



system: PlayStation  
 publisher: Namco  
 developer: Namco

## strategy talk

**E**ver have one of those dreams where you're trying to run, but no matter how hard you try, you feel like you're stuck in molasses?

Playing Klonoa is a lot like that—a seemingly endless stream of almost-made-its, confusion and frustrated attempts.

Klonoa takes a simplistic approach at old-school side-scrolling gameplay. It's all there, right down to the cutesy cast of characters amid the epic, melodramatic plot.

Strangely, although the game appears to be aimed at a younger audience, it flip-flops between the mind-numbingly easy and the insanely difficult. There's a whole middle ground of gameplay that is missing, cutting severely into the game's replay value.

Still, Klonoa is a visual treat, with RPG-style cinematic sequences for each level. It's a nice change of pace from 600-Meg monsters that can eat up days of your life.

—Benjamin "Melange Spice" Durbin with Howard "Shoryureppa Spice" Crossman

## strat-stats

- time to complete: **3.5 hours**
- challenge: **very easy**
- gameplay: **very simple**
- things to do with a troupe of chimps: **upgrade UO's programming team**

# KLONOA

## — Door To Phantomile —

### GENERAL STRATEGY

#### USING ENEMIES

The first habit you'll have to break is trying to jump on the enemies to defeat them. The only way to defeat enemies is to capture them. Once captured, you can use them for a lot of different tricks.

- You can hold captured enemies indefinitely.
- Jump, release the enemy and jump again to get an extra boost.
- Keep the enemy held as a shield.
- Throw the captive at other enemies to destroy them.
- Some enemies must be hit before they become vulnerable to capture, and some enemies cannot be captured at all.
- While holding an enemy captive, you may not be able to fit under some ledges.

#### COLLECTING GEM POINTS

Once you complete the game, the next challenge is to collect all the gems on each world.

- Every 100 gem points you collect yields an extra life.
- Green gems add +1, blue gems add +5.
- It is possible to collect 150 gem points on each level. There may not be 150 gems, however. There is a little bird that doubles your points for each gem you pick up. To reach the 150 mark, you have to find the bird first.
- The large enemies release gems when they are killed.
- If you collect over 100 gems, you get a small green gem on your map. If you collect all 150 gems, you get a large blue gem.



#### TECHNIQUES

- Hold the Jump button longer to float for a few seconds.
- Throw enemies at other enemies, eggs, flowers or switch-es in the foreground or background.
- Some eggs are hidden and only appear if you pass over them.
- Shoot the clocks in order to update your progress. When you die, you will return to the last clock you have triggered.
- The Reset Option lets you start a level over. This will remove all your progress, but you will be able to start over with as many lives as you began with. If you forgot a piece or are trying to collect more gems, you can play through until you are almost ready to exit the level and then restart instead, giving you time



#### RESCUE MISSION

You will find six pieces to a puzzle in each vision. Each puzzle piece you find rescues a villager from that world.

The pieces can be found either in plain view, in clear bubbles or inside eggs. Sometimes these eggs are hidden and you must jump past or over them to make them appear. Keep your eyes open and don't be afraid to backtrack. Some eggs are even hidden inside other objects, like flowers.

If you rescue all of the villagers, you will gain access to an extra vision: Balue has completed his tower, which you can now climb to visit the Diva.

The extra level is very difficult and requires you to boost off three, four, even a dozen enemies in a row—without ever touching the ground. It's a shame that the rest of the game was not this challenging!



## THE BEGINNINGS OF GALE

### Breezegale, the Wind Village

**Piece 1:** Crossing the bridge.

**Piece 2:** Ride the vortex up again and you can reach it.

**Piece 3:** Boost up and shoot it before entering the door.

**Piece 4:** After exiting the door, grab the second bird and boost up to the ledge on the left. Jump off the ledge and float towards the piece to grab it.

