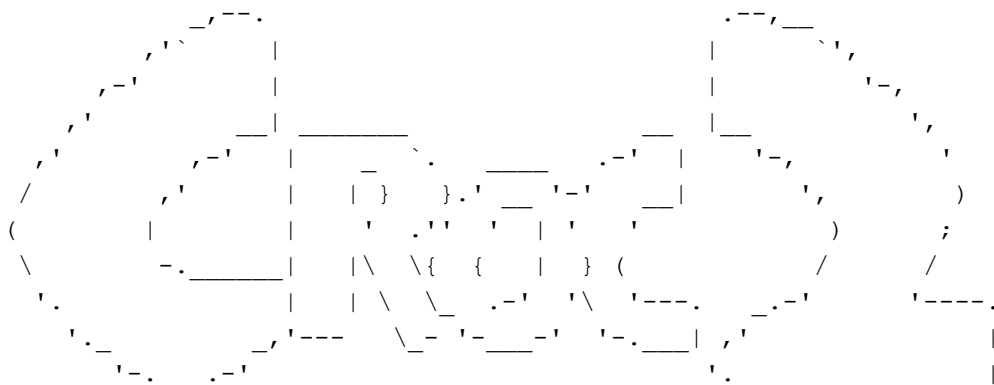


# Croc 2 FAQ/Walkthrough

by Syonyx

Updated to v1.0 on Mar 11, 2007

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



~~: A Complete 'Croc 2' FAQ/Walkthrough by Syonyx :~~

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## GAME INFO

Title: Croc 2  
Platform: Sony Playstation  
Genre: Platformer  
# of Players: 1  
Developer: Argonaut  
Publisher: Fox Interactive  
Sponsorship: Gummi Savers  
Release Date: 30-Jun-1999  
ESRB Rating: E (Everyone)

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:                               A) INTRODUCTION                         :
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Greetings and salutations. Welcome one and all to my guide for Croc 2 on the Sony Playstation. Yes, I am Syonyx. Croc was a fun little game, though a bit too cutesy for many, and it was nice to see a sequel, though still awfully cutesy. And since I enjoyed both games so much, I thought that I'd follow up my guide to the first Croc with one for the second. This walkthrough should provide all of the necessary information to finish the game with 100% completion status. I hope that you find it useful and entertaining. Please see my contact details at the end of the guide if you wish to provide any comments or feedback.

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:                               B) GAMEPLAY                             :
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~~~~~
- CONTROLS -
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Movement:

-with Left Analog Stick: Allows for 360 degree movement at variable speeds, depending on how far you push the stick. A very light push or twitch will turn you in that direction while staying on the spot. I recommend sticking primarily to this method of movement.

-with D-pad: Up moves Croc forward, Left/Right turns Croc in that direction, Down turns Croc in the opposite direction. Due to the speed of movement in this game compared to the first Croc, this method is more difficult to control, but it has its uses.

Side-step: [L1] or [R1]

Jump: [X]. Can move while airborne, but Croc will remain facing in the same direction as when he left the ground.

Stomp: [X], then [X] again while in the air. Smashes objects and enemies underneath Croc.

Triple Jump: [X], then [X],[X] and hold until second jump is complete. Final button press must be made before the stomp is executed.

Hop & Flip: [L1] and [R1] together while moving forward.

Attack: [Square], Croc performs a tail swipe. Can be done while in motion.

Jump Attack: [X], then [Square] while in the air. Useful for attacking large enemies.

Scroll Inventory: [L2] and [R2], continue until the desired item appears, provided that you're indeed carrying it.

Use Inventory Item: With the desired item highlighted in you knapsack icon, press [Triangle] to use the item, if permitted.

Swim: Left Analog Stick or D-pad while in water. You can jump while swimming as well.

Swing from grates: Jump up underneath one and Croc will automatically hang. Move around with the Left Stick or D-pad. Press [X] to let go, or simply move past an edge.

Swing from ropes: Jump towards a swinging rope to automatically grab it. Press [X] to let go again, ideally just before the peak of the swing so that you still have a small amount of forward momentum. If you don't press any directional buttons (or the Left Stick) as you jump off, then you should drop onto the spot just below the tip of the rope at the end of its swing.

Hang from balloon: Jump up underneath a balloon to grab its string and ride along a pre-set path.

Speed up dialogue: Hold [X].

Initiate or skip dialogue: Press [Square].

Vehicle controls: See the appropriate sections in the walkthrough.

~~~~~  
- GAME OVERVIEW -  
~~~~~

The structure of Croc 2 is fairly straightforward. Croc will travel through a series of Gobbo villages. Inside each village, there are a set number of stages to play through, generally in the order of your choosing, including boss stages. As you pass through each stage, you will be collecting crystals for use as currency in the local shop, where items to help you in other stages can be acquired. Upon completing one village, you can choose to be transported to the next when you're ready. Basically, you're helping out the Gobbos with their local problems, as you search for your clues to the whereabouts of your parents in various parts of the land.

#### --NORMAL STAGES--

These form the bulk of the game. There are five in each of the first three villages, and two in the final village. You can complete them in any order that you choose (with only one exception). They are accessed by entering doorways scattered around each village. Within each stage, you are assigned a particular task to achieve for your play to be considered a success. The majority of these only require that you reach the end of the level. Along the way, there are 100 Crystals to be found in each stage, and gathering all 100 in one play will completely refill your Heart meter. Any crystals acquired by the end of the stage will be added to your Swap Meet Pete Loyalty Card, good for spending in the store. There are also five coloured crystals in each normal stage (blue, red, yellow, violet, and green). If you find all five in one playthrough, then a special sphere will appear near the last one. You can touch this sphere to teleport to a special section with a Golden Gobbo Statue at the end of it (see below). Most stages will also require at least one of a particular colour of Gummi Saver Jump, and a Clockwork Gobbo, both of which can be purchased in the local store for a certain number of crystals.

#### --BOSS STAGES--

Each village has two boss stages. The first one becomes open to you after you complete at least three of the normal stages. It can be accessed via a doorway somewhere in the village. The second boss stage will be triggered automatically once you've completed all five normal stages and the first boss stage. Each boss stage is a little bit different, but all bosses require three hits to kill, though a 'hit' varies greatly between them. Some boss fights start right away, while others require that you travel through part of the stage first. You will always receive a crystal bonus on defeating a boss.

#### --GOLDEN GOBBO STAGES--

In each village, there is a special door with a Golden Gobbo icon imprinted on it. To open these doors, you must collect the Golden Gobbo statue from each of the village's normal stages. This requires that you find all five coloured crystals and complete the Golden Gobbo teleport section in each normal stage. Within the Golden Gobbo stages, the primary goal is to reach the end and collect the hidden Jigsaw Piece. If you find all of the Jigsaw Pieces in the game, a big secret will be revealed.

#### --SWAP MEET PETE'S GENERAL STORE--

In each village, this lovable cat (hah!) has set up shop, offering you wares strangely particular to your tasks. He has three flavors of Gummi Saver Jumps (Blue, 40 Crystals; Green, 60 Crystals; Purple, 80 Crystals), Clockwork Gobbos (50 Crystals), and Heart Pots (250 Crystals) for sale. He also has a crystal ball that can transport you back and forth between the Gobbo villages free of charge. He accepts the Swap Meet Pete Loyalty Card as his debit system. Any collected crystals will be added to your card so that you can spend them at his store.

#### --EQUIPMENT AND COLLECTIBLES--

HEARTS: These represent your health. Every time you take a hit from an enemy or

an environmental hazard, you will lose one heart. If you have zero hearts remaining and you take a hit, the game will be over, though you can continue from the start of the current stage. Your Heart capacity is limited by the number of Heart Pots that you are carrying.

HEART POTS: Each of these lets you carry one Heart. Naturally, the more pots you have, the more hits you can potentially take before you reach game over. You start the game with three Heart Pots, and you can find or buy more, up to a maximum of nine, throughout the game.

Note that when you die and continue, you will only receive three Hearts to play with, no matter how many Heart Pots you're carrying. All of your Heart Pots will be filled when you purchase a new one, or when you collect all 100 crystals from a particular stage.

**CRYSTALS:** These shimmering gems are a valuable commodity in Croc's world. Each stage has 100 of them in total. When you complete or exit a stage, any collected Crystals will be added to your Swap Meet Pete Loyalty Card, for use at the local store.

**COLOURED CRYSTALS:** There are five coloured crystals in every normal stage: red, blue, green, violet, and yellow. Finding all five can be challenging, but doing so will reveal the Golden Gobbo teleport sphere for that stage.

**GOLDEN GOBBO STATUES:** Within each Golden Gobbo teleport section, this is what you want to find. Acquiring the statue for all normal stages in a village will grant you access to that village's Golden Gobbo door.

**JIGSAW PIECE:** Finding these elusive puzzle pieces is the goal of each Golden Gobbo stage. Each village has one, and only one.

**GUMMI SAVER JUMPS:** One of the earliest in-game product placements that I've ever encountered. These are essentially bouncy jelly rings. They come in three different 'flavors': light blue ones are Crystal Craze Gummi Saver Jumps, green ones are Five Flavor Gummi Saver Jumps, and purple ones are Wild Berries Gummi Saver Jumps. You can purchase these at the store in each village. They are used in specific marked locations within most normal stages, where you give you great bounce, letting you reach otherwise unreachable locations.

**CLOCKWORK GOBBOS:** Available for sale at each village's store. These must be used at special Clockwork Gobbo points found in most normal stages. These are panels on the ground with gears pictured on them. Within the Clockwork Gobbo sections, you can acquire many Crystals and other pickups, if you can steer well.

**BINOCULARS:** A.k.a. the 'Magic Eye Zoomers'. You can pick these up from the the crate at the very start of the game. Scroll to them in your inventory and use them with [Triangle] to enter a free-look mode, where Croc can get a slightly better bearing on his surroundings.

~~~~~  
- SAVING & LOADING -  
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When you start a new game, you are asked to give a three-letter name to a profile. After this, all game progress will automatically be saved to your memory card in slot 1. The game is saved whenever you start or finish a stage. To load a game from the title screen, scroll between all available profiles. When each one is highlighted, you will see the current numbers of Jigsaw Pieces, Golden Gobbo Statues, Heart Pots, Hearts, Crystals on your Loyalty Card, the last stage completed, and the percentage of game completion that you have achieved.

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- ~~~~~ -  
: C) WALKTHROUGH :  
- ~~~~~ -  
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You may notice a couple of strange notations throughout this walkthrough. I have delineated the Clockwork Gobbo and Golden Gobbo Statue sections to set them apart from the walkthroughs for the regular parts of the stages. The indentations marked with 'CC' are for the Clockwork Gobbo sections, while those marked with 'GG' are for the Golden Gobbo sections. I felt that this made for easy visual distinction of these areas throughout the guide.

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1. Sailor Village  
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As the game is just beginning, you don't yet have any cash on your Swap Meet Pete Loyalty Card, so you won't be able to purchase any of the items that you need to complete the stages 100%. So just run through a couple of them, collecting as many crystals as you can find, taking note of what objects you need to purchase, then return to them once you can afford the necessary goods. You will need at least 90 crystals to purchase what you need for the first stage, but conveniently, there are also 90 crystals to be found without the bonus areas in that stage.

The first stage door is on your right as you move forward from the starting position. Swap Meet Pete's hut and the next stage door are on the other side of the river, which you can cross via the bridge or by swimming over and jumping out again. Just past that, you'll find the Golden Gobbo door, and a Gobbo by a tree outside of it who will play a 'Simon Sez' game with you that accomplishes nothing practical. The speedboat is found at the head of the river beside the second bridge, and the last three stage doors on the far side of that bridge, as the land leads back into the ocean.

=====  
1-1 Find the Key! Save the Gobbo!  
=====

Items Required: -Blue Gummi  
-Clockwork Gobbo

Head up across the bridge, then take a sharp left towards the crate on the other side before the Dantini detects you. You might want to try taking him on as the first enemy you encounter, and he's certainly easy to defeat (a tail swipe will do the trick, same as for most Dantini varieties), but since it's the start of the game and you don't have many life hearts, it's wise to simply avoid unnecessary dangers. Smash open the crate and collect your first crystals. Run up the path along the row of crystals to the second crate. Continue until you reach the giant red Bee (Dantibee? Beetini?). Let it approach you, then tail swipe it from the ground. Continue across the bridge.

Walk straight into the solid wooden crate to push it forward to the other end of its track. Jump on top of it, then jump to the trees on the right to find the RED CRYSTAL. Go back down and head up the left side of the mound in the middle of the clearing. Enter the cave on this side.

Jump to the first island, then on top of the crate and stomp it. For the Tarzan Dantinis ahead, you want to jump as the closest one swings over the

platform, then immediately jump again to the next platform, as the Dantinis swing over them again. Jump to solid ground and collect the GREEN CRYSTAL, and also the HEART if you need it. Jump back across in the same manner and return to the great outdoors.

Head to the far corner of the mound to smash open another crate, then strike the checkpoint gong on your way by. After the path turns a corner, watch out for the spike pit, which you can easily jump over. There is another pit around the next bend. Following that, you find your first swing rope. Stand in line with it near the edge of the pit and wait for it to swing towards you, then jump forward into it. Swing across and jump off at the far side. Run up to the Dantini and kill him, then stomp on the crate he was running around near.

Head out on the wooden walkway over the spike pit. Watch for the Tarzan Dantinis at the corners. You can kill them by jumping and tail swiping them when you're close enough, but they're also quite easy to simply run past. Watch for their small shadows to see exactly which planks they swing over. After the wooden walkway, smash open another crate with the VIOLET CRYSTAL on top of it, then kill the Dantini Bee guarding the path ahead. Go left around the acid pit he was flying around. After the next bend, stick to the right to avoid a second acid pit. Ahead, there are two short bridges, each with its own Dantini Bee. You can easily run straight past these. Stop in between the two bridges on the wooden octagon with the image of gears on it. This is a Clockwork Gobbo point. Assuming that you brought one with you, find it in your inventory and use it.

CC The Clockwork Gobbo will advance on its own until its spring runs out,  
CC or until it 'dies' by hitting a hazardous object or falling into a pit.  
CC You can only steer it left and right. I recommend using the D-pad  
CC carefully to steer it, it seems to give you tighter control than the  
CC analog stick. Follow the bridge path collecting the Studs, and  
CC hopefully you'll have enough juice to pick up the HEART at the end if  
CC you need it. Actually, you ought to have plenty of juice in this  
CC stage, but this will not always be the case later on.

After running across the second Bee-guarded bridge, jump on top of the hippo's head in the water to be rocketed up to higher ground. Run forward up the wooden ramp and circle the tree, stomping the crate on the far side before entering the cave.

Inside, walk forward towards the edge of the cliff and watch the ground for the balloon's tiny shadow. Hop directly upwards at this point to sail down on a preset path. At the bottom, collect the GOLD KEY and smash the crate for more crystals. Turn around and jump across the platforms in the lava that you saw underneath you during your balloon ride. Keep jumping without any significant pause, and tail swipe the Fire Dantini in the center on your way down. Jump directly forward to the crystal crate, grab the BLUE CRYSTAL from on top of it and stomp the crate. Note that the Fire Dantinis can only fire in a straight line parallel to the ground, meaning that they can't shoot up at you while you're on top of the crate. Time your smash so that you can jump back across the platforms while the Fire Dantinis are recharging.

In the back of the cave, on the side where you found the key, you'll notice the blue Gummi Saver ring in the ground. Provided that you purchased one earlier, stand in the ring and use a Blue Gummi from your inventory, then bounce up to the ledge above. Collect the YELLOW CRYSTAL and the HEART. By finding the fifth coloured crystal, you have activated the Gold Gobbo teleportation globe, which appears on your current ledge. Touch it to be whisked away temporarily.

GG Jump up the series of platforms, timing your jumps to just miss the

GG Tarzan Dantinis. Alternately, you can try to land right on them and  
GG take them out with aerial tail swipes. Regardless, at the top, jump  
GG to the swing rope and leap off the far side to collect the GOLDEN  
GG GOBBO STATUE, which automatically teleports you back to your previous  
GG location.

Jump to the ground and out the side tunnel. Outside, walk forward past the  
HEART, drop down and either kill or avoid the Dantini as you go straight ahead  
to rescue the Gobbo in the cage. Turn around and cross the bridge back to the  
entry/exit doorway.

#### CRYSTAL LOCATION SUMMARY

- Red: On tree reached by pushing movable crate and jumping on top  
of it.
- Green: Inside cave on left side of mound in a clearing near the  
start.
- Violet: On top of a crate after the wooden walkway over the spike  
pit.
- Blue: In the cave where you find the key, back across the lava.
- Yellow: On a ledge reachable only with a Blue Gummi.

