

TAKA

and POWER
the P of JUJU



Instruction Manual



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or Memory Card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

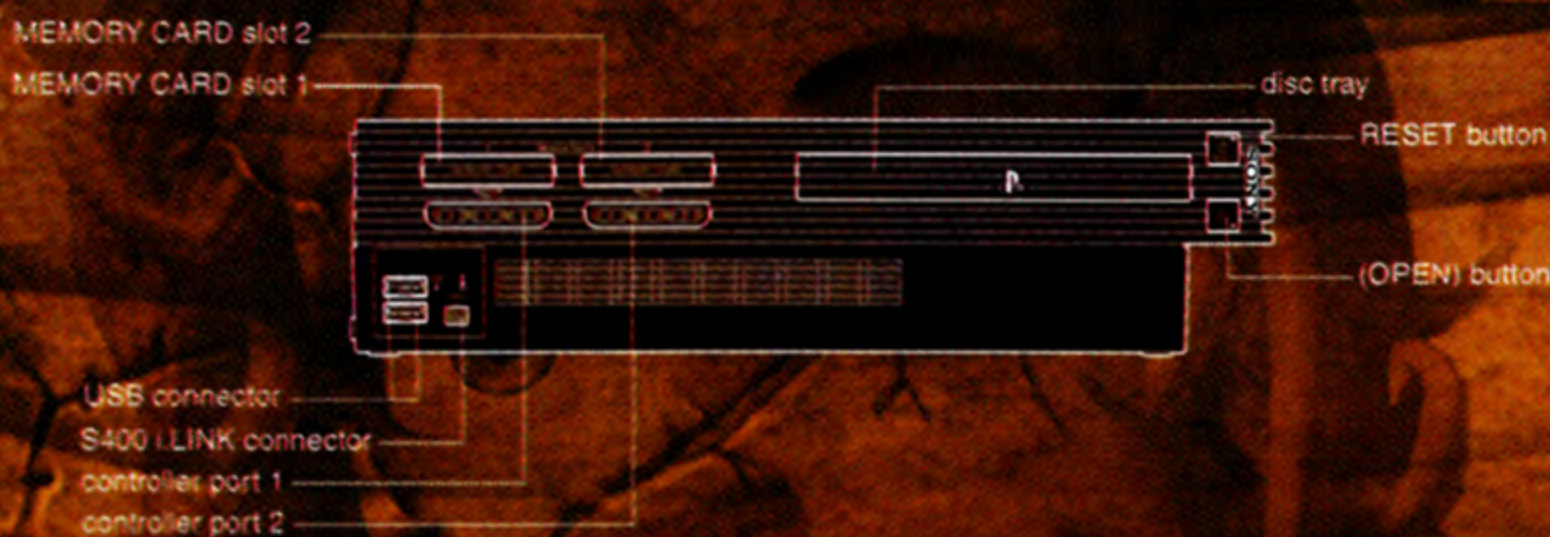
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Tak and the Power of Juju™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) (sold separately) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any memory card containing previously saved Tak and the Power of Juju games. For information, see "Saving and Loading Game Data" on page 30.


CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Menu Controls



Start/Pause game

 button

Display objectives

 button


Highlight menu items

Directional buttons or left analog stick  / 


Select highlighted menu item

 button

Previous screen

 button

View collected items

 button

Tak Controls


Walk

Directional buttons or left analog stick



Jump (or Pole Vault when holding the Blowgun)

 button


Double Jump

 button (tap twice)

Normal Jump (when holding the Blowgun)



 button (hold) +  button

Somersault Jump

 button (hold) +  button

(when holding the Club or the Spirit Rattle)

Climb rope

Directional buttons or left analog stick  / 

Swing back-and-forth on rope	□ button
Let go of rope	⊗ button
Attack	□ button
Aim and Fire Blowgun	△ button (tap once) then directional button or left analog stick to aim, then □ button to shoot
Change held item	R1 button
Use	△ button
Jump on/off animal	△ button
Put object down	△ button
Throw object	□ button
Aim and throw object	□ button (hold) + directional button or left analog stick, then release □ button
Use Juju Power	○ button
Cycle through your Juju Powers	R2 or L2 buttons
Shift	L1 button
Change camera view	Right analog stick
Change camera view to behind Tak	R3 button (press and hold the right analog stick down)

SWIMMING

Swim	Directional buttons or left analog stick
Jump out of the water	⊗ button

TAK CHICKEN SUIT

Flap your chicken wings

Lay an egg

Change camera angle in air

⊗ button

□ button or **L1** button

R1 button

SNOWBOARDING AND SANDBOARDING

Ollie (to preload jump)

Drift left (when airborne)

Drift right (when airborne)

Carve

Grab

Grind

Turbo (when Boost Meter full)

Flips (forward or back)

Spins

⊗ button (hold and release)

L2 button

R2 button

Left analog stick

□ button + directional
button or left analog stick

△ button

R1 button

Left analog stick ↑ / ↓

Left analog stick ← / →



MAIN MENU

Press the directional buttons or left analog stick ↑ / ↓ to highlight an option and press the ⊗ button to select it.



New Adventure

Start an adventure from the beginning.

Load Game

Load a saved game. See "Saving and Loading Game Data" on page 30.

Extras

Check out other exciting Nickelodeon videogames from THQ.

- **Bonus Features** - View the extras unlocked during gameplay.

Options

Customize the game settings listed below. These can also be accessed from the Pause Menu.

