

Crash Bandicoot FAQ/Walkthrough

by Crazyreyn

Updated to v1.0 on Apr 20, 2007

C R A S H B A N D I C O O T

Sony PlayStation
FAQ/Walkthrough, Version 1.0
Last Updated - 20/04/2007
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INTRODUCTION

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Hello and welcome to the Crash Bandicoot FAQ/Walkthrough. This guide will take you through the entire game, giving you a walkthrough for each level, as well as details how to do them 100% and get each and every gem on offer. There are also some handy charts and a printable checklist toward the end of the guide. How handy indeed!

Crash Bandicoot was one of the first wave of PlayStation titles, and the first game I owned for the system. The graphics and gameplay still hold up enough today, and even retains the challenge it had back then. In other words, it's still as sodding annoying to complete. ;) I hope this guide helps you a little in beating it fully.

- Matt

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1. VERSION HISTORY

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| Version 1.0 - 20/4/2007 |

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The first version of the FAQ, with everything completed.

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2. GAME OVERVIEW

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This section is just a look over all things in the game, such as how to play it and the controls.

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2.01. Basics

Story

This story is lifted straight from the game manual, and isn't of my own creation. Enjoy.

WELCOME TO THE LANDS DOWN UNDER!

It's safe to say you may not know much of the local real estate round here, so we'll bring you up to speed. For starters, there's this creep named Dr. Neo Cortex who owns three of the nicest little islands just south-east of Australia. He's up to some strange experiements with the local marsupials and other critters, and he's even had the nerve to mess with a bandicoot! Dr. Cortex up and altered the genes of Crash, and now we have a perfectly good hero waiting for an opportunity to shine.

HEROES ARE MADE, NOT JUST BORN

Now, Crash Bandicoot, although he was made (sort of), but the demented Dr. Cortex, he was dismissed as "unworthy" to be in the Doctor's growing army of animal-based soldiers. It seems that Cortex has grander plans than Crash could fulfil, so he up and booted Crash off his main island and goes back to his schemes of world conquest.

THAT WAS A VERY BIG MISTAKE.

It turns out that Crash was ejected from the island fortress, he made an attachment to another one of Cortex's experiments - a wonderful she-bandicoot named Tawna. Crash is rather upset about being distanced from his new love and he's going to prove just how wrong Dr. Cortex was in making a Bandicoot (new and improved, at that!) as an enemy for life. Stick around for the fireworks, the fun is just starting!

Gameplay

You play through 32 different levels across three islands. You enter each level from a map, where the aim is to get to the portal to unlock the next level. You have bosses on the way also. Standard stuff. Each level has crates, offering fruit and powerups, and a few checkpoints along the way. You defeat enemies by jumping on their heads or spinning, and you can also

have protection from Aku Aku, which you get from crates. There are also symbols.

Collecting three symbols enters you into a Bonus Round. There are three different types of symbols, offering different bonus rounds. Tawna allows you to save, Brio allows you to get more lives and fruit and the rare Cortex bonus rounds gets you Keys. Once you have completed a bonus round in a level, they disappear in further playthroughs.

Once you complete the game, you won't have done it 100%, no sir-ee. Each level has a gem to attain, which is done by doing the level without losing a live and by smashing every crate. Some of these levels require the help of special gems, which are unlocked from certain levels. There are also two keys to two secret levels, obtained from Cortex's bonus rounds.

Saving

□One of the game's faults is the quite frankly poor save system. You can only save when you complete one of Tawna's bonus rounds, or when you get a Gem or Key. So you could play a handful of levels without getting the chance to save, which is nice considering the game freezes now and again.

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2.02. Controls

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Game

D-Pad	- Move Crash
X	- Jump
Square	- Spin
Circle	- Spin
Triangle	- Status
Start then Select	- Return to Map

Bounce High - Holding Jump when bouncing on arrow boxes and enemies gets you more height. However, you move slower as a result.

Map

X	- Enter Level
Square	- Rotate Left
Circle	- Rotate Right
Start then Select	- Return to Main Menu

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2.03. Crates and Powerups

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There are a few different types of crates, and powerups of which they contain. Here's a list with basic descriptions.

Crate - Standard crate. Contain nothing.

Striped Crate - Looks like a normal one, but the stripes are vertical. These offer loads of fruit if you head butt it.

? Crate - Contain fruit or symbols.

Arrow Crate - Jump on this to bounce into the air. Holding jump gives you more height.

Metal Crate - Cannot be destroyed, can be used a stepping stone.

! Crate - Metal, and activate doors, floors, and fill in crates. If you see one always activate it and see what happens.

Aku Aku Crate - Gives you Aku protection. If you get injured this protects you, but disappears as a result. You can double up with this, and with a third you become invincible for a short amount of time.

C Crate - Checkpoint. Die in a level and you'll return back here. There can be many of these in a single level, as you'll notice later in the game.

TNT - These are explosive (no kidding!) and although helpful in certain situations, you should mostly avoid these. Jumping on one starts a countdown from three down to one, giving you chance to run away. If you spin one of these, you die instantly. So don't.

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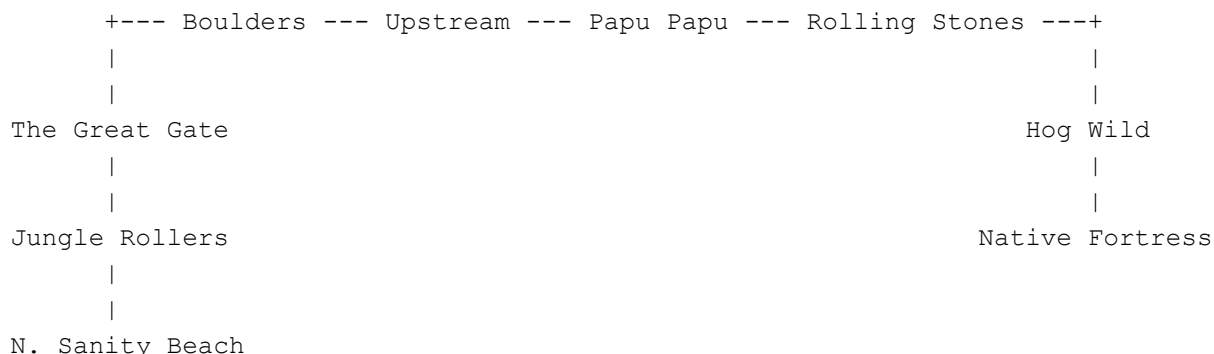
3.WALKTHROUGH

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3.01. Island One

Map

BOSS



- N. Sanity Beach - White Gem Earned (None Required)
- Jungle Rollers - White Gem Earned (Green Required)
- The Great Gate - White Gem Earned (Yellow Required)

Boulders - White Gem Earned (None Required)
Upstream - White Gem Earned (Yellow Required)
Papu Papu - Boss Battle
Rolling Stones - White Gem Earned (Blue Required)
Hog Wild - White Gem Earned (None Required)
Native Fortress - White Gem Earned (Red Required)

N. Sanity Beach

Spin in the centre of the three boxes to smash them, and get fruit from the right most ? crate. Continue onward and either jump, spin or avoid the crab and smash the left Aku Aku crate for some protection, pretty handy. Continue and jump over the gap for another box. Jump on the arrow crate to get fruit from the one above, and smash the crate ahead and over the gaps. Head up the steps and take out all the crates as you go, including the mass on the right side containing a 1-Up. At the top of the stairs is a checkpoint crate.

CHECKPOINT

Jump over the stone and get the Aku Aku box and take out the turtle. Keep going over the gaps until you reach a stone divide, with a tower of crates before and a hidden ? crate behind it on the right. Over another gap and spin down the wall of crates before you. The path now splits into two; if you are going for the standard walkthrough then go left, which is easiest, having just a turtle and a few crates. Otherwise go right and activate the metal crate to create a crate bridge. Jump onto the first crate and bounce from crate to crate, destroying them as you reach the end and back on stable land. Head onward and back left, getting the two crates at this latter end before going over the final gap and getting the final create, with the portal.

GEM DETAILS -

Gem earned - White

Gems required - N/A

Tawna Bonus Round - N/A

Tricky Crates - The one above the arrow toward the start

- The ? crate behind the stone divide, before the wall of crates
- When the path splits, the crate bridge created right must be destroyed, and also remember to head back from the end left to get the two crates you miss.

Jungle Rollers

Use the arrow crate to get the crate above, as well as the Aku Aku crate here. Avoid touching the TNT and continue onward over the gaps and up a hill, where a skunk will run down. Spin him and down the hill, getting the crate above the arrow and past more skunks. Ahead a piranha plant will spawn between the archway which can be span, with two crates afterward. Judge the roller and when it's at the extreme sides, quickly jump over and get the ? crate with a Tawna symbol. More rollers and gaps follow (just take your time and go when they are to the far edge) and a Aku crate above a few metal ones to the side needs getting. After two rollers after another (the second one lags behind so wait at the side for them to both go) is the checkpoint.

CHECKPOINT

There is a GREEN GEM platform here if you have it, otherwise smash down the wall of crates and on past more rollers. The ? crate has the second Tawna symbol. Spin the first skunk to take out the others, and continue until you reach a tower of mixed crates, with two TNT crates sandwiching a 1-Up crate. If you are going for the gem or want a life then jump and on the way down spin to take out that central crate. You need to time it nigh on perfect otherwise you get blown to bits; your choice. The next ? crate as the third and final Tawna symbol, so take it to the bonus round (see details below) and return back to the level. Another few crates are ahead, and jump into the centre when the opposing rollers cross and over the gap to survive.

GEM DETAILS -

Gem earned - White

Gems required - Green

Tawna Bonus Round - Head right and take out the crate. Over the gap for several crates containing a 1-Up and the portal.

Tricky Crates - The one above the arrows toward the start

- You need the Green gem to get three crates just after the checkpoint. It'll raise you up to a metal arrow box, which will land you on some more Green Gems, with three 1-Up crates above you.

----- The Great Gate -----

Smash the four crates and start scaling the gate using the metal arrow boxes. If you hold down Jump you get more height, which helps. At the top use the other crates to get the Aku Aku crate above, and go right. After some enemies you'll come to two metal crates with a ? crate in the centre; jump and spin the central crate to get the first Tawna symbol, then jump through the bouncing crate when it is at it's highest (or jump on top or other, just get sodding past it). Over the gap and spin the monkey, and with the turtle and piranha plant, bounce on the turtle to avoid a bite and land to the side and spin the plant away to avoid getting injured. Ahead use the second crate in the air to get the 1-Up and head right to start scaling vertically again. Jump and spin the wooden platform to turn it so you can use it to get across to the metal arrow crate right and up to the checkpoint.

CHECKPOINT

Go right and past the various enemies, and be sure to use the turtle to bounce up to get that Aku Aku crate above. The plant after can be dealt with by spinning on approach so you don't get killed. Wooden stakes bar your progress now, so wait until they shake and come across you, and jump over them as they retreat. A ? crate houses the second Tawna symbol. The villager on the next ledge shields you away, Gladiators style, so jump over and on top of her, then land and spin her away. The next few ledges are pretty greasy (donated by their green appearance) so take it steady on the descent, and be sure to get the 1-Up crate in the centre. After going up again is a monkey and a shield villager, and another greesy platform. Stay mobile on here, tapping left every half second to stay on until the wooden stake retreats and go over. The torch makes a similar pattern; wait until the flame is extinguished and go past it straight away to avoid getting injured. Two wooden stakes above need getting past (jump late after the second to avoid touching it on the jump) and get the third Tawna symbol from the ? crate here for

the Bonus Round (details below). Upon returning get past more crates (for the final one move as the others end) to the portal. If you have the YELLOW GEM then more crates can be had, see the 'Tricky Crates' below.

