Krazy Kreatures FAQ/Walkthrough

by merc for hire

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Controls Story Malkthrough Disclaimer	-=-=-=-
1. Controls A-Picks up and drops kreatures 3-Speeds up clock and gives you extra points Start- Pauses game confirms selections in menu select- Moves cursor between options in menu	
2. Story *Note* This description is copied word-by-word straid of the game.	ght out of the description
Operate an Intergalacitc Transport Service.You gotta	-
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This is a good map to try out new combos to use for all you have to do is make a link of three of the sar easy right? But make sure that you dont end up with you'll miss out on some big points. Also note that is up its game over. So start as soon as the first animal screen. You have four combos to use before the timer way to make a combo of five so you start off with two all four free combos are gone the timer starts from a combos. Once the timer starts all the empty spots will be awarded points for every spot cleared. Some spots others. If you clear the board you are awarded with second the second control of the second control of existing growth in the second control of the second c	other levels. me animal together. Real two or one left over or f the map fills totally als are tossed up on the starts this is a great enty animals gone. Once twenty so start making ll be counted up and you'll are valued more than five hundred points.
Map:====================================	=======================================
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This is where things get a little harder. The animals start shooting onto the screen and the map is bigger so that means more animals to deal with. Now instead of having four free combos you have five so make the best out of them. Once all five combos are used the timer begins. Now you have twenty five seconds to get rid of all the animals. Just go for big combos at the beginning and when the clock gets to ten start making as many small combos as posible and look for already made combos and double press A as the hint suggested.

Level 3-

Map

Kreatures: Dogs, Elephants. Snails, and Cats Hint: No need to panic untill the foot starts tapping

Map: _____

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Seems to be a pattern with the free combos. Now you have six free combos to use. Use them well because now you have a lot of different animals to match up and move around. Once all six combos are used the timer starts from fifty so quickly start looking for combos. If you wanna take your time and look for some just hit pause.

Level 4-Kreature: Snakes, Dogs, Cats, Elephants, and Snails Hint:Watch the group counter on the lower left

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Ok now there are seven combo bonuses so try and use them to the best way possible. There are not to many bog combos to get in this one so make small ones like three or four. Once you use up all seven combo bonuses the timer starts at seventy so get ready to make quick combos. Remember to look out for diaganol animals.

Level 5-

Kreatures:Blue circles and red mouths

Hint: You need a four in a row for things.

So of course now there is a eight combo bonus. Well like the hint said things can only be in a four combo so you can only put everything in a four combo. This clears the screen faster and if you had been doing four and five animal/thing combos then you should be already use to this type of combo. Also note that you can not cross the bars in the middle of the map they are there to make this game harded. Once you use up all eight free combos the timer starts from fifty seconds so get going.

Level 6-

Kreatures:Blue balls, Red mouths, Books

Hint: There is no hint number four

This is really easy because there are a lot of books and most will land together letting you get a big combo. And as if this level can't get easy enough they give you two question marks that whatever you put them next to will

et rid of. I recommend saving them until you have a l o one another or if you wanna get some extra points o	
f getting a minute of time you only get forty seconds rea cleared.	to get as much as the
reatures:Red elephants, Gray Elephants, Green Mouth,	Red mouth, Green Head,
ed Heads	
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und is kind of tough but if you move quickly and use estion marks stragetically then you'll be fine.	your, if you have any,
vel 8-	
eatures:Books, Red Mouths, Pink Mouths, Red Heads, G nt:Tap B button and watch your score	reen Heads
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You start with ten free combos and you have three different types of kreatures to combine. Luckily there are a lot of question marks and and everything is stacked in big piles. Everything comes blasting onto the map at once so it may be a bit of a pain at first but once the counter starts there will be no more kreatures added onto the map. Double pressing A works well in this level. Once you use all the bonuses the clock starts at fifty seconds so start clearing away.

Level 11-

Kreatures:Dogs, Green Heads, Cats

Hint: Try holding B on slow levels.

