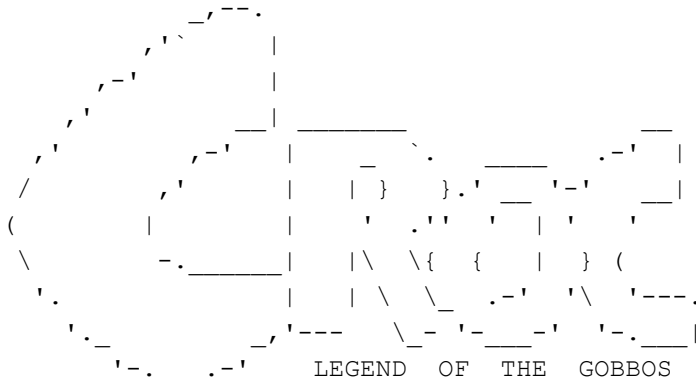


Croc: Legend Of The Gobbos FAQ/Walkthrough

by Syonyx

Updated to v1.4 on May 9, 2008



A Complete FAQ/WALKTHROUGH by Syonyx

Version 1.4

GAME INFO

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Title: Croc: Legend of the Gobbos
Platform: Sony Playstation
Developer: Argonaut
Publisher: Fox Interactive
Released: 30-Sept-1997
ESRB Rating: E (Everyone)

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**Note: To jump to the
walkthrough for a
particular level, hit
ctrl-F and enter the
level number or name.**

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|                                     1. INTRODUCTION                                     |
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Good day to all, and thanks for visiting my guide to Croc's first outing on the Sony Playstation. I am Syonyx. Croc is a light-hearted, colorful platformer, where you take the role of a young crocodile and set out to free your fuzzball friends throughout a land magically transformed by the evil Baron Dantini. Sure, it's light and fluffy, but the controls are tight and the game is pretty fun, and even challenging in parts. This guide is meant to give you all the information you need to finish the game with 100% completion. Any feedback can be sent to me via e-mail at: syonyx_faqs at yahoo dot com.

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|                                     2. THE STORY SO FAR                                     |
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Read the manual to get the full version. It's pretty damn funny. In short, imagine a bunch of dust bunnies with legs and eyeballs, living their lives in blissful ignorance. These are the Gobbos. One day, along comes a baby crocodile floating in a basket. The Gobbos take him in and raise him as one of their own. One other day, the Dantinis attack, led by the tyrant Baron Dante. King Rufus of the Gobbos sends Croc away with Beany the Bird, realizing that he would be their people's only hope. With the Gobbos imprisoned in an

evil magically-transformed land ruled by the Dantinis, Croc must fight his way through myriad environments, free his brethren, and somehow defeat the Baron and rescue the king.

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|                                     3. CONTROLS & MOVES                                     |
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ON LAND
=====

Up: Walk forward
Down: Walk backward
Left/Right: Turn
X: Jump
Square: Tail attack
O: Flip around 180 degrees
Triangle: Hold for look-around mode
L1/R1: Sidestep left/right
L2/R2: Adjust camera angle
L analog stick: Replaces D-pad
R analog stick: Look around camera

WHILE JUMPING
=====

D-pad: Adjust position while in air
L1/R1: Rotate left/right in air
Jump attack: X then Square
Stomp attack: X, X

MONKEY BARS
=====

Up: Move forward while hanging
Down: Move back while hanging
Left/Right: Turn
X: Jump up to bars/drop off
O: Quick-turn 180 degrees

SWIMMING
=====

D-pad: adjust direction facing
X: Swim forward
Square: Attack
O: Quick-turn 180 degrees
Triangle: Look-around mode
L1/R1: Paddle left/right

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|                                     4. PLAYING THE GAME                                     |
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Croc: Legend of the Gobbos takes you through a mostly linear series of levels, with only slightly different goals in each. Regardless of where you are, survival and progression are of the essence. Croc must collect gems to survive getting hit. As long as Croc has at least one gem in his possession, he can survive getting hurt by an enemy or the environment, but he'll lose any and all gems. They will flash for a moment around Croc, and you can pick some of them back up again if you're quick. If Croc takes another hit without carrying any gems, he will lose one life. You can gain extra lives by collecting as many gems as possible. Whenever you finish a level, any gems in your possession will be added to a running total, and you get a free life for every 100 gems acquired in this manner.

