

THE SECRET SATURDAYS™: BEASTS OF THE 5TH SUN CONSOLE WALKTHROUGH



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CONTROLS

PLAYSTATION®2



NORMAL CONTROLS

	ZAK SATURDAY	FISKERTON	KOMODO	ZON
Start button	Pause	Pause	Pause	Pause
Select button	Local Cryptipedia	Local Cryptipedia	Local Cryptipedia	Local Cryptipedia
Left Analog Stick	Move	Move	Move	Move
× button	Jump	Jump	Jump	Fly
□ button	Attack	Attack	Attack	-
○ button	Knockdown Attack	-	Invisibility	-
L1 button	Scan/Mind Control	Release Control	Release Control	-
× button, □ button	Claw Grapple	-	-	-
× button, ○ button	Windmill Attack	-	-	-

COMBAT CONTROLS

	ZAK SATURDAY	DREW SATURDAY	DOC SATURDAY	DOYLE BLACKWELL
Right Analog Stick	-	-	-	Aim
× button	Jump	Jump	Jump	Fly Upward
□ button	Attack	Sword Attack	Punch	Wrist Rockets
○ button	Knockdown Attack	Fireball Attack	Freeze Punch	Wrist Rockets
△ button	Switch Characters	Switch Characters	Switch Characters	Switch Characters
× button, □ button	Strong Attack	Ground Smash	Fireball Attack	-
× button, ○ button	Windmill Attack	Fireball Wave	Freeze Wave	-

PLAYSTATION® PORTABLE



NORMAL CONTROLS

	ZAK SATURDAY	FISKERTON	KOMODO	ZON
Start button	Pause	Pause	Pause	Pause
Select button	Local Cryptipedia	Local Cryptipedia	Local Cryptipedia	Local Cryptipedia
Analog Stick	Move	Move	Move	Move
x button	Jump	Jump	Jump	Fly
□ button	Attack	Attack	Attack	-
○ button	Knockdown Attack	-	Invisibility	-
L button	Scan/Mind Control	Release Control	Release Control	-
x button, □ button	Claw Grapple	-	-	-
x button, ○ button	Windmill Attack	-	-	-

COMBAT CONTROLS

	ZAK SATURDAY	DREW SATURDAY	DOC SATURDAY	DOYLE BLACKWELL
Analog Stick	Move	Move	Move	Move/Aim
x button	Jump	Jump	Jump	Fly Upward
□ button	Attack	Sword Attack	Punch	Wrist Rockets
○ button	Knockdown Attack	Fireball Attack	Freeze Punch	Wrist Rockets
△ button	Switch Characters	Switch Characters	Switch Characters	Switch Characters
x button, □ button	Strong Attack	Ground Smash	Fireball Attack	-
x button, ○ button	Windmill Attack	Fireball Wave	Freeze Wave	-

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Wii™



NORMAL CONTROLS

	ZAK SATURDAY	FISKERTON	KOMODO	ZON
+ button	Pause	Pause	Pause	Pause
- button	Local Cryptipedia	Local Cryptipedia	Local Cryptipedia	Local Cryptipedia
Control Stick	Move	Move	Move	Move
A button	Jump	Jump	Jump	Fly
B button	Attack	Attack	Attack	-
Z button	Knockdown Attack	-	Invisibility	-
C button	Scan/Mind Control	Release Control	Release Control	-
A button, B button	Claw Grapple	-	-	-
A button, Z button	Windmill Attack	-	-	-

COMBAT CONTROLS

	ZAK SATURDAY	DREW SATURDAY	DOC SATURDAY	DOYLE BLACKWELL
Control Stick	Move	Move	Move	Move
A button	Jump	Jump	Jump	Fly Upward
B button	Attack	Sword Attack	Punch	Wrist Rockets
Z button	Knockdown Attack	Fireball Attack	Freeze Punch	Wrist Rockets
Up/Down (+Control Pad)	Switch Characters	Switch Characters	Switch Characters	Switch Characters
A button, B button	Strong Attack	Ground Smash	Fireball Attack	-
A button, Z button	Windmill Attack	Fireball Wave	Freeze Wave	-

STARTING A NEW GAME

Whether you are playing The Secret Saturdays: Beasts of the 5th Sun for the first time or restarting from scratch, creating a new game is quick and simple. From the Main Menu select the option "New Game". If you are playing on the PlayStation®2 or PlayStation® Portable and do not have a memory device present, you will be taken to the Opening Cutscene for Level 1.

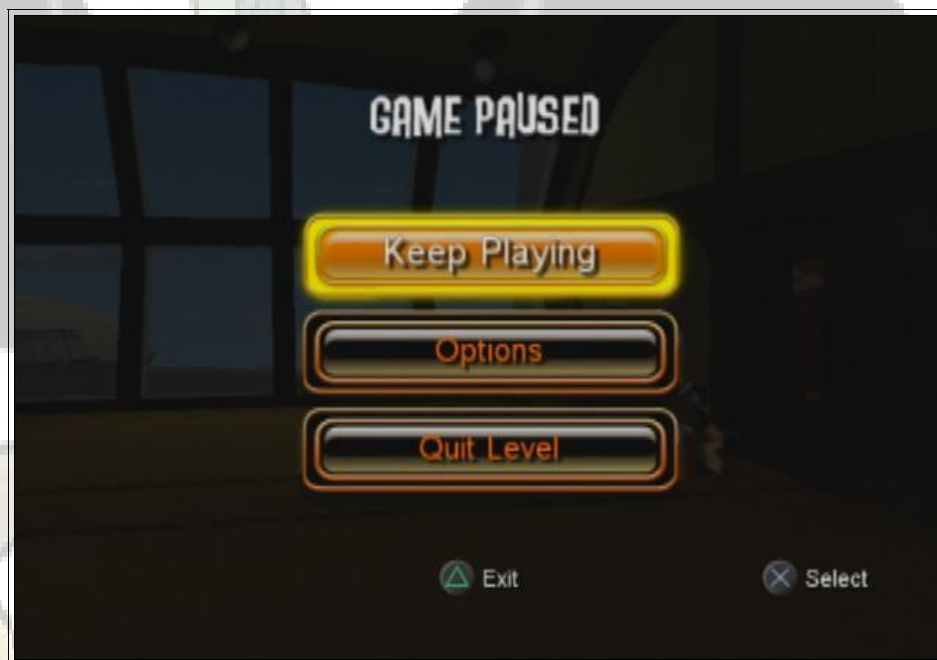
Otherwise you will be taken to the Autosave Location screen and will have to choose one of the three available slots for your game progress to be saved. Once you've selected the slot you wish to use, the Opening Cutscene for Level 1 will play.

HUD

- 1. CHARACTER PORTRAIT** - Shows what character you are currently controlling and what characters, if any, you can switch to.
- 2. HEALTHBAR** - Shows the current health of the characters.
- 3. RETICLE** - Shows where on the screen you are aiming, helps with scanning Cryptids, and aiming for Doyle's rockets.



PAUSE menu



- ① **KEEP PLAYING** - Returns you to the game.
- ① **OPTIONS** - Takes you to the Options screen where you can adjust Audio and Data Management settings or view game the game controls.
- ① **QUIT LEVEL** - Returns you to the Level Select Screen.

LOCAL CRYPTIPEDIA

The Local Cryptipedia shows you how many of the Cryptids in the current level you have scanned and how many of the three scans needed for each Cryptid you've completed. It also tells you how many Beasts of Bowness you've scanned and how many Firefly Challenges you've completed. This is incredibly useful to help you make sure you've completed each level fully without having to check the main Cryptipedia Database every time.



SAVING

The Secret Saturdays uses an Autosave feature which will automatically save your game progress at certain times. The autosave is activated at different points such as when you complete a level or when you return to the Level Select Screen.

If you decide you want to change your Autosave Location slot (not available for the Wii™), simply enter the Options Menu, select Data Management, and turn Autosave Off then On again. You will then be taken to the Autosave Location Screen and can choose a new slot to save to. You will still need to trigger an autosave for the title to create a save in the new location. You can do this two ways:

In a level: Select your new Autosave slot then either quit or complete the level.

Level Select Screen: Enter and exit the Cryptipedia.

Once you have triggered the Autosave, your updated game progress will appear in the new save slot.

LEVEL SELECT SCREEN

After completing a level you will be taken to the Level Select Screen. From this screen you can scroll through the playable levels, view the Cryptipedia database, and see what extras you have unlocked.

CRYPTIPEDIA SCREEN

The Cryptipedia Database holds all the information for the Cryptids the Secret Saturdays have come across in their travels. Unfortunately, since Van Rook has stolen the information from the Saturdays, you will need to scan all of the Cryptids again and restore the database to its former glory. You can do this by proceeding through the game and scanning each type of Cryptid three times. Each time you scan a Cryptid a new piece of information is transferred to the Database and a new portion of the Cryptid description is revealed. Once the third scan is finished, the player will have completed the Cryptipedia entry for that Cryptid.

There are some entries in the Cryptipedia which only need one scan or that don't require scans at all. For instance the "Relics" and the "Unlockable Cryptids" entries need to only be scanned once, while the "Henchmen" and "Bosses" entries are unlocked as you complete levels.

EXTRAS MENU

The Extras Menu holds special content which you can unlock and access as you complete the game. It can be accessed through the Menu from the Level Select Screen. By filling the Cryptipedia, completing levels, completing Firefly Challenges, and scanning Beasts of Bowness different content is unlocked for you to view.

CONCEPT ART

"Concept Art" contains various pieces of artwork based in The Secret Saturdays universe. You can unlock this content by filling the Cryptipedia database. Each full entry in the database will unlock a new piece of concept art, so make sure you get those scans!

MOVIES

This option will allow you to watch the game credits as well as rewatch any of the cutscenes you've seen so far in the game. You can also see a special behind the scenes look at The Secret Saturdays.

SECRETS

The "Secrets" Menu is where you can turn on or off any of the special content which affects actual gameplay. Here you can choose to toggle the various game secrets such as character appearances or whether the hidden Cryptids are displayed.

ENTER SECRET CODE

This is where you come to enter the Secret Codes that unlock the hidden Cryptids and other features.

CRYPTIPEDIA

THE SECRET SATURDAYS

ZAK

- ① The son of secret scientists Doc and Drew Saturday and the luckiest 11-year old in the world. He has a special bond with Cryptids which allows him to talk to them through his mind.

DOC

- ① Solomon “Doc” Saturday is a genius inventor who's spent his whole life studying Cryptids. His calm, collected, and scientific explanation for everything helps him keep a cool head in tough situations.

DREW

- ① Drew Saturday is the impulsive one in the family and uses her gut instinct to kick butt and ask questions later. Raised by gypsies, Drew has traveled the world and seen many odd happenings which is why she believes there is a supernatural explanation for encounters the Saturday family comes across.

DOYLE

- ① Doyle, a former employee of Van Rook and brother to Drew, is the newest member of the Saturdays team. Zak really looks up to Doyle even though Doc doesn't approve of his reckless solutions.

FISKERTON

- ① Known as the Fiskerton Phantom in the Cryptozoology world, Fisk is half best friend and half family pet. Fisk was found in England when his habitat was destroyed, but now is a life-long friend and member of the Saturdays team.

KOMODO

- ① The Saturday's family pet is a 250 lb. Komodo Dragon with a voracious appetite. He has the fastest running, swimming, and climbing speeds of all monitor lizards. And due to a few mutated strands of DNA, he has the ability to blend in with his surroundings.

ZON

- ① Found near the Amazon River, Zon is a surviving member of a Pterosaur species that was supposed to be extinct. Zak can climb in and fly around in her Zon Glider.

enemies

SHOCK TROOPER

- ① Shoji Fuzen's minions that take care of his unfinished business, Argost though, has taken control of them using neural parasites to help complete his master plan. These minions fight using quick movements and attacks.

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FINSTER THUG

- ① Baron Finster's right-hand man. This thug can attack from the air using a flame launcher, or from the ground with his quick and powerful punches.

ARGOST HEAVY HENCHMEN

- ① One of Argost's souless soldiers created through experiments on military soldiers in Baron Finster's research facility. This minion fights using its brute strength and large frame which absorbs lots of damage.