=====  
1-2 Find 5 Lost Treasure Chests  
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Items Required: -Blue Gummi  
-Clockwork Gobbo

This stage consists largely of mine cart rides. Simply jump onto one to start  
its run. You can tilt left and right and jump up, all without any risk to your  
own safety. You must perform these actions to collect most of the crystals  
along the tracks. If you miss any crystals (and you almost always will on your  
first pass along a specific track), you can jump in place on the cart when it  
stops to go back the other way and try again as many times as you like. At the  
start, there are three possible carts to take: left, center and right. I will  
start with the left side, mostly just because that sets up in a clockwise  
direction.

#### ~~ Left Tracks ~~

Head left and take the cart on the second set of tracks along the wall. Jump  
to get the GREEN CRYSTAL under an overhead lamp (this one will be hard to do at  
first, try it again while coming back from the other end), then tilt to the  
right to get three regular crystals. Jump up to grab two more as the track  
moves out into empty space. At the end of the run, you can go back as many  
times as you need to get any missed crystals. But when you're satisfied, hop  
off the cart and move up to the lava's edge. The crates marked with bombs will  
sink down and blow apart very shortly after you step on them, so line up your  
jumps quickly and keep moving until you reach safe ground again. Smash the  
crates on the solid islands as you go. At the end, move towards Treasure  
Chest #1 to open it, then hop onto the next mine cart.

After the third and fourth bends, you must jump to get some crystals. Again,  
go back and forth along the track as many times as you need to get all of the  
crystals. Count the number of curves in the track to help you anticipate where  
you'll need to jump. Head into the tunnel when you're done and cross the stone  
walkway half-way. Turn left and jump to the adjacent round platform, and from  
there to the moving platform clicking along the tower track (you could jump  
straight to the smaller moving platform, but it's a little riskier). Jump off



at the top and go either way around the ledge. Stop before the push wall and wait for it to retract before speeding across. If you do get caught by the end of the wall, jump to try and stay on solid ground. Open Treasure Chest #2 around the other side of the ledge, and jump from here to another moving platform, this time moving downward. Make your way to the next stone walkway (which looks virtually identical to the first one) and head left through the only opening. Jump across a small platform and proceed to the next mine cart.

On this ride, you'll need to tilt left after collecting the first two crystals, then back to the center after a couple more. Just ahead, jump up to grab the VIOLET CRYSTAL in the light of an overhead lamp. Go back and forth as needed to collect everything. You'll find yourself back at the starting room.

~~ Center Tracks ~~

Ride the center cart straight up from the entrance to this room. The cart will shortly come to a halt and a section of track will rise up. Jump up off the cart before it starts moving again to collect the BLUE CRYSTAL. Just ahead, jump up to grab three regular crystals. When the track ends, jump out and hop onto the conveyor belts ahead. The easiest way to get past the electric generators is to jump over the beams. After the second such evasion, jump right to the parallel conveyor belt, then left again just ahead. Jump off at the end and run past the stomper once it rises to open Treasure Chest #3, and get the HEART behind it if you need one.

CC Go back out past the stomper and stand on the Clockwork Gobbo point.  
CC Use one from your pack and follow the curves of the path carefully.  
CC You should have just enough juice to reach the HEART, but there's a  
CC good chance that you won't need one at this point. If your heart tally  
CC appears in the corner of the screen, though, you'll at least know that  
CC that your little mechanical friend reached it.

On the way back across the conveyor belts, the going is a bit trickier, since you're moving against the flow now. If you stay at a nice walking pace, you'll be able to stay in one position. Jump over the electric generator beams. At the end of the first conveyor belt, rather than jumping to the one on the left, jump straight off instead and land on the grate below, where you'll find a HEART at one end and a balloon at the other. Ride the latter back up to your mine cart and take that back to the start.

~~ Right Tracks ~~

Now for the right path. The cart is at the far end of the wall. It's a short ride this time. Tilt the cart to the right, then center, left, and center again to collect the crystals. On the other side, you'll need to eliminate the Tarzan Dantinis. Try to jump and tail swipe as you come down on the first one. Swing across on the rope, but be careful getting off; press the jump button at the last moment, but resist the temptation to push forward on your controller, lest you go shooting off into the lava. Just let the game land you safely on its own. The second Tarzan Dantini is a little trickier to kill, but he also poses less threat, as he only reaches the edge of the platform at your end of his swing. Stand near the edge, jump and attack as he swings towards you. Take his rope and finish crossing the lava hazard.

In the large cavern, jump on the raised side of the plank to launch the Sailor Gobbo up to a ledge, where he'll push down the treasure chest. Open Treasure Chest #4 and get on the next mine cart. There are three crystals under the overhead lamps that you must jump to, then a couple that have to rock back and forth to get. Keep traversing this stretch of track until you've got them all. Head through the tunnel, and jump to the first mechanical lift on your left.

You must jump up a series of these. Use the tower tracks to help you target your jumps. At the top, jump onto the rickety old tracks to find Treasure Chest #5, then ride the balloon back down. Pass by the lifts on your left side and enter the far tunnel. Stop under the beam of the first overhead lamp, and jump straight up here to collect the RED CRYSTAL. You can see its tiny shadow on the ground. In the cavern ahead, place a Blue Gummi on the marker to reach the ledge with the YELLOW CRYSTAL. The Golden Gobbo teleport orb appears beside you.

GG Jump to the conveyor belt and carefully walk to the other end. Do a  
GG long jump if necessary to reach the swing rope and jump off at the far  
GG end. The next jump will definitely have to be done on faith, as the  
GG conveyor belt rushes you towards the spikes. Just stay in line with  
GG the path and you'll do fine. At the end, get fairly close to the edge  
GG of the conveyor belt before leaping to the GOLDEN GOBBO STATUE.

Jump down and onto the nearby mine cart, and enjoy the shortest, least eventful ride of them all. Head back outside to finish this particular journey.

#### CRYSTAL LOCATION SUMMARY

- Green: Along the tracks leaving the starting room on the left.
- Violet: Along the mine cart tracks leading back to the starting room from the left side.
- Blue: While taking the center mine cart from the starting room, jump up once the track section rises.
- Red: After passing the multiple mechanical lifts, jump up under the first overhead lamp.
- Yellow: Before taking the last mine cart on the right back to the starting room, use a Blue Gummi to reach the high ledge.

=====  
1-3 Croc Vs. Dantini Boat Race  
=====

To trigger this stage, you must speak to the nearby Gobbo before jumping into the speedboat. To race, you must hold the [X] button to accelerate and maintain your speed. There should be no reason to ever slow down once you reach top speed, which really isn't all that fast. You must complete three laps of the course, and you must end up in first place to make the stage a success, earning the thanks of the local Gobbos.

Hold down [X] and after a moment, the race will begin. Stick to the right half of the course initially to collect the first two crystals. The VIOLET CRYSTAL is found just past the brown rocks on the right side as you make the first curve. Ahead, you enter a short tunnel. Again, you can find the BLUE CRYSTAL on the right side of the path. If you miss any of these, you will get the chance to go past them again twice more, so don't sweat it. Inside the tunnel, there is room to squeeze between the posts supporting the roof and the walls, if you want to shave some microseconds off of your time. Out the other side of the tunnel, the path splits briefly around a small island in the water; take whichever side requires the least deviation from your present course. Continue along the river and you'll pass a mill with a water wheel on the left side; the YELLOW CRYSTAL can be found on the left just past it.

Next, you'll notice a waterfall on the right side. Looks suspicious, don't it? Ignore it for the first pass, because you need to get the GREEN CRYSTAL beyond it, on the left side along a strip of beach, where the river widens out temporarily. You then pass a dock on the right, then return to the start of the course. One lap down, two to go!

As you repeat the course, be sure to go after any coloured crystals that you might have missed the first time around. Also, once you've collected the green crystal, you'll need to go through the waterfall shortcut at least once; just drive into the waterfall on the right after you pass the water wheel. You might need to slow down slightly to make the sharp turn. Inside the shortcut tunnel, you'll find the RED CRYSTAL. The other end of the shortcut puts you out just before the dock near the end of the lap. Once you've collected all five crystals, the GOLDEN GOBBO STATUE can be found at the finish line. Drive into it to collect it.

Please note that you get to keep the Golden Gobbo Statue even if you don't win the race. But by winning the race, you receive 100 crystals, added to your loyalty card automatically. This makes this stage a quick and easy way to accumulate some wealth so that you can purchase those big-ticket items at Swap Meet Pete's. You must win the race outright at some point, too, to be able to enter the final boss fight for this village. Note too that it is entirely possible to win the race without using the shortcut. Simply keep your turns tight, hugging the curves of the course, and don't go weaving back and forth; head straight for your targets. It can be challenging passing a Dantini boat when they keep ramming you, but just pull slightly ahead of them and nudge them over yourselves to leave them in the dust.

#### CRYSTAL LOCATION SUMMARY

- Violet: After the rocks on the right side up from the starting position.
- Blue: Inside the first tunnel on the right side.
- Yellow: After the water wheel on the left side.
- Green: On the left side along a beach after passing the waterfall.
- Red: Inside the waterfall shortcut.

=====  
1-4 Save the Bird from the Thief  
=====

- Items Required:
- Blue Gummi
  - Green Gummi
  - Clockwork Gobbo

The thief, obviously recently escaped from prison (meaning that either he wants the bird for food, or to sell for some less conspicuous clothing), will run away from you constantly, then wait for you to reach the next section before continuing his escape. What a tease. Anyway, don't worry about your speed, you'll catch up with him at the end of the stage regardless, so take whatever time you need to fully explore the environment and collect all of the goodies.

Follow the thief up the ramp and into the first cave. Use the swing rope to reach the top of the grate, and follow the right path when it branches to collect some crystals, including the RED CRYSTAL. You can try to jump down to the rocks underneath the grate if you want the HEART, then follow the rocks to a balloon that returns you to the cave entrance. Swing across the second rope to continue your pursuit.

Head down the ramp, then jump onto the grey stone walkway. Strike the checkpoint gong at the other end, then hop onto the log. Walk carefully across it (it's fairly narrow, so be sure to go straight), and either run past the Tarzan Dantinis, or jump and tail swipe them into oblivion. Back on solid ground, watch for the pit of spikes around the bend. Use the swing rope to cross it, then jump onto the hippo head to reach new heights. Stomp open the

two crates here, then swing across the two pits. Stomp open the crate on the left before going up the next ramp into the second cave.

Stomp open the crate on your right before jumping onto the lowest rock platform. To jump up the increasingly tall platforms, be sure to hold [X] until your jump is complete, for maximum height. After jumping down the last platforms, smash open the two crates, then head back outside.

Pursue your target along some wooden walkways around two separate trees, collecting many crystals as you go. At the end, before jumping onto the next hippo head, get the BLUE CRYSTAL from behind the tree on the left, and stomp open the right crate. Make your high jump off the hippo, then enter the third cave.

In here, you encounter some breakable boxes that will fall apart shortly after you step on them. Wait for the first one to regenerate after the thief's progress, then hop across. The path splits, but you must go each way in turn to get the crystal on either solid platform. You have a brief amount of time while standing on the breakable boxes to adjust your direction before you have to jump off again. Jump straight to the next single platform, then look to your right and note the platforms floating on the lava below. You'll be heading there next. The safest way to reach them accurately is to jump ahead to the middle breakable box, then to the one on the right, then let yourself fall straight down to the platform below. Jump past the HEART, and head to the gummi point. Use a Blue Gummi from your inventory while standing on it to reach the VIOLET CRYSTAL on the ledge above. Head back down and jump along the rocks to reach the balloon, then ride it up to the previous raised platform. Jump along the crates in either direction to a crystal, then to the floor at the end of the room. Before you leave, though, jump back along the breakable box on the other side to get the last crystal.

Back outside, you see a green gummi point directly ahead of you. Use a Green Gummi from your inventory here, and jump to the ledge behind you, where you find a Clockwork Gobbo point. Use one of those wind-up characters there.

CC Here, you want to keep your turns extra tight, with as few extraneous  
CC adjustments as possible, sticking to the right edge after your first  
CC turn. Collect the crystals as you go, including the GREEN CRYSTAL in  
CC the middle. At the very end of the path, past the HEART, is a valuable  
CC HEART POT, but you have to be quite precise in your movements to have  
CC enough juice left to reach it.

Use the hippo head to launch up to the thief's current location, then use the swing ropes to cross the platforms in pursuit. It's important to jump off the ropes as you approach the end of the swing so that you still have a small amount of forward momentum, and don't press forward on your controller more than just a smidge, so that you'll land properly on the platforms. If you lose a couple of hearts along the way, that could be okay, because if you've been collecting all of the crystals, you'll find the crate with the last five crystals on the other side of the spike pit, and collecting all 100 crystals fully restores your health, if I may remind you. Follow the thief across the wooden walkway, jumping past the Tarzan Dantinis, then strike him once to kill him once you've got him cornered on the other side. The bird will fly free. Collect the YELLOW CRYSTAL from behind the exit gong, taking care not to strike the gong inadvertently. The Golden Gobbo teleport orb will appear on the stone pathway. Go on, touch it.

GG Follow the wooden walkway, jumping past the Tarzan Dantinis, and taking  
GG special care to keep a safe distance from the ones swinging diagonally  
GG across the path before and after your jump. Go up the ramp to find the

GG final Tarzan Dantini. He swings over a breakable box. Jump to it so  
GG that you land just after he moves away from it, then immediately jump  
GG again to the far platform. Collect the GOLDEN GOBBO STATUE.

Strike the exit gong when you return from collecting the statue.

#### CRYSTAL LOCATION SUMMARY

- Red: On top of the grate walkway inside the first cave.
- Blue: After crossing two walkways that circle around trees, find the crystal behind a tree on the left.
- Violet: Inside the cave with the breakable boxes, at ground level on the right side, use a Blue Gummi to reach it.
- Green: Inside the Clockwork Gobbo run, which you must use a Green Gummi to reach.
- Yellow: Behind the exit gong.

=====  
1-5 Get the Gobbo's Sandwich!  
=====

Items Required: -Green Gummi  
                  -Clockwork Gobbo

Head up and left towards the first Firing Dantini, and jump or move to the side as he fires at you, then tail swipe to kill him. Find the start of the overhead grate, and jump up underneath it to grab on. Climb along the grate collecting the crystals, then jump down on the other side after the second Firing Dantini fires (he can't fire upwards at you while you're on the grate), then run in and kill him while he recharges. Head up the wooden walkway on the right, and go straight into the cave ahead (rather than turning right when the path splits).

Jump onto the vine-covered rock wall and climb upwards. Smash the crystal crate and jump up to grab the balloon. On the ground, your Spring-Boot-wearing Gobbo friend will hint to you that you need to throw him to the distant platform. Find him in your inventory and use him to collect the GREEN CRYSTAL here. All coloured crystals in this stage must be collected in this manner. If you're at a location where you can't use your Gobbo friend, his icon will be crossed out in your inventory. Climb up the vine-covered wall behind you, back up towards the balloon, then jump down on the other side and return through the cave.

Take the side branch on the wooden walkway now. Head down to the crate, which you will naturally stomp open, then start to cross the bridge. Make the first jump, then wait for the Dantini to fire on you. Jump over his shot, then kill him. Climb up the next vine wall. Half-way down the next bridge, notice the yellow balloon underneath you to the left, and the sandy platform directly below you. Carefully step off the edge of the bridge here to land on the platform, where you find a Clockwork Gobbo point. Pull one out of your inventory and get to work!

CC Move along the walkway, carefully negotiation the three 180-degree  
CC turns. Provided that you don't fall enough, you'll easily have enough  
CC momentum to reach the HEART at the end.

Use the balloon to return to the start of the bridge. You'll have to jump slightly out over the slimy water to grab its string. Go all the way down the bridge this time, and enter the cave.

There's a checkpoint gong in the corner to your right, so use it. There's no good reason not to. Jump up to hang from the grate over the lava, and swing along on the right side to collect the crystals. At the end, move to hang underneath the round section of grate, then wait there as it carries you up to the next level. Turn around and swing along the right side here to get more crystals. Repeat to go up one more level, and collect the crystals hanging there. Note that there is a Heart on the top of the grate, meaning that there must be some way up there. Press [X] to drop from the current grate to the top of the one below, then wait for the lift to return to this level at one end and step onto it. Ride it up to the top of the highest grate. But before you move up to the Heart, look to your left; you'll see the VIOLET CRYSTAL on a distant platform. Use your Spring-Boot Gobbo to collect it, while standing on the nearest corner of the unmoving grate section. Now walk across to the HEART and stop on top of the next round grate section, and ride it horizontally towards the exit. Jump down and head back outside.

Smash open the crystal crate on the right, then walk up to the end of the log. Stay on the ground until one of the Dantini's shots passes over you, then jump onto the log, run up and kill him. Follow the path to the next clearing. Rather than taking on the Dantini on the bridge there, turn left and circle the pit across solid land. Smash open the crate, then head into the next cavern.