To advance in the game, you'll need to cross over various hazards and dodge or eliminate enemies. Sometimes you'll need keys, which come in two varieties: Silver, which open cages to release Gobbos or let you reach buttons to activate pathways, and Gold, which open locked doors. Occasionally you'll need to backtrack through previous areas within a level, but for the most part you just keep advancing to the next door until you reach the end of the level.

Note that you can replay any level previously cleared, to collect anything you may have missed or just to gain extra lives. You can also exit from a level you've already finished at any time, by pressing Start then Select, if things aren't going your way.

The following are the types of levels you'll encounter:

~::~~::~~::~~::~~::~~::~~::~
Regular levels
~::~~::~~::~~::~~::~~::~~::~

These form the bulk of the game, and are where you'll rescue your Gobbo friends. In each, you progress through a number of areas searching for two things: Gobbos, and colored gems. There are five colored gems: Red, Blue, Green, Yellow, and Pink. Collecting all five allows you to open a gem-locked door at the end of the level. There will almost always be five Gobbos to find before reaching that door, and a sixth inside it. There are also 2 exits to these levels, in the shape of a Beany Gong, which summons Beany to whisk you away. The first gong appears in the same area as the gem-locked door. Never ring this one unless you are unable to enter the locked door, behind which the second, final gong can be found. There are six regular levels in each of the four worlds, split into two groups of three.

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Boss levels
~::~~::~~::~~::~~::~~::~~::~

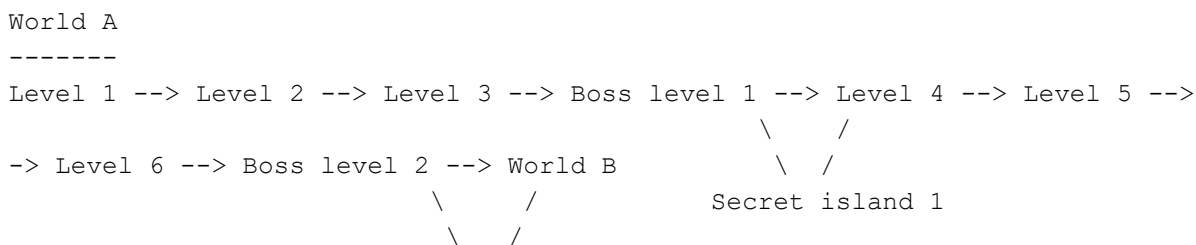
After every three regular levels, Croc encounters a boss level. In these, there are no Gobbos or colored gems. There are, however, regular gems to collect as you pass through a couple of areas to reach the boss. Get as many as you can to protect yourself for the upcoming boss fight. The fights have some variations, but generally, the boss takes a swing, and if it misses, he is stunned for a short time, during which you can hit him. Three strikes for any boss and you win. Beany then comes to take you to the next level. There are two boss levels per world, each one occurring after a set of three regular levels.

~::~~::~~::~~::~~::~~::~~::~
Secret levels
~::~~::~~::~~::~~::~~::~~::~

There are also two of these per world. They become available only after completing one of the sets of 3 regular levels, rescuing all 6 Gobbos in each, and completing the following boss level. A secret island can then be found scrolling through the levels, after the boss level. You don't have to clear all levels in order to access it. For example, you can go back and rescue the sixth Gobbo from one of the levels after completing more of the game, and then find the secret island by scrolling past the completed boss level. In secret levels, there are again only regular gems to collect, and each contains at least one free life. To finish each level, collect the puzzle piece at the end.

Once Croc has found all eight puzzle pieces, the secret world will rise out of the ocean, leading to further adventures after the first 'end' of the game.

So basically, here's how the game goes:



And the prizes are as follows:

