Croc 2 Enemy FAQ Final

by nm14   Updated on Aug 7, 2006

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

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                               Croc 2
                             Enemy FAQ
                      Written By: Androgynous
                    nm14.faqs[at]gmail[dot]com
                      On the Sony Playstation


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does not take that much work, and I will likely let you use the guide. Thank
you for reading this important part of the guide.

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this list, chances are you are not going to receive permission. Sorry, you had
your chance.

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                    1. Introduction

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Hello, my contributor name on GameFAQs is Androgynous. I have written many
FAQs in my lifetime. I have my periods when I like to go back and write for
some of the classics that I used to play, but was too young to write for. This
game is pretty well covered in terms of walkthrough, but I feel like the enemy
section could use a significant boost. After all, there is little to no good
quality information on the enemies in Croc 2 (let alone any Croc game, most
likely). And for those reasons, I dedicate the following FAQ to all of you!
Please enjoy the guide and e-mail me with praise, censures, tips, or anything
about the FAQ at all. Thanks for choosing an Androgynous FAQ.

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                         2. Enemy List

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Welcome to the Enemy list. This list contains all of the enemies that you will
encounter in the game. Some of the enemies require a bit of strategy,
especially for the first-time player. Please, red the description of the enemy
before reading the strategy. A lot of the enemies in this game do not have
official names, so I will simply name them based on their description. I will
divide the section into two sub-sections. One will include all of the Dantini
enemies. The other will include the misc. list on the rest of the enemeis.
Hope you enjoy the guide.




