

# Croc 2 FAQ/Walkthrough

by Robshi

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This walkthrough was originally written for Croc 2 on the PSX, but the walkthrough is still applicable to the PC version of the game.

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Croc 2 FAQ/Walkthrough (Playstation)

Version 1.00

Written by Robshi

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Section 2: Introduction  
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This is my third FAQ, and seeing as my second one did so well I hope I can repeat the quantity and quality from my second FAQ in this one. I see that a FAQ for this game is on the request list. I hope you find what you requested in this FAQ!

In this game Croc receives a note that has supposedly come from his parents, and decides to see the gobbo tribes to try and find his parents. Meanwhile, the evil dantinis have resurrected Baron Dante and have kidnapped the professor gobbo.

This game is fairly easy to complete though it has its hard areas and its secrets. I hope you enjoy your game and find what you need in this FAQ.

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Section 3: Version History  
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Version 0.50 (30/11/03): First posted version of this FAQ, about half finished. Walkthrough needs finishing.

Version 0.51 (05/01/04): Walkthrough for level 7 added.

Version 0.60 (11/01/04): Walkthrough for level 8, 9 and 10 added.

Version 0.70 (17/01/04): Bestiary and copyright sections updated. Walkthrough for secret level 2 and level 11, 12 and 13 added.

Version 0.90 (25/01/04): Bestiary updated. Walkthrough for secret level 3 and level 14, 15 and 16 added.

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Section 4: Controls  
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-Basic commands-

Move Croc: D-Pad, Left stick  
Jump: X button  
Speed up dialogue: X button  
Tail attack: Square button  
Talk: Square button  
Use item: Triangle button  
Move camera behind Croc: Circle button  
Sidestep left: L1 button  
Sidestep right: R1 button  
Select previous item: L2 button  
Select next item: R2 button  
Pause game: Start button  
Skip dialogue: Start button

-Special commands-

Stomp: X, then X while in mid-air  
Super Stomp: X, then press and hold X while in mid-air (this allows Croc to break a stack of items)  
Diagonal run: Hold the up button on the D-pad, or hold the left stick forward then hold L1 or R1  
Triple jump: X, then X in mid-air, then press and hold X as Croc stomps  
Flip jump: Hold up, then press L1 and R1 together

-Other commands-

Climb: When facing a wall covered in vines or another climbable material, push up when next to the wall. Press up to climb, down to descend and left and right to move left or right.  
Push objects: When facing an object that can be pushed press and hold up.  
Pick up objects: Walk into an object to pick up an object (only works on some objects) and press square to throw. Croc can not perform any of his special commands when he is holding an object.

-Using vehicles-

Monkey Bar controls: Jump up to hold the monkey bars.  
Use the d-pad or the left analog stick to move Croc as always.  
Press X to drop off the monkey bars.

Swimming controls:

Use the d-pad or the left analog stick to move Croc as always.  
Press X to jump out of the water.  
If Croc is carrying anything he drops it if he lands in water.

Mine Cart controls:

The mine cart moves automatically.  
Press left and right to make the mine cart lean to the left or the right.  
Press X to make the mine cart jump.

Boat controls:

Press left and right to steer the boat.  
Hold X to accelerate.

Snowball controls:

Use the D-pad or the left analog stick to move the snowball.

Press X to make Croc jump, but the snowball will stay on the ground as Croc jumps.

Hot air balloon controls:

Use the D-pad or the left analog stick to guide the balloon.

Press X to lower the balloon.

Press square to drop ice cubes (once they have been obtained).

Kart controls:

Press left and right to steer the kart.

Hold X to accelerate.

Hang Glider controls:

Press left and right to steer the hang glider.

Press up and down to pitch the nose down and up.

You must gain height by entering the rising thermals.

Plane controls:

Press left and right to steer the plane.

Press up and down to adjust height.

Press X to fire the machine guns.

Rope swinging controls:

Press X to jump and grab onto the rope and press X again to jump off.

Balloon controls:

Press X to jump and grab onto the balloon and wait until the balloon pops.

Clockwork Gobbo controls:

Use the D-pad or the left analog stick to move the clockwork gobbo. They wind down and stop eventually, so be warned!

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Section 5: Items  
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Here is an A-Z list of the items you can find or use in the game.

Balloons: Grab onto these and they will take Croc to another place in the level.

Boxes: There are six types of box in the game and they are:-

Question mark boxes- These usually contain crystals and can be opened by stomping on. They are also used for reaching other areas.

Push boxes- These are big wooden crates that can be pushed to help reach other places. They cannot be broken.

Platform boxes- Like question mark boxes; they are opened by stomping on them. They will make platforms appear at another point in the level.

Old boxes- These have holes in them, and brake when you stand on them. They are usually used to reach other areas. They reappear after a certain amount of time.

Big bomb boxes- Like old boxes; they are used to reach other areas. They explode after a few seconds when you stand on them!

Small bomb boxes- These can be picked up and thrown. They are used to defeat bosses and other obstacles.

Climbing walls: As the name implies, these are walls which Croc can climb. They are usually vine covered walls but in later levels ladders are also climbable.

Clockwork Gobbos: Clockwork gobbos are used to access bonus areas. You have to buy them from Swap meet Pete. They can only be used on clockwork markers

(platforms with pictures of cogs on them) and can be controlled. Pick up as many things as you can in the bonus area before the timer winds down. You can have multiple clockwork gobbos on the same platform.

**Color crystals:** Most levels will have these. There are five in a level (red, green, blue, yellow and pink, usually in that order) and when you collect all five in one level you obtain the golden gobbo or access to a secret area which contains the golden gobbo.

**Crystals:** There are 100 of these in every level. If you collect all 100 all of your hearts will be restored. Also they are added to your Swap meet Pete loyalty card (no matter how many you get) and can be exchanged for items in Swap meet Pete's shop.

**Golden Gobbos:** Find the five color crystals in a level to obtain one or gain access to a secret area with the golden gobbo. Find all the golden gobbos in a village to gain access through the golden gobbo door.

**Golden Gobbo door:** Each village has a golden gobbo door. The door will only open if you have got all the golden gobbos in the village. The door leads to a secret level which contains a jigsaw piece.

**Gongs:** There are two types of gong in this game:-

**Save gong-** This gong has a paw print on it and acts as a check point in the level. If you die you will return to this point.

**Swap meet Pete gong:** This gong will take you back to the Gobbo village, these are found at the end of some levels.

Both gongs are activated by doing a tail attack on them.

**Hearts:** These are the health points in the game. You start off with three; and each time you are hit by an enemy or fall into lava etc. you lose one heart. When you lose all of your hearts you will see the Game over screen. You can restore hearts by finding them or by collecting 100 crystals in a level. Obtaining heart pots allows you to have more than three hearts (up to a maximum of 9).

**Heart Pots:** These are found in secret areas or they can be bought from Swap meet Pete. They allow you to have more than three hearts (up to a maximum of 9).

**Jelly Jumps:** There are four types of jelly and three of them can be used on markers that look like jellies. Jellies allow you to jump to higher areas. Here are the four types of jelly:-

**Orange Jelly-** These can be bought from Swap meet Pete. This is one of the most common jelly jumps. They bounce you to the lowest height but will allow you to access secret areas. Use these on the orange jelly markers.

**Lime jelly-** These can be bought from Swap meet Pete. These appear fairly often and they bounce you to a medium height and will allow access secret areas. Use these on the green jelly markers.

**Strawberry jelly-** These can be bought from Swap meet Pete. There is only one of these jumps in the entire game! They bounce you to the highest height and will allow you to access a secret area. Use these on the red jelly markers.

**Pink jelly-** These cannot be bought from Swap meet Pete and only appear in levels. They are usually used to get out of underground caves. They bounce you to approximately the same height as the orange jelly.

**Jigsaw pieces:** These are hidden in the secret levels behind the golden gobbo doors. There is one jigsaw piece in each village, and four in the entire game. If you collect all four pieces and defeat every boss you can gain access to the lost levels!

Keys: If there is a locked door or a locked cage in a level, a key will usually be nearby. Pick up the key and walk into the locked door to cage to open it.

Monkey bars: Monkey bars appear very often in the game and be swung from or used as platforms.

Swap meet Pete loyalty card: This card tells you how many crystals you have collected and can be used to buy items off Swap meet Pete.

Swinging ropes: These appear fairly often. Enemies swing from these and they can be used for swinging across pits and other obstacles.

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Section 6: Bestiary  
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Here is an A-Z list of all the monsters (excluding boss fights) you will find in the levels of Croc 2. The game only gives the name "Dantini" so the majority of the names below have been made up by yours truly.

Big Bird: Steals a gobbos sandwich. It doesn't attack you, so just tail attack it and grab the sandwich.

Caveman Dantinis: These act like the pirate dantinis only they have a spear. Dispose of them in the same way.

Dantinis: The most common enemy in the game. These pink fiends fire blue fireballs at you. Jump to avoid the attack and tail attack them to kill them. They regenerate after a short amount of time, so beware!

Dinosaurs: These run towards you and dive. A tail attack will stun them but not kill them. Just run past them or use two consecutive tail attacks.

Fire Dantinis: These look like normal dantinis, the only difference is they attack with fire rather than a bolt. Jump to avoid the fireball and tail attack them to kill them. They regenerate just like normal dantinis.

Frogs: These only appear in one level. They sit on leaves and spit out green fireballs at you. Avoid these fireballs and attack them on the leaf. A single tail attack will kill them.

Gargoyle Dantinis: These stone variations of the dantini only appear in the final boss fight. Kill them with a tail attack before they grab the professor!

Goo Monsters: These green piles of snot are pushovers. They only move towards you (very slowly, I might add). One tail attack will kill them. They do not regenerate.

Inca Dantinis: These pink pipe-blowing menaces are annoying. They fire a great green bolt that has a much longer range than a normal dantini fireball. Jump to avoid them and tail attack them to kill them. They regenerate like most dantinis.

Mine Cart Dantinis: These patrol mine cart tracks with their own mine carts. Avoid them and find a switch to send them off-course.