Captures Prize
0-8 nothing
9-16 1 ONE-UP
17-24 2 ONE-UP
25-32 Gobbo

```

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  1-B1 Lair of the Feeble
+~+~+~+~+~+~+~+~+~+~+~+~+~+

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Total Gems: 50

Jump onto the steering platform just ahead. Turn left and right to make it go in the direction you want. It'll stop moving when you jump off to get the crates. To get the ONE-UP, jump to it, use O to quick-turn around, and jump back on before the crumbling platform crumbles. Ride over to the door and exit. Next, jump over the lava pits between jumping fireballs, smash the crates, and slap the Dantinis. Exit out the far door.

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  Boss: FEEBLE
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He really is, too. Let him chase you until he takes a swing, then while he's recovering, give him a tail slap. Three strikes and he's out.

**Note: If you've rescued all 6 Gobbos from each of the previous 3 levels, the first secret island is now open to you.

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  1-4 The Tumbling Dantini
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Total Gems: 61

The name says it all. These Dantinis do cartwheels at you as their attack, but they still fall to a tail slap just as easily. The middle gem on the far side of the crate is actually the RED GEM. Jump up to the crate to find a KEY on top, then smash it to free GOBBO #1. Run past the tunneling worm, and climb up the wall on either side of the door to find a crate containing the GREEN GEM and another door. Enter the top door and stand on the middle of the bridge inside until it crumbles. This lands you on top of a high crate, which smashes open to reveal GOBBO #2. Go out the door, climb back up top, and go through the upper door again, but this time cross the bridge all the way. Jump over the lava pits between bouts of bouncing fireballs. Jump onto the steering platform and go to either side crate. Stand on the crate and tail slap the Flying Dantini as he goes by. Smash the crates to find the BLUE GEM and GOBBO #3. Go through the door to enter the next zone.

Collect the gems in the middle of the tunneling worm's path. The middle one is the YELLOW GEM in disguise. Unlock the door up here and head on inside. The left crate on the other side of the door holds the final, PINK GEM. Use the steering platform to cross the lava pit. It's easiest to just avoid the Flying Dantinis by dodging left and right. Pick up GOBBO #4 at the far end and cross back. Go back out the door you came in from.

This may be the easiest boss in video game history. Just run around while he flies, and he'll splutter and fall eventually, at which point you stomp on him. Do this three times and it's over. You may not be able to tell if you're doing any damage, because he doesn't flash or anything, so just trust that your attacks are effective.

****Note:** If you rescued all 6 Gobbos from each of the previous 3 levels, the third secret island is now open to you.

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2-4 I Snow Him So Well

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Total Gems: 37

There's a crate behind you at the start, so don't miss it. To cross the moving platforms, jump to one when it's near, then jump to the higher one moving towards you, and back down to the first platform as it passes underneath you. Enter the door past the cage on the far side. Once inside, there's a warp in the corner to your left, leading to a bonus area.

~ ~ ~ BONUS AREA !!! ~

There are five fishing holes in the ice, and platforms periodically rise from each. Your goal is to jump on top of each to get the five ONE-UPS that wait above. They all have the same rhythm, making your life easier. Stand by a hole, and just before the platform is about to rise, jump over it. On the platform, quickly hop up to grab the heart then jump right off. Once you've got all five, take the warp at the far side to return to the previous area.

Here, you have to go around and jump to all 3 red buttons over the holes in the ice to create the 3 platforms that allow you to reach the KEY. While you're at it, smash the crates to get the GREEN GEM and GOBBO #1, and pick up the spare gems too, all the while avoiding the penguins dashing here and there. Take the platforms you made appear and hop up on the last one for the key, then return to the starting room.

Open the cage and hit the red button. Hop over to the dog and kill it, and get the crate by him for the RED GEM. From the other end of this little island, take the bridge of platforms to the far side, where you'll find GOBBO #2 in the crate. Go through the door in the corner.

In the tunnel, smash the crate and start crossing the crumbling platforms. At the second one, start turning the corner. Keep following the tunnel, making those jumps to the tiny platforms, and at the end you can grab GOBBO #3 from the crate by the exit. Through the door, cross over the water using the monkey bars. Next, hop across the series of tiny platforms and hit the red button, which makes a platform appear back near the monkey bars to let you get on top of them. Go back along the tiny platforms and jump up to the top of the monkey bars, where you'll receive the BLUE & YELLOW GEMS. Cross those platforms one last time and free GOBBO #4 from the crate before going through the door.

