

Looney Tunes Taz Express Walkthrough

by supered55

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Walkthrough by Paul C Lev

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Platform - N64
Publisher - Infogrames
Developer - Zed Two
Released - June 2000 (UK)

Third person platformer

I bought Taz a few years ago and as there's no Walkthrough I thought why not write one, somebody is probably playing it and may be stuck. So here goes.

Controls

=====

Blue Button(A) - Jump, throws crate in the air

Green button(B) - Start spin attack, stop spin attack, pick up crates, read signs, eat stuff

Top yellow button - View crate location

Left / Right yellow buttons - move camera

Press Start button to Save / Pause the game

To use the Spin Attack run forward until bar on left is full, then press the green button, to stop the Spin Attack press the green button again.

A bar will appear on the right when you eat, the fuller the bar the faster the Spin Attack bar fills

The Spin Attack is not available when you are carrying the crate

The Story

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She-Devil finds Taz a job as a delivery boy for the next day courier service "Taz Express"

Taz has to protect the package and deliver it.

WALKTHROUGH

=====

If you die you will simply come back where you died (minus your crate if you're carrying it)

If you drop the crate 3 times it is destroyed (you start with 3 crates)
When all crates are destroyed it's Game Over

Collect the Golden Globe clusters as you do the levels (50 in each level)
If you get all 50 in a level you will gain an extra crate, you will need the extra crates the further you go into the level

You can leave the crate on safe spots throughout the game (orange and black squares on the floor), any damage to the crate will be repaired

When you complete the game it opens some bonus Levels

LEVEL 1 STAGE 1 - TAZ OUT BACK

=====

Collect the Golden Globe clusters as you do the level (50 in each level)

Use the Spin Attack on the trees on the right, then use it on the trees on the left.

Run over the remains of the trees on the left and put the rock(next to the sign) on the purple button.

Go back to the beach you started on and run over the trees on the right, jump over the crates in the water and jump on the yellow button (a wooden platform will rise out of the water).

Go back and pick up the crate, run over the wooden platform to the 3 doors and enter any of the doors.

LEVEL 1 STAGE 2 - TAZ TRAILS

=====

Pick up the crate and run along the path collecting the Golden Globes as you go (50 in each level)

If the bird takes your crate when you put it down it will leave it on top of its egg near the beginning of the path
(jump on the egg and pick up the crate)

Run on the yellow button at the bridge, run up the bridge and turn left along the wall

Follow the path and run on the Blue button, continue on and run on

the yellow button in the wall recess

Continue up the path and when you get to a purple button put the crate on it and the walls will slide down, pick up the rock and bring it near the button, take the crate off the button and put the rock on the button.

Pick up the crate and run back to a wooden platform, turn sharp left along the blue metal wall and up the snowy slope, halfway up the slope put the crate down and jump off the edge of the slope to get the Golden Globes (may take a few tries)

Carry on up the slope and at the top run on the yellow button in the corner, run along the wooden platform and more platforms will appear, go through the door.

LEVEL 2 STAGE 1 - BIG CITY, SMALL TAZ

=====

Collect all the Golden Globes, they are just on the streets

If you keep Taz pushed tight into the wall when you run it will save a lot of damage

Collect crate and follow this route,

Run across road and up street ahead (either break the barriers with spin attack or wait for cars to break them)

Turn right at the end

Run alongside the park and break the gates with spin attack

Go through park, break gates and go right, cross road and first left

Then turn right

Then turn left

Cross road at the end of street and go into the large shadow on the floor

A UFO will make Taz a giant

LEVEL 2 STAGE 2 - BIG CITY, BIG TAZ

=====

Jump on the cars and onto the buildings to get the Golden Globes, most of the Golden clusters are on top of the buildings but some are in between them and are a bit difficult to see

Run around until you hear a humming noise and you will see a UFO with a crate under it

Keep jumping at the UFO, it will spin you off and move around and start smoking, keep doing this until the UFO explodes and the crate will be yours

Taz will be picked up by the UFO

LEVEL 2 STAGE 3 - X MARKS THE TAZ

=====

Run behind the laser and onto the red and white spinner to start the spin attack

Break the green wall at the other end

Jump on the red button to disable the lasers

Break the green wall behind them

Go back and collect the crate and leave it on the safe spot (black and orange square) in the part with the lasers you just disabled

Eat the pizza in the box(next to red button) if you want some energy

When running through the swamp without the crate it's easier if you keep jumping

Collect the Golden Globes and when you get to the end eat the pizza (in the box on left at back)and destroy the green walls and the robots on either side, return to the crate

Go from your crate(leave crate) through the swamp to the blue button and jump on it, this will disable the lasers and give you 45 seconds to go back for the crate and bring it to the safe spot next to the button.