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You start with seven free combos to use so use them quicly before the screen totally fills up. After using all the combos you have fifty five seconds to clear out the map so get to it.

Level 12-

Kreatures:White Elephant,Black Elephant, Green Ball, Cats
Hint:Stay away from those tight and narrow channels.

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This round you get ten free combos to use before the timer starts. Once all ten free combos are used up the timer starts from fifty seconds so start clearing everything out. The two main clusters of animal/things in this level are cats and the green balls. So start taking these two kreatures out first beacuse you will see them the most. There are also two qustion marks for this round so use them in a large cluster of assorted kreatures.

Level 16-

Kreatures:Red Monsters, Green Monsters, White Monsters
Hint:Get six monsters in a row.

Again at the start of this level there are ten free combos to use. The monsters swarm on tothe map so get to work quickly getting rid of them. As the hint suggests you have to line them up in groups of six in order to get rid of them. After the first burst of monsters onto the screen they start coming on very slowly until you use up all ten free combos. In this round you get one question mark to use so use it well. Once all ten free combos are used up the timer starts from fifty seconds so get goin'.

Level 14-

Kreatures: White Monsters, Green Bugs

Hint:During competitive mode you can trap you opponent.

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This is an easy level because there are only two types of creatures to deal with it. Theresanother ten free combos to use. The speed of how fast the monsters come on to the screen isabout how fast it was last round. Once all the free combos are used up the timer starts from fifty seconds.

Level 15-

Kreatures:Blue Monsters, Skulls

Hint:Plan ahead for the timer phase.

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Looks like another ten free combos for this round too. The monsters come

speeding onto the screen so your going to have to have to work quickly if you wanna stay alive in this round. After the first couple of waves they start to slow down. After using all free combos then the timer starts from fifty seconds.

Level 16-

Kreatures: Blue Cats, Pink Heds, Aqua Balls

Hint: The level of continues depends on the level of difficulty.

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Again another ten free combos and to make this level even easier you get five question marks. Once all the free combos are used up the timer starts from fifty. This level combines the three, the four, and five combos so it will be a little confusing trying to remember from past levels.

Level 17-

Kreatures: An assortment of colored blocks.

Hint: Sometimes its better to give up during the timer phase.

Of course you start off with another ten free combos to use. Now its time for a change upin kreatures. Now there are blocks to match up. The screen fills up with blocks and then they start coming up on the screen very slowly. After the first wave of the blocks start matching them up. It only requires a row of three to make a combo. After using the last ofthe free combos the timer starts from forty.

Level 18-

Kreatures: Pink Elephants, Grey Elephants, Snails

Hint: Hold four buttons for reset. This space for rent.

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Another ten free combos. You should be familiar with these kreatures by now so get going. It only requires a row of three to make a combos so nothing too challenging. After the first rush onto the screen of the kreatures they start coming on in spurts. After using allten free combos the timer starts from forty seconds.

Level 19-

Kreatures: Pink Elephants, Dogs, Cats

Hint: The more you cleat the more Question Marks you get on the next wave.

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This round is very similiar to the last round except different kreatures and map. You still have to make a combo of three with all the kreatures and you still have ten free combos.

Level 20-

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Kreatures: Snakes, Grey Cats, Snails, Grey Elephants, Yellow Dogs

Hint:Two players can cheat and pick up twp stragglers Map:====== = = === _____ === ======== _____ ========= ======== = = ======== =========

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This is a pretty tight map but its likely for a long line of the same kreatures. But there are five different types of kreatures to deal

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with but it only requires a row of three to get rid of them so it shouldn't be too tough. And plus the fact you have another ten free combos at your disposal. Once you use up all ten free combos the timer starts from forty seconds.

Level 21-

Kreatures:Red mouths, Blue balls

Hint:Lesen sie bitte die anleitungen.

Easy level just line up all the kreatures in a row of three and there are only two different types of kreatures so there will be a lot of long rows made up of the same kreatures. Just quickly use your ten free combos to stop the rush of kreatures onto the screen and start clearing them but you only get forty seconds so get to work.