Mosquitoes- These bugs simply fly at you. Just tail attack them to kill them, be aware that you may have to jump. They regenerate like most enemies.

Pirate Dantinis: These red rogues charge at you with a sword. Use a tail attack

to kill them. They regenerate like most dantinis.

Rocket skaters: These are skeleton things that fly around on rockets around ice and other slippery surfaces. Sorry, for the vague description, but that's what they are. They can't be killed, so you just have to avoid them.

Skeleton Dantinis: These Dantini counterparts only walk towards you in an attempt to walk into you. They are easy to beat, just tail whip them to kill them. They do not regenerate so once you kill them they are gone forever.

Swinging Dantinis: These green dantinis swing on the swinging ropes and do nothing else. Just tail attack them to kill them (you may need to jump to reach them). Sometimes you will be able to swing on the rope they were using. They regenerate after a short amount of time, so beware!

Thief: You must chase this guy through one level, when you reach the end of the level he is a pushover. He just runs around. Tail attack him to kill him and free the bird.

Unga Bungas: These critters stack on top of each other and use a variety of attacks with a club. They either swing the club around or run up to you and try and smash you with it. They cannot be killed, but if you attack them they can be stunned. Just avoid them.

Venus Fly Traps: These giant versions of the famous plant try to eat you alive as you jump or swing across lava pits. They close their mouths at a regular pattern so watch them closely. They will hurt you even if their mouths are shut when you jump/swing over them. You cannot kill them, so just time your jumps right!

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Section 7: Walkthrough  
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--WORLD 1: SAILOR VILLAGE-----

After the introduction, you will be greeted by a gobbo and you will receive the Swap meet Pete loyalty card. Next, speak to the gobbo next to the question mark box. Stomp the box to receive the binoculars. (or magic eye-zoomers as the gobbos call them!) Now go down the path and talk to the gobbo who frets over his captured friend. Go through the door, it's time to do the first level!

-Level 1: Find the key! Save the gobbo!-

Items needed: 1 Clockwork Gobbo, 1 Orange Jelly.

There are some things you need to know. For example you can sometimes leave a level by going back through the door.

Cross the bridge and kill the pirate dantini with a tail attack. Smash the box next to him and turn left. Talk to the gobbo and go down the path collecting any crystals and smashing any boxes. Kill the mosquito with a well aimed tail attack (you may have to jump). Cross the bridge and push the box forward, use it to reach the red crystal on the tree. Go to the right and hit the save gong. Smash the box next to it. Now go round the back of the giant mound until you see a door, enter it. Jump onto the platform and stomp the box. Time your jump across the breaking platforms so you evade the swinging dantinis. If in doubt use your tail attack. Grab the green crystal and the heart if you need it. Make your way back across the platforms like before.

Go back to the save gong and make your way down the path with crystals. Collect them as you go. Jump across each pit with a strong forward jump. For the third pit use the swinging rope. Kill the pirate dantini in the clearing and smash

the box.

Cross the bridge and jump over the pits like before. Collect the crystals as you go. Tail attack or avoid the swinging dantinis. Hit the save gong at the end of the section and collect the pink crystal off the top of the box. Smash the box and run forward. Kill the mosquito and avoid the pit. Run down the path collecting the crystals. Avoid the pit on the hill (it is hidden quite well). Cross the bridges while collecting the crystals and killing the mosquitoes. If you have a clockwork gobbo you can use it on the marker between the bridges.

### \*\*\*Clockwork Gobbo Section\*\*\*

Follow the bridge and collect the crystals. Take care not to fall and keep in at the bends (do this in all clockwork gobbo sections from now on). If you have enough wind you can grab the heart at the end.

Back in the level use the hippo to boost you up to the next level. Go up the ramp bridge and go round the tree, smashing the box as you go. Enter the cave.

Jump down to the box with the blue crystal on it. Smash the box while evading the dantini attacks and kill the dantini in front of you. Jump across the platforms and grab the key on the box. Smash the box below it. Use an orange jelly if you have one to get to the platform with the yellow crystal and a heart. Grab these and go through the Golden Gobbo warp that appears behind you.

### \*\*\*Golden Gobbo Section\*\*\*

Cross the platforms and kill the swinging dantinis swinging across them. Take care not to jump into them. Use the rope to swing across the lava and grab the golden gobbo.

Back in the level go through the door. Grab the heart in front of you and drop down to the floor below you. You are back at the start of the level. Kill the pirate dantini and free the gobbo. Now exit the level the way you came in.

In the village, cross the bridge and talk to the gobbos you see. You can enter Swap Meet Pete's general store where the prices are as follows:

Heart pots- 250 crystals

Orange jelly- 40 crystals

Lime jelly- 60 crystals

Strawberry jelly- 80 crystals

Clockwork gobbo- 50 crystals

There is also a gobbo on a trampoline. Use a triple jump to beat him and receive 100 crystals. Now go through the door surrounded by gems. It's time to do another level!

-Level 2: Find 5 lost Treasure chests-

Items needed: 1 Clockwork Gobbo, 1 Orange Jelly.

This is your first mine level; they get rather annoying later in the game, but let's concentrate on beating this one first.

There is a hidden heart in the opening section. Run down the track in front of you (don't use the mine cart) and triple jump onto the gem on your left. Use another triple jump and another to reach the heart. This is useful if you run low on health.

Now jump onto the mine cart in front of you. When you change track, jump up to get the blue crystal. Lean or jump in the relevant direction to get the crystals. At the end, jump on the conveyor belt and jump to avoid the electric current. Don't worry about falling; there are monkey bars below you, and a heart on top of them! At the end there is a clockwork marker. Use it if you

have a clockwork gobbo.

\*\*\*Clockwork Gobbo Section\*\*\*

Follow the track and collect the crystals. There is a heart at the end if you have enough wind. Just make sure you don't fall!

Back in the level, avoid the crusher and collect the chest (with 10 free crystals!). Also be sure to get the heart behind the chest. Now go back the way you came past the electric currents and using the mine cart. Do note you are going against the conveyor belts so jump and use the monkey bars below you. Back at the start of the level take the mine cart on your left. Jump to get the green crystal and lean to get the normal crystals. At the end of the tracks jump across the bomb boxes. Smash the normal box on the platform and cross the next set of bomb boxes. Smash the box for crystals on the next platform and jump across the final set of bomb boxes. Open the second chest on the ledge for more crystals. Now jump on the mine cart. Jump to get the crystals on the track. Walk down the narrow passageway until you see a platform on your left. Jump to the platform and then jump on the platform that is moving up and down. Jump off at the top. Go past either moving wall with care. Open the third chest for more crystals. Jump down the moving platform and jump onto the narrow passageway. Turn left and walk down the path. Jump across the broken bits of platform (the camera can make this awkward). You will reach a mine cart, jump on it. Lean to get the crystals and jump to get the pink crystal. You are now back at the start of the level. Now take the mine cart on your right. Lean to get the crystals. Now jump to the platform and kill the swinging dantini. Use his rope to get to reach the next platform and use the rope there to reach the next platform. Kill the swinging dantini here and use his rope to reach the final platform. Jump across to the ledge and talk to the gobbo on the seesaw. Jump on the seesaw so the gobbo is hurled up onto the platform with the chest and pushes the chest towards you. Open the chest for more crystals. Now jump on the mine cart and jump or lean to get the crystals. Walk down the corridor and keep going until you see the red crystal, triple jump to get the red crystal. Now go back and climb the spiral of moving platforms. Eventually you will reach a broken track. Open the final chest and use the balloon to get down. Now go back through the corridor with the red crystal. Use an orange jelly to get the yellow crystal. Now go through the newly formed golden gobbo warp.

\*\*\*Golden Gobbo Section\*\*\*

Cross the conveyor belt and use the rope to reach the next conveyor belt. Repeat this process until you reach the golden gobbo. Beware of which way the conveyor belts run.

Back in the level use the mine cart to go back to the start of the level. Now go back through the door you entered the level with. Another level complete!

Buy anything you need from Swap Meet Pete. Now go left from the mine cart level and up towards the gobbo near a tree. Talk to him and follow his commands to receive a heart pot. Now talk to the gobbo near a boat on the river. Enter the boat for a race!

-Level 3: Croc vs. Dantini Boat Race-

This is easy, just hold X, turn to avoid obstacles and turns and overtake the dantinis when you see them. It's almost a guaranteed win. Just keep an eye out for the color crystals, here is a list of where they are:

Pink: Just past a rock on the right.

Blue: On the right in the cave.



Yellow: On the left past the watermill.

Red: Go through the waterfall, it's just past it. This is also a handy shortcut.

Green: Don't go through the waterfall, instead use the normal track. It is on the very left hand side.

The golden gobbo is on the finish line. Good luck! You get 100 crystals for winning and your hearts restored.

Now cross the bridge. You now have a choice; you can do the level on the left, the level on the right or take on Soveena the Squid which is the level near the beach. You can do them in any order as long as you do them all. I'm going to start with the level on the left, then do the level on the right and then I will face Soveena.

-Level 4: Save the bird from the thief!-

Items needed: 1 Orange Jelly, 1 Lime Jelly, 1 Clockwork Gobbo.

You must chase the thief throughout the entire level. Chase him up the ramp and through the door, collecting the crystals as you go.

In the cave use the rope to reach the monkey bars. Take the right path and get the red crystal and some other crystals. Get a heart from the platforms below if you need it, if you don't use the rope to reach the ledge and go through the door.

Collect the crystals down the ramp and jump on the stone bridge. Follow the thief and hit the save gong at the end. Cross the wooden log and kill or evade the swinging dantinis as you go. Swing across the pit and use the hippo to boost you up to the next level. Smash the two boxes at the top and continue. Swing across the pits and smash the box on your left before going up the ramp (collect the crystals on the ramp). Smash the box on your right as you enter the cave.