**Piece 5:** Atop the gondola lift.

**Piece 6:** Shoot the last piece quickly as you run past and

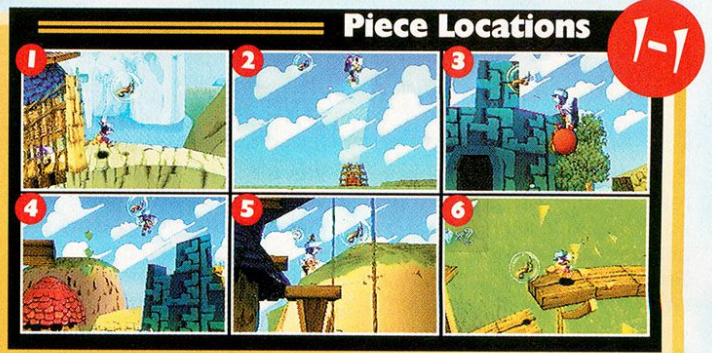
grab all the gems. Just after you start down the path, you will see an egg in the background.

#### Playing Tips

**A** You can throw an enemy into this egg to release a blue gem.

**B** Use the purple enemy to boost your way up to the platform to grab the heart.

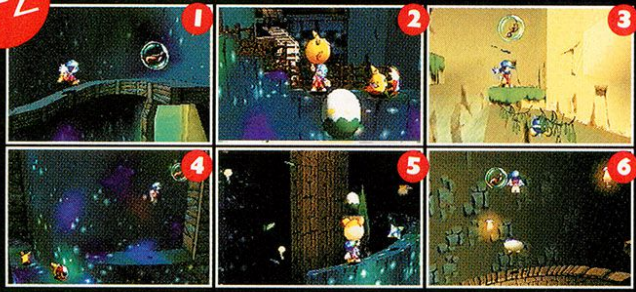
**C** Carry an enemy to the top of the wind vortex and double jump off it to reach the blue gem.



## DIVA AND THE DARK SPIRIT

### Gunston Mine

#### Piece Locations



**Piece 1:** After the wind vortex head right. It is in plain sight on the ledge near the start.

**Piece 2:** Ride the currents to the right and grab the enemy with the shield (from behind). Throw him at the egg.

**Piece 3:** It's along the lower green path in plain sight.

**Piece 4:** Destroy the big enemy, then use the bird as a lift.

**Piece 5:** Follow the road and take the lower branch when the road turns blue.

**Piece 6:** After crossing the bridge you will see three purple enemies running. Use one to boost up to the sixth piece.

#### Boss 1



You can only defeat it by hitting it in the rear end. Run under it when it leaps toward you. Jump over the ripples or rainbows. You can throw enemies at the bell to receive a heart.

## DEEP IN THE DYING FOREST

### Forlock, the Tree Village

**Piece 1:** Ride the propeller head up to the first piece.

**Piece 2:** Continue around to the right to the second piece.

**Piece 3:** Ride the propeller head up, then throw him into the egg on the left.

**Piece 4:** Shoot the two eggs you see between the towers. One has an extra life, one has the fourth piece.

**Piece 5:** Step onto the leaf with a captive and break the egg under the walkway.

**Piece 6:** Inside the room with the large mushrooms and spike throwers. Follow the path around to the right.

#### Playing Tips

**A** You can hit the big enemies to pump them up, then jump on top of them safely.

**B** You can grab the armadillo critters; wait until they pop out of their shells to look around.

**C** You can throw at all the enemies in the background.



## THE BACKWARDS WATERFALL

### The Kingdom of Jugpot

**Piece 1:** Cross the stepping stones in front of the waterfall, and boost up off the jug.

**Piece 2:** Climb down the stones to the left to the next piece.

**Piece 3:** The third piece is just inside the waterfall cave.

**Piece 4:** Exit the cave and hop down to the opening below. The fourth piece is just inside.

**Piece 5:** After moving across the high aqueducts, find this piece inside the next cave.

**Piece 6:** After your trip down the aqueduct, use the big yellow critter as a step and a small critter for a boost to reach the ledge above. The final piece can be found here.

