

Crash Bandicoot FAQ/Walkthrough

by dark52

Updated to v1.0 on Jun 7, 2017

| This guide has a 63.64% GameFAQs approval rating. |
o-----o o-----o
| 21 Yes / 12 No | (04/06/2017)
o-----o



1 - Introduction.....	[010000]
i - Introduction.....	[010100]
ii - Basics.....	[010200]
iii - Boxes.....	[010300]
2 - Walkthrough.....	[020000]
i - Island 1.....	[020100]
1 - N. Sanity Beach.....	[020101]
2 - Jungle Rollers.....	[020102]
3 - The Great Gate.....	[020103]
4 - Boulders.....	[020104]
5 - Upstream.....	[020105]
6 - Papu Papu.....	[020106]
7 - Rolling Stones.....	[020107]
8 - Hog Wild.....	[020108]
9 - Native Fortress.....	[020109]
ii - Island 2.....	[020200]
1 - Up the Creek.....	[020201]
2 - Ripper Roo.....	[020202]
3 - The Lost City.....	[020203]
iii - Island 1.....	[020300]
1 - Jungle Rollers.....	[020301]
iv - Island 2.....	[020400]
1 - Temple Ruins.....	[020401]
2 - Road to Nowhere.....	[020402]
3 - Boulder Dash.....	[020403]
4 - Sunset Vista.....	[020404]
5 - Whole Hog.....	[020405]
6 - Koala Kong.....	[020406]
v - Island 3.....	[020500]

	1 - Heavy Machinery.....	[020501]	
	2 - Cortex Power.....	[020502]	
	3 - Generator Room.....	[020503]	
	vi - Island 1.....	[020600]	
	1 - Upstream.....	[020601]	
	vii - Island 3.....	[020700]	
	1 - Toxic Waste.....	[020701]	
	vii - Island 1.....	[020800]	
	1 - Rolling Stones.....	[020801]	
	ix - Island 3.....	[020900]	
	1 - Cortex Power.....	[020901]	
	2 - Pinstripe.....	[020902]	
	3 - The High Road.....	[020903]	
	4 - Slippery Climb.....	[020904]	
	x - Island 1.....	[021000]	
	1 - Native Fortress.....	[021001]	
	xi - Island 2.....	[021100]	
	1 - Road to Nowhere.....	[021101]	
	xii - Island 3.....	[021200]	
	1 - Lights Out.....	[021201]	
	2 - Jaws of Darkness.....	[021202]	
	3 - Fumbling in the Dark.....	[021203]	
	4 - Castle Machinery.....	[021204]	
	5 - Nitrus Brio.....	[021205]	
	6 - The Lab.....	[021206]	
	7 - Lights Out.....	[021207]	
	xiii - Island 2.....	[021300]	
	1 - Boulder Dash.....	[021301]	
	xiv - Island 1.....	[021400]	
	1 - The Great Gate.....	[021401]	
	xv - Island 3.....	[021500]	
	1 - The Great Hall.....	[021501]	
	2 - Dr. Neo Cortex.....	[021502]	
	3 - Bonus Rounds.....	[030000]	
	i - Tawna.....	[030100]	
	ii - Dr. Nitrus Brio.....	[030200]	
	iii - Dr. Neo Cortex.....	[030300]	
	4 - Table of Requirements.....	[040000]	
	5 - Ultimate Password.....	[050000]	
	6 - Updates.....	[060000]	
	7 - Contact.....	[070000]	
	8 - Copyright.....	[080000]	

	Author: dark52	
	Version: 1.0	
	Start Date: 09/03/06	
	Last Updated: 19/12/07	
	Website: http://faqs.darkspyro.net	
	Email: dark52(at)darkspyro(dot)net	

```

-----
|~-[010000]~-----INTRODUCTION~-----[010000]~|
-----

```

```

-----
| [010100] Introduction [010100] |
-----

```

Welcome to my walkthrough for the Sony PlayStation game Crash Bandicoot. The game was developed by Naughty Dog and originally released in 1996. More recently it has been added to the PlayStation Store which lets people play Crash Bandicoot on their PSP or PlayStation 3.

```
,-----,  
| [010200]      Basics      [010200] |  
'-----'
```

Crash only has two methods of attack. His spin and his jump.

You'll find hundreds of the apple/peach-alike Wumpa Fruits all over the place. Collecting 100 of these will gain you an extra life.

Life. Occasionally you'll find a token with Crash's face. Collecting these will give you an extra life. You can get up to 99 lives, but unfortunately they don't get saved so you have to start back off at 4 each time you play.

Bonus Tokens. Found in specific ? Boxes in some levels. These are found in thress, so if you've found one then there are two more hidden in the level. Picking up the third of them will instantly transport you to a bonus round.

N. Brio bonus rounds are there each time you go in a level and you can replay them even after finishing them. They're only really for getting extra lives.

Tawna bonus rounds are simply for saving the game, you can get a few extra lives too. You can only complete a Tawna round once and then it'll never show up again.

Cortex bonus rounds are for keys. Get to the end and Cortex will leave you a key, you can also save the game. Again you can only complete these once.

Aku-Aku Masks. Having this witch doctor floating about helps Crash take hits from enemies. These stack up to three whereupon you become invincible for a short time before losing that third layer. While in the invincible mode you'll move faster and just running through boxes or enemies will smash or kill them.

Clear Gems. Smashing all of the boxes in a level in one go will reward you with a gem at the end. These are only used for getting an alternate ending.

Coloured Gems. Rare, these are given for the same reason as the Clear Gems but only in specific levels. Getting each colour will create extra platforms in certain levels which will let you complete them to get another gem.

Keys. Beating the Cortex Bonus Levels will earn you a key. These unlock extra paths on the island map allowing you access to extra levels.

Saving. Crash has a rather harsh saving system. You can save after doing a Tawna Bonus Level or after getting a Gem. And when saving you can either select to view a password representation of your game or to save to memory card. If you choose password you can also save to card after, but if you choose card you can't view the password. The only things saved are gems and keys, you go back to 5 lives and 0 Wumpa Fruit when you load it. You might also have to go through a level again even if you already have the gem or refight a boss.

Death. Getting all the way down to zero lives and then dying will cause you to lose the game. Luckily you can carry on with five lives but it's like loading a game in that you might lose progress.

```
,-----,
```

| [010300] Boxes [010300] |
'-----'

They're all over the place these little square boxes. Inside you'll find a variety of objects ranging from tokens, to fruit, to masks, to... well that's about it.

You've got your normal boxes, these will give a single or multiple Wumpa Fruit.

? Boxes, these will give a number of Wumpa or perhaps a token.

Aku-Aku Boxes, these'll give Crash the protective mask allowing him to be hit and not die.

Arrow Boxes, jump on these and you'll bounce upwards. These do need smashing so spin them once you're done.

Iron Boxes, solid grey boxes that sit around and do nothing. You don't need to (and can't) smash these.

Iron Arrow Boxes, like the Arrow Boxes jumping on these will propel you upwards. You can't and don't need to smash.

Bounce Box, a more striped version of the normal box. Jumping on these you'll bounce upwards and get a Wumpa Fruit. Bounce ten times to destroy it. If you jump off after bouncing before getting all ten Wumpa then it'll no longer give you the full amount.

! Box, a switch to turn outlines solid. And sometimes make boxes appear that were even more invisible than that.

Outline Box, a temporary outline of a box, you'll need to hit a nearby ! Box to make this turn into what it should be.

Checkpoint, smashing these will save your position so that if you die you don't have to start back at the start. Annoyingly all of the boxes in a level all of the boxes before the checkpoint will reappear if you die, which isn't exactly useful when trying to get the level's gem.

TNT, these red boxes will start a countdown if you jump onto them or brush against them. Once they hit zero they explode. Spinning them isn't advised.

Crash Box, unsurprisingly with Crash's face on the front, these contain an extra life.

And I think that's it.

,-----,
|~-[020000]~-----WALKTHROUGH-----[020000]~|
'-----'

Before starting, you might like to know what's actually going on. And for some reason the only way to actually see the beginning scene is to sit at the title screen for about thirty seconds.

BRIO -

"But Dr. Cortex, we have not determined the cause of past failures."

CORTEX -

"Moron, this bandicoot will be my General and he will lead my Cortex

Commandos to world domination. This time I shall reign triumphant! We are closer than ever before. Quickly into the vortex!"

BRIO -

"But Dr. Cortex the vortex is not ready, we have no idea what it could do."

CORTEX -

"Failure again! Capture him!"

CRASH -

"Uh oh."

CORTEX -

"Prepare the female bandicoot."

```
,-----,
| [020100]      Island 1      [020100] |
'-----'

      ,-----,
[020101] N. Sanity Beach [020101]
      '-----'
```

Washed ashore on N. Sanity Beach, the game begins.

Smash the three boxes in front of you, the striped ones are bouncy and will give a total of ten Wumpa Fruit if you bounce on them ten times in quick succession. Just ahead down the path is the first enemy, it's a crab. To kill it either jump on top of it or spin into it, just don't walk right into it. Jump over the gap directly after the crab, smash the box and pick up the Aku-Aku mask on the right before the lying down stone pillar. Jump that pillar and then the hole after it. Smash the box and use the arrow box up the slope to bounce into a box above before destroying it. Again kill the crab, smash the box and jump over the two holes to another crab, kill it too. Now you'll be working your way up a stone temple, smash the boxes on the way up and you'll reach a checkpoint.

If you still have a double mask, the third Aku-Aku mask here will turn you invulnerable to attacks and you'll be able to run quickly through the level smashing all the boxes automatically as you go as long as you get close to them. Anyway, jump over the pillar and kill the tortoise, jump the gap after him and kill a second, jump another gap and kill a third. After another gap is a small tower of boxes to smash. Jump the pillar and smash the box on the other side, it's slightly hidden by the pillar, then jump over the gap and smash the wall of eight boxes. You've now reached a split in the tracks. Let's go left first.

Kill the tortoise as you get to it, jump the pillar and smash the two boxes on the other side. That's left done. Turn around and go the short distance back to the split, and go right this time. Jump over the gap at the bottom of the hill and activate the Exclamation Mark box. It'll bring to life a bridge of boxes. If you want to earn the Clear Gem you're going to need to make it over here as well as smashing each box as you go without dying. Jump onto the first, then press forwards to land on the next, doing this each time until you reach the other side. If you miss some near the other end it is generally possible to leap back onto it and then straight back to land again. Kill the tortoise and advance to where the paths join. Jump the gap and smash that last box before leaping into the Sparkling Transport Pad. If you managed to get all of the boxes you'll be given a gem upon doing so. If not, you may be told how many boxes you missed. Remember that if you die in the level all boxes reappear, so

despite getting to the checkpoint and beyond, all the boxes before that will have been missed if you died after the checkpoint and didn't go back.

```
      ,-----,
[020102] Jungle Rollers [020102]
      '-----'
```

Unlike the previous level, you cannot get the Clear Gem at the moment, you'll require the Green Gem before you can earn the Clear Gem here.

You'll beam into the level, with boxes directly in front of you. Bounce on the arrow box then destroy it along with the Aku-Aku box alongside. To destroy the TNT box just ahead, simply jump onto it and then as it starts ticking down from three, run away so as not to be hurt in the resulting explosion. Jump over the gap and kill the advancing skunk, it'll reappear at the top of the slope until you get past it. Jump another gap and pillar, use the arrow box as usual and jump yet another gap. This time there are two skunks on the never-ending patrol, kill them and get past where they appear from. A large red and green plant will appear in the path, to kill it just leap onto the top of it, or spin it. Avoid its mouth though as it's rather hungry. Smash the two boxes on the other side and jump past the rolling stone. Destroying the box here will then give you a Tawna token, the first of three. Kill the plant and jump over the hole to yet another skunk patrol. Leap another gap, avoid another rolling stone and smash the box on top of the metal boxes.

Jump over another gap, through another stone and over another gap, followed by another gap, and at the top of the slope yet another. Jump through the pair of rolling stones now and walk down to the checkpoint. You may notice the tiny green dot here just before the boxes, this would be a platform if you had the Green Gem, which you don't at this point. Smash the boxes anyway and jump over the pillar. Jump by the rolling stone and in smashing the box pick up the second Tawna token. Jump through the two rolling stones, over the gap and kill the skunks. Leap over the gap at the top of the slope, go through the rolling stone and try and get the box out from in-between the two TNT boxes. You can do this by jumping but spinning after you reach the top of your jump, but not after you land of course. Doing this successfully will start the TNT ticking so move on forwards past the rolling stones and of course the skunks after the gap. Jump over the pillar and down to the plant, killing it on the way.

Smash the boxes here and bypass the rolling stone at the same time as jumping the gap in front of it. Smash the box and collect that third Tawna token if you're wanting try and save the game now, thought there's little point right now if you managed to earn the Clear Gem in the level prior.

```
      _   _   _
      | \ / \ | \ | | | |
      |-( | | | \ | | | - - TAWNA
o-----|_/--\_/--| | -|_|-_|-----o
| Go to the right and jump on the bouncy box until it |
| smashes. Leap over the gap in the metal boxes and smash |
| the boxes on the other side. Walk up to Tawna and jump |
| into the Sparkling Transport Pad to save your game, if |
| you decide now you don't want to save your game, tough. |
| Once you get this far you can't get out of it any other |
| way aside from turning off your console. |
o-----o
```

Back in the level, all the previous boxes are still smashed (but of course you can't earn the Clear Gem now anyway), and the box has turned into a smashed checkpoint. Jump past the rolling stone and kill the plant. Jump through another pair of stones, over a gap and over another. Smash the two boxes and

jump into the middle of the two rolling stones, quickly jump over the gap on the other side and kill the advancing skunks as well as the final two plants. Exit. At least three boxes will be missed since you don't have the Green Gem, so just ignore that counter for now.

```
      ,-----,
[020103] The Great Gate [020103]
      '-----'
```

As with the previous level, you can't get the Clear Gem right away. This one needs you to have the Yellow Gem to complete it.

