Daxter Precursor Orb Guide

by linorn

Updated to v1.00 on May 17, 2006

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Daxter Precursor Orb Guide
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Version 1.00
Last fiddled with: 17th May 06
Sites with permission to use this guide:
www.gamefaqs.com
www.supercheats.com
www.neoseeker.com
Thanks to Light Jak for allowing me to use parts of his guide
Version History:
14/05/06 - Uploaded guide
16/05/06 - Added map link
17/05/06 - Added Combat Bug Cages, Vials and Tokens
If you have any questions, comments or queries feel free to
e-mail me or go to the Daxter message board at
http://boardsus.playstation.com/playstation/board?board.id=daxter
and I'll respond as soon as I can.
If you have a question about a certain orb, you can use the numbers
as a code (see (HOWTO)) to make it easier.
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Baron's Palace.....(BRP)
Prison.....(PSN)
Indiana Jones.....(IND)
Final Combat Bug.....(FCB)
(HOWTO) How to use this guide
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Each level begins with its title followed by the number
of orbs that can be found there.
i.e. (HCS) Haven City Streets - 45
The numbers on the left of the orb descriptions (1/1 6/8 \text{ etc}) are
how many orbs can be found here / number of orbs in the level so far
Combat Bug Cages are marked by @@@
Vials are marked by &&&
and Tokens are marked by ###
The numbers after each entry are how many you should have collected so far
______
00000000000000000
(CMB) Combat Bug
I didn't realise this until I wrote this guide,
but you begin the game with 1 Combat Bug
(HCS) Haven City Streets - 45
______
1/1 - Follow the tutorial!
Link to map:
http://db.gamefaqs.com/portable/psp/file/daxter haven.gif
1/2 - Behind vent
1/3 - In toolbox
1/4 - In toolbox below ramp
1/5 - Under sign. Hover from walkway
1/6 - Under walkway
1/7 - Behind portal in Power Plant
4/11 - Green eco trail in Power Plant
13/24 - Follow green eco trail
1/25 - In toolbox
1/26 - In bottle
1/27 - In bottle
1/28 - In bottle
1/29 - In bottle
1/30 - In bottle
11/41 - Stand at the apex of ramp nearest the hotel, flamehover to vent
and then onto hotel canopy
1/42 - By walkway support
2/44 - Behind large things on the Construction Site exit walkway
1/45 - On vent near Osmo's shop. Jump down from the Construction
Site exit walkway
(WSH) Westside Hotel - 50
_____
1/1 - On the flowerbed to the left as you enter
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8/9 - Climb up wall on the opposite side from where you entered, crawl thru