GEM DETAILS -

Gem earned - White

Gems required - Yellow

Bonus Round - Go right and jump in the centre of the two wooden crates in the air until they are both destroyed, where you'll land on a TNT crate. Bounce away right and over the gap to get some distance. Jump on the arrow crate to create the next platform and be sure to spin the arrow away before continuing. Jump on the first crate, then the 1-Up crate to the right, and hold jump as you bounce the three lower wooden crates to get air giving you enough time from one to the next. Up the steps and destroy the two 1-Up crates to finish here.

Tricky Crates - Remember those arrow crates!

- There are eight more crates to be had once you get the yellow gem. They create a bridge over the portal. Go left and ascent another vertical section; there is a single crate on the right side on the way up. Another is at the top. There are another six on the way to the portal which is up another vertical section. There are a few arrow crates on the way, but there are no crates above them (handy considering you'll accidentally destroy them by spinning the plants!)

Boulders

Smash the crate left of you and enter the passage and clear the crates before moving out. The boulder will chase you so keep running toward the screen and jump the gaps (you'll have enough time) until you reach the next passage where you can rest. Smash the crates, including a handy 1-Up and spin the next crate as you leave the tunnel for another chase. More gaps here and after moving through a tree bark you'll come to wooden panels in the ground - although they can be knocked over, jumping them is much easier and quicker, especially when you have a boulder behind you! There are crates on the way that need taking out, so run past them and spin to destroy them on the way as jumping them is too risky. Position yourself right and then left for the respective crates. A tunnel with more crates and a checkpoint shortly follows.

☐CHECKPOINT

Position yourself in the centre before running as you need to jump on to a platform in the middle of a pit when you begin this chase. Stay centralised as more pits and platforms follow, and then follow the path of fruit to avoid the wooden barriers. There is a crate to the left when the path moves a bit left, so be ready to run across, spin and back again well in time. Another crate on the path needs smashing, and when the fruit path is finished you have more pits and platforms (stay central) and time your jumps to go at the last minute in order to make them. You'll come to the portal now, and if you did that in one go, and pretty easy gem. Phew!

GEM DETAILS -

Gem earned - White

Gems required - N/A

Bonus Round - N/A

Tricky Crates - On the fruit path, there is a crate on the left side when the path shifts to the left slightly. Be sure to run out and

resume the path again well in time, otherwise you'll collide into a wooden panel!

Upstream

Run down and destroy the Aku crate before heading up. Jump to the first platform and across the lilly pad to dry land. Word of warning about the lilly pads; they sink a few second after touching them so when ever moving across them act sharp. The ? crate here has the first Tawna symbol. Wait until the fish is in the water then head across the platforms and on the leaf - be sure to make it otherwise you'll sink! If you miss it jump back and wait for the lilly pad to come back up again and time it properly. Continue up past the log and more lilly pads to a crate on an island, and onward to a stone platform with fish - again time it so they are in the water before progressing. Head up the greasy log to the checkpoint.

CHECKPOINT

Wait until both the fish is in the water and the leaf is near before making the jump. There are two crates here, TNT with a 1-Up above it, so either jump on the 1-Up and on to the ground or jump and spin catching it on the descent to smash it. The plant platform after is similar to the lilly pad in that you can land on it very briefly, otherwise it'll slam shut, so head across it to the stone ledge and get the second Tawna symbol from the crate. Wait at the end after the fish is out of the way and use the leaf when it comes down. You'll meet another leaf and across other platforms (lillys and plants; be quick!) until the island with a 1-Up and Aku crate. The blue leafed plant ahead will close up now and again, so wait until both the fish is in the water and the mouth is shut so when you go across it's accessible to cross. At this point if you have the YELLOW GEM you can take the side path left, otherwise continue onward and up to the second checkpoint.

CHECKPOINT

Wait until the blue leafed plant and head across to the island with the ? crate, containing the third and final Tawna symbol for the Bonus Stage (see below). Upon returning, take the side leaf platform onward and with the last one, only jump when the blue leaf platform is safe to reach the portal. There is another YELLOW GEM route to the right if you have it for that gem.

GEM DETAILS -

Gem earned - White

Gems required - Yellow

Bonus Round - Level off the crates by spinning and take out those in the ground by jumping off them. Jump to destroy the two central ? crates before more stacks of crates afterward, with two 1-Up crates before the portal.

Tricky Crates - From the start head down for a crate hidden against the screen.
- At the second waterfall just before the second checkpoint is a yellow gem route to the left that takes you to a 1-Up crate under the log.
- Just before the portal is another yellow gem route to the right. This will take you to another couple of crates. After the crates is a blue leaf plant; the leaf platform after might not time with the bite, so be patient and wait for it

here.

Papu Papu

A pretty standard boss battle. Papu Papu will lay his stick down and spin clockwise around on the ground. Jump the stick as it passes, and soon he will stop at your position and swing vertically down on you. He'll resume spinning again. To injure him, either wait until he's about to attack and jump on him from behind, or you can do it when he's spinning around. Either way be sure to jump on him from behind, otherwise you'll be injured. After three hits he's done for!

Rolling Stones

Spin the piranha plant into the wall of crates and clean up the rest before passing the roller. An Aku crate and a ? crate follows (the latter containing the first Tawna symbol). Continue past the rollers to an arrow crate, with the crate above containing a Brio symbol. Wait until the rollers are central and jump across in the centre, past the piranha and a turtle to the checkpoint.

□CHECKPOINT

Pass the roller and if you spin the piranha plant straight ahead you can clear the crates on the right as he flies into them, getting the Aku Aku crate without messing around with the TNT. Jump to the centre of the rollers and quickly JUMP to the right of the crates (there's a tiny gap after the roller path which you might not see). Here jump on each normal crate to get the spoils otherwise just start one of the TNT crates off and continue to the checkpoint crate after the turtle.

CHECKPOINT

Jump late to the platform and past the rollers to the next pit with a moving platform. It slows down when it reaches the edges, which is the best time to make it. Continue to the ? crate for the second Tawna symbol. From here on it's a combination of moving platforms and rollers. Again jump on them when they are to the sides, however be aware that there are moving ones after rollers which you need to manually jump to - remember you can move around in mid air quite freely in order to land safely. When you reach the plant, try and not spin it into the arrow crate behind but if you do, you can use the raised land behind to jump back to hit and take out the crate in the air. Get the Aku Aku crate and beware the stone platform here gives way after a second or two, so time the rollers right and do it in one go. Spin the skunk away after to avoid injury and get the third Tawna symbol from the ? crate for the Bonus Round (details below). After, continue to the stone platform - if you have a BLUE GEM you can go to an area below, otherwise just continue past the rollers. More rollers and platforms from here until the end, with four crates with the final Brio symbol before the finish.

GEM DETAILS -

Gem earned - White

Gems required - Blue

Bonus Round - This consists mainly of crate bridges which need to be jumped

from crate to crate in order to destroy them all. Just take time and hold Jump in order to get more time in the air to land safely. At the end either try and jump between the crates to quickly destroy them, otherwise spin them if you cannot be bothered with the fruit inside.

Tricky Crates - You need a Blue Gem in order to reach a secret area below to get six more crates (including three 1-Up crates). Take the other blue gem back up to resume the level.

Hog Wild

This stage has you speeding through on a hog! Mental. Jump the gaps and after the tunnel are wooden stakes; smash the crates left and right and position left then stick right to avoid the vertical stakes and get the 1-Up halfway. Upon exiting the stakes, quickly move left to get the left most ? crate then right again before the checkpoint.

CHECKPOINT

After the large gap, get the crate and go right around the villager. Move right past the stakes and left of the next villager for another crate and use the bongo drum to make it across the next gap. Get the crates and then move right for this villager and use another bongo drum over the gap and get the two crates before the stake (jump at the last minute for the latter one) and the second checkpoint.

CHECKPOINT

Hug the right wall until you pass the villager after the stakes, then move left getting the crate and passing another villager. Stay in the middle now and move slightly to the sides in order to clip the crates and get them all. Go right left right past the stakes and villager and jump the spit roast. Right and left past the stakes and under the next spitroast, past more stakes and jump over the third spitroast before heading right of the final villager to the portal.

GEM DETAILS -

Gem earned - White

Gems required - N/A

Bonus Round - N/A

Tricky Crates - I personally found the hardest were the load grouped just over halfway through the level, where you have to go left then quickly move right to get the three bunched up where the one first is missed. Be sure to go down here in the centre, clipping the crates, and as soon as you know you've hit the crate move opposite to get the other crates. It's an annoyed stage to get a crate on, but just persist.

Native Fortress

Take out all the crates, get the first Tawna symbol and use the metal arrow boxes up the wall. Bounce off the shell of the turtle to get the Aku Aku box in the air. Spin the various enemies until you reach the stake after a set of greasy platforms. Wait until the stake retreats and jump over the

flame to reach the checkpoint.

CHECKPOINT

Spin the plant and past the steak for a vertical section; get the second Tawna symbol from the left and make your way up, spinning the central wooden platforms to make your way up. You need to start on the lower wooden platform and jump up to spin the next one, work your way round and do the same with the last before making your way to the top using the metal arrow boxes. Get the fruit in the air if you like, but if you fall you need to do this section again, so it's up to you. Once at the top note that the flame is bouncy so use it to get over the turtles. The plant soon after needs to be spinned upon in the air near the landing, so time that right to reach the second checkpoint.

CHECKPOINT

After a few more enemies and torches you'll come to a villager; if you forgot how to deal with one of these, jump on her as she approaches then spin her from the ground. Get the 1-Up from above. Wait until the overhead steak retreats fully and jump across trying not to touch it (run and jump last minute but only tap jump so you don't gain as much height). A greasy platform sits in front of a steak, so tap left to stay on it as the steak goes up and jump over as it retreats. Get the crates on top of the checkpoint.

CHECKPOINT

Run jump and spin into the plants shortly afterward and past another steak. Tap right on the first greasy platform waiting for the torch and make it to the top to find another villager. A torch and wooden steak bar your progress down and you'll come to a tower of crates with a TNT at the bottom. Your best bet is to smash those at the top (the normal and the two 1-Up crates) and then spin the normal crate above the TNT by falling down toward it, which will set off the TNT countdown. Either continue right or jump up from the metal box on top to avoid the explosion. Make your way right to the next vertical section, with the third Tawna symbol in the right box for the Bonus Round (see details below). Again, spin the wooden platforms by spinning from the wooden platform underneath and make your way to the top via the metal arrow boxes. There is an open Aku powerup to the left above the third arrow box, however if you fall down you'll have to do this section again. A checkpoint box awaits at the top.

CHECKPOINT

You need the turtle to bounce up to the crate above, so don't spin it! Take out the plant after and wait until the torch is extinguished and use it to bounce across and on to the villagers head. If you land normally you won't have much room to take it down with, and run the risk of her bouncing you off the edge, rather annoyingly. So try and tackle her from the torch. Wait until the closest stake is retreating and jump across, spinning upon landing to get the plant. Both of the torches go at the same time, so either jump across to the second one as soon as they extinguish or use the first to bounce across the second to the greasy platform that follows. Again, wait until the first steak retreats before jumping, and wait for the next steak to go down and very quickly use the torch after to get to the platform. Spin the turtles. The next two torches go at the same time, so use both to get across quickly to the checkpoint.