Jump across the platforms collecting the crystals as you go. At the end smash the boxes and go through the door. Go down the ramp and hit the save gong. Follow the wooden bridge around the tree collecting any crystals as you go. Cross the next wooden bridge in the same way. Collect the blue crystal from behind the tree and smash the box. Use the hippo to reach the next level and go through the door.

In the cave, let the thief cross the old boxes and let them regenerate before you cross. Cross the old boxes quickly before they break; for the next two boxes try to line up with them in a straight line. Jump diagonally to the right onto the platform below before crossing the next box. Grab the heart if you need it and cross the platforms to the orange jelly marker. Use an orange jelly to get the pink crystal. Now use the balloon past the heart to get back up. By doing this, you will skip having to cross an old box! The next old boxes are tricky, jump on one and then turn 90 degrees and jump before it breaks. Getting every crystal in this section is a nightmare, you may want to skip it as it involves going back and forth across the old boxes. After crossing the old boxes go through the door.

Use a lime jelly to reach a clockwork marker (don't bother if you haven't got a lime jelly or a clockwork gobbo, you need both) and use a clockwork gobbo.

\*\*\*Clockwork Gobbo Section\*\*\*

Follow the monkey bars and collect the crystals, make sure to get the green

crystal and try to get the heart and the heart pot if you have enough wind. Be careful not to fall!

Back in the level jump off the platform and smash the box. Use the hippo to boost yourself up to the next level. Use the ropes to cross the platforms, make sure to grab the crystals on each platform. After the ropes, smash the box to total up 100 crystals. Now cross the bridge jumping over the gaps and avoiding or killing the swinging dantinis. You have now reached the end of the level. Kill the thief using a tail attack to free the bird and grab the yellow crystal from behind the gong. Use the golden gobbo warp in front of the gong.

### \*\*\*Golden Gobbo Section\*\*\*

Cross the pits and avoid or kill the swinging dantinis. Now go up the ramp, avoid the swinging dantini as you cross the old box and grab the golden gobbo!

Now hit the Swap meet Pete gong to finish the level!

-Level 5: Get the Gobbo's sandwich!-

Items needed: 1 Clockwork Gobbo, 1 Lime Jelly.

Talk to the gobbo before entering the level to acquire him. He is very useful and you will not be able to get the color crystals without him.

Turn left and kill the dantini. Jump on the monkey bars and swing across them collecting the crystals as you go. At the end wait until the dantini fires before you drop. Drop and kill the dantini and go up the ramp. Take the ramp going forwards. Climb the wall and smash the box at the top. Drop down to the other side and use the gobbo to get the green crystal. Climb back up the wall and drop to the other side again. Go back through the door and take the other ramp.

Go down the ramp and smash the box. Cross the bridge and the pits and kill the dantini at the other side. Climb the wall and go down the ramp and stop in the middle. Drop down to the platform and use a clockwork gobbo on the clockwork marker.

### \*\*\*Clockwork Gobbo Section\*\*\*

Follow the path taking care not to fall and grab the crystals. If you have enough wind you can grab the heart at the end.

Use the balloon to get back onto the bridge and go through the door. In the cave there is a save gong on your right, use it. You have to navigate your way through the monkey bar spiral. Use the monkey bar lifts at the end of each circle to raise a level and collect the crystals on each level. Drop down on top of the monkey bars near the top as you can get a heart and use the gobbo to get the pink crystal if you walk across the spiral on the top level. After climbing to the top of the monkey bar tower go through the door.

Smash the box on your right and kill the dantini on the log. Follow the path collecting the crystals until you reach a clearing. Go round the left of the pit and smash the box there. Go back and kill the dantini on the bridge. Jump over the pit, cross the bridge and go through the door.

Smash the platform box as you enter. Cross the broken platforms that appear quickly and with care. You also have to cross old boxes before you reach the ledge. Use the technique you used in level 4 to cross safely. Smash the box in front of you and use the gobbo to get the blue crystal from the pit behind the box. Hit the save gong and smash the box next to it. Kill the dantini on the platform and cross the pit. Go through the door at the end.

Cross the bridge and use the gobbo to get the yellow crystal at the corner. Cross the breaking platform and go through the door.

Use the monkey bars to cross the pit and collect the crystals. Keep going forward until you reach a key. Use a triple jump to land on top of the monkey bars. Smash the box at the crossroads and turn right. Stomp the platform box after using the key to free it from the cage. Swing along the monkey bars again in a straight line collecting the crystals. Use the newly formed platforms to reach the ledge and enter the door.

Use a lime jelly to reach a heart and another box. Turn around and jump back down. Climb the vines, turn around again and use the gobbo to grab the red crystal. Drop back down again and enter the Golden Gobbo warp.

\*\*\*Golden Gobbo Section\*\*\*

Turn around and climb the vines. Turn around again and cross the platforms to reach the golden gobbo!

Climb the vines again and kill the bird with a tail attack and grab the sandwich. Grab the heart behind the gong and then hit the gong to complete the level.

-Boss 1: Soveena the squid-

Stomp the two boxes nearest to you as you enter the level. Do a triple jump to reach the top of the monkey bars. Stomp the two boxes on the monkey bars. Now go back to where you entered the level and swing on the monkey bars collecting the crystals as you go. Take the right path and wait until the Dantini fires before you drop down and kill him. Stomp the box and go back to the junction in the monkey bars and take the other route. Collect the crystals as you go like before. Drop and stomp the box before you go through the door.

Beware when you are on the beach because Soveena throws crates and various other projectiles at you. Pick up the small bomb box and jump across the barrels towards Soveena. Take care not to fall into the water or the small bomb box will explode and hurt you. Soveena doesn't attack you when you are crossing the barrels so take your time. When you are right in front of Soveena throw the bomb at Soveena. Do this three times to defeat Soveena. When Soveena has one health point left some of the barrels turn purple and begin to emit smoke. Avoid these barrels at all costs as they will also cause the bomb box to explode. Tip: There is a heart behind the sign on the beach if you need extra health.

Defeating Soveena takes you straight to Cannon Boat Keith. Don't worry if you get a game over at Cannon Boat Keith as you can go straight back to him. You shouldn't die though as he is a pushover.

-Boss 2: Cannon Boat Keith-

This pre-level is very simple. Just grab the crystals and run down the path killing skeleton dantinis and jumping over the lava pits as you go. Keep going until you reach Cannon Boat Keith.

Cannon Boat Keith attacks you by firing his cannons at you. He does this in a pattern, which is easy to avoid. Kill any skeleton dantinis that appear on the platforms and blast his rear with the cannons on the jetty (use your tail attack to use them). The cannon will break and Cannon boat Keith will loose a health point. Use all three cannons to defeat Cannon boat Keith. Be aware that his rate of fire will be faster when you hit him a second time.

After defeating Keith go and talk to Swap meet Pete. He will take you to the next world, the Cossack village!

But wait!

Did you get all the golden gobbos so far? If you did, you can now access a secret level through the golden gobbo door in the village. It's next to the tree and the gobbo who made you do the "Simon says" game.

-Secret level 1: Sailor Tribe - Secret mine-

Kill the dantini on the platform in front of you. You will see the jigsaw piece in a cage in front of you. Smash the boxes to the right of the mine cart before riding it. You don't have to do anything with the mine cart; you will collect the crystals on the track automatically.

Smash the platform box at the end and use it to triple jump onto the monkey bars. Kill the dantinis on the monkey bars and smash the box and get the crystals. Now go round the corner and smash the boxes near the second mine cart. Ride the mine cart; you won't have to move it this time either. Kill the dantini at the end and cross the platforms and smash the boxes. Follow the winding path to get a heart, a box and a key.

Backtrack and take the path to the right of the mine cart. Grab any crystals and take the right path at the junction. Cross the lava pit and the breaking platforms and kill the pirate dantini to get a heart. Now backtrack to the junction and take the path in front of you.

Jump over the pits and collect the crystals. Eventually you will reach the start of the level. Use the key and grab the jigsaw piece!

--WORLD 2: COSSACK VILLAGE-----

First, talk to the gobbo next to the snowman. The dantinis have stolen and hidden the pieces of the snowman and you must find them (the gobbos can never do anything for themselves can they?). The pieces are located as follows:

Hat: - Behind Swap Meet Pete's shop between the golden gobbo door and the door to level 6.

Nose: - On the station, next to the bench.

1st Arm: - Behind Lava Lamp Larry's shop.

2nd Arm: - Behind a tree in between two level doors (the area with the snowball-fighting gobbos not far from Lava Lamp Larry's shop, next to the door of the snowball and gliding level.)

You get 100 crystals for finding the pieces of the snowman. (Maybe it's not a bad thing the gobbos are helpless...) Next, go behind Swap Meet Pete's shop to the level door that was on the left of the snowman's hat.

-Level 6: Save the Ice Trapped Gobbos!-

Items needed: 1 strawberry jelly, 1 clockwork gobbo.

You will be sealed into this level as you enter, so be warned. Smash the box on your left as you enter.

Now turn right and cross the bridge. Jump onto the TNT that is frozen in the ice block (I'll refer to it as the TNT) and jump up to get the yellow crystal. Now push the TNT onto the switch in front of you and smash the box next to it.

Now use a strawberry jelly (the only one required in the game might I add) to reach the platform in the distance. Grab the heart and the red crystal on the platform and smash the boxes next to it. Now smash the platform box and use the new breaking platforms to get back down.

Now jump over the gap in the bridge on your left and stomp the box next to the cracked ice hole. Now stomp the ice hole, you will fall into an underground section.

Hit the save gong on your left and smash the platform box on your right. Use the new breaking platforms that appear to reach the next ledge. Use a triple jump on the platform box here as you stomp it to reach the pink crystal. Use the next set of platforms that appear to reach the gobbo on the ledge. Talk to the gobbo here and smash the box next to him. Now use the balloon to reach the entrance of the cave and bounce off the jelly to get out of the section.

The gobbo will step on the switch and activate the bridge for you. Run across the bridge and push the TNT over the bridge. Keep pushing the TNT forward until you reach a tree blocking your way. Turn left here and stomp the box for crystals and then stomp the ice hole behind it. As before, you will fall into an underground section.