duct and get the orbs

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With bugspray - 1/43 - Hoverspray to top of fountain
2/11 - After creeping past first plant, drop down hole in bridge
1/12 - Go behind second plant, follow the path there
1/13 - On climbable netting
1/14 - In flowerbed just after climbing
COMBAT BUG ON LILY PAD - 2
0000000000000000
1/15 - Jump on 1st lily pad, then onto pad to the left and onto the grass
With bugspray - 1/44 - Turn around and hoverspray to floating platform
With bugspray - 1/45 - Just after jumping from wall to wall, turn around and
hoverspray to floating platform
1/16 - After jumping from wall to wall, look behind floating platforms that
lead down to the flowers
1/17 - After killing jumpy bugs
6/23 - In slide
With bugspray - 4/49 - Follow eco trail to other side of hole in floor,
turn left and crawl under doorway, jump on bed and onto upper area
With bugspray - COMBAT BUG VIAL ON BED - 13
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1/24 - In doorway you need to crawl under
1/25 - On bed
1/26 - Metal jug in the middle of the table
1/27 - Under table
###########################
COMBAT BUG TOKEN IN ROOM ADJOINING DINING HALL - 1
############################
1/28 - Behind 2nd sofa in corridor after dining hall
1/29 - Before crawling thru vent, after jumping on lights
With bugspray - 1/50 - Before 2nd slide, turn around and hoverspray over gap
and then turn left
13/42 - Second slide
(CSS) Construction Site - 40
5/5 - On zip-line
1/6 - After zip-line, turn back and it's behind the barrel
1/7 - Second sack
1/8- Jump back from platform after bouncing bit
1/9 - Toolbox there
1/10 - In front of you after climbing
COMBAT BUG VIAL OVER THE WAY - 1
1/11 - On moving platform, to the left
1/12 - When moving platform is as far to the left as it will go, double-jump
spin to a platform hidden from view behind the stack of crates. If you can't
get there now, continue and come back when you have the hoverspray.
1/13 - Under wooden table
1/14 - First sack
1/15 - Corner of area
1/16 - Other corner, behind crate
1/17 - On dividing wall
2/19 - Sack and toolbox
########################
COMBAT BUG TOKEN ON BOX RIGHT OF BOX ABOVE CRAWLING - 2
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#########################
2/21 - On box right of box above crawling
2/23 - On pipes
1/24 - Sack
1/25 - Under wooden table after crawling
1/26 - Toolbox
1/27 - Near edge of trampoline
3/30 - On stack of boxes to the right of platform after trampoline
1/31 - On box-stack straight ahead
1/32 - Corner of zip-line platform hidden by girder
3/35 - On zip-line
1/36 - Stand on toolbox, double-jump and spin
1/37 - Floating by the near-side gap in the floor
1/38 - Behind first barrel
Jump onto a barrel, double-jump spin to the platform COMBAT BUG NEAR GAP IN
2/40 - On zip-line
(BZV) Breezy Valley - 25
_____
3/3 - Follow path
3/6 - To the right there's a tree, go up purple bits its purple bits
1/7 - On top of the hut
COMBAT BUG VIAL UNDER WATERFALL - 2
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1/8 - On bank of river
2/10 - On end of second islet
2/12 - On ramp up to upper area
1/13 - At the end of upper area, near the jump by the hut
Jump off here, onto the upper river to find:
2/15 - Either side of the waterfall
######################
COMBAT BUG TOKEN BELOW WATERFALL - 3
#########################
Drop back down to lower river and follow it:
1/16 - At end of river
Now from the start again. Head for the middle way (the ramp):
2/18 - On ramp
1/19 - On small circle left of falling ramp
1/20 - At base of ramp
Turn left round foot of the ramp, you should see a rock sticking out with two
orbs in front of it:
2/22 - Drive off rock
Turn round and follow the river to the end, you'll see a green eco vent in
front of a dead tree with purple bits, drive up it:
COMBAT BUG IN DEAD TREE - 4
2/24 - In dead tree
Drive back down the purple bits, take the path to the right (with the tree
that creates an arch). Once you've gone under the arch, start counting the
sick flowerbeds and green eco vents. After the 2nd flower bed but before the
2nd eco vent, stop. Turn left and move the camera round with you. You should
see a tree with purple bits near it, and an orb floating after the purple bits:
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(BRY) Brewery - 50
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1/1 - On climbable netting above door
2/3 - Hover onto fan, then to area above the bar
3/6 - Smash cabinets behind the bar
1/7 - Behind barrel
1/8 - Smash glasses on 2nd shelf on the right
1/9 - Floating above boxes near wine rack to the left of webbed-over doorway
1/10 - In area you must crawl to get to
3333333333333333333333
COMBAT BUG VIAL IN SAME AREA - 3
1/11 - Floating under lamp near two green eco blobs
2/13 - Hoverspray from spiral ramp to next platform
1/14 - Jump in the centre of the next platform
1/15 - Flame-boost
2/17 - Flame-boost
1/18 - Follow green eco blobs with the flame-boost effect
Use the flame-boost again and hover near webbed-over door:
COMBAT BUG IN WEBBED ROOM - 5
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1/19 - Stand on raised area, turn around and hoverspray over to the middle of
3/22 - At top of steps, hoverspray and follow green eco blobs
3/25 - Same again
1/26 - After third hole in the ground
1/27 - Before going through door, turn around, go up steps
1/28 - Break glass on shelf to the left
1/29 - Hoverspray near flame and follow eco blobs
1/30 - Floating in corner
######################
JUMP BACKWARDS AFTER CLIMBING FOR A COMBAT BUG TOKEN - 4
#####################
3/33 - From the token platform, drop down and hoverspray when you're in
between the pipes stopping you from climbing to the orbs
1/34 - Floating in far-right corner behind a pipe
1/35 - Above steps
1/36 - Platform on right of big hole
3/39 - Floating above platform on left of big hole
1/40 - Above doorway, hoverspray from top of steps
2/42 - Follow eco blobs over hole
3/45 - Jump down from one platform to another after crawling
1/46 - On 3rd platform
DROP DOWN TO THE LEFT (FACING MACHINE) FOR A COMBAT BUG VIAL - 4
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3/49 - Under walkway
1/50 - Jump between climbable netting
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(TRS) Transit System - 60

