

# Game Controls

- LEFT ANALOG STICK** ..... Walk/Run  
**RIGHT ANALOG STICK** ..... Camera Rotate/Zoom  
 X ..... Jump  
 Y ..... Double Jump  
 Z ..... Kick Spin  
 C ..... Punch  
 O ..... 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  
 Y + O ..... Aerial Attack  
 Z + 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  
 Y ..... Flutter  
 Z ..... N/A  
 C ..... Headbutt  
 O ..... Shoot Yellow Eco (when powered up)  
 N/A ..... N/A  
 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  
 Y or Z ..... Shoot Yellow Eco (when powered up)  
 N/A ..... N/A  
 C ..... 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 L1 or R1 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 Maia's Citadel*  
*Yellow Sage's Lab*

*Dark Eco Silo*

*Snowy Mountain*

*Mountain Pass*

*Precursor Basin*

*Klaww*

*Lava Tube*

*Sentinel Beach*

*Flut Flut*

*Sandover Village*

*James Hugin's (Green Sage) Lab*  
*Oracle*

*Boggy Swamp*

*Volcanic Crater*

*Red Sage's Lab*  
*Oracle*

*Rock Village*

*Blue Sage's Lab*  
*Oracle*

*Lost Precursor City*

*Fire Canyon*

*A-Grav Zoomer*

*Forbidden Jungle*

*Geysir Rock*

*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.



**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.



**Green Sage**



**Red Eco**  
 Red Eco increases your power and attacks.



**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.



**Blue Sage**

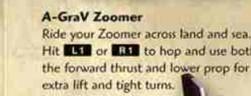


**Red Sage**

## 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.



**Yellow Sage**