Smash the platform crate in the corner to generate crumbling platforms leading up and over the lava. Jump up each of these, and across the breakable boxes on either side to reach solid ground once more. Smash the crystal crate, then use the Spring-Boot Gobbo to reach the BLUE CRYSTAL directly ahead. Strike the checkpoint gong and smash the other crystal crate, avoiding falling directly into a shot by the Firing Dantini. Jump to the Dantini and tail swipe him as you land, then hop over the rest of the way and enter the cave on the left.

You are now above the previous outdoor area. Cross the wooden bridge, stopping at the corner to use your Spring-Boot Gobbo to reach the YELLOW GEM. Jump across the crumbling platform at the end and enter the upper cavern.

Jump up to hang from the grate overhead, and swing forward to the middle of the crossroads. You'll notice a crystal crate on top of the grate here. To reach it, you can do a triple jump (press and hold [X] again while starting to stomp) to the upper surface of the grate from any point on land, or do a regular jump from on top of the cage on the left before you collect the key. Smash open that crate, then return to your underhanging ways. Collect the key in the area straight ahead from the room entrance, then go back to the middle of the crossroads under the grate and head to the side with the cage. Open it with the key and stomp open the platform crate inside, then cross under the grate to the opposite side. You might surmise that you could move more easily on top of the grate, but there are gems to collect along each of the four arms underneath. Press [X] to drop onto the first platform (created when you smashed open the crate on the other side) from the tip of the grate, then jump over the platforms and go back outside.

Use a Green Gummi at the gummi point to reach the ledge behind you with a HEART and the crate containing this stage's final crystals. Jump back to the ground and climb up the vine wall on the opposite side of the clearing. You'll find the evil crow, who won't attack you, but who will cause you damage if you touch it carelessly. Kill it with any attack. Before you leave this stage, however, there's still one matter to attend to. Go to the edge of the vine wall and use the Spring-Boot Gobbo to reach the RED CRYSTAL, then jump back to the ground below to find the Golden Gobbo teleport sphere.

GG Turn around and climb up the vine wall. Turn around at the top and  
GG jump across the two platforms to reach the GOLDEN GOBBO STATUE on the

GG opposite side.

Climb back up the final vine wall, and strike the gong to finish, after collecting the HEART behind it if you need one.

#### CRYSTAL LOCATION SUMMARY

- Green: Take the exit straight ahead on the wooden walkway from the starting area. Climb over the vine wall and use the Spring-Boot Gobbo down the other side.
- Violet: On the series of hanging grates, drop down to the top of one of them, then use the lift to reach the uppermost one and use the Spring-Boot Gobbo to reach the crystal in a corner.
- Blue: After jumping up the series of crumbling platforms over the lava lake, use the Spring-Boot Gobbo past the crystal crate.
- Yellow: On the wooden bridge crossing over another bridge outside, use the Spring-Boot Gobbo where the bridge turns.
- Red: After climbing the vine wall to the crow, turn around and use the Spring-Boot Gobbo on the right side.

=====  
1-B1 Soveena the Squid  
=====

REQUIRED TO ENTER: Complete at least three other stages in Sailor Village

Smash open the first two crystal crates, then move to the edge of the spike pit and jump up to hang from the grate. Swing along the grate collecting the crystals. At the T-junction, take the right branch towards the Firing Dantini. Drop off at the end after he takes a shot, which will pass underneath you, and tail swipe him. Smash open the crate behind him, then return to underneath the grate and return to the junction. Go right to collect the last of the crystals underneath. Drop to the ground at the end, then turn around and triple-jump to the top of the grate. Stomp open the two crystal crates to be found up there, then return to the exit from this area.

For the boss fight, walk into the TNT crate that the Gobbo helpfully drags out for you to pick it up. Now you just need to get it to Soveena. While on the beach, don't stay in one spot for long, or Soveena will toss a crate at you. With TNT in hand, head out to the end of the dock and jump to either floating crate when they're nearby. Float to the opposite end of its path of movement, then jump to one of the small barrels. Remember that even though Croc can swim, the TNT crate that he's carrying will explode and injure him if he falls into the water. From the small barrel, jump onto the larger barrel floating on its side, then drift towards Soveena. Face directly towards her, then press [Square] to toss the TNT crate, removing one marker from her damage meter. You can now jump into the water and swim back to shore. Don't dawdle as you do so, because Soveena will throw bombs into the water, somewhat randomly. Pick up a second crate and repeat the process. For the third pass, you'll notice that Soveena has singed some of the floating objects so that you'll be hurt if you step on them. All this does is limit your options for travel, but the jumps remaining are no more difficult than any other. Jump to the floating crate straight out from the dock, then to the barrel nearest the fence, then to the same larger barrel floating on its side to reach Soveena, and toss the final TNT crate at her. Now that you've shown here who's boss, she will retreat, and you will receive 50 crystals for your trouble, and your Heart Meter will be fully restored if this brings your stage total up to 100.

=====  
1-B2 Cannon Boat Keith  
=====

REQUIRED TO ENTER: Complete all stages in Sailor Village, including winning the boat race and defeating Soveena the Squid.

This stage starts automatically at the end of the previous one, after a short FMV. Note that the Baron's 'Wanted' poster of Croc is the cover art from the first game.

Follow the tunnel, collecting the crystals as you go, including those above the lava pits as you jump over them. As you approach an area with a red starfish imprinted in the ground, two Skeleton Dantinis will drop in on you. They don't pose much threat (which makes sense, as they're dead), so swipe them out of the way and continue. After two more Skeleton Dantinis that you first see as piles of bones, get the crystal above the crate before you smash the latter, then keep jumping over lava pits. On the far side of the second, a Skeleton Dantini will drop in, so stick to the left side until he appears.

Hey, nobody calls me a tearaway and gets away with it! (?) There are three jetties in front of you, each with a cannon at its far end. On your way up to each, watch out for Skeleton Dantinis dropping in on you (you can see their dots of shadows on the ground before they appear), and jump over any sections that have been knocked out by Keith's cannons. Do a tail swipe on your cannons to fire them, then return to solid ground and repeat at another jetty. Remember too that you can swim, so don't worry if you fall off a jetty. Just return to shore and try again. After the third hit, you receive 50 crystals in reward for Keith's defeat.

At this point, you can go to Swap Meet Pete to be transported to the next foreign land. You can also jump into the now-open hole in the beach, where you find yourself at the end of this stage (which is the same point as the start of this village) to replay this stage. Or, and what I suggest, you can enter the Golden Gobbo door for this village's secret stage...

=====  
1-G Sailor Tribe - Secret Mine  
=====

REQUIRED TO ENTER: Obtain the Golden Gobbo Statue for each of the five non-boss stages in this village.

The Firing Dantini straight ahead of you is avoided easily enough. Go left around him, and pass the island with the cage, in which you can see the puzzle piece. Go straight past the mine cart, and jump to the island with the two crystal crates. Smash them open, then jump back and ride the mine cart. For this ride, you only need to stay still to collect all of the crystals along the center of the tracks.

When you finally come to a halt, jump on top of the platform crate, but don't just stomp it open carelessly. Instead, do a triple jump from on top of it to grab the edge of the hanging grate above (the platform crate creates platforms in a different room). Pull yourself up and eliminate the Firing Dantini, then collect the loose crystals and break open the crystal crate up here. Jump back down to the ground, then move to the far end of the cavern, where a stack of crystal crates stands beside another mine cart. Break open the former and hop onto the latter, then enjoy another ride in which you will collect all of the



crystals without any effort on your part.

In the new cavern, eliminate the Firing Dantini, then hop across the platforms (which were created by the platform crate in the previous room) over the lava behind him to stomp open two crystal crates. Go back and enter the tunnel at the end of the cavern to find a KEY, a HEART, and a crystal crate. Return to the previous cavern, and ride the mine cart again.

Back in the cavern with the overhanging grate, enter the tunnel near the first mine cart. When you enter a new room, take the path to the right, jumping over a small lava pit to collect a couple of crystals. If you care to, you can jump down the crumbling platforms at the end here to reach a small area with a HEART and a Pirate Dantini, then return to the previous junction and take the other tunnel. At the end, you can see down into the starting cavern. Jump down, then jump to the cage to unlock it and pick up the JIGSAW PIECE. Your job is now complete.

As mentioned earlier, you can go to Swap Meet Pete's at any time after having defeated the second boss to be transported to the next village. Examine the crystal ball on his counter if you've already been there and back again to repeat the process.

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2. Cossack Village  
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Welcome to the great white North. Though 'Cossack' refers to a region around southern Russia (to my understanding), in this game the Gobbos inhabiting this region seem to draw more from Viking culture than anything else.

You begin just outside of Swap Meet Pete's hut.

The nearest stage door is behind you after you emerge from the hut. To the right of that is the Golden Gobbo door, but you'll have to enter that one last. Head out towards the top of the ramp to have a terribly cutesy conversation with the Cossack Village's King. Staying on the upper level, head out towards the train platform. There is a stage door at the end of the train tracks, and the boss stage for this village is directly across from the platform. Next, you must cross the frozen river. At the top of the ramp on the other side, go straight to find Lava Lamp Larry's shop in a large tree, though it's closed for now. Head back past the group of snowball-throwing children to find the last two stage doors.

You can also engage in a little mini-game by talking to the Gobbo building the snowman near Swap Meet Pete's hut. After talking to him, four snowman accessories will appear around the village. The HAT is nearby, in a corner near the Golden Gobbo door. The carrot NOSE is on the far corner of the train station platform. One ARM is behind the large tree that serves as Lava Lamp Larry's shop, and the other ARM is behind a smaller tree on the opposite end of the same level (i.e. on the same side of the frozen river). Return them all to the Gobbo who gave you the quest to receive 100 Crystals on your loyalty card. Now on with the stages!

=====  
2-1 Save the Ice Trapped Gobbos!  
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Items Required: -Purple Gummi  
-Clockwork Gobbo

Smash open the crystal crate to your left at the start. There are two bridges leading away from the starting platform; take the furthest one first, off to the right. Note the frozen block with the TNT barrel inside of it. Jump on top of it, then straight up again to grab the YELLOW CRYSTAL. Next, push the frozen block forward along the icy path. It'll click once it touches the button in the ground ahead, but you need to push it all the way forward for it to officially register and raise half of the bridge to the left. Stomp on the crystal crate to the right, and use a Purple Gummi on the Gummi point on this island. Move far forward as you bounce on it to reach a ledge with a platform crate and two crystal crates (all of which you must smash), as well as the RED CRYSTAL and a HEART. Use the new crumbling platforms to return to the previous area.

Cross the raised half of the bridge and jump across the gap. On the left, stomp on the ground where there is a cracked frozen circle to fall into a cave. Below, ring the checkpoint gong, and smash open the crystal crate and the platform crate. Cross the crumbling platforms to the corner and stand on top of the second platform crate. Do a triple jump from on top of it to smash the crate and also collect the VIOLET CRYSTAL high above it. Jump up the new crumbling platform to the upper ledge and rescue the trapped Gobbo. Smash the crate up here and ride the balloon back down. Use the jelly to bounce back above the surface. Above, the Gobbo will press the button and hold the previous bridge up. Cross it and push the frozen block across it.

Continue pushing the frozen block forwards over the icy path. As you approach the other end of a short canyon, look to your left to find another crystal crate and a stompable ground spot behind it. Drop down into the next cave there. Ring the checkpoint gong and smash the crystal crate, then jump up the breakable boxes to reach the ledge with the Gobbo and another crystal crate. Now, instead of taking the balloon back down, jump onto one of the nearest two breakable boxes and let yourself fall straight down. Collect the BLUE CRYSTAL, and smash the platform crate beside it. Jump across the new crumbling platforms to return to the starting area, and use the jelly to return above ground.

After the newly-freed Gobbo chops down the tree ahead, push the frozen block across it. On the far side, smash the crystal crate, then stand on the Clockwork Gobbo point and use one of your mechanical friends.

CC There is a tree directly ahead of you. Go around it on either side,  
CC but try to stay close to that you don't lose too much momentum.  
CC Straighten out again on the other side and go up the bridge. On the  
CC far island, veer left at the end of the path to get the GREEN CRYSTAL.  
CC If you have enough juice, you can do a 180-degree turn and try to get  
CC the HEART on the other side, but collecting the crystal should be your  
CC first priority.

At this point, if you've been collecting all of the coloured crystals, the Golden Gobbo teleport sphere will be nearby. Touch it to begin a challenging section.

GG Jump to the swing rope and check out what lies ahead. You need to  
GG cross three breakable boxes and catch another swing rope on the far  
GG side. You want to be jumping to the last box as the second swing rope  
GG is moving away from you, so that you can jump to it on its way back.  
GG If you manage to grab hold of it, you're all clear as you leap to the  
GG GOLDEN GOBBO STATUE and teleport back.

Jump across the rotating bridge carefully. On the far side, stomp through the

weak icy spot on the right. Smash the crystal crate on the right, then line yourself up with the breakable boxes and swing ropes. Jump to the first box as the rope approaches the far end of its swing, then jump immediately forward to grab the rope as it swings back towards you. Jump off the rope as it nears the end of its forward swing to land on the solid platform. It's easier doing the second half, since grabbing the rope in the first place presents no difficulties. Again, though, let Croc land himself square on the box by jumping off the rope near the end of its swing, while you still have a little bit of forward momentum. Immediately jump to the far ledge and rescue the Gobbo, smash the crates, and cross the new crumbling platform to the other side. Bounce on the jelly to return above ground.

Your newly-rescued Gobbo jams the gears on the spinning bridge, so that you can push the frozen block across it. At the corner of the icy path, push the block to the left down another bridge. It will automatically enter the cave at the other end, so smash the crystal crate next to the entrance, then head on in.

Inside the last cave, jump to the top of the stack of boxes and grab the loose TNT barrel there. Throw it at the section of the wall directly across from the cave's entrance to free another Gobbo, and reveal a crystal crate. There is another crystal crate to break open in the main room. Move towards the red button until the Gobbo speaks, then jump on top of the frozen block, and your new friend will activate the lift to bring it and you to the next ledge above. Push the block outside.

The final Gobbo chops the ice away from the TNT barrel. Before you pick it up, smash open the last two crystal crates on this island. Carry the barrel across the short bridge, and throw it at the snow over the exit, just past the frozen well.

#### CRYSTAL LOCATION SUMMARY

- Yellow: Where you first find the frozen block with the TNT barrel inside of it, jump up from on top of the block, or do a triple jump if you've already pushed the block away.
- Red: Use a Purple Gummi just past the starting position of the ice block with the TNT barrel inside of it, and bounce to the high platform ahead.
- Violet: In the first below-ground cave, do a triple jump from on top of the second platform crate.
- Blue: In the cave where you jump up the series of breakable boxes, drop straight down underneath the top right box.
- Green: In the Clockwork Gobbo section, to the left at the end of the path.

=====  
2-2 KaBoom! It's Roger Red Ant  
=====

Items Required: -Blue Gummi  
                  -Clockwork Gobbo

~~ First room ~~

This is a fairly challenging stage. From the start, turn left and find the Gummi point in the corner. Use a Blue Gummi and bounce up to the ledge above. Smash open the first crystal crate, then jump across the gap behind the wall to reach a second crate. Return to ground level and smash open a crystal crate here, by the edge of the right lava pit. Move up between the two Fire Dantinis. You must complete each side of the stage here by climbing past the

Fire Dantinis in turn before then center doors ahead of you will open. To get past one of the Dantinis, stand facing him, then wait for both Dantinis (the one in front of you and the one behind you) to have fired over your head before jumping up and tail swiping your target. Jump up the remaining columns and over the breakable box to reach the far ledge, then enter the doorway.

~~ From first room - left side ~~

After a taunt from Roger, run forward to pick up the bomb box. The race to the exit is fairly straightforward; simply jump across the hazards as you come to them, and follow the direct path. This may be the first time that you encounter plummeting floor sections. The disjointed flooring will collapse shortly after you step on each piece; here, you can run straight over them, or jump to each for greater safety. Go up the tunnel at the far side of the pit. Press [Square] to throw the box at the door once you reach the end. You didn't miss any crates or crystals or anything like that, so go straight ahead through the door.