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1/1 - Near-right of platform
1/2 - Far-left of platform
1/3 - Canister near edge where you jump past trains
2/5 - In room with zip-line, jump onto U-shaped pipe, then jump and
hoverspray to orb in front of tall pipe
2/7 - Zip-line
1/8 - On train-roof
4/12 - On 2nd train-roof
3/15 - On 3rd train-roof
3/18 - On 4th train-roof
1/19 - After jumping over lasers on 4th train
1/20 - On 5th train-roof
1/21 - In canister in dip of area near blocked off part after the train rides
ON OTHER SIDE OF THE AREA, HOVERSPRAY TO ECO BLOBS
FOR A COMBAT BUG - 6
00000000000000000
AFTER CRAWLING, HOVERSPRAY FROM PLATFORM TO THE
OTHER AND CRAWL INTO AREA FOR A COMBAT BUG VIAL - 5
1/22 - On 1st panel of rising-electricity thing
6/28 - In-between panels of rising-electricity thing
Stand on far-right corner of elevator, hoverspray over to area for:
######################
COMBAT BUG TOKEN - 5
######################
6/34 - Behind combat bug token
3/37 - On zip-line
5/42 - 1st section of 1st train
Change trains when there's the area with a lot of lasers to jump over
18/60 - Throughout laser-dodging section of 2nd train
_____
(STM) Strip Mine - 50
2/2 - After the escalator path, jump onto the platform with eco on it,
hoverspray to collect one orb, and land on the other platform to collect
another
1/3 - On the platform between the 2 escalator paths
1st Crystal:
Walk ahead, and you will see a huge barred wall with a couple precursor
orbs on it.
5/8 - On the climbable barrel wall
Climb it and at the top, you will see the first crystal.
1/9 - By the smaller platform
1/10 - Hit the hard hat
Collect it and return to the miner.
2nd Crystal:
From the miner, walk ahead, past the barred wall and onto the next escalator
```

path and the crystal will be right in front of you.

3/13 - In front of the crystal

1/14 - Behind the crystal, floating above dark eco and between two eco blobs Collect it and return to the miner.

3rd Crystal:

Now, from the miner, go to where you collected the 2nd crystal and climb up the barred wall. Run to the end of the platform, hit the switch, and that will activate the huge cylinder object and get it spinning around.

1/15 - Hoverspray over to the orb floating near the cylinder leg

Now, backtrack to where you got the 1st Crystal and look on the left for an opening to walk into the huge cylinder.

In the cylinder, you will see a bunch of Dark Eco and platforms spinning around the cylinder. Just wait till the platform reachs you and jump on it then the next platform and repeat till you get across. Once you get across, the crystal is right there.

1/16 - Hoverspray from the crystal platform towards the other platforms Go into the area with a hole in the ground and flames for flame-boosts, from the platform in there, turn around to face another flame:

1/17 - Hoverspray over the flame and onto the climbable wall

3/20 - Turn around and hoverspray back to the platform

Climb up the wall again, then hoverspray onto the giant cylinder:

AT THE FAR END OF THE CYLINDER, HOVERSPRAY OVER TO COLLECT A COMBAT BUG - 7 @@@@@@@@@@@@@

4th Crystal:

Now, from the miner, walk ahead and run to the right of the stage that you are in. You will see an opening and a couple metal bees. Kill them and walk ahead and grab the Crystal.

3/25 - Two near crystal, one in toolbox

5th Crystal:

Go back to where you found the third Crystal, get on the floor escalator and press triangle to get safely under the rotating chunk of metal. Hurry and jump to the left and just start running up the path. To jump over the gap on the way, just hover and make sure you hit both the green eco pellet and the flame to get to the above platform.

6th Crystal:

Go back to where you found the first crystal and turn to the left to find an opening to another cylinder. The setup this this cylinder is different but it is pretty easy to figure out how to get across. Once across, you will see the crystal, collect it.

7th Crystal:

Where you found the last crystal, jump on the zipline ahead and ride it down. That will return you to the miner. Now, go back to where you found the 3rd Crystal and run to the right where you will find a passage where there

are flames to use to boost up to the platform. Now use the first one and turn to the right and hover to the green pellet and use the flames to boost up to the platform.

Get to the elevator and have it bring you down and continue your path all the way to the crystal. Along the way, you will see a barred wall. Jump on it and crawl down to the below platform instead of up. Next, you will see a barred wall shaped like a circle and these metal things rotating around it. Climb it while avoiding the metal things and you will be fine.

After all of that, another wall to climb and there is the crystal.

8th Crystal:

After the last Crystal, continue down the passage and ride the elevator ahead down to see a couple green eco pellets and a boosting flame.