I found running straight through the middle of the swamp is best, in the last two swamps a tentacle is swimming around and will destroy the crate if it hits you, try and go straight you won't make it if you go around the edge and the lasers will destroy your crate

Do the same for the other swamps, when you get to the last swamp the button to disable the lasers is on the left side in the final part (where Marvins complex is)

When you've got your crate to the final part pick up the yellow block (key) on the left side and put it on the yellow spot on the right side.

The door to Marvins complex will open, go through

LEVEL 2 STAGE 4 - A-MAZE-ING TAZ

=====

Collect the Golden Globes as you go round the level

Run down the slope and jump the gap (leave the crate)

Run up the slope and jump on the button, some platforms will appear

Pick up pink block(key) and run back to crate and put key in pink slot

Carry on without the crate, run back up slope avoiding the lasers, eat the pizza and go down the green path that has

opened

Use the Spin Attack to break the wall that is blocking your path, I would go back and get the crate now as it will explode if left for long

Follow the path, go down the slope and jump on the blue button

Go through the door that opens, run through next door and jump on the yellow button

Run up the slope that appears and put the crate on the safe spot in the top left corner

Go right and pick up green block on floor

Jump forward off ledge and run up orange slope, follow path and put green block in green slot

Go back for the crate and put it on safe spot just through the door that has opened

Fill your energy from pizza in box, follow the path and break the wall at the end

Go back for the crate and take it along the path

Put the crate on the square and it will be catapulted over the wall

Jump on square and Taz will follow

Run forward and collect the last 4 Golden Globes

There are some steps surrounded by 18 crates, you have to take the correct crate (the one that went over the wall) to the door at the top

I simply threw the crate onto the next step and kept doing this until I reached the top, when I found the correct crate it broke 3 times on the steps and I had to go back to the beginning and get another crate.

I found I could be catapulted over the wall holding the crate, so once over the wall I just stood at the stairs and threw the crate in the air, jumped on the next step and stood near the edge until it came down and I caught it. Then I just did the same to the top and went through the door.

LEVEL 2 STAGE 5 - FIRING TAZ

=====

You start in the cannon room

Put the crate on the safe spot, jump on the yellow button then destroy the robots and green walls with the Spin Attack

Jump on the lever that appears on the machines, jump on the second lever that appears and a door will open, go through the

door

Destroy the lasers on the platforms with the Spin Attack when the platforms are on the floor

Go back and pick up the crate, go through the door and immediately turn left and put the crate on the conveyor belt

When the crate has travelled along the conveyor belt a third lever will appear on the machines in the cannon room, jump on the lever

This will open a door in the conveyor belt room, go through this door and destroy the robots, go to the last part of this room and run up the ramp and pick up the blue/green fuel cell

Go back to the cannon room and drop the fuel cell in the back of the 1st alcove (there's a pipe going down)

Go back to the fuel cell room where a door will have opened, go through the door

There is a button code to solve.

There are 25 coloured squares and a lot of the buttons appear after you have jumped on the first button

There is a timer so get crackin

The small table below represents the room, five squares across and five down. The entrance is at the bottom

I only played this once so the code may be different each time

x represents one square

example, button 4 is second row from the door and second square from the left

```
1xx5x
xxx3x
xxxxx
x4xxx
xxxx2
```

When you've completed the code pick up a block that will have appeared on the green square in the middle of the room

Take the block back to the cannon room and put the block in the 2nd alcove near the levers

The 5th lever will now appear, jump on it and a door in the button code room will open

Go in this room and destroy the robots, collect the last Golden Globes and pick up the torch from the 4th alcove(from left), go in the 1st alcove and light the fuse.

You now have to race the burning fuse back to the cannon room.