- **Audio Setting** - Select STEREO or MONO depending on your sound system.
- **Sound Volume** - Set the volume of all sound except music.
- **Music Volume** - Set the music volume.
- **Vibration** - Turn the DUALSHOCK®2 analog controller vibration feature ON or OFF.
- **Default** - Reset all of the options to their original settings.
- **Done** - Confirm any changes and return to the Main Menu.

THE PUPANUNU PEOPLE'S PROPHECY

Tak, the Moon Juju sent me here to help you.
My name is Flora.

Many centuries ago, a Pupanunu shaman prophesized the tragic fall of the beloved Moon Juju sometime in the distant future. That knowledge has been passed down from shaman to shaman for generations. The Moon Juju is the Pupanunu tribe's goddess protector and she is in great danger.



At the election for High Shaman, all in the tribe decided that the much respected Jibolba should represent them to the gods. The old man is honest and has strong Juju. The other candidate was Tlaloc. Though a powerful shaman, he is arrogant and disliked by the tribe. When rejected, he became enraged and plotted revenge against the tribe. The prophecy was beginning to play out. Jibolba thought he was prepared for the day the prophecy would come true. He trained his apprentice, named Lok, to battle any evil that might challenge the power of the Moon Juju.

But now it seems that Lok has been transformed by some evil magical spell ...into livestock! He has been sheep-shifted and turned into a helpless hapless hooper. Lok, the young shaman warrior and savior of your tribe, is nothing more than a lamb in sheep's clothing. Actually, almost every villager is out grazing as we speak!

All this woolly weirdness was perpetrated by evil sorcerer Tlaloc and his voodoo doll back-up team named Pins and Needles. Tlaloc stole the magical Moonstones from the Moon Juju leaving her powerless while transforming himself into the most powerful mortal in the world. What a sheep trick!

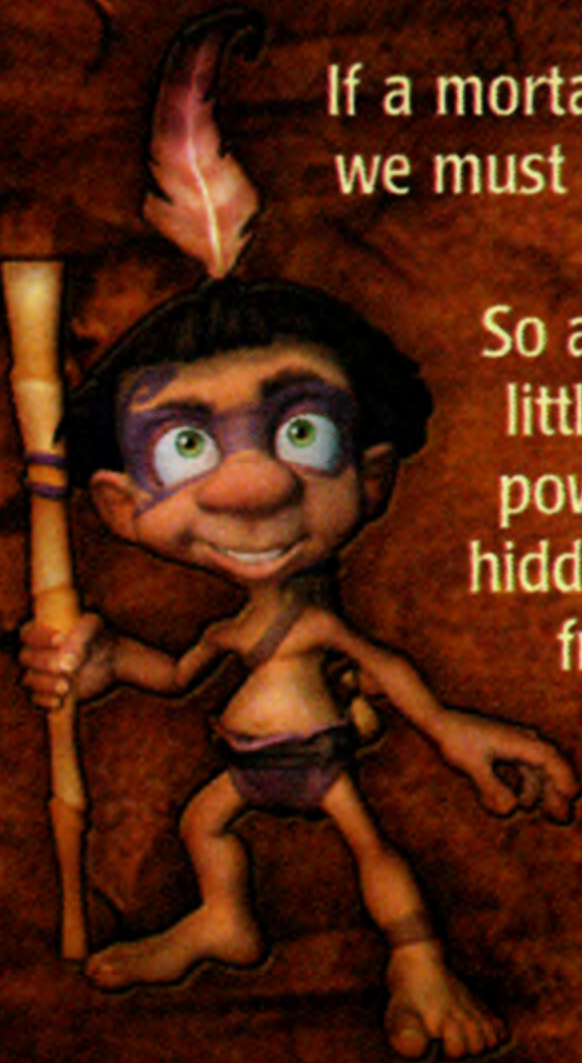
ABOUT JUJUS AND ME, FLORA

There is the mortal world where you live, and the magical world of Jujus where I live. Jujus are mystical beings who wield power called, you got it, Juju. The Moon Juju is worshipped by you mortals and admired by us Jujus...and not just because she's a great dresser either! Well that too, but she's also beautiful and kind to everyone. Oh, did I mention she's my mom?



Only tribal shaman can even see us and only a very few can harness the power of our world. But there are rare mortals who know how to "work that Juju" and become very powerful, not to mention totally popular...We're talking "A" list for all parties.

If a mortal has the power to summon one of us, we must help that person.



So about me.... Sure I look like this cute little thing, but be warned, I am a very powerful Juju! I will be your window to the hidden magical Juju world that is right in front of your face. Sometimes I will give you guidance. Lucky you!










Gain strength and you will acquire Juju Vision, the ability to peer into our realm and see clearly the magic that swirls unseen around every human. Listen to me and you'll become the Jujuman extreme.

WHAT YOU MUST DO

With Lok turned to mutton, you are the only hope for the Pupanunu. Listen to Jibolba and me, of course, to find out about the objectives you must fulfill to save the Moon Juju and your people. Now you are about to travel to lands far beyond the village. You'll walk in your world and the spirit world. Every adventure will win you more Juju Powers. I'll tag along to give you advice and maybe a little poke in the ribs sometimes. **Make the Pupanunu people proud, Tak!**

The Objectives Screen

Objectives include finding new places, retrieving objects, acquiring Juju Powerups and battling the forces of bad Juju.