8/37 - Turn right and jump into area

######################

COMBAT BUG TOKEN HERE - 6

#########################

Use them to get across

1/38 - Hard hat near dark eco pool

and run ahead up the path.

3/41 - To the right, near the flame

You will see the crystal ahead and now

you have collected all of the crystals!

4/45 - Left of the crystal

4/49 - On the hill, keep jumping and hoverspraying to get them

1/50 - Near the hill is a vertical beam, hoverspray from it

Use the elevators in the room (which are just above and behind you while facing the crystal) and return to the miner to complete the mission.

(TNK) Tanker 1 - 60

- 1/1 Between 2nd and 3rd swinging boats
- 1/2 On platform
- 1/3 In glass box to left of crane support opposite crawl exit
- 1/4 In glass box on opposite side of crane support
- 1/5 In glass box near red moving platform
- 1/6 Under rope winch
- 2/8 Far end of the deck
- 1/9 On platform reached using red moving platform
- 1/10 Between 2 boxes after climbing up netting
- 6/16 Follow green eco path
- 1/17 Behind moving box
- 1/18 Crawl under pipe and then go right
- 1/19 Turn around and pass rolling barrel

TURN LEFT FOR COMBAT BUG VIAL - 7

- 1/20 Go forwards
- 1/21 In glass box behind collapsing platform
- 1/23 Hoverspray from platform before getting on red moving platform
- 1/24 On rope-covered pipe
- 2/26 Hoverspray to left of rope-covered pipes
- 2/28 On rope-covered pipes
- 1/29 Near steaming machine

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3/32 - On trampoline journey
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CRAWL BEHIND NETTING NEAR ROLLING BARREL
FOR COMBAT BUG VIAL - 8. OR HIT AT IT THRU THE NETTING
2/34 - On boxes near rolling barrel
1/35 - In glass box near moving crate
1/36 - Behind moving crate
4/40 - On trampoline journey
3/43 - Around floor vent
1/44 - In glass box to the left after last pistons
2/46 - After climbing wall, turn around and hoverspray to other climbable
wall, and climb up
COMBAT BUG HERE - 8
0000000000000000
1/47 - In glass box to right of doorway after passing spinning wheel
1/48 - In left-side of doorway
1/49 - In glass box to the left before spinning wheel
2/51 - Around big vent with spinning segment
1/52 - Over third gap in floor
1/53 - In glass box to right-side of doorway before floor vent
2/55 - On climbable wall
2/57 - Around lip of floor vent room
#######################
GO ROUND LIP OF FLOOR VENT ROOM FOR A COMBAT BUG TOKEN - 7
########################
1/58 - In glass box on wall to the left of doorway before spinning wheel
1/59 - In glass box on wall between the two doorways of floor vent room
1/60 - Left of doorway before trampoline
_____
(CTP) City Port - 30
_____
1/1 - On wooden crate to right of Tanker exit
1/2 - On metal crate on opposite side to Tanker exit
9/11 - Green eco trail near metal crate or opposite Fish Cannery entrance
7/18 - Green eco trail near wooden crate or on bridge
1/19 - In left-side of alcove
3/22 - Under near-side of ramp
3/25 - Under far-side of ramp
5/30 - Under conveyor belt before entering Fish Cannery door
______
(FSH) Fish Cannery - 60
-----
4/4 - Climb both cages, and hoverspray to line of orbs
4/8 - Climb cage and flamehover to orbs
4/12 - Climb cages and flamehover to orbs
1/13 - In fish-bucket before first ice-block
2/15 - On first island under moving fish
2/17 - On second island
2/19 - On third island
2/21 - Hoverspray from top of steps
1/22 - In front of middle window
2/24 - Jumping down hole
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1/25 - In fish-bucket to the left before hive
############################
CLIMB CAGES FOR A COMBAT BUG TOKEN - 8
########################
3/28 - Hoverspray to orbs from ice-block
1/29 - On crate after passing fish
1/30 - In fish-bucket near crate
Crawl under metal rollers to the end of the conveyor belt:
2/32 - Flamehover to 1st cage
2/34 - Flamehover to 2nd cage
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HOVERSPRAY TO 3rd CAGE FOR COMBAT BUG - 9
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1/35 - In fish-bucket on crate in room with ice-block and two conveyor belts
1/36 - In fish-bucket near hive
1/37 - Come out of elevator, go round building left-wise. In fish-bucket
Continue round building, flamehover over water to other area:
3/40 - Stand on moving iceberg and jump to orbs
3/43 - Same again
3/46 - Above next static iceberg
COMBAT BUG VIAL ON ICEBERG CIRCLED BY 3 FISH - 9
Back to normal path:
2/48 - On either side of moving iceberg
2/50 - Same again
1/51 - In fish-bucket behind crate stacks
2/53 - Flamehover to cage behind computer console
2/55 - On cage after tricky jump using 2 ice-blocks
2/57 - Jump onto higher cage, turn so you're facing the two ice-blocks and
flamehover to cage
1/58 - In fish-bucket on platform after tricky jump
1/59 - In fish-bucket near fish you need to melt
1/60 - In fish-bucket before door
(DST) Distillery - 60