□CHECKPOINT

Continue left until you reach two steaks surrounding a torch. The easiest time

to go is to wait until the torch goes at the same time the steaks go up, meaning you can use the torch to continue without any real danger. Speed across the torches and spin the plant on the greasy platform. A 1-Up follows the steak, and a RED GEM path after the next torch. Before the next vertical section are three simultaneous torches; as soon as they go out, bounce normally (don't hold jump when bouncing!) across them to make it just in time. At this vertical section more wooden platforms need spinning in order to get up, and note the stack of 1-Ups on the left as you go up and the line of crates on the right as you go up the metal arrow boxes. A 1-Up awaits above the final arrows box, as well as the finishing portal. Phew!

GEM DETAILS -

Gem earned - White

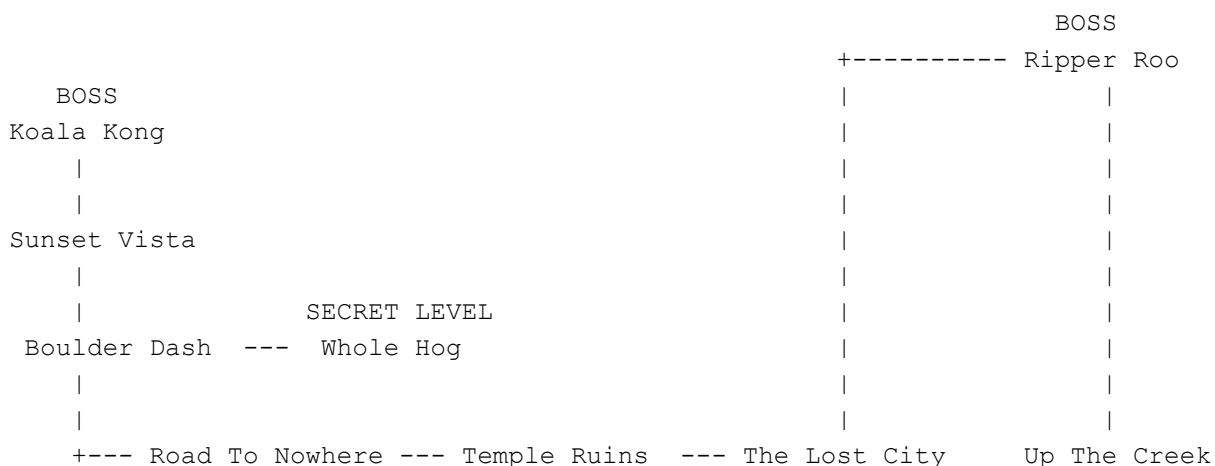
Gems required - Red

Bonus Round - Jump on the crate to get across and use the arrow crate to get a 1-Up in the air. There are two more crates to jump smash on the way across to the portal.

Tricky Crates - After the forth checkpoint is a crate above a turtle. You NEED to use the turtle to bounce up to get the crate, otherwise you won't gain enough height to reach it. Don't spin him away!
 - Shortly after the fifth checkpoint is a path of Red Gems going above a torch (after a 1-Up crate). Take the gems up and use the arrow boxes to reach the clouds! There is a 1-Up box left, a few more that need bouncing in between gaps, another 1-Up on the far right and finally the rest above an arrow box in a stack.

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 3.02. Island Two
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 Map



- Up The Creak - White Gem Earned (None Required)
- Ripper Roo - Boss Battle
- The Lost City - Green Gem Earned (None Required)
- Temple Ruins - White Gem Earned (None Required)
- Road To Nowhere - White Gem Earned (Red Required)
- Boulder Dash - White Gem Earned (Purple Required)
- Whole Hog (Secret) - White Gem Earned (None Required)
- Sunset Vista - White Gem and Key 1 Earned (None Required)
- Koala Kong - Boss Battle

Up The Creek

Spin the two crates, getting Aku protection, and speed across the lillys and plant and across the two leaf platforms minding the fish along the way. After the log up the waterfall and a few more platforms, note that the leaf platform crossing makes you jump across left to the next leaf, and that there is a blue leafed plant after so wait until he bites before crossing. The first Tawna symbol can be nabbed from the crate after. Take down the monkey, across the lilly to the checkpoint.

CHECKPOINT

Take the leaf platform to the ledge on the right and across the blue leaf plant after it bites. Run left across the lillys and up the log for a 1-Up crate at the top. Speed across the platforms to the stable ledge and wait a while for the fish here to be out of the way when jumping across to the leaf platform. Wait for the monkey on the stone ledge after to stop rolling before spinning him, otherwise you'll fly straight into the drink. Not good. Wait on the green plant quickly for the blue plant to bite before continuing (wait too long and just retreat) and continue to the next checkpoint.

CHECKPOINT

Wait for the fish to go and go up the log. Run across the path of lillys to the next platform, and jump across to the metal ! crate and back over. If you want a secret crate, then nudge back so the camera shifts down and wait for the lillys to appear. Run back to the log and you'll notice two crates to the side have appeared and a line of lillys at the waterfall base. Drop down and run right (1-Up below the log) and jump on the TNT, and use the arrow crate to get back up to the log in time, exploding the arrow crate as you leave. Continue back across the lillies. After a blue plant is the second Tawna symbol in the ? crate. Mind the fish as you go across the leaf platforms and get the third Tawna symbol from the crate (bonus round details below). The rest of the stage is pretty standard, bar the blue plant and the leaf after (wait until you see the leaf in view and speed across, timing it after the plant bite) where the portal awaits you.

GEM DETAILS -

Gem earned - White

Gems required - None.

Bonus Round - Use the metal arrow box to smash the lower tier of crates then jump smash across each crate going right. You cannot see Crash but tapping right a few times should give you the distance you need, plus you can just about see his position via the shadow. There is another stack before the portal, with a multi fruit crate in the centre. Be patient when getting all these creates. Two 1-Up crates greet you at the end also!

Tricky Crates - After the second checkpoint, go up the log. Run across the path of lillys to the next platform, and jump across to the metal ! crate and back over. If you want a secret crate, then nudge back so the camera shifts down and wait for the lillys to appear. Run back to the log and you'll notice two crates to the side have appeared and a line of lillys at the waterfall base. Drop down and run right (1-Up below the log) and jump on the TNT, and use the arrow crate to get back up to the log in time, exploding the arrow crate as you leave.

Ripper Roo

Ripper Roo follows a pattern across the platforms, as seen below. Stay out of his way by standing on one of the other platforms not marked with X on the below ASCII diagrams; the injure him, jump on the BIG TNT crates that flow down the river. Time each crate by waiting until he is two jumps away ie. for pattern two, when he is on platform 5 (central) start the countdown of the TNT crate at platform 8 (bottom central) so when he arrives, it explodes. After injuring him he will move on to the next platform. As there are unlimited crates just take your time here, and don't rush otherwise you'll get blown up or fall into the drink.

1 2 3
4 5 6
7 8 9

Pattern One - 7 5 9 ie. 1 2 3
 4 X 6
 X 8 X

Pattern Two - 8 6 5 4 ie. 1 2 3
 X X X
 7 X 9

Pattern Three - 2 6 8 4 ie. 1 X 3
 X 5 X
 7 X 9

The Lost City

If you want the crates on the left side, then you have to come toward the screen and jump out and around the metal wall to them. Smash them both and come back. Enter the passage behind to get fruit and an Aku. Go right and past the moving block that comes from the wall. You cannot spin the lizard, so jump him instead. Enter the room behind and get a handful of 1-Ups and crates and move past the next moving slab. Jump over the platforms and wait by the hanging bat for others to move past (if you get caught, then spin away to avoid getting injured). Drop down and when the coast is clear move into the room behind and get the first Tawna symbol from the room behind. Drop back and move right to the next passage when the bats aren't present. Smash the crate and move past the next hanging bat (indicating that no more bats are here). Wait until both of the slabs here are out, and hold right so as soon as they retract you move on by.

CHECKPOINT

Jump down to the stump in the water and up to the edge, and bounce off the crate to get the Brio symbol and the 1-Up. Speed across the floating platforms before they fall and past another bat section before some moving platforms. Take your time and use one to go over the top to the other side; the easiest way to get past the next block of slabs is to run over the top, so try and jump straight onto them, get the 1-Up and drop down. However if you time it wrong, remain on the platform until you go around again. DO NOT stay in the

central platform as a moving platform will knock you off. When you are past the three slabs another bat section will hinder you; bypass when it's safe to the passage in the background. The second Tawna symbol is in here. Continue out and right past the lizard and bats.

CHECKPOINT

The next enemy is a jumping lizard; spin or jump on him to get rid. However you can use him to get the second Brio symbol and a 1-Up that is above the set of four moving slabs. The slabs move in order from left to right, so time it and bounce off him when he lands right to get them. As said, the slabs move from left to right so wait until the left one comes out and follow them across. This vertical section has you moving up slabs; they come out and retract quickly so time it right to go left to right. Wait on the right side for the last one to give yourself enough time. There is a checkpoint in the centre of the moving platforms afterward.

CHECKPOINT

Make your way up to the next moving platforms above, and if you fancy it, jump up and left onto the metal ! crate above the flame. If you miss you'll get burnt to a crisp, so judge it right. These activate crates at the top. Move up more slabs quickly to reach the top, and head left and through the archway behind and right to get the crates that the metal ! crate just revealed. Here you'll find the third and final Brio symbol (see below for details). After come back out left to the archway and when the red jumping lizard is on the right, come forth and jump across to the central platform. These platforms act as a seesaw, and touching either edge moves the lot, so only touching the centre is your best bet. A 1-Up awaits you afterward. Jump on to the platform, which makes the red jumping lizard jump toward you. Jump back to the ledge before, and retreat as it follows you, and when you can run underneath as it jumps. A bat section follows, with a set of moving slabs after, so if you time it wrong drop back right and wait until the bats go over again and take on the slabs once more.

CHECKPOINT

The next set of slabs is pretty tricky, so follow these instructions - the slabs are in blocks, which is what I'll refer them to as. Wait until the first block is fully out, then goes fully in and run across. Same again with the second block; when they go fully out and in again, run across into the pit before the third. For this one, it goes from right to left, so jump up as the right one is just about to go in so you have enough time to run across. Get the 1-Up from the platform across. Use the lizard to bounce up to the ? block (wait until it jumps in to the centre) to get fruit and a 1-Up. The bat section has two lizards in, so jump on the first lizard, wait for the bats, across to the second lizard, wait for the bats and continue. The ? block after has the third and final Tawna symbol (bonus round details below). There are two seesaw platforms now, so jump to the edge and quickly across to the centre to avoid it toppling over. After are two slabs and a jumping lizard; wait on the extreme right of this ledge until it comes back and jump it, then continue. Finally, use the jumping lizard here to bounce up to the metal ! block ahead to reveal and smash the crates behind. Get the fruit and enter the portal.

GEM DETAILS -

Gem earned - Green

Gems required - None

Brio Bonus Round - Run and jump across to the second tier of crates and bounce out. If you don't make it then quickly jump and spin the

one above and continue right. The next set jump up and drop the upper levels and escape right. There are two 1-Up crates to jump bounce before the portal.

Tawna Bonus Round - Bounce from crate to crate until you get the tunnel of crates; unless you know exactly what you are doing, don't bother getting all of these as it's too hard, chances are you'll just fall down below after destroying the bottom set. Another line of crates follows, with two 1-Ups at the end too.

Tricky Crates - At the start, come toward the screen and jump out and around the metal wall to them. Smash them both and come back.

