

Thankyou.

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INTRODUCTION

Martin and Lisa both discovered Trollz: Hair Affair at almost exactly the same time. Neither of us can remember who found it first due to us both having our brains eaten by playing this game repeatedly over a collective period of some time (we can't remember that either). Despite being somewhat identical to Bratz (which we both dislike intensely) in design and operation, Trollz is somehow so much more addictive than Bratz. In fact, neither of us can now imagine life without having heard of it!

This FAQ should be thought of as our soul-colonic. In order to beat the addiction that is This Game, we must rid ourselves of it once and for all, and this can only adequately be achieved through providing an excuse to play it to death. The purpose of this guide is therefore to exorcise it once and for all from our minds. This, dear anonymous reader, is our warning to you: fear the game. Play it all you wish, but do so with our words ringing through your mind at all times. It is strangely compelling and therefore possibly inherently evil. We just hope you have as much fun playing it as we did!

MAIN MENU

When you play Trollz for the first time, you will be prompted to write your name. Whatever you write will have no effect whatsoever in the actual game, so don't worry too much: it's just a way of knowing which game save is yours. In case you share games or something, I guess!

Next, you have to choose a difficulty, between "Easy", "Medium" and "Hard". There isn't a big difference between Easy and Hard. Basically, in Hard you lose more health. In Watch Your Hair and Flying Spell there are more enemies, as well; in Trollz Dance, misses cost more points and moves fall faster, and so on and so forth.

Whatever difficulty setting you choose is fairly irrelevant, since it only affects Story Mode (Boom Room has its own, separate difficulty settings which can be changed at any time). Furthermore, the effect your choice has over Story Mode is almost negligible: the minigames become harder as you progress with the story whether you like it or not, and you can change your decision anytime anyway.

After you've chosen how hard you want your game to be, you get to modify the game's brightness. That's entirely up to you! But we're not quite done yet - you'll have to endure a few more screens detailing what each game mode does. You don't need to pay attention since, frankly, we'll explain it better.

And NOW, at last, you are in the actual Main Menu. It follows this order:

-Play Story

This will take you directly into the Story Mode, where you will play minigames following the plot.

-Boom Room

In this section you can play the minigames freely, and you can customise them. Each minigame has its own set of options which we'll describe in its own section.

-Profiles

Here you can see each girl's description, as well as a tiny 3D image of them. Browse through them with Left or Right and, if you feel so inclined, press A to proceed to the Outfitter, where you can dress the Trollz to your liking.

-Options

Game Options: You can change the difficulty again and turn the "Auto Powerup Select" On and Off. If it's off, you'll have to select your powerups manually, and it can be a hassle in the middle of a game.

A/V Options: Here you can change the brightness level again, as well as modify the volume of both the music and the sound effects.

Trollars Codes: From what I can gather, by completing certain challenges of this game (like completing X stages of Y minigame) you can obtain "trollars" in the official website.

Credits: If you have any interest in who made this game, here you can find out. Watch out, though, this isn't a Credits section made for lazy people. You have to manually switch screens to keep browsing through the names that brought us Trollz.

-Return to Title

If you select this option, you can watch the "intro" again and listen to the catchy Trollz pop (T-pop?) theme song. I know you want to! Once you're done you'll simply come back to this screen, though.

GAME MODES

There are three different basic modes which you can play, all of which are available for selection via the start-up menu. The purpose of this section is to explain the Story Mode, the Boom Room Mode (this being comparable to an arcade section), and the Profiles (not really anything to do with actual

gameplay, but we couldn't decide where else to put it so it's here). All modes are available for selection regardless of how much of the game you've played before on your save file.

Story Mode

The BFFL (Best Friends For Life. Seriously) are a bunch of Trollz girls living in Trollzopolis, which seems to be a pretty posh suburb. Amethyst has a 'skoot', Ruby likes to dance, Onyx is ALTERNATIVE, Sapphire is nerdy and, finally, Topaz is shallow and likes fixing her hair and stuff. It's not like the other girls are particularly profound, either, but hey.

The thing is, since the BFFL are the only ones who can use Trollz-girls-only magic (again, seriously), they need to protect the guys. "The guys" here means, apparently, Simon. The bad guys -you can tell who they are because they're of different races (I'm still not kidding!)- have orchestrated an evil plan to make it look like he cheated during a exam so that he's sent to a military academy, where they'll cut his hair. That's BAD, so the girls go on a mission to save their boyfriend. They screw up repeatedly and are forced to start the same day over and over again until they do it right.

I'm sure you were on the edge of your seat, reading the story with frenzied anticipation, but on to practicalities: if you choose to play Trollz following the Story Mode, you will be forced to play the minigames in a certain order. A cutscene of sorts will advance the story a little and vaguely explain why you're forced to play a particular minigame now. Sometimes, as you progress, you will get a degree of freedom in choosing the order in which you want to play said minigames. Nevertheless, you still have to play them all in order to advance.