- View the Objectives Screen by pressing the  button.
- Press the directional buttons or left analog stick  /  to scroll through levels, objectives, or Juju powers.
- Press the directional buttons or left analog stick  /  to switch between levels and objectives.
- View Objective types by pressing the , , or  buttons. For example: You need to find at least 9 Magical Nubu Plants for Jibolba. Press the  button to view the total number of Magical Nubu Plants you have.



THE GAME SCREEN



See the feather in your hair? It is your Life Feather and shows how much Health you have remaining. When the feather is lightly colored all the way to the tip, you have full Health. Every time you get injured, part of the feather darkens to show you have lost some Health. If the whole feather darkens completely you are down and out! Keep healthy by avoiding attacks and seeking the gold feather that returns you to full Health. All feathers give you some Health, but the gold feathers will fill you up!

Feathers and Mana Total

Most feathers equal Mana, the force that powers Juju. Stay healthy and rich by collecting feathers. They supply energy for your Life Feather and Mana to fuel Juju Powers. The Mana Total is the number that appears next to the Feather Icon at the bottom right of the screen.

- Every time you collect a feather, its Mana value is added to the total, until you are at the maximum Mana.
- Every time you use Juju Power that costs Mana, it is subtracted from the total.

Hey, Tak, there are four different kinds of feathers.

Gold feather – This special feather returns Tak to full health

Small purple feather -- Worth 1 Mana and a slight health increase

Orange feather -- Worth 3 Mana and a moderate health increase

Blue feather – Worth 10 Mana and a slight health increase



- Picking up feathers energizes the Life Feather (in your hair) to repair lost Health.
- Many Juju Powers require energy and demand a certain number of Mana that are subtracted from your total when used.

See "The Juju Powers" on page 20.

Collected Object

Every time you find an important object, the total number of the object you have appears with its Icon at the bottom right of the screen. It could be feathers, Yorbels or some other object vital to completing the task at hand such as gold teeth.

TRAINING

I want to let you into Warrior Lok's training area before you start your adventure. Move through this course and I will give you some pointers including how to jump, handle animals, throw objects, and more. Then go save the world!

TAK'S VILLAGE

The village is the center of your world, home of the Pupanunu tribe and the starting point for all your adventures. Here you can find Jibolba's Hut (he's your shaman mentor) and gain entry to other realms.



LOOKING AROUND

- Look around you by pressing the right analog stick. You can look in any direction.
- Press and hold the **R3** button (push the right analog stick down, like a button) to look in the direction Tak is facing.





MOVING AROUND





Running and Walking

- Press the directional buttons or left analog stick to run in any direction you want.
- Press the left analog stick part way when you want to move more slowly.

Jumping and Climbing

Press the  button to jump. Double tap the  button for a double-jump. When you are trying to climb up to a ledge and it seems too high, try jumping anyway to see if you can grab on and hang from the ledge. Then jump again to hoist yourself up. Also, be on the lookout for things to bounce on.

ROPES


If you want to climb a rope, just jump towards it to hang. Then press the directional buttons or left analog stick  or  to climb on the rope. You can swing back and forth on a rope, too, by pressing the  button. Press the  button to jump from a rope.



ZIP LINES

Zip lines are ropes that run down from one point to the next. Just jump on and slide down.

Machines

Always be on the lookout for vehicles and other machines that can transport you to new places. To use a machine, press the  button.



ANIMAL POWERS

Hey Tak, the most important thing for a Jujuman is to know how to get animals to do his bidding. Well really the most important thing is having ME for a friend! But this is next. Study the animals and how they act to help you answer these questions, "How can this creature help me solve a puzzle? Perform some task? Get me to some new place?"



If you can't get an animal to stop running around, try giving it a good reason to stop for you.



Take an orangutan for example: Think he's just hanging around munching bananas and tossing sheep? Watch his actions. What's he doing that can help you solve a puzzle or get to some new place?

SEE THE WORLD THROUGH JUJU VISION

Right now there is so much happening around you that you don't yet see. But just wait. Part of becoming a great shaman is Juju Vision, the power that enables you to see what is invisible to everyone else. Once you have Juju Vision you can see and acquire even greater powers. You will be able to control the animals around you, see invisible spirits and find even more treasures.



There's a way to get rid of a Nerbil, and capture Mana from his rising spirit to heal yourself. To do this you must have Spirit Sight and react fast before the spirit floats away. Look for this Juju powerup during your adventure.

A SHAMAN'S MAGICAL ITEMS

The Club

This is your basic item for self-defense. Press the **□** button to swing at enemies. Use it to break open pots too.

Blowgun

You must discover the Blowgun and learn how to use it. You can use it to shoot acorns, pole vault over obstacles or hit things. The Blowgun is accurate from a distance.

- To shoot something, press the **△** button to make the sight visible. Press the directional buttons or left analog stick to aim and then the **□** button to fire. Press the **△** button again to leave this viewpoint.
- To whack something, press the **□** button.
- To pole vault, press the **×** button. Make sure you have the Blowgun selected before attempting to pole vault.
- To perform a normal jump while holding the Blowgun, press and hold the **L1** button and then press the **×** button.



The Spirit Rattle

Once you win the Spirit Rattle, use it in place of your Club. A shaman can cast spells with his Spirit Rattle but it can deliver a pretty nasty swat too. If you have the skills you can use the rattle against enemies both mortal and spiritual.

- Press the **R1** button to toggle between the Blowgun and your Spirit Rattle.





Amulet of Champions

Once you get the Amulet of Champions later in your quest, you will have access to areas protected by the Seal of the Champion.