A level with a different layout this time, it'll generally be a side-to-side level. Smash the boxes and bounce up the metal arrow boxes to the left, then landing on the wooden platform to the right. Smash the boxes here too, getting the Aku-Aku box in the air before the lower down ones. Kill the tortoise just along to the right, then leap the gap and kill the tortoise there too. Kill the plant as in the level before, jump the gap and spin out a box in-between a couple of metal boxes, this will give you a Tawna token. Because the bottom one is an arrow box, the top one will start bouncing. You'll have to time a jump through them so that the metal box doesn't land on you. Obviously the best time for this is right after the box bounces upwards again.

Jump the gap and kill the rolling monkey, then jump another gap and kill the tortoise and plant on there. You can use a couple of boxes to get up to a free life on the next platform. Jump the gap and you'll have reached the far right of the level, shame it goes up now then. Jump and spin the three wooden poles sticking out on a circle, these will then turn into a temporary platform which will remain there for you to use to get higher for a short while, so quickly use the platform on the right to get up to it and over to the metal arrow box. Follow the path of Wumpa Fruit up to the checkpoint at the top, you're now heading left.

Kill the tortoise on the next platform and the monkey on the one after that. On the next one, use the tortoise as a trampoline before killing it, so as to reach the Aku-Aku box above. Once smashed, kill the tortoise and move on, killing a plant as you go. Watch out for the spikes which are on a timer to popup, this gives you plenty of time to avoid them. On the other side of the three spikes, smash the small tower of boxes and receive a second Tawna token. Jump over the gap on the left and then quickly onto the top of the person there, he'll hold his shield above his head which allows you to bounce up and down on him, just spin into him in this stage. Jumping on, you'll land on a green slippery surface, no trouble at this point. Jump again onto a second piece then straight off the end and smash the box. Again jump up and run up the slippery surface on the left.

Jump the gap and kill the monkey, you'll find another shield bearer on the next platform. Leap onto the green surface on the left, making sure not to slide off whilst waiting for a good time to jump past the spikes. Here you'll then get to another new obstacle, a flame. This again is timed, and whilst it's not active you can safely jump over it or on it, it acts like a trampoline whilst not burning. Again walk under the spikes where safe, smash the box and off you go to another Tawna Bonus Round.

```
      _   _   _
      | \ / \ | \ | | | |
      |-( | | | \ | | | - - TAWNA
o-----|_/--\_/--| | -|_|-_|-----o
| Jump in-between the two bouncy boxes until they smash and |
| you activate the TNT below, get out of the way, either |
| left or right, then go right. Jump into the Exclamation |
```

| Mark box above, bringing the outlines into existence on |
| the right. Jump and spin into the life box in the air and |
| jump on each of the boxes below once, making sure not to |
| fall. Jump to the right and all the way to the end of the |
| Bonus Round where there are two more life boxes and the |
| Sparkling Transport Pad to allow you to save your |
| progress again. Which may be actually worthwhile this |
| time. |
o-----o

Walk under the spikes on the left, timing the jump so that neither of the two final spikes will hit you. You can see the yellow dots over the Sparkling Transport Pad, but no Yellow Gem at the moment so you can't be getting that Clear Gem right now, exit for now though to get on to the next level.

,-----,
[020104] Boulders [020104]
'-----'

You'll be moving backwards through this level towards the camera the whole time. There aren't any requirements for this level, so you can get the Clear Gem on this run through, and I mean run.

Smash the box on the left and follow the arrow of Wumpa into what is a safe haven. Start running towards the camera now and don't stop. A short while after a slope downwards you'll come across a gap to jump over, then followed quickly by a second one, then you'll reach the first stop point where you're safe from the boulder. Smash the boxes in here and get running again as you exit.

Almost right away are a series of five gaps, one after the other. Then you'll go through a shadowy tunnel followed quickly by a tiny wooden fence which you will need to jump over, lest it slow you down. There are five of those small fences to jump over before you reach the next stopping point. Smash the boxes and get the checkpoint. And get moving.

Jump the gap straight onto a small green platform in the middle, and jump again back onto the orangey land. It's followed quickly by another two of those setups, then as you see some Wumpa on the left, go towards that and around a wooden pole sticking out. Wind through a few of those, following the nice Wumpa Fruit and boxes as you go. Through another shadowy tunnel and over a gap with two green platforms in this time, followed immediately by one with a crumbly platform and two more solid platforms. Not that you'd hang around long enough for it to fall anyway. Exit through the Sparkling Transport Pad and you might have earned that Clear Gem if you got all the boxes along the way.

,-----,
[020105] Upstream [020105]
'-----'

Another case of no Clear Gem, you'll need the Yellow Gem before you can fully finish this level.

Smash the box down from where you teleport in and then turn around and go upwards as you'll be doing for the rest of the level. Jump onto the solid green platform then onto a flimsy lily-pad, stay too long and it'll drop down into the water, remember this bandicoot can't swim. Smash the box on the brown platform, giving yourself a Tawna token, before jumping forwards onto another lily-pad, avoiding the clown fish as you jump, you can spin it out of the way but there's little point here. Wait on the solid platform for the moving leaf to arrive, jump onto it and let it take you the short distance it goes before

turning back, jump onto the log.

At the other end of the log use the lily-pads to get over to another platform with a box on. Jump forwards onto another lily-pad then up onto a slippery log, avoiding the two jumping fish too. Get the checkpoint at the top. Leap onto the moving leaf, avoiding the fish as you'd expect, smash a box and start the TNT. Jump onto the open mouth of a snapper plant and very quickly jump on forwards again, if you stay too long it'll eat you. Smash the box and collect a second Tawna token. Avoid the fish and jump onto a moving leaf, then as it reaches the end of its path jump onto a second moving leaf. Jump the three lily-pads and snapper plant to get to a solid platform with a life and Aku-Aku box on.

Just ahead is a new type of snapper plant, this time it snaps by itself and so requires you to time your jumps onto it, not only that but there's a fish in-between you and it. Jump over them both and onto a small green platform, then straight up a slippery slope. Note the yellow dots on the left as you go up to the checkpoint.

Again with the timed snapper plant, jump over it and the normal one right afterwards, then smash the two boxes and pick up a third Tawna token.

```

      _   _   _   _
      | \ / \ | \ | | | |
      |-( | | | \ | | | - - TAWNA
o-----|_/_--\_/_--| | -|_|-_|-----o
| Spin the boxes above the metal boxes and then jump onto |
| the ones below the level, making sure not to fall down. |
| Spin the ones over a gap and then spin yet more above the |
| surface, then again jump onto the ones on the floor. Jump |
| to the end of the bonus round to get two more lives and |
| to save. |
o-----o

```

Jump onto the moving leaf on the right and forwards onto the lily-pad then solid platform. Again onto another leaf on the right, then as you get to the end of its run jump onto the grey snapper plant and onto a final platform. Again you'll notice the yellow dots but exit normally anyway. No Clear Gem right now I'm afraid, you'll have missed at least three boxes, but it's onto the first boss!

```

      ,-----,
[020106] BOSS: Papu Papu [020106]
      '-----'

```

Disturbing a sleeping Aztec warrior in his throne room probably wasn't the best idea, but Aku-Aku is there to help you, he'll be at level two when you start the fight. Jump over Papu Papu's stick as he twirls it around and leap onto his head whilst he isn't slightly flashing a lighter colour. Do this another two times and you'll defeat him.

```

      ,-----,
[020107] Rolling Stones [020107]
      '-----'

```

Again, you can't earn the Clear Gem without the Blue Gem this time.

Kill the snapper plant ahead and destroy the wall of boxes just past it, then jump past the large rolling stone. The box on the right will give you the first Tawna token of the level, and the one on the left will give you an Aku-Aku mask. Jump over the gap and then through the two stones as they roll up their slopes. Jump over the gap and the next rolling stone in one leap, then use the

arrow box to smash the bouncy box above it. If you get all the ten Wumpa Fruit out of it you'll also get a Brio token. Smash the arrow box then jump over the gap and between the stones. Kill the plant, smash the life box and again jump over the gap and avoiding the rolling stone. Watch out for a patrolling tortoise, checkpoint.

Leap over the gap and past the rolling stone and kill the two plants as they appear at the bottom of the slope. Just ahead is a small tower of boxes, the middle one being an Aku-Aku mask the other two are TNTs. Jump and spin out the middle one and the others will start ticking. Though if you go further forwards it'll explode well before it should do, leaving behind the top one still, so make sure they've both exploded before moving on (only really matters if you have the Blue Gem though). Jump onto the middle part of the stones and quickly onto the platform with nine boxes on. The far left corner is home to a box with the second Brio token, the rest aren't quite so important as to get before detonating the TNT. Jump onto the green island ahead and then past the stone, killing the tortoise as you land and reach another checkpoint.

Jump onto the next green platform and again through some more stones. Down the short slope, jump onto the moving platform and then jump through the rolling stones. Smash the box (second Tawna token) and jump onto another moving platform. Again through the stones and straight onto a small green platform. Through more stones and onto a moving platform, then jump onto land. Again jump onto another moving platform, through the rolling stones and onto yet another moving platform. Try not to spin the plant into the arrow box, then use the arrow box to smash the bouncy box above it. Smash the boxes and then jump onto the stone platform, it's not going to hold out for long so quickly jump between the two rolling stones and spin at the skunks if they're there. Smash the box and pick up the Tawna token.

```

      _   _   _   _
      | \ / \ | \ | | | |
      |-( | | | \ | | | - - TAWNA
o-----|_/--\_/--| | -|__| -__|-----o
| Leap right onto the metal boxes, in order to do this |
| easily you're going to need to jump up onto the first |
| box, then along to the second, and so on until you reach |
| the end of the boxes. Single jump the box below ground |
| level then repeat the same sort of process for the next |
| bridge of boxes, this time a bit longer and fix to get if |
| you mess up. Just jump on the bouncy boxes and then onto |
| the final platform to save the game. |
o-----o

```

Jump forwards onto the green platform, then through the rolling stone and down the slope. Jump onto the wobbling stone platform and then again jump through the rolling stone before it falls. You might have noticed the small blue dot on the right, despite where it goes you can't reach there without the Blue Gem. Jump onto the green platform then back onto land. Up the slope, spin any skunks, and jump again onto a green platform. Jump through another pair of stones, onto a green platform, through another pair of stones and onto a moving platform before one more jump to land. The lower box of the two on the right will give you the third Brio token.

```

      _   _   _   _
      | \ / \ | \ | | | |
      |-( | | | \ | | | - - N. BRIO
o-----|_/--\_/--| | -|__| -__|-----o
| Jump from each of the lower TNT boxes straight over the |
| higher ones and onto the next lower one until you reach |
| the solid metal platform with some lives on. Jump onto |
| the next platform and spin out the first box, it'll start |

```

| the TNT below ticking so jump back to the previous |
| platform. Jump over the metal boxes that are left and |
| bounce on the life boxes to the final platform where Brio |
| is standing, though not for long. Exit. |
o-----o

Smash the remaining boxes and swirl outta there.

,-----,
[020108] Hog Wild [020108]
'-----'

Straight away Crash'll leap onto the back of the hog. Jump over the gap coming up and again over another hole. Ahead is a third hole, slightly larger, which leads up a ramp. Smash the boxes as you go past them and jump over the spiked barrier on the ground, getting the box on the right as you land, and jump again over a second barrier. Go to the left and wind through a series of upright spikes, after one go to the right, then after two go to the left, smashing the box, another two on the right and one more on the left and you're through. Smash the two boxes right after and go up the slope to a checkpoint.

Jump over the hole and go to the right of the shield carrier, then around the spike keeping to the left then to the right straight away. Go to the left of the next shield carrier and jump onto the drum to get a much further jump over the large pit. Smash the boxes on the right and left and go to the right of the shield carrier here. Again with the drum, smash the two boxes going right and jump over the spiked barrier to get to the next checkpoint.

Keep to the right until you pass the first shield carrier, then go to the left to avoid the second. Smash the path of boxes and go to the right of the next shield carrier after the upright spikes. Jump over the turning spit and through the two spikes. Keep down below the next spit and then jump over the next after another couple of spikes. Again jump over another horizontal spike and keep to the right of the final shield carrier to finish.

,-----,
[020109] Native Fortress [020109]
'-----'

The final island on the island, but again you can't get the Clear Gem, this level will require the Red Gem in order to fully complete.

Smash the four boxes on your left, the top one nearest you has a Tawna token inside, then use the metal arrow box to jump up to the platforms above. Going left, use the tortoise as a trampoline to reach the Aku-Aku box above it, then kill it as well as a snapper plant and another pair of tortoises lined up right afterwards. Jump the teeny gap and kill the rolling monkey, make sure he's not rolling if you're going to spin into him though. On the next platform are two more plants, one behind the other, jump on the green slope and quickly leap onto the other slope going upwards. As you jump back onto a non-slippery surface time your walk under the spiked column then jump over the flame whilst it's not on fire and get that checkpoint.