Follow the white fuse on the floor and run as fast as you can cutting corners when possible, spin the camera around so you can see where you're going, when you get in the cannon

room jump on the purple square on the right side of the cannon

Taz will be blasted back to earth

LEVEL 3 STAGE 1 - TAZ ON THE RUN

=====

Run along the road and collect the Golden Globes

Push the joystick hard to the right and Taz will keep running faster until he catches Wile E Coyote, when you're right behind him do the Spin Attack and the crate is yours

LEVEL 3 STAGE 2 - TAZ IN A SPIN

=====

There is a bird(beaky) who hovers around you and will take the crate if it can.

If you are carrying the crate it will drop it back on you, if the crate is on the floor you have to jump up at the bird to get the crate back. If you don't get it back the bird will fly off and put it in a cage and the game is over

Collect the Golden Globes as you go, they are easy to see

Jump on the button to stop the wheel spikes and carry the crate to the safe spot

Jump over the spikes and press the next button, go back for the crate and put it on the next safe spot

Go to the next button and stop the spikes, fetch the crate past the stopped spikes and past the moving spikes(these ones can't be stopped),

Put the crate down and jump on the brown button, take the crate past the stopped spikes and put the crate on the safe spot

Jump on the blue button, jump over the moving spikes and run to the steps that have appeared (they are on a timer)

Go up the steps, jump on the blue button this will make some more steps appear, use the spin button(the red and white circle) to get the Spin Attack started then destroy all the wooden barriers, it will probably take a few goes as the Spin Attack is hard to control

If the steps have disappeared simply jump on the blue button again, go up the steps and eat the pizza on your left for energy

Start the Spin Attack and destroy all the barriers, jump on the brown button at the end this will open some steps next to the pizza

While you're at the brown button jump left down the slope, go to the bottom right of the area and destroy the barrier surrounding the brown button (you will need full energy) and jump on it

Run back to the slope and jump on the square purple tile and you will be boinged back to the pizza

Go down the steps next to the pizza and collect the Golden Globes, go over the traps to the bottom left and you will see a slice of pie, eat it and run along the wall on your left and use the Spin Attack to destroy the wall. You will now see the exit doorway

Go back up the steps and return to the crate, go past the crate and over the spikes(the stopped ones) Jump on the brown button, this will stop the spikes in front of the crate.

Jump on the blue button next to the crate(this will make the steps appear), pick up the crate run to the steps(they are on a timer) press button B on the controller to throw the crate onto the first step and jump onto the step, repeat this until you are at the top

Jump on the blue button and continue to the next steps, when you get to the pizza go down the steps on the left and carefully walk between the traps, if you are to slow the bird will take the crate off you and you will have to jump up at the bird to get it back or the game will be over and you will have to start again

Go through the exit door and you're done

LEVEL 3 STAGE 3 - TAZ ON A ROLL =====

This is the same as the TAZ ON THE RUN stage except the road is a bit more twisty. There is only one bad spot and that is where the road dips down and turns right and back up, when you get past this bit just run in a straight line and don't worry to much about the bends just keep going faster.

When you are close to Wile E Coyote use the Spin Attack to get your crate back

LEVEL 3 STAGE 4 - TAZ IN A PRICKLE =====

You have to use the catapults to get the crate to the exit

Put the crate on the safe spot

Push the catapult so it is over the green X

Collect the Golden Globes (collect them all as you go round the level)

Go right and jump on the first platform, turn around and jump back onto the orange rock and over the fence

Use the spin button to break the orange wall then go right and jump over the platforms

When you get over the platforms push the catapult over the green X

Go to the red arrow which is at the edge of the cliff, jump the platforms

Jump over the wooden fence and collect the Golden Globes, run on the purple tile and it will throw you over the fence

Push the catapult over the green X

Got to the red arrow and jump over the platforms

Eat the fruit, jump on the orange rock in the middle of the wall and leap over the wall

Use the Spin Attack to break the wall and wooden posts

Push the catapult over the green X

Go to the red arrow and jump over the platforms

Don't move the next catapult, jump on it and it will throw you to another rock tower

There are two catapults here, push the first one over the green X

Break the fence around the second catapult and push it up to the other catapult

Jump on the nearby button to reset the first catapult then jump on the first catapult (the one over the green X) and it will throw you back to the start

Wait five minutes and any catapults that have been fired will reset themselves

Pick up the crate and put it on the catapult, it will be flung to all the catapults and end up at the exit door

Immediately jump on the button near the catapult to reset it, jump on the catapult and it will fling you to the next catapult