USING THINGS

Operating Equipment


To find out what something might do for you, walk up to it and press the  button. For example: If you see a crank, turn it by pressing the  button.



Pick Something Up


You can sometimes pick up objects by walking over them. Other times you may have to press the  button. To put an object down press the  button.

Throwing Objects

When you are holding something that can be thrown, the sight appears to help you aim your throw. Press and hold the  button and press the left analog stick to aim the throw. Trajectory markers appear to show you how the throw will arc through the air and the sight appears to show where a thrown object will land.



Pots

You can find pots everywhere. Just hit them by pressing the  button and they shatter. Sometimes they have useful contents, such as a feather. But pots have some pretty creepy stuff inside too, so don't say I didn't warn you.



OBJECTS YOU MUST FIND

The Moonstones



Without these, my mother the Moon Juju is powerless.

Gold Teeth



Be rewarded for curing the silly smiles of local statues and help them show their pearly whites – well sort of.

Magic Acorns



Acorns make great Blowgun ammo.

Magical Nubu Plants



Find these and bring them to Jibolba. You don't just pick these things like daisies. They fight back!

Yorbels




Recover these mystical objects to give a friend a wake-up call.

Tiki



A Tiki unlocks hidden powers.

WARP SHRINES

Find the Warp Shrine to transport yourself back to the village or to areas you have already visited. Just walk up to the portal, press the  button and select a destination. Be sure to activate all Warp Shrines you come across, otherwise you won't be able to use them.



THE JUJU POWERS

Juju is legendary Pupanunu shaman magic. Mana is the supernatural force that powers Juju. Once you see the Juju Powers, touch them and they are yours. In order to use Juju you must have Mana. Each time you capture a feather you win Mana. Other powers are yours forever, never need to be activated and cost no Mana when used.






You Must Have Mana to Power Your Juju

Each time you capture a Feather, your Mana increases.

- Most Feathers that you see in your world are 3-Mana Feathers.
- A 1-Mana Feather will sometimes appear when you strike a small Magical Nubu Plant or defeat a small Nerbil.
- Defeat more powerful enemies and you may win a 10-Mana Feather.

Using Juju Powers

- Press the  button to cast Juju magic.
- Press the  button or  button to change from one Juju power to the next.

The Juju Powers

Restoration Dance



This magical dance of total health heals all damage and restores your Life Feather.

Mana Magnet



All Feathers are attracted to you and come running.

Mana Pouch



This Juju Power allows you to collect and hold even more feathers.

Spirit Call



If you already have Spirit Sight, use this to attract any nearby spirits.

Summon Melon



Need a melon? You got it!


Summon Coconut



Now you can throw one nasty flaming coconut.

Eagle Eye



Use the Blowgun as a telescope. Press the  button to enter Blowgun mode, then use the right analog stick to zoom.

Spirit Sight



Use the Spirit Sight to see Nerbil spirits, which you can capture to use for health and Mana.

Longer Life



Find this rare magic and you can take more damage without falling. You don't have to press any buttons. This power stays in force from the time you find it.

Juju Compass



Watch your Life Feather. It will point in the direction of the closest magical item.

Crazy Feet



Run super fast.


Stunner



Stop multiple enemies in their tracks for a few moments giving you enough time to whack them. Big enemies might laugh at this one.

Warp Mastery



Warp back to your village, or any Warp Shrine you've activated. Press the  button while standing on it.

Spirit Strike



Strike multiple enemies on the ground or in the air.

Thunder Strike



A swing from your rattle delivers explosive power, inflicting major damage.

Nerbil Conversion



Use this to turn a Nerbil into a chicken.

THE PAUSE MENU

Press the START button to pause play.

Continue

Continue where you left off.

Quit

Quit playing and return to the Main Menu.

Save Game (not pictured)

The Save Game option will not always be available from the Pause Menu based on Tak's location. You can save progress for up to three games. See Saving and Loading Game Data on page 30.

Control Information

Refresh your memory and view the button commands.



OPTIONS

AUDIO SETTING

Select STEREO or MONO depending on your sound system.

SOUND VOLUME

Set the volume of all sound except music.

MUSIC VOLUME

Set the music volume.



VIBRATION

Turn the DUALSHOCK®2 analog controller vibration feature ON or OFF.

DEFAULT

Reset everything.

DONE

Select this to save your settings and return to the Pause Menu.



SNOWBOARDING AND SANDBOARDING

You're not dressed for it but you gotta throw down and nail the tricks to save the Moon Juju.