Temple Ruins

Move up past the arrows and get the Aku from the crate and use the arrow crate behind to get the one in the air. Speed left across the platforms and spin the snake that comes out of the hole. Get the mass of crates left, including the 1-Up within. Head past the arrows and up the floating platforms. Jump on the 1-Up to avoid touching the TNT underneath it. Wait until the moving platform is at it's lowest and continue right, with another snake and stack of crates. Wait until both the next platform is low and the arrows are timed right and continue onward; use Crash's shadow so know where you'll land. At the tunnel, bats will fly out toward you so take your time and use the lower ground to hide against them. After the smashing wall, jump across the floating platform to the stacks of crates. Wait until the spider here drops down and jump him, then continue past the arrows. Walk onto the platform that'll take you to the next section. Wait until the torch is extinguished and jump across right to more crates. Wait until the arrows move again and run and spin the snake. Continue to the moving platforms that orbit around the checkpoint crate in it's centre.

CHECKPOINT

Continue onward to the tunnel. More bats here, as well as an Aku crate between the two smashing slabs. Wait until the far moving platform is at it's lowest and jump across. Now on this ledge, see how a fruit is hanging from the left side? Walk left off the edge and crates will appear underneath you. Run to the far left to reach an area of crates. Grab them all and be sure to bounce off the three standard ones in the hidden bridge on the way here. Go past the arrows and use the arrow box to get the crate above, then go right across the moving platform, torch and hovering platform to a set of revolving platforms. At the far and close ends they drop temporarily, so use one to get to the centre and quickly use one to go toward the screen.

CHECKPOINT

Spin or jump the spider and get the crates. Take the platform to the next area and wait here until the far torch has gone out before continuing. The next section are two different sets of revolving platforms, with some dropping at either side. Make a bee line straight onward to avoid these dropping ones. Get the 1-Ups from the crates and across the moving platforms. Finally, a tunnel stands in your way before the portal.

GEM DETAILS -

Gem earned - White

Gems required - N/A

Bonus Round - N/A

Tricky Crates - The first Aku crate at the start has an arrow box behind, with a crate above. They are somewhat hard to see, so make sure you get 'em.

- After the checkpoint and the tunnel is a moving platform. Just after that is a ledge with two fruit, one hanging over the left side. Walk left off the edge and crates will appear underneath you. Run to the far left to reach an area of crates. Grab them all and be sure to bounce off the three standard ones in the hidden bridge on the way here.

Road To Nowhere

HINT - You can see your shadow at all times on this bridge, which is very helpful when jumping from panel to panel!

Grab the crates either side and make your way across the bridge; the darker panels fall down, so avoid them. The between the two TNT crates must be span when you fall down, then continue after across the bridge. You need to jump pixel perfect here, and avoid the half panels. You'll come to some crates, including a checkpoint and the first Tawna symbol.

CHECKPOINT

The hog here cannot be disposed off, so jump over him and make your way across the bridge. The light blue panels and slippery so watch out on the way to stable land. Bounce off the top crate of this stack to get the 1-Up above. You need to use the ice panels here to make it to the middle of the bridge, just be sure to jump in time due to the slidy nature of them. Use the shadow to get across the single panels to the next checkpoint.

CHECKPOINT

Get the 1-Up crate here also. Another hog is on this bridge, so get to the standard panels and wait for him to return before jumping over and again, use your shadow to make it across the single panels. The crates after house the second Tawna symbol. Make it across another bridge to the next checkpoint.

CHECKPOINT

If you have the RED GEM at this point jump on it to be taken right (see below). Another two bridges before the next checkpoint. It's more of the same, just use your shadow and judge correctly as you make your way across. Don't stop. There is an icy section on the first bridge but just be quick and jump straight away.

□CHECKPOINT

This next bridge has no stable panels so zip across it, while the one after does. A 1-Up can be found in the crate. After another bridge is one with a lot of ice on it; when you see the hog on it there will be stable panels before a set of ice ones. Wait here until the hog returns and jump over it and continue. The ice panels aren't too bad, considering the ones that slope away allow you a microsecond of stability before you slide off. The crates after contain the final Tawna symbol (see bonus round details below). Spin the turtle and jump the large gap (jump at the last minute in order to make it) and use the turtle shell soon after to get across the large gap that follows. A couple more ice platforms follow, with a RED GEM platform before the portal, and you finish. Phew!

GEM DETAILS -

Gem earned - White

Gems required - Red

Bonus Round - Jump and spin on the descent to get the block jumping. Jump through it to the next section. Here, purposely start the countdown on the TNT on the left side and stand on the block above the arrow to trigger a chain reaction so it starts bouncing, enough so you can continue. Spin the centre of the crate and get the two 1-Ups before the portal and finish!

Tricky Crates - After the second / third checkpoints is a red gem. Ride it right to be taken to a temple area. Ignore the first stack of crates and go all the way right, and activate the TNT to set off the ! crate. This creates a crate back left, so bounce off it and spin the other ! crate. This creates another crate right; bounce off it onto the mass of metal crates above, and jump on the hidden ! crate in the middle to make a stack of 1-Ups and Akus in the area behind. Once you are done here, head back and ride the other Red Gem back to the main level.

- There is a red gem platform just before the portal. This will take you to the other side of the portal. Step forward to find a hidden panel. There is only one, however run and jump forward to land on two more. Do the same again, running and jumping landing on two each time until the end where you find a load of fruit and two 1-Up crates. Make it back in one piece the same way to the portal to finish.

Boulder Dash

Spin the crates here and in the tunnel and start the chase. Stay in the centre and jump across the various platforms. Through the tree trunk and mind the low fences and gaps on the way to the tunnel. Rest, smash the crates and use the checkpoint.

CHECKPOINT

Start the next chase and stay in the middle for the platforms. Note that you need to adjust left and then right slightly for some moving platforms, which can be done easily mid jump. Wooden stakes follow, and as they are positioned diagonally you can follow them across well in time. More moving platforms now and again, adjust in the air to land them safely.

CHECKPOINT

Before the next chase get the crates; either jump on the two crates above the TNT or spin them in the air. After some fences are moving platforms. More fences and gaps follow, and note that after the second gap are fences covering the left side, so position yourself on the right before you make the leap. The last set of moving platforms are longer jumps so ensure you jump at the last minute to get them all. The portal is reached now, and if you have the PURPLE GEM you can get more crates.

GEM DETAILS -

Gem earned - White

Gems required - Purple

Tawna Bonus Round - N/A

Tricky Crates - After the second checkpoint are two crates above TNT. Easiest way to bounce on them both.

- At the end just next to the portal is a purple gem. Ride it down to the cool fluorescent area below. There are few arrow crates here (get the ones above too!), two plants and a stack of 1-Up and normal crates before a portal. Nice!

Whole Hog (SECRET LEVEL)

HINT - As noted, this is a secret level leading from Boulder Dash. You can get the Key by completing Cortex's Bonus Stage in Sunset Vista.

Yay, another hog level! Go left right left jump past the stakes, jump right past the stake and get the crate and hold left past the villager. Go right, hold jump as you use the bongo for the gaps (otherwise you'll won't reach). Go under the spitroast and follow the line of crates (stay in the centre and clip them to get them all) and under another spitroast. Go right round the stake and quickly left past the villager. Jump the spitroast and hold jump on the bongo, get the crates.

CHECKPOINT

Hold left past the stake and villager and hold jump on the bongo. Up on landing go right to get the crates and to avoid the villager, and hold jump on the bongo go completely clear the villager. Go left right over and over for the crates, under the spitroast, right then left for crates, hold jump on the bongo, right of the villager, and finally left right left for the remaining crates. Phew!

GEM DETAILS -

Gem earned - White

Gems required - N/A

Bonus Round - N/A

Tricky Crates - All are visible, just make sure you stay central and clip the crate sides to get them all.

Sunset Vista

Enter the back room, get all the fruit and the crate. Pass the torch when it's out and quickly jump to the centre of the see saw to stop it swaying, and get the 1-Up before the moving slabs. These two blocks of slabs move as one unit, so just run across as soon as it retracts. A section of bats is here, so wait until the coast is clear and enter the back room and get the spoils (an Aku powerup and a 1-Up). After the bats is a jumping lizard across platforms (just jump him) and a section of bats with walking lizards. Take one on between bats otherwise you'll run the risk of getting battered. Get the 1-Up above the checkpoint crate.

CHECKPOINT

These slabs move from left to right, so just run across. Two sets of moving platforms now, the first clockwise and the second anticlockwise, with some crates inbetween. Take your time before leaping to them. After the logs are moving slabs below, that alternate from one to the other. Jump from one to the next (walking increases the risk of falling) and onto the upper ledge.

From here jump to the passage behind and jump up at the end to get the hidden Aku powerup. Make your way right to the checkpoint.

CHECKPOINT

The next few slabs move as a uni, so just run across them all to the bat section. Wait until the torch more or less coincides with the bats flying across and then make your way to the log stump below. Wait again until they pass and up to the ledge above. Wait for the jumping lizard to move to the far right and jump back over to the centre before jumping him. For this set of slabs wait until they all meet as one then draw back together before running right and dropping down. Again, wait for the next one above to move out and then in together before heading across.

CHECKPOINT

A vertical section; joy! The right thin lighter platform gives way after touching, so use it when the slabs are moving right. You have to keep moving from slab to slab here to avoid falling, so get in step until you reach the torches. Only the right one goes out, and when it does stand on it and jump up when a platform comes round so you land on it. Get the first Tawna symbol from the crates on the right. Take the slabs up and get the fruit and crate from the room at the top. Go left. Past the see saw platforms with the give away slab in the centre, then take the passage behind for the next checkpoint crate.

CHECKPOINT

Wait for both floor and wall slabs to be retracted, and move across the floor ones quickly as they appear. Head all the way left for crates (Aku powerup and a 1-Up) and another vertical section. Use the slabs to get up in time to the bats that move across to the right. You have enough time to wait in the middle for the slab above left, and move across the unstable one on to that and above. If you mess up the timing, really quickly get back to the descent right and start again. Past the torch and take out the crates right. You need to run and jump left to get onto the moving platform; note if you miss and fall into a lighted torch, then you get burnt to a crisp. Either ensure you get the jump right, or wait until the torch is timed outside of the jump to minimise the risk. At the top of the moving platforms are more slabs, and you have to REALLY quickly get off the unstable left slab to get up the moving top one and across in time.

CHECKPOINT

Run right and wait for the red jumping lizard to come toward you. Wait until it's halfway between the gap and the checkpoint box and bounce from him to the metal ! box above (you can just see it) to reveal the crates behind. Go right and behind by the gap. There is an Aku box on the right (if you messed up the chance with the lizard, the third Aku stage can hit the metal box fine) and dispose of the set of crates on the left, including a Cortex powerup. Go right, and wait for all the slabs to come together; the left one will move back so go right and the rest will follow. Drop down and wait for the torch to coincide with when the bats move across, then continue to the far side. The set of four slabs move as one, so start running against the side when it's out so you move in time. Two crates enable you to get on top of the next slabs, with the second Cortex powerup and 1-Up above. Take it to get past the slabs easily also. When the slabs are away just run across the floor slabs for the last set. You get an Aku and a 1-Up crate before the next checkpoint.

CHECKPOINT

The next ? crate contains the second Tawna symbol. Get to the slabs and ignore the two moving floor slabs and when the wall slabs recess, jump across to the lower unstable slabs and to the ledge above. Get the crates behind. A single floor slab moves under the block of two wall slabs now; wait until the wall is out and as it comes in the floor comes out (like swapping positions). This is your cue to use it to get onto the moving platforms afterward. At the second set of moving platforms, jump behind to get the 1-Up then run right and dash the crate hidden to get the third and final Cortex symbol (Bonus Stage details below - if you get this you net the first Key). Up on returning, continue right, past the torch and get the third Tawna symbol from the ? crate (again, see Bonus Stage details below). This vertical wall section has the same cocktail of moving slabs and platforms; just ensure you don't fall on the left side due to the torches at the bottom. Halfway up on the left side is the checkpoint.