ARGOST TACTICAL HENCHMEN

- ① Another of Argost's experimental soldiers that more resembles a special forces soldier than a common brute. This minion comes equipped with a gas gun that can be used to attack up close or from afar.

MUNYA

- ① Argost's silent and creepy manservant. He accompanies Argost during whatever nefarious deed he is undertaking.

BOSSSES

VAN ROOK

- ① Leonidas Van Rook is a rival Cryptozoologist that only looks out for what's important to him: money. Having gone down the same technological path as Doc, Van Rook has created an arsenal of high-tech weapons that he uses to complete mercenary-type jobs.

PIECEMEAL

- ① Pietro Maltese, a.k.a Piecemeal, is a criminally insane Italian chef whose insatiable appetite for rare and exotic animals has led him to have his jaws surgically altered. The metal jaws allow him to bite through solid rock. His nasty eating habit even includes a checklist of Cryptids to devour.

MUNYA TRANSFORMED

- ① When injected with Papuan Giant Spider DNA, Munya transforms into a vile and dangerous, half-man, half-Cryptid monster. He spits sticky webbing and impales victims with his spidery limbs.

FINSTER

- ① A technological genius gone wrong, Baron Finster captures Cryptids to perform 'scientific' research. His experiments have led to countless Cryptid species becoming extinct.

V.V. ARGOST

- ① The host of the creepiest show on TV: *Weird World*, and the thorn in the sides of all secret scientists. Argost always has a plan to harness the ultimate power in the universe and if he isn't stopped, he might gather the power of the sun and bring calamity down on the world.

CRYPTIDS

A BAO A QU

- ① The A Bao A Qu is a mystical creature with many tentacles and soft smooth skin. The Cryptid uses its tentacles to grab unsuspecting swimmers and has been known to drag whole yachts under water.

ADARO

- ① The Adaro is a sea Cryptid with fins on the end of each leg, a shark fin atop its head, visible gills, and a sharp horn on its nose. It leaps from the water like a flying fish to catch birds with its horn.

AL-KASEEM FIRECRACKER BEETLE

- ① The Al-Kaseem Firecracker Beetle is a highly explosive bug Cryptid. Excavators have been known to use their explosions to open tombs in the desert.

ARMOUCHIQUOIS

- ① The Armouchiquois is a small, native looking Cryptid with a shrunken head and skeletal limbs. Their long legs give them a frog-like appearance.

ATMOSPHERIC JELLYFISH

- ① The Atmospheric Jellyfish delicately floats through the atmosphere. They secrete venom through their tentacles when they feel threatened.

AZAZEL

- ① The Azazel is a desert dwelling goat-demon that has twisted horns and stands on its hind legs. The strength of its legs allows it to jump high in the air and perform a diving attack with its horns.

BATSQUATCH

- ① The Batsquatch resides in the mountains of the Northwest. It has purple skin, leathery wings, blood-red eyes, and a head that looks like a combination between an ape and a bat.

BEAST OF BOWNESS

- ① The Beast of Bowness is a small, winged, hedgehog-like creature with a squirrel's tail. Sightings of the Cryptid are fairly rare, but are said to unlock mysteries for those that find them.

BLEMYAH

- ① The Blemyah is a humanoid Cryptid from the African Desert that houses its eyes and mouth in its chest. Its tribe furiously hunts the Cryptid Azazel, whose meat is said to offer magical powers.

BURACH BHADI

- ① The Burach Bhadi is a serpentine leech with nine eyes on the top of its head. It lives in shallow lochs of Scotland's waters. It attaches itself to victims, dragging them down to its dwelling.

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BURNING MAN

- ① The Burning Man is a humanoid with a visible skeleton that is engulfed in supernatural flames. It is a fairly skittish creature due to its constant fear of everything around it.

BURU

- ① The Buru is a large swamp Cryptid that stalks the lower Himalayan river beds. The Cryptid seems to be a descendent of the alligator, with its long tail, extended snout, and sharp teeth.

CAFRE

- ① The Cafre resides in the Philippines and resembles a wild boar that can walk upright. It is said to bear ferocious tusks.

CON RIT

- ① The Con Rit is a centipede-like Cryptid sighted off the coast of Asia. Its body is made up of thick plates of segmented armor and measures up to sixty feet long.

DEVIL MONKEY

- ① The Devil Monkey resembles a cross between a baboon and a kangaroo with light, taffy-colored hair and a white blaze on its neck and belly. It is known for swiftly climbing vertical surfaces that have no apparent anchors for it to use when climbing.

DEVIL'S CAVE BIRD

- ① This Cryptid is a bat-like creature from the islands of Africa. It has a single, large eye, bat-like wings, and sharp talons. It is known for attacking humans.

DJEIEN

- ① The Djieien is a vast and hideous spider Cryptid. Its heart is kept buried under its lodge and the Djieien can't be killed unless this is destroyed.

ELOKO

- ① Eloko are fierce carnivorous dwarves who are hairless. They dress in leaves, have piercing eyes, wide mouths and long sharp claws. It is rumored that they guard great treasure.

FLASHLIGHT FROG

- ① The Cameroon Flashlight Frog is notable because of the glowing light on the tip of its snout and the ability to croak huge flashes of light. The frog uses its poisonous tongue to stun and eat its prey.

GARTA

- ① The Garta is a bivious, bear-like quadraped that is marked like a skunk. It has six inch claws that it uses to dig holes in the ground and attack other predators.

GREEN LADY

- ① The Green Lady is covered with seaweed hair, duck feet, scaly skin, and claw-like hands.

GREMLIN

- ① The Gremlin is described as looking like a cross between a jackrabbit and a bull terrier. Their menacing nature draws them to wreaking havoc on machinery and electrical devices.

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GOAYR HEDDAGH

- ① The Goayr Heddagh lives in the mountains and lets off a ghostly glow with an eerie luminescence. It is said to trick climbers by dimming its glow and making parts of the mountain appear as if they're not there.

HOKHOKU

- ① A mighty, carnivorous bird that uses its long, thin beak to pluck at its victims head.

INVUNCHE

- ① The Invunche resides in the rivers of Africa, but is known for the ability to adapt its body to lava or extreme cold. Many villagers used this docile Cryptid as a ferry across large bodies of water

JINSHIN-MUSHI

- ① The Jinshin-Mushi is capable of shaking the earth, easily pulling apart buildings and other structures. It has spidery legs, a scaly body, and a dragon-like head.

KALMYKIAN EXPLODING SNAKE

- ① The Kalmykian Exploding Snake is a worm-like Cryptid from Russia. It is nearly two feet long, smooth, gray, and devoid of facial features. The Cryptid gets its name from having the ability to explode on contact.

KIKIYAON

- ① The Kikiyaon is an owl-like humanoid sighted in West Africa. It has a body that is muscular and human-like in physique but with the head of an owl. Its soul-stealing call can be heard for miles.

KINGSTIE

- ① The Kingstie is a snake-like dragon with small legs that watches its prey from under lakes with its single glowing eye. It measures about one foot in diameter and forty feet long.

LEITCHE

- ① The Leitche is a ghoulish humanoid swamp Cryptid with pale skin that appears wrinkled and waterlogged. It is covered in moss and mulch, possesses glowing green eyes, and has webbed hands with three inch claws.

MONGOLIAN DEATH WORM

- ① A large, red worm with an intestine-shaped body. It sprays a jet of corrosive chemicals at its victims.

MORGAWR

- ① The Morgawr is a large, gentle sea Cryptid that resides in the bays of England. It is quite enormous and has a multi-humped back, long neck, and small horns on its head.

OLITIAU

- ① The Olitiau is a bat-like Cryptid from the mountains of Africa. It has a flat, monkey-like face, and a wingspan of twelve feet.

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ORANGE EYES

- ① The Orange Eyes is a very tall, fur-covered Cryptid that can be seen deep in the jungles because of its giant, orange glowing eyes.

OROBON

- ① The Orobon is a fierce, ten foot long aquatic quadruped with a crocodilian hide, head of a catfish, and webbed claws.

PELUDA

- ① The Peluda has a snake-like head, tortoise feet, porcupine-like body, and a coat of shaggy hair that stands up like quills when in danger. It fires these poisonous quills from its body to incapacitate its prey.

ROPEN

- ① The Ropen is a pterosaur-like creature from the southwestern Pacific islands. It has a crocodile-like mouth, bat-like wings, and a long tail ending in a spade.

SHAMIR

- ① The Shamir is a tiny insect that can carve or repair wood, stone, and glass. Many Samarian writings were done using this insect Cryptid.

SKREE

- ① The Skree is a bird Cryptid with a humanoid head, glowing red eyes, and black leathery wings. It is said to be the bringer of misfortune.

TAPIRE IAUARA

- ① The Tapire-Iauara resides in the Amazon. It is a quadruped mammal with a cat-like head, drooping ears, and vicious sharp claws that it uses to shred its prey.

TATZELWURM

- ① The Tatzelwurm is a snake-lizard Cryptid from the mountains of Europe. It has a long snake-like body, cat head, and short, clawed arms. It feeds on humans and other small animals.

TOKANDIA

- ① The Tokandia is a bear-sized lemur-like Cryptid that resides in Madagascar. Its main dwelling are the trees and can jump from tree to tree with ease. It also uses its rhino-like skull to defend itself.

UCAMARI

- ① The Ucumari is a giant, ape-like bear that dwells in the cold mountain forests of the Andes. Not much else is known about this Cryptid except that it can hurl rocks and trees great distances.

WAHEELA

- ① The Waheela is a large, pre-historic wolf that roams Alaska. It is four times the size of a normal wolf and is covered with a beautiful white coat of fur.

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WALKING STUMP

- ① The Walking Stump is a carnivorous Cryptid that resembles a tree stump. It preys on frogs and other small creatures near river beds, attacking them when they draw close.

WAMPUS CAT

- ① The Wampus Cat is a mountain lion-esque cat that has six legs. It uses the six legs to easily climb mountains and quickly move across the ground.

YEREN

- ① The Yeren is a golden-hued bipedal ape-man that resides in the Chinese mountains. The Yeren build their living quarters into the sides of the mountain, making it near impossible to be bothered by man.

COLLECTABLES

BEAST OF BOWNESS

- ① In every level there are ten Beasts of Bowness which will unlock a feature in the Extras menu once all ten have been scanned.

FIREFLY CHALLENGES

- ① Like the Beast of Bowness, every level has five Firefly Challenges. Once all of the Firefly Challenges in all levels have been completed, a feature will be unlocked.

RELICS

ARGOST DOLL

- ① A talking doll resembling the Saturday's most hated nemesis, and Zak's favorite TV host. Zak purchased this doll in Tokyo during a mission to track down a bigfoot called Hibagon

AMAROK MOUNDS

- ① A supernatural burial mound housed within an Inuit summoning chamber called a piercement dome. Disturbing these mounds are said to release its guardian known as Amarok.

DUAH TOTEM POLE

- ① A totem pole seen when the Saturday's visited New Guinea during an investigation.

CERUFE SKIN

- ① The Cerufe lizard skin is a lava-resistant skin that can be worn by a normal human and used to traverse through the extreme temperatures of a live volcano.

SALT STATUE

- ① A human that has been encased in an impenetrable coating of salt by the salt monster known as Eterno. The only way to remove the coating is by rubbing the sap of the Methuselah Tree on it.

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BLUE TIGER VASE

- ① A small ceremonial vase seen in a small Chinese village that is protected by the legendary Blue Tiger.

AMULET OF KUMARI KANDAM

- ① The Amulet of Kumari Kandam was given to the Saturdays by the Samarian Dynasty of Sunamu. Argost was in search of it to unlock the secrets of Kur.

CORTEX DISRUPTOR

- ① The Cortex Disruptor is a hand-held device which Doc created that fires a beam of energy, rendering its target unconscious.

AZTEC SMOKE MIRROR

- ① A supernatural mirror that leads to another universe and produces ill effects in our world. When Zak touches it evil doppelgangers of the Saturday family (with the last name of Monday) step into the real world trying to send the Saturdays through the mirror into their own world.