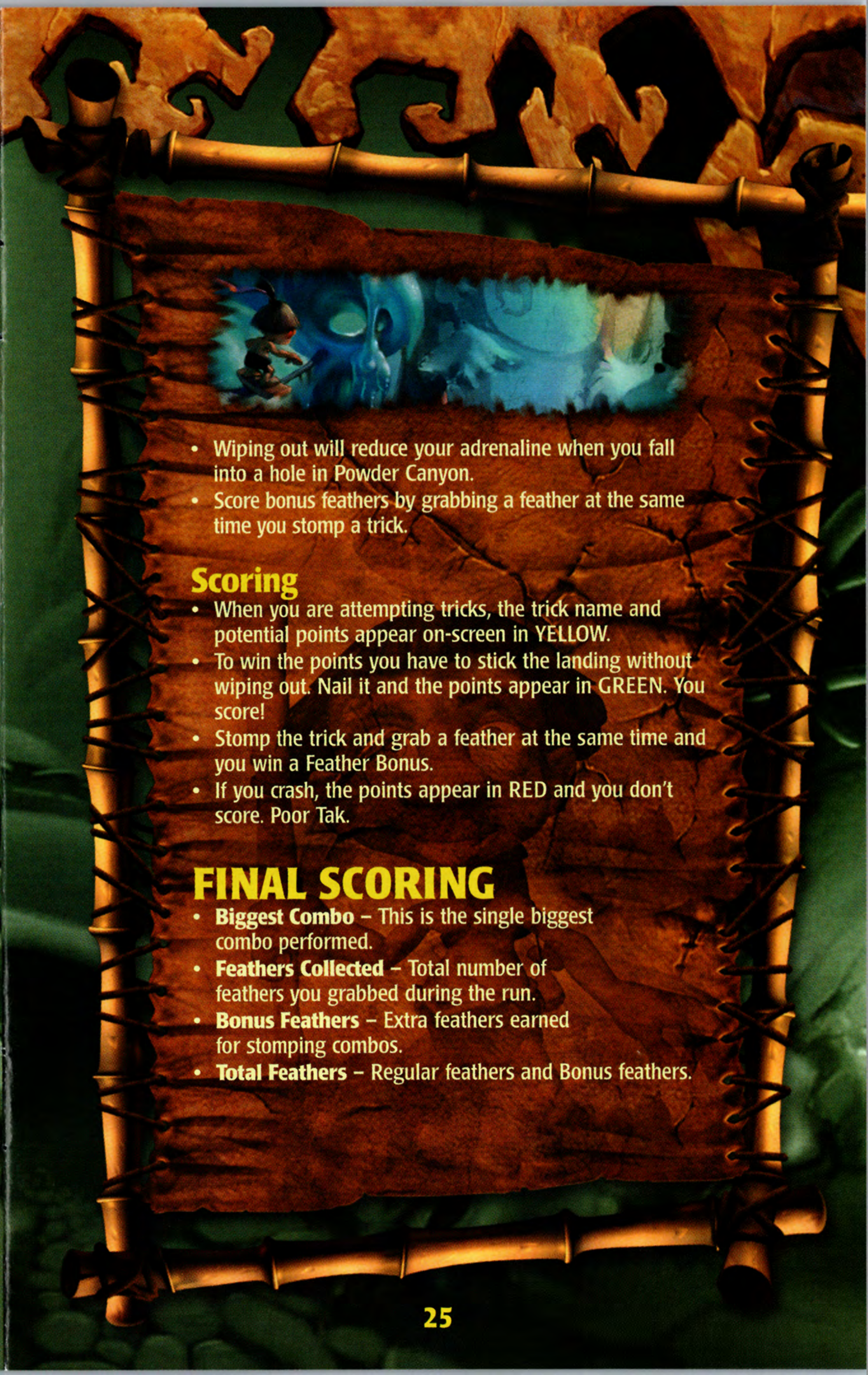


Note: See the Snowboarding and Sandboarding Controls on page 5.

- Steer your snowboard by pressing the directional buttons or left analog stick ←/→.
- To Ollie (jump): First prepare for a jump by pressing and holding the ⊗ button, and then release the ⊗ button to jump.

Sticking the Tricks

- Get air and press the directional buttons or left analog stick to spin (←/→), or flip (↑/↓).
- Just as you hit a fallen tree or icy ledge, or sharp edge of a dune, press the ⊙ button to grind your board.
- Pull tricks to win points. As you earn points, your boost meter fills up. When the meter is full, you can use turbo by pressing the **R1** button. Turbo gives you a boost of speed. You can fill the turbo meter twice to have two turbos available.

- 
- Wiping out will reduce your adrenaline when you fall into a hole in Powder Canyon.
 - Score bonus feathers by grabbing a feather at the same time you stomp a trick.

Scoring

- When you are attempting tricks, the trick name and potential points appear on-screen in **YELLOW**.
- To win the points you have to stick the landing without wiping out. Nail it and the points appear in **GREEN**. You score!
- Stomp the trick and grab a feather at the same time and you win a Feather Bonus.
- If you crash, the points appear in **RED** and you don't score. Poor Tak.

FINAL SCORING

- **Biggest Combo** – This is the single biggest combo performed.
- **Feathers Collected** – Total number of feathers you grabbed during the run.
- **Bonus Feathers** – Extra feathers earned for stomping combos.
- **Total Feathers** – Regular feathers and Bonus feathers.

MORTALS AND JUJUS

Jibolba

THIS KIND AND MUCH-LOVED OLD MAN is your mentor and the Pupanunu Shaman. He readied the tribe for the Prophecy by training Lok to save the Moon Juju. Now that the destiny of the tribe is in your hands, Jibolba must depend on you. Take his guidance and bring him what he asks for.



Flora

THIS IS ME! CUTE OR WHAT!? My mom (Moon Juju to you) asked me to help you. But you're so great I'd do it anyway. I'll guide you through training and when things become confusing I'll sometimes give you ideas about how to proceed.



Lok

WARRIOR LOK IS JIBOLBA'S FIRST APPRENTICE and was chosen to answer the Prophecy by rescuing the Moon Juju. Unfortunately, Lok is looking a bit sheepish lately having fallen under the spell of Tlaloc. You must help Jibolba bring Lok back to human form by finding Magical Nubu Plants and Yorbels so the warrior can battle enemies of the Moon Juju.



Moon Juju

SHE'S THE BEAUTIFUL QUEEN OF OUR REALM and the goddess who protects your world from evil Juju. Jibolba admires her power and beauty. The Moonstones are her source of Juju and when Tlaloc stole them, she weakened. Without her the Pupanunu tribe is helpless.