Boom Room

Selecting this mode will bring you to a sub-menu, whereby you get to play each minigame in the order you wish, as much as you wish. In doing so, you can achieve higher scores than in the story mode. Attaining these scores results in unlocking new profile items (clothes, basically) and also "trollarz" - an imaginary currency that can be used on the Trollz website, should you ever have reason to go there.

Selecting one of the games will lead you to a series of further options, where you can choose which character you want to use, which level you want to play starting from, although you'll automatically move to higher levels as you progress. Play is indefinite here - you can go on for as long as your health meter remains above the bottom.

Minigames are exactly the same as they are in the story mode. See the descriptions below for further information.

Profiles

In here, you can see a brief description of each of the girls (directional buttons switch between girls in the character screens, A selects them). You can dress them in new outfits depending on what you've unlocked in previous minigames, and you'll see your newly selected outfits in all the games as you play them.

What's available depends on what you've unlocked, so I'll let you discover that for yourself! The character descriptions are predictably sickeningly cute, and the outfits are really quite whorish. Bonus kudos for selecting the lime green shoes (simply HORRID).

MINIGAMES

Flying Spell

Overview:

Welcome to the most dynamic of the minigames! This is a side-scrolling flying game in which your goal is to make it to the finish in one piece. There basically two types of Flying Spell: normally, you move around as you wish, but sometimes you have to chase Snarf. In those cases, the background scrolls automatically and all you have to do is dodge enemies.

There's always a clear line of blue orbs. You need them to keep your Magic Energy bar from depleting, but you don't need every single orb in the level. As a matter of fact, it's a great idea to stray from the path of blue orbs every once in a while: powerups and health items are always hidden in the part of the screen that doesn't have blue orbs.

Apart from items, you also have to keep an eye out for enemies. Various flying critters will glide in your general direction, and you get hurt if you touch them. Although they're never excessively hard to avoid, the best course of action is to stay still and shoot them when they're right in front of you.

In advanced levels you will also find enemies on land. They can't fly so they're easier to avoid, but they shoot fireballs which are hard to avoid and, obviously, can't be shot.

Also in advanced levels, you might find some obstacles in the shape of statues or whatever. Unlike the ground, the walls or other parts of the background, touching this obstacles will hurt you, so watch out.

Powerups:

-Ruby: You attract all items, so while it works you don't have to fly through them to catch them. This is rather useful since, for the duration of the spell, you can focus exclusively on dodging enemies. The items will fly to you on their own.

-Topaz: All enemies are frozen and, what's better, are no longer deadly. Once you activate this spell, you can fly in a straight line and pick up all the items you want without worrying about dodging anything.

-Sapphire: The Magic bar doesn't decrease. It's completely useless because, even if you fly in a straight line without regard to item obtainment, there are so many blue orbs that it's impossible to run out of energy anyway.

-Amethyst: You fly faster. This item is worse than useless, since it actually works against you: the faster you fly, the more likely you are to run into enemies or obstacles and miss important items!

-Onyx: Best spell for this game! You are protected by a shield that kills any enemies upon contact. It's better than Topaz because enemies are disposed of in this case, and you're also protected against obstacles and fireballs.

Controls:

Directional buttons to move, A to shoot.

Watch the Hair

Overview:

Possibly the easiest of the five minigames, this game involves untangling knots and sorting out split ends in your hair. Really. You achieve this through the medium of shrinking yourself down, moving around among several individual strands of hair, and pressing A to untangle any knots you encounter on the way.

As with some of the other games, the difficulty lies in dodging enemies. At higher levels, more enemies are on screen, and so are more knots. However, plenty of knots means plenty of places to hide - enemies can't move beyond knots but you can, so you can leave a few strategically-placed knots around in order to progress while taking less damage. Enemies take the form of "frizzies" (flashing blue orbs that move up and down hair shafts) and "snarfs", which appear on screen occasionally and chase you around the area you're untangling. Although frizzies can't move beyond knots, snarfs can, so those are the most dangerous here.

Powerups:

-Amethyst: Increases your speed so you can move around the hairs slightly faster. Isn't noticeably effective and is therefore quite useless - the speed increase is barely noticeable.

-Topaz: Shakes off a frizzy. Unfortunately it's also quite annoying, as the migraine-inducing board-shake kicks in.

-Ruby: Untangles one knot. The knot it untangles is random and could be anywhere. Not too useful.

-Onyx: Invulnerability. This is very helpful for obvious reasons, but you don't really get any warning when it's about to wear off, so you should still avoid enemies as best you can.

-Sapphire: Freezes enemies. Incredibly useful, although they'll still damage them if you run through them.

Controls:

Directional buttons to move, A to untangle.

Smarty Trollz

Overview:

Welcome to yet another new interpretation of that annoying memory game where you have to flip cards over in order to match identical pairs. This is pretty much identical to every other version of this game - flip cards over and hope you pick the right ones. At advanced levels there are some enemy cards available for selection, but they don't cause too much damage.