In the next room, you have a series of timers to beat as you race along the walkway. To complicate matters, if you want to collect all of the crystals, you have to do this within the time limits given as well (you might think that you can retrace your path after the final timer is deactivated, but the lifts that carry you down will then go back up and become unreachable to you, leaving you stranded). At the very start, while Roger is talking and before the countdown begins, head left and smash open the first crystal crate. Next, jump to the walkway and run along it. Jump across the corner past the Fire Dantini, rather than fighting him (though that works too). Watch for the round timer in the ground on the left, and stomp on it to deactivate it. Return to the path and keep running. At the first left branch, go up and quickly jump on top of the crate to smash it and get the GREEN CRYSTAL. Go straight to the tip where the next timer awaits your stomp, then go along the nearby side branch. Jump to the round lift, ride it up, then jump straight ahead to the next level of the walkway. Run along the full length of it, jumping across the plummeting floor sections, to the timer at the very end. Stomp that, then return to the most recent junction and head out to the second lift. Turn left as you rise and jump across the plummeting floor section here, then left on the solid walkway to stomp on the final switch. You may now take your time advancing to the next Fire Dantini. Eliminate him, then free to Gobbo over the bomb crate to the left by touching him. Continue along the main walkway, jump over the floor sections, then hop into the well to return to the starting room.

~~ From first room - right side ~~

Jump up past the Fire Dantini and enter the tunnel. It's another timed box-carrying section. Walk into the bomb box to pick it up. Run along the path, jump over the breakable box, then up to the door and press [Square] to throw the bomb box at it. Enter the next room.

Here, you have a limited amount of time before all of the exploding crates in the room go sky-high, but it doesn't mean certain death for you, just the inability to reach all of the crystals, so hurry up anyway! Jump across the exploding crates as you would any other disappearing platform. Back on solid land, jump to the tied-up Gobbo to free him, then jump ahead off the breakable box before it, well, breaks. Quickly leap to the next floating island ahead with a crystal on it, then across the last exploding crate towards the exit. There is a side path with two very small islands over a tunnel of lava, which you would need to take it you didn't cross the last exploding crate in time.

Back in the central room, you can now advance through the main door. Smash open the crystal crate on that side before you do.

~~ Second room ~~

Strike the checkpoint gong, then check out the room. If you're very attentive, you'll notice a ledge over top of the entrance to this room. To reach it, you must hop on top of the frame holding the checkpoint gong, then jump to the ledge. There, you'll find a HEART, and further in a crystal crate and the BLUE CRYSTAL. Return to the floor. Once again, there are pathways to the left and right that you must complete before the main doors ahead will open. I'll start with the left again.

~~ From second room - left side ~~

Jump to the crystal crate on the island and stomp it open, then jump towards the Fire Dantini. Wait for him to shoot over your head, then jump over the breakable box and take him out. Continue jumping up to the ledge and enter the doorway.

This is pretty much the same as the last bomb box areas, with the added hazard of a small lava pit in each tunnel to jump over, and a large rolling barrel that you must get by. Wait for it to roll past you freshly before running past it. Toss the box at the door at the end to open it.

In the next section, there's no timer, so please take your time and do it properly. Jump on top of the crystal crate and wait for the Fire Dantini to shoot, then jump down and kill them both before smashing open the crate. Ahead, wait far enough back that the Dantini won't fire at you while the barrel rolls past the middle, then run in, jump and tail swipe the Dantini. Keep advancing in this way. At the lava pits, kill the Dantini then jump to the center island. Jump to the column on the right to get the RED CRYSTAL, then to the left to rescue a Gobbo. Continue past the rolling barrels, smashing open the crystal crates and eliminating the final Fire Dantini on the way to the well.

~~ From second room - right side ~~

Jump up to the doorway past the Fire Dantini. Grab the bomb box, then run up the tunnel, jumping over the small lava pit near the end. The swinging fireballs are over the first and last islands; the perspective is a bit funny, but trust that you're safe on the largest, middle island. Pause there a moment to get your timing right for the next jumps. Jump over the lava pit in the second tunnel, then throw the bombbox at the door and head on through it.

In the next room, jump to the platform with the arrows on it. It will float in whatever direction you face. You must maneuver it to collect the crystals, without getting caught in the periodic steam jets that shoot out of the columns. But note that if you do get hit, you merely lose a Heart, but you don't get killed outright, so you can still continue in this section. Once you've got all of the crystals, jump off the arrow platform at the far end. Jump to the breakable box to nab the Gobbo, then jump into the well to return to the main room.

Break open the crystal crate on the ground before you exit, if you haven't done so already, and enter the final room.

~~ Final room ~~

To your left, you'll find the Clockwork Gobbo point, so pull one out of your inventory and use it.

CC This area is quite straightforward, but you need to be very efficient  
CC in your movements to have enough juice to reach the VIOLET CRYSTAL at  
CC the end. Don't be surprised if you need to use a couple of Clockwork  
CC Gobbos before you're successful.

And now, in this final room, you again must complete both side paths before the exit straight ahead will open. Jump up to the walkway, where the YELLOW CRYSTAL is sitting at the crossroads. If you've been collecting all of the coloured crystals, then the Golden Gobbo teleport sphere will appear ahead of you.

GG This section is fairly straightforward. Jump ahead over breakable  
GG boxes. Stop on the solid island and watch the swinging fireball. Time  
GG your next jumps to clear it, though even if you get hit, as long as you  
GG don't fall into the lava, you can still collect the GOLDEN GOBBO STATUE  
GG at the end.

At the crossroads, again take the left branch, and enter the doorway after a long jump.

~~ From final room - left side ~~

Instead of carrying a bomb box, you must race a fuse along the path to the end. It will blow up several exploding crates along the way, so be sure to reach them before the fuse does. Go up the tunnel, jumping over the two lava pits. In the next room, jump up the three exploding crates (if you don't reach them in time, the path to the right takes you up to the top, but it takes much longer). At the top, go through the tunnel directly ahead of you and jump over the tiny islands past the lava. Jump to the winding walkway, then to the Gobbo on the extremely large bomb crate at the end. Jump into the well before the fuse reaches the bomb crate, if you don't want to lose a life.

~~ From final room - right side ~~

This one is another fuse chase. Run up the tunnel, then jump across the exploding crates and floating platforms over the lava pit (there's also a side path that takes you to the top, but it takes much longer). At the end, run by the Gobbo to free him, then keep going straight and jump into the well before the big box explodes.

After that, just go straight up from the crossroads past the last Fire Dantini to the final showdown with Roger... which turns out to be quite short.

#### CRYSTAL LOCATION SUMMARY

- Green: On the left path from the starting room, in the area with the timer switches, after the first timer switch, on the left side over a crystal crate.
- Blue: In the second main room, jump on top of the checkpoint gong, then to the ledge over the entrance. Go into the back room.
- Red: On the left path from the second room, on top of a column to the right, opposite a Gobbo.
- Violet: In the Clockwork Gobbo section, found in the left corner as you enter the final area, at the very end of the run.
- Yellow: In the center of the floating crossroads in the final room.

Items Required: -Blue Gummi  
-Clockwork Gobbo

Despite the tone that the music sets, there's no real rush to complete this stage under any kind of time constraints, so feel free to take the time to explore. Follow the train tracks until they pass over some ice. Jump to the Gummi point on the right there and use a Blue Gummi to reach the RED CRYSTAL on top of the column. Go back along the tracks a short distance and follow the line of crystals that veers off to the side. Jump as the Dantini fires on you, and tail swipe him on your way back down. Head into the tunnel and eliminate the next two Firing Dantinis in the same way. Jump up the columns to the highest one, then turn left and jump down to new ground there. Eliminate the next Firing Dantini and enter the passageway he was guarding. Watch for the giant crusher, then pass by after it rises again to collect the GREEN CRYSTAL. Jump back to the highest column, then left over the crumbling platform to continue along your original direction.

Once you reach the edge of the path, with the Firing Dantini to your right, wait on your side of the chasm until he starts to fire, then jump to the center platform, turn and jump and attack him. Turn around and jump to the crystal crate to smash it open, then back to the middle and continue on your merry way outdoors.

Follow the ledge to the right, jumping over the gaps as needed. At some points, boulders will fall down periodically. There will be a string of pebbles, followed by three or four boulders, then a pause during which it is perfectly safe to jump across. Take a right at the end of the path and re-enter the caverns.

Jump up the columns to collect the crystals. Ahead, wait for the swinging logs to move back apart before rushing past them. On the other side, strike the checkpoint gong and circle the column, collecting the crystals. Jump across the platform to the other side of the chasm, and stomp open the platform crate. Return to the previous floating platform, then cross the crumbling platforms to the side, where you'll find the VIOLET CRYSTAL and a crystal crate on top of a pair of columns. If you fall to the ice here, you can return to the top of the columns with a triple jump. Return to where you found the platform crate and head through the door.

Jump up to the first platform above the ice, then wait there for the Firing Dantini's shot to pass over you before jumping up and killing him. Do a triple jump to the highest column to reach the crystal crate. Ahead, stay on the ice floor as the next Dantini fires, then jump up again to kill him. Jump to the top of the stack of crystal crates, and do a triple jump to reach the HEART on the tall column ahead, then quickly jump back down to collect the crystals you revealed before they disappear. Smash the bottom crate as well, then continue moving forward. Jump to the floating solid platform, then turn and jump on top of the crate over the Firing Dantini's shot. Jump and eliminate him, then turn around and smash the crate. Return to the center platform and keep going on.

Wait for the swinging logs to pull apart again before passing by them. Note that even when they're closed, you can still be damaged by touching them, so keep at least a little distance away until you can run through. Kill the Firing Dantinis as you come to them, especially the second one before you open the crystal crate. Collect the crystals here carefully, as the surface is slippery. Move onward to the Clockwork Gobbo point in the middle of the path.

CC You take off like a rocket. Go straight through the intersection, and  
CC follow the path as it turns to the right three times. Try to keep your

CC turns efficient (i.e., don't waver back and forth across the path much)  
CC so that you'll be able to reach the HEART at the end of the run.

Head outside again when you're finished. Follow the path to the right again, waiting where necessary for the falling rocks to pass before jumping over the gaps. Hand a right at the end to go back indoors once more.

Strike the checkpoint gong (finally!) and jump up the columns to stomp open the crystal crates. Ahead, avoid the circling ghost-creature and move right along the strip of ice to jump to the BLUE CRYSTAL. Return to the center and jump right to continue your advance through the stage. At the next ghost, again just avoid him and take the left branch to jump to the crystal crate. There is a third ghost circling the clearing ahead, after the winding icy path, with a crystal crate in the center. After that, the path turns, then you jump to a solid floating platform, then left to more ice and snow.

Ahead, pass the columns, then jump back up them from the lowest one if you need the HEART on the tallest one. Kill the Firing Dantini between the two crystals, then continue to reach the cage containing the YELLOW CRYSTAL. Stand on top of the cage and triple jump to reach the bridge overhead, then follow it in either direction to circle around to a cavern with the KEY and the final crystal crate. Return to the cage with the Key to open it and grab the crystal, then use the Golden Gobbo teleport sphere that appears nearby.

GG Move ahead and kill the Firing Dantinis carefully, jumping over their  
GG shots as you approach them. Occasionally, for some unknown reason,  
GG after killing a Dantini you will be propelled vigorously in some  
GG direction, and here that could mean falling into the abyss and having  
GG to do the stage all over. If you have Hearts to spare, don't worry  
GG about taking a hit or two, as long as you don't die outright. Take  
GG care on the slippery surface as you wind along the path. After the  
GG third Firing Dantini, you reach the GOLDEN GOBBO STATUE and return to  
GG the bridge over the cage you recently unlocked.

Head through the cave to the final room. Immediately run to the switch up and to the right, then tail swipe it to switch the tracks. When the train comes to a halt, walk up it to free the Gobbos.

#### CRYSTAL LOCATION SUMMARY

- Red: Follow the train tracks to the Blue Gummi point on the right, then use that to reach the crystal on the nearby column.
- Green: After passing the tunnel with the Firing Dantinis, take the next left and get the crystal behind the crusher.
- Violet: After the column with the crystals circling it, smash the platform crate, then go back and take the side platforms.
- Blue: Where you encounter the first ghost creature, move right along its platform and jump to the crystal.
- Yellow: Inside a cage, before the final room of the stage. Triple jump to the bridge above it and follow it to find the key.

=====  
2-4 Hang Glider Valley  
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Even if it weren't the easiest stage ever, it certainly is the most peaceful. You can move left and right, and can move downwards as well by pressing up on the [L stick]. Fly into the updrafts for a little lift.

Go straight at the start through the ring of crystals, which will all be



collected automatically, then continue to the first floating Gobbo. Head into the updraft, then veer slightly to the right to rescue the next Gobbo. It's back to the center after that, then to the right around the floating island to collect the RED CRYSTAL. Take a sharp left as soon as you pass the island to get the third Gobbo. Head right and push yourself downwards to pass through a series of crystal rings, with the GREEN CRYSTAL found after the first one.

The second updraft will push you to exactly the right height for the next crystal ring and the Gobbo beyond it, all down the middle of the path. Move to the left and down slightly to collect the VIOLET CRYSTAL before passing under the center wooden arch. Continue flying to the right to reach the BLUE CRYSTAL, followed shortly by another Gobbo, then float left through another crystal ring to the last Gobbo. Move all the way to the right again to collect the YELLOW CRYSTAL. Now, in order to collect the GOLDEN GOBBO STATUE, you'll have to have enough lift to reach the end of the runway. If you fail the first time, try again, and this time, from the last updraft, move down just barely enough to collect the Violet Crystal, and don't push yourself down any more after that.

This is a quick and easy level to replay in order to build up your crystal total on your loyalty card, for those times when you need to keep buying a particular item to make it through a certain stage.

#### CRYSTAL LOCATION SUMMARY

- Red: To the right of the floating island after the first updraft.
- Green: After the first crystal ring in a set of three, before the second updraft.
- Violet: On the left side, just before the wooden arch with the down-pointing arrows painted on it.
- Blue: On the right side, after passing under the wooden arch.
- Yellow: On the right, before you reach the landing strip.

=====  
2-5 It's Just Snowball Madness!  
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Well, it's certainly more difficult than hang gliding. Carefully steer your snowball with the [L stick]. If ever you think you're picking up too much speed, just push in the opposite direction. Roll straight down and maneuver around the first ramp. It might take a short while to get the hang of the controls. Stay in control of the snowball at all times. When you reach a snowy field again, keep rolling down until you reach the RED CRYSTAL, then roll in between the rails for an effortless ride.

At the other end of the rails, roll up the hill and stay near the rock wall. Roll over the crystal crate to smash it open, and make sure that you've got all of the crystals before moving on. Straight down from here on a small outcrop, you'll find the GREEN CRYSTAL. Continue to the right to reach the first Firing Dantini; roll into him to kill him. If he fires on you, you can also jump in place on top of your snowball to avoid the shot. Break open the crystal crate above him, then keep moving to the right along the cliff wall, killing a couple more Dantinis as you encounter them. Before you mount the next ramp, roll underneath the floating checkpoint gong, and jump up to ring it.

The ramp will shortly split. Take the left branch first, rolling uphill a fair distance. Go around the loop at the top, taking the short arm on the opposite side to reach a HEART and the VIOLET CRYSTAL. Go down the other side of the loop to smash the other crystal crate, then roll back down the ramp, taking care not to pick up too much speed. Take the right branch when you return to

the fork in the ramp. At the next junction, take the short lower fork to reach a single crystal, then the other one to continue your journey. Slow down as you approach the side ramps, down which Dantinis will slide and try to hit you. Let them pass, then continue to the left. At the next crossroads, take the path leading up, then follow the loop to the opposite end and head right at the HEART to collect the BLUE CRYSTAL, which appears like any other crystal until you acquire it.

On the next snowy island, continue left past the Firing Dantini along another short curved ramp, then jump to the checkpoint gong below. Follow the path of the crystals downward, then up a small outcrop to the right and back again. Keep rolling downward to a field with three Firing Dantinis. Eliminate them, and carefully roll left to the crystal crate, making sure to pick up all of its crystals before you continue to the second rail run.

Go uphill at the end of the rail run, then go down around the pit once you reach the cliff wall to collect the YELLOW CRYSTAL. Once past the pit, go down along a small arm to a crystal crate, then back up to the Dantinis. Eliminate them, and go up a small valley past another Firing Dantini to another crystal crate. Continue to the right along a cliff wall and mount the final ramp. Go slowly to let the Sliding Dantinis pass by ahead of you. Collect the final crystals and the GOLDEN GOBBO STATUE before the end of your run.

#### CRYSTAL LOCATION SUMMARY

- Red: At the bottom of the first narrow ramp, before you mount the rails.
- Green: Straight down from the first crystal crate, after the first rail ride.
- Violet: On the second ramp, take the left path when it splits and go around the loop at the top.
- Blue: On the second ramp, after passing the first sliding Dantinis, go up or down at the crossroads, then right at the heart. The crystal is disguised as a regular crystal.
- Yellow: At the end of the second rail run, down from the start of the cliff wall.

=====  
2-B1 Flavio the Thermal Fish  
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REQUIRED TO ENTER: Complete at least three stages in this village.