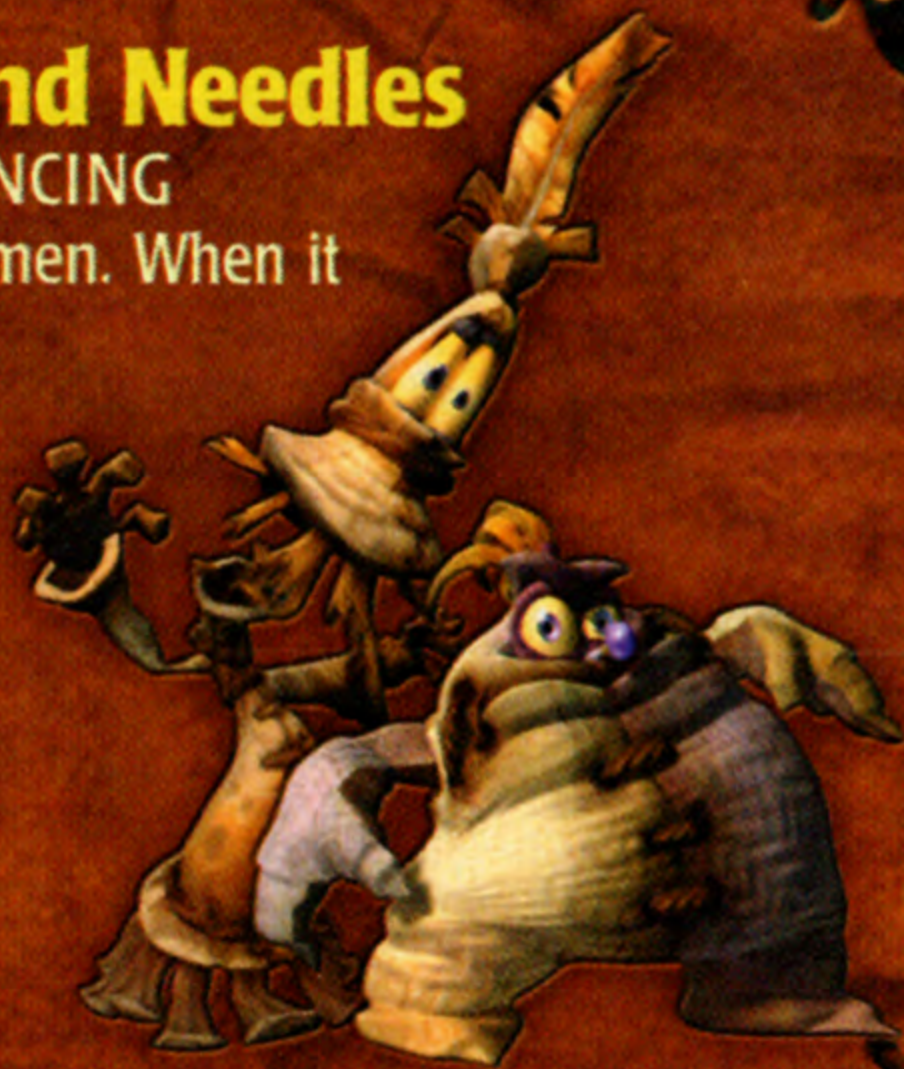
Tlaloc

BE CAREFUL OF TLALOC'S POWERS. He is a shifty shaman – dishonest, very tricky, smarter yet and downright evil. He wants control over your world and mine! If you can't rescue the Moon Juju it's going to get real ugly around here and Tlaloc is going to be the Master of Ceremonies.



Pins and Needles

MEET TLALOC'S DANCING VOODOO DOLL henchmen. When it comes to diabolical creepiness these two little monsters have it all sewn up. At least one of them has to keep his mouth shut because he doesn't have one.



Dead Juju

Being dead is a lonely job for this orthodontist's nightmare who is the tomb caretaker. He doesn't have much of a social life. Actually, because he's dead, he shouldn't have any life at all. But you can't tell him that.



Nerbils

The Pupanunu people call a whole group of nasty creatures by the name Nerbil. Some are mean little scampering creatures, others fly, and others are as big as rhinos. They bite, punch, spit, throw things at you and even explode. Once you become powerful, you can defeat them and steal their Mana.



Caged Juju

What would happen if this monster ever got out of the cage? Does he even want out? Something tells me this nasty character might be afraid of his own shadow.



Dinky Juju

He has something to prove... that he's not cute! He'll try to act vicious and brutal and scream a lot. But it just makes you want to hug him!



Two-headed Juju



Even gods can be dumb. This duo talks dumb in stereo.




SAVING AND LOADING GAME DATA

Saving

To manually save a game:

1. Press the START button to display the Pause Menu, highlight SAVE GAME and press the  button.
2. Highlight one of the three save files and press the  button to save your game. If a previously saved game exists, you will be prompted to save over the previously saved file. If so, select YES.