_____
6/6 - Near box in first room
3/9 - Over beams after the first falling floor
4/13 - Flamehover to alcove to the right before you jump onto the hanging
crates
0000000000000000
COMBAT BUG HERE - 10
0000000000000000
1/14 - On hanging crate right of the alcove
1/15 - Above second hanging crate
2/17 - Jumping down hole
1/18 - Break glass in the room after going down the hole
3/21 - Over steam when hanging from crate
4/25 - Same again
1/26 - After hanging from crates, there's a small corridor with glass to
break on the left
1/27 - After the corridor, jump in the doorway
1/28 - Break glass in room after the corridor (before room with rising liquid)
8/36 - First platform room with rising liquid
888888888888888888888888
COMBAT BUG VIAL HERE - 10
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8/44 - 2nd platform in room with rising liquid
#########################
COMBAT BUG TOKEN HERE - 9
########################
2/46 - To the right in the room after rising liquid
1/47 - In alcove in long passage
1/48 - Just after alcove
1/49 - Above doorway after long passage
1/50 - On the climbable area after floor collapse
1/51 - Alcove in next long passage, just after jumping across the gap
1/52 - Climbable bit after alcove in long passage
1/53 - Above doorway after steps after long passage
6/59 - Line above scorpies
1/60 - Platform near barrels after scorpies
_____
(EMF) Emerald Forest - 50
_____
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COMBAT BUG VIAL BEHIND PILLAR IN STARTING AREA - 11
1/1 - In the entrance of cave system with two waterfalls
3/4 - In cave system
########################
COMBAT BUG TOKEN LEFT AFTER ENTERING LARGE CAVE - 10
######################
1/5 - Jump out of first cave exit clockwise of the entrance
1/6 - On island you land on after jumping out of cave
3/9 - Above waterfall left of cave exit you jump out of
6/15 - Floating above water in the large area of the level
1/16 - In pool near geyser approached by going up a ramp next to a short
waterfall
5/21 - Jump off ramp near geyser (or go up ramp onto large island) and
follow island system
8/29 - Go up ramp/waterfall chain, turn around and drive off middle waterfall
1/30 - Go around the skirts of the large area where the water falls off the
basin, you'll see an orb you need to drive off the area to get to
7/37 - In lower area
13/50 - On geyser spurt
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DRIVE OFF WATERFALL NEXT TO THE ONE YOU USED TO ACCESS
THE LOWER AREA FOR COMBAT BUG - 11
0000000000000000
(CS2) Construction Site 2 - 60
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1/1 - In toolbox before climbing
3/4 - Flamehover forwards when bouncing on trampoline
2/6 - In toolboxes on ledge the coil-flame thing is already facing
3/9 - Above small trampoline near last coil-flame thing
############################
COMBAT BUG TOKEN AT BOTTOM OF CLIMBABLE WALL - 11
#####################
1/10 - On platform before line of 3 eco blobs
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3/14 - On climbable wall
7/21 - After climbing wall, turn around and follow green eco trail
0000000000000000
COMBAT BUG HERE - 12
2/23 - On monkey-swing bit
2/25 - Around termite mound area accessed by crawling
3/28 - Flamehover to the right after leaving termite mound area
COMBAT BUG VIAL ABOVE ORBS - 12
1/29 - Double-jump when on ledge before following eco trail
3/32 - Flamehover to platform
4/36 - Same again
1/37 - Flamehover back to ledge
3/40 - Turn around and jump down to trampoline after climbing up
3/43 - Same again
17/60 - On zip-line
(SM2) Strip Mine 2 - 70
It seems like Taryn gave you your last upgrade for your bug spray device. It
is an Ultra-Sonic Attachment so it will pack a blast and can destroy many
things. You will find this new attachment very useful in this level. Okay,
now talk to the miner after the first cutscene and take a left while facing
him.
1/1 - On crate next to miner
3/4 - Over the dark eco, far to the left
Once you get across the dark eco,
4/8 - Over the dark eco, behind the wall (one in toolbox)
COMBAT BUG HERE - 13
0000000000000000
take a right and jump on the treadmill device
3/11 - On treadmill
and head up further.
Once you get through a bit, you will see that there are some boulders
stacked up and in your way. What are you going to do about it? Equip your
Ultra Sonic attachment and blow the rocks to bits, that is what you do.
Continue on through the passageway, blowing up rocks to get past and you
will get to a room with a few treadmill type of devices. Jump on the first
one, take a right and head through that room jumping on the next one and
jump to the left to get to the next part of the room.
3/14 - Land on 2nd thru-way, hover up to platform
3/17 - Hover to next platform
4/21 - Hover to next platform
COMBAT BUG VIAL HERE - 13
3/24 - In area between two hanging things (one in toolbox)
Head up the path, and get through the rocks to see a hive. Torch the hive,
```