Kill the plant on your left and jump over the spikes when it's not spiking. Spin the vertical platform above you and jump up onto it from the left, the box there giving you the second Tawna token. As you jump up, spin the platforms above you so as to get them ready. Use the metal arrow boxes to get up high and to start going right now. Use the flame as a trampoline to get across the slightly larger gap and kill the two tortoises where you land as well. Jump onto a downwards sloping green platform, jump and kill the plant and then jump

again to get to the checkpoint.

Again use the flame as a trampoline, run up the green slope and jump to kill the monkey. Another flame and another green slope, when you land on a normal platform prepare for a shield barer and use it as a trampoline to reach the box above its head. Jump over the gap, mind the spikes, kill the two plants and jump onto the slope. Keep on there until you have a good jumping opportunity to get to the checkpoint.

Jump right, spinning into the two plants waiting for you and kill the tortoise as well. Jump the gap, minding the spikes as usual, and run up the slope avoiding the flame in the middle. The next platform is home to another shield-bearer, you can just kill it straight away as there's nothing above it to reach. Jump onto the green slope and wait until you have a good jump to the flame and then onto a green slope again, here keep slowly walking back towards the flame until the spikes go up, then rush underneath them and jump onto another platform. Here you have a TNT at the bottom and several boxes above it. You'll need to spin out the lower box which will start the TNT ticking, if you want to risk it you can quickly get the other boxes above it, but you're going to have to time it perfectly. Jump back to the platform again and leap over to the monkey platform, avoiding the spikes of course. Jump up to the box on the right and pick up the third Tawna token.

```

      _   _   | \ | | | | | |
     / \ / \ | \ | | | | |
    |-( | | | \ | | | - - TAWNA
o-----|_/_--\_/--| | -|_|-_|-----o
| Jump on the box then straight onto the metal boxes. Use |
| the bouncy box to reach a life box above then jump off to |
| the right. Then just jump on each of the boxes to reach |
| the end platform. |
o-----o
```

Back out, spin into the vertical platform to straighten it out and use it to get higher, spinning the other platforms as you go. Use the several metal arrow boxes to get up to the top and to the checkpoint.

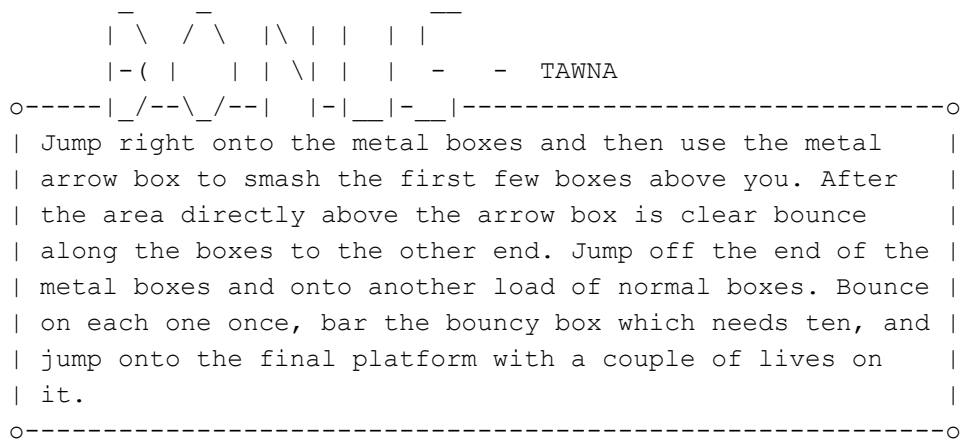
Jump over to the left and use the tortoise as a trampoline to reach the bouncy box above him, though you can just above reach it with a spin if you jump off the plant. There's a rather secret path behind here, just jump up to the dip in the spikes on the fence. You can go along to the left collecting Wumpa Fruit and you can come out further along the track above a flame, this skips a few more dangerous bits but no boxes so feel free to do either, I'll do this one. Jump down onto the flame and then to the left onto the tortoises, then jump left onto the flame and quickly onto another and then straight onto a checkpoint.

Jump onto a third flame and onto a monkey platform. Kill it and jump over the spike at the far end to get onto a green slope. Avoid the spikes and jump onto the flame, jump over the following spikes and onto a green platform. Again jump onto a flame, straight onto another and then onto a green slope. Kill the plant in the middle of it and jump over the spike to reach a box. As you jump over the next flame you'll notice red dots in the air, the sign that you can't get all of the boxes right now. Jump over the spikes, kill the plant and jump onto another flame. Jump again onto a triplet of flames, then use the platforms going up to reach the end, not missing the nine remaining boxes on the way up of course.

Smash the two boxes in front of you on the log and jump forwards along the path of lily-pads and then the snapper plant. Jump onto the moving leaf and then jump onto another, avoiding the jumping fish at the jump point. Jump off the second leaf and walk up the slippery log to the top, jump onto the lily-pad, avoiding another fish, and then onto a solid bit of land. Wait for the leaf to arrive and then catch a ride. Leap onto a second one and at the end of its path time a jump so as to not get eaten by the automatic snapper plant. One of the two boxes here is the first Tawna token. Jump onto the stone platform ahead and kill the monkey rolling about on it, then just jump onto a lily-pad and then straight to a checkpoint.

Jump onto the moving leaf and then right onto another small piece of solid land. Jump forwards, avoiding the jaws of the plant, and onto some lily-pads, quickly jump onto a slippery log and run up to a box at the top. Jump forwards over a bunch of lily-pads and a plant, then straight onto a moving leaf with a fish just before it. Again jump onto a second leaf and onto a platform with a monkey on, make sure that it stops rolling before spinning it. Looking ahead you should be able to see the grey snapper plant right after the green one, time your jumps accordingly and jump to a checkpoint.

Jump onto the moving leaf, then onto a slippery log. Run along the lily-pads and then stand on the solid platform at the end. Wait for the lily-pads to raise again then jump onto the Exclamation Mark box on the left and jump back. Jump towards the camera onto the lily-pads again and run back down them to the log. On the left now you'll see a couple of new boxes. Jump down and onto the TNT, it'll start ticking so use the arrow box to jump back up to the log again before it explodes. These are the two most easily missed boxes so make sure not to miss them. Run back up and across the lily-pads, then jump over the grey snapper plant whilst avoiding the jumping fish and the next boxes will contain the second Tawna token. Jump forwards and run along the lily-pads, over a snapper plant then onto a moving leaf. Jump onto a second leaf midway then onto a grey snapper plant to get to a small platform with three boxes on. The bottom one contains the third Tawna token.



And back out, jump forwards along the lily-pads and use a snapper plant to get to another solid island. A slightly more complicated jump now, you need to avoid the fish, make sure the snapper plant isn't snapping and to use it to jump onto a moving leaf to get to the end of the level and receive your Clear Gem.

[020202] BOSS: Ripper Roo [020202]

'-----'

The rather psychotic looking Kangaroo boss is now. This fight is not that difficult if you know what Ripper Roo is doing, there's method in his madness. First he'll jump only on the three squares surrounding the initial square you teleport in on. To hurt him simply jump on one of the BIG TNT boxes floating along next to one of the platforms he jumps on and hope that it'll explode at the same time as he gets to that platform.

He'll next change his path. Now he'll jump on the entire middle row and the initial platform you started on, the other two nearest the screen are ignored by him. Again jump onto a BIG TNT box so as to explode as he gets close.

His final pattern is that of jumping on each of the middle outer platforms, now ignoring the centre one. Again just jump on a BIG TNT to defeat him.

'-----'

[020203] The Lost City [020203]

'-----'

Jump over the metal boxes on the right and smash the two boxes there before jumping around the metal boxes and back to where you started. Go into the little tunnel and pick up the Aku-Aku mask and then get started with the level proper. Head right, jump over the gap and then again and you'll reach a place with a moving stone block. Run past it as it goes in and drop down onto the lizard below, then jump up into the alcove behind and smash the four boxes in there. Back out and jump past the next sliding block.

Jump over the next slightly larger gap and then onto a wobbling platform, it'll fall after a very short time so jump off it quickly again. Jumping onto solid platform again, jump and spin the larger bat hanging on the wall and wait for the flying bats to fly past before jumping down into the gap. Once they pass again jump into the alcove and smash the box inside, this has the first Tawna token inside. Back out and jump over to a second dip, then leap up and spin the hanging bat to end the flying bats' flying. Head into the alcove and jump on the bouncy box, making sure to activate the Exclamation Mark Box above it out of sight. And back out, run past the two blocks as the first one goes in then as the second one does the same. Check point.

Jump down onto the small tree stump in the water and then up onto the platform on the right. Jump on the box and use it to reach the Brio Token and life above. Now jump over the two wobbly platforms and kill the hanging bat before jumping down. Jump over the two water gaps (timing to avoid the bats overhead) and jump up and kill the second bat. Hop aboard either one of the moving platforms and time your jump off it to allow you to reach the life above the sliding blocks and not be pushed off at the same time, so either they're still out and you land on top of them or they've just gone in and you run on past them right away. Kill the bat as usual, jump into the alcove and smash the two boxes in there, Tawna Token 2 is in the bottom one. Out and kill the lizard, jump down the hole to avoid the bats and then kill the hanging one on the right before leaping over to the check point.

Jump right but don't kill the jumping lizard right away. Instead as he jumps towards the sliding blocks, use him to leap up to grab the Brio Token as well as the life, of course timing your jump right so as to not get pushed straight off again when you land. Run along past the rest of the blocks and start the wall climb. You'll need to jump on each moving platform, timing your jumps perfectly so as to not fall down and start it all over again. Jump onto the moving platforms and then off onto the check point.

Jump back onto the moving platform and at its highest point jump up to the right and land on a platform next to a fire. Again jump onto the moving platforms here and then onto a solid platform. Jump down onto the Exclamation Mark Box to activate it, then jump back onto the moving platforms and back up again. Again jump along the platforms so as to not fall down and reach the top.

Walk along to the left now, jump onto the jumping red/blue lizard and go away from the camera and then to the right. Jump on all of the boxes at the far end, along with the third Brio Token.

```

      _ \ / \ | \ | | | | |
      |-( | | | \ | | | - - N. BRIO
o-----|_/--\_/--| | -|_|-_|-----o
| Jump up onto the metal boxes and then onto the box on top |
| of the TNTs and jumping onto the second then onto some |
| more metal boxes, not setting the TNT off in the |
| meantime. Smash the three life boxes and get to the other |
| end of the metal boxes. Jump onto the TNTs bouncing along |
| to the other end and leap off onto the life boxes |
| floating in the air, smashing each one as you go until |
| you land on the final platform with Brio and the exit |
| swirls. |
o-----o

```

Once you've done that (successfully or not) head back out and continue on left. Jump on the five platforms and try to aim for the middle one and wait there until it stops moving before jumping again to move on. Jump up to grab the life and then across onto the lone green coloured platform, jump on top of the lizard here and carry on past him. Jump up and kill the bat then jump down, flying bats permitting of course. Now jump up onto the bit on your left and jump most of the way cross the sliding panels, obviously timing so as to have the maximum amount of time available to you so you can get across safely to the check point (and the bat).

Time your runs past these sliding blocks so as to not get pushed off, the pattern here is a lot more involved than before so watch it repeat at least once before you go. The best time for the first two sets is when they are all going at once, but only run past one set at a time. The next one is more simple so just jump up and run past as the blocks allow you to. Leap over to the large green platform with a life on and then over to the green jumping lizard which you should use to get up to the box overhead, so don't go killing that poor thing right away. Another jump to the left and again, kill the bat and jump down onto the lizard, then again to the left and kill the lizard there too. Another jump and another bat dead. Smash the box and enter the Tawna Bonus Round.

```

      _ \ / \ | \ | | | | |
      |-( | | | \ | | | - - TAWNA
o-----|_/--\_/--| | -|_|-_|-----o
| Leap across the boxes, using them as a bridge, gather as |
| many Wumpa as you like from the mass of bouncy boxes in |
| the middle then get to the other end with two life boxes |
| and Tawna, as well as the exit portal. |
o-----o

```

Jump to the left and onto the swivelling stairs, quickly getting to the middle and safety. Jump onto the far end and then again off it, smash the life box. And repeat again with the next swivel stair thing, only lightly jumping on where you land before leaping to the centre. Kill that green lizard and run

past the sliding blocks. As you leap again to the left you'll notice an outline box or two, make sure to kill the lizard in the centre so as to reach the Exclamation Mark box above. Jump to get the fruit if you want, otherwise straight to the exit portal and your reward for getting all the boxes, the Green Gem!

Now that you have the Green Gem, you can go back and finish the second level, Jungle Rollers.

```
,-----,
| [020300]      Island 1      [020300] |
'-----'
```

```
      ,-----,
[020301]  Jungle Rollers  [020301]
      '-----'
```

The part where the Green Gem is required is right after the first checkpoint. In front of the wall of boxes is the mysterious Green Platform on which you can get a ride upwards. When it stops jump onto the bouncy metal box on the right and then up to another couple of Green Platforms, and then smash the three life boxes above it order to, erm, smash them. Now finish off the rest of the level and collect your Clear Gem.

Back on with the rest of Island 2!

```
,-----,
| [020400]      Island 2      [020400] |
'-----'
```

```
      ,-----,
[020401]  Temple Ruins  [020401]
      '-----'
```

A nearly pitch black level, aside from your path of course. Walk through the jabbing spikes and smash the Aku-Aku box on the right, use the arrow box to get the bouncy box above, and then go off to the left. Jump over the two platforms (second one wobbly) and kill the blue snake that pops up out of the hole in the ground. Smash the four boxes behind it and go on along the path through the spikes. Jump over the two wobbly platforms, grab the life from the box and set off the TNT, escaping to the left as you do so. Jump over the altitude changing platform and the wobbly one to get to the first check point.