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                          2.1 - Dantini List
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 | ENEMY: Cave Dantinis               | EFFECTIVE: Not Very                |
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 | TYPE: Dantini                      |                Enemy #1            |
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 | Like most Dantinis in Croc 2, they constantly reform. At the same time, |
 | they are also very easy to defeat. These particular Dantinis have a spear |
 | that they use for slightly longer range than a normal weapon. First, avoid |
 | their swing, then use one of your own personal attacks. Simple attacks,  |
 | such as the Stomp or Tail Whip will work well against these guys. I would |
 | recommend getting behind the enemies before attacking.                  |
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 | ENEMY: Fire Dantinis               | EFFECTIVE: Not Very                |
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 | TYPE: Dantini                      |                Enemy #2            |
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 | Like most Dantinis in Croc 2, they constantly reform. At the same time,  |
 | they are also very easy to defeat. These particular Dantinis can shoot a |
 | fire ball in your direction. So, because of their long range attacks, you |
 | will have to change your strategy from the Spear Dantinis. I would first  |
 | allow them to shoot a ball, then quickly dodge it. Run around to their   |
 | back side, and Tail Whip or Stomp them. Just don't forget that they will |
 | shoot more than ONE simple fire ball. Keep on your toes.                 |
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| ENEMY: Indian Dantinis              | EFFECTIVE: Medium                  |
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| TYPE: Dantini                       |              Enemy #3              |
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| Like most Dantinis in Croc 2, they constantly reform. At the same time, |
| they are also very easy to defeat. These particular Dantinis shoot large |
| balls of green fire. They balls are slightly larger, and have a deeper  |
| range than the fire balls or normal balls that you have previously seen. |
| This means you will have to be careful from a further distance. I would  |
| first zig zag towards the enemy. If you cannot dodge the balls from ground |
| level, try jumping over the balls as they come towards you. Once you get |
| close enough, finish the enemy off with a Stomp.                        |
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| ENEMY: Normal Dantinis              | EFFECTIVE: Not Very                |
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| TYPE: Dantini                       |              Enemy #4              |
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| Like most Dantinis in Croc 2, they constantly reform. At the same time, |
| they are also very easy to defeat. These particular Dantinis have basic |
| attacks that are not very effective, and rather slow. Simply avoid their |
| first attack, like you usually do. Jump on or over them. If you jump on  |
| them, use your Stomp. If you jump over them, quickly Tail Whip them. They |
| should not cause many problems.                                         |
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| ENEMY: Pirate Dantinis              | EFFECTIVE: Not Very                |
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| TYPE: Dantini                       |              Enemy #5              |
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| Like most Dantinis in Croc 2, they constantly reform. At the same time, |
| they are also very easy to defeat. These particular Dantinis have a sword |
| that they use for slightly longer range than a normal weapon. First, avoid |
| their swing, then use one of your own personal attacks. Simple attacks,  |
| such as the Stomp or Tail Whip will work well against these guys. I would |
| recommend getting behind the enemies before attacking.                  |
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| ENEMY: Rope Dantinis                | EFFECTIVE: Not Very                |
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| TYPE: Dantini                       |              Enemy #6              |
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| Like most Dantinis in Croc 2, they constantly reform. At the same time, |
| they are also very easy to defeat. These particular Dantinis are going to |
| be swinging on ropes above you. You can either use a rope next to them and |
| jump on them to defeat them. Or, you can jump and Tail Whip from ground  |
| level. Both of these methods can cause problems with health, but once you |
| defeat one of these enemies, you can use the rope they are swinging on to |
| get to some interesting part of a level, possibly something secret.     |
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| ENEMY: Skull Dantinis              | EFFECTIVE: Not Very                    |
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| TYPE: Dantini                      |               Enemy #7                 |
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| Like most Dantinis in Croc 2, they constantly reform. At the same time,     |
| they are also very easy to defeat. These particular Dantinis have no real   |
| weapons. They simply walk around like zombies and try to run into you. So,  |
| they can easily be defeated by Tail Whipping them before they actually run  |
| into you. You can also dodge them so they run slightly past you, then get   |
| them from behind. This is probably a safer method, so you do not run the    |
| risk of losing some health on these simple enemies. Whatever you prefer,    |
| in the end, is the method you should choose, right?                         |
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                          2.2 - Misc. List
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| ENEMY: Bird                        | EFFECTIVE: Not Very                    |
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| TYPE: Misc.                        |               Enemy #8                 |
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| These birds simply grab Gobbo sandwiches, which you need to progress in a   |
| mission in Croc 2. They try to keep it away from you, which is sort of a    |
| pain, but they do not attack you. So, you must use the same method that     |
| used against the Rope Dantinis. You must either use a rope and swing to     |
| hit these enemies. Or, you can use a jump, Tail Whip combo to defeat them   |
| and grab the sandwiches.                                                    |
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| ENEMY: Dino                        | EFFECTIVE: Medium                      |
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| TYPE: Misc.                        |               Enemy #9                 |
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| Dinos are slightly more challenging than most of the enemies listed above.  |
| They are speedy, which means you have to be on your toes. Basically, they   |
| will run and charge themselves straight at you. You can dodge them, then    |
| quickly run behind them and Tail Whip them. One whip will simply freeze     |
| them for a short while, then a second whip will defeat them. If you want,   |
| you should be able to KO them in one simple Stomp, but both ways are just   |
| about the same. Pick what you enjoy.                                        |
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| ENEMY: Green Frog                 | EFFECTIVE: Medium                   |
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| TYPE: Misc.                       |             Enemy #10               |
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| Frogs are relatively easy to defeat. They are trying to disguise        |
| themselves in the green leaves around one particular level. Simply wait |
| for their green balls to be shot in your direction, then jump over to them |
| and Tail whip once. This should easily defeat any of the Frog enemies.  |
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| ENEMY: Green Slob                 | EFFECTIVE: Not Very                 |
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| TYPE: Misc.                       |             Enemy #11               |
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| The Green Slob is one of the easiest enemies in the game. Simply hit them |
| with a Tail Whip and they are through. They move extremely slowly, and  |
| if you are constantly moving around, they will basically never get close |
| enough to harm you. Honestly, I would not even waste my time with these |
| enemies, as they simply regenerate after you defeat them and they are so |
| easy to defeat, but those choices depend on how much time you have to play |
| your video games, right? Right!                                         |
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| ENEMY: Insects                    | EFFECTIVE: Not Very                 |
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| TYPE: Misc.                       |             Enemy #12               |
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| Insects are really not difficult at all. They just fly at you very slowly |
| and try to peck off a bit of health. Simply jump and tail whip them if  |
| they are floating in the air. You can always wait for them to come down to |
| ground level and bash them down there. Again, choices.                  |
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| ENEMY: Skull Rockets              | EFFECTIVE: Medium                   |
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| TYPE: Misc.                       |             Enemy #13               |
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| Skull Rockets are rather difficult because they shoot at you from much  |
| higher than you can reach. This means you do not put up much of a fight |
| with them. Try to find some cover when you approach some of these guys, |
| then make your way past them. Usually you will be near slipper surfaces |
| to make your dash passed them a bit harder, so make sure you find a path |
| that will get you away form the enemies, then stick to it. Don't just   |
| wander around aimlessly.                                                |
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| ENEMY: Trolls                         | EFFECTIVE: Medium                    |
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| TYPE: Misc.                           |            Enemy #14                 |
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| Trolls are slightly problematic because they cannot be killed. They have    |
| short clubs that can cause some damage, so you are going to want to at       |
| least freeze them. I would recommend freezing them with some Tail Whips,     |
| then running past them. Again, they cannot be defeated, so don't waste       |
| your time coming up with insane strategies that probably won't work.         |
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| ENEMY: Venus Traps                    | EFFECTIVE: Medium                    |
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| TYPE: Misc.                           |            Enemy #15                 |
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| Venus Traps exist in lava pits when you have to swing to another sector of   |
| safe ground. They will pop out and try to bite you. Make sure you avoid      |
| them all together. Watch their pattern of coming out of the lava, then       |
| use the ropes to jump across the dangerous pit of lava! Really, it is not    |
| all that difficult.                                                          |
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                     3. Version History / E-Mail Policy

