TY must survive Karlos’ second dreaded Battle Arena but this time he’s on foot.
Exit Cassopolis and drive the Crabmersible along the river to the left until TY reaches the wooden walkway. Once on the wooden walkway turn left and enter the Pippy Beach area. There are 3 Electroquin on the first section of the wooden walkway. On the second section of the wooden walkway there is a Flying Fortress over the water to the left of the path. Where the second section of wooden walkway ends and the third section starts, there will be a Quinkan Fortress, 4 Electroquin and 5 Quinkan Mines for TY to get past. Follow the third section of walkway until TY reaches an intersection. Turn right but beware of the Zombie Frill that will crawl up out of the ground to the right of the end of the wooden walkway. Follow the dirt track past the 2 Pyroquin, 13 Quinkan Mines and 2 Quinkan Turrets. When TY reaches the mangrove barriers turn to the right and park the Crabmersible. Enter the tunnel to reach Karlos’ latest Battle Arena.

The mission will begin as soon as TY walks into the Battle Arena control room. TY is on foot this time, so he can’t use the Shadow Beam or any other Bunyip power-ups, though he can make some mean and nasty Rang Stone combinations to help dispose of the enemies more quickly.

Upon successful completion of the mission TY will be rewarded with an Air Stone and 1500 Opals.

TY can now talk to Karlos and re-enter the Arena to win fortune and glory. To enter the Arena again will cost TY 250 Opals and if he can once again survive he will win 1000 Opals. For 500 Opals TY can try either a Timed Arena battle or a Melee Arena battle to win 1500 Opals.

During the Timed Arena battle TY must defeat all five waves of enemies within the allocated five minutes.

During the Melee Arena battle TY must defeat all enemies using only his Close Rang Combat skills - though he can still throw rangs at the Boom Crates to take care of nearby groups of Quinkan.

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