CHECKPOINT

The slabs to the top here move very quickly, so as soon as you land on one jump to the next to make it in time. At the top, move right over the platforms and lure the red jumping lizard out to the platforms and jump him. Get the crates behind and into the portal to finish.

GEM DETAILS -

Gem earned - White & Key

Gems required - N/A

Tawna Bonus Round - Head up and right to the row of crates. Jump and bounce from left to right, then right to left for the second row and back right for the last row. You'll bounce a TNT crate as you land, but you'll have more than enough time to run right to the portal.

Cortex Bonus Round - Jump right onto the line of TNT crates. Run right quickly and jump and dash away the line of normal crates, so you can leap on top and across right to escape. You have to do this again now but the stack of crates is higher, so act quicker. If you make it then you get a Key!

Tricky Crates - After the fifth checkpoint, run right and wait for the red jumping lizard to come toward you. Wait until it's halfway between the gap and the checkpoint box and bounce from him to the metal ! box above (you can just see it) to reveal the hidden crates behind.

Koala Kong

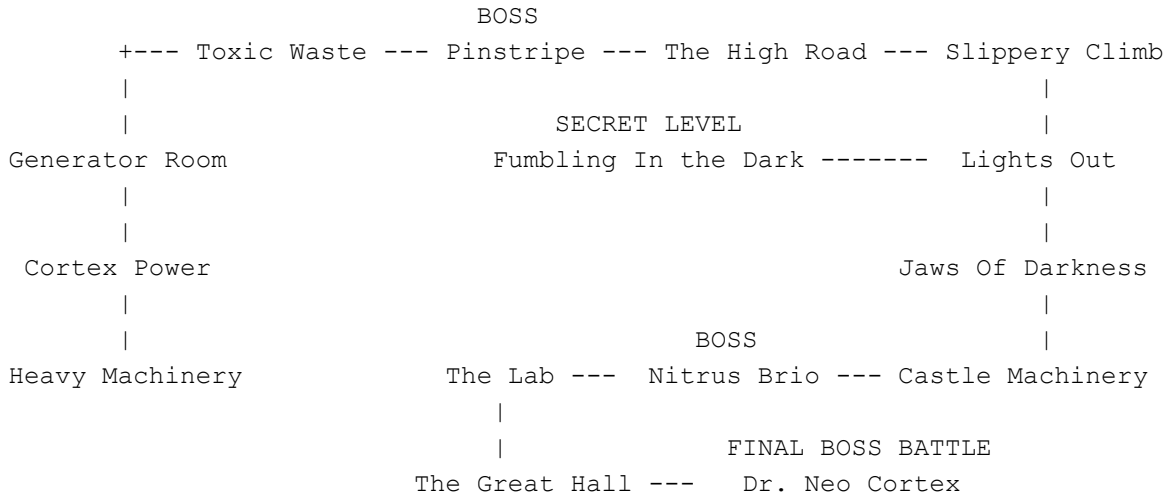
This guy will throw rocks at you from behind the track. Spin as the rocks approach you to destroy them. Now and again he'll throw a heavy rock; spin this back at him to injure him. After four heavy rocks he's done for. TNT crates occasionally appear to the sides which need to be moved away from, and sometimes they will drop right next to you as you spin, meaning you'll get injured without helping it. Bring an Aku to this boss if you can. Also, sometimes the heavy rocks won't injure him due to a mine cart moving in his path. You cannot do anything about this so just keep batting this heavy rocks back to him until he is a dead Koala.

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3.02. Island Three

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Map



- Heavy Machinery - White Gem Earned (None Required)
- Cortex Power - White Gem Earned (Blue Required)
- Generator Room - Orange Gem Earned (None Required)
- Toxic Waste - Blue Gem Earned (None Required)
- Pinstripe - Boss Battle
- The High Road - White Gem Earned (None Required)
- Slippery Climb - Red Gem Earned (None Required)
- Lights Out - Purple Gem Earned (Yellow Required)
- Fumbling In the Dark (Secret) - White Gem Earned (None Required)
- Jaws Of Darkness - White Gem Earned (Blue Required)
- Castle Machinery - White Gem Earned (None Required)
- Nitrus Brio - Boss Battle
- The Lab - Yellow Gem Earned (None Required)
- The Great Hall - Non Event
- Dr. Neo Cortex - Final Boss Battle

Heavy Machinery

Jump right. Touching the probes injures you, so avoid them as you go. The robots on the other hand are fine. You'll come to some pipes; the frozen ones are fine to touch however the red hot steam ones aren't. Avoid them. Use the arrow box to get the Aku in the air, not forgetting to spin the box before continuing. Avoid the other type of robot here and get to the crates; spin the central crate and leap over, onto the ice pipe and get the first Tawna symbol from the ? crate. To reach a secret area, you'll notice in the next gap two robots below with a gap between them; drop down there and you'll reach a new area where you'll get an Aku powerup, Brio symbol and 1-Up. A platform will take you up to where the TNT sandwich was just before.

Continue along the pipes and you'll get the second Brio symbol from a crate. Arrow boxes and a crates surround the conveyor belt, and above the moving probe in the gap afterward by jumping low underneath it. Do the same with the one after the two crates. At the end is a platform; stand on the right edge

to get the 1-Up on the way down. Go left and avoid the robots, and zip across the floating platforms before they fall and collect the second Tawna symbol from the crate. Jump under the probe and past the two robots to reach the first checkpoint.

CHECKPOINT

The vats here produce steam, from right to left. Jump over them after they go, watch the probe after and continue over the pipes. After a platform takes you left, before running down the steps go left and get the third and final Tawna symbol from the ? crate (bonus round details below). Go right, back down the steps and back against the wall and over the hot pipes, watching out later when you are moving over conveyor belts. Take the platform down. Jump the robots before getting past the vats, down the steps and use the robot to get the Aku crate above. Take the platform down, right over the hovering platforms and use the spring board to get the line of crates above with the Aku box ahead. Avoid the robot and the vats at the end go from left to right; watch out for the hot pipes in the centre also! Ride the platform at the end up and take the moving platforms right over the various pipes. Use your shadow here to see where you will land. Take another across and get the third and final Brio symbol from the end crate (see details below). After, take the platform at the ledge side down, and down again. Past the robots and use the spring boards up. Either side will do, then go left to get the crate there and be sure to get the three 1-Up crates on the right side toward the portal.

GEM DETAILS -

Gem earned - White

Gems required - N/A

Tawna Bonus Round - Just bounce along the boxes to the end. If you want the ? crates underneath then smash the top ones before going below. The ? crate in the centre has a 1-Up if you want to burrow down and get it. Keep bouncing right to the portal.

Brio Bonus Round - Bounce along the crates here to the metal ! crate at the end. This will create another line of crates going back left, taking you to another metal ! crate that creates another path to the portal. Just watch where you bouncing, and hold jump to ensure you get more height on the bounces.

Tricky Crates - After the first Tawna symbol, drop down the gap afterward with the two robots at the bottom. You'll find an Aku powerup, Brio symbol and 1-Up here.

Cortex Power

Enter the power plant and get past the robots. Above each pipe is a current passing between the poles; jump past after one has passed by. Continue to the door, jump over and spin the robot and two crates. After a gap and more pipes the path splits; head right first. Get the 1-Up and jump the gap when the robot drone is out of the way. A few more gaps and destroy the crates after the pipes, including the checkpoint.

CHECKPOINT

Head down the hill and jump into the centre of the pipes, waiting for another current to go by and out again. Get the Aku from the crate and head up the right path at the split. Up the steps and hide behind the left column to hide from the shooter. Once he laughs, move to the right column and wait again until he laughs before running onward and spinning him. Good work. Get the

crates from the left if you didn't accidentally destroy him, and activate the right metal ! crate. Return to the split and head left. Jump straight over through the centre of the pit between the robots and get the 1-Up crates either side of the pipe. A checkpoint crate is just here. If you have the BLUE GEM you have the chance of getting a few more crates by going back down this left split, over the gap and going left. See the tricky crates section for a walkthrough, and you'll resume at the arrow crate before the bridge below.

CHECKPOINT

Past the robot and over the moving platforms to the door. Spin the robot and through the currents; they all move at the same time so time it as soon as they go. Continue past more pipes and get the crate using the arrow crate by the door. Enter; if you activated the metal ! crate from earlier then a crate bridge will get you across here. Bounce along them if you need the gem. The portal is just through the door here, be sure to get the four crates around in the corners though!

GEM DETAILS -

Gem earned - White

Gems required - Blue

Tawna Bonus Round - N/A

Tricky Crates - If you go right twice at the splits, take the stairs up and activate the metal ! crate here. The bridge before the portal is then filled with crates which you need to bounce across.

- Using the blue gem, head to the second checkpoint and retreat back left to the split before and take the gem across. Get the Aku box. Get past the robots and through the door, when you'll come to a bridge half TNT and half crate with two robots at the end. Easiest way to do this is to start a countdown, get to the end and wait for the bridge to explode to get all the crates smashed. Get past another few robots, and at the pipe currents get on the ledge the other side of the ice one and get back on to the gem to reach the last but one door with the arrow crate (continue the walkthrough below).

----- Generator Room -----

Destroy the crates behind you and the one in the centre of the TNT on the right. Jump the gaps while avoiding the probes and get the crate in the middle of the TNT stack and continue round the corner. Head over the platforms and activate the metal ! crate next to the falling platform. Wait until it comes back and go to the next corner, getting the Tawna symbol from the crate here. Head on and take the path right with the five crates on the platform; when you touch this platform it will fall within about ten seconds, so bounce from crate to crate on this platform as much as you can. Otherwise just spin them all sharpish and get back on the bridge. Don't forget to bounce along the crates in the bridge also. Back on the main path, keep going to the next corner with the checkpoint and 1-Up in the crate above it.

CHECKPOINT

Mind the probe around the next platform and get the second Tawna symbol from the crate that follows. Watch out for the two probes on the next leap, and turn the next corner. Jump to the platform and speed across the next platform with the probe on. At the next corner is the third and final Tawna

symbol (see Bonus Round details below). Get the Aku from the crate and across the moving platforms avoiding the robots. Use the different heights to your advantage and jump across when you are low down. At the corner, smash the tower of crates and past the revolving probes to the platform that takes you toward the screen. More platforms take on you onward, with a checkpoint before a tunnel.

CHECKPOINT

Leap across when the robot is to the side and destroy the wall of crates. Jump across and you have a second before the platform falls, allowing you enough time to avoid the robot as you next leap. Around the corner, jump up the platforms and jump far right to the ledge. You'll see some crates on the platform there; if you fancy that crate, jump over, and jump spin the central crate. Jump back and watch the probe on the step down, and head down the ramp. At the end take the platform that moves left over the hot pipe, and another platform past cold pipes to some 1-Up crates and the portal.

GEM DETAILS -

Gem earned - Orange

Gems required - N/A

Tawna Bonus Round - You need to bounce from crate to crate to the portal.

You can almost see a shadow if it helps, and if you want to rush hold jump as skip a crate on each bounce.

Tricky Crates - Around the first corner, activate the metal ! crate next to the falling platform. Round the next corner is a crate bridge, taking you to five crates on a platform; when you touch this platform it will fall within about ten seconds, so bounce from crate to crate on this platform as much as you can. Otherwise just spin them all sharpish and get back on the bridge. Don't forget to bounce along the crates in the bridge also.

