



0. Start the Game

0.1 For Beginners

For more tips there are several walkthrough in the net. Nice for starting is <https://www.spieletipps.de/tipps-56060-kena-bridge-of-spirits-komplettlösung-mit-tipps>. it is a german walkthrough. A detailed guide in English is <https://www.ign.com/wikis/kena-bridge-of-spirits>. The best one I found on Youtube. Search for **Kena: Bridge of Spirits – Full Game Walkthrough [All collectibles, Spirit Master Difficulty]**. The complete game in 6.03.26 heures, a master piece.

I had problems with the camera. It was really fast for me and the lowest level is 0.4. I found in the folder **C:\Users\<Username>\AppData\Local\Kena\Saved\Config\WindowsNoEditor** a file named **GameplayTags.ini** the tag **LookSensitivity=0.400000**. Here you can reduce to 0.200000 and the camera is slower. Here you find also the saved games.

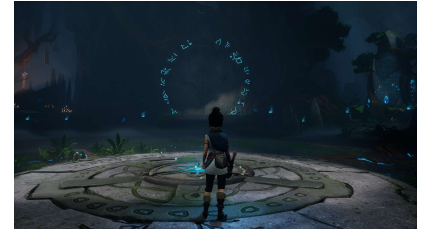
If you want a complete map use <https://www.ign.com/maps/kena-bridge-of-spirits/kena-map>.

1. The Cave

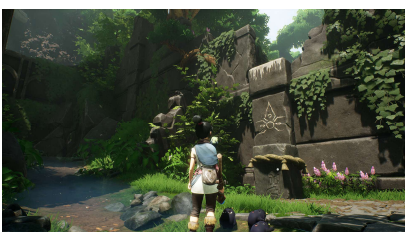
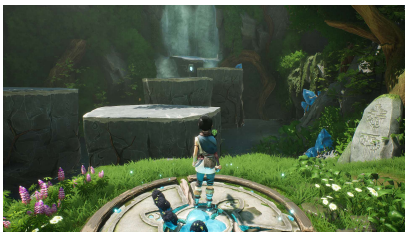
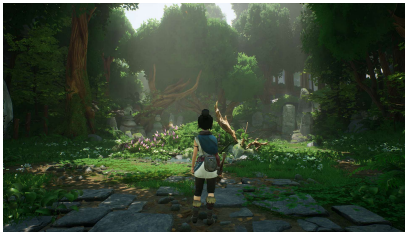
You start in dark cave. Use [E] to pulse and make light. Follow the lights and the spirits, until you reach a water filled area with a spirit on a platform. Swim to the platform and pulse to open the gate. Again follow the light until you find a man with a mask in a group of spirits.



After a cutscene you first fight starts. Destroy the five aggressors, light both altars left and right with a pulse and open the gate with another standing on the platform. Now you can leave to the ruins.



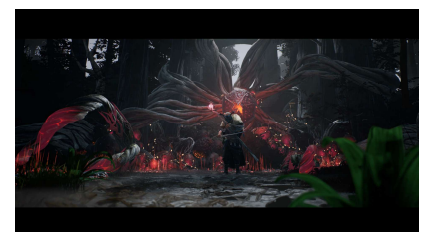
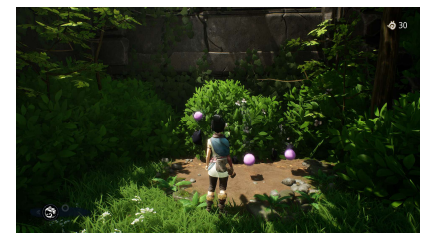
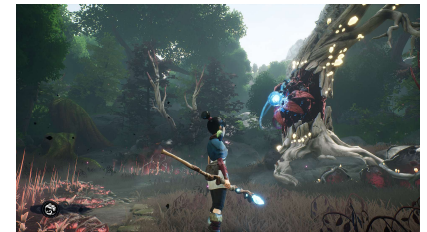
2. The Ruins



Follow the path until you see to little children running. Follow and find after a scene your first Rott. I would say the Master Rott. You get it with a pulse and [Q]. This little one will guide you in the first time. It shows you the next switch and the next Rotts. Turn left after the second and cross over the tree to find the third one. The two children run left to a chest with the next one and at the waterfall you use the switch and find in the cave behind the waterfall the fifth, which gives you level 1. Go to the death zone, use the Rott and pulse. Leave over the broken tree. After the bridge you get a lesson in climbing. Every white marked stone or edge can be a grip. Another death area is waiting. The Rott is not active at the first time. You have to earn some strength, the yellow point shows you, that they are ready. Then use them fast at the lower plant and destroy it. Defeat all enemies and destroy the upper one.

Game+: a new typ of enemy runs toads you and jumps as a bomb on you. Pulse several times to get rid of them.

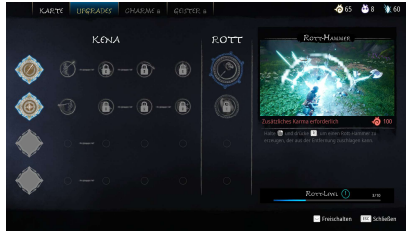
At the ruins the next lesson: use the Rott as box mover. But before you do this follow the path and find a bush with flowers. Pulse and there grows berries for the Rott. Then use the Rott on the block and place it in front of the grips at the wall. Aim with [Shift Left], then [R] and when the block is in position [B]. I changed the key for aiming to [2] and [Left Contr] to [1]. Jump up, turn right to open a barrel for diamonds and use the Rott for the cat statue in the back. Pulse



near the lamp on the tree and jump to the other side. Jump down for the next barrel, go up again and enter the next death zone. Try in this fight to block with **[E]** to train this method. Press **[E]** earlier as you think 😊. Reward for the fight are three Rotts. Now you can use the map.

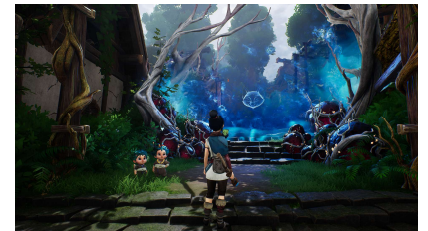


3. The Village

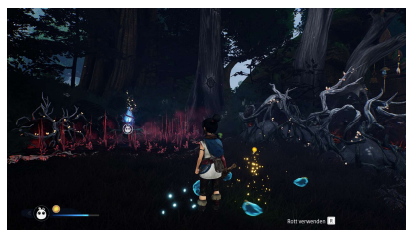


Ok, you have a map, but as always the map is incomplete and you see nothing. You can check weather you have missed something by hovering over the area and you see a lot of points to find in the village. More interesting is the Upgrade section, but you don't have enough points to make a good upgrade. For me the Rott Hammer is the first preference. Now to the village: every way is closed by death flowers. Run to the center, defeat two enemies and clean all three flowers and at last the one in the center. You get a Hat Wagon, a Warp Point and a Rott Hat. Look around, find another Rott and two hats. In the backyard on the right side (from entrance) you find more loot and your first cursed chest. Easy, only defeat all enemies with no condition. Buy the three hats and talk to the children. Then proceed to the shrine at the end of the village and get Taro's Mask from Zajuro. If you go to the right from the shrine you can find your tenth Rott.

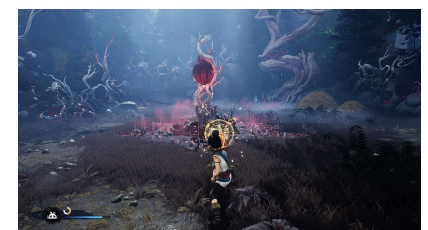
Game+: an aggressive spirit with a hat, which shoots blasts.



4. Taro's Tree



After opening the way with the mask you find three houses on the right. Examine all for loot. Go also in the backyard of the first for a vase. At the second one you find a barrel to move it to the marked place and now can jump into the house to find loot and a Spirit Mail. In the next death zone you first learn, that blue flowers can restore live points and after the fight a Forest Tear grows. With this you can change your Rotts into a Rott Cloud, which can destroy poison. Break! Directing the cloud is not so easy. You move it with the mouse (and Kena with the keyboard). On the right side are some haystacks. Move the cloud to it and press the right mouse button for a hit. Under the stack you find Rott #11. Then use the cloud to destroy the death in front of the gate.





After the gate you find another Forest Tear, but without a blossom. Near the cataract you find the blossom and transport it with the Rott to the flower. Use it to clean the area and guide it also the dirt on the left to free a statue.

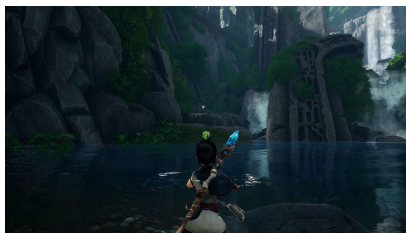
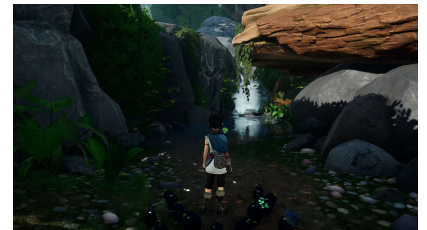


Interact and get gems. Go up and right over the tree to get your next climbing lesson: you can jump left or right to the next grip. Another fighting area with some blue glowing enemies. Kill them and get a Forest Tear. Use the Rott Cloud for fighting.

Game+: First time ghosts, which must “tunneled” before you can hit them. And Bomb Spirits.

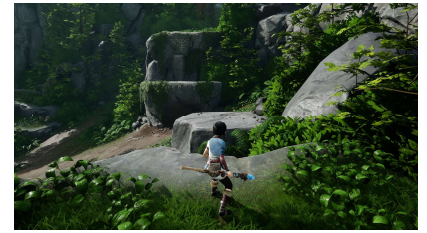
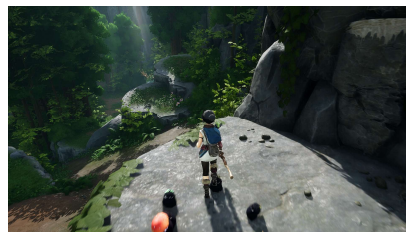
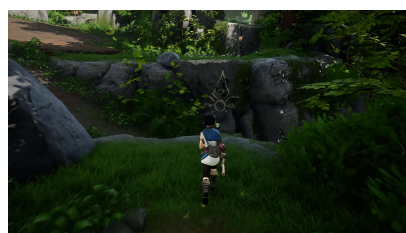
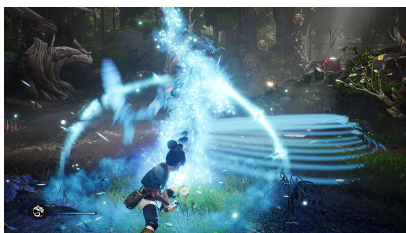


Clear the area with the cloud, find a Rott Hat in the house and Rott #12 in the little cave. Follow the way in the woods and see the spirit of Taro. Find the broken tree and use the mask to see the fate of him. The children suggest to speak with Rusu, high in the mountains.