KUR STONE

- ① A stone tablet broken into 3 pieces and hidden from Argost. When the 3 pieces of the stone have been assembled, the key to finding the ultimate Cryptid, Kur, is uncovered.

HIDDEN CRYPTIDS

AMAROK

- ① The Amarok is a bipedal wolf-like creature that guards supernatural burial mounds containing ancient treasure. At roughly seven feet tall, the Cryptid's howl is known to freeze its prey with fear.

BILOKO

- ① The Biloko captures prey using its ferocious and jagged teeth. It resembles a cross between an ape and a fish, as it is covered in scales, thick fur, and fins on its elbows and head.

THE BISHOPVILLE LIZARDMAN

- ① The Bishopville Lizardman is the result of cross-breeding experiments using humans, lizards, and fish. He is believed to be a laborer that was taken by scientists from his home and now stalks the swamps of Louisiana, paralyzing prey with his toxic venom.

NAGA

- ① The Naga are a race of serpent-like Cryptids that can unlock the knowledge to finding Kur. They hold themselves upright to display their ceremonial-marked stripes on their back.

RAKSHASA

- ① The Rakshasa is a large quadraped Cryptid with coarse, spotted fur; bushy mane, and horns protruding from its head. It can sprout a copy of its head and front legs at anytime from the back of its neck.

WALKTHROUGH

LEVEL 1 - SATURDAY'S HEADQUARTERS

LOCAL CRYPTIDS	COLLECTIBLES
Gremlin Cafre Olitiau Kingstie	Beasts of Bowness Firefly Challenges Argost Doll (Relic)

The first thing that you should do once you have finished the opening cutscene for Level 1 is to move Zak to the right and begin moving through the tutorial section of the level. This will help teach you how to use Zak's Claw and navigate the various obstacles in the game. After you finish the Grapple Pull-up tutorial, you will climb the next short platform above and go through the doorway to the right. Passing through the empty room and passing through the next door to the right will activate a cutscene with Van Rook which will explain that he has stolen the Cryptid Database. Once you regain control of Zak, you can move through the next doorway and you will see the game's first Cryptid that you can scan, the Gremlin.

While scanning the Gremlin will allow you to continue forward, above the entrance to this room is a small platform which you can pull yourself up and on to. Once you're on top of this platform, you will be able to see the first of the ten Beast of Bowness in the level. Scan this Cryptid, drop back down and scan the Gremlin to proceed through the opening in the floor and onto the lift to the left. When the lift stops, move Zak to the right to activate a transmission from Doc that will move the lift upward and allow you to collect the first Firefly Challenge located below the lift. Complete the Firefly Challenge and you will find the second Beast of Bowness in the level.

Return to the area where the lift dropped down and continue to the right. Using the Claw to swing across the gap at the end of the platform, land next to the fire hazard. The Gremlin below the fire hazard controls the pillars of flame and by scanning it you can briefly disable the flames and continue.

In the large window in the background you will be able to see the Cryptid Kingstie for a moment. Use this opportunity to obtain your first scan of this Cryptid. If you miss this opportunity to scan the Kingstie, you will have to play through the level a second time to complete the Cryptipedia entry, so make sure you don't miss it!

Once the Kingstie has left, you will be able to continue through the doorway to the right and drop down to an area with another Gremlin that's causing flames to block your path. Above this area (where there is no ceiling) there is a platform which can be reached by swinging Zak on the low ceiling to the left and launching him upward. If you can manage to swing Zak up and grapple the platform, you will find that above this platform is another platform with the third Beast of Bowness waiting to be scanned.

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After scanning the Beast of Bowness, return to the area with the flames blocking your path, scan the Gremlin, and continue to the right until you see the next Gremlin. In order to get past the next fire hazard, you will have to move quickly. Scan the Gremlin to the right, grapple the ceiling above, and pull Zak up so that you can move through the doorway to the right before the fire hazard turns on again. Now that you have scanned three Gremlins, your Cryptipedia entry for it has been fully restored and can be viewed in the Cryptipedia accessed through the Level Select Screen after the level has been completed.

Passing through the doorway, a short cutscene will play introducing you to Fiskerton. Scan Fiskerton to gain control of him and jump onto the wall to the left. Climb up as far as you can on this wall and jump to the right to clear the gap and land safely. You can now safely drop down on the other side and exit the Fiskerton area by moving him through the doorway into the red tinted room. You will lose control of Fiskerton after he enters the red room and he will automatically position himself so that when you move Zak up to him, he will throw you upwards. Up here is a healthpack floating near the ceiling and a platform to the right which you can use to position yourself under the next segment of thin platform which you will have to pull yourself over.

Above there is another Gremlin controlling a fire hazard. For this hazard you will have to scan the Gremlin, jump and grapple onto the platform that the fire is coming from, then quickly swing onto the small platform to the right. Above the fire hazard is the second Firefly Challenge which will lead you to the fourth Beast of Bowness. Collect the Fireflies and scan the Beast of Bowness at the end of the trail. You will then have to drop below the Beast of Bowness to the doorway that leads from the first Kingstie sighting into this section of the map.

Progress through this area again, but when you reach the platform where the second Firefly was above, move through the doorway to the right to the first Olitiau encounter. The gap to the right of you is too large to jump over by yourself, but fortunately you can scan the Olitiau and move him halfway between each side of the gap and use him to swing across.

The next room you enter will activate a cutscene with Drew and will bring you into the first combat portion of the game. The three waves of enemy henchmen can be easily defeated by using Drew's Jump + Special attack on them. Control will return to Zak and the next doorway will open once the henchmen have all been defeated.

Follow the path through the doorway around and to the next Fiskerton puzzle. You can use Fiskerton in this area to complete the third Firefly Challenge, but be careful to avoid the fire hazards around the U-shaped area of the puzzle. Once you have passed the fire hazards and reached the platform above, you can move Fiskerton to the left and drop him down to the same level as Zak. At this point control will return to Zak and you will need to scan the newly revealed Gremlin to deactivate the fire hazard. Walk towards Fiskerton to have him throw you safely to the exit above.

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Continue to the left, drop down, and follow the curving path around. Before you pass through the next doorway, pause for a moment and watch the background for the fifth Beast of Bowness to appear from behind a portion of the Headquarters and scan it. Pass through the doorway at the end of the curving path and you will find yourself in a room with more Olitiaus in it. Above the first Olitiau in this room is a small platform with the sixth Beast of Bowness on it. Position the Olitiau so you can use it to swing up to this area and scan the Beast of Bowness. Then drop back down and swing to the area below the next Olitiau. Move Zak to the left as far as you can and you will be able to scan the seventh Beast of Bowness.

Climb back onto the platform to the right and gain your final Olitiau scan by scanning it. Now position the second Olitiau so you can grapple on top of the wall to the left. You will then have to use this same Olitiau again to clear the next gap to your left. Drop down to the floor after clearing the final gap and move to the left to activate a cutscene with Drew and Doyle.

After finishing the cutscene, move Zak through the doorway to the left and enter the level's second combat area featuring the Cafre. The Cafre is more difficult to defeat than the henchmen, but it can be defeated by using Zak's Jump + Basic attack and attacking quickly. Once the Cafre is defeated, you will receive a tutorial explaining the use of Sideline Cryptids. Once the tutorial is over, scan the Cafre in the background to gain control of it and use it to defeat the henchmen.

In the room that you enter after completing the Cafre fight you will have your second chance to scan the Kingstie. But you'll have to be very quick as it does not stop this time. The best way to do this is to move about halfway into the room and position the scanning reticle over the center of the window in the background and hold it there. The Kingstie will crawl past and you will have your second Kingstie scan in the Cryptipedia. You can then scan the eighth Beast of Bowness in the right corner of the background. The Relic for this level is also in this room. On the desk in the foreground just before the exit is a white Argost Doll. Scan the doll to add it to your Cryptipedia then continue through the next hallway to the third combat area.

Much like the second combat area in this level, you will be able to scan and control the Cafre in the background to defeat the henchmen that spawn. However, unlike the first area in this level, you will encounter many more henchmen and will have to fight another Cafre after you have defeated the henchmen. To defeat the henchmen quickly, use the Cafre's charging attack. This attack allows you to damage many enemies at once and will help make short work of the large groups of henchmen that will drop in at once.

Once the second Cafre has spawned in this battle, release control of the first Cafre and scan the second to gain your final Cafre scan for the Cryptipedia. You can then rescan the first Cafre and complete the battle or defeat the second Cafre with Zak. Once you have finished the battle, continue through the doorway on the left.

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Move down the next hallway and through the next doorway. A cutscene will activate and show you that the Kingstie is in the room and is causing trouble for the Saturday's Headquarters. Defeat the Kingstie by moving close to it so that it prepares to attack you, then quickly move back out of its attack range. If the Kingstie misses you, it will become stunned for a couple of seconds in which time you can attack and damage him. You will need to repeat this tactic several times more as the Kingstie moves through its three attack positions in the room: bottom-right, top-right, and top-left.

Before entering the elevator that has become unlocked, take the time to complete the fifth and final Firefly Challenge. This challenge is best to do in a clockwise fashion, crossing the top from left to right, dropping down the right side while staying close to the wall before crossing back to the left near the bottom. When you reach the bottom-right corner, you will have to drop down again near the left-most wall to collect several Fireflies as well as the ninth Beast of Bowness. Following the Fireflies you will make your way back toward the right side of the room as you climb upward. After you reach the top again, move back to the last platform where the Kingstie was and collect the last firefly below it by grappling from the underside of the platform. Now enter the elevator.

When the elevator comes to a stop, move Zak to the right most wall of the elevator. On the other side of the elevator wall is a box and behind this box is the tenth and final Beast of Bowness. Scan it then move to the left and climb over the wall blocking your way and down the other side. A cutscene will play and you will be in the Van Rook battle. Avoid Van Rook's mortars and grapple him when he sinks lower in the air to reload. When you grapple him, you will drag him to the ground where he will stand dazed. While he is standing dazed on the ground for several seconds, attack and damage him. You will have to do this at least two more times in order to defeat Van Rook. Once you have defeated Van Rook, the level's ending cutscene will play and you are now finished with Level 1.

LEVEL 2 - GLACIER CAVES

LOCAL CRYPTIDS	COLLECTIBLES
Adaro Tatzelwurm Waheela Hokhoku Amarok (Code needed)	Beasts of Bowness Firefly Challenges Burial Mounds (Relic)

At the beginning of the level, you will be introduced to another Cryptid, the Hokhoku. Scan it and gain your first Hokhoku scan, but avoid touching it as it is not friendly. Continue to the right, jump onto the ice slide and ride it down. You can gain your last two Hokhoku scans at this point and complete its Cryptipedia entry, as well as the first Beast of Bowness scan in the level. The Beast of Bowness is found among a small group of trees in the background. Continue to the right and avoid the several Hokhokus that follow you to reach another introduction, this time to a controllable Cryptid, the Adaro. After the introduction to the Adaro and before scanning it, climb onto the platform above it and scan the Tatzelwurm. You can then scan the Adaro and use it to knock down the Tatzelwurms that are going to impede Zak's way. Use the white line that appears next to the Adaro to aim and launch the Adaro by pressing the Jump button.

The next area you will come to after completing the Adaro puzzle will have a playable Cryptid called Waheela. First, scan the Waheela and add it to your Cryptipedia database. Once you have it scanned, defeat the Waheela and take control of the next one that drops in using the Mind Control. Then enemies will spawn, and you can use the Waheela to defeat them. Just move the Waheela near the enemies and tap the basic attack button rapidly to quickly defeat the enemy henchmen.

As you continue, you will be introduced to one of the Saturday's family pets, Komodo. Komodo can climb along walls, jump, and move certain large heavy objects. You must use him to move the large block of ice so Zak may continue. Scan Komodo to take control of him and push the large ice block off the right side of the platform. Then drop down to the right side of the block and push it against the small block to the left. You can then release control of Komodo and use Zak to climb upward to the top of the tall wall to where the second Beast of Bowness will be waiting.