Get the final PINK GEM from the crate to the right of the entrance, then cross on the left side to reach the red button. This lowers the middle platform from the row above, so run to the side of the pond and jump to it (it doesn't come down very low, so don't wait for it too long). Above, hop across to the side with the Ice Dantini and slap him before he pelts you with a snowball. Open the crate to reveal GOBBO #5 and head through the gem-locked door. Get rid of the blue Dantini (who will steal one of your Gobbos and run around very quickly

if you don't kill it - thanks to Jayce for that bit of info) and go open the last crate to get GOBBO #6, then ring that gong to leave.

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2-5 Say No Snow

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Total Gems: 90

Behind you at the start are 2 crates with gems. After collecting them, start hoppin across the platforms over the water. Below, you can see circling platforms. From the corner platform in the upper series, you can walk down to one of the circling ones as it passes. Alternately, jump to the center platform below, which holds the RED GEM. On the circling platforms, stand on one and go around to collect all of the gems, then hop back up to the next lowest platform in the corner and continue to the far ledge. At the bottom of the ramp, kill the Dantini and hop over to GOBBO #1 on the small platform ahead. Head into the tunnel from there.

Break open the crate, then jump to the rotating platform moving around just overhead. From there, jump to its partner above, then to the row of platforms over the water. The two on the ends have arrows around their sides. This means that there are plummeting platforms, which will drop into the water a moment after you step on them. Quickly jump off the first to the crumbling platform, and from there to the side, wiping out the Dantini as you fall. Smash the crates and kill the other Dantini, picking up the GREEN GEM and GOBBO #2. To avoid the Dantinis' shots, just stay on the ground while they're on the crates, walk up, then hop up and tail slap them. Go through the door here when you're done.

In the next room, hop across along either the platforms or the crates (but without breaking any, for now) and go through the door at the far end. Outside, push the moving crate to the other end and climb up to the higher ledge. Go around, smash the crates and kill the Dantinis to end up with GOBBO #3, the BLUE GEM, and a KEY. With that last in hand, go back down and enter the lower door again. Inside, open the cage and press the button to make platforms appear under the crates. Now you can smash them all for a bunch of gems and GOBBO #4. Go back outside, up and through the top door this time.

Just inside the tunnel, smash the crate to get the YELLOW GEM, then take the platforms over the water. When you reach the intermittent platforms, take a bit of care so you can get the PINK GEM without falling in the water. You want to start jumping across so that you'll land on the first rising/dropping platforms just as it appears. Very quickly jump to the next, without stopping at all, then hop in place to grab the gem and hop off to the crumbling platform right away. Continue on your merry way, and open the gem-locked door at the end of the tunnel after freeing GOBBO #5 from the crate.

Inside, there are a series of wells with giant worms in them. For each, just run around the well as the worm strikes. After that, it won't appear again until you move away from the well. Remember to jump over the pits in the paths between the wells. After three wells, free GOBBO #6 and hit the gong to summon Beany.

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2-6 License to Chill

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First of all, go through the door beside you at the top of the ramp. Inside, destroy the crates to get some gems, then make your way along the floating rafts. There are two rows of them, and you have to jump diagonally back and forth between them as the rafts push you back. Watch the Flying Dantinis' shadows to gauge where they are and when you can tail-slap them. Half-way across, jump out to the GOLD KEY on the small ice island. At this point, turn around and return to the start of this level, after hitting the bonus warp zone. To get there, stand on a raft in the second row and stay in the middle as it reaches the end of its path and disappears. You will fall onto a small column far below with a warp.

~ ~ ~ BONUS AREA !!! ~
 Ride the balloons to each island, picking up 4 ONE-UPS along the way. At the last island, take the warp to return to the start of the previous area.
 ~

Back at the start, go down the ramp. Kill the first Dantini and climb onto the first crate above. Don't destroy these willy-nilly, since you need to do the last ones first or you won't be able to reach them. In other words, once on top of the crates, jump to the last one, destroy it (which nets you GOBBO #1), then run back and climb up again. Destroy the last of the remaining crates, and so on to get all 4. Of course, kill the Dantinis whenever you approach them. When going back up the hill, do a jumping slap for the upper Dantini, otherwise it's hard to hit him. Cross the platforms over the water when done, and destroy the stack of crates there to find GOBBO #2 and the RED GEM. Use your gold key to open the door.