Jump into the hot air balloon after speaking to the nearby Gobbo once the entrance to this stage appears near Swap Meet Pete's shop. You can fly the balloon around the arena with the [L stick], and press and hold [X] to make Croc lower the balloon. There will be an ice block somewhere around the arena at all times; lower Croc to it and he'll automatically pick it up. Just make it a controlled flight downward, because if Croc hits the ground, he'll lose a Heart.

Of course, Flavio doesn't care for your actions, so he'll spit water bubbles at you periodically. Simply stay in motion to avoid them. Once you pick up an ice block, press [Square] to drop it when you're over top of Flavio (watch your shadow to check your position). He'll retreat underwater. You must then pick up a second ice block and drop it into the water before Flavio re-emerges. Doing this will freeze the water, causing Flavio one point of damage. Do this three times, and you win. Flavio reappears more quickly each time, so waste no time in picking up the second ice block and dropping it in the water. Also, after each hit, Flavio fires more water bubbles before resting for a moment.

All in all, though, this stage is quite simple. You receive 100 crystals for your victory.

=====  
2-B2 Lava Lamp Larry  
=====

REQUIRED TO ENTER: Complete the tasks assigned in all five stages in this village, and defeat Flavio the Thermal Fish.

Once you achieve the required tasks, this stage begins automatically. There are four lava pits around the room. At one end of the stone path, an ice block will appear. It will be replaced whenever it is destroyed. Lava Lamp Larry appears randomly from one of the Lava pits, and either looks around with his arms spread out, or throws a fireball at you from each hand. You want to position yourself so that one of the fireballs hits the large ice block and partially melts it, while dodging both fireballs yourself. You can push the ice block anywhere you like to make this easier. Once the ice block has shrunk, walk into it to pick it up, then carry it to any of the pits and throw it in with [Square]. You may notice the puffs of steam that come out of the pits, forming the number '2' initially. This will change to '1' once you throw in an ice block, then the pit will freeze over after you throw in a second block. Repeat this for all four lava pits, and the stage will be complete.

You receive 100 crystals for you trouble, and your Heart Pots will also be completely refilled as a result.

=====  
2-G Cossack Tribe - Secret Ice Cap  
=====

REQUIRED TO ENTER: Obtain the Golden Gobbo Statue from each of the five non-boss stages in this village.

Go up the bridge directly ahead of you. At the top, wait for a rolling barrel to pass, then go to the crystal crate and stomp it open. Wait near the start of the bridge for another barrel to pass, then run across and move to the side as soon as you reach the other end. You'll note that the barrels follow the icy path. Repeat this crossing to the next island, stomp open the crystal crate there, then prepare to run up the longer bridge. If you start running as soon as a barrel passes, then the next will fly over top of you, missing you, as you run up the bridge.

Above, break open the crystal crate, then start up the bridge as soon as a barrel passes you. Again, you'll duck underneath the next barrel. At the top, follow the row of crystals, but wait for the falling rocks to pass before entering the valley. Repeat for leaving the valley at the other end. Stomp on the crystal crate at the end of the icy path, then on the platform crate to the left. Go up the series of crumbling platforms behind the platform crate. Smash open the crystal and platform crates on the next landing, then follow the next series of crumbling platforms. Repeat this twice more, then follow the crystals until you enter a cave.

Out the other side, barrels come rolling in from three directions. Go up the right bridge, immediately after a barrel passes, and smash open the three crystal crates above. Keep following the bridges upward. Defeat the Firing Dantini, then hop across the crumbling platforms to an island with a lone crystal crate, stomp it, then return once the platforms regenerate. Take the

other bridge down to the center island, go straight past the tree and up to the left side of this area. Defeat another Firing Dantini, then take the crumbling platforms here out to the KEY and a crystal crate, and back again. Before returning to the center, go down the other bridge to find the last three crystal crates, giving you a total of 100 crystals.

Return to the center island and move away from the point where the barrels begin their run. Here you find the cage containing the JIGSAW PIECE. Unlock it with your key and collect it to complete your task.

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3. Caveman Village  
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Behind you after you emerge from Swap Meet Pete's hut is the village's king, who will give you the task of making Ginger Soda for the village. If you remember from talking to Cossack Village's king, to make Ginger Soda you need a bucket, a big box of fizz, a ginger root, and a box of sugary goodness. Running around to find these items is a good way to explore the village and see where the entrances to the various stages can be found.

Stay on the level where the king assigns you the task. Run towards the buildings on the other end and look left to find the BOX OF FIZZ. The entrance to the racing stage is here as well, but you can't enter it until you find the wheels to the racer in other stages. Return to Swap Meet Pete's hut and go up the ramp to the village's upper level, where you'll find the entrances to two stages, each of which contain some of the wheels for the racer. Jump across the lavafall via the stepping stones (note that in this village, you can actually be hurt and lose Hearts, unlike the previous villages). Go past Stonehenge (don't step in the fire!) to find another stage door, then go down the ramp to the right into a small enclosed area with the Golden Gobbo door and a BOX OF SUGAR. The first boss door is also located down here, though it's all boarded up for now. Go back up and walk past Stonehenge, going down a ramp to the final area. On the right, grab the GINGER ROOT underneath the lookout. Go past the cook pot and jump into the water to collect the BUCKET. Walk up to the pot to toss everything in, making Ginger Soda, and proving that yes, a bucket can indeed be an ingredient.

Return to the king to collect your reward of 100 Crystals, added to your loyalty card. Now, you can start completing the stages. Also of interest in the village, you can talk to the witch doctor by the cook pot to make it rain or snow. From the king's position, go up the ramp and start clearing those stages.

=====  
3-1 Find the Wheels in the Jungle!  
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Items Required: -Blue Gummi x2  
-Clockwork Gobbo

Move up and kill the first Caveman Dantini, then jump across the lava pit and kill the second one as well. Stomp open both crystal crates, then climb up the back wall in the middle, where it is covered in hand- and foot-holds. Go around the rim, past the locked door to the crystal crate and smash it open before crossing the bridge. Stomp on another crate on the far side, then enter the cave.

Jump on top of the lower hanging grate. Move to the middle, then jump up to hang from the higher one, and swing back underneath it to collect the KEY. Drop back down to the lower grate, then move aside a little bit and do a triple jump to get on top of the higher grate, where you can stomp open two crystal crates. Hop back down to the lower grate and follow it to the end, then do a long jump to the platform, then use the swing rope to reach the far landing. Go up the tunnel and jump across the lava pits, the second one using the small rocks as landing points. In the dead-end room, collect the RED CRYSTAL and use a Clockwork Gobbo while standing on the gears icon.

CC You are on top of a grate that goes in a loop, around which you must  
CC make one full rotation, collecting the crystals and a HEART in the  
CC process. Like in all such areas, keep your wavering back and forth  
CC across the path to a minimum in order to have enough momentum to reach  
CC the final crystal. Ignore the Heart and crate in the distance, you'll  
CC have to reach them as Croc later.

Retrace your steps through the cavern to return outdoors, then re-cross the bridge and use your key on the locked door there.

Head across the long bridge, and jump onto the altar on the other side to collect a RACER WHEEL. Enter the cave behind it. Smash open the platform crate, and use the platforms to cross the lava lake. On the other side, veer left to reach the gummi point and use a Blue Gummi to bounce up to the ledge above. Grab the HEART and smash the crystal crate, but don't bother trying to reach the grate beyond this ledge; that's where the Clockwork Gobbo run was. Jump back down and head to the other side of this landing. Smash open the crystal crate, then line yourself up with the swing rope. Carefully jump off the far end of the swing, allowing yourself to land on the small platform.

Do a tripe jump to grab onto the grate overhead. Swing along it to the center of the T-junction, then drop straight down to land on a small island with a crystal crate. Smash it, then turn around and jump to the island with the pink balloon. Use that to return above, then swing across the rope again and jump up to grab the grate once more. This time, go right at the T-junction and drop down to collect the GREEN CRYSTAL. Jump back up to the crate and continue to the far end. Drop down, then use the swing rope to reach the far landing, where a Caveman Dantini awaits. Get past him, then go up the tunnel, jumping over lava pits and breaking open two crystal crates along the way. When you emerge at the top, stomp on the crystal crate to your left, then do a triple jump to get on top of the hanging grate. Cross it, collecting the loose crystals, jump off the far side, and enter the unlocked door to return outside.

Kill the circling Caveman Dantini, and strike the checkpoint gong here. Jump across the lava and collect the crystals underneath the dinosaur skeleton. On the left, use a Blue Gummi at the gummi point. Bounce up, kill the Caveman Dantini, then jump on top of the crystal crate to collect the VIOLET CRYSTAL. Smash the crate too, then jump back down and move to the edge of the lava lake. Carefully jump onto the head of the munching creature when it swings close to you, then to the second one, and then to the island with the platform crate, whose platforms will make the trip back easier. Move up towards the Dinosaurs. You have to hit each one twice to kill it; the first hit will only stun it momentarily. Alternately, you can try to run past them, but they run faster than you, and if they notice you they'll give chase. Once you make it into the ring of stones, you'll be safe from the Dinosaurs, but there's a Caveman Dantini in here to take out as well. Move past the ring of stones to find a KEY along the rear wall. But don't go back yet! There are several crystals, including the BLUE CRYSTAL, on top of the Stonehenge-type rocks in the ring. Use the smaller rocks to jump or triple jump to the big ones with the crystals. Once you've collected all of them, run back across this area to re-enter the

previous cavern.

Head up to the locked door on your current ledge and open it with your key. Cross the long bridge, then grab the RACER WHEEL on the altar on the other side. Do a triple jump from on top of the altar to the top of the left stone marker to find the YELLOW CRYSTAL. Jump to the ground and touch the Golden Gobbo teleport orb.

GG Run and jump to the grate platform, then follow it to the far end. The GG swinging fireballs don't all just swing perpendicularly across the GG path; the first is somewhat diagonal, and the second swings directly in GG line with the path. To get past that one, wait for it to swing towards GG you, then run under and ahead of it until you're clear. Jump to the GG landing at the end and grab the GOLDEN GOBBO STATUE.

Enter the cave behind the altar to return to the starting area for this stage. Make your way back down to the ground and exit through the cave marked with the arrow.

#### CRYSTAL LOCATION SUMMARY

- Red: In the cavern where you find the first key, continue to the end. The crystal is over the Clockwork Gobbo point.
- Green: In the cavern after collecting the first wheel, go right at a junction while hanging from a grate and drop down at the end.
- Violet: Above the outdoor Blue Gummi point, on top of the crate.
- Blue: On top of a stone in the large Stonehenge-type ring, past the Dinosaurs.
- Yellow: On top of the stone marker to the left of the altar where you find the second racer wheel. Triple jump to reach it.

=====  
3-2 Find the Wheels in the Mine!  
=====

Items Required: -Green Gummi  
-Clockwork Gobbo

This area has much more dangerous mine cart rides than previously; you can actually get killed while riding here, and the cart moves fast enough that often the only way to know what to do is to get killed first. Jump onto the first mine cart and go flying off. As soon as you pick up a couple of crystals, tilt to the right to take the track leading off there (the one directly ahead sinks you into the lava). Lean left after that, as the right half of the track has disintegrated, then right for the next curve. Lean left immediately after that to collect the crystals, then jump as you reach a break in the tracks. Finally, you come to a halt. Jump off the cart, which breaks apart. Move up to the Clockwork Gobbo point and use one from your inventory.

CC This path is a bit more winding than previous ones. Follow the CC crystals as the grate curves left and right. When you see a HEART to CC the right, you have the option of taking the loop that it's on, or just CC plowing straight ahead. If you choose the former, you'll have a little CC less juice left, but should still be able to reach the RED CRYSTAL at CC the end of the run fairly easily.

Enter the doorway ahead and strike the checkpoint gong. To the left along a ledge, you'll find a crystal crate to stomp open. Push the glass box with the wheel inside it forward along the sandy strip. Jump to the conveyor belt after

it, veering right slightly to grab the HEART. Quickly jump to the solid platform and pick up a bomb box by walking into it, then jump to the conveyor belt and approach the wheel box, tossing your bomb box at it (it's easiest to hit the glass box while on the conveyor belt with it). Jump to the nearest solid platform and grab another bomb box, then toss it at the glass box again. After the second hit, the box will shatter, and you can grab the RACER WHEEL. Jump off the conveyor belt to the left at the end. Use a Green Gummi at the gummi point to reach a ledge high above, where you'll find two crystal crates and the GREEN CRYSTAL. Drop back down and follow the ledge to the next doorway. Stomp on the two crystal crates before entering it.

Jump to the conveyor belt and run up it underneath the bouncing exploding barrels. Jump to the platform at the end, turn and run up the next conveyor belt as well. Hop to the mine cart track at the top of that one, and onto the mine cart for another dangerous ride, though a much shorter one. Simply lean to the right for the entire run, and you'll reach the other end safely.

Jump off the mine cart and break open the crystal crates on each side. Jump to the conveyor belt and run to the opposite end to find a HEART. Jump to the track with the circling Dantini in a mine cart, then run up across the bridge to the center platform with the track switch. Hit it to cause the Dantini to go flying into the boarded-up cave entrance, destroying the barrier in the process. But before you go through there, run around the circular track to find the VIOLET CRYSTAL over the furthest point. Now you can take the straight track to the next cavern, where you'll find two crystal crates. Head through the next doorway.

Jump straight ahead to the first conveyor belt and run up it far enough to jump to the next one on the left. Run to the tip of that one and jump to the platform with the first track switch. Hit it to raise the glass box with the wheel in it up into the gap in the tracks. Next, jump to the track that the Dantini is circling, and move around counter-clockwise to the far point, jumping over the Dantini each time he approaches you. Grab the YELLOW CRYSTAL on your way around. From the far side, look for the swing rope, and grab it to ride to the next track switch platform. Strike that switch to send the Dantini crashing through the wheel box, and through the barrier at the end of the track. Go and collect the RACER WHEEL, then follow the track and jump off at the end. Head into the next cavern below and smash open the crystal crates. Enter the next doorway.

Smash the lone crystal crate on the landing, then move to the left side and jump to the moving platform. I find that it's more precise to steer using the D-pad, rather than the [L stick]. To avoid the swinging fireballs, simply go up the sides of the cavern, and jump to each platform to smash the crystal crates. The BLUE CRYSTAL is in the middle of the second fireball's path. You have to hover under it and jump to collect it. Find an angle of approach that lets you see the fireball's position as you move in to get the crystal. If you've collected all of the crystals, the Golden Gobbo teleport sphere will be on the far landing.

GG Smash open the platform crate, then jump up the series of crumbling  
GG platforms to the next landing. Repeat this three more times to reach  
GG the GOLDEN GOBBO STATUE at the top of the cavern. Touch it to teleport  
GG back to your previous position.

And now for the final mine cart ride. Here, you'll be winding around a twisted track, frequently curving around columns. Those areas around the columns are safe. It's the spaces in between that give you trouble. Tilt left until you pass the first broken track area, then tilt right to pass two more. After that, you'll have to jump twice over gaps in the path, then tilt left again.

Once the track is whole again after that, just wait to reach the end. Strike the Swap Meet Pete gong to exit the level.

#### CRYSTAL LOCATION SUMMARY

- Red: Inside the Clockwork Gobbo area.
- Green: At the end of the conveyor belts, use a Green Gummi at the gummi point.
- Violet: Over the first circular track with the Dantini on a mine cart.
- Yellow: Over the second circular track with the Dantini on a mine cart.
- Blue: In the middle of the second swinging fireball's path, in the room with the hovering moving platform.

=====  
3-3 Race Day at Goldrock  
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REQUIRED TO ENTER: Retrieve the four racer wheels from the two stages found above Swap Meet Pete's shop.

Hold down [X] to accelerate throughout the race. Stick to the right side of the path initially, where you'll find first the VIOLET CRYSTAL, then the YELLOW CRYSTAL a short while later. The GREEN CRYSTAL is also on the right side, immediately after crossing the water. Stick to the left after this, and when a sandy strip appears beside the road there, drive on it, passing through the skeletal remains to collect the RED CRYSTAL. After passing a couple more bends, and just after passing some water to your right, stay in the right half of the track to grab the BLUE CRYSTAL. Once you've got all five crystals, the GOLDEN GOBBO STATUE will appear just before the finish line (which doubles as the lap marker).

Now, getting the crystals is all well and good, but you also need to win the race. To accomplish this, you'll need to stick to the inside edge of all curves and take care not to crash into anything. When passing a Dantini racer, don't get caught in a pushing match with him, because that will slow you down too much. Instead, just keep a very short distance away as they weave back and forth on the track, and pass them gently at the first opportunity, when they veer off from the shortest side of a turn. You'll have to drive pretty flawlessly to win the race. Even if you lose, though, if you collected the Golden Gobbo Statue, you'll still get to keep it, and the next time you race you won't have to worry about getting the crystals, giving you more time to concentrate and beating each of the three opponents in turn.