After scanning this Beast of Bowness, continue to the right and avoid the next set of Hokhokus to enter the ice cavern. Inside the cavern you will have to scan Komodo once again and complete the second Komodo puzzle. Use Komodo's Wall climbing ability to get to other movable blocks of ice to help Zak along. Press and hold the Jump button while moving in one direction to climb along the walls with Komodo. Once you have pushed the last ice block down, control will be returned to Zak. Collect and follow the Firefly Challenge to the end of the area while avoiding the ice hazards. Watch the background in the middle of this area for the third Beast of Bowness as it moves from right to left and back again.

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Pull yourself over the obstacle at the end and enter the next small area where you will see the level's Relic and, if you entered the code for it, the secret Cryptid Amarok. Scan both the Burial Mound and the Amarok beside it before continuing on to the next Waheela combat area. Use the Waheela once again to fight off the enemies and continue on.

You'll come to another area where you will use the Adaro to clear the Tatzelwurms from Zak's path and like the puzzle before, you will need to get your second scan of the Tatzelwurm before taking control of the Adaro. Move to the far right side of the platforms above the Adaro and get your second scan before returning to the ground and completing the puzzle. As you move across the cleared area, stop where the last Tatzelwurm was and scan the fourth Beast of Bowness in the background above.

Continue on and you'll reach an area where you will need to use Komodo again. Take him up on the elevator platform and climb the walls to get to the two movable blocks of ice. Push both blocks to the left and once these are in place, Zak can climb upward and complete another Firefly Challenge. After the challenge is complete, drop down to the floor below into the area with the elevator and scan the fifth Beast of Bowness on the right.

After you exit the cavern, you'll come to another Komodo puzzle. Push the block of ice off the ledge to the left of it where the broken bridge is. You can then grapple across the low hanging platform with Zak to get across. Above the platform that Komodo started on is the sixth Beast of the Bowness. Climb onto the platform above Komodo's start point to scan it before continuing along to the right. As the path curves, the seventh Beast of Bowness can be seen in the background, to the right, in the trees, on top of the hill.

The area which follows is the third Waheela combat area and a chance for you to complete your Cryptipedia entry for the Waheela. Take control of the Waheela and defeat the enemies to continue to the next Adaro puzzle beyond. As before, make sure you get your Tatzelwurm scan, completing its entry in the Cryptipedia, before clearing the path for Zak. Between the first and second Tatzelwurms in the background is the eighth Beast of Bowness.

Once you reach the opposite side of the Tatzelwurm area, you will come to another steep decline where Zak will slide down. Activate the Firefly challenge at the top of the slope and when you reach the bottom, jump immediately as there will be three pits along with falling rocks. Avoid the rocks and jump across the pits to reach another slope with a Firefly Challenge at the top of it. Follow the Fireflies of this challenge and you will find the ninth Beast of Bowness in the background.

After completing the Firefly Challenge, there will be more Hokhokus to avoid. You will need to make your way across the floating blocks while avoiding the Hokhokus to reach the cavern exit. Proceed along to the fourth combat area with the Waheela and defeat the enemies that spawn. In the background, in the trees to the left of the combat area, the tenth and final Beast of Bowness is hidden. Scan it and continue along to activate the level's ending cutscene with Munya and the Adaro.

LEVEL 3 - MOONLIT FOREST

LOCAL CRYPTIDS	COLLECTIBLES
Walking Stump Armouchiquois Flashlight Frog Orange Eyes Devil's Cave Bird Bishopville Lizardman (Code needed)	Beasts of Bowness Firefly Challenges Duah Totem Pole (Relic)

Moving to the right from the start, you will be able to scan the first Beast of Bowness as it sits behind a rock at the end of the platform. Continuing to the right you will see a cutscene showing two Walking Stumps. Scan both of these Cryptids, but keep a safe distance from them because they will hurt Zak if he touches them. Swing across the blocks above the Walking Stumps and cross the platform to be introduced to the Flashlight Frog. Take control of the Flashlight Frog and use the Special Button while facing the shaking bush nearby to scare out and scan an Armouchiquois. Continuing to the right, on the ground, you will have the opportunity to scan a third Walking Stump and complete your Cryptipedia entry for them.

After gaining your final Walking Stump scan, use the floating blocks above to climb to another platform where you will be introduced to the Devil's Cave Bird. Scan this Cryptid and continue to the right and around the bend. Scan the next Flashlight Frog and use it to flash the bush nearby to discover a Healthpack. Flying above the Flashlight Frog is the second Beast of Bowness. Continue to the right and climb up a series of platforms to reach the first Fiskerton puzzle in the level.

In this puzzle you must grab the moving blocks with Fiskerton and hold on to them until he can climb up and out of the puzzle. Stay clear of the Walking Stumps as they will knock Fiskerton off of the moving blocks if they hit him. Once you have reached the end of this puzzle, Fiskerton will automatically position himself so that you can use him to launch Zak into the air and over the wall that is blocking your path.

Continue along the path and avoid the Walking Stumps while scanning the Devil's Cave Birds to complete your Cryptipedia entry on them. At the end of this area, in the background behind the Healthpack on the ground, the third Beast of Bowness is hiding in the roots of a tree. Swing across the floating blocks above and continue along the path to the right.

As you move down the path the road will curve and you will be able to see a new Cryptid in the background. Wait here for a moment until the Cryptid stands up and when it does, scan it to gain your first Orange Eyes entry in the Cryptipedia. Continuing around the curving path will bring you to the first combat area with Doc. You will be able to switch between Doc and Zak to defeat these enemies using the Swap button.

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After the battle there will be another Walking Stump to avoid, then the path will widen and you must avoid more Walking Stumps as they move back and forth in your path. In the background, another Flashlight Frog will be present as well as another rustling bush. Using the Flashlight Frog on this bush will cause an extra Walking Stump to jump out, so you may just want to scan the Flashlight Frog and then release it immediately afterwards so that your Cryptipedia entry for it is complete.

At the start of this wide path is a Firefly Challenge which can be difficult to complete if the Walking Stumps are in your way. Take the time to defeat all the Walking Stumps in the area leading up to the mushroom jump before attempting to complete the Firefly Challenge. Be sure to collect the Fireflies close to the foreground as they can sometimes be overlooked. Once you have completed the challenge, continue through the next obstacle area to the entrance to the giant, hollow tree.

Walking Stumps will be moving around a small tree stump platform with Healthpack on it. Around the walls of the cavern there is a series of tree stump platforms with mushrooms on them that can be used as trampolines to carry you toward the exit of the tree. Use these to get around the cavern. Use the last mushroom before the Walking Stump as well as your double jump to get over it and safely out of the giant tree.

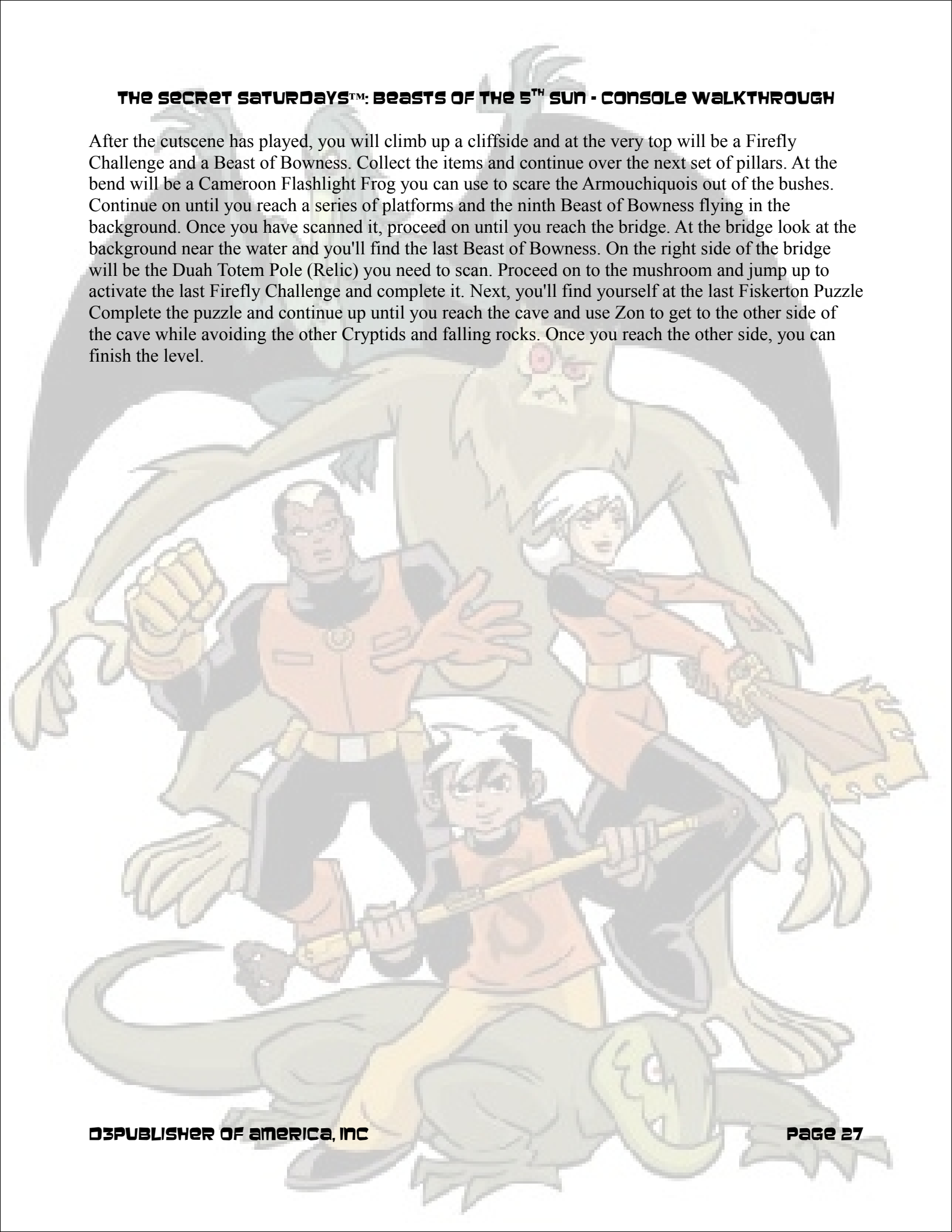
Shortly after leaving the tree you'll come to another Cameroon Flashlight Frog and another rustling bush along the path. This time another Armouchiquois Cryptid jumps from the bush. If you have entered the code to unlock the Bishopville Lizardman, he'll be waiting along the path beneath the first floating block in the bushes in the background. Beneath the third floating block in this area another Beast of Bowness is hiding in the roots of a tree. Scan it and use the floating blocks to continue along the path.

After a short walk you will come to the second Doc fight. Climb to the top of the obstacle standing between the path and the Doc fight and scan the Orange Eyes in the background. You should then use Doc once again to defeat the enemies. When the battle is over, move Zak as far to the back of the combat area as possible and scan the fifth Beast of Bowness sitting in the bushes.

Proceed along the path to the right to where the mushroom sits below the second Firefly Challenge. Activate and complete the Firefly Challenge, but when you have collected the last firefly wait on top of this wall. Soon a Beast of Bowness will fly by in the background which you can scan. Between a forked tree in the background just after you have passed the last floating block of the area, the seventh Beast of Bowness can be seen. Continue along the path until you jump over a large pillar and observe the right side of the screen you will see just enough of an Orange Eyes to scan him. If you start the third fight you can scan the Orange Eyes, but it is more difficult as you need to scan him while he is moving. Use Doc to defeat the enemies faster and as soon as they are gone a cutscene will display.

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After the cutscene has played, you will climb up a cliffside and at the very top will be a Firefly Challenge and a Beast of Bowness. Collect the items and continue over the next set of pillars. At the bend will be a Cameroon Flashlight Frog you can use to scare the Armouchiquois out of the bushes. Continue on until you reach a series of platforms and the ninth Beast of Bowness flying in the background. Once you have scanned it, proceed on until you reach the bridge. At the bridge look at the background near the water and you'll find the last Beast of Bowness. On the right side of the bridge will be the Duah Totem Pole (Relic) you need to scan. Proceed on to the mushroom and jump up to activate the last Firefly Challenge and complete it. Next, you'll find yourself at the last Fiskerton Puzzle. Complete the puzzle and continue up until you reach the cave and use Zon to get to the other side of the cave while avoiding the other Cryptids and falling rocks. Once you reach the other side, you can finish the level.



