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Let me help you find a way forward This purple-haired genie has been on some challenging adventures, and her last one is no different. In this guide, I'll break down the basic steps so you can easily find what you need to do next and also discover some interesting treasures along the way. Scuttle Town Square In a simple intro sequence, work your way to the end of the underground cavernUpon, starting with Scuttle Town, enter the first door to your right (workshop) and talk to Uncle MimicExit and head to the bath house on the right where you can talk to Bolo then chat with womanGo in the item shop to your right, talk to the store owner to give him a receipt and choose Yes to get MagnetRun all the way back to the workshop and give Uncle Mimik Magnet by selecting the Enter Sky's Hatchery course which is to the right of the workshop and talk to the sky to get the whistle then fly to Main Street Home, Sweet House! Main Street Finally, some action! Enjoy the theme song Dance Through Danger and work your way to the right when attacking enemies, making some light platformer, and hitting wooden boxes that fall to push them so you can jump over the high wallsS save the point, gently climb to the wall, using well-time jumps then head to the right (don't worry about the chef girl yet) then descending then ascending again, keep going right, keep going right and you reach the second point of saving, no; These are risky boots! Fight Tinkerslug (AKA Poop Too!), avoiding cannonballs and shots from Tinkerbats (at the same time not touching Tinkerslug himself) and attack it by repeating these steps: ring the bell, climb the chain, hit the explosive barrel into it, and jump down to give him some quick-fire whacksOnce you beat it, you get Dynamo Drawings and Monkey Dance so climb the floating platform and you'll go back to Scuttle Town SquareHead on the right and talk to a scantily clad girl and select Count on it, to help her out! recommend heading the store item to buy a permanent upgrade or two then go to Sky's Hatchery, meet Holly Lingerbean, and fly to Mermaid Falls It's just about the dumbest boss I've ever seen! Mermaid falls After chatting with Bolo, run, swim, and fight your way to the right, and when you reach the end, use the monkey's transformation to climb the platform, then go all the way to the left and use Monkey Dance again to climb over the moving platforms, then head to the right and you will eventually see some dams in the cages get carried away and you will reach the first point of conservation in this new area Grab the unoccupied ring in order to advance to the right, then you reach the end so head up and left through the moving ring, and when you reach the left end, go up and right and grab on the ring like a monkey, so you can scale a small wall then head up right As a monkey, carefully slide down the left side of the wall, which is worth the ring then jump on the moving rings that go left and at the end, latch on on that moves to the right, then go up and left and take the ring to the right, then jump to grab the suspended ringIt's the next part a little harder so perform the monkey dance then gently jump up with a few rings and keep the header right (along the way, you'll see Naga get out of the pot, but don't be afraid; buy some stuff from it!) after the second point of saving, you'll automatically slide down So keep moving left and right and jump to avoid the dangers and snag a few oranges if you can, too, as they will replenish one full heart when used As you beat this part, you can save it again, then you meet the Techno Baron and fight Giga The Mermaid, attacking the 6 locks that surround it while climbing moving platforms and using Monkey Dance to reach the top left avoid lasers and its tail attack then climb the structures to jump and attack her forehead jewel (you can turn back into Shantae before attacking in the air if you happen to be in the shape of a monkey) you get a Crab Dance so use it to go back to Scuttle Town Square then go to main street again through Sky's Hatchery It doesn't often happen, but I actually feel sorry for this boss of Home Chef what we saw when we were first here using Monkey Dance to climb it (tip: you can use Warp Dance if you have to go directly to the second area as soon as you arrive)Go all the way to the right, climb the wall, and enter a secret portal to get monkey Bullet, which allows you to dash from the walls right below this area, you'll have to kill 30 Tinkerbat pirates to get health permission, and then come back and give it to the chef. By choosing Yes, and you'll get salted caramel (AKA Caramel le Poopati) Use the whistle to go back to Scuttle Town Square and talk to the little girl in