Inside the locked door, there's a button-hopping mini-game. Once you press the red button, three buttons will appear ahead, and penguins will start leaping out of the holes in the ice in front of you. Hop onto the appropriate button (left, center, right) to capture that penguin. To do this, always stay facing the front, and only press left or right once you're in the air, so that Croc doesn't rotate. The penguins will pick up speed as you go along. You don't have to get absolutely every one, but you need most of them to win GOBBO #3. When you're done, go back into the tunnel, to the starting position and back through the side door to the floating rafts.

Go all the way across the rafts this time, jumping to the last one nearest the door on the other side as soon as it appears, and from there to the door itself. Inside, you must jump up three rotating platforms. After jumping up to the first, turn around to face in it's direction of travel, and jump straight up to the next as it approaches you. Repeat to get to the top, then hop over to the solid ledge and kill the Dantini. Press the red button to start a timer and run straight up the ramp (the middle gem is the BLUE GEM). At the top, hop onto the lowered platform (this was activated by the red button), then jump across to the YELLOW GEM and down to the crate containing GOBBO #4. Enter the door here.

Move clockwise around the central column in this room. Once you're a quarter of the way around, do not destroy the single crate, because you need it to grab onto the monkey bars. The last gem under the bars is the PINK GEM. Once you've got that, then you can go destroy that crate. Next, cross to the back of the room on the gong side to get the ONE-UP from the corner crate, and cross the moving platforms to the other corner on this side to free GOBBO #5. By the gong again, head out the opposite way to reach the gem-locked door. Inside, there are several giant worms in wells. Basically, just keep moving to collect the gems without getting hit, and open the crate in the middle for GOBBO #6. The path on the opposite side of the wells from the entrance leads to the

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Total gems: 46 up to gem-locked door, 56 after (but you won't get them all).

First off, jump to the monkey bars just to your right (adjust the camera to spot them). Swing across and drop to the crumbling block, then jump across the platforms to reach the end with the Aztec-styled well. Don't jump in it yet, though. Instead, grab the SILVER KEY behind it, then return to the start. Go straight out along the rotating platforms (jump over the high one as it passes near you) and take out the Mummy at the end. He can hurt you while you're still on the platform, so jump off of it early. Open the cage and press the button, then return to start. Use the new platform to reach the crate containing GOBBO #1, and use it again to get on top of the monkey bars for the RED GEM, taking out the other Mummy. Now you can go and jump into the well.

In the darkness, walk to the edges of the visible area to find new areas to jump to. First of all, turn around and go behind the well you came out of. Swing under the monkey bars at the end, and jump down to the small island at the end. Cross the stretching platform to reach GOBBO #2, then retrace your steps to the well (you can go over the monkey bars instead of under this time). At the other end of the island with the well, jump to the stretching platform, then jump diagonally to another. Follow the jump to reach solid ground again where another well awaits. There two paths behind it. Take the narrow one on the left first. It leads you to a patch of ground with a tornado. Stay along the very edge of the path until it passes, then run across as it starts to vanish (if you get too close, it'll suck you in and possible throw you into the mud). Cross the trio of crumbling platforms to reach the well beyond, and jump in.

Below, push the arrow crate to the end. Climb up to the first crate and smash it, then use the arrow crate to jump to the rotating platforms. Ride around and jump to the crate in the corner with the SILVER KEY on top. Return to the rotating platforms and use them to reach the other crate with the GREEN GEM and GOBBO #3 in his cage. Jump back in the well to leave.

Return to the previous well past the tornado and take the other path beyond it. Skip the crates, using them only to get on top of the monkey bars. Cross those to the ONE-UP to reach a crumbling platform with the BLUE GEM. Grab it and jump back to the monkey bars, then return to the crates and smash them to receive GOBBO #4. Now, jump into the nearby well.

Underwater now, pass through the electric gates quickly when they shut off. Slap the jellyfish or just avoid them, but definitely grab the PINK GEM disguised as a normal gem between them. At the end, move toward the Dantini from above or below to avoid his shot and slap him out of the way. Grab the SILVER KEY behind him and enter the tunnel. In the next area, you can slap the shark or just avoid him, but be sure to rescue GOBBO #5 from the cage. Ahead, descend a bit to take out the next Dantini and enter the tunnel behind him.

In more darkness, you see a firefly in a jar. Touching it will light the area for a short time. I suggest that you take a quick look around, then let the light go out and reactivate it before heading out. There's a ONE-UP in the corner behind the well you came out of and a crate beside you. With a freshly-activated light, jump to the platform ahead, but without jumping into the fireballs leaping out of the mud. On the other side, you cross a crumbling platform, again dodging fireballs, then to more solid land, where another firefly awaits (which is good, since the light's going out now). Grab it then cross the next crumbling platform to reach some circling ones with a firefly in the middle if ever you need. Use these platforms to reach the YELLOW GEM and ONE-UP in the corners, and from either of their platforms, jump to the land