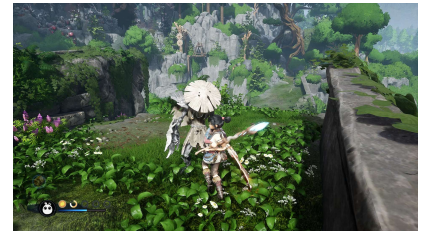
5. Find Rusu

Go straight to the path and find a broken tree with berries for your fellows. Then climb the tree and down again to gather the Rott #13 in front of the cataract. Back on the tree you go after the jumps to the left for more berries. Before you cross the bridge swim on the left side of the sea to the lantern and find Rott #14. Return to the children and go through the gate to find the next rotten area. Before you fight, take the Rott Hammer as upgrade. At first clear the flower on the right side, then defeat the little ones and wait for the big brother to use your hammer **[right MB] + [R]**. Great effect and auto-targeting! During the fight clear the big flower and let the Rott transport the statue to her place. On the right side is a stone with Rott #15 and therefore level 2. Follow the stairs up and Taro's memories to the deer statue. Use the mask, pulse and use the Rott Cloud to find more gems on the left side. Now follows the first examination of your abilities to jump. First a longer distance, jump as long as you are on the grass. Follow the path and jump over the slippery area once again. Don't climb up. Look down and you see a plateau. Jump down on the slippery area and jump again near the plateau. You got it the first time? I don't believe it! This can also be reached, if you jump on the small stone and then up before you cross the slippery area. After another jump you





can gather your next Rott #16. After that you make the same way again, but now climb up. On the right side are berries for the gang. Follow the path until you reach the children again. Near the place of the children jump down to find the next Rott. It should be number 17. After



climbing up again the next examination of your abilities follows: Free Climbing! You might have enough Carma to release a new ability. But wait with this until you get your new weapon.

Game+: At the first plateau you climb up, you can see a haystack. Go straight towards it and have the wall between you and the stack. You will be attacked by a very aggressive samurai. Use the shield, until you have two Rott Hammer and hit him over the edge. Reward is a green chest with a new Rott Hat.

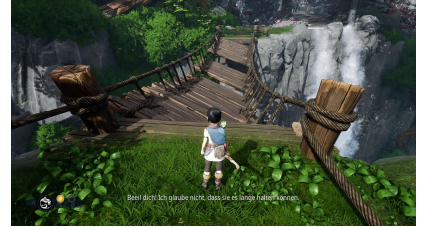


Go a little bit further and look down to see the plateau. You can jump down (or climb up, if you miss the plateau). Next jump is around the tree. After jumping at the grip climb right and up to the first plateau. After the jump to the next wall climb right around the corner in direction of the waterfall to reach the next top. The way to Rusu is up, but go to the right to find a cave with a Spirit Mail. Return to the left and climb up. The rest of the way is very straight. Finally you reach a path. Turn around and see a grip. Jump over, use the Rott to move the block and find Rott #18. Follow the path to the bridge and turn right and jump. You find a vase, a chest, pulse to get the two lamps and then open the cursed chest. Defeat four enemies without being hit for a Rott Hat.

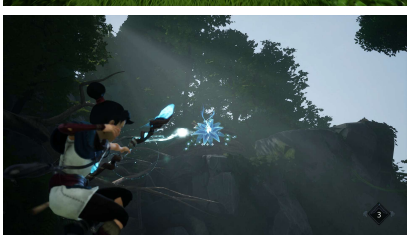
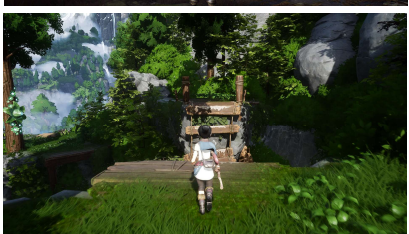
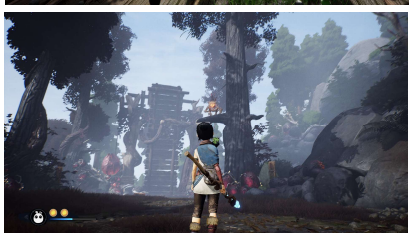
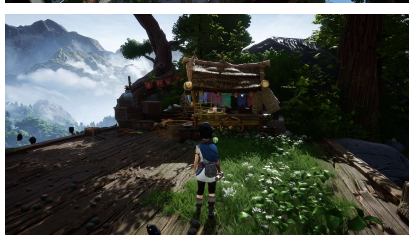
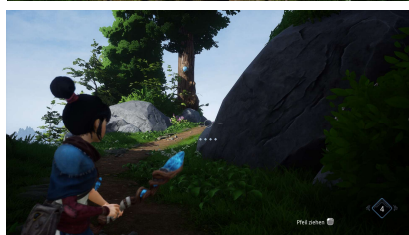
Game+: Now very easy, because you can tunnel through the enemies, but brings only gems.

Therefore use your shield and the Rott Hammer. Back at the bridge use the Rott to repair the bridge and find on the other side left a little backpack. Follow the memory and get it at the hut. Enter the death zone to see three plants. You can clean the left and right one during the fight. The blue enemy drops a Forest Tear, which you can use to clear the big flower with a smash. To open the door let the Rott transport the stone right on the correct place, stand on the switch and pulse. The cave is dark, pulse a lot and be careful. At last you see the exit, but there is a gap and you have to walk over the plank. The Kappa in the cave appears only at the three "puddles" and later in the fight up on a platform to throw bombs. Best weapon is the Rott Hammer at the moment it appears. You can hit from the distance twice, then fight the little ones again until you have one or two hits again. After the fight climb up to the plateau on the right (from entrance) and find berries for the band and gems for you. Left behind the elevator is a barrel, then use the elevator with a puls. On the left side of the path you can rise a Cat Staue, then follow the children to Rusu.

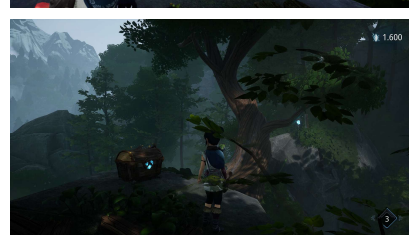
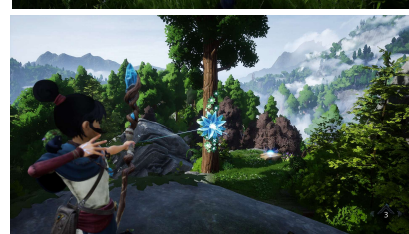
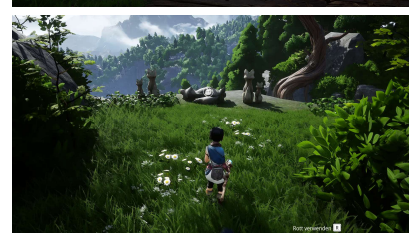
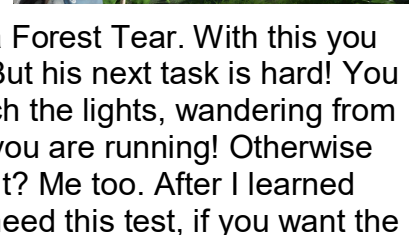
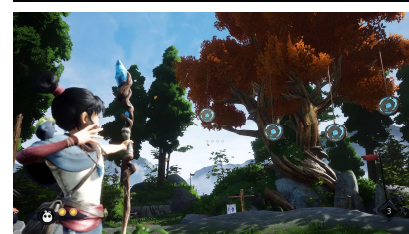
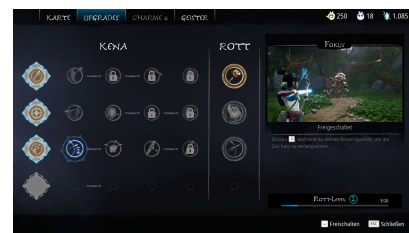
Here learns Kena to use her wonder stick as a bow. But you have to train the new ability.



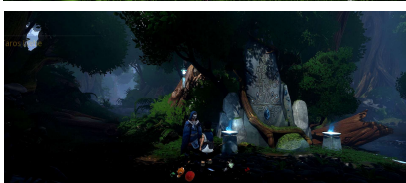
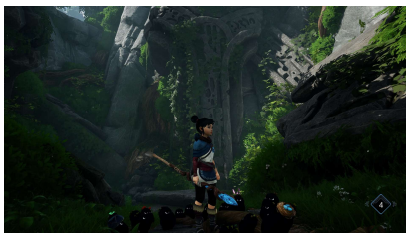
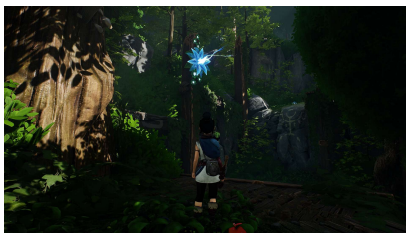
6. Taro's Fear



As you have to be a good archer here some tips. At first Rusu creates three aims for you. Aim with **[Left Shift]** and press **[LMB]**. I changed the Left Shift to **[2]**. After you pressed **[2]** use **[LMB]** and HOLD. With this you switch to slow motion and have more time to aim. If it don't work go to the Upgrades and use the first bow upgrade. Turn around, upright the Cat Statue on the left side and go down until you meet Rusu again. Use the Rott and strike all four aims to get some Carma. Turn around, way up is a tree with a gem. Strike it and you earn a Forest Tear. With this you can free the statue, where Rusu stands. But his next task is hard! You should shout six aims on a long run. Watch the lights, wandering from aim to aim and run! Aim and shoot while you are running! Otherwise the 30 seconds are too less. You missed it? Me too. After I learned running and shooting I made it. And you need this test, if you want the Rott Hat "Rusu's Mask". But you can redo it also later. Good luck! After that hard one go down to Rusu, shoot at the blue lantern to get Rott #19 and then do the next (easy) training. Down hill for the next test you see three pink fuits, shoot them for the Rott, gather them and proceed to find a wooden platform with a Rott Hat Waggon and the last examination. Use the leaver to start three levels and if you pass all you get the Rott Hat "Rusu's Mask", but only if you passed all tests. Wait between the levels to have four arrows! Buy some hats and follow the path to find Rusu. **Game+:** No Hat in Game+ so don't do it. Slip down and clear the area. Mostly you have to shoot at the "apes". After the fight stand up the Cat Statue left, open the bridge with a shot and cross over. On the other side Rusu awaits you. But before you go to his house, look left and find a jumping point. On the other side you can see a blue flower on a tree. Aim on it and an invisible string will carry you over to a Meditation Point, which give you more live points. Return to Rusu with a blue flower, pulse, shot the lantern on the tree and slide down. On the way down jump up to target the blue flower and rise up to a chest with magic stone and a lantern on the tree. This one recharges your shield. If you miss the

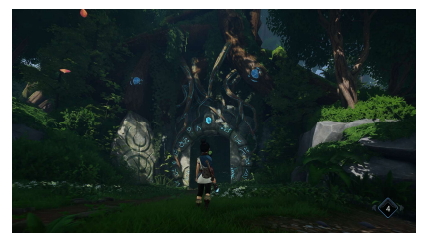
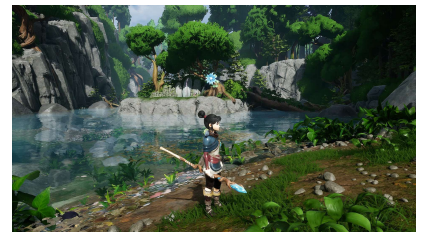
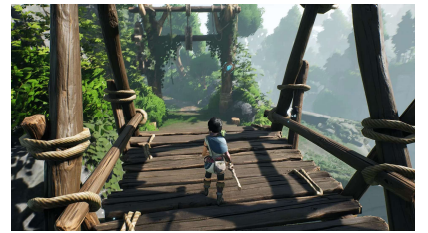


jump, press **[Esc]** and you start again at the place where you met Rusu. Go down to find a death zone in front of Rusu's house.