#### Boss 2

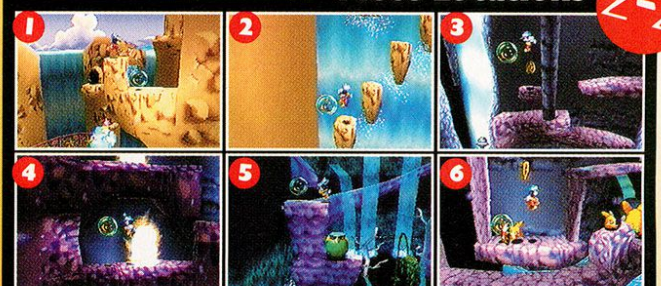
Avoid the spiked balls. From time to time Sedolphus will come out on one of the spiked balls. Grab him to throw at the fish.



#### Piece Locations



#### Piece Locations



## REBIRTH OF THE FOREST Forlock, the Tree Village

**Piece 1:** After you get the key, return to the path. Before you enter the door, jump up top and get the first piece.

**Piece 2:** Enter the door and cross to the next tree where you will see the next piece.

**Piece 3:** After knocking down the tree, head back to the left. You'll find the third piece on

that side.

**Piece 4:** Look in flower in the foreground.



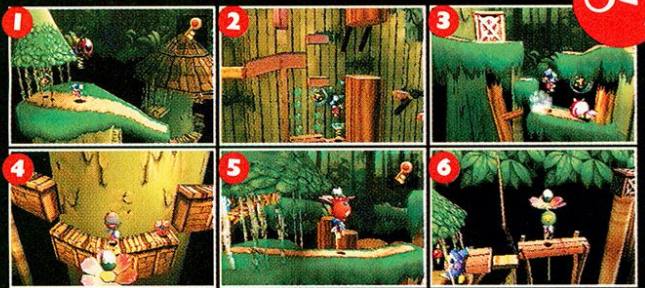
**Piece 5:** The fifth piece is inside a flower bud by this gazebo.

**Piece 6:** After you find the area with the large blue critter and you have turned on the switch, head over to the right. You will find the last piece in a flower bud nearby in the background.



### Piece Locations

3-1



## THE STOPPED GEAR The Tree Mansion of Machinery

**Piece 1:** Look just past the first locked door.

**Piece 2:** Look in the egg as you cross this interior bridge.

**Piece 3:** In the foreground as you cross in front of the huge gears.

**Piece 4:** Near the high ledge where Joka comes to speak to you.

**Piece 5:** Once the gears are turning, you can ride the arm up and grab this piece. Wait for the arm to come down on your right and you can float to it.

**Piece 6:** Cross the belt system and head outside for this one.

### Boss 3

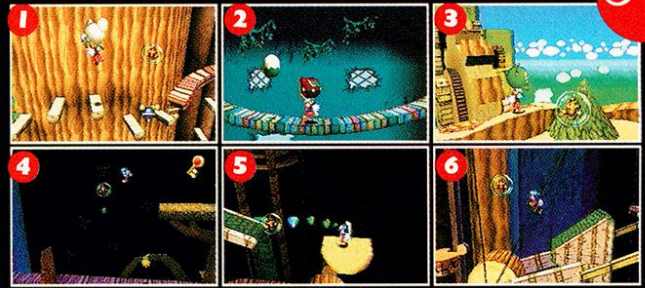
Drop enemies into the open mouth from above.



Watch out for the giant fruit; this is the only attack you have to fear.

### Piece Locations

3-2



## A VILLAGE IN DANGER The Ruin of the Wind Kingdom

**Piece 1:** Through the first set of doors, back outside the tower.

**Piece 2:** The next piece is inside the tower, through the jagged hole in the wall.

**Piece 3:** After crossing through the tower and back outside, look for the third piece by the breakaway platforms.

**Piece 4:** The next piece is just to the left a few jumps.

**Piece 5:** The fifth piece is inside the tower, across the swings. You can reach it from the third swing.

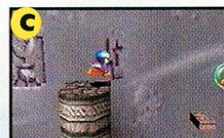
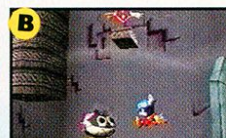
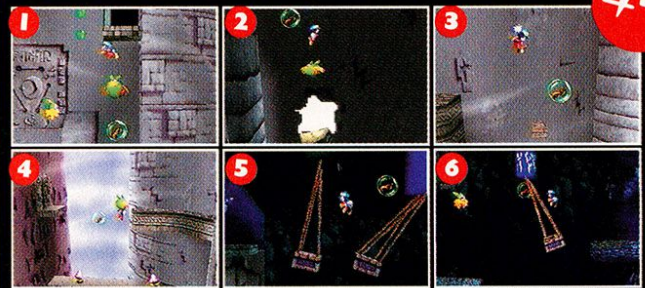
**Piece 6:** Just around the bend you can find the last piece above a single swing. Take an enemy up with you to get the piece.