Kill the snake and smash the boxes. Leap through the spikes to land on the moving platform in it's down position. Continue leaping along until you reach a tunnel, watch out for the four bats flying overhead as you go through it. Jump through the crushers and then over the wobbly platform to a larger platform with loads of boxes on. Quickly dispatch with the spider and smash the surrounding boxes. Walk through the spikes, smash the boxes there and jump onto the small, round platform on the right. On arrival, walk off it and then jump through the flames (when not flaming), over the wobbly platform and smash the boxes. Go through the spikes and kill the snake waiting for you. Leap forwards and through the flames ahead to a platform, then jump onto one of the platforms circling a check point and grab the check point.

Jump over to the tunnel ahead and go through it, minding the bats and two pairs of crushers, and smashing the Aku-Aku box too. Jump down onto the wobbly platform and onto a moving one, then up to just before some spikes. Walk to the left now to grab the Wumpa fruit floating out there and boxes will appear under your feet. At the end of the path smash the pile of boxes and walk back to the

main path again, making sure to smash any boxes that are part of the bridge. Run through the spikes and use the arrow box to reach the bouncy box above. Leap to the right once you're done and jump along until you reach another part with circling platforms. Get to the middle one and then jump towards the camera, landing on a moving platform and jump again towards the camera before it falls downwards. Check point.

Kill the spider and then smash a couple of boxes before stepping onto a small, round platform. Walk forwards off it and jump along to the flames ahead (timing) and smash the life box. There are a load of circling platforms ahead, jump over them, making sure not to stay on long enough to reach the points where they fall downwards. Smash the three boxes on the platform ahead and jump down onto a moving platform. Smash the final box and wander through the tunnel, avoiding bats and crushers as necessary. Exit to a Clear Gem.

```
      ,-----,  
[020402] Road to Nowhere [020402]  
      '-----'
```

This level is not much more than a walk over an ordinary bridge and you'll get to the end of the level. This is no ordinary bridge! Brown panels of wood will collapse beneath your feet and never return, until you die that is, and some won't even hold you that long (the ones that are already missing a middle). A trick to the level is to walk on the rope that supports the bridge, this is generally effective but at times it can be difficult to stay up there without falling off. Oh, and the level will require you to have the Red Gem in order to fully complete, so don't waste time trying to get all the boxes in one goon your first go through here.

Walk along and jump the first gap, landing on solid wood then running over some collapsible ones to jump over to some more collapsible planks and to a more solid part of the bridge. Either spin out the middle box or jump on top and just set the TNT off. Carry on forwards, running over the more solid bits of plank and jumping as often as is safe. You'll reach the first check point at this point, as well as collecting the first Tawna Token of the level.

A hog is patrolling ahead (he can walk on air you see) so time your run past him so that you don't get charged by him as he is invincible and deadly if you even try. Run and jump over him as he approaches the part near the check point and continue along jumping the way to the next 'safe' spot. Another new obstacle arrives, this time it's ice-covered planks, and they'll slide you off with ease so keep moving if you wish to land on them. Quickly run and jump over the first gap and in quick succession jump over the next few making sure not to linger long on the planks here. Check point.

Next up is another hog, go forwards until you see him and then wait for him to come back towards you in order to leap ahead of him. Jump on to the next solid bit and get that second Tawna token. It's just a simple jumping to the next check point now, and if you look closely as you get to it you'll notice the Red Gem platform shrinking out of sight, shame. Onwards!

All that's in your way from here to the next check point are a load of irregular jumps, you'll need to balance each and every leap in order to get your timing right. This is one of the points where if you're having trouble, jumping up onto the rope on the right might be able to help you. Grab the life above the check point and move on. Jump, jump, jump, etc. There's little to say other than time your jumps well. As you get past another hog, make sure to keep moving on the ice planks, but not too much to walk off them, and don't land in the middle of them as you'll inevitably fall through. The next set of boxes has

the third Tawna token inside.

```

      _   _   _   _
     | \ / \ | \ | | | |
     |-( | | | \ | | | - - TAWNA
o-----|_/_--\_/_--| | -|_|-_|-----o
| Jump to the right and spin out the box in-between the two |
| metal boxes, one bouncy, one not. Time a jump through |
| here so that you leap as the box bounces upwards rather |
| than downwards. Jump up the metal boxes and then down |
| onto the TNT box, waiting on the metal box above the |
| arrow box for it to explode. It'll start bouncing with |
| you on it so just walk off to the right at the top. Leap |
| over to the next metal platform, spin out the box and run |
| back to the left to avoid the TNT. Once exploded, jump |
| over the metal box and reach the final platform with two |
| lives and Tawna. Exit to reality. |
o-----o

```

Back on the bridge, get moving forwards again and proceed to use the tortoises as trampolines to get over larger gaps, one is even already upside-down for you. As you approach the finish line you again might notice a red dot but still unable to use it, exit the level and get on with the next.

```

      ,-----,
[020403] Boulder Dash [020403]
      '-----'

```

Running away from a boulder are we. The Purple Gem is required for this one.

Smash the bouncy box on the left and then the other two boxes nearer the camera. Head through the tunnel and start running. Straight away you'll need to jump over five large green platforms, then through a slightly darker tunnel, over a small fence, a gap and another two fences followed by another gap, two more fences and then you're safe at a check point.

Smash the three boxes outside and get running again. Seven jumps later you'll get back onto orange land and now winding your way through a load of tall wooden sticks, followed by a darker tunnel and five large, slightly moving platforms before reaching safety again. Smash the two boxes above the TNT then set it off, the bouncy box isn't quite out of range so do that before though.

Straight away it's over small fences and through winding wooden barriers and six more moving platforms. Again through another darkened tunnel and over a fence and round a wooden pole. Jump the gap, then again, keeping to the right now, and again after avoiding more sticks jumping to the left and going through more sticks and over six more moving platforms. As you arrive at the end of the level you might notice the teeny tiny purple dot to the left, signifying your lack of being able to finish the level fully just yet, 18 should be missing for now. Exit anyway.

```

      ,-----,
[020404] Sunset Vista [020404]
      '-----'

```

Unable to go to the 'other' next level as you don't have the key required, enter Sunset Vista instead.

Go into the alcove and smash the box inside there before heading off to the right. Jump over the flame as timing dictates and jump onto the revolving steps, onwards again and jump to the life box on the right. Run past the large

sliding blocks and kill the hanging bat before jumping into the alcove. Smash the two boxes in here then head back out again. Kill the bat on the right and jump down to the stump below. Jump up to the right and time a jump to kill the lizard. Carry on jumping over the platforms and jump and spin the bat in the air as you jump down to another stump below. Time your killing of the lizards so as to not be killed by the bats above. Then just kill that bat and grab the check point.

Run past the sliding blocks here and jump aboard the moving platforms, then down onto some life boxes on a platform. And again jump to the right onto some moving platforms before jumping down onto some stumps below. Time a jump off the solid stone onto the sliding panels below. Make your way across and jump up at the end. Jump back and into the alcove from this point and at the end of it jump upwards to get a free Aku-Aku mask. Head back out and grab the checkpoint.

Walk past the sliding blocks and again past some more, jump and kill the bat and then time a jump over the flame so that neither it nor the flying bats rein danger of harming you. As you land down on the stump, jump up and kill the second bat. Kill the lizard and run past the sliding blocks, the time to do so is right after all three are fully out, same with the next pair of blocks. Grab the checkpoint and begin your ascent.

Timing and jumping, that's what's needed's here's. Don't go too fast as otherwise you'll mess up the timing with the collapsing platforms in-between the moving ones. At the top of the first section jump onto the flames (when they're not flames) and then onto a circling platform above. At the top of the rotation jump off to the platform above, then to the right to smash some boxes, one of which contains the first Tawna token. Continue back on the journey to the top and go into the alcove to smash the bouncy box inside. Move on to the left and over the swivel-steps, using a panel (it'll go into the wall after a short time) and again over some more swivel-steps. Into the back of the alcove and check that point.

Jump down the panel steps, timing to avoid both the blocks above and themselves sliding back in, there are two different chances to do this but it's easy to jump too early and miss the next one because you hit a block. Get to the end and start going upwards. As you get to the first solid bit, jump up and spin the bat (avoiding the others) and then go up to the left now, jumping to kill the second bat. Carry on upwards, avoid the flames and smash another bunch of boxes. Jump aboard the moving platforms and continue on your upwards rise. At the top you'll need to be as fast as possible in order to not fall, just before the one above starts going in, jump to the left and land as the one before it comes out, then leap onto the collapsible one and then straight back to the right and make your way to the checkpoint.

Instead of kill the lizard right away, use it to bounce up to the Exclamation Mark box just up near the checkpoint. Go to the Aku-Aku mask, grab it and then go to the left and smash the boxes there. One of which contains a Neo Cortex Token. Back out of there and carry on to the right, running past the blocks as they all go in at the same time. Jump'n'spin the bat in the air and land on the platform on the right, then time your jump past the flames to miss the bats. Again jump up at the other end and kill the bat if you so desire. Next run past the four blocks all at once. Use the two boxes here to leap up and reach the life and Cortex token above the next set of blocks. Get past the blocks here and then jump and run past the next set over some slidey panels. Jump down and smash the boxes along the path of platforms to the checkpoint and beyond.

The second Tawna token is in the box right after that checkpoint, just continue on. The next bit just requires you to time it so that you don't fall, as you'd expect. Go away from the camera a little and smash the three boxes underneath a

metal one, make sure not to let it fall on you though. Time a jump to land on the sliding panel below the sliding blocks and to jump right away onto the moving platforms to the right. Leap off to the left away from the camera and go left. Smash a box in there to the far left and pick up the third Neo Cortex token.

```

      | \ / \ | \ | | | |
      |-( | | | \ | | | - - DR. NEO CORTEX
o-----|_/--\_/--| | -|_|-_|-----o
| Jump to the right and onto a pair of metal boxes, then |
| again to the right and onto some TNT, moving quickly run |
| to the end and spin most of the normal boxes before the |
| TNT explodes allowing you to jump to the next set of TNT |
| and to do the same there except with a much larger stack |
| of boxes at the end. Jump onto the metal boxes and then |
| onto the final platform where Cortex will drop a key and |
| fly off. Pick that key up and jump into the swirls.      |
o-----o

```

Go back to the right and jump out round to the right. Avoid the flames and go on even further right, the next box has the third Tawna token inside.

```

      | \ / \ | \ | | | |
      |-( | | | \ | | | - - TAWNA
o-----|_/--\_/--| | -|_|-_|-----o
| Jump to the right and then take out as many of the boxes |
| as you like before almost certainly jumping on at least |
| one of the TNT and running right. Keep running and jump |
| onto the end platform with a pair of lives and Tawna.    |
| Exit to save.                                             |
o-----o

```

Go up the wall, timing a load of jumps to get up the moving platforms and reach the checkpoint up there. Continue on up and then start going right. Kill the lizard as you get to it and then just destroy the last eight boxes to finish the level off and exit via the swirly-thing. Clear Gem earned.

The key you just earned in Sunset Vista has opened up the level Whole Hog which is down an alternative path from Boulder Dash. I'm headed there next rather than going to the boss level, but it doesn't really matter which way you do it.

```

,-----,
[020405] Whole Hog [020405]
'-----'
```

You'll leap straight onto the hog and go through a tunnel. Wind around the spikes and on the jump over a second horizontal column of them, land on a box on the right then move to the left to avoid the shield-guy. Go to the right to avoid some spikes and jump over a gap, almost immediately jump over another larger gap using a drum to help. Then again use a drum, but over a load of spikes. Under the roasting hog and to the left to smash the boxes as you get to them. Follow the boxes and go under the next hog, to the left of the next shield person and jump over the hog right after him. Again with a drum, over two gaps and land to smash another couple of boxes before the first checkpoint.

Keep to the right past the shield-bearer and use the drum to jump over a gap and spikes. Smash the boxes and keep to the right of the shield-guy. Another drum, you'll go over the shield-guy here but go to the left and proceed to smash all the boxes in order until you reach a spit roast hog to go under. Jump the gap and spikes with another drum and keep to the right of the shield-dude.

Smash the final few boxes and exit the level, Clear Gem in hand. And if you've got the same as me, that's 50% of the game fully complete.

```
,-----,
[020406] BOSS: Koala Kong [020406]
'-----'
```

Koala Kong immediately gets into position and begins his assault. He'll throw a boulder at you, just spin as it is about to hit you and it'll break up. Keep away from the TNT that appears long enough so that it explodes safely away from you. After three small boulders Koala Kong will pick up a larger one that when hit will fly back towards him and hurt him. If you are the dodge out the way kind of bandicoot, the heavier boulder will land on the ground allowing you to spin it back at him, this is useful if there are any annoying mine carts blocking him as he throws it.

Again a TNT will appear and Koala Kong will start throwing smaller boulders again. After another three he'll again throw a heavier one at you. For a third time, avoid the TNTs and destroy the boulders thrown at you. It'll be a couple of mine carts blocking him this time, but not very well. And one last time do the same again to defeat him.

```
,-----,
| [020500]      Island 3      [020500] |
'-----'
```

```
,-----,
[020501] Heavy Machinery [020501]
'-----'
```

Jump to the right and again, spinning the moving camera/laser floating thing. Again jump spinning the two cameras and you'll reach a slightly longer platform with a few patrolling creatures on., just spin or jump on these. Your next jump lands on a collapsible platform and then onto a more solid one. The icy blue pipes are completely harmless, so just jump on the creature in-between them and move on. However the red pipe isn't so harmless, so make sure to jump completely over it. Use the arrow box to reach the Aku-Aku mask, then destroy it. Jump over the spiked thing as you can't kill it at all.