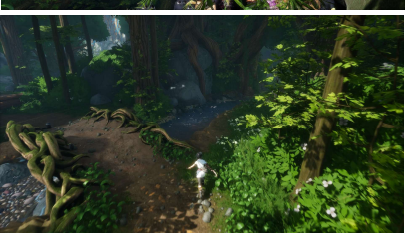
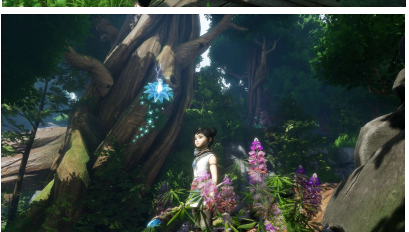
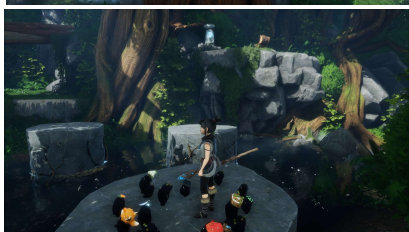
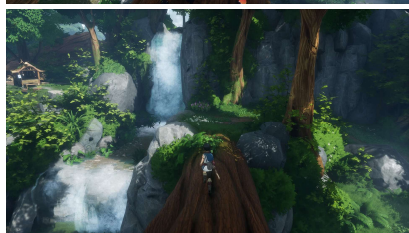
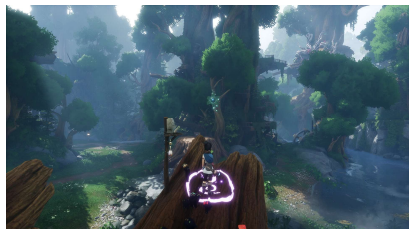


Fighting is arrowing and at last some hits with the Rott Hammer against the enemy rising. After cleaning the area you get the knife of Taro and Rusu will meet you at the Forgotten Forest. Examine the house to find twice of food for the Rott, three container of gems and Rott #23, three of them you got after the fight. Left and right of the house are two more gems and one barrel of food. Leave the house to the backside and find at the field left a shooting aim. It gives you a Forest Tear and the Rott Cloud reanimates both fields. Pulse the sparkling pumpkin and gather Rott #24. Behind the field lies a statue, place it left beside the rear entrance of the house.

Return to the front and go through the arc, where you see the owl statue. On the left side of the arc runs a drop, pulse and find Rott #25. Now shoot at the gem of the statue to find a Forest Tear. With this you can open the tunnel left of the statue and at the end free the statue to get the gems. You have to clean all before you open it with a smash. Climb up the stairs, use the Rott on the gear, shoot at the lower gem to turn the wheel. Now jump up and find a cableway on the left and if you go right at the tree a chest with gems. Return to the cableway, use your bow to switch it on and see on the other side a blue flower on a tree. After the first shot you have to reach also the second blue flower on the right. Reward are two sets of gem and a Rott Hat. Way back is also over a transport flowers, stand near the blue vase and lock back to the cable way. If you miss you land on a slippery area and end up the statue. Now it goes back down over the cableway. After it go right and find a chest with a magic stone and on the way a Cat Statue and food for the Rott on a tree. With three transport flowers you go down, turn around to the stone wall and find more berries and a barrel with gems. Slide down to the broke bridge, use the transport flower on the island and find Rott #26. Swim back and go left to find left another set of berries on a tree. At the broke tree go another time left, find three enemies. Follow the path with a ball at a tree and before a lantern in the distance on the right. At the end of the way you find a Hat Waggon and two barrels. Return and go left twice, open the gate with three shots from left to right. After the tunnel you meet Rusu again in the Forgotten Forest.



7. The Forgotten Forest



Get the lantern where Rusu stands and use the Rott at the Cat Statue. Left from Rusu is a bush with berries. Cross the river and find behind the big tree gems and berries. Follow the path and find the next battle field. The attackers on the bridge can be shooten from the entrance. After defeating all, go up to the bridge and let the next one come over the bridge. Clear the shrine, two lantern at the shrine, one at the tree at the entrance, reachable from the bridge.

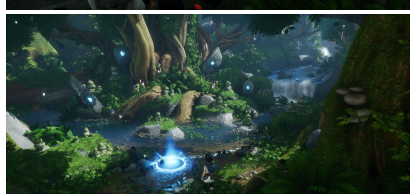
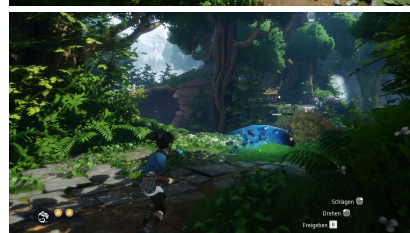
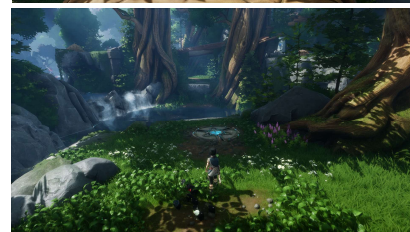
Game+: Red Bomb Attackers and later a Samurai like on the plateau, a little work to get rid of all.

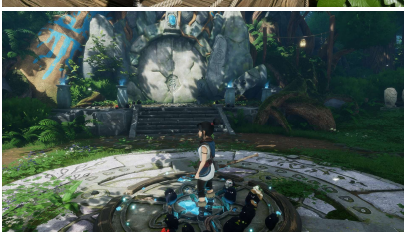
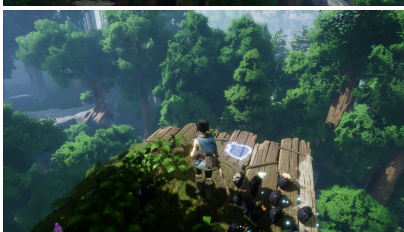
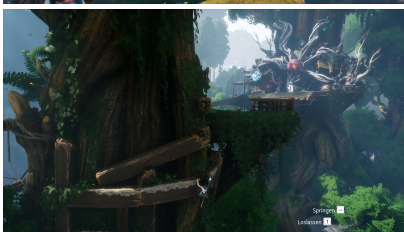
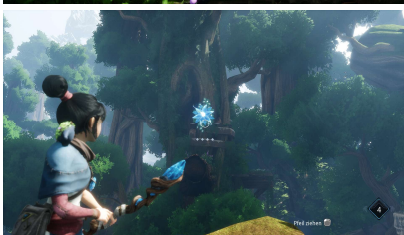
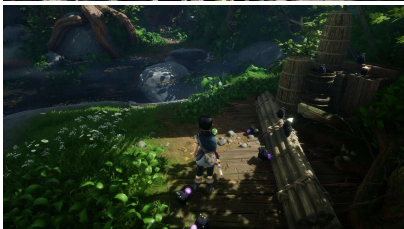
See the sign on the tree. From here you start a shooting game with Rott #27 as reward. With the blue flower you get a Rott Hat. Return to the shrine either by climbing or with two blue flowers go over the tree bridge to the waterfall. Jump into it for the next Hat. Leave, follow the water right and climb to the Hat Wagon and a new Hat. Follow the way, a chest with gems and a slippery tree brings you to a switch. Before you use the switch turn left and enter a cave for Rott #28. The switch brings up three stones. Go on the stone near the gem and shoot. Jump quick to the charmed chest. It's an easy shooting test for a lot of gems. Leave on the opposite side and reach the next shrine.

Game+: as you leave through the other side again under the haystack is a aggressive Samurai, but this time you can't fall down. Reward is a green chest with a Rott Hat above, earned later.

Very easy to clean: left and right are two stones, transport it with the Rott to the marked places and use the switch to recover the shrine. You get a Forest Tear, but what should you clean? Turn around, find left a block and transport it to the right. Jump up and let the Rott move the gate. Then go down and make a Rott Cloude and lead it to you and up the way. First clear the haystack for Rot #29. Then direct the Cloud also over the tree to the Flower Shrine and clean it. Gems! Now go back over the

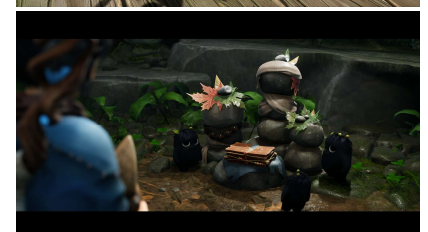
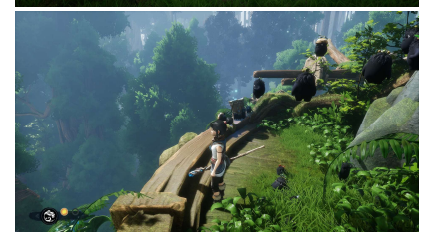
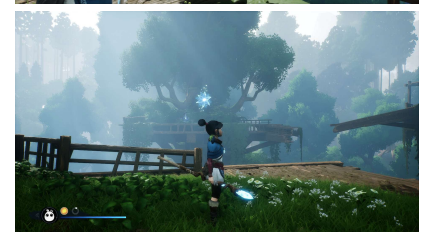
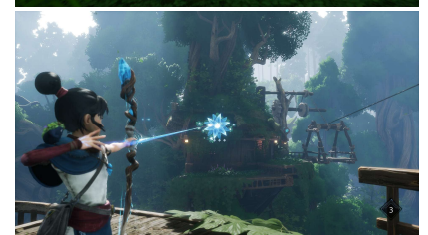
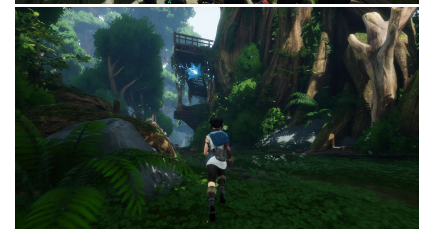
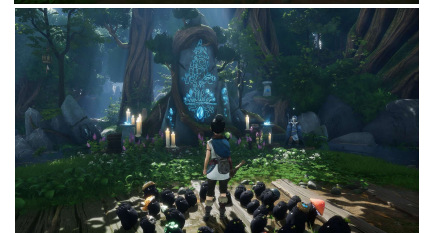
tree and look up. A transport Flower! Next is on the right side and the last left again. You will find a Spirit Mail and a new charm in a chest. Slide through the tunnel on the right side and proceed over the broken

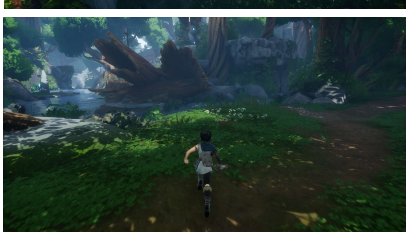
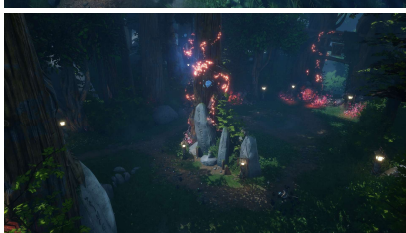
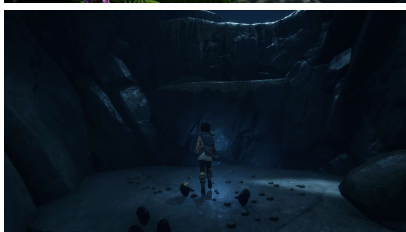
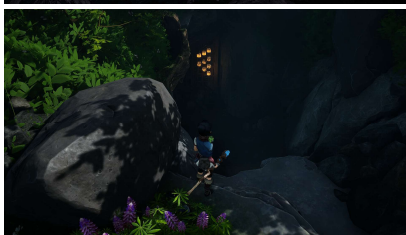
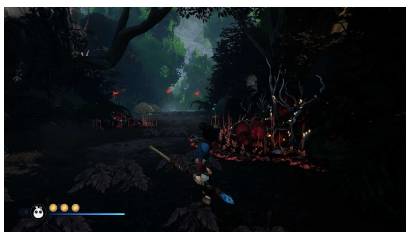




stairs. You reach a little bridge and follow the water right. Before you swim enter the stone and activate the stones in the water. At the little waterfall you find Rott #30 and meditate for more life points.