LEVEL 4 - VOLCANIC CAVERNS

LOCAL CRYPTIDS	COLLECTIBLES
Burning Man Invunche Tapire Iauara Green Lady	Beasts of Bowness Firefly Challenges Cherufe Skin (Relic)

Once the level has begun, move Zak to the right of his start point. A cutscene will trigger that shows Piecemeal starting to chase you. You must continue moving to the right while jumping over the blocks of lava. The best way to assure that you don't fall behind and get hit by Piecemeal is to continually double jump while you are moving to the right. You may get hit by Piecemeal once or twice, but you should be able to reach the end of the race without dying. When you reach the end of the chase, you will watch another cutscene.

After Piecemeal leaves, you will need to use your special attack to launch the large boulders into the rock pillars to the right of the large platform you're on. When the boulders hit the pillars, they will break them. The two pillars to the right will turn into two stepping stones for you to use to progress forward; however, the third pillar in your path can be destroyed easier with the boulder that spawns when you are standing on one of the other stepping stones. There is also a pillar in the background of the large platform which has a Beast of Bowness behind it and a Firefly Challenge. Picking up the Firefly Challenge will lead you to your second Beast of Bowness above the level start.

Return to the platform where you destroyed the previous pillars and begin to cross over the stepping stones, using the boulders that spawn to destroy the last pillar and continue. The second Tapire-Iauara that you see will be directly under the third Beast of Bowness. Climb onto the platform above the Tapire-Iauara and scan the Beast of Bowness before continuing on through the level.

You will climb up a short series of small platforms above the lava spout where there's a Firefly Challenge. Collect the Firefly Challenge and follow them down past three small pools of lava. After you have passed the three pools of lava, a short cutscene will play in the background where Piecemeal is trying to capture and eat the Burning Man. Wait for a few moments for the Burning Man to climb out of the lava and scan him to begin placing platforms for you to cross with. After crossing the lava, avoid the rolling boulders by double jumping over them. Just after you reach the location where the boulders are dropping from, you will find the level's Relic, the Cherufe Skin, as well as a Beast of Bowness which is flying above.

You will have to pass another set of rolling boulders before you reach the next obstacle: a large pool of lava that you will have to grapple and swing your way across. After you've climbed to the top of the rock structure above and dropped off the right side of it, you will run into the Cryptid Invunche. You can climb on top of this lava slug and use it like a boat to transport Zak to the boulder on the platform in the middle of the lava. Knock this boulder toward the row of pillars blocking your path and jump over to the newly opened area.

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Once you cross into the new area, you will be introduced to the Cryptid Green Lady. This section is a combat area, so you will have to defeat the two Green Ladies that spawn, but first you should scan each one to add them to your Cryptipedia. Once you've defeated the Green Ladies, they will become available to you as sideline Cryptids to use against the Henchmen that spawn. Take a Green Lady and use her special to destroy all of the blocks around the combat area. This step is important as it will control whether you can scan the next Beast of Bowness or not. Once the blocks have all been destroyed, switch back to Zak and finish the battle.

If you've destroyed all the blocks in the area, a boulder should now spawn near the edge of the lava. This boulder can be knocked into the pillar at the top of the screen to destroy it. Once it has been destroyed, stand near where it was and wait. A new pillar will rise from the lava and jumping on top of it will take you to the next Beast of Bowness. You can then scan the Beast of Bowness and continue across the next section of Lava using the Burning Man. About halfway through the lava area is another Invunche. Scan it before you continue, otherwise you'll have to enter the level again later to complete your Cryptipedia.

Clear the lava and make your way through the obstacles that follow, being sure to avoid the fire emitters and Tapire-Iauara. There will be several lava pools that you will need to swing over while avoiding hazards like boulders and fire, but these can be conquered easily with a little patience and good timing. Below the area with the lava pools and hazards is another Firefly Challenge. Collect it and follow the path to the Tapire-Iauara and the block wall blocking your path. Position Zak between the Tapire-Iauara and the block wall and allow the Tapire-Iauara to charge. When he does, move out of the way. He will destroy the wall and give you access to a Healthpack and the fifth Beast of Bowness.

The next area of the map is another combat area where you can scan the Green Ladies. Again you will have to destroy the blocks throughout the area to give yourself a chance of getting the Beast of Bowness located on top of the pillar in the background. The blocks cannot be destroyed by Zak's attacks, so you will have to make sure you keep the Green Ladies alive until all of the blocks have been destroyed. After the fight is over, destroy the pillar in the background and ride its replacement up to a point where you can scan the sixth Beast of Bowness.

After the next section of lava, there is a platforming area where you will be able to scan the eighth Beast of Bowness and complete the fourth Firefly Challenge. You can reach the eighth Beast of Bowness by dropping down the ledge toward the Healthpack and grappling the bottom of the pillar and swinging to the right onto the platform with the Beast of Bowness. After collecting the Beast of Bowness, backtrack to the platform underneath the Firefly Challenge. Grapple the platform above and swing to the left to touch the Firefly. Pull yourself up on top of the platform and begin collecting the Fireflies.

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After completing the lava falls section, you're taken to another Invunche area. Jump onto and scan the Invunche and proceed to the right until you reach the flamethrower and block section. Release the Invunche and jump onto the block area. This area contains the ninth Beast of Bowness which is hidden inside the far left destructable blocks on top of the flamethrowers. A boulder will launch out from the lava and land on top of the block area. This can be used to destroy the gray blocks on top of the flamethrowers. Once you have collected the Beast of Bowness, rescan the Invunche while on the blocks and direct the Invunche through the flamethrowers and onto the otherside. Jump back onto the Invunche and take control of the creature again and proceed to the right. A flamethrower structure appears and two flames appear in the middle. Proceed directly toward these two flames. As soon as you get close enough, the whole structure will fire flames and as you get closer to the two middle flames will stop firing and allow you to continue through the area.

The next area contains a small platforming section and lava pit. When the player gets to the platforming section, a Tapire-Iauara will be on the top platform. You can easily jump over this Cryptid and down toward the lava geysers. When you reach the geysers, a small cutscene will play in the background. Use the lava geyser to escape onto the next platform and jump over the Tapire-Iauara and toward the lava pit. Use the stones that are in the lava pit to make your way to the larger platform.

When the you jump onto the large platform, you will activate the boss battle against Piecemeal. After the cutscene is over, begin to avoid Piecemeal and his attacks. After a short time, boulders will begin shooting out of from the lava and onto the arena. Use these boulders to attack Piecemeal, keeping in mind that when the boulders shoot out of the lava, they can hurt both you and Piecemeal. Continue attacking Piecemeal until you defeat him and a cutscene will play.

After defeating Piecemeal, jump to the platforms to the right and you will find the last Beast of Bowness flying around the rock steps. After scanning the Beast of Bowness, proceed to the top of the steps where a cutscene will play. After the cutscene is finished, scan Zon and use her to fly out of the volcano. Proceed to the left after the first smoke cloud to collect the last Firefly Challenge. Collect the Fireflies and continue out of the volcano. The flight out of the volcano is filled with smoke, then flamethrowers, and finally boulders. Most of these can be avoided by keeping a good distance above the rising lava. Once you reach the boulder area, continue to fly directly up and out of the volcano to complete the level.

LEVEL 5 - DESERT TOMBS

LOCAL CRYPTIDS	COLLECTIBLES
Peluda Blemyah Azazel Al-Kaseem Firecracker Beetle Mongolian Death Worm	Beasts of Bowness Firefly Challenges Salt Statue (Relic)

Once the level has begun, observe the background of the area and scan the white figure in the upper left side of the screen. This is the Salt Statue Relic and to the right side of the screen in the background on top of a wooden structure is the first Beast of Bowness. Proceed up the side of the pyramid and you will find the first Firefly Challenge which, when started, is an easy path that leads you up the side of the pyramid. This path will lead you to a cutscene about the Mongolian Death Worm which moves around a block. There are two worms in this area to scan for your Cryptipedia. Avoid these Cryptids when passing by them because they will hurt you. Just after the second Worm, the second Beast of Bowness appears underneath the wooden structure.

Continue through the series of platforms toward the top of the pyramid. Scan one more Mongolian Death Worm to complete all scans of the Cryptid in this level. At the very top of the pyramid, you will find the second Firefly Challenge, which is a short Challenge, but requires that you grapple swing to collect four of the Fireflies underneath blocks that have patrolling Mongolian Death Worms. After collecting the Fireflies, proceed forward until a cutscene activates about the Firecracker Beetle.

Scan the Firecracker Beetle and release control of the Cryptid to destroy the stone block. After destroying the block, proceed into the temple and jump down into the pit. Another cutscene will play that focuses on completing the puzzle using the Firecracker Beetle. A Blemyah walks through the background which can be scanned into the Cryptipedia. Scan the Firecracker Beetle and direct the Cryptid into the hole and to the left. Jump out of the tunnel, proceed to the door, and release the Cryptid to destroy the door. Remember that the Beetle will have a beeping sound and flash red when it is ready to explode on its own.

After destroying the door, proceed into the next area which is the elevator room with three elevator paths. This is where the third Firefly Challenge is found. This Firefly Challenge is difficult and requires a bit more timing. It's better to grapple swing to the second Fly, swing back toward the first Fly, and then forward to the rest of the Flies as quickly as possible. Continue toward the top of the slide and stop. Look at the background where you can find the third Beast of Bowness. Slide down the wooden slide and into the next area.

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In this area you'll see a cutscene about the Azazel, Blemyah, and Peluda. After the cutscene, scan all the Cryptids in the area. The Blemyahs will appear on the right and left of the Azazel and start to attack the creature. Use the Peluda to shoot and defend the Azazel against the Blemyahs. Be sure to avoid shooting the Azazel because your shots will hurt the creature. After successfully defending the Azazel move into the next room. A Blemyah will appear in the doorway, which can be scanned to complete the Blemyah section of the Cryptipedia. Use the Firecracker Beetle to destroy the two blocks and wait for the Beetle to respawn. Scan the Firecracker Beetle again and use it to destroy the exploding boxes which will reveal the fourth Beast of Bowness that can be scanned from your current position.

Proceed into the the lower room where you will find a Firecracker Beetle sitting on a destructable rock. Scan the Firecracker Beetle and direct it to the exploding boxes in the back where you will find the fifth Beast of Bowness. As soon as the Firecracker Beetle respawns, scan it, destroy the rock, and proceed into the tunnels to the next room over. Go directly into the room to the right and scan the Firecracker Beetle that moves between the pillars in the background. Use the Beetle to destroy the exploding boxes which will start a chain reaction that destroys all the boxes and rocks in the room. On top of the next area, a Firecracker is there that you can use in the next room over. Scan the Beetle and direct it into the tunnel toward the rock blocking the doorway. After completing this puzzle, proceed to the next Firecracker Beetle and use it to destroy the next rock blocking the doorway.