Next, jump over the red-hot pipes, spin out the top box and jump over onto the blue pipe in the middle of the red ones in order to get out of the way of the TNT. The next box has the first Tawna Token inside. Jump over the next red pipes and onto the blue ones. Instead of jumping over the gap, jump down it in-between the two spiked things. Go to the left, jump and spin the flying camera and smash the three boxes down here, including the first Brio Token. At the end, just get on the platform and get off back up at the top. Go right again and this time jump over the gap.

Again, just jump over the spiked flying thing and then over the red pipe. The very next box contains the second Brio Token. Now jump over yet another spiked flying thing and blue pipe, over a larger gap, then over a red pipe to reach some more boxes. Bounce to get the bouncy box above and let the conveyor belt take you to another. Jump over the spikey thing and then kill the flying camera. Over the blue pipes and smash the boxes, spin the camera and jump the gap, fighting against the conveyor belt the whole time. Jump over another pipe to kill another camera, then jump a blue+red combo to land on another patrol creature and then jump over the red pipe you're being moved towards. Jump on the platform just out to the right (grab the life if you're feeling lucky) and then move on left at the bottom.

Jump over the spiked thing and a second just afterwards. Jump up onto a blue pipe on the next conveyor belt and wait for the spiked thing to fly upwards, jump down underneath it and jump over the red pipe. Quickly jump onto and over a series of collapsible platforms till you get to a solid end and the second Tawna Token. Couple more jumps and kill the killable enemies there before one final jump and the first checkpoint.

Jump over the red steam vent when it's not steaming, do the same for the following two. Jump and kill the next camera and then over the pipe. Again jump over the pipe and steam vent when it's safe to do so, then climb aboard the platform and jump off at the close-by end. The third Tawna Token is right there.

```

      | \ / \ | \ | | | | |
      |-( | | | \ | | | - - TAWNA
o-----|_/--\_/--| | -|_|-_|-----o
| This one's quite simple and just requires you to either |
| limit yourself on getting the bouncy boxes or to count to |
| ten several times and getting the jumps right. The only |
| bit that may cause a tiny bit of trouble is in the middle |
| where you may want to make sure there's a staircase like |
| path upwards from the bottom ? box so jump on the normal |
| box on the top to the right before you jump down there. |
| The lives are inside the ? boxes so make sure to get them |
| if you want extra lives. |
o-----o

```

Walk back to the right a little and then towards the camera onto the yellow bordered parts on the platform to go down to the left then back away from the camera at the bottom. Jump over the red pipes and jump over the steam vent at the end to land on a small platform which'll take you down. Jump to the right as you reach the bottom and kill the patrolling creature. Jump over the steam vents and kill the second creature before descending the stairs of N. Jump to smash the Aku-Aku box and kill the little creature wandering around here. Jump right onto another platform, then right again as you reach the bottom.

Cross the two wobbly platforms and stand on the red, four dotted square. It'll cause you to leap upwards smashing into boxes above, continue doing so until they're all gone and you can move on to the right. Again cross another couple of wobblers and jump up onto some pipes, destroy the box floating above and continue on. Cross the vents after the first one steams and jump over the red pipes in the middle. Again onto another moving platform. Step off to the right and onto another. Jump over the pipes as you pass them and make sure to land on the moving platform again, in the middle cross onto a second one then again onto a solid platform, immediately followed by a third but safer one. The box on the right gives the third Brio Token.

```

      | \ / \ | \ | | | | |
      |-( | | | \ | | | - - N. BRIO
o-----|_/--\_/--| | -|_|-_|-----o
| Jump to the right and use the boxes to get across to the |
| right, ignoring the first Exclamation Mark box get to |
| another at the end of these first visible boxes. Then use |
| the new ones to get to the first Exclamation Mark box and |
| finally make your way along the even newer ones to reach |
| the end with four life boxes on, as well as Brio, of |
| course. |
o-----o

```

Walk onto the rising platform on the left, then left to a second one, step off

it to the right. Continue right and kill a few patrols before jumping onto a bouncy pad. Keeping on the left-hand side until you smash a life box, then swapping back to going up the right. Finally jump up to the end stretch, smashing three last life boxes and exit via the portal, receiving Clear Gem for all boxes.

```
      ,-----,
[020502] Cortex Power [020502]
      '-----'
```

As this level can't be fully completed without the blue gem, there is little point in going in too much detail here for now, so I'll skip all but the essential parts of the level to get through it, refer to the second Cortex Power section later on in the guide.

Head forwards through the doors and kill the patrol. Jump through the red electric barrier, timing so as not to be hit by the pulse, and then again with the blue one. Through the door here you'll do the same with two at the same time, kill the patrol and smash the boxes. Leap over the green slime and go right here. Jump over the large gap of green sludge and avoid the patrolling spikes. Continue along jumping over the green stuff and then over a pair of pulsars again. There's a checkpoint at the bottom of the pile of boxes.

Jump into the centre of the red pulsar and then over the last hurdle when the timing is right. Down the slope and repeat for this slightly different but the same thing really. Go right here and up the stairs. Go to where the first Wumpa Fruit is and hide from the shots, when he stop hide behind the second pillar, and on the next stop run up to him and kill him. Spin out the middle two boxes and activate the Exclamation Mark box on the right. Run back out and down the stairs, heading to the left this time. Jump the gap and avoid the two patrolling spikes, get the box and then jump to the checkpoint.

Jump past the spike and then step onto the moving platform. Jump off it and around the spikey thing, through the doors and kill the patrol. Run past the many electric pulses and then jump over a few. Kill the patrol, jump over some green stuff and then again. Smash a couple more boxes and go through a door. Use the two visible boxes in the middle to jump over to the other side and into the final room. Bounce on all the bouncy boxes if you want some Wumpa, then exit.

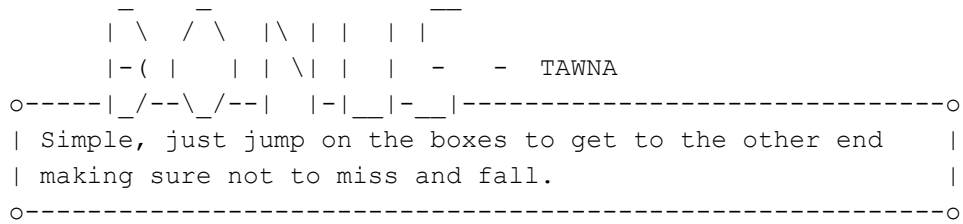
```
      ,-----,
[020503] Generator Room [020503]
      '-----'
```

Smash the three boxes on your left and move forwards, spin the box in the tower on the right and wait for the TNT to explode, just don't stand right next to it. Move on jumping past a camera which is circling the gap, followed again by jumping past a pair of the same creatures doing the same thing. Jump and spin the box in the stack and quickly get around the side to avoid being blown up.

Go right, over the wobbly platform and past the camera onto a solid bit. Jump right again and then activate the Exclamation Mark box, wait for the wobbly platform to return and continue on right. Smash the box here to find the first of the Tawna Tokens in the level.

Move on straight ahead and go right at the bridge of boxes. The platform at the end of this will fall if you stand about on it so just run on and grab the boxes before running off again. Make sure to jump on all of the boxes in the bridge as you go back. Jump forwards to the checkpoint.

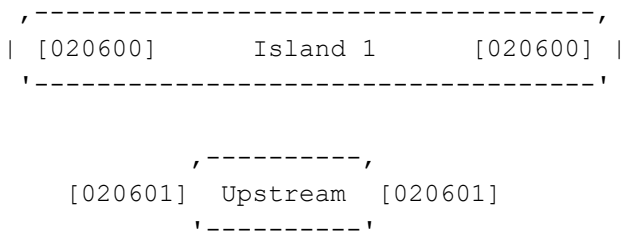
Jump to the left, either avoiding or killing the camera circling the wobbly platform before jumping left again to where you'll find the second Tawna Token. Jump down to the left and then past a pair of cameras, you'll probably want to spin as you jump to the wobbly platform, and then again before going forwards. Jump along over all of the rising and lowering platforms to where the third of the Tawna Tokens is to be found.



Move on right, get the Aku-Aku mask and jump over the moving platforms, avoiding the spiky creatures as you go. Smash two of the boxes in the tower and then jump on the top to grab a life. Walk past the cameras below you and towards the screen onto a moving platform. Step off and walk to catch another going left and up. And pass by the cameras before stepping onto yet another one. Jump over the rising platforms, the wobbly platform and activate the checkpoint.

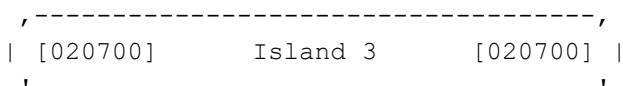
Jump past the spiky thing and smash the nine boxes, jump onto a wobbly platform and past the two spiky creatures before heading right and up the wobbly platforms. Spin the middle box out of the TNT tower and jump back onto the moving platform before going right, killing the camera and then go off forwards.

Jump onto a rising platform on the left, step onto another which will take you left and jump over the red pipes along the way. Step onto yet another platform and you'll move forwards. Jump over the blue pipes and last platform before reaching the end with the final three boxes. Walk towards the Danger marked wall and then into the portal out of there to earn your Orange Gem (all boxes required of course). You can now go back and finish 'Upstream'.



The first alteration of your path through the level is to jump onto the orange platforms that appear below the second slippery log. There is one box underneath the log which you will need to destroy before getting back onto it. Again continue with the level as before until you reach the point right before the portal. Jump onto the platform on your right, it'll take you to the next for you to step onto and then you'll be taken further along to a moving leaf.

Jump on that leaf and then transfer to the next one that it takes you to. Then, avoiding the clown fish and the snapping jaws of the grey snapper and a normal snapper to get to a pair of boxes. Now time it so that the grey snapper ahead unsnaps as the leaf boat beyond arrives and jump through the final snapper, onto a lily-pad and then into a portal to finish off this level and earn that Clear Gem. Back to the third island again now methinks.



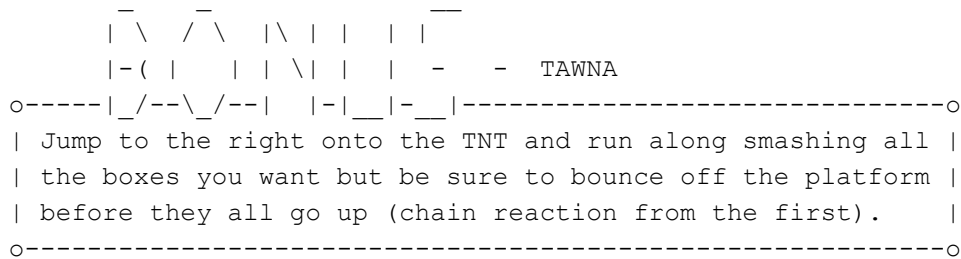

```

,-----,
[020701] Toxic Waste [020701]
'-----'
```

Jump forwards and smash the four boxes to your left and right before advancing on towards the bear throwing barrels. Jump over the barrels and spin into him to kill. Jump the small gap and walk up the slope to pick up an Aku-Aku mask. As you reach the mid point of the next slope some barrels will start appearing, jump over them as you continue on. Smash the boxes on the right and left before moving on again (on the right you'll find the first Tawna Token). Kill the bear throwing them once you eventually reach him and grab the checkpoint at the top of the slope after him.

Again jump the tiny gap, smash the boxes and head on towards the slope ahead. In the boxes on the left at the top of the slope is the second Tawna Token so once you've got that march onwards along the path as usual. Up another slope, kill the bear, another slope, smash the box and go up yet another slope. Now every third barrel bounces so make sure to be underneath them as they go over you rather than jumping. Advance onwards again and kill the bear throwing them before going up another slope to a checkpoint.

Again same process but every barrel is now bouncy. As you go up the next slope you'll see some boxes on the left mixed in with some TNTs. Smash the middle ones and get out of there, avoiding the barrels at the same time. You'll want to time it so that you can stand under the oncoming barrel and jump out of the way of the TNT right afterwards. The next box up ahead is home to the third Tawna Token.



Don't forget about the bouncing barrels as you come out and advance up the slope ahead. Good places to stand without getting hit are right at the top of the slope and on the near end of the small platform before the last bear. Kill him and exit for your reward, the Blue Gem, if you earned it. Earning this enables you to finish the previous levels 'Rolling Stones' and 'Cortex Power'.

```

,-----,
| [020800]      Island 1      [020800] |
'-----'
```

```

,-----,
[020801] Rolling Stones [020801]
'-----'
```

You'll find a blue gem platform near the end of the level, this will take you down to a cave below the path where you'll find a stack of six boxes at the far end. Smash them and then jump on the platform waiting at the bottom and carry on with the rest of the level to earn your Clear Gem.

```

,-----,
| [020900]      Island 3      [020900] |
'-----'
```

,-----,
[020901] Cortex Power [020901]
'-----'

Head forwards through the doors and kill the two little creatures patrolling. Jump over the red electric barrier and then the blue. Through the next door and then jump over the two barriers, blue and red, and kill the creature as you land. Smash the two boxes there, picking up the Aku-Aku mask, and then jump over the green and the next blue barrier on one fell jump.