You automatically receive 100 Crystals on your loyalty card, and a complete Health refill to match, when you win the race.

=====  
3-4 Climb the Devil's Tower!  
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Items Required: -Green Gummi  
-Clockwork Gobbo

Run straight across the bridge and spot the tiny mammoth fleeing into the cave. Unga Bungas then come out. These little furballs are technically invincible; you can knock them over and stun them momentarily with any hit, but they can't be killed completely. Often, it's easiest just to avoid them, if you can't hit



them before they set up their attack. These ones here jump into a stack and spin around with their club, staying in one location. Jump and tail-swipe them, then run into the cave after the mammoth.

Inside, another group of Unga Bungas set up shop in front of the bridge. Just run and jump over them before they get organized. Jump over the gaps in the bridge. Run past the dinosaur remains, and climb the wall where you spot the hand- and foot-holds in the back. At the top, you encounter more Unga Bungas. Run past them in the direction of their spinning club, and climb the next wall in the back. Smash open the first crystal crate above, and enter the next doorway.

Walk up to the Caveman Dantini and tail swipe him as he charges you. Jump to the moving platform when it comes near, then jump straight off the other side to the area with two crystal crates and the GREEN CRYSTAL. Hop back to the moving platform, and jump off to the new landing on the right. Eliminate the next Caveman Dantini and enter the cave.

Stand your ground against the next Caveman Dantini, then climb the wall on the left. Stomp open the nearby crate, then follow the path to the next cavern. Inside, run around the lava spout collecting the crystals, taking care not to touch the spout at all. Head outside again. Smash the crystal crate past the dinosaur skeleton, and enter the next doorway.

Inside, jump to the Unga Bungas' platform, passing them to the right out of range of their club, then quickly jump to the next island before they start pursuing you. Repeat to reach the last island, where the checkpoint gong awaits. If you look to your left, you'll spot the Red Crystal on a distant island; leave it alone for a moment. Head through the nearby tunnel, jump over the lava pit and run to the top of the slope. Smash open the platform crate on the right, then jump over the edge to the island with the RED CRYSTAL below (or, if you're feeling less brave, go back down through the tunnel and use the new platforms to reach it). Jump across the new platforms and run up the tunnel again. Just past the fire, you'll find the Clockwork Gobbo point.

CC This is a fairly straightforward run, with only a couple of turns.  
CC Still, though, you want to keep your turns tight, and don't go veering  
CC off the direct path much at all. When you see the HEART coming up,  
CC unless you have dire need for it and have extra Clockwork Gobbos in  
CC your pack, cut diagonally across the corner to the left, bypassing the  
CC Heart, to save a little bit of juice. That way, it'll be easier to  
CC reach the BLUE CRYSTAL at the very end of the run.

Head back outside through the next doorway. Look left and watch out for the Caveman Dantini who comes running at you. Run up the path, and head behind the dinosaur remains to find a gummi point. Use a Green Gummi here to reach the HEART and two crystal crates up above. Back down below, continue along the path. Go past the climbing wall on the left initially, then smash open the crystal crate before returning and moving up that wall. Above, there's a bridge, but it is missing too many planks for you to jump over. Instead, head into the nearby cavern.

Watch out for the Caveman Dantini, who charges you right away. Stomp open the crystal crate where he came from, then jump on top of the grate walkway. Jump across the crumbling platform, and continue to the next crate. Once you've smashed that one open, jump off the walkway to the large island that you can see below, to the right. Turn around and jump across the alternating crumbling and solid platforms until you reach the VIOLET CRYSTAL. Turn around and cross the platforms again, then jump to the HEART. Wait for the adjacent moving platform to lower to your position, then ride it back to the top of the grate.

Jump across the next crumbling platform(s) to the far landing, and stomp open the crate before returning outside.

Cross the first bridge, then the next one to your right (the one on the left is the broken one that you saw earlier). Strike the checkpoint gong on the right before entering the next cavern. Inside, eliminate the Caveman Dantini, then jump across the series of crumbling platforms over the lava stream to reach the YELLOW CRYSTAL at the end. Turn around and jump back to reach the Golden Gobbo teleport sphere.

GG Jump to the crumbling platform below the plane that you start on, then  
GG straight ahead to the solid ground on the far side of the lava pit.  
GG Jump to each crystal crate on their islands to smash them open, then  
GG head through the tunnel from the landing. Carefully jump to the tiny  
GG islands in the lava pits, then to the GOLDEN GOBBO STATUE at the end.

Head outside once more, and cross another bridge. Get past the little Unga Bungas (did you miss them?) and cross the second bridge. Don't climb up the wall on the other side yet, though. Instead, go down each side of the large rock. You'll find a HEART on the left side, and some more Unga Bungas guarding a crystal crate on the right. Now you can climb up the wall in the middle. At the top, do not go up the ladder just yet. Instead, again go down the side of the area to reach a hidden cave entrance in the back. Inside, you'll find the last two crystal crates. Go back outside, circle around and climb the bone ladder. Enter the ominous cavern and touch the mammoth to complete the stage.

#### CRYSTAL LOCATION SUMMARY

- Green: Jump straight across the first moving platform, and look between two crystal crates.
- Red: On an island in a lava-filled cave, reachable only after stomping open a platform crate.
- Blue: Inside the Clockwork Gobbo section, at the end of the run.
- Violet: On an island underneath a grate walkway, inside a cavern.
- Yellow: At the end of a line of crumbling platforms, inside a

cavern with a Caveman Dantini.

=====  
3-5 Save 50 Trapped Gobbos!  
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Items Required: -Green Gummi  
                  -Clockwork Gobbo

Those darned Fire Dantinis! In this stage, when they fire, they don't just shoot a ball of flame like usual; rather, they have a kind of flamethrower ability, sending a continuous stream of flame your way, with the ability to change directions while firing, and temporarily igniting part of the terrain. To defeat them, simply jump over their flame and tail swipe them on your way down, preferable staying to the right of them, opposite the side they shoot from, to avoid getting fried accidentally.

To put out the fires in this stage, you'll need to find some water. Jump into any water, and you'll gather some water pellets in your backpack. You can carry a maximum of four at any one time. Press [Triangle] to shoot one while facing some flames. Touch any Gobbo to rescue it. Note that you can jump over fire as well, but you'll always also take a point of damage, so it's generally not worth it.

So your first task is to find some water. Move up to the rocks from the start, and head left. Take out the Fire Dantini there, and continue up the path. Go past the first flame wall on the right side, where you can safely squeeze by. In the next clearing, you'll find some water on the right side. Go back down the path you just took and free the Gobbos #1-2 behind the flames you squeezed past, by shooting a water pellet at them. Return to the first Fire Dantini's position, and head left. Extinguish the flame walls and rescue Gobbos #3-4. In the next clearing, there is more water on the right side. Put out the rings of fire around the two tall rocks, then triple jump on top of the rocks to reach Gobbos #5-6. The doorway ahead is a dead end currently, so turn around and return to the start of the stage, then go back up the path that had taken you to the first water pool.

Beside the water pool, triple jump onto the tall rock to find the YELLOW CRYSTAL. Cross the clearing and extinguish the fire around the tree. Jump up the tree in two parts to find Gobbo #7 on top. Head through the nearby cave. Put out the ring of fire around Gobbos #8-9, then kill the Fire Dantini ahead. Just past the water pool on the left, free Gobbo #10, then jump into the pool to refill your water pellet supply. Continue along the path. Put out the wall of fire and use a Blue Gummi at the gummi point just behind it. This bounces you up to a HEART and the GREEN CRYSTAL. Jump back down and collect Gobbos #11-12, then head along the path to the left just past their position. This leads to another ring of fire around a tree. Put it out, then jump to the top of the tree to recover lucky Gobbo #13. Refill your water past the tree, then return to the gummi point.

Take the side path on the first side of the gummi point, which veers to the left initially, and eliminate the Fire Dantini at the end. Triple jump on top of the tall rock in this area to rescue Gobbo #14, then climb the wall in the back. At the top, turn around and jump to the top of the Stonehenge-type rock to get Gobbo #15, then jump back again and put out the ring of fire to free Gobbos #16-18. Triple jump to the top of the tall rock beside them to find the BLUE CRYSTAL. Continue along the path up here to reach a mud pit. The mud won't kill you, you just move slowly through it. Wade through, gathering Gobbos #19-21 as you go. Put out the fire around the second short rock and jump on top to Gobbo #22. Take out the next Fire Dantini, then put out the flames around the water pool, with Gobbo #23 in the middle, on top of the Clockwork Gobbo point. Use a Clockwork Gobbo from your inventory here.

CC This is definitely one of the easier Clockwork Gobbo sections. You  
CC simply move in a small square pattern. You will collect the RED  
CC CRYSTAL in the corner opposite your starting position, then a HEART as  
CC you return to the start.

Off to the right, a wall of flame is holding Gobbos #24-25 prisoner. Free them, then head through the doorway by the water pool after refilling one more time.

Strike the checkpoint gong and run across the bridge. Grab the balloon and ride it down, then circle to the right and kill the Fire Dantini. Stand at the edge of the lava pit and toss a water pellet at the fire on the first island. Jump across the islands, freeing Gobbos #26-29 on the middle one, and extinguish the flame on the final island from there. You won't have enough water pellets to free all of the Gobbos here yet, so pass the Fire Dantini and move into the next area first, and run up and right to the next water pool before returning to rescue Gobbos #30-33, each behind their own fire wall. Head through the same doorway again.

Ignore the large fire wall to the left for now. Head right towards the water pool, jump in, then take care of the nearby Fire Dantini. Free Gobbos #34-35

behind the fire wall stretched across the path, and continue onward. At the edge of the lava pit, jump up to hang below the grate walkway, then swing along it to collect Gobbos #36-39. When you drop off the grate at the end, turn around and triple jump to reach the top of the grate, then run across it to collect the VIOLET CRYSTAL, a HEART, and a KEY. Jump back off on the end where you got the crystal, and touch the Golden Gobbo teleport sphere.

GG Move up the bridge, and time your jump across the gap so that you pass  
GG over the Fire Dantini's shot. Tail swipe him as you land. Cross to  
GG the next bridge segment, and eliminate the second Fire Dantini. Note  
GG that even though they're tiny, they still have the sweeping  
GG flamethrower ability of their larger counterparts in the rest of the  
GG stage. Jump diagonally to catch the swing rope as it moves towards  
GG you. Jump off at the far end, then take out the Fire Dantini waiting  
GG there. It's difficult to not get hit here, but a hit won't knock you  
GG out of the Golden Gobbo teleport area if it doesn't kill you outright.  
GG Swing across the second rope in the same manner. If you jump off at  
GG the end of the swing, you can land past the Fire Dantini and run up to  
GG grab the GOLDEN GOBBO STATUE before he can shoot at you.

Before continuing, jump back on top of the grate and return to the other side. On the ground, look for the climbing wall on the left. Go up there. Above, grab Gobbo #40, then cross the bridge. Kill the Fire Dantini, then put out the fire around the tree and jump to its top to find Gobbo #41. Follow the path to the end and ride the next balloon. Kill the Fire Dantini below, then open the cage with your Key, and stomp open the platform crate. Jump across the new platforms to the island with Gobbos #44-45. Jump back across the platforms and climb the wall, then drop off the bridge and jump onto the grate. Run to the far end, jump off, put out the ring of fire around the tall rock, and triple jump on top of it to free Gobbo #46. Run straight up to retrieve Gobbos #47-50.

With all Gobbos collected, you receive 100 crystals, and your heart pots are completely refilled. Now all you need to do is reach the exit, which is also the entrance to this stage. Follow the path to the platform crate at the edge of the lava pit and stomp it open. Jump across the platforms, and enter the doorway on the other side. Run straight along the path until you reach the door with the wooden arrow beside it, and pass through it to return to the village.

#### CRYSTAL LOCATION SUMMARY

- Yellow: On top of a tall rock, beside the first water pool that you can safely reach.
- Green: On the ledge above the Blue Gummi point.
- Blue: After climbing a wall, triple jump on top of the rock behind a group of three Gobbos trapped by a ring of fire.
- Red: Inside the Clockwork Gobbo section, found inside a ring of fire, before you reach the first checkpoint gong.
- Violet: On top of the grate walkway over a lava pit.

=====  
3-B1 Venus Fly Von-Trappe  
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REQUIRED TO ENTER: Complete at least three other stages in Caveman Village.

Ah, a Sound of Music joke. Completely over the heads of this game's target audience, I think. Anyway, on with the show.

At the start, look to the right and smash open the crystal crate. Move to the left side of the lava pit. Jump to the swing rope when it swings back just as the fly trap opens, and jump off the far side before the fly trap closes on you again. Jump across the islands, and repeat for the second swing rope. Stomp open the crystal crate on the far side of the lava pit, then enter the cavern.

Watch out for the Skeleton Dantinis in this cave. You don't have much light, and if you're moving carelessly you'll run right into one. Attack them before they can assemble themselves. Smash the crystal crate in between the first two tunnels, then the one at the top of the second tunnel. The exit from the cavern is on the left here.

Outside, break open the crystal crate, then cross the bridge. You have two choices to reach the crystal crate on the island below; you can jump down to it directly, or you can ride the balloon above you, then swing past one of the fly traps. Either way, you'll have to swing back to the next cavern entrance.

In the dark once more, kill the nearby Skeleton Dantinis, as well as the ones you encounter as you run up the tunnel. In the room above, there are several Skeleton Dantinis all around. There is also a crystal crate to the left. The next tunnel is found to the right. In the next room up, still more enemies, and two crystal crates.

Outdoors once more, stand underneath the balloon, then jump to it just as the fly traps open. You'll sail over the last one as they all close. Smash open the last crystal crate, then head into the boss arena.

Note the funky music. Can you name that tune? Von-Trappe's first hazard is the burrowing vine that moves around the top of the arena. It is restricted to the darker brown soil, so stay off of that until you can spot it. It is blind, meaning that it will move around the area regardless of where you are, so you can easily avoid it. It is hazardous to you whether it's below the ground or above, so stay clear. Now, the rocks that the helpful Gobbo told you to feed to the plant are lying around its base. Watch the pattern of its tentacle whips, and run in to pick up a rock when it's safe. Carry the rock to the top of one of the dark brown ramps on either side of the arena, and stand directly on top of the darker sliver of earth (you'll be safe from the burrowing tentacle here). Face the ramp, and press [Square] to throw the rock as Von Trappe's mouth is opening and the main tentacle on that side has swung down, to prevent it from blocking the shot. The timing can be tricky, though if you just throw at random times you'll get it right soon enough. After a successful hit, Von Trappe will spit out a Gobbo, who will roll down directly in front of him. Run down to collect him, then pick up another rock. Whenever you run out of rocks, a few more will be spat out. Each time you free a Gobbo, one point on Von Trappe's life meter vanishes. After two rescues, his tentacle strikes are slightly quicker, but if you've figured out his pattern by now, you're pretty much home free.

=====  
3-B1 The Village Masher  
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REQUIRED TO ENTER: Starts automatically after successfully completing the five non-boss stages in this village and defeating Venus Fly Von-Trappe.

Move up the path and stomp open the first crystal crate. Jump to the nearest island. To reach the successive islands, you'll need to do a triple jump,

pressing forward on the last jump to be able to go far enough without landing in the lava. You must also time these jumps to occur when the fly traps are open. When you make it to the far side, open the second crystal crate and climb up the wall in the back.

In the cave, kill the Skeleton Dantini immediately in front of you, then smash the crystal crates to either side. Head into the tunnel and jump across the tiny islands in the lava pits, partially blind as the light fades when you jump. After each lava pit, kill a Skeleton Dantini. There is a crystal crate between the third and fourth lava pits, and two more when the cave widens out at the end. Cross the long bridge and break open the two crystal crates before entering the cave for the boss fight.

This fight is pretty straightforward. The Village Masher doesn't target you, opting instead to stomp around randomly and shoot fire at any old place. This works out great for you, but isn't very smart on its part. Pick up the bucket that the Gobbo in the tower drops down, and move into the water on one side of the arena. The bucket will reappear beside the water filled, so pick it pack up and head towards the Masher, avoiding the fires that burn the landscape (these will fade after a while, or you can throw water at them to put them out yourself). Note that these fires also periodically throw out smaller embers that bounce a short distance before fizzling out, and these can damage you as well. You will lose your bucket if you take a hit, but it will quickly be replaced with a new one from the Gobbo in the tower. With a full bucket, you need to throw it at the Masher's head as it is open to breathe flame. This is most safely accomplished standing to the side of its head, or diagonally behind the hinge of its jaw. Each successful hit takes away one point from its life meter. After the second hit, the Masher breathes fire more frequently, and more flames will dot the landscape.

You receive 50 Crystals for defeating the Masher. You can replay this stage at any time from hereon by entering the gates behind Swap Meet Pete's shop.