Smash the box on the left and hit the save gong on the right. Jump across the old boxes to reach the ledge. Smash the box there and talk to the gobbo. Don't use the balloon, instead jump on the old box in front of you and let it break. You will fall onto a platform with the blue crystal. Grab the blue crystal and smash the platform box on the platform next to it. Use the brand new breaking platforms to reach the start of the section and use the jelly to leave.

The gobbo will now chop the tree down for you (with a mighty axe which can chop a tree down with four weak slashes). Push the TNT over the tree to reach another platform. Stomp the box here and use a clockwork gobbo on the clockwork marker if you have one.

\*\*\*Clockwork Gobbo Section\*\*\*

Go round the tree and up the bridge collecting the crystals. Go left for the green crystal, and if you have enough wind you can get the heart as well.

A Golden Gobbo warp should now appear on the platform, use it.

\*\*\*Golden Gobbo Section\*\*\*

Swing across the rope and jump quickly across the old boxes. Swing across the second rope (you should be in time with it, be careful anyway as you have to jump from the old box directly to the rope) and grab the golden gobbo.

Cross the rotating platform and smash the box on the other side. Now stomp the ice-hole against the wall. Like all the previous times, you will fall into an underground section.

Hit the save gong and crush the box with your stomp attack. Time your jump so you grab the rope as you cross the old box. Wait for the rope on the steel platform and jump across the old box after it. Smash the box and talk to the gobbo. Now smash the platform box and cross the platforms and get out using the jelly.

The gobbo will stop the spinning platform with his trusty screwdriver. Push the TNT over the previously rotating platform and push it down the bridge on the left. Cross the bridge and smash the box on the left before entering.

Stomp the box to the left of the pole. Now use the small barrel of TNT on the stacked crates to free a gobbo from the rubble (you'll see a hand). Talk to the gobbo and then smash the box behind him. Now walk to the frozen TNT. The gobbo will activate the lift for you; all you need to do is to jump on the lift.

At the top, push the TNT through the door and follow it through. A gobbo outside will free the TNT from the ice block (somehow the ice block melts when attacked with a small axe). Stomp the two crates either side of the gobbo and pick up the TNT. Cross the bridge and throw the TNT at the exit to obliterate the snow. Now walk through the door and complete the level!

Buy anything you need in the village and go to the area with the station and tracks to start the next level.

-Level 7: Chase the Choo Choo train-

Items needed: 1 Orange jelly, 1 Clockwork gobbo.

What a stupid name for a level. Don't be fooled into rushing through this level, you only need to rush the last area.

Follow the train along the tracks. Ignore the crystals for now and keep following the track. Eventually you will find an orange jelly marker beside the track. Use an orange jelly to grab the red crystal from the platform. Now go back and follow the crystals.

Eliminate the dantini and go through the tunnel. Grab any crystals as you run through the tunnel and take the lives of any dantinis who get in the way. Turn left at the end of the tunnel and kill the dantini. Avoid the crusher and grab the green crystal. Go back and climb up the platforms and go through the tunnel. Cross the platforms, breaking the box as you go. Now step into the light...

Turn right and follow the path. Stop at every gap and wait for the avalanche to pass before jumping. Keep going until you reach the door.

Jump up the platforms and pick up the crystals. Now you're in for some fun: cross the narrow icy path slowly and with care, one misstep and you could lose a life. Avoid the logs at all costs (they hurt you even when they are not moving). Hit the save gong and collect the crystals. Jump across the platform and break the platform box. Go back and cross the breaking platforms with care to get the pink crystal and some other crystals. Go back and go through the door.

Jump up and kill the dantini (take care) and do a triple jump to grab the crystals at the top. Jump down and cross the ice. Take care when hitting the dantini, it's quite tricky. Stomp the boxes and continue. Turn right on the platform and kill the dantini and smash the box (always do that in this order, dantinis are a pain). Go back and continue.

Oh look, more logs. Do the same as last time and take care when walking along the ice. Grab the crystals and watch out for the winding path. Exterminate the dantini at the end. Now smash the box and avoid the dantini. You will now reach a clockwork gobbo marker!

\*\*\*Clockwork Gobbo Section\*\*\*

Just follow the path going straight at the crossroads and collect the crystals. You should also be able to grab the heart at the end.

Now cross the gap and step into the light...

This section is just the same as last time, so use the same tactics.

Hit the save gong on your right as you enter and jump up and smash the boxes. Avoid the rocket skater on the platform and turn right and grab the blue crystal. Turn left on the next skater platform and grab some crystals. Now follow the winding path to find another skater and a box. Smash the box and continue. Jump up the platforms to grab a heart. Jump back down, kill the dantini and collect the crystals. Keep going to find a caged yellow crystal.

Use the cage to triple jump onto the "track" (it is not the track, it is fake). Follow this hidden path to find the key and the last five crystals in a box. Go back and free the yellow crystal and enter the golden gobbo warp which is right in front of you.

\*\*\*Golden Gobbo Section\*\*\*

Follow the icy path taking care and killing the dantinis and jumping over the gaps. Eventually, you will find the golden gobbo.

Now go through the door.

When you enter, HIT THE SWITCH! The train will come quickly, and if you hesitate you'll fail the level and you will have to do it again! Hit it and the train will stay in one piece and you'll complete the level. Go to the train and free the gobbos.

Buy anything you want in the shop (I'll assume you are doing this between levels from now on) and use the path going downhill next to the shop. Follow the path past Lava lamp Larry's shop and turn left. Keep going forward until you reach a level door.

-Level 8: Hang Glider Valley-

This is a nice and easy level, which as the level name implies requires you to use a hang glider.

Just go forwards to pick up 10 crystals and the first gobbo. Let the air vent lift you up and move to the right to save the second gobbo. Move left to take the third gobbo. Move to the right to avoid a rock and pick up the red crystal.

Move a long way to the left to save the fourth gobbo. Move to the right and descend (press up) to pick up 10 crystals. Now keep gliding to the left to collect the green crystal and 20 crystals. Glide to the right and use the air vent.

Glide forwards to pick up 10 crystals and rescue another gobbo. Move to the left and descend to avoid the log and collect the pink crystal. Move right to collect 10 crystals. Glide to the right to pick up the blue crystal and a gobbo. Glide to the left to get 10 more crystals and the final gobbo. Keep gliding to the right to collect 10 crystals and the yellow crystal. Move left to collect the last 10 crystals. When you land ensure you get the golden gobbo on the target.

Go back to Swap Meet Pete's store and buy whatever you want. Near the shop you'll notice a hole with a balloon in it. Jump into the balloon.

-Boss 3: Flavio the Thermal fish-

You will be riding a hot air balloon for this boss fight. Flavio fires rows of bubbles at you so keep moving to avoid them. When he stops, pick the ice cube in the arena by moving into it (watch out not to hit the ground, you will loose

a health point if you do) and throw it into the pool Flavio is swimming in. Flavio will then dive into the pool. While he is underwater, quickly get another ice cube and throw it into the pool before he surfaces. Do this three times to defeat Flavio.

Now go down the hill and past Larry's shop. Turn right when going towards the level 8 entrance to find another level.

-Level 9: It's just Snowball Madness!-

Take this level nice and slow; the snowball is difficult to control at high speeds. Only speed up to kill dantinis.

Follow the path collecting the crystals as you go and take care not to fall. You will reach a ledge; keep traveling towards the screen to get the red crystal. Move onto the two wooden rails. Travel along the cliff and smash the box and grab the green crystal. Keep following the cliff and speed up to kill the dantini. Smash the box near the dantini and continue following the "path". You will encounter another dantini, so crush it.

Continue rolling along the path grabbing the crystals on it. Kill the next dantini and hit the gong ahead of him (jump with the X button). Take the brown floating path and take a left (the path without the crystals) at the junction. Follow this path and smash the two boxes, grab the heart and the pink crystal. Backtrack to the junction and take the right path.

Follow this path grabbing the crystals. Take the path on the bottom of the screen for a single crystal and then take the top path. Grab the crystals and avoid the dantinis at the crossroads.

When you reach the next crossroads take the path going up or down. Grab the heart and the blue crystal and smash the box here. Backtrack to the crossroads and take the path going left. Kill the dantini on the platform and keep following the path.

Hit the save gong on the ledge and collect the crystals, take care on the extremely narrow path. Kill the three dantinis and smash the box on the left. Travel on the wooden rails and go on the outside of the pit to collect the yellow crystal. Kill the three dantinis and smash the box in the dead-end valley. Go to the right and follow the floating path avoiding the dantinis. You will pick up the golden gobbo before reaching the snowman.

Go to the station area in the village and take the entrance without the railway tracks.

-Level 10: KaBooom! It's Roger Red Ant!-

Items needed: 1 Orange jelly, 1 Clockwork Gobbo

I hate this level; it's extremely long and quite difficult. Roger will taut you throughout the level.

Turn left and use an orange jelly. Smash the box up on the ledge and go down the corridor. Jump over the pit and smash the box at the end of the corridor. Jump back down and smash the boxes in front of you, taking care to avoid any dantini attacks. Go back to where you entered the level and kill the dantini on the left. Jump across the platforms and the old box behind the dantini and enter the doorway.

Grab the bomb box and walk down the corridor. Jump across the old boxes and falling platforms (it's easier to do this in a straight diagonal line). Continue walking through the corridor and throw the box at the door at the end.



In the next area run forward and kill the dantini. Keep running down the path until you see a timer. Stomp the timer. Keep running down the path (going straight all the time) and stomp the timer at the end of the path. Run down the path going right from the previous timer and use the platform to travel up to the next level. Follow the path in front of you, jump across the falling platform and keep going until you see the timer. Stomp the timer.

Go back and turn left and use the platform here to reach the next level. Turn left on the platform and stomp the timer in front of you. Now follow the path next to you, kill the dantini on the path and keep going forward until you see a falling platform on your left. Jump onto it and let it drop.