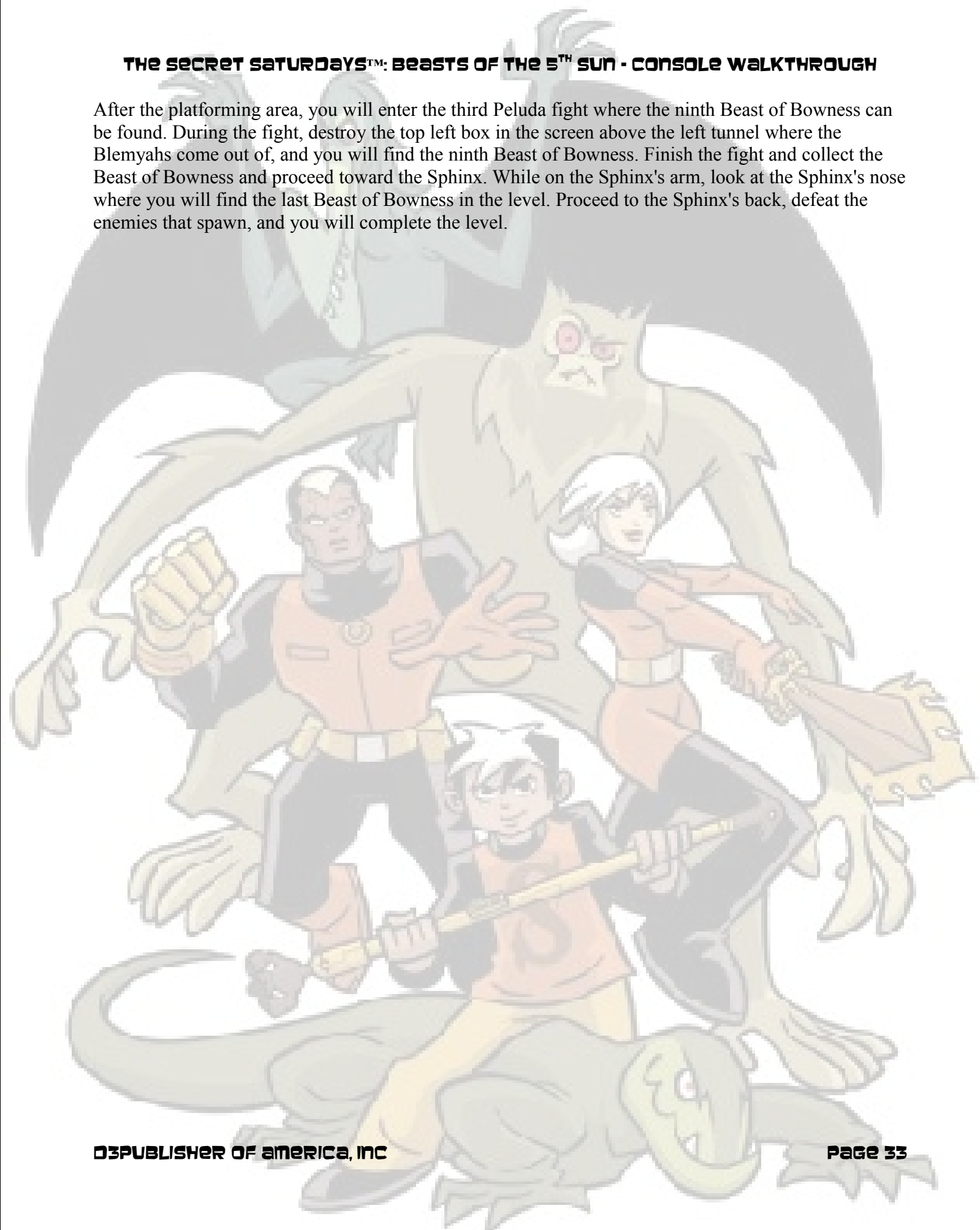
After destroying the rock, the camera will change to a bird's-eye-view. A stone in the wall at the top right of the screen displays the paths of the tunnels. Use the tunnels to get to the sixth Beast of Bowness which is on the cage on the left side of the wall. Scan the Firecracker Beetle in the cage at the top of the screen and direct it into the tunnels and toward the exploding box in the left cage. Once the box is gone, the Beast of Bowness will appear. Once the Firecracker Beetle respawns, scan it and use it to destroy the rock door blocking your path. Slide into the next area and another Firecracker Beetle will be waiting. You can use it to destroy the block at the end of the tunnel.

After completing the Firecracker Beetle puzzle, proceed to the top of the wooden structure and slide down into the second Azazel/Peluda fight. Be sure the scan the Azazel and then take control of the Peluda to defend the Azazel. After completing the Azazel/Peluda fight, continue to the Drew/Azazel fight. A small cutscene will play before the fight and you can use Zak, Drew, or the Azazel to complete the fight. After completing the fight, a Firecracker Beetle will be available in the mesh cage in the wall. Use it to destroy the exploding boxes and rocks.

After completing the Firecracker Beetle puzzle, you will enter the second Elevator Room. You will find the fourth Firefly Challenge and the seventh Beast of Bowness. Complete the Firefly Challenge first and then collect the Beast of Bowness which flies in the background of the elevators. After collecting the Beast of Bowness and Fireflies, proceed into the platforming section and proceed through. The fifth Firefly Challenge can also be found here and this path will also lead you to the eighth Beast of Bowness. When you get the last Firefly in this area, you will find a Firecracker Beetle at the end. You need to use it to destroy the rock door on the left wall. After destroying the door, proceed down until you find a Firecracker Beetle and scan it and direct it further down toward the exploding boxes. After the boxes have been destroyed, you will find the eighth Beast of Bowness. Continue up and out of the pyramid and slide down to a small platforming area.

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After the platforming area, you will enter the third Peluda fight where the ninth Beast of Bowness can be found. During the fight, destroy the top left box in the screen above the left tunnel where the Blemyahs come out of, and you will find the ninth Beast of Bowness. Finish the fight and collect the Beast of Bowness and proceed toward the Sphinx. While on the Sphinx's arm, look at the Sphinx's nose where you will find the last Beast of Bowness in the level. Proceed to the Sphinx's back, defeat the enemies that spawn, and you will complete the level.



LEVEL 6 - MOUNTAIN TEMPLE

LOCAL CRYPTIDS	COLLECTIBLES
Yeren Buru Wampus Cat Batsquatch Atmospheric Jellyfish	Beasts of Bowness Firefly Challenges Blue Tiger Vase (Relic)

Once you begin the level, you will find the first Beast of Bowness hiding behind some statues next to a small building. Collect the Beast of Bowness and proceed to the right. A small cutscene will play about the Atmospheric Jellyfish. Scan the Atmospheric Jellyfish, then grapple onto the Jellyfish which will take you up. You will find two more Atmospheric Jellyfish which you can scan and use to get to the top of the cliff. When you use the third Jellyfish to float up, a platform will be on the left side that you can jump onto and find the second Beast of Bowness. Jump across the gap and back to the path, and a small cutscene will play about the Wampus Cat. Continue forward until you get to the bridge where a cutscene will play about the Buru and Batsquatch.

Burus will attack fast when they see you, but you can knock them out by either scanning them or using the Batsquatch. When you are in the middle of the bridge, you will find the third Beast of Bowness in the background where the background bridge has fallen apart. Scan the Batsquatch and use it to knock out any remaining Burus and to destroy the blue blocks that block the path. Continue on to the end of the bridge where you will find the fourth Beast of Bowness. Proceed through the spike hazard and upon completing that, you will come to an open area and a small cutscene about the Yeren will play. Following the cutscene, enemies will spawn in the area and you can scan the Yeren that performs a stomping attack on nearby enemies. After the fight, there will be an Atmospheric Jellyfish you can use to get to the platform above you. Grapple pull up to get on top of the platform.

Continue through the area where you will find Uncle Doyle who you can scan and use to destroy rocks that block your path. After destroying all the hazards in the area, control will switch back to Zak. Proceed through the area and go to the top where you will find the fifth Beast of Bowness. Continue through the area to the next which contains the Wampus Cat. The Wampus Cat is on a cliffside and you can scan it for your Cryptipedia. Proceed into the open area where a battle takes place. Use the Yeren to help you with the fight. At the base of the house on the left side you will find the Blue Tiger Vase (Relic). Continue to the second bridge and use the Batsquatch to destroy the blue blocks and knock out the Burus. Here you will find the first Firefly Challenge as well as the blue and electrified Atmospheric Jellyfish. After completing the Firefly Challenge and returning to the topside of the bridge, proceed to the right where you will find the sixth Beast of Bowness.

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Continue left until you reach the third Yeren fight where you will find a caged Wampus Cat. Big Argost Minions will spawn and attack you, but you can destroy the cage and free the Wampus Cat which can defeat your enemies quickly. After winning the battle, continue to the left where you will find the second Firefly Challenge. Complete the Challenge, proceed to the topside of the platform, and go to the right where you will find a series of Jellyfish that you can use to get to the top. When you reach the platform at the top, go to the left instead of grapple pulling above the platform. On the left side, you will find a Jellyfish that you can grapple swing to a slide on the left. After sliding down, you will be stopped by a wall. In the background you will find the seventh Beast of Bowness. Continue down the next slide, back to the Jellyfish on the right, use it to get back to the top, and grapple pull above the platform.

In this small platforming area there will be spike hazards, the eighth and ninth Beast of Bowness, and the third Firefly Challenge. After passing the first set of spikes, use the Jellyfish to float to the platform above this area where you will find the eighth Beast of Bowness to collect. After collecting the Beast of Bowness, jump down. Here you will find the ninth Beast of Bowness in the lower left corner and to the left, the third Firefly Challenge start point. Collect the Fireflies and proceed to the second Doyle area.

Use Doyle to clear the area of all hazards and proceed to the next section above. Use the Jellyfish to get to the top of the area on the right where you will find the fourth Firefly Challenge which will lead you to the last Beast of Bowness in the level. After collecting both the Fireflies and Beast of Bowness, proceed to the second Wampus Cat fight where you can use the Wampus Cat to defeat your enemies. After defeating the enemy, proceed to the third bridge and use the Batsquatch to knock out the Burus and destroy the blue blocks. At the beginning of the bridge is the last Firefly Challenge. Proceed through the bridge area and to the last battle. In the last battle you can use Doyle to defeat all of the enemies that spawn and complete the level.

LEVEL 7 - LOST UNDERSEA CITY

LOCAL CRYPTIDS	COLLECTIBLES
Morgawr Orobon A Bao A Qu Con Rit Burach Bhadi Naga (Code needed)	Beasts of Bowness Firefly Challenges Amulet of Kumari Kandam (Relic)

Once the level begins, slide down the three water slides. At the end of the last slide, you will find yourself at a series of platforms that shoot up when you land on them. Proceed across the platforms and grapple pull yourself up to the top of the platform section. At the top of this section you will find the first Firefly Challenge and the first and second Beasts of Bowness. As you grapple across the blocks to the platforms on the left wall, the Con Rit will show up in the background. Scan it for credit toward the Cryptipedia. Upon reaching the platforms on the left, jump down and grapple swing to the left and land on the platform below where you will find the first Beast of Bowness. After collecting the Beast of Bowness, proceed back to the platforms above and proceed to the top. Jump on top of the water jets and scan the second Beast of Bowness at the top of this section.

Proceed down the slide, jump onto the building, and a small cutscene about the Burach Bhadi will play. Scanning the Burach Bhadi will knock it down from the wall; when it's on the ground, scanning it will make it dizzy. If nothing is done to the Burach Bhadi, they will automatically jump down when you get too close. Proceed down the next slide and at the end of the slide look up and you'll see the third Beast of Bowness. After the next set of slides, the fourth Beast of Bowness can be found under the last side before the second Firefly Challenge. Proceed forward and you will encounter a Morgawr and a small cutscene will play. After that, if you have activated the Firefly Challenge, use the Morgawr to launch you into the air and complete the Challenge. Proceed into the battle where you will find Doc as your tag team partner and defeat the enemies. Proceed to the Morgawr that will launch you to the next section.

If you have entered the code for Naga, you will find Naga at the left of this building. After scanning Naga, proceed to the right and you will encounter Orobon and A Bao A Qu. When the Orobon is scanned you will enter the Orobon Ride and must direct the Orobon through the obstacles safely to the other side. Using the Orobon's charge button will give you a burst of speed that makes the Orobon ram into breakable walls and A Bao A Qu.

Once you have completed the ride, proceed past the first Morgawr jump you encounter and jump on top of the water jet to the left. Here you will find a small platform and the fifth Beast of Bowness. Continue to the Morgawr jumps and to the top of the slide where at the end you will find a series of platforms and the third Firefly Challenge. Collect all the Fireflies and proceed to the next slide. Close to the end of the slide, jump up and grapple the small ledge that sticks out at the top of the building and pull yourself up. At the top of this area, you will find the sixth Beast of Bowness as well as the Amulet of Kumari Kandam (Relic). Collect these items and proceed down toward the slides.

