1. HOW TO JUMP FURTHER

Bear in mind that you can jump further by attacking with your Keyblade at the right moment (see page 24 in the How to play chapter). This makes crossing the gap between the last hippo and the grass area easier. It also helps you reach the treasure chest that contains a [Trick 3] (Fig. 3). You must first reach the Climbing Trees in order to find the Bamboo Thicket. As your gummi ship cannot yet head for new worlds, you should put in another stop at Traverse Town and ask Leon about the Navi-Gummi. You can unlock four additional courses by collecting ten pieces of fruit during your slide down. See page 142 for more details.

2. Back to the Tree House

Once you have talked to Kerchak go to the Tree House. Turn and make your way up the vines to reach the Climbing Trees. If you activate all of the wilted flowers here with magic, no more opponents will appear. Move on to 5-1 and enter the house where you will come across Clayton. You might want to open the chests in this location before heading back to the Camp if you didn’t do so already. While the stairs leading to the first floor are damaged, you can leap over up the crates (Fig. 3) to reach exit B. Move around the outside of the entire building. At the very end of the walkway, jump towards the ladder that leads to the roof (Fig. 6).

3. Reseatch at the Camp

You can fulfil a number of additional tasks at the Camp. Collect the Recipe Cards at the flagpole and the grandfather chest that contains an Esuna-G (Fig. 3). Similarly, you can reach the chest with the Mythic v in 5-1, by attacking 4-5 times upon jumping off the Tree House (Fig. 4).

4. Rescuing Gorillas

Upon your return to the Tent, Jane asks you to protect the gorillas. The primates are attacked by Heartless in five locations. The first time that you defeat the villains in each group member. Ever since Tarzan™ met Jane, Kerchak has been worried that the gorillas may be in great danger. He was always opposed to adopting Jane has been abducted.

5. Sabor

This vicious and dangerous reptile was responsible for the death of Tarzan™’s parents. He also abducted the young of Kala, a female gorilla. Sabor has a cruel mindset, attacking weaker enemies. All inhabitants of the jungle have learned to dread the nemesis sudden attacks.

6. Rescue Jane

You must first reach the Climbing Trees in order to find Jane. As the passage between 5-2 and 5-3 cannot be used for now, you will have to cross the Hippo’s Lagoon (5-7) and climb the Vine. When you arrive at 5-4, you will discover a big, black fruit hanging from a tree in the centre. You must destroy this nasty growth, whilst being attacked by countless Powerwilds, in order to liberate Jane. Following this encounter, you will need to protect the gorillas yet again. A confrontation is about to take place at the Cliff (5-12).

7. Clayon + Stealth Sneak

Clayton is waiting at the Cliff, accompanied by a number of Powerwilds. You should avoid his gestures with the [Stealth Sneak] until he is struck by Sora, the heartless episcope and the second battle begins. You can prevent Clayton from using a Potion by attacking him directly. Even so, he will begin the second battle with his [Potion] restored. A close-up shot revealing the area (top) and Clayton is raised up by an invisible creature. Attack the Stealth Sneak first (Fig. 8). It takes Stun and the [Clayton] and Clayton is thrown to the ground. This is advantageous to you, as Clayton can heal the creature with a Potion only while he is sitting on it. Once on the ground, Clayton fires his shotgun. Approach him quickly and attack him again. The Stealth Sneak will also throw Clayton to the ground if you hit it with the finishing attack of a combo. After the battle, Sora gains the power of healing in the form of the Cure spell.

8. The Cavern of Hearts

The Cavern of Hearts becomes accessible following your victory over Clayton. You must reach a recess near the top of the cliff (Fig. 9) shows the best path for you to take. Four chests can be opened on your way up. You have to be on the paths as you near the top: The blue trail is slightly shorter, provided you do make the jump. If unsuccessful, you will have to climb back up from the bottom. Sora receives another Navi-G Piece. Tarzan™ hands him the [Jungle King Key Chain], which you need to equip in the Equipment menu. You also learn how to activate Red Trinities.

As your gummi ship cannot yet head for new worlds, you should put in another stop at Traverse Town and ask Leon about the Navi Gumi.

9. Mini-Games

You can participate in two types of mini-game in the Deep Jungle. Wine Jump: In 5-6, examine the flower on the ground near the save point (Fig. 10). You can now choose to start one of four Wine J ump races. See the map in the [Secrets chapter] for more information on the positioning of the vines. There are no prizes to be won for this Mini Game. Juggle Slider: Jump into the tree hollow in 5-2 after sealing the Keyhole in 5-13. If you succeed in collecting ten pieces of fruit during your slide down, you receive an [AG]. You can unlock four additional courses and earn as many more prizes if you collect all of the pieces of fruit on the course. See page 142 for more details.