=====  
3-G Caveman Tribe - Secret Mine  
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REQUIRED TO ENTER: Obtain the Golden Gobbo statue from each of the five non-boss stages in this village.

The Golden Gobbo door is found in the same area as the first boss stage entrance.

This mine cart ride can be a bit confusing at first, and dangerous as well. You don't have much time to react to breaks in the track, or to jump to raised crystals. Most crystals will be automatically collected as you ride around, but a few must be jumped to, and sometimes you need a bit of precognition to be able to get them in time. After you first jump onto the cart, watch for the first curve, where you must lean to the left (and there is unfortunately one crystal in this section that you must drop down slightly to collect; a quick twitch on the controller can save you from dying as a result, but it's tricky), followed by another where you must lean to the right. As soon as you're able to drop flat again, jump to grab a raised crystal. Stay on the default track initially when alternate routes present themselves. This will take you in a loop, allowing you to collect some more crystals. Watch for the points where you must jump to raised crystals, and tray again on the next pass for any that you miss. After you pass through a cave and the track is curving to the left for what seems like an awfully long time, get ready to rejoin the starting track. As soon as you do, lean left, then right again. Keep going around like

this until you've got all of the crystals to be found here.

Now for the alternate tracks. After you lean left, then right, to avoid the broken portions of the track, remain leaning to the right to take the first branch. Ride leisurely along here to gather more crystals. This track will eventually meet back up with the main track, so ride that again. Return to the start, lean left, then right again, and this time go straight past the first split, then lean right to take the second side track. Lean right when you see the next broken track section ahead. If you just keep on riding the cart here without interference, you'll come to a halt in a cavern with a HEART. If you go through the door way here, you'll exit the stage. Instead, to return to the start, jump back onto the cart. After you pass through a cave and sense that you are nearing the section with the broken track, lean left, then right, then left to go straight when the track splits. You'll come to a halt, and can then start the whole process over again.

This time, after you take the second alternate branch to the right, after you pass through a cave, you'll pass a crossroads. Immediately lean right to take the straight branch ahead. Collect a few more crystals, then get ready to jump just after you pass through the same crossroads (but from the other direction this time). There is a break in the tracks requiring you to lean left coming up, and a couple of the crystals after that must be leaned towards to collect, and you only get one shot at this section, because the cart breaks at the end. Grab the loose crystals in the cavern, then head past the gong (without striking it) and up the tunnel. There are a few more crystals in here, and the JIGSAW PIECE at the end of the path. Touch it to finish the stage.

SHORT VERSION FOR GETTING THE JIGSAW PIECE: Jump onto the mine cart. Lean left to pass the first section of broken track, then right for the next. Go straight through the first branching track section, then lean right to go straight at the second. Lean right after the crossroads, then jump after passing through the crossroads from the other side. Lean left around the last section of broken track. Jump off the cart at the end and run up the tunnel to the puzzle piece at the end.

Enter Swap Meet Pete's hut when you're finished with this village to travel to the next one.

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4. Inca Village  
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Head uphill from Swap Meet Pete's hut after talking to the villager. At the top, go forward along the left side of the field to find the first stage door. The second is straight across the field from here. In the middle, you'll find the village's champion burper. Talk to him, then press [X] repeatedly as fast as you can to fill up your burp meter. The first to the top wins. You will receive 100 Crystals on your loyalty card the first time that you win. You can go up the ramp of the giant temple, to find a set of doors at the top that are locked for the time being. On the middle level around the temple, reached by dropping off the ramp near the top to the left, you'll find the Golden Gobbo door.

=====  
4-1 Save 30 Gobbo babies!  
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Items Required: -Clockwork Gobbo

Note the Gobbo's warning not to make the babies cry. Well, you will have to heed this warning if you want to collect all 100 Crystals. For each baby that you return to a crib without it crying, you will receive 2 Crystals. If it cries at any point, you get nothing. In order to not make a baby cry, you have to not drop it or throw it anywhere other than in a crib. For the babies being thrown between two Dantinis, you must kill the Dantini currently holding the baby. For the single Dantinis carrying babies, stand still after killing them until you catch the baby. The same applies to the babies in urns after your break them.

Go up and right past the crib to find two Conquistador Dantinis tossing Gobbo baby #1 around. Kill them both, then pick up the baby and carry it to the crib. Press [Square] to toss it inside. To the right of the crib, triple jump on top of the section of the wall that is sticking out, with the slanted grey roof, to find a crystal. Move left from the crib past the fountain along the row of crystals. You'll see a Dantini running around carrying Gobbo baby #2 here. Kill him and catch the baby, then take it to the crib. Gobbo baby #3 is inside the vase on the fountain's pedestal. That's it for the courtyard, but there are many paths leading out from here that must all be explored.

From the crib, go up along the nearest wall to reach some crystals. There is a Wizard Dantini just past the caged baby here. Kill him, then jump on top of the cage, and triple jump to the slanted grey roof section nearby to collect a crystal. Opposite this, jump up the steps leading to the BLUE CRYSTAL. Continue through the passageway ahead. Kill the Dantini running around carrying Gobbo baby #4, and return it to the crib. Go back to the same spot and move further in to where two Dantinis are throwing Gobbo baby #5 around. Kill them both, get the GREEN CRYSTAL from behind the statue, and return the baby to the crib, then come back to the same spot again. Head left after going through the passageway, and eliminate the Wizard Dantini. Go up the stairs on the right, follow the road and kill the two Dantinis tossing Gobbo baby #6. Find the new crib past the stalls, and toss the baby in. Between the red and white striped stalls, and stop the running Dantini, who carries Gobbo baby #7. Return him to the crib, then find Gobbo babies #8-9 inside the urns here. Next, beside this crib, triple jump onto the short wall section to get Gobbo baby #10. To the right here, there is an open door, so head on through it.

Inside the house, collect the two loose crystals, then use the Clockwork Gobbo point in one corner.

CC Here, the path is a littlebit more crooked than previous Clockwork  
CC Gobbo sections. Follow it as best you can, sticking to the inside  
CC track around the curves. Try again if you are unable to reach the  
CC VIOLET CRYSTAL at the end on your first visit.

Climb up the ladder to the loft, where you'll find a KEY and a HEART. Go back outside.

Past the marketplace, go through the short archway and up the next set of stairs. The first Dantini that you encounter is carrying Gobbo baby #11. There is another crib just ahead, as well as another Conquistador Dantini. You'll find the YELLOW CRYSTAL on a flowerbed to the right. To get onto the walkway above, move to the corner with the tower. Jump onto the lower of the two doorways around it, then over to the walkway. Kill the Wizard Dantini and pick up Gobbo baby #12, toss him in the nearby crib on the ground, then go back up to the walkway. From the corner you start on, jump to the top of the tower to find a HEART, then back to the walkway again. Run and jump along the walkways to get several crystals, as well as Gobbo babies #13-15, in addition to the first one you collected up here. Retrace your steps towards the



starting point for this stage, unlocking the cage containing Gobbo baby #16 along the way and tossing him into the first crib.

Cut diagonally across the fountain from the first crib. There, you'll find two Dantinis tossing around Gobbo baby #17, and a third carrying Gobbo baby #18. You'll also find a KEY behind the tower here. After returning those two babies to the crib, head left past the fountain to the left-most corner to find Gobbo baby #19 inside a cage. Unlock it and place that one in the crib as well (it's getting quite full now, ain't it?). Next, go straight up from the far side of the fountain. Across from the strange statue, enter the open doorway. In the house, smash open the many urns to find Gobbo babies #20-21, and return each to the first crib.

Next, continue past the house with the statue outside of it, on the far side of the fountain. Go up the stairs, kill a Wizard Dantini, and pass through the low archway. Just past the bridge overhead, triple jump to the grey roof on the left, and from there onto the bridge, where you'll find Gobbo baby #22. There's another crib just ahead, so toss him into that one. Get back onto the roof that you used to reach the bridge, and jump in the other direction to a higher roof to find a KEY. Just past the nearby crib, there is a sandy playground with two Dantinis pushing Gobbo babies #23-24 on swings. See, the Dantinis aren't all bad. Kill them anyway, and once the swings come to a halt the babies will hop off, allowing you to pick them up and toss them in the crib as well. Next, you can't help but notice the large grassy hill nearby. Run to the top and kill the Wizard Dantini, then open the cage to free Gobbo baby #25. Go back to the top of the hill, and go up the steps to find the RED CRYSTAL. The Golden Gobbo teleport sphere will appear by the swings.

GG Run through the courtyard to find the switch. Hit it with your tail to  
GG open the cage containing the GOLDEN GOBBO STATUE. Easiest Golden Gobbo  
GG section ever.

Go past the grassy hill and into the next alleyway, where a Conquistador Dantini awaits. Go up the stairs behind him. Pass under the bridge and kill the Dantini carrying Gobbo baby #26. Return him to the crib in the previous area. For the last four Gobbo babies, go around the light-coloured wall with the purple glow on it, opposite the crib, to find the Dantini swinging four Gobbo babies around. The swings will hurt you if they hit you, so run between them and take out the Dantini. The four Gobbo babies, #27-30, will drop to the ground when the swing stops moving. Carry each to the crib to complete your task. Go back down to the starting courtyard, and exit through the door with the wooden arrow.

#### CRYSTAL LOCATION SUMMARY

- Blue: Go straight up along the wall nearest the crib to reach a caged baby. The crystal is on top of the stairs opposite the cage.
- Green: Go straight up along the wall nearest the crib to a dead-end where two Dantinis are tossing a baby around. The crystal is behind the statue.
- Violet: At the end of the Clockwork Gobbo section, located by entering the house by the crib by the marketplace with the red and white striped stalls.
- Yellow: In a flowerbed in the large courtyard with a suspended walkway overhead.
- Red: At the top of the large grassy hill, atop the stairs, beside where the Dantinis are pushing babies on the swing set.

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## 4-2 Up the Waterfall

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Items Required: -Blue Gummi  
-Clockwork Gobbo

Jump across the two mossy crumbling platforms. On the other side, use a Blue Gummi at the gummi point dead ahead to reach the ledge with the YELLOW CRYSTAL. Jump back down and cross to the far point on this strip of land to find the first crystal crate. Stomp on it, then jump to the platforms in the water, leading up to a ledge to the left of the waterfall (remember that normal water is safe for Croc, since he can swim). You must jump to the left edge of the ledge, which is lower than the rest, even though it doesn't look it until you're on it. Around the corner, let the Blowdart Dantini take a shot before stepping out in to the open and letting him have it. Climb the vine wall at his location. Smash open the crystal crate, then jump across the rocks over the waterfall. Collect some loose crystals on the other side, then climb the next vine wall behind the second Blowdart Dantini. Cross the bridge back over the waterfall. Jump into the water and swim over to the island with the Blowdart Dantini. Let him fire a shot over your head before jumping out and killing him. Smash open the crystal crate here, then swim to the right and enter the cavern.

Stomp on the crate and strike the checkpoint gong. Jump to the platform, and use the snake's tail to swing over to the GREEN CRYSTAL (don't worry, the snake won't bite). Jump into the water to the right and swim towards the floating crystals. The frogs on the lily pads spit downwards at you, so it isn't safe simply staying in the water. Jump left or right when they spit until you get close, then just swim in underneath their shots, waiting for the right moment to jump up and tail swipe them. Jump out of the water at the end, then up to the Blowdart Dantini on the crystal crate to kill him. Open the crate, then jump across the crumbling platforms. Cross the ledge with the crystals, then jump over more crumbling platforms. Evade or kill the Blowdart Dantini on the other side, then jump onto the raft in the water. Don't worry, it's nothing like the mine cart rides.

On the other side of the water, jump out and kill another Blowdart Dantini. Cross the ledge to the right, and stand on top of the crate there. Do a triple jump from there to reach the first of the three suspended platforms over the spike pit. Jump to the next (a regular jump will do just fine) to grab a HEART, then to the third to get the RED CRYSTAL. Do all this quickly, then turn around and jump back to the ground to collect the crystals from the crate before they vanish. Head through the doorway to return outside.

Jump over the waterfall across the breakable box. Next, jump up to the next solid platform, then down slightly to a small landing, then on top of the pillar and up to the next ledge. Go around to the rock and stand on top of it. Face the tree branches, and do a triple jump to the first one, then another to the top. Hop to the ledge and eliminate the Blowdart Dantini. You can safely jump into the water here to get across, but it's very fast-moving, so you need to jump repeatedly as you cross to avoid getting swept off the edge. On the far side, enter the new cavern.

Strike the checkpoint gong. Jump to the swinging snake tail, and jump off at the far end to the platform. Jump to the crumbling platform, then to the right. Smash open the crate, then swing across the next two tails. At the end of the last swing, you drop onto a breakable box, so jump off again right away, and take out the Blowdart Dantini on the ledge. Head back outside once more.

Kill the Blowdart Dantini standing in the rain, then smash the crystal crate

before crossing the bridge, dodging the next Blowdart Dantini's shots as you go. Stomp on the two crystal crates on the other side, and hop on top of the rock by the second. Jump straight up and pull up to the ledge above, where you find another crate, and the Clockwork Gobbo point.

CC This is a short run, and it requires little movement on your part.  
CC Still, do your best to stick to the shortest possible path while still  
CC collecting all of the crystals. You will also get a HEART along the  
CC way, and if you have enough momentum (which won't be terribly difficult  
CC here), you'll reach the BLUE CRYSTAL at the end.

Jump across the crumbling platform, jumping to the side on the far end to avoid the first Blowdart Dantini's shot. Kill him, then another one on either side of the tree. Jump up the tree in two sections to reach the VIOLET CRYSTAL at the peak. Turn around and look for the Golden Gobbo teleport sphere. Touch it to teleport.

GG This is a series of swings over a spike pit, where missing a platform  
GG means missing out on the Golden Gobbo Statue, unless you replay the  
GG stage from the start. Jump to each tail as it swings towards you, and  
GG most importantly, jump off near the end of the swing and let your own  
GG momentum land you on the target platform. Pushing forward on the [L  
GG stick] more than just a smidge risks sending you flying off the far  
GG side. Make five successful swings to grab the GOLDEN GOBBO STATUE and  
GG teleport back.

Enter the archway behind the tree. Run up to the vine wall on the left (you don't have to engage the Blowdart Dantini down here if you don't want to) and climb up. Jump to the top of the tree up here to grab a lone crystal. Go left and jump into the water. Swim to the other side of the pond, jump out and kill the Blowdart Dantini, then use the rock to jump to the next level up. Cross this ledge, getting past the next Blowdart Dantini, and smash open the crystal crate. Go back to the other side of the ledge and climb the vine wall. Follow the paved path past yet another Blowdart Dantini and smash open the final crystal crate. Jump repeatedly as you swim across the rushing water to the water mill. On dry land once more, run up the conveyor belt and hop onto the red button to disable the machine and complete the stage.

#### CRYSTAL LOCATION SUMMARY

- Yellow: On top of the Blue Gummi point near the start of the stage.
- Green: Inside the first cavern, after swinging from the snake's tail.
- Red: After a short raft ride inside a cavern, triple jump from the nearby crystal crate onto a suspended platform. Jump up two more platforms to reach the crystal.
- Blue: At the end of the Clockwork Gobbo run.
- Violet: At the top of the tree after passing the Clockwork Gobbo point.

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4-G Inca Tribe - Secret Maze  
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REQUIRED TO ENTER: Obtain the Golden Gobbo Statue in each of the Inca Village's two regular stages, then return to the Inca Village after the game credits.

Note that you will need to finish the series of stages that automatically

follow the previous one before you are able to return to Inca Village and enter this stage. The Golden Gobbo door is half-way up the temple, on the left side.

This truly is a maze. I will first describe a method for locating all of the crystal crates and finishing with the Jigsaw piece, then a second, shorter, direct route to the Jigsaw Piece alone.

Go straight up from the entrance. When you get to the blue markings on the right wall, turn left. Smash open the crate, then turn left at the T-junction. Smash the crate there, then continue down to the red striped stall and get the crate behind it. Head left along the marked wall until you reach another crate, then turn left, and left again, then right at the corner and smash open the crate you see ahead to the left. Turn around and spot the entrance, then return to it and put your back to it once more.

Go straight up again, keeping the marked wall to your right to reach a crystal crate. Open it, then keep going up, and turn right at the corner. At the crossroads you soon reach, go straight through to the next crate, go right to the one after that, then follow the path through the archway to return to the entrance once more. Head up along the same marked wall as last time and turn right at the corner to reach the same crossroads as before. This time, turn left and keep the new marked wall on your left past the next crate. Keep following the wall on your left to the next crate, then turn right and go past a statue. Break open the next crate, then pass between two statues, and turn left before you reach the archway ahead. Open the crate around the corner, then take the next right, and right again to another crate.