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After the slides will be a Morgawr jump that is followed by platforms and floating blocks as well as the second Con Rit sighting. Underneath the first floating block will be the seventh Beast of Bowness. Proceed to the Morgawr jump at the end of this area and you will find the eighth Beast of Bowness above a water jet that will fire when you have touched the ground. Either jump on top of the water jet or let the water push you until you stop and then you can scan the Beast of Bowness. Continue through the level until you get to the battle area and defeat all the enemies. At the end of this you will find a Morgawr jump and above the Morgawr: the ninth Beast of Bowness. Take the Morgawr jump to the next area and go to the left and down the series of platforms and you will find the last Beast of Bowness. Proceed back up to where you landed and avoid the Burach Bhadis as you go right. You will find the fourth Firefly Challenge here. At the end of the Firefly Challenge you will need to use Fiskerton to aid you in getting to the next area. Scan and control Fiskerton and direct him to the top right area. Once he is there, have Fiskerton throw you up to the next platform where you will need to grapple and pull yourself up.

At the top of this section you will find a slide and the last Firefly Challenge. This Challenge spawns with the slide and at the very end, you need to jump to get the last Firefly in the sequence. After this is done you will enter the second Orobon Ride area. After the ride you will encounter the Con Rit Battle against a transformed Munya. Scan and take control of the Con Rit. When you do, you need to help free the Con Rit from the webbing by following the on-screen button prompt. After that is done, you may attack Munya where he stops. After a certain number of hits, Munya will attack with his webbing. A good strategy is to attack Munya as he is charging his attack. After defeating Munya, you will enter the last Orobon Ride and when you complete the ride, you are finished with the level.

LEVEL 8 - RESEARCH FACILITY

LOCAL CRYPTIDS	COLLECTIBLES
Goayr Heddagh Devil Monkey Kalmykian Exploding Snake Kikiyaon Rakshasa (Code needed)	Beasts of Bowness Firefly Challenges Cortex Disruptor (Relic)

Once you begin the level, proceed to the right into the next room. Avoid the laser at the bottom of the room and begin to grapple through the platforms toward the top. Before you grapple pull up to the bridge proceed to the left and you will find a door. Enter the door and grapple pull up to the next floor and you will find the first Beast of Bowness. Exit toward the right and proceed through the level. You will encounter a Goayr Heddagh and a cutscene will play when you enter the next room. The Goayr Heddagh will glow one of two colors: red or blue. In the first encounter with these creatures they will be red and when you scan them they will turn blue. When they are blue, a series of blue platforms will appear that help you cross the large pits in the room. Grapple pull yourself up to the platform in the room with the last Goayr Heddagh and enter the next room where you will find an open area.

When you enter this area, the Kikiyaon will appear and a small cutscene will start that shows that the Kikiyaon can slow down your enemies when it is scanned. In this battle you will have Doc and Drew as your tag team partners and the ability to use the Kikiyaon. Drew's special attack is good to use as the enemies are spawning to take out their jet packs. Use the Kikiyaon to slow the enemies down and defeat them. When you have completed the battle, proceed to the right where you will find a platform above you with a Healthpack underneath it and the second Beast of Bowness next to it.

Proceed to the next room where you will encounter your first Kalmykian Exploding Snake Puzzle. Scan the Snakes and move them until there is a Snake on each light switch by following the solution below:

Right, Right, Right, Down, Down, Right, Up, Up, Right, Left.

Once this is done, release the Snakes who will destroy the switches and unlock the door to the next area. Proceed into the next area where you will find another Goayr Heddagh puzzle. After completing the puzzle, take the platform that floats up. As it gets to the top, there will be the third Beast of Bowness on the left side behind the steam vents. Avoid the steam vents and lasers and proceed to the top where there will be another Kalmykian Exploding Snake puzzle. When you solve the puzzle by following the solution below, the door to the next area will unlock:

Left, Wait for block to move up 2, Left, Wait for block to move up 1, Right.

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In this area you will find the first Firefly Challenge, the fourth and fifth Beasts of Bowness, and a Relic. Proceed forward and start the Firefly Challenge and complete it. Proceed until you get to the laser in the area. When it is not firing, drop down and to the right where you will find a platform and the fourth Beast of Bowness. Grapple back to the top, proceed to the left past the steam vents, grapple pull yourself up, and proceed to an area where there is a platform above a laser. In the background of this area are two tables. The table on the left has a Cortex Disruptor on it. This is the Relic that needs to be scanned. Grapple up to the next area and to the platforms. To the top right you will find the fifth Beast of Bowness.

The next area is where you will encounter the Devil Monkey and a short cutscene will play. Scan the Devil Monkey and grapple the creature who will take you to the top. While being pulled by the Devil Monkey move right and left to avoid steam and lasers. At the top, two Healthpacks will be available.

The next area will be a battle in an open area. Use the Kikiyaon to aid you in the battle. Doc and Drew will be your tag team partners in this battle. After defeating the enemies, proceed to the platform that will take you up and to the second Firefly Challenge. Follow the Firefly Challenge, avoid the laser blast, and proceed to the left until you reach the platform with the Goayr Heddagh and a blue platform above you. On this platform, proceed all the way to the left and you will find the sixth Beast of Bowness just below the platform. Scan the Goayr Heddagh to get the red platforms and jump on top of the highest one. Then rescan the Goayr Heddagh again and jump and grapple the blue platform that displays. Grapple up to the next platform and you will find Rakshasa in the background, if you have unlocked the Cryptid using the code. Proceed to the platform that you will take up and you will find a blue barrier. You will need to scan the Goayr Heddagh and let the platform pass where the blue barrier was. As soon as you pass the blue barrier, rescan the Goayr Heddagh to make the red barrier disappear. From here you may proceed out the door.

In this area you will be outside. Here you will find the third Firefly Challenge and the seventh Beast of Bowness. Start the Firefly Challenge and collect all the Flies. At the end you will find a Devil Monkey outside on the wall that you can scan for credit toward your Cryptipedia. Go back to the T-shaped platform to collect the seventh Beast of Bowness on top of the platform and proceed to the next room.

In this area you will be at the third Kalmykian Exploding Snake puzzle, where you will find the fourth Firefly Challenge and the eighth Beast of Bowness. Solve the third puzzle by following the solution below:

Left, Right, Left, Left, Right, Right, Right.

Complete the puzzle and wait a few seconds in this room. Three platforms will move down and to the right to create a path. Climb the platforms until you see the Goayr Heddagh and another set of platforms will appear. Climb them to the top of the area and scan the eighth Beast of Bowness. Jump back down and start the Firefly Challenge which you will be able to complete now. Proceed to the next room where you will find the last Firefly Challenge and a Devil Monkey. Start the Firefly Challenge and grapple onto the Devil Monkey. Swing left or right to collect the Fireflies in this area to complete the Challenge.

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In the next area you must get on the platform, which will begin moving, and scan a Goayr Heddagh in order to get past the steam vents. Once you're past the vents, a red barrier appears, and the Goayr near it must be scanned to make it disappear. Once you're past it, jump and grapple up to the platform opposite of the lasers and begin climbing up. Once the platform has caught up to you, jump back onto it and grapple up to the next area. Scan the Goayr to make your way to the moving platform and jump to the platform on the far right. Ride the platform down and there will be a hallway going to the right. At the end of this hallway you will find the ninth Beast of Bowness. Continue down on the moving platforms and be sure to scan the Goayr Heddaghs to make a way through for you and the moving platform until you reach the end. Proceed through the door to the next area.

In the next area you will find another open area and a battle. You will have a Kikiyaon to aid you and your tag team partners will be Drew and Doyle. Use Doyle's rockets to take down and defeat the enemies and remember that the Kikiyaon is there to help you out. After defeating the enemies, proceed to the next room where the last Kalmykian Exploding Snake puzzle is and complete it by following the solution below:

Kalmykian Exploding Snake Solution (Floor): Right, Left, Left, Down, Right.

Kalmykian Exploding Snake Solution (Wall): Right, Left, Right, Right, Right.

Proceed out the door and up the first set of stairs. In the background at the top of the first set of stairs, you will find the last Beast of Bowness. Proceed to the top of the stairs and begin the boss fight.

Here you will fight Baron Finster and you will control Zak and Doyle. When Finster is close, you will be using Zak. It's better to attack Finster when one of his claws is stuck in the ground. After a certain number of hits, Finster will retreat into the background where he will launch a series of projectiles at you. When he retreats you will take control of Doyle. Use the rockets to attack Finster as well as his projectiles. This process will repeat until you have defeated Finster. A cutscene will play and you will have completed the level.

LEVEL 9 - JUNGLE RUINS

LOCAL CRYPTIDS	COLLECTIBLES
Djeien Eloko Ropen Tokandia Ucamari Biloko (Code needed)	Beasts of Bowness Firefly Challenges Aztec Smoke Mirror (Relic)

Once the you begin the level and move forward, you will encounter a new Cryptid called the Tokandia and a small cutscene about it will play. When you collide with the Tokandia, the creature will throw you into the air making it possible for you to clear walls you would not normally be able to jump over. Once you're on top of the platfrom, scan and move the second Tokandia closer to the next wall and have the Tokandia throw you over the wall. Continue forward and you will encounter a Ropen and a small cutscene will play. Avoid crossing the path between the Ropen and its baby which is represented by pink circles.

Continue on until you reach the Eloko and start the small cutscene about it. Scan the Eloko and use it to create a path through the destructable blocks underground. Above this area is a series of blocks and on the highest one is the first Beast of Bowness. Use the Tokandia to launch you up there and scan the Beast of Bowness. At the beginning of the waterfall near the first block is the first Firefly Challenge. The Fireflies will spawn in a path across the waterfall. At the end of the waterfall, you will find a Tokandia that will help you to the top of the cliffside to the platform above. Continue to the left along the path and you will encounter a Ucamari and a small cutscene about it. Defeat the Ucamari and a battle with enemies will begin. Once you have defeated the enemies, proceed down the path and listen for the Eloko. Once you have found it, scan the Eloko and use it to create a path in the puzzle. Jump down and collect the second Beast of Bowness.

At the beginning of the second waterfall crossing you will find the second Firefly Challenge. It will spawn in a path across the waterfall. Once you have crossed the waterfall, in the background behind a small hill will be the third Beast of Bowness. Proceed to the next open area where the second Ucamari fight will occur. After completing the fight and proceeding back on the path, the Aztec Smoke Mirror will display on a set of stairs in the background. After this you will find the third Eloko puzzle. After you completing the puzzle, move to the top of it and jump onto the platform on the left. Here you will find the fourth Beast of Bowness. Proceed through the fourth Eloko Puzzle and you will come across the third Firefly Challenge at the top of the puzzle. At the beginning of the Challenge you will find the fifth Beast of Bowness in the background between some trees. Proceed past the Ropens and to the area where three Tokandias are waiting. Scan the middle Tokandia and move him left until the Tokandia is thrown into the air. Repeat this again for the other Tokandia. Use the Tokandias to help you get to the top of the obstacle and to the cliffside where another Tokandia is there to help you get to the top.

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Proceed until the camera zooms out and shows two Tokandias. Scan the first one on the ledge and move the cryptid to the other platform on the opposite side. Release your control over it and use the Tokandias to help you get to the other side. Once you're on top, proceed forward. When you get to a bend and have the cryptid Biloko unlocked, you will find the Cryptid here on the top cliff edge in the background. Proceed until you can just see the last cliff edge with a lot of trees and you will find the sixth Beast of Bowness. Proceed forward toward the temple and a small cutscene about the Djeien will play. Proceed straight to the left at the base of the temple and you will find the seventh Beast of Bowness. Go back to the Djeien and scan the Cryptid. When scanned, the Djeien is able to make three blocks for you on walls whenever the crosshair appears.