Two "Simon" cards will reduce your health when selected. These don't hurt too much and there are some healing items scattered around (which have to be revealed in order to work for you). Two "Snarf" cards will randomly shuffle the cards left on the play board, which is obviously incredibly annoying.

Although it's highly annoying, this game is really rather easy. There aren't any strategies that can be explained - you just have to hope your memory's up to scratch! There are only 20 cards on the board, so it's not too bad.

Powerups:

-Amethyst: Flips over two cards without using any of your health. You can't select which cards this powerup will flip, so how useful it is largely depends on which cards it flips. Annoyingly often, this seems to flip the last two cards you flipped, but sometimes it will flip new cards. It's a matter of luck which of these it decides to do.

-Topaz: Makes a match. This is extremely useful, as it does part of the hard work for you. Use it when you get it.

-Ruby: Heals you. Not as useful since it's virtually impossible to decrease your health sufficiently to kill you through the usual means, but welcome nonetheless.

-Onyx: Matches the card you're hovering over with its correct match. Very useful for getting rid of any cards you haven't flipped yet.

-Sapphire: Reveals Simon/Snarf (which are the enemies here). This is handy to get them out of the way quickly.

Controls:

Directional buttons to move between cards, A to flip them over.

Spell Beadz

Overview:

Remember Bubble-Bobble and its countless clones, which revolve around shooting and matching coloured balls? This is yet another version. Not a particularly good one, mind you, but hey.

You've probably played this type of game so many times before: there are a bunch of coloured marbles on the ceiling, and you have to make them disappear by forming groups of three or more. Balls will also fall if they're not attached to the ceiling, that is, if they seem to be 'floating' in the middle of the screen. Remember that marbles bounce off the walls and ceiling, and that you can switch your current ball for the next one with the B button. It can be useful if you have no use for your current colour.

Occasionally some of those marbles will contain powerups inside them, which you can collect as soon as you make them disappear.

Regardless of the difficulty level, there's always five colours: yellow, red, pink, blue and purple. In harder levels, the only novelty is that there are more rows of balls to clear and that sometimes you'll find 'solid' marbles that can't be destroyed.

Powerups:

-Sapphire: A blue, blinking line shows where the ball will end. The line isn't very clear itself, so you need to pay attention nevertheless. It's useful when you want to bounce a ball against a wall, since such moves are hard to predict without a visual cue.

-Amethyst: She flies across the screen and clears the marbles standing more or less in the lower half of the screen. There's never very many of them there, so it's not a terribly useful spell.

-Topaz: Your current ball will adopt the colour of the ball it touches; think of it as a chameleon ball.

-Ruby: You get to directly control the bead you've launched! It would be very useful if it weren't so complicated: Left and Right control in which direction it moves, while Up makes it go faster in said direction (not necessarily upwards!). Use it when you have to manoeuvre your marble through narrow openings. Remember: once a ball touches the wall, you lose control over it.

-Onyx: Destroys about half a dozen beads. Think of it as a bomb you get to launch in whichever direction you desire. By far the most useful of powerups in this game.

Controls:

Choose direction with Left and Right, shoot with A. B switches your current ball for the next one.

Overview:

If you have played Bratz, another fam- well, let's say *notorious* "-z" game from Ubisoft, then you already know how to play Ruby's minigame. Otherwise, you won't have all that much trouble learning anyway. Certain "moves" will fall across the screen, and you have to press the button they tell you to right when the icon goes through one of the three white circles in the bottom.

The game isn't very strict on its timing, but if you miss a move completely (i.e., you press another button or you fail to press anything in the first place) you will suffer the consequences: the "Cheer Bar" to the right of the screen will turn red and then lower. If it reaches zero, you get a bad Hair Day and have to start again.

Watch out for Powerups. They fall like normal moves, but they don't count against you if you miss them. In order to obtain them, you need to check the shape of the white circle before they go through it; it's the only way of knowing which button they want you to press. The powerups are fairly useless in this game and you will NOT have time to check which button to press during the hardest combos, so don't worry if you let them go.

Powerups:

-Amethyst: You get more points. Yeah, I'm sure you're deeply concerned about that.

-Topaz: Boosts the Cheer Bar. Pretty useful, considering the aim of the game is to keep it from emptying.

-Ruby: Once you activate it and for a REALLY short while, you can miss a move entirely and it won't count.

-Onyx: For a while, all moves entering the screen will disappear. It's pretty useful, and it gives you a break from all the dancing. In advanced levels it can save your life in emergencies.

-Sapphire: It increases the size of the arrows. I guess it's useful if you're SEVERELY shortsighted and need contact lenses just to get to see your glasses; otherwise there's no point in using this.

Controls:

Press whichever button the screen tells you to: Up, Down, Left, Right, A or B.

CREDITS & THANKS

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