Go to the right now, left is pointless. Smash the box and jump over the water, avoiding the spiked flying thing of course. Jump over some more toxic water and you'll reach another pair of electric barriers. They're just the same and you can jump over them in one go. Kill the patrol, jump over the water and smash the boxes, including a checkpoint.

Jump into the middle and then over the end of the red barrier, down the slope, and then jump into the middle of a twin red barrier. Land and wait, then jump once you time it right. Smash the box and head right. Go up the stairs and keep to the right. Wait for the guy at the end of the room to stop shooting and then run up to him and spin. Hit the ! Box on the right and spin out the middle two boxes on the left by jumping to avoid the TNT. Wait for them to explode at a safe distance, then go back to that last fork in the track. Go left now.

Jump over the water, avoiding the two spiked flying things, the time to jump is just as the one furthest away is leaving where you want to land. Smash the box and then back track a tiny bit along the left path at the join to get that one box. Continue backwards over a thin strip of toxic water, then through a couple of spiked flying things. Go towards the split in the path now, step onto the blue platform and let it take you to the Aku-Aku box. Smash that box and jump back onto the platform. Now go back to the previous join and jump over the water ahead to get that checkpoint.

Jump onto the platform in the middle of the water beyond the first flying thing, then onto a moving platform. At the end of its run you need to jump around the next spiked flyer and then through the doors at the far end. Kill the patroller and run through the two barriers. Then through the triple barrier after the box (patroller might have smashed it for you). Jump over a diagonal red barrier and then a double barrier. Kill the patrol. When you get to the join in the path go down back to the left.

Wait for the blue gem platform to float near so you can walk onto it. At the end of its path you should step onto land and then jump over a double barrier. Then there's a thin bit of water, a large square bit with a flying spiked creature followed by another similar bit of water. Then over a diagonal red barrier. Walk out onto the boxes and jump on one of the TNTs. Run back to where you were (we're changing direction and going back to the join now) and wait for them to explode. Once they do turn and go all the way back to the last join, over the blue platform.

Jump over the green water and then use the Arrow Box to smash the Bouncy Box above. Go through the door and get over the bridge of boxes, smashing them as you go. In the final room are four more bouncy boxes. Then step into the portal and collect your well earned gem.

,-----,
[020902] BOSS: Pinstripe [020902]
'-----'

As with all of Cortex's minions, this little potoroo has a tommy gun and he's

not afraid to use it. Luckily for you there are several places to hide. Behind the two chairs at the front on either side and when he's on the table you can hide below him. Once he stops shooting and starts to jump over to the opposite side of the room go up to him and spin attack him. Repeat again to deplete the second of his sixth health points, and then a third time in the exact same manner.

He'll now start to jump up onto the table, you'll need to spin into him when he stands around trying to unjam his weapon. And another time, he'll move around slightly more again, jumping to both sides of the table as well as on it. For the final bit of health he will now pause whilst on the table rather than on the floor so you'll have to jump and spin to finish this off.

```
      ,-----,  
[020903] The High Road [020903]  
      '-----'
```

It's another of the forwards going bridge jumping white cloud seeing death falling levels. Go backwards first though and you'll reach an empty bridge. Step a little onto the nothingness and a couple of planks will appear. Jump towards the screen and if you get the distance right (it's about the same distance as a running jump) you'll land on another pair of planks. Keep doing this until you reach a platform with four boxes on. Smash them and go back to the start to get on with the level proper.

Jump as you slide down the ice and onto one of the two spaced out planks, then onto the next, over the broken one and other another, then another and onto some solid planks. Watch out for the hog, jump over it as it comes towards you and continue jumping forwards to a wall of metal boxes. Spin out the centre normal box and then time your jump through so that the bouncing metal box has just bounced.

Use the tortoise up ahead to bounce over the gap and then another to jump over another gap. After the collapsing planks utilise a third tortoise to get over another large gap, then jump onto a fourth which is stuck twirling around on a couple of wobbly planks. Jump to the life, checkpoint and Tawna token inside the box to the left of the checkpoint.

Bounce on the tortoise here and straight onto another one over the gap, then onto another, this one patrolling on broken planks somehow and then onto an already upturned tortoise waiting patiently for you. One more tortoise to get to a solid middle bit again. With a checkpoint and Tawna token no less.

Like before, use the tortoise here to bridge the gap, making sure not to land at the same time the hog gets there. Jump over and then along the gapped solid planks to where a second hog is patrolling. Again with the timed jumps and watch out for the slippery bit before reaching another checkpoint. Jump along the oddly simple bit and you'll reach another tortoise upside down already. Oblige the poor thing and use it to bounce further along. You'll reach a checkpoint and a pile of boxes to the left. Jump on the checkpoint and then bounce up onto the top of the metal box. Jump up to smash the box hidden from view above it and then smash the normal box below it and move out of the way of the TNT.

Another tortoise followed by a string of upside down tortoises lead the way. Bounce along over them all and over the slippery bits to a box, inside the third Tawna token.

```
  _   _   _  
 | \ / \ | \| | | | |  
 |-( | | | \| | | | - - TAWNA
```

```

o-----|_/--\_/--| | | | |-----o
| Spin out the box above the TNT, go back, wait for it to |
| explode and then jump over the small gap. Now you have a |
| choice, either go the safe way and bounce along the top |
| row of boring plain boxes or smash the first plain box |
| and jump along the gap riddle ? boxes below. Either way, |
| jump onto the metal boxes at the end and then to the |
| final platform with a couple of lives. |
o-----o

```

Back in the level, jump along the laid out tortoises ahead that are sitting on broken planks, you can make each of the jumps, and then jump up the final slippery bit to reach the exit portal. Mission accomplished.

```

      ,-----,
[020904] Slippery Climb [020904]
      '-----'

```

Grab the four boxes in the alcoves and then jump up the switchy steps on the left. Jump down onto the moving platform and ride it to the end of its path. Jump onto the next one, then up into the alcove to grab a few boxes, jump back down onto the moving platform and then to the left. Again onto another platform and then onto some solid ground. Watch out for the arm though.

Jump along the platforms that slide into the wall, then grab some boxes in another alcove and continue along to the left, jump straight from the sliding platform to a circle-pathed moving one. Jump from the top of its path onto the back of a bird and then onto another pair of twirling platforms. Repeat over another bird, to get into the alcove you need to jump from the side and forwards into it. Drop down onto the platforms again and continue left. In the alcove after the bird you'll find the first of the three Brio tokens.

Jump along the three inter-wall hugging platforms to a triangle shaped staircase with a pair of arms at the top. Wait for the bird to fly low and jump on its back and straight over the gap. Smash the boxes in the alcove and repeat the same type of jump on the bird to the left, but this time you'll have to jump along a couple of birds. Smash another couple of boxes and jump your way up the stairs. Make sure to time your jump so that you land on it just as it switches back into steps so that you have enough time to get to the top. Jump onto the small platform above them and it'll take you up.

You'll have to do the same thing again with some more stairs but as the platform is continuing to rise and fall you've got to time both things to coincide with each other. Jump onto a pair of small solid steps and then up a little further to some boxes. Jump to the left using the platform to get onto the back of the bird and then to leap onto a platform which is already going up and down. Jump off it at the top.

Another timing piece, jump onto the platform that's popping in and out and then up the stairs. Then jump up to the left going up a series of those platforms and onto some solid steps. Jump to the right and onto a stationary platform which will then start rising. Jump up the solid steps and then to the left onto a platform with a single box. Jump up the steps on the left and then up to a checkpoint at last.

Jump onto the rising platform on the right, then onto the swirling platforms to your left. Off them to another couple above them, then again and onto a rising platform on the left. Jump onto the steps and then up the switch-steps and then jump to the right. Stop and wait for the Lab Assistant's bomb to clear but before he throws another, run along and spin into him. Jump down the steps and

onto a moving platform, bounce off the bird next and onto a small, solid platform. Jump onto another couple of moving platforms, off a bird onto another pair, then onto another bird and solid ground. Smash the two boxes in the alcove, one of which is the second Brio token, and move along.

Jump onto and then off again a retracting platform onto a bird and then some solid ground. Go down and up the stairs, kill the three arms and then jump along the birds, smash the two boxes in the alcove and pick up that third Brio token.

```

      _ \ / \ | \ | | | | _
      |-( | | | \ | | | - - N. BRIO
o-----|_/--\_/--| | -|_|-_|-----o
| TNTs and bouncy boxes galore. Jump to the right onto a |
| metal bouncy box, then to the right onto some TNTs, |
| smashing the life box as you go across, then jump down to |
| the right onto a bouncy box. Up to the right on top of a |
| tall stack of metal boxes and TNTs at the top, drop down |
| onto another and go to the left, jump up to smash the |
| life boxes as well as jumping on the ! metal box below |
| you. Now jump to the right over the new boxes and bounce |
| your way to the final platform where you can grab some |
| extra lives and leave. |
o-----o

```

Jump to the right and onto a pair of moving platforms, then onto a bird and then some more moving platforms, followed by another bird and some more moving platforms. Jump into the alcove to get the two boxes and then back out onto the platforms. One last bird and then you're on dry land. Before another trio of birds that is. Jump along them and then into an alcove. Go to the right and kill the Lab Assistant and grab the final two boxes. Jump into the portal for level complete and your brand spanking new Red Gem. This allows you to now complete the levels 'Native Fortress' and 'Road to Nowhere'.

```

,-----,
| [021000]      Island 1      [021000] |
'-----'

```

```

,-----,
[021001] Native Fortress [021001]
'-----'

```

The one and only different in the level is up near the end, you should notice the Red Gem platforms as you go. Step onto the first one and it'll rise up to a few more above you. Go up to the left, then jump up the stepped ones going up to the right and onto a bouncy metal box. Jump up to another bouncy box and then another and then you'll reach some clouds and a life box. Smash that box and, keeping on the white clouds, go to the right and jump along the boxes floating in the air. Jump out to the life box and then back onto the clouds to get up to another metal bouncy box, above which are quite a few boxes. Now head back down to where you got on and finish off the level to earn the Clear Gem. You can jump safely down only when you get to the hole in the clouds where you got up.

```

,-----,
| [021100]      Island 2      [021100] |
'-----'

```

```

,-----,
[021101] Road to Nowhere [021101]

```

'-----'

The first difference the Red Gem makes is found by a checkpoint quite a way into the level. Jump onto the Red Gem platform to be whisked away to the right. Jump onto a solid round platform as it reaches it and then to the right again a couple of times. Go around the stack with the TNT in and walk along to the far right.

Jump up to the TNT under the ! box and run away. This will cause a box to appear on the left. Jump up on it and then spin the ! box which will cause another box to appear on the right. Jump on that box and then up onto the metal boxes to the right, jump on the one in the middle, which is hidden but is a ! box.

Then smash the four boxes that appear to the right at the back and detonate the TNT in the tower on the left by jumping underneath it. To get back to the main path, go to the left and step onto the Red Gem platform up from the last round platform.

Continue on with the level and just before the portal you'll see another Red Gem platform to step onto. Step a tiny bit forwards and a solid plank should appear. Keep jumping forwards onto these invisible planks (there are jump-sized gaps in-between them of course) and pick up the last two boxes surrounded by Wumpa Fruit. Jump back and into the portal to complete.

```
,-----,
| [021200]      Island 3      [021200] |
'-----'
```

```
,-----,
[021201] Lights Out [021201]
'-----'
```

The pitch black level of 'Lights Out' is next up on the list, unfortunately it can't be completed until you've earned the yellow gem though. Aku-Aku will be your light, not your protector in this fiendish level of guesswork and memory. Smash the Aku-Aku box next to you and you'll be able to see ahead. Keep jumping over the gaps until you get to a second Aku-Aku box. Smash that and continue on. Keep jumping over the gaps and over the wobbly platforms, don't stand too long on them or they'll fall. You'll again reach another Aku-Aku box with a checkpoint too.

Smash 'em and jump the gap. Wait for the moving platform to get closer and jump on it. After a couple more jumps there's another moving platform followed by a wobbly one and then a life box and an Aku-Aku box. Keeping going you'll want to wait for the moving platform directly ahead and then to transfer to a second one, then onto a wobbly platform or two. Again with the Aku-Aku mask and the life box. Watch out for the creatures on the ground now, either spin or jump on them or just plain avoid them. Luckily their eyes shine in the dark so you can see to avoid them if your light goes out.

Another checkpoint and Aku-Aku box, avoiding the creatures up ahead just carry on forwards. Wait for the platform and then avoid a few more of the rodents. Get the Aku-Aku again and then go forwards, avoid the swinging axes, just before the next wobbly platform you might spot a small gleaming yellow object, that'd be where a yellow platform will appear when you get the yellow gem.

```
,-----,
[021202] Jaws of Darkness [021202]
```

'-----'

Another dark and brooding level. This one is fine to get all of the boxes in one go.

Smash the two boxes on the left and then go to the right, kill the snake and jump onto the platform floating out in the darkness. Jump across another platform to a large one with a spider on, kill that spider and jump down ahead. Wait for the flames to go and then jump through that and keep going to the end. You'll then come across a load of circling pillars. Jump onto the nearest and then quickly into the middle. Once a pillar pops back up jump onto it and forwards. Smash the row of boxes and then kill the snake that pops out of the ground. Avoid the spears poking out, jump onto and over the flames and onto solid land.