Now walk forward and grab the green crystal and smash the box. Turn left and follow the path. Triple jump onto the platform above you and follow the path here. Jump across the falling platform and turn right at the junction. Jump across the falling platform and use the platform to reach the next level. Follow the path, kill the dantini and turn left. Rescue the gobbo and keep following the path. Jump across the falling platform and jump into the pipe.

You'll be warped back to the start of the level. Kill the dantini on the right and jump across the platforms and the old box behind the dantini. Enter the doorway.

Grab the box and walk down the corridor, jump across the old box and keep going until you see the door. Throw the box at the door and enter.

Jump across the bomb boxes and the platform and jump onto the ledge. Rescue the gobbo on the old box. Now you have a choice. You can either jump across the bomb boxes on the right getting the crystals in the process or you can take the corridor with small platforms on the left. Jump down the pipe at the end.

You'll be warped back to the start again. Go forwards and walk through the door.

Hit the save gong on the left. Smash the three boxes here. Jump onto the top of the gong and jump onto the ledge above the door. Grab the heart and the blue crystal and smash the box. Jump back down and jump up the platforms and old boxes on the left. Kill the dantini on the middle platform on the way up. Enter the doorway at the top.

Grab the box and walk down the corridor. Jump over the pit in the corridor. Jump across the platforms and avoid the rolling barrel. Continue down the corridor, jump over the pit and throw the box at the door. Enter the next section.

Smash the box and kill the dantinis. Avoid the rolling barrel and kill the dantini ahead of it. Avoid the two rolling barrels behind him. Attack the dantini on the platform. Rescue the gobbo on the platform on the left and grab the red crystal on the platform on the right. Bypass the next three rolling barrels and smash the boxes in-between them. Attack the dantini after the third barrel and jump into the pipe.

Hit the save gong again and make your way across the platforms on the right, making sure to kill the dantini on the way up. Go through the door on the ledge.

Grab the box and walk down the corridor. Jump over the pit in the corridor. Make your way across the platforms whilst avoiding the fireballs. Continue walking down the corridor, jump across the pit and blow the door away at the end. Go through the door.

Jump onto the platform with arrows and use the D-pad to move it. Grab the crystals and avoid the steam jets from the pillars. Jump onto the ledge at the end and rescue the gobbo. Jump into the pipe.

Walk into the doorway ahead of you. Use the clockwork marker on the left.

### \*\*\*Clockwork Gobbo Section\*\*\*

Follow the path collecting the crystals. Be sure to grab the pink crystal at the end.

Jump up the platforms and grab the yellow crystal. Walk into the golden gobbo warp in front of you.

### \*\*\*Golden Gobbo Section\*\*\*

Jump down the platforms and old boxes and avoid the fireball. Eventually you will reach the golden gobbo.

Now enter the door on the left.

Run down the corridor, jump over the pit in the corridor. Jump up the big bomb boxes and continue running down the corridor. Jump across the pits. Jump across the weaving path and rescue the gobbo. Jump into the pipe.

Now enter the door on the right. Run down the corridor. Jump across the bomb boxes and platforms. Rescue the gobbo and jump into the pipe. Run forward and kill the dantini. Enter the doorway. Run forward to see Roger go KABOOOM!

You will automatically be taken to Larry's shop after completing the level. You can access Larry's shop at any time from this point.

### -Boss 4: Lava lamp Larry-

Make your way over to the vent where the ice blocks are. Lava lamp Larry appears out of the four lava pits and sometimes attacks by throwing fireballs at you. Push the ice block into a lava pit to freeze it. If Larry shrinks the ice block into an ice cube thanks to his fireballs then throw two ice cubes into a lava pit to freeze it. Make sure Larry is not occupying the pit when you try a freeze it or he will melt the ice block or cube completely and hurt you. Freeze all the lava pits to defeat Larry.

Have you got all the golden gobbos in the village? If not go to Swap Meet Pete's shop and get transported to the Caveman Village. If you did go through the golden gobbo door behind Swap Meet Pete's store on the right.

### -Secret Level 2: Cossack Tribe - Secret Ice Cap-

Make your way up to the top of the first bridge. Avoid the bouncing TNT from the second bridge and smash the box. Go across the second bridge as soon as the TNT bounces past. Smash the box and repeat the process for the third bridge. Smash the box here and run up the bridge, running under the TNT when it bounces high. Smash the box here and repeat the process for the next bridge.

Now follow the crystals and watch out for the avalanches ahead. Smash the box and the platform box. Cross the newly formed breaking platforms and smash the boxes on the stone platform. Cross the newest set of breaking platforms and do the same on the next two stone platforms.

Follow the crystals over the bridges and go through the door. Take the bridge on the right avoiding the TNT like you did before and smash the boxes at the

top. Kill the dantini across the next bridge and jump across the breaking platforms. Stomp the platform box and backtrack to the start of the section.

Now take the left path avoiding the TNT and smash the boxes at the top. Cross the next bridge and kill the dantini. Cross the breaking platforms and grab the key and stomp the box for the last five crystals. Go back to the previous platform and go down the other bridge (on your left as you come back). Turn left at the end of the bridge and cross the bridge here. Free the jigsaw piece from the cage and grab it!

--WORLD 3: CAVEMAN VILLAGE-----

Okay, talk to the gobbo king next to the lava river. He will say that the gobbos who make the ginger soda are not here and he worries that there may not be enough. You need to find the ingredients and mix them in the cauldron in the village. The ingredients are found in the following locations:

Bucket: - In the pond near the cauldron.

Ginger: - Under the water tower near the cauldron.

Sugar: - Near the entrance to the Venus Fly Von-Trappe level.

Fizz: - Near the garage.

Go up to the pot and attack it to make the soda. Talk to the gobbo king next to the lava river to receive 100 crystals. Now run up the ramp next to the gobbo king and go through the wooden gates.

-Level 11: Find the Wheels in the Jungle!-

Items needed: 1 Clockwork Gobbo, 2 Orange Jellies.

Walk forwards and attack the caveman dantini. Jump across the platform and kill the caveman dantini there. Smash the two boxes and climb up the wall. Move around towards the bridge and smash the box ahead of it. Cross the bridge and smash the box on the right before going through the door.

Jump across the lava and onto the lower monkey bars. Triple jump onto the top of the higher monkey bars and smash the two boxes on it. Drop onto the lower monkey bars and hang onto the higher monkey bars. Move to the end of the higher monkey bars nearest to where you entered to get the key.

Drop back down onto the lower monkey bars and triple jump onto the higher monkey bars. Flip jump off the higher monkey bars onto the platform ahead. Use the rope to reach the ledge. Go through the tunnel on the left and jump across the lava. Grab the red crystal and use the clockwork marker.

\*\*\*Clockwork Gobbo Section\*\*\*

Go along the monkey bars grabbing the crystals and the heart. The monkey bars will go round in a circle.

Backtrack to the bridge and unlock the door opposite with the key. Enter the door.

Cross the bridge and grab the wheel. Enter the door behind it. Smash the platform box and cross the platforms. Turn left and use an orange jelly. Grab the heart and smash the box and drop back down. Smash the box ahead. Use the rope and then jump forwards and smash the box. Use the balloon and then the rope again. Triple jump up to grab the monkey bars and turn right and drop to get the green crystal. Grab the monkey bars again and turn right and drop and

use the rope.

Kill the caveman dantini and follow the tunnel. Smash the boxes in the tunnel and jump over the lava pits. Smash the box on your left at the end of the tunnel. Triple jump onto the monkey bars and run along them, grabbing the crystals. Go through the door that isn't locked.

Hit the save gong on the left and kill the caveman dantini. Jump across the lava and run under the skeleton collecting the crystals. Use an orange jelly and kill the dantini above. Grab the pink crystal and smash the box and drop back down. Jump across the dinosaur heads and smash the platform box. Run past or kill the dinosaurs and kill the caveman dantini ahead. Run behind the furthest stone hedge to get a key. Triple jump onto the stone hedges to get crystals and the blue crystal. Backtrack to the cave.

Now unlock the door and go through it. Run along the bridge and grab the second wheel. Triple jump onto the stone hedge on the left to get the yellow crystal. Jump back down and enter the golden gobbo warp.

\*\*\*Golden Gobbo Section\*\*\*

Run along the monkey bars avoiding the fireballs. Follow the one that moves forwards and backwards to pass safely. Eventually you will get the golden gobbo.

Now go through the door. Jump down, kill the caveman dantini and jump across the platform. Kill the second caveman dantini and go through the door to complete the level.

Buy anything you need then enter the door next to the gates of level 11.

-Level 12: Find the Wheels in the Mine!-

Items needed: 1 Clockwork Gobbo, 1 Lime Jelly.

Jump onto the mine cart and follow these directions: right, left, right, left jump. You will reach a clockwork marker, so use it.

\*\*\*Clockwork Gobbo Section\*\*\*

Follow the winding path collecting the crystals and taking care not to fall. Ignore the heart and go straight for the red crystal.

Now go through the door. Hit the save gong on your left and smash the box on the ledge near the gong. Now push the glass box with the wheel inside onto the conveyor belt. Jump onto the conveyor belt and then onto the monkey bars. Throw three TNT boxes at the glass box to break it open. If it reaches the end of the conveyor belt it will warp back to the start of the conveyor belt. Grab the wheel and the heart on the conveyor belt if you need it. Run to the end of the conveyor belt and jump onto the ledge. Use a lime jelly to get the green crystal and smash the two boxes on the ledge. Drop back down and smash the two boxes near the door before entering it.

Run up the conveyor belt making sure to run under the TNT as it bounces. Do the same for the second conveyor belt. Now jump onto the mine cart and lean right twice at the areas where you need to.

Smash the two boxes next to the broken mine cart. Jump and run along the conveyor belt for a heart. Avoid the dantini and hit the switch in the centre. Then run around the tracks loop and jump to get the pink crystal. Now follow the tracks where the dantini went and crashed. Smash the two boxes and go through the door.