Back to the little bridge and on the way left to the water to find a statue. Rise it up and transport it to one of the three positions near the portal. The way down left and right are both others. The portal is still closed and you leave left. A lantern on a tree and a pink balloon with the Rott #31, behind another lantern. Feed the Rott with the tree berries on the tree and a bush behind. A blue vase leads you to another bush and a cursed chest: five enemies in 40 seconds is possible and gives a new Hat. **Game+:** only gems. Follow the way and go left to find the next shrine. You have to shoot the four diamonds to light the flames in time. The order of the shots can be analysed from the four candles at the shrine: standing in front of the shrine shoot front right, back left, back right and front right. Clean the shrine. Swim behind the shrine to a barrel with berries and across the water find the next memory of Taro. Before you enter the tree with the blue flower open the blue vase behind. Enter the tree and after some jumps and climbing you see on the left a closed transport flower. Change the side and find a Spirit Mail. Turn back, find some berries for the hungry Rott and change the tree for the cableway. Now you are nearly at the fight. On the left and in front you see two more platforms. Front is the Death Flower, left you have a platform with a healing plant. This one I choose for my fight. Go forward on the platform until the flower opens and then change to the left one. Defeat the "ape" in the bush with arrows first, then the skeleton at its yellow point. The rest is an easy shooter. Change to the main tree to meet Rusu, behind him a chest. Use the flower above to reach the roof and find Rott #32. Returning jump to the next roof to find a bucket with a Forest Tear, falling down. Complete the Tear, activate the elevator first and then get the Rott Cloud in the elevator. Clear the Flower Shrine and open the chest and the





barrel. Turn right and go to the closed portal to win your next fight. Four Rott Hammer should be enough for the monster. Clear the shrine and find a very sad arrangement of Taro, one of his memories and three Rotts #33-35. This gives you the next level.

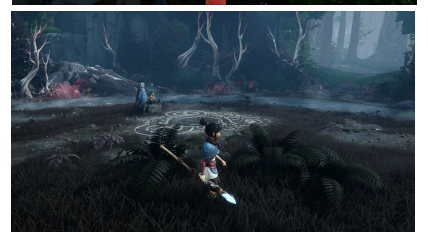
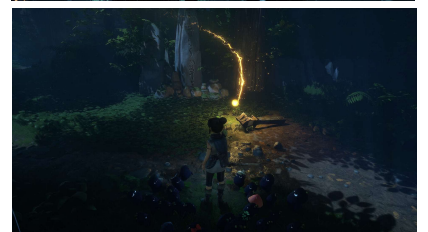
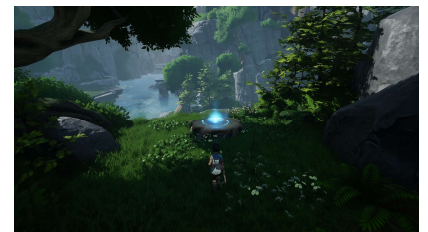
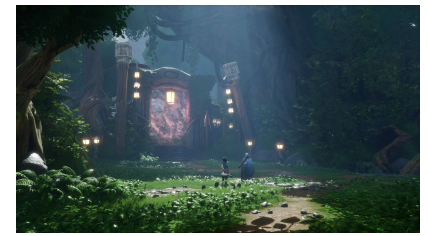
Taro's Regret Return to the Tree Shrine (right path where you come from).

Game+: on the left is a haystack on the way with another samurai. Defeat him and you get a new (useless) charm "Dull Blade". At the fight in front of the closed portal the mage sucks out your live points. If you are caught with the blue beam, "tunnel" through him, (shield and LMB) that frees from it. Defeat him first.

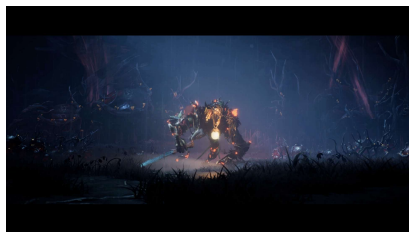
Defeat a new typ of enemy (throwing bombs after you) and let Rusu open the gate with an arrow. Before you enter: left of the gate is a chest. After the gate go the right way to find Rott #36. Proceed to the monoliths, left a chest and right climbing. On top go left to find a camping gear and the next memory. Follow it, destroying a death plant on a tree and see, how the mountain explodes. Follow the path and complete the Forest Tear with three shots at the trees from left to right. The Cloud clears the way left to a meditation place and on the other side the way to the next fight, an easy one. After clearing the back area shoot at the gem on the tree for a Tear. Clear the hay stack for Rott #37 and the further way. Go to the next area, defeat some enemies and clear the Death Plant.

Game+: some Stone Crabs.

Now you can go back and take the berries for the gang. Use the Rott Cloud again to open the way into the cave and clear the Flower Shrine. At the end of the way you see the entrance to the Lantern Cavern. Jump down. After a little bit of sliding take the two lantern gems, go further, open the gate with a pulse and meet the next boss. Best attack is the Rott Hammer, mostly effective, if the Shrine Guard jumps onto Kena. Just a piece of cake! Clear the flower on his backside and get Taro's lantern. Three Rotts #38-40, berries, a chest and a vase as reward. Leave by climbing up. A spirit lights a lamp and you transport it the way along to the shrine and place it on the right side. Left from the shrine is a



path with broken tree. Jump over it and stand at a place, that you can see the gem on a tree in the right woods. You have to shoot first the gem on the tree over the shrine, then follow the sparkling way. The first three you can shoot from where you stand. Then run! One clearly on the way, then again back in the woods the next two and the last near the Death Plant. At the shrine stairs up is a new hat. Then leave through the gate and jump down to the Fisher Shrine and go to the trees. Pass them and turn at the water to the right. After some running it's getting dark and after the gate you reach the wasted tree area. Be ready for a longer fight.



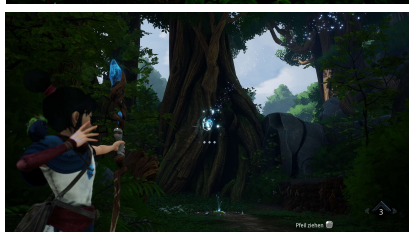
Rotten Taro has two aims at the beginning: the lantern and the pink ball at his sholder. Rott Use can help. Using the Rott Hammer Taro should stand still or starts to jump. But be careful, he is dammed fast. Later he is running around, useless to try to hit him with arrows. Wait until he stand still again and is near enough. At last use the Rott and pulse.

Game+: At the end Taro also sends fire rings and bomb attacks. Don't forget, that you can "tunnel" him.

Interact with Taro and see the hole story.

Taro and his siblings and also Rusu disappear in sparkling light, only spirits. Meditate.

Honor Taro



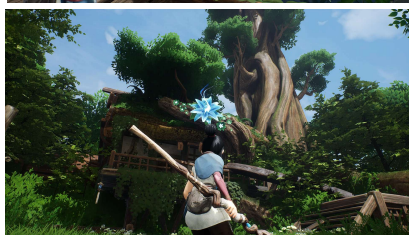
No, don't warp back to the village. There is a lot to do around here. First find this trunk and jump on it. With the transport flower you find a cliff, shoot the blue ball and climb. At the end drop down and find Rott #41. And after you jumped down and slide, go right, see a Forest Tear and around the corner get Rott #42. Go straight forward to find some berries. Behind the tree is a lantern and berries and a covered Flower Shrine.

Game+: A samurai brings you a Rott Hat.

To get the Forest Tear first shoot at the gem over the lantern, turn to the left to see the next, third is on the right and then run to the last. Now you can lead the Rott Cloud back to the shrine. The lantern high on the tree must activated with an arrow. On the same side are a chest and a big berry. Go back to the path and right. At the next lantern again right to find berries and a Cat Statue the stairs up. Leaving you see a pink ball. It drops Rott #43. Go right and back to the cliff to get Rott #44. Look to the other side of the canyon and see a transport flower. Go nearer, shoot the blue ball on a tree and use the flower. Gather a new hat and a big berry. Now you can return to the village.



8. Back in the Village



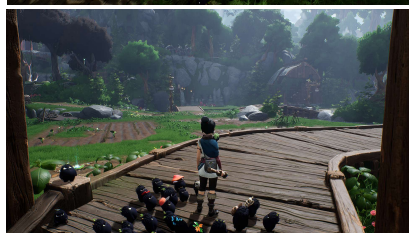
Enter the village and go up the first stairs left. Shoot the Forrest Tear free. Let the Cloud glide over the field until you get the Carma. Clean the Flower Shrine at the entrance and activate the bridge. Go to the shooting range, defeat the enemies, in the house a chest and outside a triple shooting test for gems and Rott #45. On the bridge a shooting test on the water wheel.

Game+: more enemies: two samurai and two Stone Crabs. After the fight you get the charm Regeneration.

Go over the little bridge and on the left side of the house a Hat and inside gems. Swim on the left side along the little river and find another chest with gems. Open the bridge and return left to the main road to find a house with a transport flower and inside some gems. Now you go to the Mask Shrine and get your next task: Help Adira and you get her mask. On the backside of the shrine you can enter some side quests, but they are really heavy.



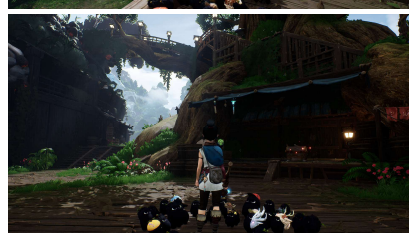
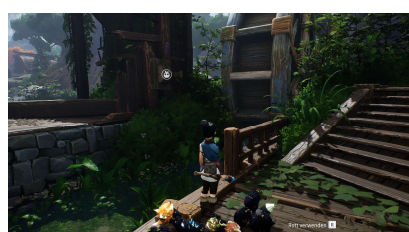
9. Help the Wood Smith



After opening the portal with the mask go left. The glowing stones left are useless for now. At the water wheel you find also a blue vase, a chest in the dark and some lantern. Stairs up a barrel and another vase. Pulse at the bridge for the Rott #46. The following stairs down to the first platform left for a chest and at the end turn right to find a very easy Cursed Chest with gems. You only have to defeat the two big enemies. Follow the way back, gather some lantern and end up at a field. Defeat the enemies after entering the field.

Game+: A totally useless charm as reward. And more enemies!