Wait for the bats to fly through before jumping up and waiting at the smashing blocks. Run through them, and jump down onto a moving platform. Keep jumping forwards and onto a small circular platform which will whisk you away. Step onto the one it stops by and then again onto one towards the screen. Jump towards you along the platforms, through the spears and over the fire. Make sure to spin the bottom box underneath the TNT as it contains a Neo Cortex Token, if you just explode the TNT it disappears. Check that checkpoint.

Wait for the spider to come down and then use it as a platform, jump across a wobbly platform and then down to some boxes. The ? box should hold the first of three Tawna Tokens. Go forwards and make your way across a series of moving pillars, watching for where they're falling. There's a solid one in the middle of them. Go to the left now, kill the snake and smash some boxes.

Step onto the blue platform (assuming you have the blue gem from Toxic Waste of course) and it'll take you to some boxes. Make sure to jump up onto the top of the iron boxes, there's a life box hidden away up there. Once those are smashed jump onto the next blue platform and again, then jump and kill the snake. Smash the Aku-Aku box and go left. There's three more boxes at the end, then it's forwards and then left along yet more blue platforms. A whole heap of boxes await. Continue on along even more blue platforms and detonate the TNT in the middle of a couple of life boxes. Now right and bounce up a series of boxes laid out in a step pattern. Continue right along some more blue platforms and you'll finally rejoin the main path, don't worry, you haven't missed any boxes.

Jump forwards into the tunnel, through the smashing blocks and onto a checkpoint. Jump forwards and down onto a moving platform, then down and then up onto a platform that will move you to the next part. Jump through the spears and make sure not to spin the snake into the pile of boxes ahead, it'll detonate the TNT and lose the second Neo Cortex Token. Go to the left over the wobbly platforms and then forwards. At the next corner to the right, walk to the left into the empty air. There's a Wumpa Fruit for a hint and you'll run along a load of invisible falling platforms so don't stay too long. Jump through the spears and onto a place with four boxes, one contains Neo Cortex Token three.

```

      _ \   / \   | \ | | | | |
      |-( |   | | \ | | | - - DR. NEO CORTEX
o-----|/_/--\_/_/--| | -|_|-_|-----o
| Jump along the boxes to the right, then right onto a TNT. |
| It'll start ticking, wait for it to nearly explode and   |
| then jump to the right and onto some solid boxes.        |
| Hopefully you'll neither be exploded or fall to your     |
| death, the iron boxes below should have turned visible.  |
| Walk along them and then get ready for a slightly        |

```

```

| different approach. Here you should bounce onto a TNT      |
| then continue bouncing along the TNTs to the end, don't   |
| wait for them to explode just get to where Cortex is and |
| grab the key.                                             |
o-----o

```

That's a key for Fumbling in the Dark, the level above Lights Out on the map. Now jump through some more spears and walk along to the right, the platforms are invisible again. You'll be back on track. Go forwards and to the right. Tawna Token two is sitting down by the arrow box. Jump and smash the bouncy box above and then the arrow box. Head forwards and down onto a rising platform. Wait for the bats to fly through the cave ahead before jumping into it. Smash the box to get Tawna Token three.

```

      _   _   | \ | | | | | |
     / \ / \  | \ | | | | |
    |-( | | | \ | | | - - TAWNA
o-----|_/--\_/--| | -|_|-_|-----o
| Walk up the iron boxes, spin out the three boxes      |
| sandwiching an iron box. Jump over the small gap and spin |
| out a couple of the next boxes. Retreat to avoid the     |
| explosion and then jump over the next gap. For the next  |
| one you need to jump to spin out a box, retreat and go   |
| back again. Then it's just a simple jump or two to the   |
| end and a few more life boxes.                            |
o-----o

```

Continue through the cave, avoid the bats, and you'll be at the portal for your Clear Gem.

```

,-----,
[021203] Fumbling in the Dark [021203]
'-----'
```

Darkness surrounds you. Smash the Aku-Aku box ahead of you and instead of going forwards, go backwards a bit until you reach a drop. Jump towards the screen and to the right, landing on the side with an Aku-Aku box. Then jump over to the other side of the screen and get the two boxes there. Jump even further back through another arch and you'll find another four boxes back there. Smash them and jump back to the start and get going forwards now.

Jump over the gaps and along the collapsing platforms until you reach the next Aku-Aku box. Wait for the platform ahead to move into position and smash that box. Jump over the next wobbly platform and onto solid land. Wait for the moving platform beyond the next platform to be moving towards you before jumping. Jump from that to another one, and then to land where there's another Aku-Aku box.

Avoid the swinging blade and run along the platforms, making sure not to get got by the animals. Jump past the next axe and onto a moving platform. Then switch to a second one and get to another Aku-Aku. Avoiding the animals up ahead, quickly jump through the multiple blades swinging across, over the wobbly platforms and to a checkpoint.

Now it's a series of jumps on really thin solid platforms past a few blades, then a spider will drop down ahead of you. Kill it but keep moving. Some more blades, thin platforms and another couple of spiders stand between you and the next Aku-Aku box. Wait for the moving platform past the axe to get into position and smash that box. Keep on jumping, kill the spider along the way, and past some more axes and another spider.

Once at the next Aku-Aku box you need to wait for a spider to get into position so that you can use it to cross the gap, though you can use the sides of the path too. Keep on jumping over gaps, through blades and kill yet another spider, use another as a platform and you'll reach another checkpoint.

Smash the Aku-Aku box, kill the spider ahead, go over a wobbly platform and then straight onto another spider for a platform. Go past some more blades, kill the animals, and jump the gap to the next Aku-Aku. Next up is a slightly tricky bit of jumping. You need to jump past an axe and straight onto a spider and land on another spider, jump from here to a wobbly platform and then a thin bit of land. Next you need to jump past another axe onto a wobbly platform (an axe goes directly over it), and onto a thin bit of land. Jump from the next wobbly platform onto a spider, another spider and then another. One more wobbly platform and you're at the portal for your Clear Gem.

```
      ,-----,  
[021204] Castle Machinery [021204]  
      '-----'
```

If you've got the Green Gem from The Lost City, jump onto the platform on your left. Grab all those lives! If you really can't be bothered with the level you can take the platform on the right and get straight to the portal. If not, jump back down to the left and then jump down the gap between the start and the end portal.

It's a long way down. Go to the left once you land, kill the patrol, jump over a floating camera, over a couple of blue pipes and kill another patrol. Kill a pair of floaty cameras after a falling platform, run under some spiked cameras and further across some wobbly platforms. Go towards the screen and up to the left. Step onto a circle at the end and wait for it to take you upwards. Before you get squished step off onto another platform to the left. This one'll try and do the same, step to the left to avoid. This third one is nice though, at the top jump to the right and smash the Aku-Aku box.

Jump over the camera and down onto the conveyor belt. Jump over the pipe and down onto a second belt. Jump the red pipe a little more carefully and then fall down, making sure not to hit the red pipes ahead. Let the belt take you to the left, spin the camera as you get close, and fall down to the bottom where there's another red pipe blocking the way. Jump it and a second pipe to get to the checkpoint.

Jump the spiked camera and land on the platform. It'll take you upwards and try and kill you, step to the right to avoid that. The next will again do the same, jump to the left onto another one, then another to the right, and then left, then towards the screen. This one's safe though. Smash the two boxes and go left over the camera. Jump the steam vents and along some wobbly platforms all the way to a large drop down. Going right now, jump the red pipes, using the patrol to get over the bunch of four, and then up onto a bouncy platform. There's nothing but Wumpa above this one so get off it and onto another just after. Jump up to the top and smash the six bouncy boxes up there. Jump down the gap between the icy pipes.

Going right again, make sure not to step on the bouncy platform at the bottom, it'll hurt if you do. Go further right and up to a set of four bouncy platforms. Once you've got all the Wumpa Fruit from the air, use the ones on the left to reach up above. Go right and kill a couple of patrols wandering along, then down some steps to a checkpoint.

Jump over the pipes ahead and drop down at the end. Avoid the spiked camera and run beneath it, dropping further down. Now comes the tricky part. Jump along

the boxes, smashing about half of the top layer, then turn around at the end and come back across the remaining top layer. Now go along to the right and over the life boxes getting them all as you go. Jump up onto the conveyor belt, avoiding the spiked cameras and the pipes. Make sure to jump at the end onto the platform out in the air. Watch out for the camera above at it will take you right into it if you're not careful. Step to the left onto a pair of platforms. Ride them upwards, avoiding the cameras as you go. At the top we're going left.

Jump over the pipes and then along the patterned steam vents, over some more pipes and then onto a moving platform. Jump over the red pipes as it goes under them and then onto some blue ones. Jump from them onto another platform. This'll start moving so jump off it onto a patrol sitting on a red pipe, land on the platform again and finally make your way into the portal to earn your Clear Gem.

```
      ,-----,
[021205] BOSS: Nitrus Brio [021205]
      '-----'
```

The penultimate boss of the game. Nitrus Brio is Cortex's right-hand man.

First he'll create a green blob that bounces around the room. Jump and meet it in the air spinning. This should destroy it and take away one part of Brio's health. He'll then throw a single explosive, avoid this. Next he'll create two green blobs. Kill them in the same way as the first, jump and spin. That'll take another two off his health.

He'll then throw three purple explosives in a row, dodge these by running around the room. It'll be three green blobs now, kill them all and he'll be down to three health. In response he'll throw six explosives.

Brio will then consume a potion and turn into a giant hulking green monster and begin to bash the floor. This will cause some rocks to fall from the roof, stand on one of them and wait for Brio to get closer, then jump on his head. He'll lose a hitpoint and be knocked back to the far side of the room. Get onto another rock and repeat. Then one more time and you win.

```
      ,-----,
[021206] The Lab [021206]
      '-----'
```

Hit the ! Box on the right to open the door. Go through and hit the next ! Box, run through the door, making sure that the floor in front of it is in the right position of course. Smash the box here and pick up the first Tawna Token. Wait for the electric pulses to finish their pattern of three before walking through. Next you'll need to hit the two ! Boxes to trigger both the door and the floor ahead.

Smash the box for the second Tawna Token and hit the ! Box to run over the floor, making sure to time it so that you can also go through the electric pulses at the far end. Jump over the gap and spin attack the yellow blob coming at you. Jump the next gap and hit the ! Box to open the door.

Smash the first pile of boxes, there's a ! Box underneath. The next pile has a TNT in the middle so be careful when smashing those. Go back and hit that ! Box to open the door ahead. Smash the box, jump the gap and smash the box with the last Tawna Token inside.

```
      _   _   _
| \ / \ | \| | | | |
|-( | | | \| | | | - - TAWNA
```

```

o-----|_/--\_/--| |_-|__|_-__|-----o
| If you need help with this one, well, you need help. Just |
| smash boxes and leave ones if you're not good at timing |
| jumps. |
o-----o

```

Hit the next ! Box and jump through the door. One more jump and you'll meet up with a reasonably tough enemy. To kill him you need to spin into him when he isn't trying to fry your brains. When recovering from a knockback he'll be inert for a short time, enough time for you to hit him again and knock him over the edge.

Jump that gap and hit the two ! Boxes. Run through the door to another ! Box. Hit it and get to another. Hit that, kill the yellow blob, and jump over a large gap to another pair of ! Boxes. Time hitting them so that you can get through the electric pulses. Next up another Lab Assistant, this one isn't electric he just throws potions. Spin into him and avoid the explosions. Then get the checkpoint.

Hit the ! Box and go through the door. Run over the moving floor and start the TNT detonation, back off to get out of harm's way. Run through the door, grab the life box there and hit the ! Box. Run over the floor and attack the Electric Lab Assistant waiting on the other side. Jump another gap to some more ! Boxes, open the door and go through. Then go through a load of electric pulses, killing the yellow blobs as they get close. Hit the ! Box in the middle at the right time to run straight through and over the gap.

Grab the two life boxes, hit the ! Box slightly hiding behind the archway, and step through the door. Wait to jump so that you actually land on the sliding floor whilst not getting electrocuted by the pulses. Another jump to the final ! Box. Open the door and jump through the pulses, over the TNT and to the end. Wait for the TNT to explode before entering the portal and getting the Yellow Gem.

Now that's all the levels before the final boss. You can now either go ahead and run through the pointless level The Great Hall and face Neo Cortex, or you can gather those last few remaining gems.

First up, Lights Out.

```

,-----,
[021207] Lights Out [021207]
'-----'

```

Go through the level as written in the previous section until you reach a yellow platform in the middle of some swinging axes. It'll take you upwards and take you to a place with three boxes. Smash them and jump into the portal. You'll earn your Purple Gem.

```

,-----,
| [021300]      Island 2      [021300] |
'-----'

```

```

,-----,
[021301] Boulder Dash [021301]
'-----'

```

Back-tracking to the second island now. The level plays the same except up until you reach the very end. Instead of entering the portal, step onto the purple platform next to it.

You'll be taken down into the previous pit. Go forwards and jump over the gap. Use the two Arrow Boxes to smash a box above each of them, remember to smash the arrows, and then jump over a gap ahead. Kill a couple of Snapper Plants and smash all of the many boxes here. Once they're all gone, jump into the portal in front of you and claim your Clear Gem.

Just the one to go now, all the way back on the first island.

```
,-----,
| [021400]      Island 1      [021400] |
'-----'
```

```
      ,-----,
      [021401]  The Great Gate  [021401]
      '-----'
```

Go through the level like normal, except you'll see a set of yellow platforms over the portal at the end. Use these to get over it and up a new series of twisty platforms. Jump up the Arrow Boxes onto the second one, then go off to the right a bit to smash the box floating out there. Get back up all the way up to the top and go right. Smash the box and jump over the spiked totem pole. Kill the monkey, jump the gaps, kill the Snapper Plant and then use the arrow box to get a free life hiding behind the scenery. Smash that arrow box and keep going right.