Smash the box on your left and then jump onto the conveyor belts and follow them to a switch. Hit the switch. Now use the conveyor to jump onto the track loop. Avoid the dantini whilst running around the loop and using the rope. Hit the switch. Use the rope and go around the other side of the track to get the yellow crystal. Go straight down the track to get the wheel and reach the next section. Smash the box and go through the door.

Use the platform with arrows to avoid the fireballs and smash the boxes. Grab the blue crystal in the path of the second fireball. You will eventually reach a ledge. Enter the golden gobbo warp on it.

\*\*\*Golden Gobbo Section\*\*\*

Smash the platform box and jump across the breaking platforms. Smash the second platform box and cross the second set of breaking platforms. Do the same for the final platform box and platforms. You will reach the golden gobbo.

Go through the door. Hit the save gong and jump onto the mine cart. Follow these directions: left, right, right, jump, jump, left. Now hit the Swap Meet Pete gong to end the level.

Now go to the garage. The gobbo will then ask you to race. Go through the gates behind him.

-Level 13: Race Day at Goldrock-

This is a harder version of the boat race. Use the same tactics and don't bump into anything. The color crystals are found in the following places:

Pink: On the right in the first stretch.

Yellow: On the right on the giant bend going left.

Green: After the river on the right.

Red: In the skeleton on the left of the track.

Blue: In the centre of the track in the cave.

Pick up the golden gobbo on the finish line.

Now jump up the ramp and jump across the lava. Jump into the ditch on the right. Walk through the door for the first boss of caveman village.

-Boss 5: Venus Fly Von-Trappe-

As you enter the level collect the crystals from the box on the right. Make your way across the lava and time your swings well so you don't get eaten alive. You can't get on the bridge from the platforms, so just collect the crystals from the other side and go through the door. You are now in a cave with skeleton dantinis. You can sneak past the first two, so do so. Make your way through the cave killing the skeleton dantinis as you go and get any crystals you find. They're out in the open, so you won't miss any. In the next room, grab the crystals and cross the bridge. Don't use the balloon; instead use a triple jump to drop to the platform with the box. Pass the Venus fly traps like before and go through the door. Kill the skeleton dantinis as you enter, this cave is similar to the previous one except there are more enemies and boxes. The next room is a little tricky, time when you jump on the balloon so you don't get hurt. (GLITCH! Hold X as you jump on the balloon and you will evade the Venus fly traps even if they close!) Grab the crystals and go through the door.

This boss is fairly tricky. First off there is a root that roams the soil near the ramps, so keep an eye out for it. Second, the rocks you need to beat the boss are located right next to it, in the range of its vines. Take a good look at the boss and the rocks and pick up the one that is the easiest to obtain. Once you have a rock make your way to the top of one of the ramps and throw it onto the brown strip. This isn't guaranteed to work, and if you miss the rock will smash. If your aim is true the rock will roll down the ramp and into the boss's mouth. The boss will then spit out a gobbo. GRAB THE GOBBO!!! Do not linger, the boss will eat the gobbo again after a certain amount of time, undoing all your hard work. Once you grab the gobbo the boss will lose a health point. Do this three times to beat the boss. Note: You do not need to grab a gobbo for the third hit; also, if you run out of rocks the boss will spit out some more.

Now go up the ramp from the Venus Fly Von-Trappe level and take the door on the right.

-Level 14: Climb the Devil's Tower-

Items needed: 1 Clockwork Gobbo, 1 Lime Jelly.

Cross the bridge, avoid the Unga Bungas and follow the mammoth through the door.

Avoid the Unga Bungas here and cross the bridge, jumping over the gaps. Avoid the Unga Bungas here and climb up the wall. Stun the enemies here and climb up the next wall. Smash the box and go through the door.

Kill the caveman dantini and jump across the platform. Smash the two boxes here and grab the green crystal. Jump back on the platform and jump onto the ledge on the left. Kill the caveman dantini and go through the door. Kill the caveman dantini and climb the wall on the left. Stomp the box and run down the path until you reach a door. Enter it.

Grab the crystals around the volcano and enter the door in front. Smash the box here, and go through the door. Jump across the platforms, stunning the Unga Bungas. Hit the save gong and run through the tunnel. Stomp the platform box and run back through the tunnel. Jump across the new platforms to get the red crystal. Run back through the tunnel and use the clockwork marker.

\*\*\*Clockwork Gobbo Section\*\*\*

Travel along the bridges, collecting the crystals and shortening corners where possible. You will get a heart and at the end you can get the blue crystal.

Go through the door. Kill the caveman dantini and use a lime jelly. Grab the heart and smash the two boxes and drop back down. Smash the box and climb up the wall. Go through the door.

Kill the caveman dantini and smash the box. Make your way over the monkey bars and smash the box on the way. Drop down onto the platform below and grab the heart. Cross the breaking platforms to get the pink crystal. Backtrack and use the moving platform to get back up. Use the breaking platforms to reach the ledge. Smash the box and go through the door.

Cross the bridge and take the bridge on the right. Hit the save gong and go through the door. Kill the caveman dantini and jump across the breaking platforms to reach the yellow crystal. Backtrack and enter the golden gobbo warp.

\*\*\*Golden Gobbo Section\*\*\*

Jump across the breaking platform and smash the boxes on the platforms. Go through the tunnel and jump across the platforms. Jump onto the platform at the end to receive the golden gobbo.

Go through the door. Cross the bridge and stun the Unga Bungas. Cross the next bridge and turn left for a heart and turn right to stun some Unga Bungas and grab some crystals. Climb up the wall and go round the back to find a door. Enter and smash the two boxes for the last ten crystals. Backtrack and climb the wall. Enter the door. Go through the tunnel to find the mammoth and end the level.

Now turn right, follow the path, go past the cauldron and enter the door on the right.

-Level 15: Save 50 Trapped Gobbos!-

Items needed: 1 Orange Jelly, 1 Clockwork Gobbo.

Turn left and kill the fire dantini. Follow the path, avoiding the fire around the gobbo and get some water from the right of the clearing. Grab the yellow crystal that is on the stone and put out the fire around the tree and rescue the gobbo.

Go back down the path and save the two gobbos here. Follow the path; extinguish the walls of fire on the left and save the gobbos. Walk along the path and re-stock on water from the right. Save the gobbos on the rocks and backtrack to the clearing. Go through the door in the clearing.

Put out the ring of fire and save the two gobbos. Attack the fire dantini behind them. Re-stock on water and save the gobbo in the corner. Extinguish the wall of fire and rescue the two gobbos. Use an orange jelly to get a heart and the green crystal.

Follow the path on the right of the orange jelly or the second left and rescue the gobbo on the tree. Re-stock on water and backtrack.

Now take the other path. Exterminate the dantini, save the gobbo and climb the wall. Pick up the gobbo on the stone hedge and rescue the three gobbos in the fire ring. Collect the blue crystal on the rock and continue. Swim across the mud collecting the gobbos in it.

Save the gobbo on the rock and assault the dantini. Put out the ring of fire and rescue the gobbo. Make use of the clockwork marker.

\*\*\*Clockwork Gobbo Section\*\*\*

Cross the circle of bridges grabbing the red crystal and the heart.

Extinguish the wall of fire and rescue the gobbos behind it. Go through the door. Hit the save gong and cross the bridge. Drop down off the ledge and kill the fire dantini. Put out the fires on the platforms and rescue the four gobbos. Stop the fires along the walls and rescue the gobbos. Go through the door.

Re-stock on water and kill the fire dantini. Remove the wall of fire and pick up the gobbos. Triple jump onto the monkey bars and grab a key, a heart and the pink crystal. Enter the golden gobbo warp.

\*\*\*Golden Gobbo Section\*\*\*

Cross the bridge, jump across the gap and kill the dantini. Swing across the

gap and kill the dantini. Kill the next dantini, use the rope and kill the dantini on the other side. Grab the golden gobbo.

Backtrack and swing along the monkey bars, rescuing the gobbos. Save the gobbo on the rock and pick up the gobbos on the path.

Stomp the platform box and backtrack to the start of the monkey bars. Climb the wall on the right and collect the gobbo in the corner. Cross the bridge, kill the fire dantini and save the gobbo on the tree. Drop off the ledge and kill the fire dantini. Use the key to release the platform box and smash it. Jump across the platforms to reach the last four gobbos.

Backtrack to the monkey bars and cross them. Jump across the new platforms. Follow the path and go through the door to end the level.

After completing this level, you will automatically be taken to the village masher.

-Boss 6: The village masher-

Look, you can skip the entire pre-level by jumping on the bridge from the box or by doing a triple jump onto the bridge. From there, go through the door with two boxes next to it.

If you don't want to cheat or you want to get all the crystals then read on. If you used the cheat go to the next paragraph separated with a line space.

Smash the box in front of you. Now flip jump (no other jump will reach the next platform) across the Venus fly traps to the other side. Grab the crystals and climb the wall. Go through the door. Kill the skeleton dantini upon entry and grab the crystals. Make your way across the small platforms (this can be tricky, it goes dark every time you jump) and then kill the skeleton dantini at the other side. Repeat this process for the next pit and jump over the third lava pit. Grab the crystals and cross MORE platforms. Kill the skeleton dantini and grab the crystals before going through the door. Cross the bridge, grab the crystals and go through the door to face the boss!

This boss is rather annoying, but simple enough to defeat. Grab the bucket and throw it into the water. (I wish the gobbos would let you figure it out for once, it makes the game far too easy and it will put me out of work!) Once the bucket is full, walk to the side of the village masher's mouth and throw the bucket in as he breathes fire. This will take a health point off him. Do this three times to defeat the village masher. You will have to be quick though; the whole arena will be ablaze before you know it! Also, keep an eye on the village masher to make sure you don't run into him or get hit by his flame breath.

Before you go to Swap Meet Pete go through the golden gobbo door. It's next to the entrance for the Venus Fly Von-Trappe level.

-Secret Level 3: Caveman Tribe - Secret Mine-

Don't bother getting all the crystals in this level, it's a nightmare. Just focus on getting the jigsaw piece.