Jump to the top of the monkey bars and take the jelly up to the next, then up to the land above. Climb up to the platform and cross the intermittent platform over the mud pit. Jump down to the Firing Dantini and take him out, then use the left crate to reach the GOLD KEY in the air. That crate also hides the BLUE GEM. Go back across the mud pit and ride the balloon down to the locked door, which you can now open and continue through.

In the next room, run and take out the Firing Dantini walking around in front of you, then jump across the crumbling platforms, watching out for the jumping fireballs that pass between them. At the other side, go through the door, since that's all you can do in here for now. In the new area, follow the path of crumbling platforms to your right up to the top, then jump to the intermittent platform while it's in place under the SILVER KEY, then hop back down to the land where you entered this room. Now, jump to the circling platforms and then to the red button in their middle. This starts the middle platform moving back and forth to the mainland, letting you reach the crate it leads to. While standing on that crate, jump and hoist to the crumbling platform hanging overhead, then jump to the other one with the YELLOW GEM. From there, jump back to the ground and ride the moving platform out to the crate again, which smashes open to yield GOBBO #3. Even though you've got the silver key, don't return to the previous room yet. Instead, take the door to the right.

In a strip of desert, jump over the slime pits. Every other one holds a piranha that will jump up and spit a fireball in an arc to the spot you're standing in, if you're close enough. You can tail swipe them in the air if you like, but it's easier just to avoid them. The gem over the second-last slime pit is actually the PINK GEM. At the end, be careful smashing the crate, because of the fireballs being spit at you. The GOLD KEY awaits at the very end of the path. Return to the previous room and pass back through the opposite door.

Back where you were a few minutes ago, go back over the crumbling platforms to reach the cage, which you can now open, and press the red button. Cross those crumbling platforms one last time, then follow the platforms that you created under the gems over the mud pit. GOBBO #4 is waiting at the peak. Go down to the locked door and through it.

In the penultimate room, time your jump across the crumbling platform so that you make it onto one of the circling platforms going about the room, and also so you avoid the fireball, of course. From the center, swing under the monkey bars to reach the crate with GOBBO #5 and return. Get onto another rotating platform and take the path along the small platforms straight out to the gem-locked door.

This seems to be the world of ghost races. To start off, turn to your left. Just follow the path from there. Keep pace with the ghost so you won't miss the tiny columns that are only visible due to the gems on top of them. When you reach the balloon, it'll make for an easy ride to the SILVER KEY. GOBBO #6 and the exit are just past it. ALTERNATE ROUTE: To skip the race entirely, turn to the right from the start instead, and do a long jump to the end platform. Get the SILVER KEY to the left to free GOBBO #6 before banging the gong (thanks to Lee Ji Hoon for pointing out this shortcut).

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3-5 Leap of Faith

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Total Gems: 88 up to gem-locked door, ~60 after (but you won't get them all)

at that point. Free GOBBO #6 by pressing the red button in the cage and taking the new platforms beside the gong before ringing it to leave, provided that you got the key first. If you're having trouble, definitely forget going straight at the crossroads. Hurry to the end, and even leave some gems to slow down the ghost.

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3-6 Life's a Beach

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Total Gems: 71

You are faced with two doors on either side and a locked door straight ahead. Jump across the platforms to reach the left side first (note that the second gem on the left side is the RED GEM in disguise) and go through the door. Inside, circle around the rim of the room to avoid the jumping fireballs. The GOLD KEY is in the right corner after entering. Take out the left Dantini before opening the crate at the end with GOBBO #1, because he can shoot you while you're on the crate. Leave the way you came back to the starting room.

This time, take the right door from the central room. Hop to the gems on the small platforms in the corners. One of the two in the back of the room is the GREEN GEM. Hit the red button and quickly climb the wall of the central structure by the button. Kill the Dantini with speed and jump to the moving platform that leads to the stack of crates. Jump to the crates, grab the SILVER KEY above them, and smash them all. Go back via the crumbling platforms and return to the central room.