Go down the slidy slopes, jump over the spikes and kill the Snapper. Next up is a Shield Carrier, then another Snapper Plant. Avoid hitting the first box here, smash the arrow box and then use the first one to jump over the wall and run along behind it to the right. You'll eventually get stopped in your tracks, spin the hidden life box and go back to the arrow box to destroy it. Continue on until you stop again, jump back out onto the track and go right.

Jump over the spiked totem and then kill the shield bearer on the next solid wood. Jump the flames and make your way up the spin platforms and arrow boxes, making sure to get the box at the top of the spin things. Keep bouncing upwards, smash one more box sitting next to the last arrow box and then jump up into the portal and collect your final Clear Gem.

With that done and 100% of the game complete, you can now sit back and relax. Oh, wait, there's still the two endings. You can either go for the alternate ending before defeating Dr Neo Cortex, or go straight to him in his blimp at the top of Island 3.

```
,-----,
| [021500]      Island 3      [021500] |
'-----'
```

```
      ,-----,
      [021501]  The Great Hall  [021501]
      '-----'
```

You might like to do the boss fight first as you will lose any extra lives you've earned by doing this. But still, Extra Ending first here...

Step onto the moving gem platform and now it's just a case of following the gem platforms along to the end.

Epilogue plays and credits roll.

[021502] BOSS: Dr. Neo Cortex [021502]

The big bad. Dr. Neo Cortex has five hits.

First he'll fire a couple of purple bolts, avoid these, then he'll fire a single green bolt. Spin this back into him and he'll lose some life.

Next he'll fire a purple, then a blue to jump over, one more purple to dodge, and two more blues. The first to go under and the second to jump over. He'll then fire two green blasts, spin both of these up above him and he'll lose a hitpoint.

Purple, low blue, high blue, purple. Then a single green, a purple next, then three bouncing blues. These go up and down, just make sure to be underneath them when they're up. He'll then quickly fire a couple of green blasts which you can add to make three above him. He'll lose a point.

Next he'll start firing a load of purple in a row followed by a single green. Then a load of purple and a green. Just two will do it for this part.

His final health point is wiped out by a single green blast that he fires next. Congratulations, you have defeated Dr. Neo Cortex, saved the day and completed the game.

~- [030000] ~~~~~~BONUS ROUNDS~~~~~ [030000]~

[030100] Tawna [030100]

[030101] Jungle Rollers [030101]

Go to the right and jump on the bouncy box until it smashes. Leap over the gap in the metal boxes and smash the boxes on the other side. Walk up to Tawna and jump into the Sparkling Transport Pad to save your game, if you decide now you don't want to save your game, tough. Once you get this far you can't get out of it any other way aside from turning off your console.

[030102] The Great Gate [030102]

Jump in-between the two bouncy boxes until they smash and you activate the TNT below, get out of the way, either left or right, then go right. Jump into the Exclamation Mark box above, bringing the outlines into existence on the right. Jump and spin into the life box in the air and jump on each of the boxes below once, making sure not to fall. Jump to the right and all the way to the end of the Bonus Round where there are two more life boxes and the Sparkling Transport Pad to allow you to save your progress again. Which may be actually worthwhile this time.

[030103] Upstream [030103]

Spin the boxes above the metal boxes and then jump onto the ones below the level, making sure not to fall down. Spin the ones over a gap and then spin yet more above the surface, then again jump onto the ones on the floor. Jump to the end of the bonus round to get two more lives and to save.

```
      ,-----,
[030104] Rolling Stones [030104]
      '-----'
```

Leap right onto the metal boxes, in order to do this easily you're going to need to jump up onto the first box, then along to the second, and so on until you reach the end of the boxes. Single jump the box below ground level then repeat the same sort of process for the next bridge of boxes, this time a bit longer and fix to get if you mess up. Just jump on the bouncy boxes and then onto the final platform to save the game.

```
      ,-----,
[030105] Native Fortress [030105]
      '-----'
```

Jump on the box then straight onto the metal boxes. Use the bouncy box to reach a life box above then jump off to the right. Then just jump on each of the boxes to reach the end platform.

```
      ,-----,
[030106] Up the Creek [030106]
      '-----'
```

Jump right onto the metal boxes and then use the metal arrow box to smash the first few boxes above you. After the area directly above the arrow box is clear bounce along the boxes to the other end. Jump off the end of the metal boxes and onto another load of normal boxes. Bounce on each one once, bar the bouncy box which needs ten, and jump onto the final platform with a couple of lives on it.

```
      ,-----,
[030107] The Lost City [030107]
      '-----'
```

Leap across the boxes, using them as a bridge, gather as many Wumpa as you like from the mass of bouncy boxes in the middle then get to the other end with two life boxes and Tawna, as well as the exit portal.

```
      ,-----,
[030108] Road to Nowhere [030108]
      '-----'
```

Jump to the right and spin out the box in-between the two metal boxes, one bouncy, one not. Time a jump through here so that you leap as the box bounces upwards rather than downwards. Jump up the metal boxes and then down onto the TNT box, waiting on the metal box above the arrow box for it to explode. It'll start bouncing with you on it so just walk off to the right at the top. Leap over to the next metal platform, spin out the box and run back to the left to avoid the TNT. Once exploded, jump over the metal box and reach the final platform with two lives and Tawna. Exit to reality.

```
      ,-----,
[030109] Sunset Vista [030109]
      '-----'
```

Jump to the right and then take out as many of the boxes as you like before almost certainly jumping on at least one of the TNT and running right. Keep running and jump onto the end platform with a pair of lives and Tawna. Exit to save.

```
      ,-----,
[030110] Heavy Machinery [030110]
      '-----'
```

This one's quite simple and just requires you to either limit yourself on getting the bouncy boxes or to count to ten several times and getting the jumps right. The only bit that may cause a tiny bit of trouble is in the middle where you may want to make sure there's a staircase like path upwards from the bottom ? box so jump on the normal box on the top to the right before you jump down there. The lives are inside the ? boxes so make sure to get them if you want extra lives.

```
      ,-----,
[030111] Generator Room [030111]
      '-----'
```

Simple, just jump on the boxes to get to the other end making sure not to miss and fall.

```
      ,-----,
[030112] Toxic Waste [030112]
      '-----'
```

Jump to the right onto the TNT and run along smashing all the boxes you want but be sure to bounce off the platform before they all go up (chain reaction from the first).

```
      ,-----,
[030113] The High Road [030113]
      '-----'
```

Spin out the box above the TNT, go back, wait for it to explode and then jump over the small gap. Now you have a choice, either go the safe way and bounce along the top row of boring plain boxes or smash the first plain box and jump along the gap riddle ? boxes below. Either way, jump onto the metal boxes at the end and then to the final platform with a couple of lives.

```
      ,-----,
[030114] Jaws of Darkness [030114]
      '-----'
```

Walk up the iron boxes, spin out the three boxes sandwiching an iron box. Jump over the small gap and spin out a couple of the next boxes. Retreat to avoid the explosion and then jump over the next gap. For the next one you need to jump to spin out a box, retreat and go back again. Then it's just a simple jump or two to the end and a few more life boxes.

```
      ,-----,
[030115] The Lab [030115]
      '-----'
```

If you need help with this one, well, you need help. Just smash boxes and leave ones if you're not good at timing jumps.

```
,-----,
| [030200]      Dr. Nitrus Brio      [030200] |
'-----'
```

```
,-----,
[030201] Rolling Stones [030201]
'-----'
```

Jump from each of the lower TNT boxes straight over the higher ones and onto the next lower one until you reach the solid metal platform with some lives on. Jump onto the next platform and spin out the first box, it'll start the TNT below ticking so jump back to the previous platform. Jump over the metal boxes that are left and bounce on the life boxes to the final platform where Brio is standing, though not for long. Exit.

```
,-----,
[030202] The Lost City [030202]
'-----'
```

Jump up onto the metal boxes and then onto the box on top of the TNTs and jumping onto the second then onto some more metal boxes, not setting the TNT off in the meantime. Smash the three life boxes and get to the other end of the metal boxes. Jump onto the TNTs bouncing along to the other end and leap off onto the life boxes floating in the air, smashing each one as you go until you land on the final platform with Brio and the exit swirls.

```
,-----,
[030203] Heavy Machinery [030203]
'-----'
```

Jump to the right and use the boxes to get across to the right, ignoring the first Exclamation Mark box get to another at the end of these first visible boxes. Then use the new ones to get to the first Exclamation Mark box and finally make your way along the even newer ones to reach the end with four life boxes on, as well as Brio, of course.

```
,-----,
[030204] Slippery Climb [030204]
'-----'
```

TNTs and bouncy boxes galore. Jump to the right onto a metal bouncy box, then to the right onto some TNTs, smashing the life box as you go across, then jump down to the right onto a bouncy box. Up to the right on top of a tall stack of metal boxes and TNTs at the top, drop down onto another and go to the left, jump up to smash the life boxes as well as jumping on the ! metal box below you. Now jump to the right over the new boxes and bounce your way to the final platform where you can grab some extra lives and leave.

```
,-----,
| [030300]      Dr. Neo Cortex      [030300] |
'-----'
```

```
,-----,
[030301] Sunset Vista [030301]
'-----'
```

Jump to the right and onto a pair of metal boxes, then again to the right and onto some TNT, moving quickly run to the end and spin most of the normal boxes before the TNT explodes allowing you to jump to the next set of TNT and to do the same there except with a much larger stack of boxes at the end. Jump onto

the metal boxes and then onto the final platform where Cortex will drop a key and fly off. Pick that key up and jump into the swirls.

```

,-----,
[030302]  Jaws of Darkness  [030302]
'-----'

```

Jump along the boxes to the right, then right onto a TNT. It'll start ticking, wait for it to nearly explode and then jump to the right and onto some solid boxes. Hopefully you'll neither be exploded or fall to your death, the iron boxes below should have turned visible. Walk along them and then get ready for a slightly different approach. Here you should bounce onto a TNT then continue bouncing along the TNTs to the end, don't wait for them to explode just get to where Cortex is and grab the key.

```

,-----,
|~-[040000]~-----~TABLE OF REQUIREMENTS~-----~[040000]~|
'-----'

```

A table listing all of the requirements, rewards and bonus levels. The blank spaces in the Reward column are Clear Gems but I've left them out to help see where the special colour gems are.

```

o-----o
| Name          | Requirements | Reward   | Tawna | Brio | Cortex |
|-----+-----+-----+-----+-----+-----|
| N. Sanity Beach |             |          |       |     |       |
| Jungle Rollers  | Green Gem   |          | Yes   |     |       |
| The Great Gate  | Yellow Gem  |          | Yes   |     |       |
| Boulders        |             |          |       |     |       |
| Upstream        | Orange Gem  |          | Yes   |     |       |
| Rolling Stones  | Blue Gem    |          | Yes   | Yes |       |
| Hog Wild        |             |          |       |     |       |
| Native Fortress | Red Gem     |          | Yes   |     |       |
| Up the Creek    |             |          | Yes   |     |       |
| The Lost City   |             | Green Gem | Yes   | Yes |       |
| Temple Ruins    |             |          |       |     |       |
| Road to Nowhere | Red Gem     |          | Yes   |     |       |
| Boulder Dash    | Purple Gem  |          |       |     |       |
| Whole Hog       |             |          |       |     |       |
| Sunset Vista    |             |          | Yes   |     | Yes   |
| Heavy Machinery |             |          | Yes   | Yes |       |
| Cortex Power    | Blue Gem    |          |       |     |       |
| Generator Room  |             | Orange Gem | Yes   |     |       |
| Toxic Waste     |             | Blue Gem  | Yes   |     |       |
| The High Road   |             |          | Yes   |     |       |
| Slippery Climb  |             | Red Gem   |       | Yes |       |
| Lights Out      | Yellow Gem  | Purple Gem |       |     |       |
| Fumbling in the Dark |         |          |       |     |       |
| Jaws of Darkness | Blue Gem    |          | Yes   |     | Yes   |
| Castle Machinery |             |          |       |     |       |
| The Lab         |             | Yellow Gem | Yes   |     |       |
o-----o

```

```

,-----,
|~-[050000]~-----~ULTIMATE PASSWORD~-----~[050000]~|
'-----'

```

The one and only, the 100% password. If you feel like a cheat and can't be bothered playing through the entire game, then simply input this code into the

password screen and you'll have a complete game.

T, T, T, T, X, S, T, T
T, T, S, X, T, O, T, T
T, O, S, T, X, X, X, X

T = Triangle
S = Square
O = Circle
X = Cross

~-[060000]~-----UPDATES~-----[060000]~

v0.01 - 12/03/06
Started the guide.

v0.2 - 01/05/06
Finished up to the end of the second island.

v0.7 - 17/12/07
Finally picked up this guide again after well over a year of nothing.

v0.8 18/12/07
Completed Jaws of Darkness and Castle Machinery.

v1.0 19/12/07
Finished the guide and am finally publishing it.

~-[070000]~-----CONTACT~-----[070000]~

Please contact me at the follwing email address:

dark52 (at) darkspyro (dot) net

~-[080000]~-----COPYRIGHT~-----[080000]~

Copyright 2006-2007 dark52

All trademarks and copyrights contained in this document are owned by their
respective trademark and copyright holders.

~-[080000]~-----COPYRIGHT~-----[080000]~