Sky's Hatchery and say: Help yourself to trade salted caramel Copper Ore then give that Uncle Mimik in WorkshopGo all the way right and talk to the Mayor of Scuttlebut then buy The Station Oh boy... Tassel Town After the scene with Sky and Holly, head through the desert while using a crab dance whenever you need to dive underwater, and when the winds start to pick up, hide behind the walls so you don't get blown back - at one point, you have to attack the block, pushing it to the right until it lines up with its base so you can proceedignore deform along the way and enter the red building at the end of the next Climb the column as fast as you can so you are not eaten (tip: turn into a monkey to make it easier)Exit column through the hole in the wall on the right just before the walls become covered with spikes and save your game, then the sequel section a lot like Mega Man games where you avoid enemies that jump out of the pits and on and on the disappearing blocks - ignore the treasure chest and vase and keep the header rightYou'll reach another point of preservation at the end of the long platform segment then Shantae will face Holly and you have to fight Wilbur - to win this fight, keep running in one direction and load the gun, hitting the rocky sphere to it, then once you're safe, stand on the button While the guns are emerging and hurting the boss, then when the eye starts rolling, keep smacking it with a good time, Wilbur will go down and you'll get an elephant dance and go back to Scuttle Town Square, where you need to buy Fireball Magic at the item shop, if you don't already have it, then talk to heaven and head back to Scuttle Town Square nothing like Mermaid Falls Revisited Enter the first pool with water like a crab to get the sunken soul then go all the way to the right (above the water) and then straight from the first ascending platform to enter the portal and use the elephant dance to unlock the Mermaid DanceGo back to the bottom of the second area, turn into a mermaid, and go all the way right and up to get the gallery key from the chest, then go all the way left and up To get another sunken SoulEmerge and go all the way to the part of the scene with the rings - you can use Warp Dance to deform directly there in this area, be sure to kill a couple of alligators with Fireball Magic in order to get 2 Gator Steaks; Trust me, you'll need themEnter water to the right of a broken block like a crab to get the Blobfish Kid then dive into the water after 2 electric enemies to get a second Blobfish Kid and another sunken SoulTake ring on the right and in this next area, continue all the way properly and use the elephant to destroy the block at the end then use the Monkey Bullet Dash to communicate with the old Lady Blobfish and say: Sure, to get the ClawGo Crab back the screen and enter the water like a crab then use your new Crab Claw to purchase a third Blobfish Kid then jump into the water like a crab to the left of the electric enemies and cut your way left to get another sunken SoulEmerge and go left screen then enter the water section to the left of the block head down and right to claim another Blobfish KidHead in the water like a crab to get the final Blobfish Kid then give all the kids back to Grandma to get the race TicketUse whistle and go back to Scuttle Town Square then head all the way right and give Twitch and Vinegar Gator Steaks, saying: Order! TicketGo left a bit and give race tickets to Rottytops, choosing Yes and Get the Dark Shard as a reward, then give his Uncle Mimi as a workshop by choosing No, here to get a map of Cape Crustacean then fly there with Sky Shantae elephant in Plant; Literally Cape Crustacean With this whole complicated mess aside, this part should be a breeze! Just fly to the right and keep jumping on the magic carpets, enduring the competition, and you end up fighting Twitch and Vinegar, which is pretty easy, as all you have to do is jump between carpets while shooting fireballs and attacking when they are within reach. So save your game, then use the elephant to push the block and the monkey to climb, then continue through the area on the right, ignoring the hole in the ceiling, then head down and through complex laser-filled screens - ignore the false floor and head up and around through the more complex partuse of the elephant to break the entrance to the next area and continue to move through ignoring a small hole in the wall, then in the big room, go up and straight past the broken block then smash the engineAfter the scene with Ammo Baron, you will fight him by hacking away at his underlings then attacking him in the middle of everything, avoiding while his predictable attacksOnce boss falls, you get a mouse dance and be transported to