Run to the button and jump on it to reset the catapult, jump back on the catapult, keep doing this until you are at the exit door

WHEN YOU GET TO THE PART WITH TWO CATAPULTS
REMEMBER TO GET ON THE SECOND CATAPULT AFTER
RESETTING THEM, NOT THE ONE YOU LANDED ON OR YOU WILL BE
FLUNG BACK TO THE START

The last catapult will send you to the exit door. Beaky the bird will have picked up the crate so jump up at him to get it back, if you fail he will take the crate to Wile E Coyotes cage and the game will be over

Carry the crate through the exit door to complete the stage

LEVEL 3 STAGE 5 - 3 2 1 TAZ

=====

Another chase after Wile E Coyote who's stolen your crate again

You will have to get the Golden Globes before you chase Wile as they are all over the place, simply go up and down every path and jump across all the whirlwinds and you will get them although it will take some time

When you chase Wile just push the joystick to the right and keep going, you will run faster and soon catch him up. Use the Spin Attack when you're close to him to get the crate.

LEVEL 3 STAGE 6 - LOOK OUT TAZ

=====

Use jumping tiles to get the crate to the exit

Put the crate on the safe spot

Face the sign and then go and stand on the tile in the top right corner and it will bounce you over the fence

Face the brick wall and then stand on the tile on your right to be bounced over the fence

Stand with your back to the wall (there is a cage in this area) then go and stand on the tile in the top left corner to get over

In the next part pick up a cactus and stand next to the fence between the two purple tiles that are nearest the sign. Throw the cactus over the fence and it will land on a tile, then stand on the tile nearest the sign and it will bounce you over the fence

Stand on any of the tiles to be bounced over the fence

In the next area eat the pizza to fill your energy, stand on the tile to get over the wall

Stand on the tile that is on the right of the blue button to bounce over the fence

Destroy the orange walls with your Spin Attack, with your back to the fence you've just bounced over go to the tile in the bottom left corner, stand on it and it will bounce you

Jump over the traps then stand on the second tile from the right to bounce over the wall

Stand on the right tile

Jump over the traps then stand on the right tile

Again stand on the right tile to bounce over the wall

Stand on the tile that doesn't have a red patch under it and you'll be bounced over the fence. Pick up a cactus and throw it over the wall in front of you, pick up another cactus and throw it over the wall to your right. Step back on the tile and bounce back over the fence

Destroy the orange wall next to you with the Spin Attack, then destroy the other two orange walls. Go to the bottom left and round the wall

Go past the blue button and through the gap in the fence in the top left corner, pick up the cactus and place it on the blue button. Go back through the gap and down the passage, you will see two tiles behind two orange rocks, stand on the tile nearest the fence to bounce over

Pick up the cactus and stand on the tile on the right

When you get to the top, drop the cactus, eat the hamburger (it's in a box)

Spin Attack through all the orange walls, at the last part go to the top right and destroy the small orange wall there.

Go back and fill your energy, pick up the cactus and return to where the small orange wall was.

Step on the tile get bounced over the wall, put the cactus down. Spin Attack all the wooden posts

Pick up the cactus and put it on the button in the bottom right of the area. A tile will appear where you entered the area, step on the tile and it will bounce you back over the wall.

Go through the gateway that has opened on your right. Stand on the first tile you come to and throw the cactus off the platform. You now need to return to the start to get the crate.

If you stand on the red X on the platform a slope will appear and you will slide down, it's a quick and fun way back to the start.

Back at the start pick up the crate and return to the exit door, go through the door to complete the level

LEVEL 4 STAGE 1 - WILD WILD TAZ

=====

Taz is in Sams Town and has to go in four houses to get the crate that Sam has stolen.

You can't access Sams house until you have completed the other houses.

There are 50 Golden Globes in each house

On the screen is a picture of Sams face, it changes if you make a noise.

If you wake Sam up he will throw Taz in jail.

When Sams face changes wait until it goes back to Sam with ZZz's on it then he is fast asleep.

Eat the bombs to stop them waking Sam and pop the balloons one at a time and wait for Sam to be fast asleep before you pop another

The noise you make when you die can also disturb Sam, just keep an

eye on his face.

