a 1-Up. Underneath the fossil there is an egg in the background that is easy to miss.



Boss: **Baladium**

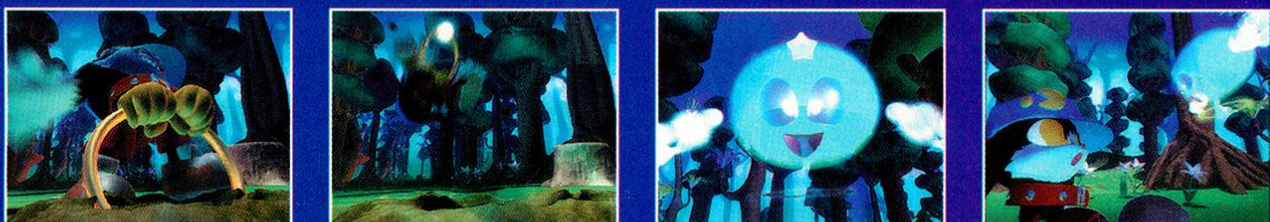
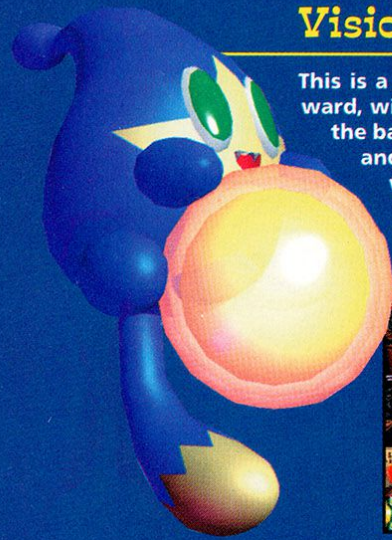
Weak Point: **Glowing triangles on sides of head**

Position yourself on the swinging platform so you hit the openings in the objects that Leviathan throws at you. When the platform nears his head, hit the glowing triangular areas. If your timing is perfect, you can take out two at a time...and finish the battle in four hits! He'll throw stationary pillars, explosives and missiles at you. These are easy to avoid, with the only potential problem being the pillars, since they remain stationary in the air as your platform swings back, and as a result, are hard to avoid.



Vision 5-1: The Four Orbs Corona - Temple of the Sun

This is a short, but sometimes frustrating level. The four different paths are quite straightforward, with the only puzzle element occurring in the form of cleverly placed switches, usually in the background. These switches must be hit to open certain doors. Go for the yellow Orb first, and hit the switch near the beginning of the area to open a door in the green Orb area, which you'll need access to later. In the area of the red Orb, watch for the raised metal platforms in the background as you are riding the lift and hit them with enemies to cause them to drop. When you have all four Orbs collected, the door at the beginning of the level opens and you can proceed.





Vision 5-2: Between Light and Darkness - High Above Corona



Maire I am the High Priest Moire.
I am the keeper of this sanctuary.

Constantly changing from day to night, this level offers a set of totally new challenges to be overcome. During the daylight times, enemies can be grabbed as usual, but when night falls, they become invincible. Worse yet, a strange flying pink enemy tries to hunt you down and there is nothing you can do but avoid it and wait for it to disappear when the light comes. In addition, certain platforms only appear at night, forcing you to progress through the dangerous, invincible enemies. You'll need to use these platforms to reach a prisoner near the start. Fortunately, the interior sections aren't affected by the night/day phenomenon.



Boss: Joka

Weak Point: Any part except his hands

Following the night/day theme of the level, Joka has two forms in which he fights you. The first—his unassuming clownlike demeanor—isn't much of a threat. He stomps around inside the circular path you are confined to. You only have to avoid his rotating hands when he comes close, then peg him as many times as you can before night falls. When this happens (the background

gradually darkens as you fight, or it happens automatically if you score three hits on Joka quickly), he transforms into a giant multicolored turtle creature. The tiles of the ring randomly change color, and you need to step on them to change them back to yellow. You cannot hurt Joka while he is in his night form. Avoid his flipper and tail attacks as well as the armored enemies on the ring with you while you change the tile colors back. Occasionally, a heart is released onto the ring, which you'll have to hurry to retrieve before Joka sweeps it away with his flippers. When you have recolored the ring, the light returns and Joka morphs back to his normal form, and you can continue the battle. With luck, you'll only have to face the invincible turtle monster twice before you can score enough hits on Joka to defeat him.



Klonoa And yourself?
Seadoph I am Seadoph, the king of this castle.



Vision 6-1: The Legendary Kingdom - Cress, the Moon Kingdom

The object of this level is to destroy several colored crystals, each of which then causes a number of like-colored statues to disintegrate and allow you access to new areas of the level. Break the red crystal, for example, and your next goal is to find the door (or doors) with a pile of red dust in front of it. This is the most challenging level so far in terms of pure skill needed to progress successfully through the different rooms. When you have broken all of the crystals, head into the blue crystal door on the outside of the tower and take the high road to the door that was blocked by the yellow statue. Throwing the exploding enemies at a large cluster of other enemies will cause them all to be destroyed (this comes in handy several times during the level). The disappearing platforms are neat-looking, but present a somewhat daunting challenge. Just remember that you can jump onto one, then jump and hover over it until it reappears.