### Playing Tips

- A** You can find a 2x gem bird inside the first tower door. Avoid the gems until you get it.
- B** Grab the pistoleers when they lift their helmets to peek.
- C** There's an easy and a hard way to accomplish each task.

### Piece Locations

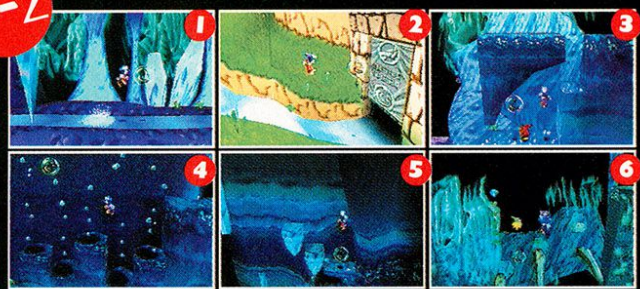
4-1



## A LULL IN THE WIND The Leviathan's Ice Cavern

### Piece Locations

4-2



**Piece 1:** Just after you enter the cavern and float downstream, be ready to grab the first piece.

**Piece 2:** You will be swept out in the current. At the bottom of the hill, grab the second piece.

**Piece 3:** Once back on solid ground, continue to the right. You will see the next piece. Smash through the green blocks.

**Piece 4:** Halfway across the giant fish skeleton, boost up to the cave entrance above. The fourth piece is inside to the left.

**Piece 5:** Head to the right past the fish and boost up to the cave on the right. Look inside.

**Piece 6:** The final piece is across the second set of ribs.

### Boss 4

Each time you swing close, hit the dragonfly and one set of the glowing marks will fade. When they are all gone, the Boss dies.



## THE FOUR ORBS

### Coronia, Temple of the Sun

**Piece 1:** Start by going to the blue/red section. Once outside, head to the left. The first piece is floating over a lava pit; cross the pit and throw behind you.

**Piece 2:** Don't enter the red door; instead head down the ramp to the right until you see the egg.

**Piece 3:** Enter the door by the blue orb and break the egg inside for the third piece.

**Piece 4:** Drop off the blue orb and head to the red area. The next piece is inside.

**Piece 5:** The fifth piece is outside in the green area. You will have to work through several

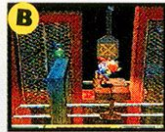
switches in this area to open all the green doors.

**Piece 6:** Head to the yellow section. The last piece is in an egg by the flame spouts.

#### Playing Tips

**A** Your goal here is to collect the four colored orbs and return them to their pedestals.

**B** Knock down these targets as you cross and they will act as bridges.



## BETWEEN LIGHT AND DARKNESS

### High Above Corona

**Piece 1:** Make your way around the platforms on the outside of the tower.

**Piece 2:** The second piece is in a secluded alcove outside.

**Piece 3:** The third piece is just to the right outside.

**Piece 4:** Continue around the outside of the tower. You will find this piece across from the next tower entrance.

**Piece 5:** You will see it at the bottom of the gem ramps.

**Piece 6:** Exit the previous area by the door at the bottom, next to the lava pool. You will see the final piece just to the right.

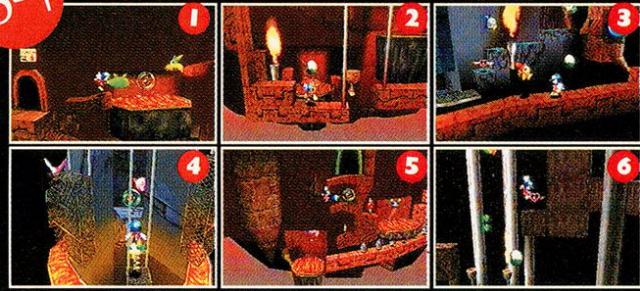
### Boss 5

To kill Joka, capture enemies and hit him with them as usual. Watch out! He has two small shields to protect him.