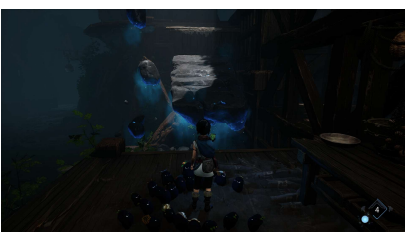
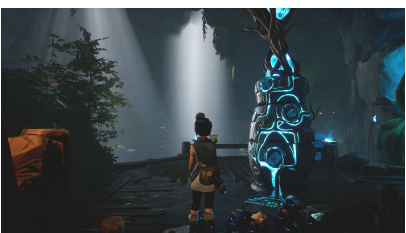
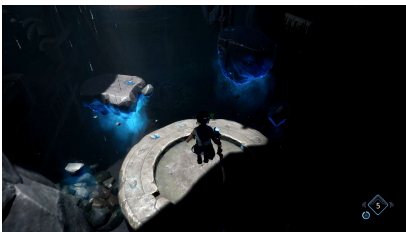
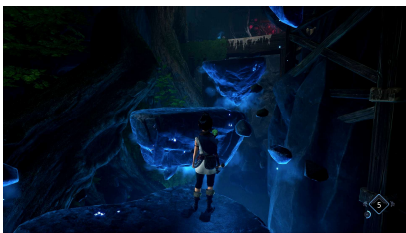
Use the Forest Tear to clear the two fields. Use it again, guide the Cloud over the two bridges to the two fields on the other side and guide it at last to the flower shrine over the third bridge. Return to the flower and transport the statue with the Rott to the shrine opposite to the portal of the Storehouse. You will find the next statue near the closed bridge and the last on the left,





bombs and a new companion.

10. The Storehouse



down the stairs in direction of the waterfalls. Carma and gems as reward. Now reach the storehouse and after the bridge turn left and jump for another Rott Hat. Then open the gate with a pulse and proceed to the next portal. After a pulse a skit follows. Now you have



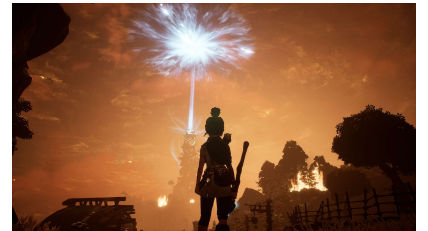
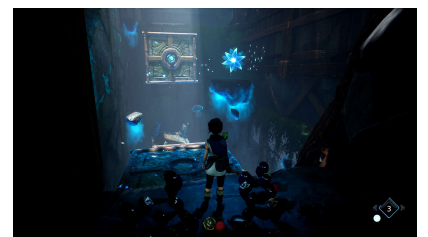
First bomb test is left. Throw a bomb with aiming and **[RMB]**. You can wait until the bomb explodes or pulse or shoot an arrow. Are the stones up, pulse and get Rott #47. Then go back to the entrance and look left. Glowing stones. Jump on the left stone and then right and to the platform. Stones are back to earth. Again a bomb and if you stand at the edge of the platform you see a glowing gem on the stone. Shoot an arrow and the stone rotates, so you can jump to the small platform with the chest. That was a nice training for the coming way. Return to the gate and see right the next set of glowing stones. After the first two stones throw another bomb and get another pair of stones to reach the top. Defeat the enemies at the stair, clean the flower and find a Spirit Mail. Outside you see a walkway around the corner and find a barrel with berries and in the dark a vase. Stairs up and right in the dark another barrel. On the left side you see stone on the floor. Use them to reach the right cabin and find a chest. Then go sharp on the edge and activate the right stone. With a good jump you can reach it. Falling down means activating the first set and return to the entrance. At the end of the area you see a pile of stones. Throw a bomb but don't use an arrow. Then shoot at the diamonds bottom to top until you see the figure and the stone activates itself. First part is done. Return from the platform down to the ground and see a stair and stones on the other side. Shoot at the diamond and reach the upper area with a vase. In the right corner is barrel with berries, pulse for the three lanterns and then slide down to the next fight. New enemies: Stone Crabs. Don't hit them, it's useless. Throw a bomb, pulse and shoot at the most glowing point in the mouth. Bingo! Look, that you clean the Death Plant left as fast as possible. Later they come in pairs. One bomb in the middle paralyses both. The transport flower gives you



Rott #48 and in the right corner some stones blocking the way to a (useless) charm.



Now jumping is getting harder: lift up the “tables”, jump twice, turn around, jump, turn around and jump twice. In the cabin a Rott Hat and two chests. Then unlock the second bomb, if you didn’t. First throw one on the tables, but don’t light it. Then the second one on the stone right, you have to aim very high. Light it with an arrow, turn the table with the gem, use the transport flower and jump on the table. Faster! And jump on the next area. Clear the plant and find the second energy pylon. Two shoots on the lower, two on the middle and one on the top gives the correct picture. Stairs up and left you see stones blocking a tunnel, behind is a shooting for Rott #49. Return trough the tunnel and jump down to the gate. Open it with a pulse and enter a burning field.



11. The Fields

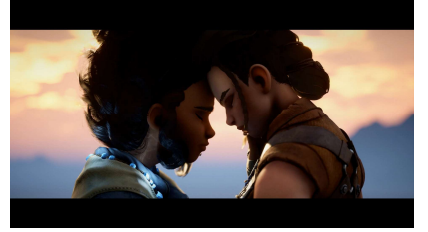


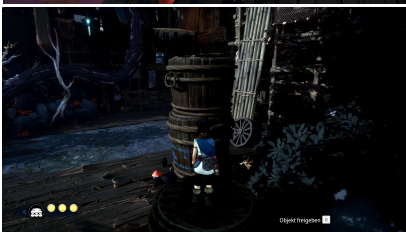
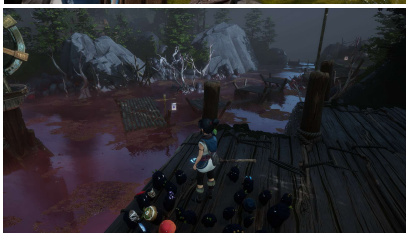
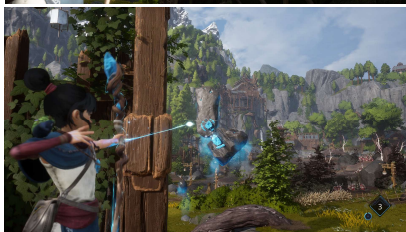
Follow the soul until you reach a ruin with easy enemies. Then follow again the lightning and end up at the tower. Here you use your mask and see some memories. Oops, the fire is out.

Game+: no fight at the ruin.

Adira’s Love

Go in the direction of the plant and find a hat. Go back and find on the right the stones. They will lead you up and also to some loot. Lift the stones, shoot at the diamond and then at the transport flower. Reach the upper terrace, wait until the stones are down and rise them again. Jump on the right stone, turn around, lift the stones and find Rott #50. Now jump down and do the same way to the terrace. Lift the stones and don’t shoot at the diamond so you can reach the area on the left for a Rott Hat and a chest. Yes, and again lift the stones to finally reach the terrace and go up the stairs. Follow the way, go the right stairs up and find a vase, at the next way right is a barrel with gems and then go the stairs down at the end to find a chest. On the way back under the grip is also a chest. Go left twice and find a chest. Then enter the free area and see in the back another grip. Climb up, left a barrel with berries and then a meditation place.





Trow a bomb on the monolith, shoot to light and shoot again on the blue gem to make the stones rotate. The third one is up on rock, use the stones and the transport flower to reach the platform. Now pulse on the switch and a stair appears. The stair ends at a hole, jump down and fight. Clean the plant and take Rott #51 in the back (use the mask and you see footprints).

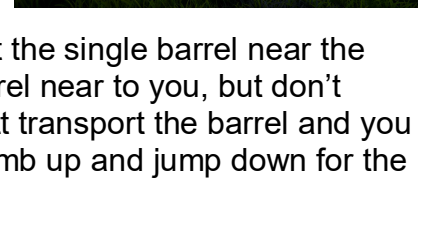
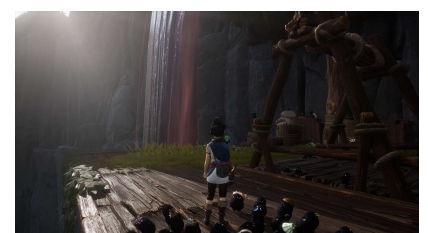
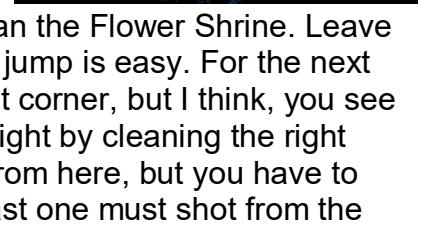
Game+: Two ghosts to be "tunnelled".

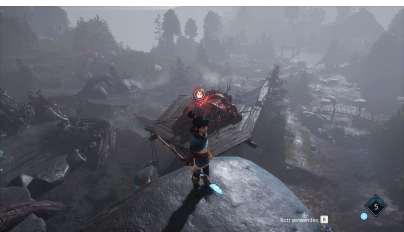
After the flower go sharp right and end up to see a Death Plant and a Forest Tear. Shoot at the tear on the ceiling and use the Rott Cloud to start the fight. You can comfortably shoot all from your position. After the fight a door opens and you reach a broken bridge. Jump and set a bomb on the bridge. Then get the Cloud, lead it over the bridge and clean the Flower Shrine. Leave the cave and stand at a canyon. The first jump is easy. For the next one stand at the edge and aim at the right corner, but I think, you see red ☺. After you dropped down start the fight by cleaning the right flower. Also the left one can be cleaned from here, but you have to stand very sharp on the edge. Only the last one must shot from the second stone and then the master.

Jump over the gap, interact and return to the other side to find a memory. Then back and after two transport flowers you reach and elevator and in the back you find Rott #52. With the elevator you reach the fields again. After the stair the next fight starts. At last one is on the roof. In the left corner is a barrel. Lift the stones and turn the next. Jump on it and lift the stones on the floor. Fast! Then shoot on both diamonds, use the transport flower and jump on the roof to find Rott #53.

Game+: after the fight a Rott Hat.

Next proceed to the carousel and change to the other side. You find Rott #54. Use the carousel again and land on the right platform to proceed to the right. A chest in the dark left and a chest on the edge right. Stairs up are some new enemies waiting for you: little monsters with a red ball running up to you to explode. Pulse early and they explode. The rest of the fight is standard. In the left corner is a chest, now covered form a plant. Then transport the single barrel near the edge, jump on it and get the "double" barrel near to you, but don't release it. Jump on it and then let the Rott transport the barrel and you to the climbing point on the right side. Climb up and jump down for the next fight.



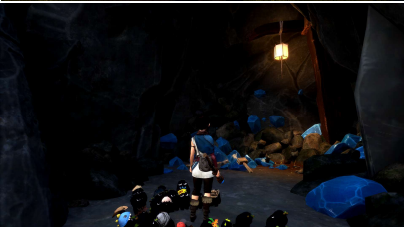


Start of the fight is easy, if you clean the Death Plant on the left very fast. It sends a horde of Red Bomb Bastards toward you. At last comes the Vine Guard. Rott Hammer is the right choice. And if you are good with the bow the yellow points at him.

Game+: At the start two ghosts to tunnel.