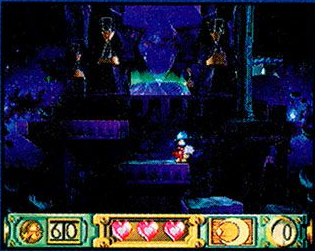




Vision 6-2: The Time of Restoration - The Prism Corridor

There are three areas, each offering very similar challenges. At the end of each, a pillar is raised that allows access to the next area. First, you must make your way across a series of tiny platforms while various enemies follow you, threatening to knock you to your death. With the right timing, you can use the enemies to your advantage by grabbing them and jumping over oncoming enemies. After this, there is a platform area ending with a switch to be activated, causing a block to pull back and open a passage to a new area. This leads to the toughest challenge yet: a room with three time-delay switches that must all be activated simultaneously before you can proceed. Once activated, each switch remains "on" for a matter of seconds before returning to its "off" position. There are three of these rooms on the level. In the first, grab

the shield-carrying enemy from below, jump up to the left switch and throw the enemy across the room to activate the right switch. Turn and hit the left switch, then grab the flying enemy and use him to jump up and hit the last switch, opening the door. In the second switch room, inflate the giant enemy, grab the shield-bearer, and jump to the floating platform using the giant enemy as a platform. Throw the enemy at the first of the two foreground switches, then quickly grab the flying enemy and hit the second foreground switch. Jump and hover to the midair switch and activate it to open the door. The final switch room is the most difficult. You'll need to perform the double air grab perfectly and jump off the two flying enemies in order to reach each of the high switches, then fall back to the ground and hit the bottom switch with the normal attack.



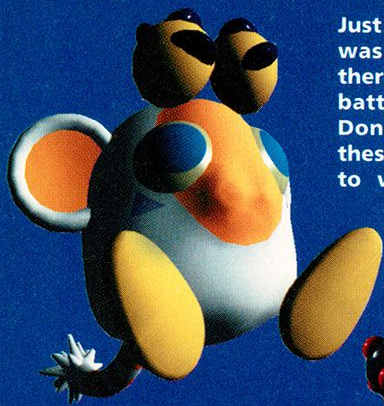
Boss: Ghadius

Weak Point: Glowing cape area

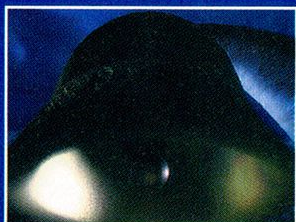
This is it—the final showdown with Ghadius himself! The whole trick to this battle is to avoid the glowing, translucent spheres that roll and float around the inside of the ring with you. If you touch one of them, you are teleported to the top of the ring, where an invulnerable Ghadius sends

fire waves at you. You have to quickly jump over to the glowing ball and touch it to be transported back into the ring. That said, your most important goal is to avoid the teleporters. Ghadius attacks in three ways. First, he'll launch balls of energy (and the occasional bubble containing an enemy for you to grab) into the sky and they will fall toward you. Avoid them, grab the enemies and throw them at Ghadius. Next, he'll send strings of enemies bouncing around the ring. Avoid being hit as you grab them and throw them back at him. Finally, good ol' Ghadius creates energy triangles that contain enemies. He'll try to smash these into you. Watch his hands to forecast where he'll strike and try to hit the corners of the triangle. This sets the enemies free, allowing you to grab them and finish Ghadius off.

Final Vision : The Dream at Nightmare's End - In the Skies Cross



Just when you thought it was over, surprise!—there are still three more battles to be fought! Don't worry, though, these are cake compared to what you've already been through.





Boss 1: Nahatomb

Weak Point: **You can't hurt him!**

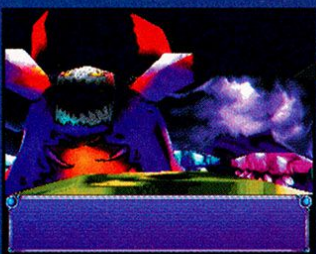
Dart around the ring avoiding Nahatomb's attacks and the armored enemies. You need to throw an enemy to each of your pals who are hovering with their Moon Cannons. Once they are all loaded, they fire simultaneously and destroy Nahatomb with their combined power. Or so you thought...



Boss 2: Inside Nahatomb

and stay on the tilting platform. The goal is to destroy the crystals that hover around the area. Initially there are four, but once they're destroyed, Nahatomb releases two more that fly about in strange patterns, making them very tough to hit. After all six are destroyed, it's on to...

This is fairly easy, as long as you can avoid the twin eye-beams Nahatomb fires at you



Boss 3: Nahatomb Reborn

This is basically the same concept as the first Nahatomb battle, only *this* time you need to throw the enemies down to your friends. This makes timing a lot trickier. Also, Nahatomb has the nasty habit of destroying the platforms from under you (watch for the tell-tale flash). He'll also fire rainbow rings that you must jump over to avoid. The chances of falling to your death are very high during this battle, so keep moving, stay ahead of his deadly platform-destroying beams and methodically load all of your friends up with ammo for their cannons. As before, when they are all loaded, your friends will do the dirty work for you by polishing Nahatomb off with a mighty blast. The good news is that *this* time he *stays* dead!

Congratulations!—you've just beaten the game! Now sit back, relax and enjoy the ending; it's a shocker!



Secrets

After the game is over, you have the option to save. This creates a file called "Vision Clear" and allows you to look at the whole map and replay the game starting from any level you desire. It also indicates the number of prisoners you rescued on each level. If you managed to rescue



them all (a true gamer wouldn't be satisfied with anything less), you'll notice a new Vision called "Extra Vision" on the map. Remember that tower Balue was building way-yyy back at the beginning of the game? Well, he's finished it, and now you'll get your shot at reaching the top! This is the hardest level in the entire game, so you'll need to be an expert at mid-air jumping from enemy to enemy if you want to reach the pinnacle and see the game's amusing alternative ending (sort of). At any rate, if you *do* beat the Extra Vision, you'll gain access to Lephise's music box, which lets you listen to all of the musical selections in the game.