----- Toxic Waste -----

Jump across when a barrel drops down the gap and get the four crates either side. Wait until a barrel rolls past and run up to the thrower and spin him. Up the ramp and get the Aku from the crate. Keep going and watch out for any barrels that come your way - they need to be jumped, no spinning here. Get the crates either side (two 1-Ups on the left and the first Tawna symbol from the right side) and keep going. Use the side platform to dodge more of the barrels before the thrower and spin him away. Up the next ramp and use the checkpoint crate.

CHECKPOINT

Use the arrow crate right before continuing. The next two crates on the left have a 1-Up and the second Tawna symbol. There are more barrels now, so keep going to the next thrower and dispose of him. Up the ramp and get the 1-Up from the side crate. Carry on and either other two normal barrels is a bouncing barrel; you have no choice but to run underneath it (time it right!) or if you can, find a side platform if there is one nearby. Keep going to the next barrel thrower.

CHECKPOINT

Up another ramp, and as you approach the stack of crates a bouncing barrel

will approach. If you stand at the edge of the pit ahead of the stack you'll stand underneath it. Go back and get those crates, and get the third Tawna symbol from the ? crate ahead (bonus round details below). From here race up to the top of the ramp where you'll be safe from the barrels, then to the platform in between the gaps, then rush the thrower and take him out. The portal awaits afterward.

GEM DETAILS -

Gem earned - Blue

Gems required - N/A

Tawna Bonus Round - Avoid setting off a TNT countdown, otherwise you'll have to rush straight to the end. There are only a few crates here anyway if you do so.

Tricky Crates - N/A

Pinstripe

There are two chairs at either end of this room. Hiding behind these guard you from his bullets. He will fire from either side and run over between shots; at this point, run and spin him to injure him. After three hits he'll then jump on to the table instead of running from either side. To injure him, wait until his gun jams when he stands on the table, then jump and spin him. After a few more hits, he's done for. The fact that you cannot be injured while hiding behind the chairs makes this a pretty easy boss battle.

The High Road

HINT - You can see your shadow at all times on this bridge, which is very helpful when jumping from panel to panel!

From the start, head toward the screen. Walk off the edge for a panel to appear. Nudge on for another to appear. Run and jump down to land on another panel. Another is after, then run and jump for another two panels and finally another two before end, where you'll find four hidden crates (mostly 1-Ups). Very tasty. Make your way back to the start. Run out and jump from the ice panels and across the unstable dark panels to the lighter stable ones near the columns. Wait for the hog to run back and leap over, and keep going to the crate wall. Grab the 1-Up from the air and destroy the crate in the wall. Use the turtles here by jumping on them once to expose the shell and bouncing from them across the large gaps. Keep going until you reach the checkpoint crate and the first Tawna symbol.

CHECKPOINT

Again use the turtle shells to get across the gaps here. Don't spin any. You shouldn't have to touch any panels on your way to the next set of crates, with a checkpoint and the second Tawna symbol.

CHECKPOINT

After the turtle is a hog; leap over it to the unstable panels and keep going to the next hog. Get across the first unstable and stable panel set and from there leap the hog.

CHECKPOINT

Most of the following patterns are unstable, so zip across them. Again use your shadow to see where you are going.

CHECKPOINT

To get a hidden crate, get on top of the metal crate on the tower and jump to get a 1-Up crate from above. Bounce from the checkpoint or turtle to get up. Spin the central crate of the tower and go before the TNT blows up. Use the turtle across the gap and use the other shells to keep bouncing. After the ice panels is some land with a crate, containing the third and final Tawna symbol (see Bonus Round below). Bounce from shell to shell (some are close together but still go from one shell to another) and land on the ice panels when you need to, and shell it across to the next ice set. Jump over the unstable panel to the portal.

GEM DETAILS -

Gem earned - White

Gems required - N/A

Tawna Bonus Round - Go right and spin the central crate to get a 1-Up, and continue before the TNT goes off. Up the steps, and if you fancy the ? crates below then smash through the top layer and bounce along the bottom. Although to be honest, it's pretty tough for the spoils are pretty tasty if you want them (a mix of 1-Ups and fruit). An additional two 1-Up crates are at the end.

Tricky Crates - From the start, head toward the screen. Walk off the edge for a panel to appear. Nudge on for another to appear. Run and jump down to land on another panel. Another is after, then run and jump for another two panels and finally another two before end, where you'll find four hidden crates (mostly 1-Ups).

- If you are missing one crate, then it's this one. After the four checkpoint is a tower of three crates, with TNT, normal and metal. Get on top and jump up to smash a hidden 1-Up crate.

----- Slippery Climb -----

Smash the crates in the alcoves, go up the steps and take the moving platforms across, being sure to get the other crates from the alcove on the way. Spin the arm that comes from the dungeon on the standard platform and across some alternating slabs to another alcove with crates. Bounce off the birds between moving platforms and when you reach the alcove behind the moving platforms, when you are at the highest point jump level and hold up to fall into it. Drop down on a moving platform as it comes round to continue. Get the first Brio symbol from the alcove after. The alternating slabs after are quicker than usual so zip across them, and bounce the dungeon arms and birds. When it comes to the vertical ascent, wait for the steps to just come out before going up; when on the left platform remain on it so when you come up to the top the stairs pop up, giving you enough time to get upward. The alternating slabs are a pain; wait for the single one to go with the stairs, and zip up the set after quickly.

CHECKPOINT

The moving platforms after are somewhat hard to determine, so get them when they are at the far sides (when the axis slows down). At the top,

wait on the end of the ledge as the Scientist throws explosives, and run and spin him just after he chucks on. The moving platforms here aren't too bad considering the length they travel is small, so if you bounce off a bird you can easily land on it even if it's at it's furthest distance. An alcove soon has a 1-Up and the second Brio symbol. A few dungeon arms and birds is another alcove with the third Brio symbol and Aku powerup (Bonus Round details below). Continue along the moving platforms and again with the alcove behind jump at the highest point and level holding up to get in. Getting back on a platform is hard though, but wait until the platform axis is at either end and jump out and direct yourself back on it. A few birds later is a Scientist by some alcoves; wait by the edge then rush him, get the 1-Ups from the alcoves and enter the portal to finish.

GEM DETAILS -

Gem earned - Red

Gems required - N/A

Brio Bonus Round - Run and jump across the arrow box to bounce right away from the TNT box and activate the TNT and run. On this tall stack, start the countdown and wait a second then drop down below, starting that countdown. The first one will end so you can continue, use the arrow box up, and quickly get to the portal. It's pretty tricky to get any of the boxes here, so my main advice, as cowardly as it sounds, is don't bother!

Tricky Crates - None really to speak of. The level is very hard to get the Red Gem in though, so good luck!

Lights Out

HINT - Aku boxes light up this level. If you want to see a lot better, smash every Aku crate you come across!

Get the Aku to light the place up and go over the gaps to the next Aku box. Jump quickly across the hovering platforms to another Aku box and the checkpoint.

CHECKPOINT

Take the moving platforms onward; it might get a bit dark at the end of the second one but there's a platform before stable land, with another Aku crate and a 1-Up waiting for you. Across a few more moving platforms until you reach another Aku box to light up the place. You'll come across rats now, that you can easily bounce across - get injured and your light goes, so watch how you go!

CHECKPOINT

After the trio of rats is a moving platform. Another set of rats as you take a left, then across the gap to an Aku and a 1-Up. Across the gap and watch out for the swinging blade as you go across the passage and gaps. There is a YELLOW GEM platform just as you cross the gap with the hovering platform, allowing you more crates if you have it. Time yourself here; don't worry about the light as you'll be able to see enough even if you take a lot of time. Toward the end are a few platforms with blades going across, zip across them just as they swung. There is one more blade to avoid before the portal.

GEM DETAILS -

Gem earned - Purple

Gems required - Yellow

Tawna Bonus Round - N/A

Tricky Crates - There is a yellow gem platform soon after the checkpoint, just after the blades. You'll be taken up, get an Aku and the final three crates and an extra portal for an easy Purple Gem.

Fumbling In the Dark (SECRET LEVEL)

HINT - As noted, this is a secret level leading from Lights Out. You can get the Key by completing Cortex's Bonus Stage in Jaws of Darkness.

HINT 2 - Just like Lights Out, Aku boxes light up this level. If you want to see a lot better, smash every Aku crate you come across!

Smash the Aku crate here then turn round. Jump through the archway and land on one of the sides. There are a few Aku crates and a 1-Up here. There are a few more crates further back also; it's easiest to get them by jumping opposite from one side to the other through the archway. Once you get all the crates, head back to the start. Jump the gaps and smash the Aku as you wait for the moving platform. After a moving platform or two is stable land with a floating platform in front of it; jump on to here when the moving platform behind is approaching. Keep going around the corner and get the Aku crate. Jump when the blade has passed and across the floating platforms. Spin the rats and wait for the moving platform to come beyond the blade. Wait by the Aku and spin it when the blades pass and move on. Spin the rats as you land to get rid and watch the moving blades as you go over the floating platforms.

□CHECKPOINT

Smash the Aku crate. Jump from thin ledge to thin ledge before the blades, and spin the spider as you pass through the archway. The next blade goes over the stone ledge so pass that quickly, and spin the two spiders further on. Get the Aku from the crate and past yet another blade. Wait for the spider to fall off the edge before continuing, and watch out for the stone platforms coming up as the blades go over them, so wait until they pass and zip over them. There's a spider on the carpeted area beyond and use the spider to get across the gap after the next Aku crate. A spider drops before the archway with the two close blades - when they both pass, jump on the opposite side to just pass them in time. Use the spider to reach the floating platform, and the checkpoint crate.

CHECKPOINT

Jump the gap and spin the spider. Get the Aku and use the spider to bounce across the gap. Round the corner and wait at the stone lines on the floor, spin the rats as they come and continue. At this blade when the spider drops jump across and bounce across another to the floating platform; if you wait after the spider drops too long it'll retract, so wait if this happens for it to come back down again. After another set of close blades bounce the three spiders to the finishing portal. Phew!

GEM DETAILS -

Gem earned - White

Gems required - N/A

Tawna Bonus Round - N/A

Tricky Crates - From the start, jump back through the archway to the side where you can find crates. There are a few more in the archway back too.

Jaws Of Darkness

Smash the crates and spin the snake that comes from the hole. Across the platform, take care of the spider and across the platforms onward. Wait for the torch and at the moving platforms quickly get to the centre then go north along the path. Smash the crates (Aku here), spin the snake from the hole and stop between the columns to avoid the arrows. Wait for the torch and head through the bat tunnel; wait at the start and then head through the smashing slabs. At the end, wait a second for the nearest platform to appear in view and jump across to it. Take the platforms across to the next area and head south through the arrows and torches. There are no arrows at the last set of columns, where you can then find the first Cortex symbol from the tower of crates.

CHECKPOINT

Use the spider to get across to the next platform and smash the crates at the corner to get the first Tawna symbol. Onward to the moving platform, and go round to the right side, to the centre, then to the upper left and around to the left side to avoid all the drops. Watch the snake from the hole and across. If you have a BLUE GEM you can take a platform south of here to get more crates (see the Tricky Crates section below). Continue north to a tunnel (if you took the blue gem route you'll appear here anyway). At the first set of slabs as soon as the coast is clear run to the crate in the centre; too slow and you'll get crushed no problem. Pass the next one for the checkpoint.