After the fight lift the stones and aim at the diamond to get the Forest Tear. With it revive the two fields, get the barrel with berries near Adira's friend and the formally blocked chest at the entrance. Use the stones to reach the upper area of the barn, jump twice and find at the end with a pulse Rott #55. Jump down, make a Rott Cloud and leave through the exit. Clear the Flower Shrine and jump into the water to swim to the fisher net and leave the water left. Open the gate with the Rott, find right a chest with a charm (Healing), stones with gems and a barrel. Leave through the gate, see under the second bridge a chest with Rott #56 and then return to the rotten area in direction of the tower. A fight like in the lantern cavern: the main enemy dives in the three fields around. Then look at the portal to get the Forest Tear. Take the Rott Cloud and clean the Flower Shrine in direction of the tower, then the entrance the hill up and the area behind. Throw a bomb on the stones (don't detonate) and with the new Forest Tear produce a new Cloud. Lead it to the area behind and clear all. Bomb on the stones, jump on the first and use two transport flowers to reach the platform. Clean the plant and get a shooting competition with eight aims, always the next to the right, for Rott #57. No need to do this in **Game+**. Down and use the stones, shoot at one and two transport flower to reach the hut to find Rott #58. Right a chest and then leave through the gate, right, and free the ox. You get Rott #58-61 for that. If you look from the tower left you see a bridge and behind a barn. Lift there the stones to start a fight. Leave on the right side and go back to the big portal, where you entered the area. At the house right you find a vase and an uncomplete Forest Tear. Clean the fields and the flower shine, which you had past on the way to the house. The pumpkin on the field gives you Rott #62.

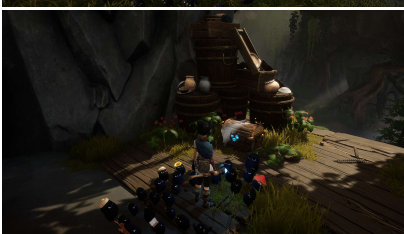




Game+: Near the flower shrine you are attacked from three samurais, Rott Hammer and tunnelling makes the fight easy. Reward is a Rott Hat.

In the house is a owl statue, put all three at their place. The second one is on the left side of the next house behind some stones. There is also a chest with a Rott Hat. To exit place the statue near the stones without releasing and then let the stones fly again. Be fast. For the last one you have to fight. Return to the house of the second statue, open it on the right side and find a cursed chest with Rott #63. look, that you can hit several enemies with the Rott Hammer at once. Go to the path and trough the arc. Find a vase and a transport flower, go up, use the Rott at the bucket to receive a Forest Tear. Go down and find a barrel with berries. Take the tear and put it outside on the plant. Go back in the house to find three chests and a barrel. The cursed chest is easy and gives you a Rott Hat. Clear the entrance of the house on the other side, go to the Hat Wagon and get a new hat. If you use the Wagon on Christmas Times it is nice illuminated and special hats are available like Gingerbread and Reindeer. In the house the transport flower leads you to Rott #64. Up over the stairs you find Hana and a blocked way. Rufus can clear it. The way up some minor enemies and two Red Bombs leading to shooting for Rott #65 and Level 4 (**Game+:** nothing). Following the way you soon can only jump down, slide and go in the cave. Left a chest and Rott #66. Then a short fight with Red Bombs and Stone Crabs (**Game+:** Ghosts). After cleaning the plant you leave the cave. First jump on the ledge, then activate the stones and use at last the transport flower. Jump to the other ledge and the activate the stones. Straight forward is Rott #67. The other way leads to a wall. The stones hide a transport flower and then on the left side up the next. With this you reach a memory of Adira. Follow it and use the mask. At the waterfall a difficult jump awaits you. Jump on the first piece of the bridge, throw the next bomb. Jump on the left stone, shoot at the diamond, fast back to the right stone to reach the middle one. Do you have a swimsuit? ☺

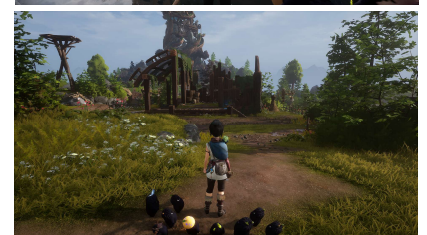
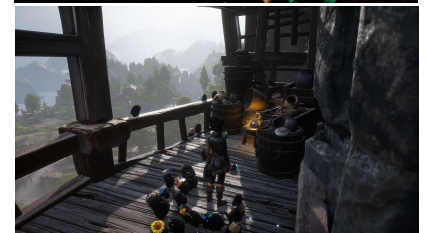




You made the jump? Great! Now a longer fight, but not hard. Rott Hammer is the best choice against the Stone Guardian. Three Rotts #68-70 as reward. After the fight complete the Forest Tear and clear the Flower Shrine the right side. You enter the barn, see the transport flower and find a chest. On the left side before the platform is another chest. Go out to the platform and go left, down the stairs. You find a cavern with a Forest Tear and a stone. Shoot the tear at the ceiling, lift the stone and use the Rott Cloud to press the switch right. Water flows in and you can jump down. First a chest and then a Spirit Mail. Return over the stairs to Hana. Pass her and enter the open barn. Climb up and jump into the house below for a meditation point. Then Use the elevator and go left. On the other side you see a pontoon. Jump over the wall in the water and find a charm and several barrels with berries. Swimming back you find four barrels more at the next house. Enter the house from the other side and get a Rott Hat. At the end of the path is a stone. Open it from distance, a Red Bomb appears and you have Rott #71. In the right ruin is another stone with gems. Go down to the next ruin for a fight. After the fight complete the Forest Tear, take the barrel and clean the field to find Rott #72 in a pumpkin.

Game+: a Rott Hat as reward.

At the next house waiting some enemies (**Game+:** a lot of enemies) and upstairs a vase and Rott #73. Next stones are near the gate with Rott #74. Then follow the path left and again left are stone with gems. Return to the cavern and as you enter the big hall again left, until you find left a death plant. Clear the plant and lift the stones to find at the end a meditation point. Return and go to the canyon. Down under are stones, lift, turn the stone and use the flower. After climbing a time you reach a door and behind a Spirit Mail. Return with the transport flower and reach Hana again. Use the right stones to reach a chest with the next charm. Then jump down and lift both stones left and right and shoot at the right one to bring it in position. Then pulse and the gate opens. Now you enter the heart of the village.

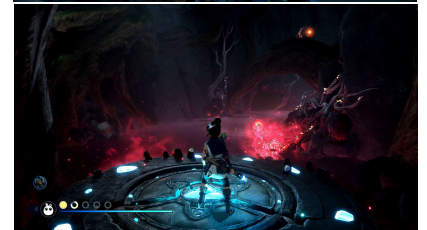


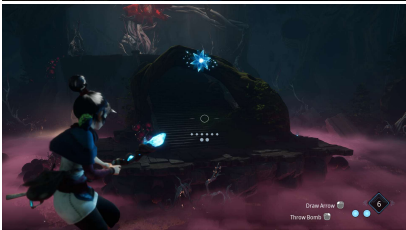
12. The Village Heart



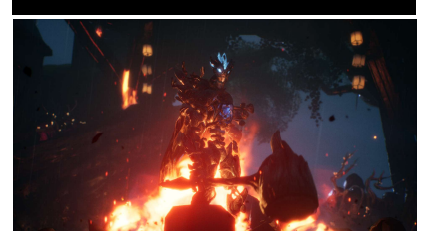
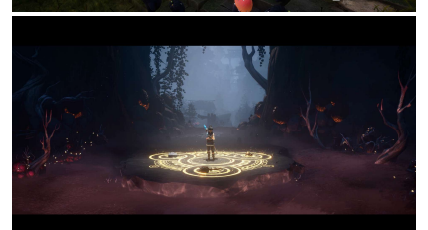
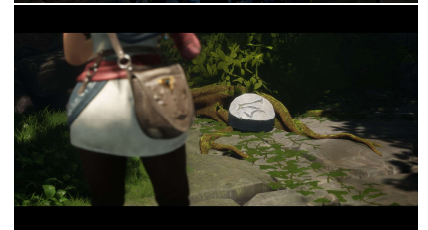
You have not much choice at the beginning. Go right, jump and slide until you drop in the water. A short fight leads to the next channel. Swim until you reach stones in the water. Left you find three barrels and right a transport flower. Be prepared to shoot on the next flower after your first shot to get Rott #75. Jump on the smaller stone and climb up. Right you find a cursed chest. You only have defeat the boss to get a new Rott Hat. Go to the gap, lift the stones and shoot twice at the diamond to pass it. Now you are in hell's kitchen. It follows a really impressive constructed jump. First you use the stones to reach the back-ground and find some loot. Then return to the big one, where you can stand. Lift it, shoot at the diamond before you and the one in the air. Then jump over the last two stones to the grip and climb up. Left you reach Rott #76. Going forward you see a Forest Tear at the ceiling and shoot it. Then slide down to the next fight. First use the Rott Cloud to clean all three minor death plants and use it also to defeat the enemies. After the last plant the Roteater appears and this one only needs five hits with the Rott Hammer. Clean the flower shrine left and go to the next portal. Method is well known and a platform appears to drive over the Styx. Pulse early, the Red Bombs are the most dangerous enemies, they push you from the platform. In the middle the platform stops until you shot the enemy on the bridge. As you proceed you reach a stair. Also here a lot of Red Bombs and minor enemies. At last a little harder one. Look, that you are off the bridge. Clear the plant, go further and lift the stones to reach the next fight. Left and right a death plant reachable with the stones. After the second plant the poison on the ground disappears and the fight starts. Not very difficult with two mages. Clean the last plant and pulse to open the gate to the last obstacle to the heart. You see a firewall coming from the heart and naturally you can't just run towards it. The bridge is broken, no

stones, but left are some in reach.





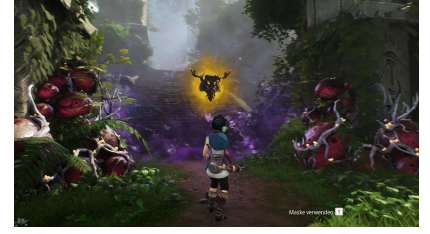
After the first two jumps the Rott shows you the way. Follow, find a point to interact and see next stones and a closed transport flower. That's the next aim. After transport go right and you see in the distance a memory. Jump twice and then use the mask. Bomb the portal to the left and find a new charm. Go back and down. Left you find the entrance to the field. The first three jumps are a easy. Time it. Wait for the wave and the jump to the next island. Wait. Jump when the wave came and the proceed. At last put a bomb at the stones, look for the wave and then use the transport flower. You are save from the wave on the platform. Next activate the stone and jump on the small pedest. You are save on all stones above. Jump to the next and then down to the save area on the other side. Lift the stones, first shoot at the diamond left, then use the flower. Be fast and jump on the stone and reach the stairs with the flower. On top you get the village heart you get Rott #77-79 Before you use the elevator jump left in the water and find a hat and Rott #80 and a chest. Return to the surface, talk with Hana and investigate the houses around. Go the right way up and find on the left side a house with a transport flower, witch leads you to a Rott Hat. Stairs up you find a Cat Statue, a cursed chest and in the house behind a Spirit Mail. I didn't got the chest, I was to slow, but it give you only gems. Leave through the gate, find another stone with gems and go to the tower and interact with the sign. At the tower the programmers have to show, that they can progamm rain. Climb up and find at last the Rotten Adira. She is untouchable as long she is connected to the stone in the middle. Throw a bomb and after opening shoot three times at the glowing diamond. After that you can hit her. Otherwise run and keep you lifepoints up. After two third of her lifepoints she is vulnerable and you can hit her with the Rott Hammer. At last use the Rott and pulse. A heartbreaking skit follows. Use the meditation point, exit the tower to the right and you find near the river a chest with gems. leave to the village.