Jump onto the mine cart and follow these directions: left, right, left, right, right, right, jump, left. You will reach the end of the line. Collect the crystals and go through the cave. Jump across the lava pits and you will reach the jigsaw piece.

Now go to Swap Meet Pete to be transported to the Inca village.

--WORLD 4: INCA VILLAGE-----



Run up the hill and talk to the gobbo with the bowl of ginger soda. Press X as many times as you can to burp. Beat the gobbo to win 100 crystals. Now go through the door with the mother gobbo next to it.

-Level 16: Save 30 Gobbo Babies!-

Items needed: 1 Clockwork Gobbo.

This is just a harder version of level 15. This time you have to put the gobbos in the playpens as well as finding them.

Collect the crystals near the fountain. Smash the vase near the fountain and catch the gobbo. Put the gobbo in the playpen. Kill the dantinis next to the playpen and rescue the gobbo they're throwing. Triple jump and collect the crystal on the sloped platform. Run past the fountain again, kill the dantini and save the baby he's holding. Grab the crystals and enter the door on the left.

Smash the vases for a crystal and two gobbo babies. Run left from the door and climb the stairs. Kill the dantini at the top and grab the crystal. Jump up the sloped platforms to find a key. Jump onto the bridge for a gobbo baby.

Backtrack and follow the path winding around the door you entered earlier. You will find a caged baby gobbo. Rescue him and go back down the path to the bridge. You will see dantinis pushing swings. Kill them and place the babies on the swings into the playpen nearby. Run up the hill, kill the dantini and climb the steps for the red crystal. Use the slide and go down the path next to the path with the bridge.

Attack the dantini operating the roundabout and rescue the four gobbo babies. Now follow the path with the tall stack of alphabet blocks. Kill the two dantinis and catch the gobbo that the second one is holding. Put the baby into a pen and continue. Kill the dantini and look in one of the flower beds for the yellow crystal.

Triple jump onto the wooden path above you. Collect the crystals, kill the dantinis, jump across the gaps and place the gobbos on the path into the nearby pen. You can get a heart from the top of the house nearby.

Follow the path with the crystals. Kill the dantini, catch the baby and put it into a playpen. Go down the steps and grab the crystals. Save the gobbo on the sloped platform. Kill the dantini and smash the vases for more baby gobbos. Go through the door nearby and use the clockwork marker.

\*\*\*Clockwork Gobbo Section\*\*\*

Follow the path, grabbing the heart and the crystals. Be sure to collect the pink crystal at the end.

Grab the crystals and climb the ladder. Collect the heart and the key and drop back down. Exit the room. Backtrack to the area with the slide and rescue the gobbo in the cage. Return to the market area and attack the dantinis playing catch. Put the gobbo in the pen.

Collect the crystals along the walls and go down the stairs. Eliminate the dantinis and rescue the gobbos. Go behind the statue where the dantinis were playing catch for the green crystal. Go through the tunnel and attack the dantini. Climb the steps for the blue crystal. Follow the path and then take the path to the right. Assault the dantinis here and rescue the gobbos. Grab the key, return to where the blue crystal was and use the key. Enter the golden gobbo warp.

\*\*\*Golden Gobbo Section\*\*\*

Run into the clearing, hit the lever and grab the golden gobbo. Easy!

Now place the last gobbo baby in a playpen and go through the level door to finish the level.

Run across the plateau and enter the door on the other side with the gobbo standing next to it.

-Level 17: Up the Waterfall-

Items needed: 1 Orange Jelly, 1 Clockwork Gobbo.

Jump across the breaking platforms and use an orange jelly. Grab the yellow crystal and drop back down. Smash the box on the end of the ledge and jump up the platforms. Use a triple jump to reach the ledge above.

Kill the Inca dantini and climb up the wall. Smash the box and jump across the rocks. Collect the crystals and kill the Inca dantini before climbing the next wall. Pick up the crystal and cross the bridge. Swim through the water and kill the dantini on the platform. Stomp the box behind him and continue swimming through the water. Go through the door.

Stomp the box and hit the save gong. Jump onto the platform and swing across to the next platform for the green crystal. Swim through the water, killing the frogs and collecting the crystals. At the end of the water section, kill the dantini and smash the box. Jump across the breaking platforms and grab the crystals on the ledge. Cross the next set of platforms and attack the dantini. Jump onto the raft to go to the next section.

Swim and kill the dantini on the ledge. Run round and use the box to triple jump onto the platform above. Triple jump across the platforms to get a heart and the red crystal. Drop back down and pick up the crystals from the box. Go through the door.

Jump across the old box and platforms. Triple jump onto the totem pole and jump onto the ledge above. Jump onto the rock and triple jump up the tree and onto the ledge. Kill the dantini and jump across the water, don't let the tide push you off the edge. Go through the door.

Hit the save gong and use the rope to swing across to the next platform. Jump across the breaking platform and smash the box. Swing across to the next platform and swing again to the old box and jump onto the ledge. Kill the dantini and go through the door.

Attack the dantini and smash the box. Cross the bridge, killing the dantinis and smash the boxes at the end. Jump on the rock and up to the ledge above. Stomp the box and use the clockwork marker.

\*\*\*Clockwork Gobbo Section\*\*\*

Cross the bridges collecting the crystals. You can get a heart half way through and you will get the blue crystal at the end.

Jump across the platform and kill the dantini. Attack the two dantinis behind him and jump up the tree for the pink crystal. Enter the golden gobbo warp.

\*\*\*Golden Gobbo Section\*\*\*

Swing across the platforms using the ropes. You will reach the golden gobbo at the end.

Go through the door. Kill the dantini and climb up the wall. Kill the next dantini and jump up the tree for a crystal. Swim across the water and attack the next dantini. Jump onto the rock and up to the ledge. Run around, kill the dantini and stomp the box. Climb the wall, assault the dantini here and smash the box. Jump across the water as before, fighting the tide. Jump onto the ledge and run up the machine. Hit the switch to end the level.

After finishing this level you will automatically be taken to the next boss. You will have to complete these levels all at once.

-Boss 7: Dante's Peak-

Avoid the bombs that fall or blow them up with your machine gun. When you get close enough Baron Dante will throw fireballs at you. Avoid them and use this time to attack. Aim your machine gun at the jewel on Dante's belt. A direct hit will knock off one of his health points. You will then fly past the mountain and eventually turn round. Repeat this process three times to defeat Baron Dante...for now.

-Level 18: Bride of the Dungeon of Defright-

You will meet the professor gobbo and he will inform you of what is to come (will it ever ease up!?). First, you need to get out of this dungeon. People who played the original Croc will realize that this level is similar to level 4-3 of the original game. This level is full of puzzles. Each puzzle is worth 20 crystals; beat the puzzle quickly enough to get the crystals. Don't worry about this though, just concentrate on completing the puzzles.

This first puzzle is very irritating. Starting from the pump behind you pump all of the platforms to their maximum height. Now wait until you can triple jump onto the first platform and make your way across the platforms (using regular jumps) and jump to the platform with the key. Now repeat the process with the pumps in reverse order to get to the other platform. Free the gobbo on the platform and go through the door.

The next puzzle is quite straightforward after the nightmare that was the first puzzle. You have to stomp the arrows until they point to the next arrow, and eventually the cage. It should go:

1st arrow: 1 stomp  
2nd arrow: 3 stomps  
3rd arrow: 3 stomps  
4th arrow: 3 stomps  
5th arrow: 2 stomps  
6th arrow: 3 stomps  
7th arrow: 1 stomp  
8th arrow: 3 stomps  
9th arrow: 1 stomp  
10th arrow: 2 stomps  
11th arrow: 1 stomp  
12th arrow: 2 stomps  
13th arrow: 2 stomps

This should free the gobbo, give you 20 crystals and open the door to the next room.

The next room is home to one of the most classic, infuriating and original puzzles in the Croc series: Chase the box. You must catch the box as it moves, this isn't as easy as it sounds. Try cornering the box so it bounces back at you. If you do this you should get 20 crystals. (Important note: The box in this game rotates around the wall of the room. Use this to your advantage.) Use

the key from the box to free the gobbo and gain access to the next room.

The next room is fairly simple. Talk to the gobbo to make bombs appear. Catch them and throw them at the cage. You need 3 bombs to free the gobbo. The time limit for the crystals is very tight in this puzzle so try not to miss any bombs. Once you've picked up the gobbo go through the door.

The last puzzle is quite tricky and can be very annoying. Use the platform with arrows to maneuver yourself towards the pump. (Use the D-pad or the analog stick to control direction) Jump on the pump, it will change location. Go to the new location and jump on the pump. It will change location again. Repeat this process until the pump disappears and a platform completely submerges from the lava. Beware, the pump will reset if you are not quick enough. Use the new platform to reach the gobbo. Collect the gobbo and go through the door.

-Boss 8: Goo Man Chu's Tower-

As soon as you enter the level RUN TO THE RIGHT! The goo below you is lethal, and it rises as time passes. Just jump across the silver panels (they drop at time intervals) do not wait for them. When you see a wooden platform jump on it and wait. The goo will raise you up to the next level. Keep going until you reach the door.

The next room is much easier, smash the boxes and kill the goo monsters. Collect the crystals around the pillar and turn right. Smash the boxes here and hit the save gong. Go back and take the other path killing any goo monsters as you go. Smash the boxes and go through the door.

You are greeted with a section similar to the first. Treat this in the same way as before; don't stop until you reach the door. Watch out for the clay platforms which break when you stand on them.

Kill the goo monsters as you enter the next room and grab the crystals around the pillar. Go forwards and smash the box, killing any goo monster that crosses your path. Go back and take the right path. (From this point on I will assume you are killing any goo monster that appears. They are easy enough to defeat.) Get the crystal from behind the pillar and turn right. Hit the save gong and backtrack to the pillar. Now go through the door.

Time for another goo section, (This is getting very repetitive isn't it?) treat this in the same way as the previous sections. The only thing new in this section is that you turn around on the first two wooden platforms instead of going in one direction. Don't stop until you reach the door.

