

# **The Emperors New Groove – Action Game**

The following Hints and Tips will assist you in completing **Disney's The Emperor's New Groove Action Game**.

## **Main Objectives:**

Following the story line of the movie, as a Llama, you must make your way from Pacha's village to the Palace where you must defeat Yzma and turn yourself back into a Human. The Game is split into 8 Levels, which are then divided into Chapters. Each Level offers its own unique challenges, but certain objectives are constant throughout the game.

1. Collect all of the Coins within a chapter.
2. Find all of the Secret places.
3. Locate Kuzco's Wampy.
4. Collect the Red Idols which will open locked doors to the next section.
5. Either Race and win or knock the boisterous kid off of his Llama Bike.
6. Beat Kronk at his challenge.
7. Overcome the End of Level Boss, which could come in the form of a challenge from Kronk or an attack by Yzma.

Throughout the game, you will need to turn into another animal to make it through the challenges of the chapter.

**Turtle** - Race Kronk by sliding on your shell. Use the directional controls to guide your movements. Use the down control to slow down for those tight curves.

**Frog** - The Frog is a Jumper. Each consecutive jump is more powerful than the one before. Watch the power bar at the top of the screen to judge the current power and the distance of your next jump.

**Rabbit** - This rabbit can fly by using his ears like a helicopter. Press and hold the Jump button to increase the power of his jump. Release the button to make him jump and then press the Jump button again to make him hover. Use the directional controls to guide him towards out of the way platforms.

**TIP** - Use your Action button to talk with characters throughout the game. They will give you hints and other important information.

**TIP** - Use the Camera buttons to get a better, more precise angle on your movements.

**TIP** - Be on the lookout all through the game for crevices, caves and other hidden chambers. These chambers will contain Coins, Power-ups, and maybe even a Wampy. Don't be afraid to take a flying jump to get to some of the more out of the way locations.

## **Level 1 - Village**

- This is the easiest of the levels. Take your time and locate all of the hidden rooms in the form of crevices in the sides of the hills.
- Talk to all the characters for tips on using your Llama skills.
- When you are attacked by Yzma, guide Yzma's aim of her exploding potions onto the four switch platforms surrounding her pedestal.

## **Level 2 - Jungle Night**

- Judo Kick the Giant Spiders.
- Collect balloons for the floating platforms that will take you across large chasms - Run like the wind and stay ahead of the hoard of Blank Panthers that are right on your heels.

## **Level 3 - River**

- Use the directional controls to guide your way down the river.
- To slow down, bump into the shoreline.
- Use your spitting skills to destroy Yzma's balloon animals and to break open the dam.

## **Level 4 - Jungle Day**

- Avoid the giant bees when they try to sting you and then Judo Kick them while they are stuck to the ground.
- Elude Yzma's Guards as you work your way through a series of hedge mazes.

- Jumping on colored switches will open and close barriers of the same color.
- Collect broken parts of statues and put them back together in the right order to gain access to items and new areas.

### **Level 5 - Mountain**

- Collect broken parts of statues and put them back together in the right order to activate devices.
- Charge into boulders marked with an "X" to crash them through blocked passages. - There is a Cave that seems far below and too far away. Take a charging jump to make it over to this cave. Kuzco does not get hurt from long falls (as long as he has something to land on).

### **Level 6 - City**

- Yzma's Cow Guards keep coming back no matter how many times you Judo kick them.
- When you are attacked by Yzma from the raised Thrown platform, avoid her exploding potions and use your spitting abilities to lower the steps into a diagonal formation so that you can climb up to the top.

### **Level 7 - Catacombs**

- Use the directional controls to guide your way through the treacherous roller coasters. Watch out for reversal pads...controls become reversed when you face the wrong way.
- When you are attacked by the Giant Toy Blocks, charge into the smaller blocks to knock them off the platform. When the Giant Father Block starts throwing exploding pots at you, charge into the Black pots (avoiding the Red pots), aiming them back into the Giant Father Block. When he is damaged by three exploding pots, he will crumble.
- When you are attacked by Yzma swinging a giant mallet, avoid her when she is spinning quickly and Judo Kick attack when she slows down.

### **Level 8 - Lab**

- Work your way up the outside of the Palace by avoiding swinging axes and activating moving platforms.
- Try jumping through all of the circular wall ornaments. You may find a hidden chamber.
- In the final showdown with Yzma, race her to the top of the palace wall to the potion that will turn you back into a human. Hold down the charge button, and just run and jump all the way through.