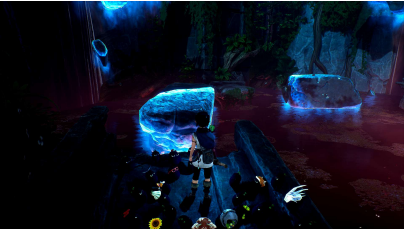
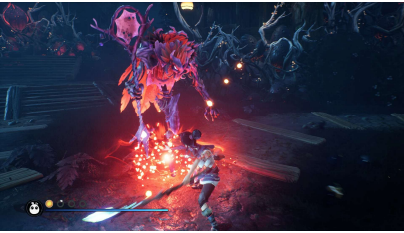
13. Help Toshi



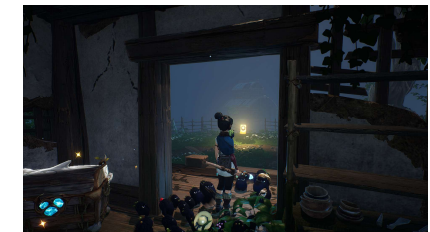
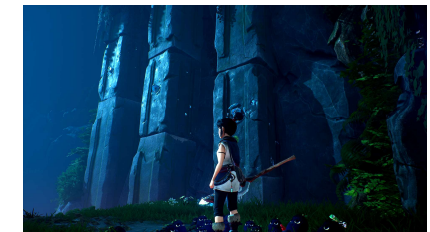
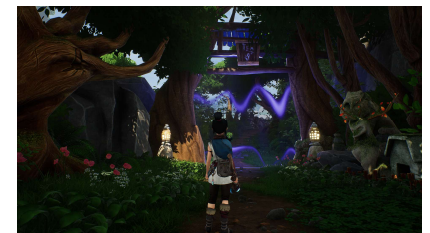
At the river you see stones and find gems and Rott #81. At the Hat Wagon you can buy new hats. Go to the Mask Shrine, talk and get Toshi's mask. With this you can open the portal behind the shrine. Run up the stairs, cross the bridge and if it's Christmas Season you find a cursed chest with a Santa Hat. The rest of this session is a skit. You loose again Tharo and find yourself back at the Mask Shrine. Looking at the shrine go the way left.

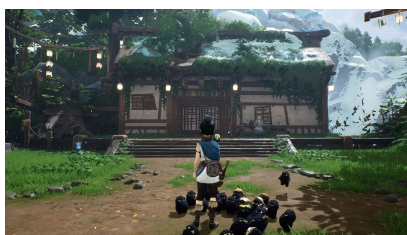
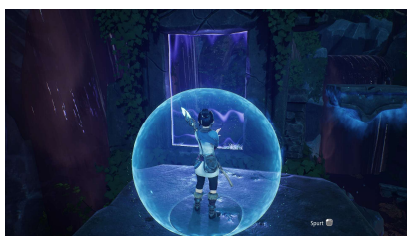


13.1 Mask Maker Path



Stand before the barrier, press **[pulse]**, hold it and then the **[RMB]**. You are in. this method not only makes you transfer through the portals, it is also a nice method to attack. I call this "tunnelling". Follow the way and find a cursed chest with gems. Beat five enemies without getting hurt. This chest is a real good training at the moment: Shoot left, right, shield and tunnelling twice, Rott Hammer and/or tunnelling for the ghost and Rott Hammer. Leave the cave and follow the path to get a serious fight. The mage can sug your life bar. Get rid of him as fast, pulse and tunnel. After the fight clean the plant and transport the candles to the door over the bridge. Return, get the vase and go to the backside of the house right. An arrow marks the entrance. On the top you find a Spirit Mail. Return to the portal at the bridge and tunnel. Follow the way up, find a waterwheel and be prepared to be attacked after this: Red Bombs and some enemies. You find a rotten bridge and use the stones to cross over to the next gate. Jump from the first glowing stone to the non-glowing behind and then further. After tunnelling you see three big glowing stones. All three have to be turned also. First stone, jump on the edge, second stone fast and on the next edge. Then turn both. Jump from the first to the second, up, third activating fast and turn, jump and a transport flower. Turn right and fight. Red Bombs and Ghosts to be tunnelled. Funny, In the house a memory and a chest with the next Rott Hat.



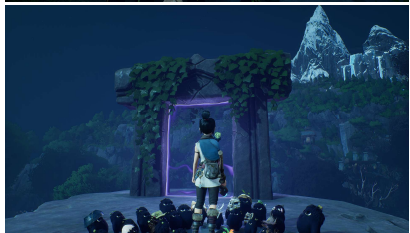
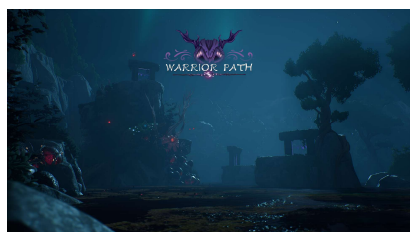


Use the Forest Tear to clean the Flower Shrine at the entrance. Go right from the house and use the stones, those after the rotten bridge. Jump on the first and tunnel from the stone. You land on the next stone and tunnel again. Follow the path and find a plateau with three candle cattles. Transport them to their places, always diametric to the opposite side. If enemies appear, the place is wrong. Then the Maskmaker appears. He is fast. Best weapon is Rott Hammer and tunnelling. If you locked up in a pink barrier, tunnel. After the fight you get Incense, Rott #82-84 and a new Rott Hat. Right beside the house is a new charm and there is a meditation point opposite of the house.

Game+: The Maskmaker makes fog.

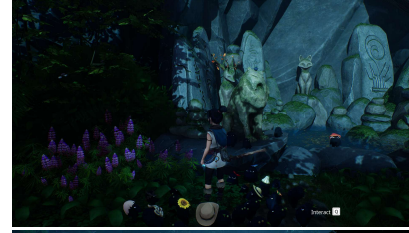


13.2 Warrior Path



After tunnelling shoot at the diamonds: left, right, middle. Tunnelling and next you find a sea on the right. Use the stones and land on a island in the sea with a portal for tunnelling. Be ready to be attacked, but the fight is easy. Stand against the wall to be safe against falling down. Clean the flower from your position and see a portal at the top and pylons around. Job is to tunnel all around the island, throw a bomb at each pylons and at last use the transport flower. After tunnelling and throwing the bomb you don't need to move, just tunnel. Then jump with the stones around again and reach the top. There you tunnel again and run into a fight. After you cleared the plant a skit shows three points, but none is interesting you can open the portal from the ground: one shot left is enough. After tunnelling you can climb up and at the top once more. See stones below you. Three jumps and a transport flower leads you to some Red Bombs and an easy Ghost. Tunnel again and find a Lion Statue with a memory, a Spirit Mail and a chest with a Rott Hat. Tunnel and you are back on the plateau, where you start to climb. Climb again and go to the lanterns. From here you throw a bomb on the stone with the lantern down under. The way to the

first stone is slippery, jump early and "fly" to the first stone. Tunnel twice, jump and climb. If you are not the fastest, take a break at the top and reactivate the stones. Then tunnel twice again.





Ring the bell and the Warrior appears after you interact with the mask. An easy enemy: several Rott Hammer, some tunnelling and he is done. You earn the Village Crest, a Rott Hat and Rott #85-87. Meditate and leave to the village.



13.3 Hunter Path

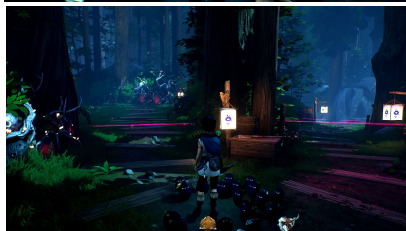


Warp to the Archery Range and use the portal stairs up. Lift the stones and run, they don't stay forever.

Game+: the fight is harder and the main enemy is connected with green beams to the others. Kill the others first.



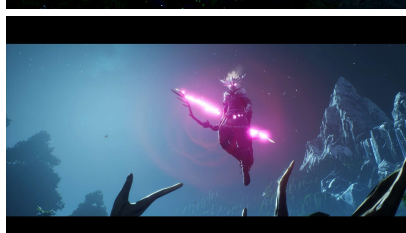
After the fight climb up, turn right and climb again. The jump over to the stone painting on the opposite side and interact to release a memory. Follow through the next portal and find it behind a trap. Jump over it. If you released it,



tunnel through the barrier. After the red river two more traps and right the third. Find the death plant and stand near the Forest Tear. Then shoot at the diamond on the tree and the two others. After you complete the Forest Tear the fight starts.



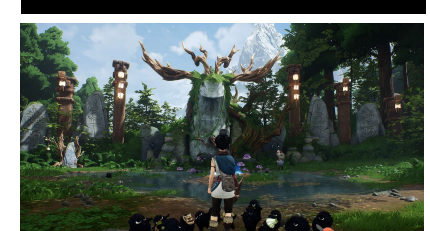
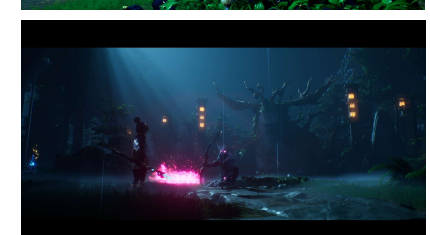
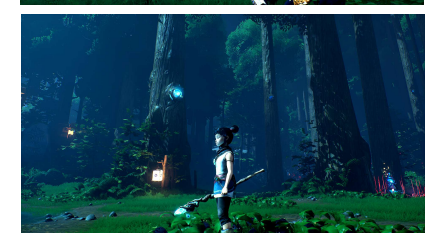
Remember: you can use the Rott for fighting. After that clear the plant and find the Flower Shrine. Move the Rott Cloud to it without jumping over the trap line. Use the bridge behind the shrine to find the final enemy. To start the fight



you have to shoot six diamonds on the trees. First two are easy, then run right (look at the picture) but not too far to get the next two and then a little back for the last two. Finally done the Hunter



appears. And he can fly. You have to shoot at his bow to get him down and then hit with the Rott Hammer. It's a little bit running around to get courage and fill up the life points, but it is not difficult. At last he gives you a Harpoon, a Rott Hat and Rott #88-90. Meditate and warp to the Storehouse.

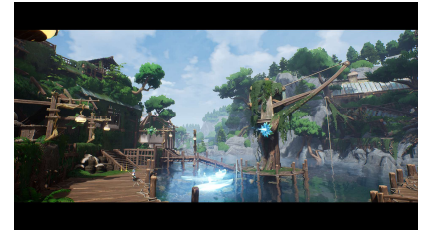


14. Delivering Spirit Mail

14.1 At the Storehouse



Interact with the mailbox and enter. A fight starts with Red Bombs. After the first enemy climb up, fight and go down again. Delete the rest and clean the plant. The spirits of the former inhabitants thank you. Use the



transport flower to find a Rott #91 and a Hat in a basket hanging near the water. Jump on the pontoon, go up and look left to see a transport flower and a chest with gems. Back with the next flower you follow the way to the docks and see the next mailbox.

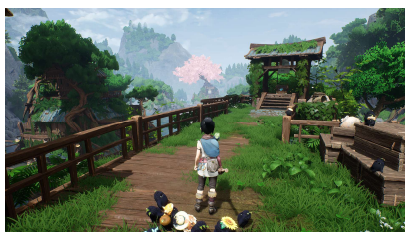
14.2 At the Docks



Ultra easy: climb to the top, clean the plant, take the chest in the house, find Rott #92 in the house, go down and find another chest with gems, go out to the riverside and find a chest.