Level 22-

Kreatures: Yellow Books, Red Mouths, Blue Balls Hint: Hint number nineteen is totally bogus.

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Another one of those matches where there are going to be a lot of rows of kreatures already set up. And yes another ten free combos to use. After using the last of the free combos the clock starts down from forty. This will require some moving kreatures around. If you have alot of question marks this round will be easy.

Level 23-

Kreatures: Green Balls, Red Mouths, Red Cats, Grey Elephants, Red Heads, Red Dogs

Hint: Hint number eighteen is totally bogus.

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This level is one of the more harder ones because the kreatures come flying onto the screen and this will require a lot of moving to make a working row. Its easier to concentrate on the row of threes of animals and then work on the things. After using all four free combos the timer starts from forty seconds

Level 24-

Kreatures: Yellow Books, Green Balls, Red Balls, Red Mouths, Pink Clocks, Pink Mouths

Hint:Take a break now and then or you will go kraaaaaaazy!

This is going to be hard because you have a small map to work on and the kreatures come swarming onto the screen. And then the fact that you have to match up rows of four of six different things. Once all ten free combos are used up the timer starts up from forty seconds.

Level 25-

Kreatures: Green Heads, Pink Heads

Hint: Keep unused groups in reserve if you can.

Map:----

This an easy level because there are only two types of kreatures to deal with and the map is spread open allowing a lot of rows to be made. Start making the rows of five as soon as they launch. Once all free combos are gone again timer starts from forty.

Level 26-

Kreatures: Green Heads, Grey Cats, Pink Heads

Hint:For secret level select pause and hold A and tap select ten times.

Level:----

Move quickly and use up the ten free combos early so the screen won't fill up.

Concentrate on getting rid of the cats first because they only need to be put in rows of four. Once all ten free combos you know the drill start making rows as the timer starts from forty seconds.

Level 27-

Kreatures:Pink Elephant, Yellow Dog, Pink Head, Black Head, Yellow Snails,
Grey Cats

Hint:There are three endings

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Again just go after the animals first because they only need to be in rows of three. Once all ten free combos are used the timer starts from forty seconds.

Level 28-

Kreatures:Blue, White, and Black group of people, Red, Pink, and Yellow groups of people, Brown and Yellow groups of people, Pink Elephants, Pink Monster, Black Head, Grey Cat

Hint:No more hints

This is gonna be a hard one. First off there are a lot of different kreatures to deal with and this is a small map. As soon as the level begins start making rows or else you are going to lose. Once all ten free combos are gone the timer starts from forty seconds.

Level 29-

Kreatures: Red Monster, White Monster, Green Monster

Hint:No more hints

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To beat this level you will have to be able to make rows of six at a very fast

pace. Just keep making rows and as soon as you lift one kreature from a space quickly fill in the hole with another kreature or else one will fly onto the screen and take its place ruining your row.

Level 30-

Kreatures: Green Insect, White Monster

Hint:No more hints

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Just use the last levels tactics and you will be fine. Same number of free combos and after using them all up the timer starts from forty seconds. Just use up the free combos as fast as possible and you will do fine.

Level 31-

Kreatures: White Monsters, Green Insects, White Skulls

Hint:No more hints

Total harm making many Cak that for a such a making many the same and ad-

Just keep making rows. Get that free combo umber gone so then you can get rid of those kreatures. Not much else to say about this level refer to earlier tactics of levels with the same map for more help.

Level 32-

Kreatures: White Balls, Green Insects, Red Monsters, Green Monsters, White Skulls Hint: No more hints

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A	Alright the last level. Just move fast and get rid of the now twelve free				
combos and the clock will start from forty. I recommend that if you have any					
available question marks at the start of the level you try and save them till					
the timer starts. Give yourself a break after all this is the last level.					
After beating the game you are treated to a cheesy congradulatory screen.					
G	Good Job! No go back and play it on a different difficulty.				
-=-=-=-=-=-					
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