Loading

1. On the Main Menu select LOAD GAME.
2. Highlight the saved game you want and press the  button to load the game.



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Brigido "Dancing King" Rodriguez

Nicholas Lebowski Crescenzo

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Ryan Waters

Nate "McTrucker" Blumenthal

William Carey

Wyatt Teruya

Kevin "PooPoo-NoNo" Yang

Josan "Woody" Russo

Nate Austin

Corey "HITMAN" Harrold

Shawn Kim

Chris "Chris" Joseph

Derek "Not Fabio" Sotkowsky

Geoffrey "Grandpa" Griffard

Clay "L.O.H." Ewing

Ryan "The Kid" Rothenberger

Kelli Schlick

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Evan Icenbice

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Lori Arrowood

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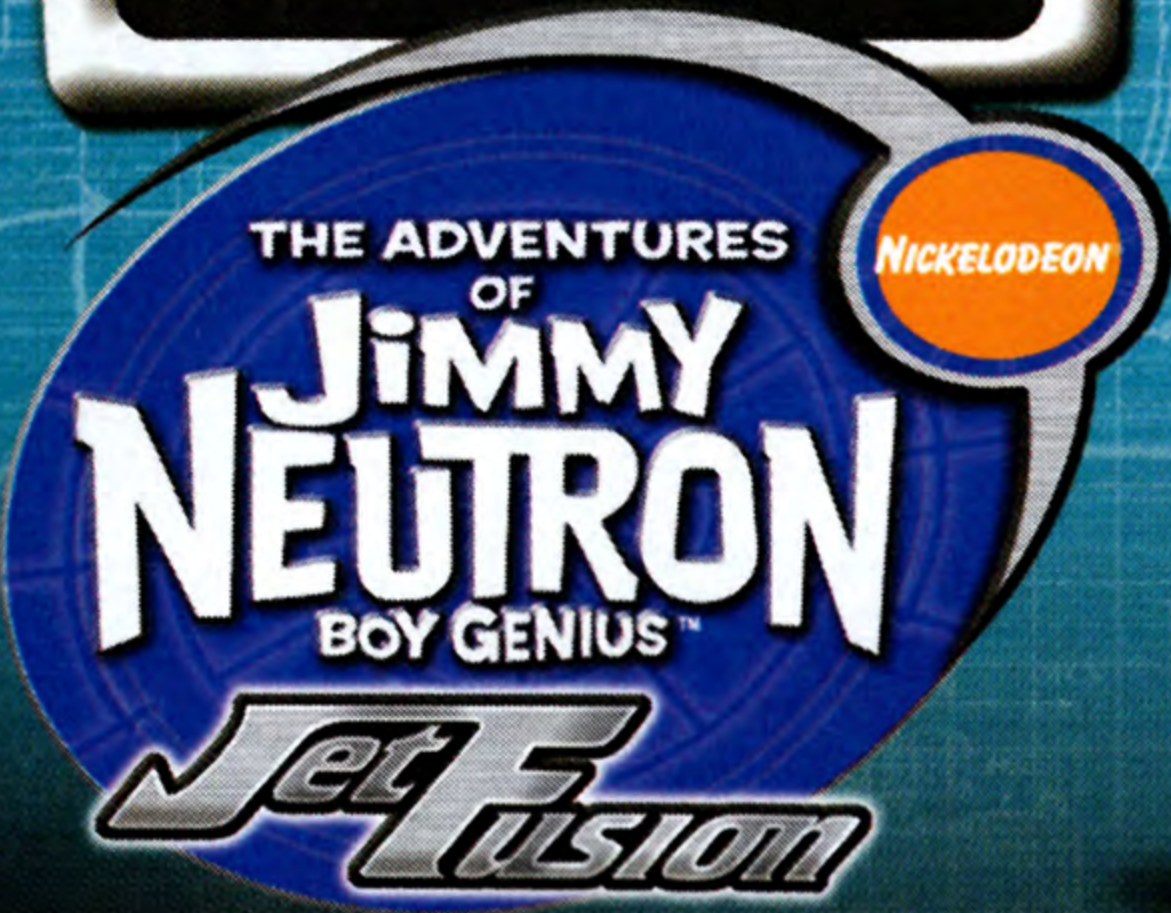
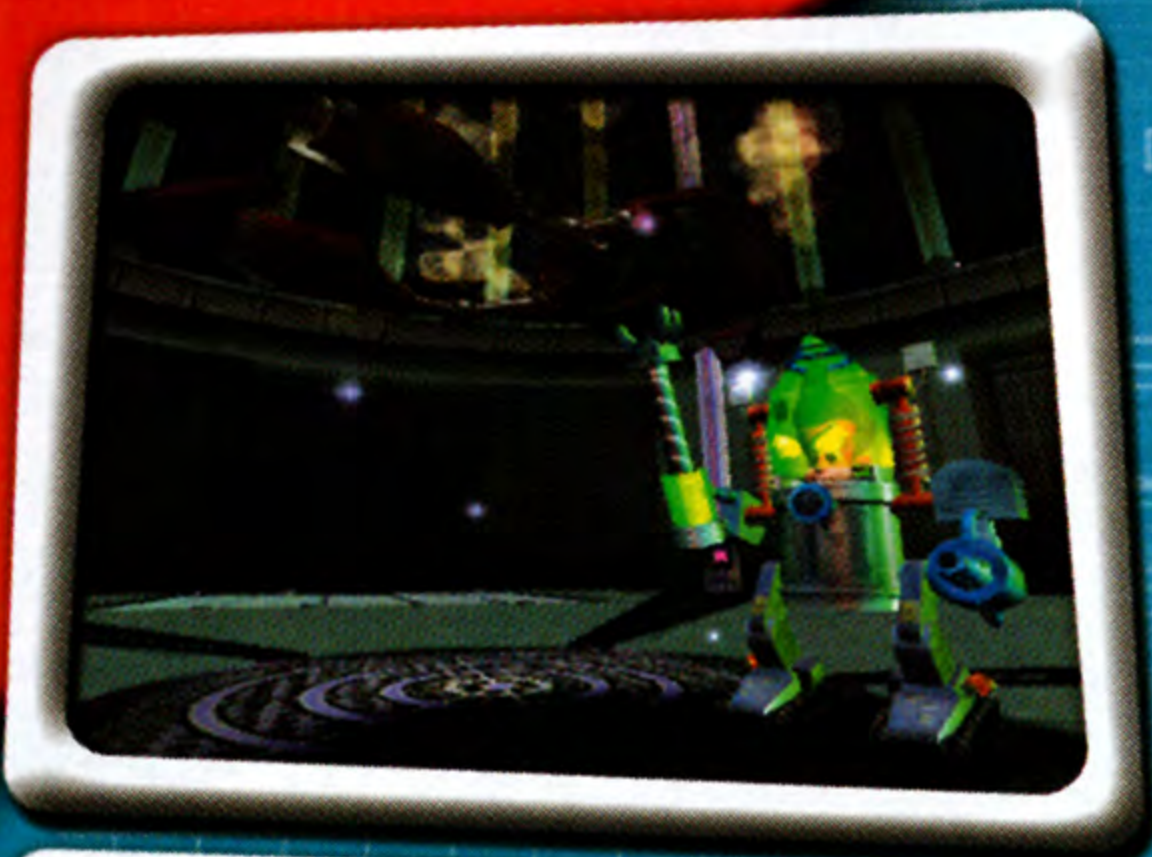
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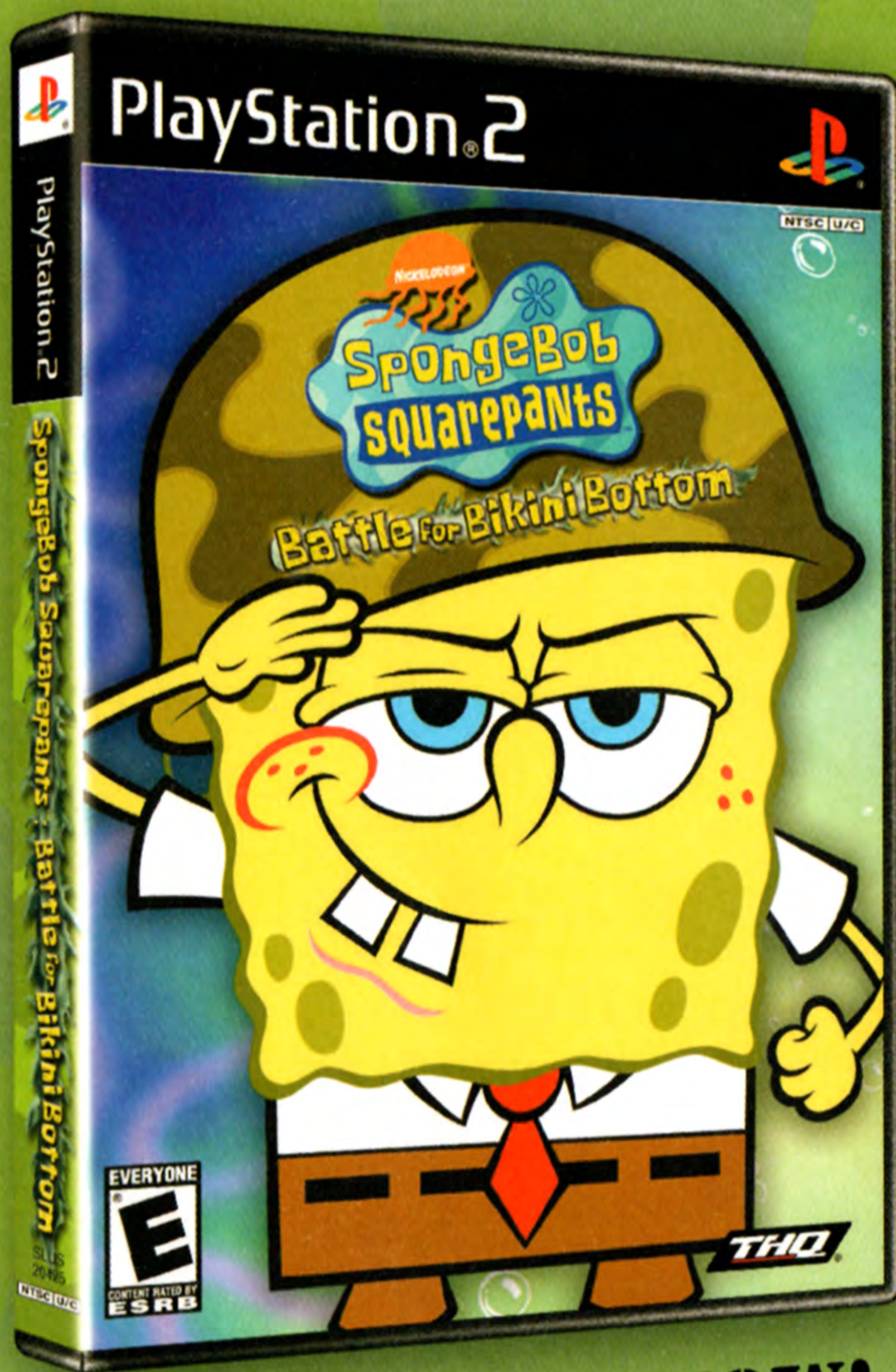
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