Turn around fully at this point, and follow the wall on your right for a while until you've broken open four more crates. After the fourth, turn left when the path splits and open another crate in the corner beside a statue. Continue past the statue and note the archway ahead. Leave it for now, going right instead, and veering right when you can see the penultimate crate beside another red striped stall. Turn around after you stomp on it, and return to the archway you just passed, heading on through it. This leads to a dead-end, with the final crate and the JIGSAW PIECE. Touch it to end this stage.

SHORTCUT TO THE JIGSAW PIECE:

From the start of the stage, stick to the wall on your right. Pass through an archway, then pass the first crate and turn right. Veer left, then right and head straight for the visible crate. Continue past the crate and take the second right, where you can see the statue with the crate to its right. Go left at the statue and head through the archway. The puzzle piece is there. If it's your last one, you can go to Swap Meet Pete's hut to put all of your pieces together.

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5. End Game  
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This series of stages begins automatically after completing the second stage in Inca Village. You can return and replay them, in the same order, by mounting the ramp to the top of the Inca Village temple.

=====  
5-1 Dante's Peak  
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REQUIRED TO ENTER: Complete both stages in the Inca Village.

This boss fight begins automatically upon completion of the previous stage. Here, Croc will fly the Gobbo inventor's plane. Press and hold [Square] to fire the plane's guns. Use the [L stick] to steer. Note that the vertical controls are inverted (i.e. pressing up moves the plane down, and vice versa). You will fly towards the mountain peak that Baron Dante is hanging from, while dodging and/or shooting the balloon-mounted bombs that he tosses up. When you get closer, he moves from behind the peak, and throws fireballs at you. At this point, you need to fire on him and hit his belt buckle, while dodging the fireballs. Doing so results in the removal of one point from his life meter. You will then fly past him, and will shortly turn around automatically and do another fly-by. You won't be able to see the peak initially due to the game's poor draw distance, but it will appear soon enough. Hit the Baron three times, and he'll fall down.

The next stage starts automatically, though there seems to be a bit of story development missing (like, how did you get from this plane into this dungeon?)

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5-2 Bride of Dungeon of Defright  
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REQUIRED TO ENTER: Complete the 'Dante's Peak' stage.

In case you haven't played the first Croc game, the Dungeon of Defright is part of Baron Dante's castle. Here, you are presented with a series of challenges. You technically have an unlimited amount of time in which to complete each one, but you may also note the crystal meter that appears at the bottom of the screen. It will initially read '20'. After a while, it will start to count down. If you want to earn as many crystals as possible, you will need to solve each puzzle as quickly as you can.

The first room contains four pumps. Jump on any pump, and the section of flooring in front of it will rise by a certain amount, then slowly start to sink again. Your job is to create a series of steps tall enough to reach the ledges on each side, and jump up them before they sink down too far to be useful. You need to get up to the right ledge first (to the right when you're standing on the buttons, facing the rising floor sections). From left to right, I'll number the buttons 1, 2, 3, and 4. When you jump on the buttons, tap the [X] button lightly, to keep your jumps short, giving you slightly more time to work with. Jump on button 3 six times, then button 4 six times. Run to button 2 and jump on it three times, then button 1 twice. Immediately jump on top of pillar 1, and jump up to the far, highest pillar, and from there to the edge of the high ledge. If you want a little bit more height, stand on the edge of the pillar and do a triple jump instead. Pull up to the ledge and grab the KEY up there, then return to the ground. Repeat this process, but reversed left to right (i.e. Press button 2 six times, then 1 six times, then 3 three times, then 4 twice, then jump up). Run up to the cage to open it, freeing the Gobbo inside. Head through the door to the next challenge.

Here, there are several arrows painted on the floor, and a bomb crate and a Gobbo trapped in a glass box. You must stomp on the arrows on the floor to form a path from the bomb box to the Gobbo. Each time an arrow is pointing correctly at the next arrow in the sequence, the bomb box will automatically move. The arrows turn counter-clockwise one quarter turn for each stomp. Remember that you're on a time limit, so get to work right away. Head through the door that opens when you're done.

This room is the most annoying, in my opinion. The crate will float away from

you whenever you approach it, and keep floating away as long as you're giving chase. Keep it on the run, and cut across the corners of the room as you chase it to close the distance. You must successfully jump on top of it to stop it, then stomp it open to get the KEY. Use the key on the lock along the wall near the fire to free the Gobbo.

Next, in the foggy room, approach the Gobbo's box to begin the challenge. TNT barrels will fall randomly from the sky. You must catch three of them and toss them at the box to free the Gobbo. Watch for the dark shadows on the ground underneath the falling barrels, and use those as markers for Croc to catch them. He needs only to be standing underneath one as it falls to catch it. Press [Square] to throw each barrel at the box.

The fifth challenge takes place over a lava pit. Jump to the nearest island, then onto the floating moving platform. It will fly in whatever direction Croc faces while standing on it. You must hover to and jump on a series of pumps that appear on various columns around the room. Each time that you step on a pump, the final platform that you need to reach the Gobbo will rise up. You have a limited amount of time to reach each pump, however, or the whole system resets. Quickly turn around and jump back to your moving platform after each pump to see where the next one is, and head there as directly as possible. At the end, jump to the square platform, and from there to the waiting Gobbo. To play it safe, I suggest floating around to the far side of the first pump before jumping to it, because the next pump appears on the platform directly out from this one, and if you have to circle around the first pillar on the moving platform, you might not reach it in time. The rest are easy to get to in time. When you've collected the Gobbo, enter the nearby doors to finish.

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5-3 Goo Man Chu's Tower  
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REQUIRED TO ENTER: This stage begins automatically on completion of  
Bride of Dungeon of Defright.

You find yourself in a round tower that is quickly filling up with toxic green goo. You must make your way ever upwards to escape the rising tide. From the start, run right along the ramp. You will soon come to a retracting silver floor section. It will shake momentarily before retracting, so get off of it (or don't step on it) when this happens. It will extend again in a moment, allowing you to run straight across it. Stop when you reach the wooden raft, and wait on it as it floats up with the goo, raising you to the next level. Jump up as soon as you think you're high enough to reach the next landing, and run right to the next raft right away. Next, jump up a series of steps, including another retracting floor, and stop on the next raft again. Jump up another series of steps, then move up into the doorway as soon as you reach it.

Here, you encounter several Goo Creatures. Any attack will wipe them out. Smash open the crystal crates, then head up the corridor. Run around the pipe collecting the loose crystals, then take the right path to a dead-end room with two more crates and a checkpoint gong. Do what you need to do with those, then cross to the left side of this area, eliminating the Goo goons along the way.

You emerge into another goo-filling tower. Move right again, jumping up the steps and crossing the retracting floor sections when they're extended. After the second such section, you will be running across a crumbling floor. Just keep moving right and you'll stay ahead of the wave. Ride the wooden raft upwards. Jump up the steps to the next one, ride up again, then continue upwards to the next doorway.



Coloured Crystal Locks on it. You must enter five stage areas to retrieve the required crystals, then recover the eggs and move on to the next village.

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6-1 Secret Sailor Village  
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This place is well stocked with Firing Dantinis. Run past the first one and into the grassy village area. Watch out for the Dantini on your left. The first area is on the right. The second is past Swap Meet Pete's closed hut, the third down the wall from that, and the last two are further down on the other side of the river, on either side of the clearing before you reach the beach.

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Sailor Secret 1  
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Run across the bridge and head left, wiping out any Firing Dantinis in your way. Jump over the locked cage and across the next bridge, then go around the mountain via the right side. Kill the next Firing Dantini, then start to push the crate along the paved path. Get out of the way when the next Dantini fires and wipe him out, then finish pushing the crate along the path. Stand on top of it and triple jump to the ledge with the KEY. Jump back down and return to the locked cage. Stomp on the platform crate once you release it, then re-cross the bridge and triple jump on top of the tree on the right. Hop up the crumbling platforms from there to reach the top of the mountain, kill the last Firing Dantinis and grab the RED CRYSTAL to complete the stage.

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Sailor Secret 2  
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Jump over the first exploding crate, then kill the Firing Dantini as you land on him. Jump across the remaining crates to reach solid ground once more. Enter the next area. Jump to the Firing Dantini and kill him, then jump to the next island. Jump and attack the Tarzan Dantini as he swings close to you, then use his rope to reach the next island. Jump to the next Firing Dantini and let him have it, then leap to the next landing and get on the mine cart. You will automatically collect the GREEN CRYSTAL, completing the stage.

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Sailor Secret 3  
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You can run to the left around the pit, rather than across the bridge, for a slightly safer route. Jump on top of the platform crate, then do a triple jump to break it open and reach the ledge above it at the same time (if you break the crate but don't reach the ledge, exit the stage and return to try again). Jump across the crumbling platform to the upper bridge, then cross that to the second platform crate and smash it open. Jump across the two crumbling platforms to the ledge over the entrance, where you can collect the VIOLET CRYSTAL.

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Sailor Secret 4  
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Walk up and grab the balloon. Move as soon as you land, because the nearest



Dantini will have fired on you. Kill him and possibly the other one too, then jump to the first island in the lava pit. Wait there for the closest Firing Dantini to shoot, let his shot dissipate before it reaches you, then jump in and kill him. Immediately jump twice to get on top of the platform crate, where the other Dantinis' shots can't hit you. Stomp on it while the Dantinis are recharging, then jump back across the islands to solid ground. Kill the re-spawned Dantinis here, then triple jump to the crumbling platform near the rear ledge. Leap to the ledge, eliminate the Firing Dantini here, and grab the BLUE CRYSTAL to finish.

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Sailor Secret 5  
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Move up and jump across the first breakable box to the first column. Next, jump to the middle breakable box, then to other side and up to the next column. As you jump towards the column with the first Firing Dantini, your saving grace is that he aims and fires before you reach the box directly beside him, meaning that his first shot will miss. Don't let him make a second one. Move up to the edge of this column, and wait for the next Dantini to fire. His shot will dissipate before it reaches you. While he recharges, jump over to him and kill him. Jump across the last breakable boxes to the far landing, eliminate the last Dantini there, then grab onto the balloon and ride over to the ledge with the YELLOW CRYSTAL.

With all crystals in hand, the cage guarding the CROC EGG will have vanished. Run to the Egg to collect it, and you will automatically be transported to the next dark village.

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6-2 Secret Cossack Village  
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Three of the four stage doors on this side of the frozen river are open to you now; one behind Swap Meet Pete's hut, and the two by the train station platform. Note the slightly altered snowman. The Croc Egg cage is found on the frozen river. The last two stage doors are on the far side of the river. The numbering order for all of the stages is off; going in the order that you would logically come across the doors, you do #3, then 4, then 2, then 1, and finally 5.

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Cossack Secret 1  
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Snowball ride! The layout is different here compared to the regular stage, so don't make any assumptions. Roll straight down over the first two Firing Dantinis, then follow the path as it curves to the left. Be prepared to jump over any shots that the Dantinis get off. Collect the KEY at the top of the ramp, then roll back down towards the cage below. For a shortcut, roll off the edge at the peak of the ramp to drop to the section below, more or less right on top of the Dantini. Roll into the cage to open it, and collect the RED CRYSTAL to end this stage.

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Cossack Secret 2  
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Jump onto the ice and run across it, bypassing the first Dantini. Run across

the warm earth, then jump to the ice bridge and kill the middle Dantini as you cross it. Circle around the column, then jump across the floating platform. Smash open the platform crate at the end of the cavern, then go back to the previous floating platform, and jump right across the crumbling platforms to the second platform crate. Smash that, jump back across the crumbling platforms and move to the start of the ice bridge. Jump up the new series of crumbling platforms to reach the KEY on top of the column. Jump back down and return to the starting point for this stage. Jump to the nearest Dantini's column, kill him, then hop to the upper column and open the cage. Grab the GREEN CRYSTAL to finish.

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Cossack Secret 3  
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Head up the tunnel, jumping over the lava pits using the tiny islands. Wait for the swinging fireballs to pass over the islands to jump across them. Jump across the breakable boxes, then head through the final tunnel to grab the VIOLET CRYSTAL.

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Cossack Secret 4  
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Jump up the first two columns over the lava. Turn towards the walkway on the left, move to the front edge of your column, and do a triple jump, pressing forward on the final jump to land on the walkway. This may take a couple of tries to get it right. Kill the surprisingly tiny Firing Dantini, then jump to the far ledge and stomp open the platform crate. Cross the walkway again, and use the crumbling platform in between the two walkways to reach the opposite one. Jump to the ledge behind the second Firing Dantini to collect the KEY, then return to the middle and move up the second crumbling platform to the final walkway. Jump to the cage, which opens, releasing the BLUE CRYSTAL into your care.

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Cossack Secret 5  
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Hmm, well, it seems pretty obvious what you need to do here. I hope you're a fast jumper! Get the KEY after climbing up the many breakable boxes. On the way down, you can jump to the lower ledge from any of the final row of boxes. Rescue the YELLOW CRYSTAL from the cage.

Go and collect the CROC EGG on the frozen river, now that you've got all five crystals. You will automatically be transported to the next village.

=====  
6-3 Secret Caveman Village  
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The racetrack is shut down, so head up the ramp to the first two stage doors. You'll also find the Croc Egg cage on this side of the lavafall. Jump across the lava to find the third stage door just past the Stonehenge ring, and the fourth in the sunken area to the right. The final stage door is down the ramp behind the stone ring.

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Caveman Secret 1

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Kill the first Firing Dantini, then jump in between the next pair and eliminate them both. Leap to the top of the lower grate. Kill the Tarzan Dantinis as they swing towards you. Once the walkway turns, do a triple jump to reach the upper grate, and go to the back end to collect the KEY. Jump back to the lower grate and do a long jump to the next column. Try using a triple jump if you're having difficulty. To kill the swinging Tarzan Dantini here, do a stomp near the edge of the column as he approaches. Use the swing rope to cross to the far ledge, and kill the Firing Dantini there. Go up the tunnel, jumping over the tiny islands in the lava, kill the final opposition, and free the RED CRYSTAL from the cage.

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Caveman Secret 2  
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Go forward to the outcrop at the edge of the path and jump down to the conveyor belt. Run, jump and tail swipe each hanging Blowdart Dantini. Run forward off the ends of the conveyor belts to land on the next one below. Jump to the left before you reach the crushers at the very end, and cross the ledge to grab the GREEN CRYSTAL.

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Caveman Secret 3  
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Head to the right and wipe out the first Firing Dantini. Jump into the water pool behind him to pick up some water pellets, then head up to the right and fire one at the ring of fire around the locked cage. Pass under the flaming bridge and grab onto the climbing wall on the right. At the top, throw water on the bridge and cross it. Put out the fire around the tree on the other side, and jump to the top of the tree to find a KEY. Go back down to the cage, open it, and stomp on the platform crate. Refill your water while you're back here, then go back up top and cross the bridge again. Go past the next Dantini and drop to the area below. Kill the last Dantini, put out the wall of fire, then jump across the crumbling platforms to the VIOLET CRYSTAL over the lava.

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Caveman Secret 4  
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Stomp on the platform crate to your left at the start of this stage. Kill off the Firing Dantinis as they get in your way. Jump across the first crumbling platform, then break open the second platform crate. Hop across the next series of crumbling platforms, eliminate the pair of Firing Dantinis guarding the BLUE CRYSTAL, and grab the crystal to complete the stage.

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Caveman Secret 5  
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This is a vicious mine cart ride. After curving around the pillar, lean to the left, then immediately switch to the right upon reaching the crossroads. After rounding the second pillar, remain leaning to the right as you move all the way around the bend. After the third pillar, lean left across two crumbling track sections, then right. Be prepared to jump just ahead. Lean to the right after that, then left, then jump again. After all that, you finally reach the YELLOW CRYSTAL where the cart comes to a halt.

Go back across the lavafall to retrieve the CROC EGG. And after that, you get... the fastest congratulatory message ever! Yep, that's all there is.

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:                               D) CLOSING INFO                       :
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#### LEGAL INFO

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#### CONTACT INFO

I am always open to receiving comments, kudos, or intelligent criticism about my work. Please forward all correspondence to:

[syonyx\_faqs at yahoo dot com]

I also invite you to check out the rest of my video game guides, including one for the first Croc game, all of which can be found in their latest form at:

<http://www.gamefaqs.com/features/recognition/35729.html?type=1>

I have a tendency to write for semi-obscure Sony Playstation games, though I have been branching out with newer consoles more frequently as of late. I would say that Croc 2 counts as semi-obscure, personally. I certainly have not come across many copies in my lifetime.

#### THE FAT LADY SINGS

I guess that's all there is for now. I sincerely hope that you enjoyed this guide and were able to make positive use of my work. No go outside and get some exercise before you grow up to have a coronary.

Peace out,  
Syonyx 2007.