

Daxter Precursor Orb Guide

by linorn

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Daxter Precursor Orb Guide

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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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(HOWTO) How to use this guide

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 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

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(CMB) Combat Bug

I didn't realise this until I wrote this guide, but you begin the game with 1 Combat Bug

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(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

8/9 - Climb up wall on the opposite side from where you entered, crawl thru duct and get the orbs

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

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COMBAT BUG ON LILY PAD - 2

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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

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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

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COMBAT BUG TOKEN IN ROOM ADJOINING DINING HALL - 1

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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

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COMBAT BUG VIAL OVER THE WAY - 1

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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

#####

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

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Jump onto a barrel, double-jump spin to the platform COMBAT BUG NEAR GAP IN FLOOR - 3

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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

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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

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COMBAT BUG TOKEN BELOW WATERFALL - 3

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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:

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COMBAT BUG IN DEAD TREE - 4

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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:

- 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

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ON OTHER SIDE OF THE AREA, HOVERSPRAY TO ECO BLOBS

FOR A COMBAT BUG - 6

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AFTER CRAWLING, HOVERSPRAY FROM PLATFORM TO THE OTHER AND CRAWL INTO AREA FOR A COMBAT BUG VIAL - 5

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- 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

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- 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.

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

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COMBAT BUG TOKEN HERE - 6

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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

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TURN LEFT FOR COMBAT BUG VIAL - 7

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- 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

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

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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

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COMBAT BUG HERE - 8

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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

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GO ROUND LIP OF FLOOR VENT ROOM FOR A COMBAT BUG TOKEN - 7

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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

- 1/11 - In toolbox after 3 blobs
- 3/14 - On climbable wall
- 7/21 - After climbing wall, turn around and follow green eco trail

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COMBAT BUG HERE - 12

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- 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

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COMBAT BUG VIAL ABOVE ORBS - 12

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- 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)

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COMBAT BUG HERE - 13

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- 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

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COMBAT BUG VIAL HERE - 13

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- 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,

- 3/27 - On crate left of hive

- 1/28 - In toolbox

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

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.

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CRAWL THRU VENT BY HIGHEST POINT OF BOXES, HOVER
OVER THE GAP FOR COMBAT BUG - 16

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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

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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

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COMBAT BUG TOKEN IN 1st VAULT ON RIGHT - 15

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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

#####

1/20 - Above security pass

- 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

#####

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!