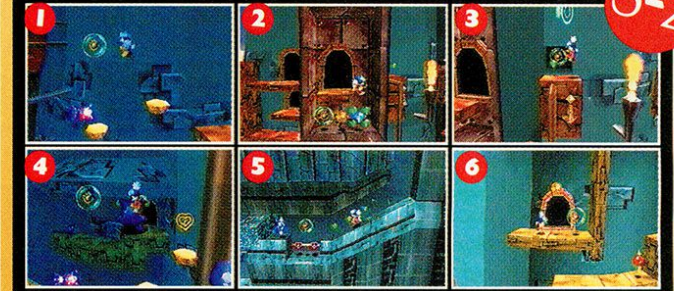
You cannot hurt Joka in turtle form. To make Joka revert, run around the ring and turn all the tiles back to yellow.



### 5-1 Piece Locations



### Piece Locations 5-2



## THE LEGENDARY KINGDOM

### Cress, the Moon Kingdom

**Piece 1:** Get it as you ride the jugs across the electric field.

**Piece 2:** The second piece is nearby, just to the right.

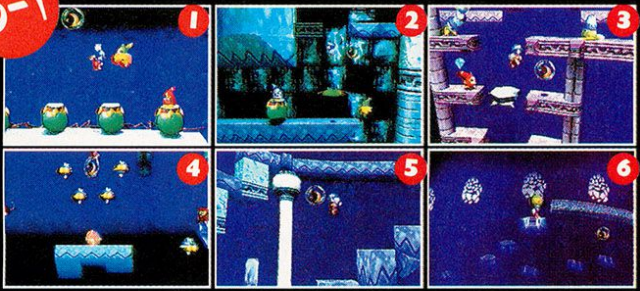
**Piece 3:** Exit the tower, come in by the red door, and head right.

**Piece 4:** You will find this piece in the blue section.

**Piece 5:** Grab the fifth piece just above this staircase in the green section.

**Piece 6:** The last piece is in the yellow section under the walkway. Fire an enemy back toward it as you fall through the dissolving platform.

### 6-1 Piece Locations



## THE TIME OF RESTORATION

### The Prism Corridor

**Piece 1:** Boost up to this as you cross the sky walkway.

**Piece 2:** Go through the first door to the outside of the tower. You can see this piece just below the door you came from.

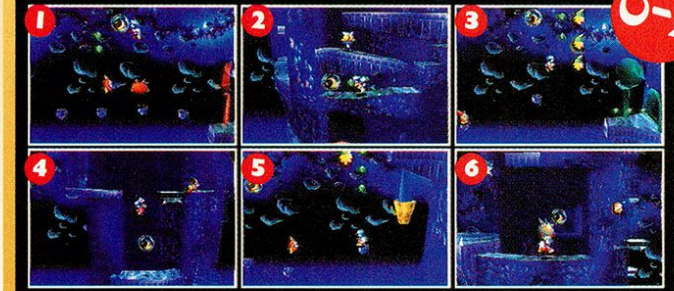
**Piece 3:** Ride the platform over to the next tower and go inside.

**Piece 4:** Look to the right on the outside of this tower.

**Piece 5:** Ride across to the next tower and grab this from the right side of the walkway.

**Piece 6:** Found at the bottom outside of the last tower as you corkscrew down to the right.

### Piece Locations 6-2



## GHADIUS AND THE NAHATOMB

First you must face Ghadius. Defeat him by throwing enemies.

After Ghadius is killed, Nahatomb is released. You must fire all five cannons to kill it. If you die, you must start all over.

To destroy the second incarnation,

you must throw enemies at the crystals. Avoid the deadly eye-beams.

The final battle returns you to your friends and the spirit cannons. This time, they hide

under the walkway and you must drop "ammo" into the cannons. They circle beneath the walkway so you must wait for them to line up.