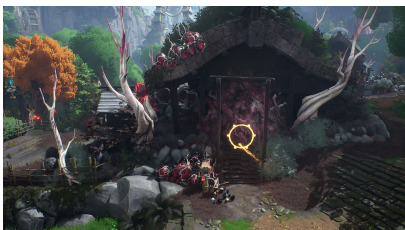
Go back to the dock and swim to the little island, use the Forest Tear and clean the flower shrine on the next island from here.



Return to the cursed chest and use the stair up to the little bridge. Left is a Rott Hat and right some loot. Back over the bridge, then left and down to the street with the warp stone.



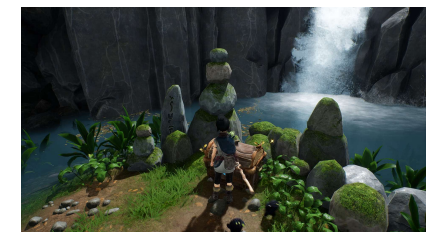
14.3 Archery Range and Surrounding



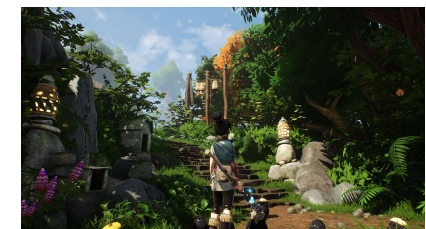
Warp to the Range and clear the Flower Shrine with the Forest Tear over the bridge and left. Now it's easier, the Cloud lasts longer. Then go to the street a deliver at the next house. The enemies in the yard are easy. Find a barrel, in the backyard Rott #93 and in the house a Rott Hat and a barrel with berries.



Leave the house left to the shrine and see the next postbox. Clear the house, find three chests, beside the house a vase and Rott #94 and behind the house a Rott Hat. Follow the way and jump into the water. Swim over the waterfall and find on the island a chest with gems. Swim to the way, where you



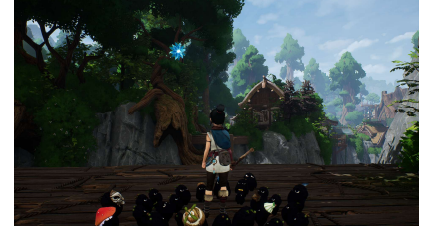
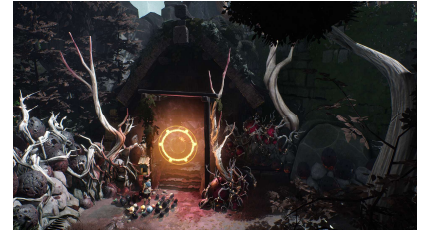
found the Rott (there are shooms), follow the way to the Mask Shrine but go up the stairs. After the rope bridge use the stones to cross and be prepared for the next fight. Red Bombs. After the fight jump down again to clear the house there.



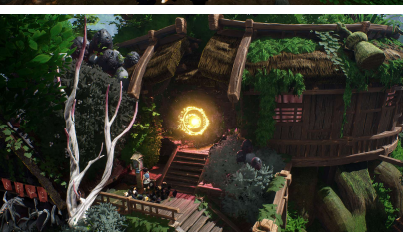
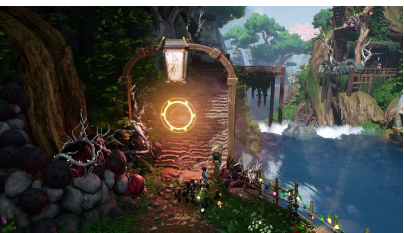
14.4 Villa Onsen



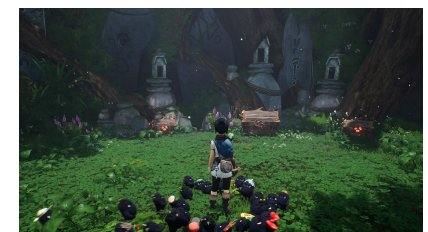
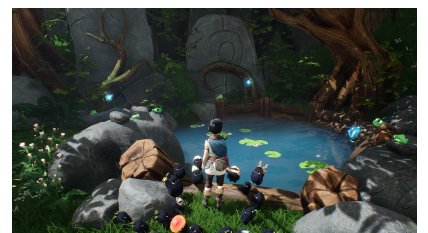
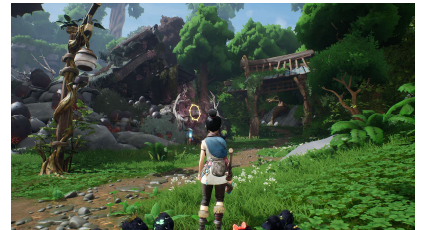
Rott #95 and a Rott Hat are the reward. Now back to the top and with the vase left from the house the Forest Tear completed. Clear the entrance of the house, the next one and the flower shrine. In the first house a barrel and in the next a Rott Hat. Then deliver the mail. Follow the stairs up and then down in the cellar. You see three platforms with transport flowers. On these or in the center will be the main enemy. With three hits with the Rott Hammer the Kappa done. Return to the garden and jump over the railing to find after pulsing Rott #96 and a barrel with berries. Jump over the pond in direction exit. You go straight and jump down (first to the right and then down) and use the transport flower to reach the village again.



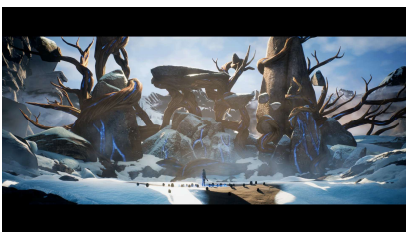
14.5 Mails in the Village



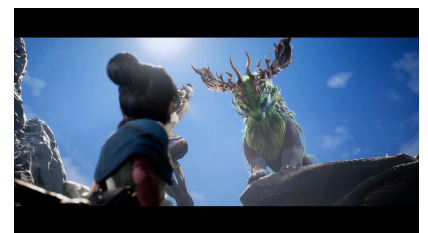
At the main road you find a small alley. Open and follow to the back. Clear the plant, take the Rott Cloud and clean the flower shrine in the street. In the house you find a chest and Rott #97. Go to the village entrance for the next mail. Here you have to fight behind the house. Then return to the first area, climb up and get some gems and gems in the house. Climb up again and find on the roof a shooting with four aims from left to right for Rott #98. Jump down right and clear all three fields with the Cloud. In this house is a Rott Hat. You can also clear the field behind the first house, but it's tricky to get the Rott Cloud there. Next stop is near the water. After the fight upstairs you find in each house a chest with gems, At the pond shoot middle, right, left and get Rott #99 and a new Rott Hat. At Christmas Time you can find a cursed chest at the mail box. Defeat 10 enemies without getting hurt. Tunnelling is the best idea. Reward is the Elf Hat. Now to the last house. You enter, clear, and find three chests. The left is active and you have to beat 20 enemies in 1:15. Hard, but do it. It contains the last Rott #100 and rises you to level 5. The next chest right only activates the last chest, which would give you a Rott Hat, but I was always to slow. If you look at the map you are missing charms and hats. Those are reward for the challenges of the Mask Shrine.



15. The Mountain Shrine



Go or warp to the Village Leader Hall. At the Warp Point **save**, it's the last chance. And if you haven't fulfilled all, you need this save to return to the uncompleted game. and meet the Corrupt Toshi. Shorter fight and Toshi takes away the Rott. Tunnel trough the only exit and find a snowy landscape. Follow the way and find Toshi, who calls the Corrupt Rott God. Shoot on three of his red pustules and the first round is down. Round 2 is a fight against minor enemies. You tunnel and Round 3 is a longer fight without the Rott. But you have your bombs and you can tunnel. After this fight you get back some Rotts to clear the plant at the portal. In Round 4 with the Rott God you have to shoot the next three pustules. Every attack is useless. After the fight you find yourself on a stone and see three transport flowers. Jump on the stones, be fast and after the first flower shoot the next in the air. You land on a stable stone and can rest. You see in the distance a closed flower. Jump toward it and shoot. Throw a bomb on the stone in front and pulse. Be fast! Use the stones and then the three flowers to reach the top, where you get the rest of the Rotts. After you tunnelled you find the Rott God again. In Round 5 you have to remove the three glowing arrows with the Rott out of his back. But the arrows don't glow always and you have to wait. Watch him carefully and forget the rest of the enemies. After the last arrow clear the plant in his chest and the spin off starts, a very long story. At last you meditate at the shrine and let the Rott go to create the legal Rott God again.



16. Challenges at the Shrine

If you want to see the perfect version search for **Kena: Bridge of Spirits - All spirit trials 100% complete - Anniversary Update**. (My version is incomplete).

16.1 The Ruins



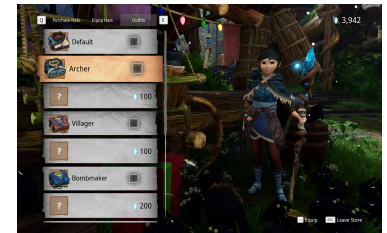
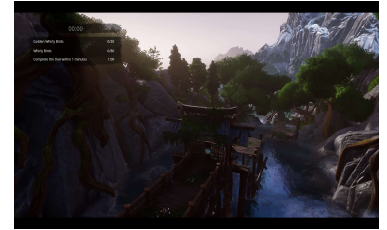
First part is a shooting contest. You have to strike 20 golden and 80 Whirly Birds, and that in one minute. I never fulfilled any of the conditions.

Reward: Rot Hat Baby Rott.

Next challenge is also hard: finish the three waves in 2 minutes, don't use a healing plant, the only aim I reached and don't get hurt. Ok, with some luck it can be possible, to be untouched, but 2 minutes? Reward: Charm Last Stand

After these two challenges you will get a new outfit Archer, weather you got all aims or not.

If you are complete you get the Ranger outfit.



16.2 Lost in the Woods



Oh, an easy one. Time: 3 minutes, no healing and clean the plant on the back of the Shrien Guardian. For this wait until he attacks with a flower out of the ground. After that you can set the Rott on him, run to him and pulse. If you make all three goals you get the Owl Hat.



Next on is also possible: Time: 8 minutes for five waves, no healing and kill 20 enemies with the exploding pustules. That's a little bit tricky. You have to lure the enemies near the pustules or use the upper one for the apes. Reward for all is the Bear Hat.

The Corrupt Taro has a time limit of 3 minutes, no healing and shoot his lantern at a grab attack. That means shooting at it while he is running toward you. Reward is the Charm Champion and if you got all three challenges also the outfit Lookout for Kena.



16.3 Energy of the Mountain



That's one of my favourites. A great jump and run! Ok, the time limit of 2:30 is hard. You have to get three Owl Feathers, the second is the hardest. First is at the entrance. First feather is easy: after the first transport flower look left and jump. The monster is inactive if you are fast. Second one is the hardest.

You have to activate the platform, jump on the pylon, take the feather and jump back on the platform. Sounds easy, is hard. The rest is easier. Another platform after some stones, Red Bombs! Activate the stones left and if you stand on the left side of the platform you can pulse to activate the stones. After two



transport flowers and a big jump you find the last feather left from the stones. Use the stones and finish the course. If you got it in time you get the Hard Hat.