Make a block that you can grapple onto and jump up to the next level of the temple. Repeat this for the next two Djeien areas. Once at the top of the temple, a cutscene will play where you lose your Claw. At the end of the cutscene, you fall down on the other side of the pyramid and you no longer have the Claw and the abilities that come along with it. Proceed forward until you reach the fifth Eloko puzzle and complete it. As Zak, when you begin to go down this puzzle, you will see a Tokandia. When you see it, scan it and move it to the base of the puzzle where you will exit. Once it is positioned, return control back to Zak and make it to the exit of the puzzle. Use the Tokandia to throw you up to the platform it was on and begin ledge grabbing up to where you will find the eighth Beast of Bowness. Jump back down and you will find a Djeien. Once there, use the Djeien to create a block between each of the solid blocks that are already there. Release your control and jump across to the top of the puzzle. Proceed through the level to the next waterfall, where you will meet Zon and the start of the fourth Firefly Challenge. Use Zon to collect the Fireflies and move to the top. Once you're there, you will see a Djeien and a Tokandia. Have the Djeien make blocks that lead to the open area in the wall.

Once that is done, use the Tokandia to throw you onto the blocks you have created. When the camera changes, there will be an Eloko that you can use to create a path. You will need to create a path to reach the ninth Beast of Bowness from here and then a path from where you enter the puzzle and exit the puzzle. As you enter the puzzle, you will find the last Firefly Challenge and make your way to the ninth Beast of Bowness. Proceed down the slide and to the third Ucamari fight. Defeat the enemies and move to the next Eloko puzzle that contains two Tokandias. Use one of the Tokandias to throw the other one out toward where you are. Once you're done, use the Tokandia to get into the puzzle and proceed through the puzzle.

Complete the last Djeien and Tokandia puzzle and proceed to the airship. Just before the airship, behind a small hill, will be the last Beast of Bowness. You will finish the level when you reach the airship.

LEVEL 10 - ARGOST'S MANSION

LOCAL CRYPTIDS	COLLECTIBLES
Leitche Jinshin-Mushi Shamir Skree Garta	Beasts of Bowness Firefly Challenges Kur Stone (Relic)

Once you begin the level, wait and scan to the left near the trees. The first Beast of Bowness will appear here. Proceed forward and toward the bright red block wall where a cutscene will play about the Jinshin-Mushi and the Shamir. Use the Jinshin-Mushi to destroy the bright red blocks and proceed forward to the next set of blocks. Scan the Jinshin-Mushi and use it to destroy the next set of blocks. When you jump down, the Shamir will begin to rebuild the blocks and you need to quickly move out of the area down to the open area in the swamp.

When you have reached this, you will begin a battle with the Leitche and you will need to defeat him. Once he is defeated, he will be available as a sideline Cryptid in the battle that follows with Argost's minions. After the battle, continue forward and you will find the first Firefly Challenge along with the Skree Encounter. Defeat the Skrees and collect all the Fireflies and proceed to the next Leitche fight. Complete the battle and proceed to the next area where the Healthpack is. Slide down the pipe until you are stopped by some blocks. In the background there will be the second Beast of Bowness. After collecting the Beast of Bowness, wait for the smasher platform to destroy the blocks and then slide down to the next area.

In this area you will find the second Jinshin/Shamir puzzle. Use the Jinshin-Mushi to destroy the blocks until you destroy the middle row of blocks. Release control of the Jinshin-Mushi and proceed to the next area where you will encounter the Garta. Avoid the Garta's roar which is represented by blue circles. A block will be moving under the first Garta, which you will need to jump on, then above to the next platform. Continue up until you get to the Komodo puzzle where the second Firefly Challenge is. Use Komodo to collect the Fireflies and push the big block down.

Move to the next area with the small floating platform and jump down the opening beneath the platform next to the Garta. Then jump to the left to collect the third Beast of Bowness. After collecting the Cryptid, proceed back to the single platform and jump to the left and avoid the smasher platform. Then wait for the Shamir to rebuild the blocks to get to the top of this section. When you drop down, use the Jinshin-Mushi to create a path. Behind the first row of blocks will be the fourth Beast of Bowness. Proceed to the next area which is a hallway with three spike floors and three smasher platforms. When you have passed this area you will encounter the Skree Bridge area where four Skrees attack you and destroy the blocks you stand on. Defeat the Skrees and the blocks will respawn and another block will appear high enough for you to jump out of the area.

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In this area you will take control of Fiskerton and use him to collect the third Firefly Challenge. When you complete it, you will have obtained the Claw again. After completing the Fiskerton Puzzle proceed to the next room and get the Claw. This is where you will fight Argost for the first time. He will send Skrees to attack you and you must avoid them until the Garta is released. Once the Garta is released, scan it to have the Garta attack Argost. Once this is done, a small cutscene will play, Argost will escape, and the door to the next area will open.

In this area you will be grapple swinging to the top while avoiding spikes and Gartas. At the top will be a Jinshin-Mushi puzzle. When you reach the exit of the puzzle jump down and to the left. This is where the fifth Beast of Bowness will be. Grapple pull yourself back up to the top and proceed to the right until you reach Zon. Scan Zon and fly to the end of the puzzle. In this area you will find a small Jinshin-Mushi puzzle, the fourth Firefly Challenge and the sixth Beast of Bowness. Use the Jinshin-Mushi to destroy the blocks, jump up, and start the Firefly Challenge and quickly scan the Beast of Bowness. Slide down the pipe, collect the Fireflies, and jump just before the pipe ends. Grapple up to the top of the block and scan the seventh Beast of Bowness. Jump down the second pipe and continue to collect the Fireflies.

You will enter a large area and a battle will begin with the Leitché as your sideline Cryptid and Doc and Drew as your tag team partners. After the fight is completed, the eighth Beast of Bowness is in the background against the large gate. Proceed into the next room where the last Firefly Challenge is and begin following the path which will lead you to the top of the area. In the middle of the room is a rotating platform and two Gartas. In-between the two Gartas is the ninth Beast of Bowness. Upon reaching the top and completing the Firefly Challenge, proceed to the right and use the Jinshin-Mushi to destroy the top row of blocks. Proceed through the path and at the exit you will find the last Beast of Bowness. Moving forward slowly, observe the foreground of the area and on a stand will be the Kur Stone (Relic) of the level. Proceed to the next room to begin the boss fight.

A cutscene will play and the battle with Argost will begin. Argost will attack you with Jinshin-Mushi which will destroy the blocks that you're standing on. You need to find a block without a Jinshin-Mushi on it to avoid falling into the spikes. The Shamir will appear and rebuild the floor after a short period of time. After this, Argost will use Firecracker Beetles to attack and they will follow you until you come in contact with them and explode or they will explode after a certain period of time. When the Skrees appear, avoid the Skree attacks until the Garta is released. Once it is released, scan the Garta to attack Argost. Once this happens, he will be knocked down toward the back and you will be able to attack him. On the third hit, he will fall through the window and to the next area.

Repeat this for the next area and the area that follows until you defeat Argost. After defeating him a cutscene will play and the credits will roll.

UNLOCKABLE CONTENT

GAME FEATURES

CONDITION	CONTENT
Complete Level 1	Level 1 Intro FMV
Complete Level 2	Level 2 Intro FMV
Complete Level 3	Level 3 Intro FMV
Complete Level 4	Level 4 Intro FMV
Complete Level 5	Level 5 Intro FMV
Complete Level 6	Level 6 Intro FMV
Complete Level 7	Level 7 Intro FMV
Complete Level 8	Level 8 Intro FMV
Complete Level 9	Level 9 Intro FMV
Complete Level 10	Level 10 Intro FMV and Level 10 Outro FMV
All Beast of Bowness in Level 1	Holographic Zak Skin
All Beast of Bowness in Level 2	Holographic Doc Skin
All Beast of Bowness in Level 3	Holographic Drew Skin
All Beast of Bowness in Level 4	Holographic Doyle Skin
All Beast of Bowness in Level 5	Infiltration Suit Zak Skin
All Beast of Bowness in Level 6	Infiltration Suit Doc Skin
All Beast of Bowness in Level 7	Infiltration Suit Drew Skin
All Beast of Bowness in Level 8	Infiltration Suit Doyle Skin
All Beast of Bowness in Level 9	Infiltration Suit Fiskerton Skin
All Beast of Bowness in Level 10	Infiltration Suit Skin for Komodo & Zon
100% BoB's in All Levels	Doyle Training Level
All Level 1 Cryptids Scanned	Level 1 Cryptid Concept Art
All Level 2 Cryptids Scanned	Level 2 Cryptid Concept Art
All Level 3 Cryptids Scanned	Level 3 Cryptid Concept Art
All Level 4 Cryptids Scanned	Level 4 Cryptid Concept Art
All Level 5 Cryptids Scanned	Level 5 Cryptid Concept Art
All Level 6 Cryptids Scanned	Level 6 Cryptid Concept Art
All Level 7 Cryptids Scanned	Level 7 Cryptid Concept Art
All Level 8 Cryptids Scanned	Level 8 Cryptid Concept Art
All Level 9 Cryptids Scanned	Level 9 Cryptid Concept Art
All Level 10 Cryptids Scanned	Level 10 Cryptid Concept Art
100% Cryptipedia Complete	Behind the scenes recording sessions video
All Firefly puzzles complete	Invisibility

FAQ'S

Q: Can other characters be unlocked to play through the game with?

A: No. Zak is the only character that you can use to play through the game with. However, during special encounters, you will be able to control other Saturday family characters like Doc, Drew, Doyle Fiskerton, Zon, and Komodo.

Q: Does collecting all of the Relics unlock anything?

A: No. But they will show up in the Cryptipedia.

Q: Some of my Cryptipedia entries are incomplete. How do I get a full entry for a Cryptid?

A: All of the Cryptids in the game need to be scanned three times in order to get a complete entry in the Cryptipedia.

Q: I'm missing five Cryptids in my Cryptipedia. How do I get them?

A: There are five secret Cryptids that require a code to unlock. Once they are unlocked and activated, they will need to be found within the game and scanned once to open the data in the Cryptipedia.

Q: How many Firefly Challenges are there per level?

A: There are 5 Firefly Challenges per level.

Q: Does completing Firefly Challenges unlock any secrets?

A: Yes, you will unlock the Invisibility Secret once you've completed all of the Firefly Challenges.

Q: What happens if I don't complete a Firefly Challenge?

A: The Fireflies reset to their starting location if you don't collect all of them in time.

Q: This Firefly Challenge is impossible! How do I collect all of them?

A: All of the Firefly Challenges are completable in the time allowed, some are just more difficult than others and are intended to provide a challenge to players. Sometimes Fireflies take a moment to get into position, so a combination of patience and haste is important!

Q: How many Beasts of Bowness are there per level?

A: There are 10 Beasts of Bowness per level.

Q: Does collecting all of the Beasts of Bowness unlock any secrets?

A: Yes, once you've collected all of the Beasts of Bowness, you'll unlock the Holographic and Infiltration suits.

Q: What do you get after you've collected all of the Beasts of Bowness in a level?

A: The Beasts of Bowness unlock secrets in the Extras Menu.

Q: Do all of the Cryptids have special abilities that can help you during gameplay?

A: Some Cryptids can help you during gameplay and others will just be added to the Cryptipedia.

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Q: Can you use Mind Control on all of the Cryptids?

A: No. You can only use Mind Control on Cryptids that you need to use to complete puzzles or to defeat enemy encounters. Some Cryptids are just obstacles in the game.

Q: How do you defeat Van Rook in Level 1 – Headquarters?

A: Avoid the dropping bombs and when he drops down, grapple him down to the ground and fight him.

Q: How do I beat Peicemeal at the end of Level 4 – Volcanic Caverns?

A: Keep hitting him with Boulders.

Q: How do you defeat Munya in Level 7 – Lost Undersea City?

A: After the first couple of hits, you have to wait for Munya to charge up his web attack to hurt him. Make sure you hit him before he shoots his web at you!

Q: Why can't I get the Tokandia on top of the Djieien blocks in Level 9 – Jungle Ruins?

A: These blocks need to be at their lowest possible locations. When positioned correctly, they will easily make it on top of the blocks.

Q: How do you keep from dying in the Argost boss battle in Level 10 – Argost's Mansion?

A: There is a ledge Zak can stand on behind the pillars at the half-way point in the third room of the Argost boss battle.