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Aug. 7, 2006 - Version Final: FAQ Complete

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Hey everyone. This is the e-mail policy portion of this FAQ. I am going to
list what I believe to be "acceptable" or "unacceptable" e-mails. Of course,
it would be very wise of you to correctly e-mail me if you are hoping for a
response. Also, if you have made a mistake when e-mailing me, it is very likely
I will block you so that you cannot send me any more messages. So, now that
you all know what will happen if you incorrectly e-mail me, you have to find
out what is acceptable and what is unacceptable. Please read below.

Do you have information that we have not covered in this FAQ? Well, read below.
If you happen to know something in the FAQ please e-mail me. I am always
interested in adding information from readers, but there are a few exceptions.
If this FAQ is NOT labeled "Final" as its version, your added information may
not neccessarily be used. I could possibly already know your information, but
have not gotten to that section yet. So, do not guarantee that I will post your
comments just because you were nice enough to e-mail us.

Now, for a little more about an "acceptable" e-mail, let's talk about the
subject of the e-mail. I get a lot of e-mails about other FAQs that I have
written, so I can easily miss your e-mail unless you identify it. So, in the
subject line, please include the words "Croc 2 Enemy" in your subject
line. This makes it a lot easier to sort things out in my e-mail. If you do
not refer to what game you are commenting/asking for help on, I will most
likely ignore the entire e-mail.

The last aspect that we would like to talk about is reading the FAQ. If you are
in doubt, check around the entire FAQ before coming to us for direct help. It
is likely that information is in other parts of the FAQ, and not neccessarily
the part that you are looking at during that very moment. Any comments that are
already answered in this FAQ will simply be ignored and blocked, as I have
taken a lot of time to write this guide for you, you can do a little something
for me as well.

If any of the above guidelines are not followed correctly your e-mails will be
considered "unacceptable" and I am sure you know what that means. I personally
think that it will be simple to follow the guidelines, and you will not have to
worry very much about the process. Thank you, again, for your cooperation.

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                               4. Final Words

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Well, this is all I can offer you for this game. I have tried my best to cover
all the aspects of the game so that your life is a heck of a lot easier. My
contributor name is Androgynous, so be sure to use my other walkthroughs for
other games. I hope this has helped you in what you were looking for, and if
it has not, I would encourage you to e-mail you. I will always e-mail you back
if you ask a worthy question that is not in my FAQ. Remember, you can look in
my e-mail section for more information. Take care, and g'night from Androgynous
headquarters!

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All of my work can be found at:

http://www.gamefaqs.com/features/recognition/32285.html