Scuttle Town Square so go to Tassel City next Ammo Baron tower should use Tassel City Revisited Use of The Star and you will meet the hermit who will give you elephant Stomp then head a little and charge the statue of the dragon with the elephant and use the elephant Stomp on the flower in this room to get the first RemainsUp a little further, you can dash with the elephant to break the statue of the dragon on the right to get the second RemainsGo and perform a mouse dance to claim the chest on the right, which holds the other gallery key then go more and destroy the statue of the dragon with the elephant on the right of the chain To get the third Remains bit from there, click the block to the right past the vase with the elephant to get another gallery key then climb the chain and dash left on the purple platform with the elephant to purchase the fourth RemainsUp past the narrow passage, ignore the dragon statue and keep heading up then use the mouse to enter the portal where you get the mouse Bite then go back down and dash into the left of the dragon statue and run through the tunnel as a mouse to get the heart holder then get out of this room and dash in the right dragon statue, finally get the fifth RemainsUpon to find all the leftovers, you will automatically teleport to the hermit so choose Remains! To get sick and use the whistle to return to Scuttle Town Square where you can talk to the doctor in the bathroom of the house and choose Yes to get the lollipop - you can also use the left side of the city flower to get Scrap Metal I'm the only one who finds these parts super-tiring? Mermaid Falls again Fly Mermaid falls through Sky's Hatchery and use elephant Stomp on the first flower you see to get more scrap metal, then after a brief first area, continue climbing until you reach the mouse hole that is pictured in the screenshot below, then enter him and prepare to navigate through a very long mouse segmentAs, jump between moving platforms to the left, then work your way around until the master emerges - talk to him and choose there are to give him a lollipop, and he will give you a Light Shard in the returnUse whistle to go back to Scuttle Town Square and head to the workshop to give Uncle Imitate the Light of the Shard, choosing Yes and Get Hypno Baron's Castle Castle as your reward? Hint: turn into a mouse here! Baron's Hypno Castle This place is a little dark, but keep heading right and you end up in some dangling chains so head down and right and after entering the room with one chain, climb right and through the door at the end to find HolderHead's heart back in one dangling chain, But this time, go through the door to his left, then drop through the hole in the floor and move to the right to discover the first save pointin this section, jump on the blocks of the eyeball when they look to the right and keep it until you reach the next area with falling platforms - use the monkey to make the platformer easier and keep going right, and you'll see Naga on the way where you can buy some things then reach the next point of preservation at the end You will fight the squid Tinkerbrain dynamo by attacking the knots to illuminate them all - they come out of the ground after running in a certain direction long enough (tip: watch his screw ears turn green, As you work) in your second and final form, look unshielded the genie and attack it then hit the resulting ball in Tinkerbrain when his shield rotates to the side - it's all about timing, and it's all about timing, and it's all about timing, and it's going to come down after a bunch of successful hits, you've got another sliding segment so jump between platforms, dodge screws, grab the rings, and enjoy the ending! You'll never get it, Risky Boots! That's the entire main Shantae campaign: Half-Genie Hero! I hope you found this guide helpful. If you are still stuck or need any advice or clarification, then leave a comment below and I will be back to you as soon as possible. Official Trailer Shantae: Half-Genie Hero 2.17 Sections on this page: Scuttle Town Square, Main Street, Mermaid Falls, Main Street Revisited, Tassel Town, Mermaid Falls Revisited, Cape Crustacean, Tassel City Revisited, Mermaid Falls Reus, Hypno Baron's Castle, Main Street/ Tassel City Re-Visited. You may also be interested in these: Shantae: Half-Genie Hero Ultimate Edition Review, Shantae: Half-Genie Hero Review, Shantae: Risky's Revenge - Step-by-Step Guide, Shantae and Seven Sirens Review, Shantae and Seven Sirens: Step-by-Step Guide, Shantae and The Curse of the Pirate Review, Shantae and The Curse of the Pirate, Shantae Learn More Shantae Games, Metrovania Games, Games Filed according to: Articles and guides. Guide.

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