CHECKPOINT

Take the platforms to the next area and time the second set of arrows correctly to make it across unscathed. JUMP the snake (otherwise you'll blow the crates at the corner), the crates containing the second Cortex symbol. Take the floating platforms round and at the far left corner you'll see some fruit hanging from the left side; walk right across the secret platforms to be taken to some more crates, with the third and final Cortex symbol (see the Bonus Round below - do it and you'll get the second Key). Head back across the secret walkway and right to get the second Tawna symbol from the ? crate. Head across to the floating platform and wait a second on it for the platform ahead to rise so you can reach the tunnel. The crate here as the third and final Tawna symbol, so nab it (bonus round details below). Finally at the slabs, the first set just rush across when you get the chance, and with the final three get into the middle slab when it's open, then pass the last to the portal. Phew!

GEM DETAILS -

Gem earned - White & Key

Gems required - Blue

Cortex Bonus Round - Bounce across the crates and bounce on the TNT to start the count down. Wait a second or two then bounce on the right crates so when it goes off it'll activate the metal bridge below so you can continue. On this second set

just activate the first TNT and bounce across the rest of the TNT to make it to the portal easier. You can wait for the metal box to crate a bridge, but then there are TNT boxes already making a way through, just take them. Do this and you get the second (and final) Key!

Tawna Bonus Round - Head up the steps and smash the crates. Head along and smash the bottom crate to set off TNT; run back to avoid the explosion and continue. The next two sections are the same - smash a normal crate or two to start the TNT countdown, move back and then continue.

Tricky Crates - After the moving platforms soon after the checkpoint, you can take a blue gem south to a group of crates. Get the spoils and jump more blue crates south to a corner (spin the snake as you land) and get the Aku. Continue left and get the 1-Up and another Aku from the next corner. Continue north and round to a mass of crates, continue to the next corner to find a tower of crates; spin the normal one and quickly jump on top to get the hidden crate above. Go right and bounce up the steps for a 1-Up. Finally go right to come out just north of where you left off.

Castle Machinery

If you have a GREEN GEM you can take that up the left passage. Otherwise try desperately to jump to the portal, but fall down regardless. Head left and pass the various robots; remember that the only ones you can destroy are the land ones, the flying probes and so on cannot be touched, so just get past them. Get to the steps and take the moving platforms up, being sure to walk off to the next one before you get moved into the red hot pipes. Get the Aku from the crate at the top and past the conveyor belts; drop down at the end and wait for the probes to move out of the way before you drop down further. Get over a few more red pipes over the last belt for the checkpoint.

CHECKPOINT

Pass the robot and take more moving platforms up again, noting to move well in time from one to the other before getting hit by red pipes. Note on the final one to walk toward the screen to get up to the above area. Get the Aku and 1-Up from the crates and past the vents. The second set of vents go more or less from furthest to nearest, so analyse the pattern and speed across. Head across the platforms, drop down and bounce along the robots on the hot pipes. Hold jump on the spring boards to get all the fruit, head up another, past the crates and drop down. Watch out for the spring board at the bottom of the steps (that'll take you into some hot pipes... ouch) and take the spring boards up to the next area. Past a few robots, down some steps to the next checkpoint.

CHECKPOINT

Jump across the pipes and drop down. To get across you need to bounce across the row of crates, and if you fancy the gem, you need to smash all of these. Get rid of most of the top layer (halfway) bounce to the start and across again, and do the same with the second half before continuing. Head across and up the platform. Wait here for the platforms to return and move left and right (and jump if needed) to avoid the probes on the way to the top). At the vents, as soon as one goes off go to there and continue along like that. At the end is a moving platform over some pipes and another (use the robot to

get over the red pipe) and the portal.

GEM DETAILS -

Gem earned - White

Gems required - None (Green for spoils)

Tawna Bonus Round - N/A

Tricky Crates - There is a row of crates at the bottom of the level toward the end that need bouncing across, do half of the top row and bounce back, then do the same with the rest.

Nitrus Brio

He'll throw either green and red potions at you. The green ones become blobs which must be jumped; if they are about to hit out mid jump then just spin them, and destroying a blob takes a segment of his life bar way. When he throws red potions (uses the same arm so watch out) they are explosives aimed at you, so just run out of the way. Later you'll tackle more blobs, so just run away and they'll sit there for a while, easy to jump. More explosives too, I found running out the edge of the area the easiest way to escape. With three segments of health left he'll turn into a Hulk like monster; jump on one of the rocks that fall down and bounce on his head when he get close. Three jumps and he's done for!

The Lab

Spin the metal box to open the door. Do the same again, however watch out as floor opens up. Get the first Tawna symbol from the crate and get past the electric currents. The next two metal boxes close the floor and open the door (rhyme!) so spin both at the same time and bomb on through. Get the second Tawna symbol from the crate and when the current ahead starts pulsing, activate the metal crate and run across to the archway. Jump the gap and watch out for the yellow blob that appears - easiest to jump over him (spinning just makes you bounce off into the abyss to the sides). Get through the next door and nab all the crates nearest, with a metal ! crate in the centre. The other set has a TNT in the centre, so do not spin it! Jump on each one, then activate the metal box and continue through the door.

Get the 1-Up, jump the gap and get the third and final Tawna symbol from the crate (bonus round details below). Go through the next door and jump the gap. When the Scientist stops pulsing spin him; do this over and over until he falls down the edge behind. You can spin him when he gets back also, again when he's not pulsing, so you shouldn't get pushed back if you keep on top of it. Spin the two metal crates and speed through the door, and spin another for the floor coming. Spin the next one and jump the yellow goo and jump the gap. When the current starts going, move and spin so you get both the crates opposite in the same spin and run across through the door. Jump the gap and watch out for the Scientist - just run at him and spin him straight away, don't wait around and use the checkpoint.

CHECKPOINT

Through the door. Run across when the floor is closed and activate on of the TNTs, and run back. This will reveal a metal box for the door, so run back across and head through. This bit requires some timing; activate the floor

when both the current and the Scientist are pulsing so when you get across to the Scientist you can start spinning him. Otherwise he'll just jolt you as you have no where to go. Push him into the hole behind, jump over and spin both crates to continue. Here stand to the side for the yellow goo to jump past, get in the centre, wait to the side again for the goo to miss you, spin the crate and through the door. Get the two 1-Up crates. Wait in the door way ahead for both the current to stop as the floor appears, and jump over and open the next door. Jump across to the TNT when the current is gone, and run across and jump to the portal to finish.

GEM DETAILS -

Gem earned - Yellow

Gems required - N/A

Tawna Bonus Round - Smash the crates here and use the bottom arrow box to move around the side and get to the top of the arrow box above where there's a 1-Up above it. There are a few more crates to bounce over on the way to the portal.

Tricky Crates - N/A

The Great Hall

Not really a level per se - the portal is straight ahead of you. The more gems you have got through out the game the further into the hall you can go, as they create a path to the end where you can watch the secret ending. You can do this as soon as you have 100% - not an easy task! Enter the portal to lead on to the last boss.

Dr. Neo Cortex

This is it, the final battle! You are on the blimp and Cortex will fire different projectiles from the air. There are three different types; purple, green and blue. The purple ones are straight projectiles that fire at your position, and just requires moving out of the way for. Green ones need spinning, and injure Cortex. The blue projectles move from the side of the screen and across to get in your way. Later in the battle you need several green projectiles to synergize together (just spin all of them you come across) in order to injure him, and the blue projectiles float up and down across the screen. Note if you know he has fired two, expect another to come from the other side of the screen, so be aware of this. With two segments to go he will go trigger happy with purple projectiles, so dodge them all and wait for the green. Do this again for one segment, which requires one green straight away. Congrats you completed the game!

Now try and go for the 100% ending for the real challenge!

Island One

Papu Papu

A pretty standard boss battle. Papu Papu will lay his stick down and spin clockwise around on the ground. Jump the stick as it passes, and soon he will stop at your position and swing vertically down on you. He'll resume spinning again. To injure him, either wait until he's about to attack and jump on him from behind, or you can do it when he's spinning around. Either way be sure to jump on him from behind, otherwise you'll be injured. After three hits he's done for!

Island Two

Ripper Roo

Ripper Roo follows a pattern across the platforms, as seen below. Stay out of his way by standing on one of the other platforms not marked with X on the below ASCII diagrams; to injure him, jump on the BIG TNT crates that flow down the river. Time each crate by waiting until he is two jumps away ie. for pattern two, when he is on platform 5 (central) start the countdown of the TNT crate at platform 8 (bottom central) so when he arrives, it explodes. After injuring him he will move on to the next platform. As there are unlimited crates just take your time here, and don't rush otherwise you'll get blown up or fall into the drink.

1 2 3
4 5 6
7 8 9

Pattern One - 7 5 9 ie. 1 2 3
 4 X 6
 X 8 X

Pattern Two - 8 6 5 4 ie. 1 2 3
 X X X
 7 X 9

Pattern Three - 2 6 8 4 ie. 1 X 3
 X 5 X
 7 X 9

Koala Kong

This guy will throw rocks at you from behind the track. Spin as the rocks approach you to destroy them. Now and again he'll throw a heavy rock; spin this back at him to injure him. After four heavy rocks he's done for. TNT crates occasionally appear to the sides which need to be moved away from, and sometimes they will drop right next to you as you spin, meaning you'll get injured without helping it. Bring an Aku to this boss if you can. Also, sometimes the heavy rocks won't injure him due to a mine cart moving in his path. You cannot do anything about this so just keep batting this heavy rocks back to him until he is a dead Koala.

Island Three

Pinstripe

There are two chairs at either end of this room. Hiding behind these guard you from his bullets. He will fire from either side and run over between shots; at this point, run and spin him to injure him. After three hits he'll then jump on to the table instead of running from either side. To injure him, wait until his gun jams when he stands on the table, then jump and spin him. After a few more hits, he's done for. The fact that you cannot be injured while hiding behind the chairs makes this a pretty easy boss battle.

Nitrus Brio

He'll throw either green and red potions at you. The green ones become blobs which must be jumped; if they are about to hit out mid jump then just spin them, and destroying a blob takes a segment of his life bar way. When he throws red potions (uses the same arm so watch out) they are explosives aimed at you, so just run out of the way. Later you'll tackle more blobs, so just run away and they'll sit there for a while, easy to jump. More explosives too, I found running out the edge of the area the easiest way to escape. With three segments of health left he'll turn into a Hulk like monster; jump on one of the rocks that fall down and bounce on his head when he get close. Three jumps and he's done for!

Dr. Neo Cortex

This is it, the final battle! You are on the blimp and Cortex will fire different projectiles from the air. There are three different types; purple, green and blue. The purple ones are straight projectiles that fire at your position, and just requires moving out of the way for. Green ones need spinning, and injure Cortex. The blue projectles move from the side of the screen and across to get in your way. Later in the battle you need several green projectiles to synergize together (just spin all of them you come across) in order to injure him, and the blue projectiles float up and down across the screen. Note if you know he has fired two, expect another to come from the other side of the screen, so be aware of this. With two segments to go he will go trigger happy with purple projectiles, so dodge them all and wait for the green. Do this again for one segment, which requires one green straight away. Congrats you completed the game!

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5. 100% COMPLETION GUIDE

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5.01. Gem Locations

This section breaks down each level and gem into different categories so you

know what to unlock, when you can do it and where.