and continue on through the next set of rocks at the end of the room. Now

1/11 - In toolbox after 3 blobs

3/27 - On crate left of hive

1/28 - In toolbox

you will see two sets of rocks right by each other. The left side holds some Precursor Orbs

4/32 - In area after left-hand rocks (1 in toolbox)

and the other is the path you have to continue. Go to the

right one and head up and over the platforms to get to the next room.

We have ourselves other hive, torch it and move on ahead.

1/33 - In toolbox near hive

2/35 - Floating near green eco

In this new room, there will be three sets of treadmills and a bunch of jagged metal rollers that are very harmful to you. Run up on the first set and jump over one of the jagged metal pieces that are suspended in air and rolling.

3/38 - Between 1st 2 rollers

Now jump to the left to get another hive.

1/39 - Above hive

Jump back to the treadmills and get on the second set

3/42 - At end of treadmill

2/44 - At other end of treadmill

and ride it all of the way up to another room.

Jump to the crate holding dirt and take a left to get into the next room. Move into the room,

3/47 - Turn right as you enter the room

take a left

3/50 - Left end of the room

and run to the single crate which gives a lift to the next room.

Jump on it and run into the next room. Get on the

first treadmill you see, then the second. It will seem like you are entering the same room with the three sets of treadmills but it is an entirely new room.

3/53 - On treadmill

2/55 - On second hanging crate

Ride the second treadmill after the first and go to the right to get another hive.

Now get back on to the second treadmill again and hover to the left side instead of the right which you did to get the last hive.

1/57 - In toolbox

Again, you will come to two sets of rocks that you can destroy. The left side is the path you want to go to get to another hive and the Right side holds two precursor orbs for you to collect.

2/59 - In right passage

########################

COMBAT BUG TOKEN TO RIGHT AFTER BLASTING THRU ROCKS - 12

#######################

After you hit the last set of rocks that lead to the next room, you will see a whole bunch of hives. Just destroy them all plus the bugs and go back to the room with the treadmill. Ride the main treadmill to the end for another hive

1/56 - On crates near hive

then turn right for another set of rocks to destroy.

Get through all of the rock sets and steadily get to the bottom of the room at the end by using all of the platforms provided for you. At the bottom of the room, there will be a lift and just jump on it to ride it up. Get through the sets of rocks, torch the hive, and move on through the next sets of rocks. Now you will be back at the miner, run to him and run behind him to see a space where you can jump up on.

3/62 - On hanging crate

2/64 - In area before destructible rocks

1/65 - In toolbox before destructible rocks

Get past that and the rocks ahead and torch the hive to bring your count down to 10 (if you have followed this guide).

3/68 - Behind hive

It seems like I missed something so here is how to get the last 10 hives. Backtrack to the room with the three sets of treadmills and hover all of the way to the left and you will see a set of rocks in your way.

2/70 - Floating in air before rocks

Go through the sets of rocks and you will come into a room that has hives everywhere. Torch all of them and return to the miner. Now another boss battle lays ahead of you. Take the door on the left side of the room and continue on to the next battle.

(LUM) Lumber Mill - 70

1/1 - In pile between log platforms in first area

Talk to the Lumber worker and jump on the platform which he is basically facing (it has a precursor orb on it)

1/2 - On 1st tree trunk

and jump up and hover across the trail of green eco pellets.

1/3 - On 2nd tree trunk

At the end of the trail, make sure you hit the zipline

to get to the other island and that is where you can start your mission.

1/4 - On zipline

3/7 - Behind zipline platform

Your objective in this mission is to wipe out all of the flying bugs and then talk to the worker. So, just understand that when we are going through this level.

After you get off the Zipline and onto the ground, you will see a blue colored switch and you can use that to activate an electric field (also known as a bug zapper lol) and you can kill the flying bugs that way. You have to stay on the switch until the bug is dead or else it won't work and the bug will still be troubling the Mill. Also, be sure to check if there are multiple bugs in the air at once because if you step on a switch and only kill one, you might assume there was only one to start with on that single switch. Just be cautious of that while playing on this level.

