

Game Controls

LEFT ANALOG STICK	Walk/Run
RIGHT ANALOG STICK	Camera Rotate/Zoom
X	Jump
X X	Double Jump
O	Kick Spin
U	Punch
A	First Person Camera
Hold L1 or R1 + X	Super High Jump
L1 or R1 (while still)	Crouch
L1 or R1 (while moving)	Roll
L1 or R1 (while moving) + X	Rolling Turbo Long Jump
L2 or R2	Game Stats
SELECT	N/A
START	Status Screen
X + O	Dive Attack
X + U	Aerial Attack
U + O	Dashing Uppercut
X then O then X	Super Dive Attack Jump
L1 or R1 (crouch) + O	Crouching Uppercut

FLUT FLUT

LEFT ANALOG STICK	Walk/Run
RIGHT ANALOG STICK	Camera Rotate/Zoom
X	Jump
X X	Flutter
O	N/A
U	Headbutt
O	Shoot Yellow Eco (when powered up)
X then O	Dive Attack
L1	N/A
R1	N/A
L2 or R2	HUD Display
SELECT	N/A
START	Status Screen

A-Grav Zoomer

LEFT ANALOG STICK	Control Vehicle's rotation/pitch
RIGHT ANALOG STICK	Camera Rotate
X	Gas - Accelerate
O or U	Shoot Yellow Eco (when powered up)
X	N/A
L1 or R1	Hop
Hold L1 or R1 + LEFT ANALOG STICK	Hard Turn
R2	Bring down HUD
SELECT	N/A
START	Status Screen



Game Screen Info
Game screen info can be accessed by pressing the L2 or R2 button.



Status Screen
Objective status can be accessed by pressing the "Start" Button.



Health Meter
Watch your energy status. Look for Green Eco when you're low in health points.



Eco Meter
The Eco Meter allows you to gauge your Eco levels and measures time left to use Eco power.



*J*ak my boy,
I hope this comes in
handy on your quest.
Good Luck!
Your Uncle

Got and Maria's Citadel
Yellow Sage's Lab

Dark Eco Silo

Snowy Mountain

Mountain Pass

Lava Tube

Spider Cave

Volcanic Crater

Red Sage's Lab
Oracle

Boggy Swamp

Rock Village

Blue Sage's Lab
Oracle

Lost Precursor City

Fire Canyon

A-Grav Zoomer

Forbidden Jungle

Geyser Rock

Sentinel Beach

Flut Flut

Sandover Village

James Hugu's (Green Sage) Lab
Oracle

Misty Island

Collectables



Power Cells
Power Cells are rare and valuable artifacts. They harness incredible power and can be earned, found or traded. Acquire as many as possible to open new areas and gain new wisdom.



Precursor Orbs
Precursor Orbs can be found scattered throughout each area. They are in great demand and can be traded for Power Cells.



Oracles
These ancient statues are from a time long forgotten. They contain Power Cells and words of wisdom for the worthy adventurer.



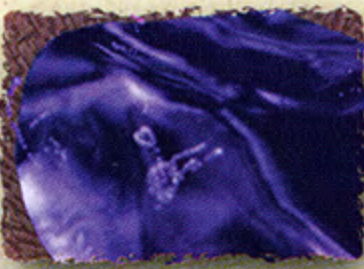
Strong Box
These can't be opened by conventional attacks.



Treasure Chests
Break these for various colored Eco.



Locked Boxes
Scout Flies captured by Lurkers are locked in these boxes.



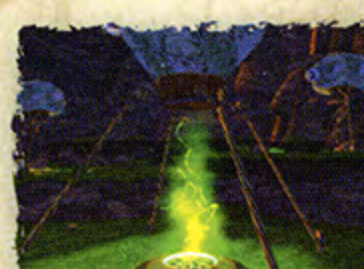
Dark Eco
Dark Eco oozes with danger.



Dark Eco Boxes
Dark Eco is stored in these boxes. Stay as far away as you can!

Eco

Eco is a magical and powerful substance throughout each world. It comes in a variety of colors and will effect you or the environment around you in special ways.



Green Eco
Green Eco will help you recover energy. 50 units of "Small Eco" will give you one health point, collecting one "Large Eco" will give you one health point. Standing in a "Green Eco Vent" will bring you back to 100% health.



Red Eco
Red Eco increases your power and attacks.



Blue Eco
Blue Eco is a very powerful and magical substance. It affects the environment around you as well as expands your abilities. "Blue Eco" activates Precursor artifacts that can be found throughout the world.



Yellow Eco
Yellow Eco is an energy source that you can shoot at on-coming enemies. For precision aiming, press the O button and then shoot.

Sages



Green Sage



Blue Sage



Red Sage



Yellow Sage

Ride 'Em



Flut Flut
Tame and befriend a young Flut Flut and in return you can saddle her up to speed across areas and jump to out-of-reach plateaus.

A-Grav Zoomer
Ride your Zoomer across land and sea. Hit L1 or R1 to hop and use both the forward thrust and lower prop for extra lift and tight turns.