Level By Level

ISLAND ONE -

N. Sanity Beach - White Gem Earned (None Required)
Jungle Rollers - White Gem Earned (Green Required)
The Great Gate - White Gem Earned (Yellow Required)
Boulders - White Gem Earned (None Required)
Upstream - White Gem Earned (Yellow Required)
Papu Papu - Boss Battle
Rolling Stones - White Gem Earned (Blue Required)
Hog Wild - White Gem Earned (None Required)
Native Fortress - White Gem Earned (Red Required)

ISLAND TWO -

Up The Creak - White Gem Earned (None Required)
Ripper Roo - Boss Battle
The Lost City - Green Gem Earned (None Required)
Temple Ruins - White Gem Earned (None Required)
Road To Nowhere - White Gem Earned (Red Required)
Boulder Dash - White Gem Earned (Purple Required)
Whole Hog (Secret) - White Gem Earned (None Required)
Sunset Vista - White Gem and Key 1 Earned (None Required)
Koala Kong - Boss Battle

ISLAND THREE -

Heavy Machinery - White Gem Earned (None Required)
Cortex Power - White Gem Earned (Blue Required)
Generator Room - Orange Gem Earned (None Required)
Toxic Waste - Blue Gem Earned (None Required)
Pinstripe - Boss Battle
The High Road - White Gem Earned (None Required)
Slippery Climb - Red Gem Earned (None Required)
Lights Out - Purple Gem Earned (Yellow Required)
Fumbling In the Dark (Secret) - White Gem Earned (None Required)
Jaws Of Darkness - White Gem Earned & Key 2 (Blue Required)
Castle Machinery - White Gem Earned (None Required)
Nitrus Brio - Boss Battle
The Lab - Yellow Gem Earned (None Required)
The Great Hall - Non Event
Dr. Neo Cortex - Final Boss Battle

Gem By Gem

NO GEMS REQUIRED -

N. Sanity Beach
Boulders
Hog Wild
Up The Creak
The Lost City
Temple Ruins
Whole Hog (Secret)
Sunset Vista
Heavy Machinery

Generator Room
Toxic Waste
The High Road
Slippery Climb
Fumbling In the Dark (Secret)
Castle Machinery
The Lab

GREEN GEM REQUIRED -
Jungle Rollers

ORANGE GEM REQUIRED -
N/A

BLUE GEM REQUIRED -
Rolling Stones
Cortex Power
Jaws Of Darkness

RED GEM REQUIRED -
Native Fortress
Road To Nowhere

PURPLE GEM REQUIRED -
Boulder Dash

YELLOW GEM REQUIRED -
The Great Gate
Upstream
Lights Out

Colour Gem and Key Locations

Green Gem - The Lost City
Orange Gem - Generator Room
Blue Gem - Toxic Waste
Red Gem - Slippery Climb
Purple Gem - Lights Out
Yellow Gem - The Lab

Key 1 - Sunset Vista
Key 2 - Jaws Of Darkness

5.02. Checklist

Here are two checklists to track your Gem / Key progress, as well as one for Bonus Stages. For best results, copy and paste this into a Word Processor such as Word and edit the font etc for easier printing.

Level	Gem	Key
-------	-----	-----

ISLAND ONE -
N. Sanity Beach

[]

Jungle Rollers	[]
The Great Gate	[]
Boulders	[]
Upstream	[]
Papu Papu	
Rolling Stones	[]
Hog Wild	[]
Native Fortress	[]

ISLAND TWO -

Up The Creak	[]	
Ripper Roo		
The Lost City	[]	
Temple Ruins	[]	
Road To Nowhere	[]	
Boulder Dash	[]	
Whole Hog (Secret)	[]	
Sunset Vista	[]	[]
Koala Kong		

ISLAND THREE -

Heavy Machinery	[]	
Cortex Power	[]	
Generator Room	[]	
Toxic Waste	[]	
Pinstripe		
The High Road	[]	
Slippery Climb	[]	
Lights Out	[]	
Fumbling In the Dark (Secret)	[]	
Jaws Of Darkness	[]	[]
Castle Machinery	[]	
Nitrus Brio		
The Lab	[]	
The Great Hall		
Dr. Neo Cortex		

Level	Tawna	Brio	Cortex
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ISLAND ONE -

N. Sanity Beach	
Jungle Rollers	[]
The Great Gate	[]
Boulders	
Upstream	[]
Papu Papu	
Rolling Stones	[]
Hog Wild	
Native Fortress	[]

ISLAND TWO -

Up The Creak	[]	
Ripper Roo		
The Lost City	[]	[]
Temple Ruins		
Road To Nowhere	[]	
Boulder Dash		
Whole Hog (Secret)		

Sunset Vista [] []
Koala Kong

ISLAND THREE -

Heavy Machinery []
Cortex Power
Generator Room []
Toxic Waste []
Pinstripe
The High Road []
Slippery Climb []
Lights Out
Fumbling In the Dark (Secret)
Jaws Of Darkness [] []
Castle Machinery
Nitrus Brio
The Lab []
The Great Hall
Dr. Neo Cortex

6. BONUS ROUNDS

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6.01. Tawna Bonus Rounds

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These bonus rounds not only allows you to save (a treat in this game) but also gives you the chance for more fruit and 1-Ups.

Island One

Jungle Rollers - Head right and take out the crate. Over the gap for several crates containing a 1-Up and the portal.

The Great Gate - Go right and jump in the centre of the two wooden crates in the air until they are both destroyed, where you'll land on a TNT crate. Bounce away right and over the gap to get some distance. Jump on the arrow crate to create the next platform and be sure to spin the arrow away before continuing. Jump on the first crate, then the 1-Up crate to the right, and hold jump as you bounce the three lower wooden crates to get air giving you enough time from one to the next. Up the steps and destroy the two 1-Up crates to finish here.

Upstream - Level off the crates by spinning and take out those in the ground by jumping off them. Jump to destroy the two central ? crates before more stacks of crates afterward, with two 1-Up crates before the portal.

Rolling Stones - This consists mainly of crate bridges which need to be jumped

from crate to crate in order to destroy them all. Just take time and hold Jump in order to get more time in the air to land safely. At the end either try and jump between the crates to quickly destroy them, otherwise spin them if you cannot be bothered with the fruit inside.

Native Fortress - Jump on the crate to get across and use the arrow crate to get a 1-Up in the air. There are two more crates to jump smash on the way across to the portal.

Island Two

Up The Creak - Use the metal arrow box to smash the lower tier of crates then jump smash across each crate going right. You cannot see Crash but tapping right a few times should give you the distance you need, plus you can just about see his position via the shadow. There is another stack before the portal, with a multi fruit crate in the centre. Be patient when getting all these crates. Two 1-Up crates greet you at the end also!

The Lost City - Bounce from crate to crate until you get the tunnel of crates; unless you know exactly what you are doing, don't bother getting all of these as it's too hard, chances are you'll just fall down below after destroying the bottom set. Another line of crates follows, with two 1-Ups at the end too.

Road To Nowhere - Jump and spin on the descent to get the block jumping. Jump through it to the next section. Here, purposely start the countdown on the TNT on the left side and stand on the block above the arrow to trigger a chain reaction so it starts bouncing, enough so you can continue. Spin the centre of the crate and get the two 1-Ups before the portal and finish!

Sunset Vista - Head up and right to the row of crates. Jump and bounce from left to right, then right to left for the second row and back right for the last row. You'll bounce a TNT crate as you land, but you'll have more than enough time to run right to the portal.

Island Three

Heavy Machinery - Just bounce along the boxes to the end. If you want the ? crates underneath then smash the top ones before going below. The ? crate in the centre has a 1-Up if you want to burrow down and get it. Keep bouncing right to the portal.

Generator Room - You need to bounce from crate to crate to the portal.

You can almost see a shadow if it helps, and if you want to rush hold jump as skip a crate on each bounce.

Toxic Waste - Avoid setting off a TNT countdown, otherwise you'll have to rush straight to the end. There are only a few crates here anyway if you do so.

The High Road - Go right and spin the central crate to get a 1-Up, and continue before the TNT goes off. Up the steps, and if you fancy the ? crates below then smash through the top layer and bounce along the bottom. Although to be honest, it's pretty tough for the spoils are pretty tasty if you want them (a mix of 1-Ups and fruit). An additional two 1-Up crates are at the end.

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6.02. Brio Bonus Rounds

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These bonus rounds simply get you more fruit and 1-Ups.

Island Two

The Lost City - Run and jump across to the second tier of crates and bounce out. If you don't make it then quickly jump and spin the one above and continue right. The next set jump up and drop the upper levels and escape right. There are two 1-Up crates to jump bounce before the portal.

Island Three

Heavy Machinery - Bounce along the crates here to the metal ! crate at the end. This will create another line of crates going back left, taking you to another metal ! crate that creates another path to the portal. Just watch where you bouncing, and hold jump to ensure you get more height on the bounces.

Slippery Climb - Run and jump across the arrow box to bounce right away from the TNT box and activate the TNT and run. On this tall stack, start the countdown and wait a second then drop down below, starting that countdown. The first one will end so you can continue, use the arrow box up, and quickly get to the portal. It's pretty tricky to get any of the boxes here, so my main advice, as cowardly as it sounds, is don't bother!

Jaws Of Darkness - Head up the steps and smash the crates. Head along and smash the bottom crate to set off TNT; run back to avoid the explosion and continue. The next two sections are the same - smash a normal crate or two to start the TNT

countdown, move back and then continue.

The Lab - Smash the crates here and use the bottom arrow box to move around the side and get to the top of the arrow box above where there's a 1-Up above it. There are a few more crates to bounce over on the way to the portal.

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6.03. Cortex Bonus Rounds
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These Bonus Rounds earn you Keys to access the game's two secret levels.

Island Two

Sunset Vista - Jump right onto the line of TNT crates. Run right quickly and jump and dash away the line of normal crates, so you can leap on top and across right to escape. You have to do this again now but the stack of crates is higher, so act quicker. If you make it then you get a Key!

Island Three

Jaws Of Darkness - Bounce across the crates and bounce on the TNT to start the count down. Wait a second or two then bounce on the right crates so when it goes off it'll activate the metal bridge below so you can continue. On this second set just activate the first TNT and bounce across the rest of the TNT to make it to the portal easier. You can wait for the metal box to crate a bridge, but then there are TNT boxes already making a way through, just take them.

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7. SECRETS

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100% Completion Password

Enter the following in the title screen password entry to unlock everything in the game -

TTTTXSTT
TTSXTOTT
TOSTXXXX

T = Triangle
S = Square

X = Cross
O = Circle
...obviously.

Alternate Ending

Get all the gems (100% completion) and go to the Great Hall. Use the gems to get to the very end of the hall to unlock the alternate ending. If you cannot be bothered with getting the gems, whether that be laziness or frustration, then use the above code to view it.

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8. CONCLUSION AND SPECIAL THANKS

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That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could get some feedback. Thank you for reading.

+-----+
| Special Thanks to these who have contributed to the guide in some way... |
+-----+

CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>
The site also supplied most of the cheats and unlockables, so thanks to them and their contributors.

IGN - For accepting this guide and for creating an awesome video games site. Thanks! <http://www.ign.com>

Naughty Dog - For starting a great platform series!

ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text. <http://www.network-science.de/ascii/>

+-----+
| Special Thanks to these who are my good GameFAQS friends... |
+-----+

Robert Lane (Lanerobertlane)
Richard Arnett (Guitarfreak86)
Ryan Harrison (RHarrison0987)
Thomas Carter (Carter12)
Duncan Hardy (Super Nova)
Rebecca Skinner (Karpah)
Martin Dale-Hench (Fox)
Brian Sulpher (BSulpher)

Trace Jackson (Meowthnum1)
Richard B. (Gbness)
Steve McFadden (Psycho Penguin)
Chris Noonan (Merca)
Colin Scully (me frog)
Tom Hayes (THayes)

And everyone else at the FAQ Contributors board! Also a nod to the GameFAQs UK board and v3, for being so damn funny and cool. :)

If I have forgotten you, then please contact me and I'll fix your name up here!

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<http://www.gamefaqs.com/features/recognition/27600.html>

By Crazyreyn (crazyreyn_faqs@hotmail.com)
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