This first switch has you kill only one bug so step on it, wait for the bug to approach it and die, then continue on.

1/8 - In pile behind two logs

2/10 - Flamehover behind two logs

Head straight and jump up on the crate next to the right wall

2/12 - Turn around and flamehover to large pile of logs

to get up on the above platform. Go ahead and dodge the saws that will try to get you. Once you approach the next room, there will be another switch and just kill the one bug in the room with the bug zapper.

1/13 - In pile behind tree platform furthest to the right

Ahead of the 2nd switch will be a river and two sides bring you to a few other switches. First, lets go up the left side of the river. While crossing this river, watch out for the lurking sharks that are out to eat you and you don't want that happening because you will get frustrated if they eat you. Just wait till it swims to where it can't see you then, continue to the next lilypad.

There are two types of lilypads on this side of the river: Green and Withered lilypads. The green lilypads will not sink after being stood on for a while and the withered lilypads will sink just a few seconds of being stood on. Just to warn all of you about that.

1/14 - Between withered lilypad and next green one

At the end of the left side of the river, there will be one switch to kill one bug

########################

COMBAT BUG TOKEN ON LAST LILYPAD TO LEFT OF PLATFORM - 13

########################

and after that go back to the middle of the river where you first started advancing up the river. Use the zipline to get back faster.

6/20 - On zipline

Then start heading up the right side of the river.

1/21 - On 1st lilypad

In between jumps, there will be logs that you have to jump on and crawl across to get other lilypads so watch out for those. Jump across the lilypads just a bit up the river until you see an entrance on the wooden floor which you must go through. Jump down in the entrance and continue on.

You will be on the wooden floor below the entrance and you will see a huge river. Jump on the logs that are floating on the river and that are in motion to get across. Watch for the branches while riding the logs because they could knock you off.

2/23 - On logs

At the other side of the river, step on the switch and kill the one flying bug. Continue back to the river which you got on first via a zipline in the

4/27 - On zipline

and advance more up the river.

1/28 - On lilypad right of floating logs

1/29 - In pile right of doorway

At the end of the river, continue through the saws and after the first set of saws, continue ahead through the path on the ground.

1/30 - In pile behind larger platform

In this new room, kill the bugs on the ground first before stepping on the switch killing the TWO flying bugs in the room.

1/31 - In pile in this area

Stand on tree stump behind bug zapper, flamehover to green eco and land on saw stuck in tree:

1/32 - Jump onto top of tree

3/35 - In line above nearest tree

4/39 - On final tree

COMBAT BUG VIAL HERE TOO - 14

Head back to the sets of saws and continue on.

You will see the final switch in the room after the few sets of saws, kill the $bu\alpha$

2/41 - Around the 2 bug zappers

and return to the room where you found the 2nd switch.

1/42 - In room before last set of saws

Emerging from

the last set of saws

1/43 - Turn right after emerging from last set of saws and continuing to the room with the 2nd switch, take a left

1/44 - In alcove between log exit and lumber pile

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1/45 - On top of far-right bridge support
1/46 - In pile to left after crossing bridge
Ahead, there will be a slide to take you to the exit of this level.
Wait for the log chute door to open and head down the slide.
15/61 - On waterslide
6/67 - On lilypads left of exit area
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COMBAT BUG ON LILYPAD FURTHEST AWAY - 14
2/69 - On lilypads behind exit area
1/70 - In pile on left side of exit area
Use the transporter to get back to Haven City and continue to your
next mission.
(TK2) Tanker 2 - 70
______
2/2 - Above floating platforms
2/4 - Right of 1st set of floating platforms
1/5 - Above floating platform
3/8 - Hoverspray from far-right corner of metal platform
2/10 - Between metal platform and floating platform
4/14 - Above floating platforms
1/15 - In glass box left after crawling
3/18 - In glass boxes on left side of lower area
STAND ON BARREL AND JUMP TOWARDS DARK ECO
TO COLLECT COMBAT BUG - 15
00000000000000000
3/21 - Behind pipe with valve you need to flame
10/31 - On moving platform
COMBAT BUG VIAL OVER PISTONS - 15
1/32 - In glass box left of climbable wall
5/37 - On climbable wall
Timed section:
18/55 - On zipline
#####################
COMBAT BUG TOKEN ON ZIPLINE - 14
#########################
3/58 - On wall after jumping on trampoline
4/62 - Above floating platforms
2/64 - On platform over dark eco
3/67 - In glass boxes exposed when valve is flamed
3/70 - In final room
(BRP) Baron's Palace - 75
_____
6/6 - On top of lockers in room to right before first set of spikes
3/9 - Above 1st set of spikes
3/12 - Above 2nd set of spikes
3/15 - Above 3rd set of spikes
5/20 - Above boxes in room after corridor to left of statue
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and run across the bridge.