If you wake him and end up in jail you will have to start the House again
Houses can be done in any order

The Jail

If you end up in the jail use the Spin Attack to break the walls and get the key, you will often have to go on the jump tile to get to another side of the jail to get the key and then use the tile to get back to the lock. Put the key in the lock and go out the cell door and out into the street. It's not a problem getting out of the jail but you will soon get tired of doing it so keep an eye on Sams face.

Ditch Digger House

=====

This is the first house on the right.

Eat the bomb, walk up to the balloon and it will pop, wait for Sam to be fast asleep and then pop another balloon, carry on until all balloons are popped.

Run back and jump on blue switch, run forward avoiding the bombs and go through the door

Jump on see-saw and jump to the right onto wooden platforms, they will go down so jump up and down to get them back up and continue up

Collect Golden Globe, stand on tile and it will jump you forward, pop balloon, jump to pillar then platform with tile on, stand on tile and you will go back to button

Jump on button and make your way across the see-saws to the door on the last platform with the tile on

Go through door

Collect the Golden Globes

Jump on blue button, run over ledges and through door

Collect Golden Globes, eat bombs then jump on blue button and run through passages and through door

Eat bombs, pop balloons, collect Golden Globes. Go back and jump on blue button.

Run over the middle of the see-saws and through the door

Jump across platforms, they will drop down so jump to a higher one or keep jumping up and down to make them rise

When you get to the other end jump on the button and return over the platforms and go through the right hand door which has opened

Jump over the platforms and eat the bombs. You will spin off the platforms after eating the bombs but just continue to the other end. Go through the door and a large weight will fall on Taz

House Complete

Sam will put Taz in jail

Hotel

=====

This is the house to the right of Sams place

Eat the bombs so they don't wake Sam

Jump on piano stool then onto the piano, jump left onto the light then jump over the bar

Throw the barrel over the bar, run to the end and jump on the table and back over the bar

Jump with the barrel down the hole in the floor, stand next to the platform and throw the barrel onto the switch. Jump on the platform and jump to the door and go through

Jump on the stool and onto the bar, swallow the bomb

Get key from behind bar, throw key over bar, jump over bar and put key in lock

Go through door and swallow the bomb, go through the gap, jump left to the bomb and swallow it, pick up the key and put it on switch in the corner

Go back and collect the crate, remove key from switch and put crate on switch

Put the key in the lock in the other room, go back to the room with the switch and use the crate on the spinning platform to get the Golden Globes.

Take the crate through the door put the crate on the switch, go along the platforms to the key and put it in the lock

Go back along the platforms and through the door

A cage will fall on Taz

House Complete

Sam will put Taz in jail

Store

=====

This is the house to the left of Sams place

Go in the Store and eat the bombs and collect the Golden Globes

Go through the door on the right, open the next door then jump on the conveyor belts, collect the Golden Globes

Go left into the next room and go forward through the door

Walk slowly past the bombs and through the door

Go to the yellow switch in the bottom right corner, jump on it

Go back and pick up the barrel on the left of the room

Put Taz and the barrel on a small platform in middle of room,
it will take you up

Walk with barrel along ledge and put it on purple button

Jump down and jump on yellow button in top left of room

Go back to purple button, pick up the barrel and keep walking to
yellow button

Go back and through most southerley door

Collect globes then go back through door nearest to where you came in
Go back to room with ledges and go through most northerley door

Collect globes and go out the door at the end

House Complete

Sam will put Taz in jail

Sams House

=====

Go through the unlocked door and turn left, jump on the yellow button

Go to the other end of the area jump on the white button nearest the wall,
this will shrink Taz

Collect the Golden Globes

Jump on the other white button to make Taz large again

Go back to the yellow button and through the door

Eat the bombs and pop the balloons but keep an eye on Sams face so
you don't wake him

Go back and shrink Taz. Return to the room and through the door with
the star on

Jump on yellow button and then go back and make Taz large again

Go back, get the key and put it in the lock

A wall will drop down, go through and walk under the moving
platforms, be careful as they have bells on the bottom, don't wake Sam

Jump on the white button to make Taz small, go down the corridor
and through the door on right, turn right and go through door.

Go through the left hand door and push the box to the desk with the yellow button on top - the edges of the floor are raised so just push the box along the channel in the floor

Push the box to the desk, jump on box and onto the desk, jump on yellow button

Go to the room on the right and jump on the other yellow button

Go back and make Taz large again, go back and get the key.