Turn right and smash the boxes and kill any goo monster on sight. Turn left and go through the corridor avoiding and killing any goo monster. Turn left and smash the box, continue and hit the save gong. Backtrack and go down the other corridor. Now go through the door.

Thankfully the last goo section is fairly simple. Keep running until you get to the door. Smash the boxes and go down the corridor. Smash the boxes here and kill the goo monster in the final room before going through the door.

After all that I expect you're looking forward to facing a difficult boss right? In fact this boss is a pushover, easily the easiest boss in the game. Just go to the other side of the room (looking out for the goo monsters) and hit the plug to pull the plug on Goo Man Chu. Simple!

-Final Boss: Dante's Final Fight-

At last, the final boss! Go and talk to the professor gobbo to start the fight. Baron Dante will throw fireballs at you which are easily avoided if you keep

moving or hide behind a rock. Dante's other attack is to create a Gargoyle Dantini which will kidnap the professor. This will prolong Dante's fate, so stand next to the rock Dante is behind and kill the dantini that emerges with a tail attack. Keep doing this until the professor puts a color crystal in place. Dante will scream and then attack you with a huge gale. Run towards Dante to avoid being blown off the cliff. Also avoid any fireballs that bounce towards you during the gale. After this, Dante will return to his regular attack pattern. Keep surviving until all the crystals are in place and Dante will be defeated! Enjoy the ending sequence!

If you got all the golden gobbos in Inca village you can enter the last secret level. To access it, run up the pyramid and turn left at the first level. There you will find the golden gobbo door.

#### -Secret Level 4: Inca Tribe - Secret Maze-

You can wander around this maze to your hearts content. There are no enemies or hazards at all in this level.

Smash any boxes you find in this level. To get to the jigsaw piece directly, from the door turn left and follow the path next to the door. Turn right at the junction and don't take the next left. Take the first right, then turn left. Go straight on, turn left then left again and go straight on. Turn left twice, and then turn right twice. Go under the bridge opposite to find the jigsaw piece.

#### \*\*\*The Lost levels\*\*\*

Did you collect all the jigsaw pieces? If not then shame on you, go back and collect everything. If you did, and you defeated Baron Dante then you can now access the lost levels from Swap meet Pete's general store. The lost levels are harder versions of the original levels. You must go through a tougher Sailor village, Cossack village and Caveman village and complete the levels within them to get the color crystals, which are used to free the Croc eggs. Once you pick up the last egg, you have completed the game with 100%! This isn't easy, as all the levels (including the villages themselves!) are overrun with dantinis. Swap meet Pete has locked his shop and head for the hills, but don't worry as you won't need any items. So are you up to it?

#### --Secret Sailor village--

Kill the dantini you meet and head to the first door.

#### -Sailor secret 1-

Kill the dantinis you meet and go down the path. You'll see a caged platform box, remember it for later. Cross the bridge and kill any dantinis. Make your way along the path and push the box on the path to the platform. Kill the dantini as you go within his firing range. Now triple jump onto the platform with the key. Now go back to the caged platform box killing any dantinis that have regenerated. Stomp the platform box and cross the bridge again (to where you just came from) and go to the tree. Triple jump onto the tree and use the platforms (beware, they crack!) to get to the highest platform. Avoid the dantinis and grab the red crystal! You will then be transported out of the level. (This happens in all the lost levels.)

Kill any dantinis you meet in the village and go through the second door. (The mine level one.)

#### -Sailor secret 2-

I hate these mine levels. Jump on to the big bomb box and then kill the dantini on the platform. Jump across the next three bomb boxes and kill the dantini on the next platform. Jump across another three bomb boxes and kill the dantini at the end. Go into the next room and kill the dantini on the platform. Jump onto the next platform and kill the swinging dantini. Use the rope it was using to

get to the next platform. Jump and kill the dantini on the next platform. You will now reach a mine cart. Ride it to grab the green crystal!

In the village, turn left and go through what was the golden gobbo door.

-Sailor secret 3-

Go forward and kill the dantini, cross the pit and kill the other dantini. Use the platform box to triple jump to the platform in front of it. Cross the platform (beware, it will break!) and the bridge in front of it. Kill the dantini and smash the second platform box. Go back to the centre of the bridge and cross the two newly formed platforms to get the pink crystal.

Kill the dantini as you enter the village and cross the bridge. Turn left and go through the door.

-Sailor secret 4-

Triple jump down to the platform with the platform box, ignore the balloon as it just makes this harder. Smash the platform box while evading the dantini attacks. Kill the dantini in front of you and make your way to the ledge at the end of the room. Kill the two dantinis here and jump up the newly formed platform (this breaks too!). Kill the dantini at the top and grab the blue crystal!

Now make your way to what was the sandwich level. There aren't any dantinis directly in your way so just run.

-Sailor secret 5-

Use the old box to get to the platform. Now jump on the two old boxes similar to the way they were in the thief and bird level. Cross the next two boxes evading the attacks and killing him when you get to him. Cross the next box and kill the dantini on the platform. Cross the next two boxes using the technique you used for the first set. Cross the final box and kill the dantini on the ledge. Use the balloon to get to the yellow crystal!

Now go back to where the trampoline was in the village. There's only one dantini in your way and he's easily disposed of. Now free the egg. You've just completed the first set of the lost levels!

--Secret Cossack village--

Please note that you can do the lost world levels in any order you want (just like the normal levels) as long as you do them all. Kill any dantinis you meet in the village (there aren't too many). Refer to the relevant section as you do the levels.

-Cossack secret 1-

Another snowball level, like before keep the snowball going as slow as you can. Having control of the snowball is vital. Go down the ramp and keep going forwards making sure to squash the dantinis before they fire. Take the snowball up the hill killing any dantinis. Eventually you'll get to the key. Grab it and go back to the top of the bridge and drop down to the cage. Beware of the dantini as you fall. Use the key and grab the red crystal!

-Cossack secret 2-

Ignore the dantini on the platform and run forward. Kill the dantini in front of you on the ice (ignore and evade the other two). Jump on the platform and then kill the dantini on the ledge. Stomp the platform box and go back to the platform. Use the newly formed breaking platforms to get to the second platform box. Stomp this and go back to where the three dantinis were. Use the breaking platforms here to get to the key. Go back and triple jump to the platform with the cage. The green crystal is yours!

-Cossack secret 3-

Run down the corridor jumping over the lava pits and small platforms. Make your way across the platforms in the next room while evading the fireballs (similar to the ones in "Kaboom! It's Roger Red Ant!"). Jump across the small platforms and the lava pit in the next corridor. Jump across the old boxes and platforms until you reach the ledge. Go through the corridor and grab the pink crystal.

-Cossack secret 4-

Another Roger Red ant remix! Jump up the platforms and take the left path using a triple jump. Kill the dantini and smash the platform box. Now go down the right, kill the dantini there and grab the key. Go back to the center of the level and cross the breaking platforms. Kill the dantini, use the key and grab the blue crystal!

-Cossack secret 5-

Cross the old boxes to get to the ledge. Grab the key and go back along the old boxes. Free the yellow crystal and grab it!

Now go to the iced river killing the two dantinis in your way and free the Croc egg! You've just completed the second set of the lost levels!

--Secret Caveman village--

Again, you can do these levels in any order; just refer to the relevant section. Kill any dantinis you see in the village.

-Caveman secret 1-

Kill the dantini in front of you and jump over the lava pit. Kill the two dantinis here and jump onto the lower monkey bars. Kill the swinging dantinis you see here. Triple jump onto the higher monkey bars (still killing the swinging dantinis) and grab the key. Use a flip jump to reach the far platform. Kill the swinging dantini and use his rope to reach the ledge. Kill the dantini here and go down the corridor. Jump over the lava pit and kill the dantini. Cross the small platforms and kill the dantini at the end. Use the key to get the red crystal.

-Caveman secret 2-

Jump onto the conveyor belt and kill the Inca dantini on it. Jump onto the next conveyor belt and kill the Inca dantinis there. Jump onto the last conveyor belt and kill the Inca dantini there. Avoid the crusher and jump off the conveyor belt and grab the green crystal.

-Caveman secret 3-

This is a remix of the fire level. Go to the right and kill the dantini. Now get some water. Put out the fire near the cage and run past it. Kill the dantini and climb the wall. Kill the dantini and put out the fire on the bridge. Cross the bridge and kill the dantini. Put out the fire around the tree and grab the key at the top. Go back to the cage and smash the platform box inside it. Refill on water if you need to and go back to the tree. Drop down to the platform ahead of it and kill the dantini there. Put out the last fire and cross the breaking platforms to get the pink crystal.

-Caveman secret 4-

Smash the platform box to the left of you. Kill the dantini and cross the breaking platform. Kill the dantinis on the other side and smash the platform box there. Cross the three new breaking platforms. Kill the two dantinis at the other side and grab the blue crystal.

-Caveman secret 5-

No, another mine level! Jump on the mine cart and follow these directions as

you get to obstacles: left, right, right, right, left, left, right, jump, right, left, and jump. This should avoid every obstacle and take you straight to the yellow crystal!

Now go to the doors of Caveman secrets 1 and 2 and grab the egg.  
Congratulations! You've beaten Croc 2 with 100% completion!

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### Section 8: Contacting Me

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If you have a problem or question that hasn't been answered in this FAQ, then you contact me by my e-mail address (frkinbig@aol.com). Do take into consideration that:

- a) I will only answer game related questions. No useless questions either.
- b) I will read FAQ suggestions but only if they are useful. (No pointless e-mails)
- c) NO SPAM!

I will reply as soon as I can.

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### Section 9: Credits

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I would wish to thank:

CJayC for posting this and operating Game FAQs.

Ryan Harrison (Board name: KenShamrock Contributor name: RHarrison) for telling me to use line breaks and being a good FAQ role model.

My parents for buying this game for me.

Me for writing this guide.

The creators of the game and the writers of the instruction manual.

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### Section 10: Copyright

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