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CRAWL THRU VENT BY HIGHEST POINT OF BOXES, HOVER
OVER THE GAP FOR COMBAT BUG - 16
1/21 - On far-left corner of statue
3/24 - Before doorway into corridor after area surrounded by waterfalls
2/26 - Above spikes
Laser section:
3/29 - Crawl under 1st set of lasers on left
1/30 In 1st room. In vase on table before lasers
3/33- In 2nd room. From long table, jump onto top of bookshelf, then onto
lights, then hover over to ledge
2/35 - In 2nd room. Hover over lasers and land on bookshelf in 3rd room
2/37 - In 3rd room. Hover to bookshelf
3/40 - In room before spinning laser bookcase. Jump onto bookcase from
book-pile on floor
After spinning bookcase:
1/41 - In vase after vertically-moving lasers
1/42 - In vase in small area with 2 scorpies before a tall laser and spikes
2/44 - On tables in near-left and far-right corners of area with fiery
structure
After fiery structure:
1/45 - In vase on 1st table
1/46 - In vase in wall at end of 2nd area
1/47 - In vase in wall near pile of books before lasers and spinning bookcase
After 2nd spinning bookcase:
2/49 - Stand on small round table, flamehover and follow green eco trail
COMBAT BUG VIAL HERE TOO - 16
3/52 - Turn left after hovering over spikes
Treasure:
1/53 - In vault to right of 1st area
1/54 - In 1st vault to left of 2nd area
1/55 - In 2nd vault to left
2/57 - On edge of large floor grill
1/58 - In 2nd vault to right
######################
COMBAT BUG TOKEN IN 1st VAULT ON RIGHT - 15
##############################
6/64 - Above gold crates
1/65 - Between arms holding crate that breaks large floor grill
After meeting Count Veger:
3/68 - On crates in corridor
2/70 - On crates at far end of corridor after finding Jak's new threads
5/75 - On crates in larger room
(PSN) Prison - 75
_____
1/1 - In glass box next to zoomer
15/16 - In zoomer run
3/19 - Crawl thru vent behind patrolling guard, jump onto crates and
hoverspray to orbs above zoomers
#######################
COMBAT BUG TOKEN ABOVE LAST ZOOMER - 16
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1/20 - Above security pass

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1/21 - Behind bed in near-right cell
1/22 - Behind bed in near-left cell
1/23 - Under bed in far-left cell
1/24 - Floating in centre of room with 3 climbable walls
1/25 - In glass box before 1st wall in fixed-perspective part
1/26 - At top of climbable wall between cells
1/27 - In large gap after going up 2nd lift
1/28 - In cell after going up 3rd lift
1/29 - In glass box in far-right corner of U-shaped room
1/30 - On bed in far-right cell
1/31 - On bed in near-left cell
COMBAT BUG VIAL BEHIND BED IN NEAR-RIGHT CELL - 17
1/32 - On climbable wall after wall in fixed-perspective part
1/33 - Drop down gap and run left, orb in glass box. Use lift to get back up
1/34 - In glass box after gap
1/35 - Drop down and run right, orb in glass box
1/36 - On top of wall after gap
1/37 - At top of climbable wall between cells
1/38 - In glass box at end of fixed-perspective part
1/39 - At entrance to vent
1/40 - Between two climbable walls
4/44 - Follow green eco trail over patrolling guard
4/48 - Follow green eco trail round corner
1/49 - On platform on left-side of room with one turny thing
1/50 - On platform on right-side of room
14/64 - Flame the spring at centre of turny thing as far as possible
(3'o'clock where it starts at 6) and go to the end of the protrusion and enjoy
the ride
5/69 - In room with multiple turny things, as above on 1st of these
3/72 - Same as above on 2nd turny thing
3/75 - Same as above on 3rd turny thing
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FLAME 4th TURNY THING TO 12'O'CLOCK AND GO TO ITS END.
WHEN IT STARTS TURNING BACK, HOVER OVER TO THE
OTHER TURNY THING FOR A COMBAT BUG - 17
_____
(IND) Indiana Jones
Remember to get gold on the Indiana Jones Dream mini-game
to collect the 1001st Precursor Orb
Gold is 120
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(FCB) Final Combat Bug
Once you have 100% completion, there's a final combat bug in Osmo's Shop.
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Thanks for reading my guide. I hope it helped!
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