Go out the door and down the corridor and put the key in the lock

Go into the library (walk away from lock, the library is in front of you)

Go down the right hand aisle and stand on the arrow and go through door

Follow the corridor and stand on the next arrow

Go through the corridors until you arrive at the next room (ignore any arrows)

Jump over gap on the right to the yellow button and jump on button

Go back to the left and jump over the platforms (you'll have to run and jump the middle one and keep going to get across)

Jump over the moving platforms and follow the corridor past the swinging arms and collect the key

Go back along the corridor and through the first door on the right, put the key in the lock and go through the door

Taz will pick up the crate and exit

LEVEL 5 STAGE 1 - TAZ GETS SWAMPED

Put the crate on the floor

Go left and jump over the gap, Spin Attack the trees and collect the Golden Globes

Go back to crate and go right, Spin Attack the tree blocking the path. Keep the spin going and step on the tile

Destroy the tree, pick up the Golden Globes from down the steps, pick up the crank handle and return to the crate

Put the crank handle on the crank handle spot and cross the bridge that appears

Go left at the block with the 2nd crank handle on top, jump the platforms (the second one takes you up)

Jump off and jump forward to the wooden platform, jump down onto the block and pick up the crank handle

Put the handle on crank spot

Fill your energy then return across the platforms back to the top and Spin Attack the trees, keep going until you have destroyed as many trees as possible (you will have created a maze)

Use the tile to get some Golden Globes, collect the other Golden Globes

Jump on the yellow button near the beginning of the maze then head left and jump on the second yellow button and pick up the key

Go to the other side of the maze and put the key in the lock

Go back for the crate, if the bee appears put the crate down until it's turned it's back on you.

Return to the second crank handle and go over the left hand bridge

Stand on the tile then follow the fireflies and Golden Globes over the water from post to post until you get to the other side (go as fast as you can the bee will try and hit you)

Run up the slope to the lock, turn left through door then right down the passage to exit level

LEVEL 5 STAGE 2 - TAZ DOWN UNDER

=====

Run through the level breaking all the obstacles

Collect four eggs and put them on the bases at the end of the level

Dodge round the bees that are flying about or they will break the egg, the eggs respawn where you found them

Go back and collect the crate, avoid the bees

Go through the door at the end of the level

LEVEL 5 STAGE 3 - THE KIWI ARENA

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This is it, the last stage

Put the crate on the safe spot

Throw rocks at the giant bird and use the Spin Attack when it's stunned

When it dies go up the steps and a short cutscene will run

END OF GAME

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BONUS LEVELS
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You have to complete the game and then go through it again to find tiles with a picture of a Jetpack, Roller Skates or a Flipper. I haven't found all the bonus levels but I've listed those I have found

After completing the game you will receive either the Roller Skates, the Jetpack or a Flipper. I think you have to complete the game again to get the others

You can access areas that were unreachable before and play some mini games

Jetpack bonus levels
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Bonus Level 1 - Jet Set Taz 1
=====

This is in the first Level

Break the trees on the left and you will see a jetpack square on the left side

You need to get to the platform above the sign

Jump on the jetpack square, run forward behind the tree and the higher ground will ensure you get to the platform

Press A to start the jetpack and fly through the door of the hut on the platform above the sign

Complete the Jet Set Taz 1 course successfully (I did this on the fast route) and you will be warped to - Level 2 Stage 5 - FIRING TAZ

Bonus Level 3 - Jet Set Taz 3
=====

This is in Level 3 Stage 2 - Taz in a Spin

The jetpack button is located in the area with the exit door. Go through the level to the cage and go down the slope, the Jetpack pad is at the bottom of the slope.

Fly up and go straight ahead, you will see a tall but small rock tower slightly to the right, it will suddenly pop up, you can't see it from the Jetpack pad.

Same as Jet Set Taz 1, fly round the level in a set time

There is also a Jetpack tile in Level 2 Stage 3 - X MARKS THE TAZ.

it's at the end of the level

Roller Skates bonus levels

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There is a Roller Skate tile in Level 2 Stage 3 - X MARKS THE TAZ.
it's at the end of the level

Fish bonus level

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There is a Fish tile on the small jetty on the beach in the first level

There is a Fish tile in Level 2 Stage 3 - X MARKS THE TAZ.
it's at the end of the level

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