You can now rescue GOBBO #2 in the middle by jumping to him from any of the crumbling platforms. Go to the locked door next. Inside, it's dark. Grab the firefly, jump to the monkey bars and swing across. Drop down onto the stretching platform at the end and go left to the next firefly and the silver key. Turn around, go straight across the stretching platform the other way and free GOBBO #3 from his cage. Follow the path here along the small platforms to the door at the end, by another firefly.

Outside, jump to the first platform and wait as it carries you across the gap. Jump before the Firing Dantini shoots you and take him out. Repeat. As soon as you kill the second Dantini, start crossing those monkey bars, or he'll shoot you in the back while you're still swinging. At the end, you can jump normally (i.e. without the jelly) to reach the crumbling platform, then use the jelly to get the GOLD KEY directly above. Retrace your steps. By the second Dantini, make sure you smash the crate to get the YELLOW GEM. Jump back into the well you came out of.

Back in the darkness, go back across the stretching platform to the far side. At the next firefly, jump over the intermittent platform to the end. Smash the crate to get the BLUE GEM, then go through the locked door. Inside, jump down the platforms to the SILVER KEY and up the other side. When the crumbling platforms reappear, turn around and jump from the first one to GOBBO #4. Watch out for the Flying Dantini, and jump back to the exit side once the crumbling platform reappears again. On the far side, the left crate holds the PINK GEM.

In the room with the gong, climb the spiral of small platforms to reach the red button on top. Return to the lowest small platform and go up the new platform to reach the top of the center column. The crate holds GOBBO #5. Jump down to the gem-locked door and walk through it.

Yet another ghost race, thankfully the last. There are many precarious jumps

To defeat him, wait for him to toss an exploding minion at you. All you have to do then is run away and cross one of the launching squares around the circle. When the minion steps on it, he'll be tossed up back to Fosley and will destroy one of his balloons. Once all three are destroyed, it's all over.

**Note: If you've collected all 6 Gobbos from each of the previous 3 levels, the seventh secret island will now be open to you.

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4-4 Ballistic Meg's Fairway

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Total Gems: 49

Ballistic Meg is the hyper-speed runner along the paths in this level. She faces in the direction she's about to dash in. Touching her or the stream of fire she crates will damage/kill you. Stand at the start until she runs in front of you and starts crossing away from you to the far side, then move to the first crate. Move up the paths after she passes. You can stay on the sides of the path in parts, but in other parts it narrows, so make sure the way is safe before crossing those spots. The second crate holds GOBBO #1. Press the red button to flip over the spiky block ahead, then cross it to the next button. Keep pressing the buttons to flip over the next blocks and cross them to the exit. The gem over the last spiky block is the RED GEM, which you really can't miss.

Smash the crates beside you before taking the balloon to get GOBBO #2, then ride the balloon down as Meg is arriving at the end of the platform below nearest you. As soon as you land, move to the side and cross to the other end. Jump up to the monkey bars once Meg leaves the spot at the tip of the platform. Swinging underneath, go left at the crossroads to reach the GREEN GEM, then go back and straight to the unlocked door.

Inside, jump to the moving platform, then to the cage, then time your jump to the crumbling block so you can then cross to the center of the block ahead with Meg running around the edge, without hitting her on your way there (i.e. so she's not crossing the edge of the block nearest you when you jump). Cross left over the moving platform next. Get the BLUE GEM from the crate and head up to the next block with a Meg on it. Jump up to the GOLD KEY next and keep going. Once you reach the SILVER KEY, jump to the top of the door you came in, then down. Cross to the cage again and free GOBBO #3, then exit through the door.

Climb the monkey bars again and swing to the locked door, which you can now open. Inside, swing from more monkey bars to the end, then wait for the red platform to move under you. You'll need to be at the very end, on the left edge of the bars to drop onto it properly (spin around in place to line up your view of the platform, just to be safe). Tail slap the Flying Dantini on your way across, and jump to the monkey bars at the other end. Cross them and drop to the next moving platform. Jump up to more monkey bars at the other end, and repeat it all once more. Cross the last, longer set of monkey bars to get the YELLOW GEM, and free GOBBO #4 from the crate at the end. Exit through the door just ahead.

In the next area, your first order of business is to move to the side right away. From here, watch the pattern that Meg moves in. After crossing to the door you came in from, she returns to the far end, then only goes back half-way, then returning to the far end again. It's after she goes only half-way

flip back to smooth, then start the next leg of the journey. You'll come to another red platform above the first. Wait until the next block ahead flips to smooth again before setting out. You'll shortly reach the top, where the PINK GEM awaits in front of the gem-locked door, through which you may now enter.

Inside, cross over the corners where you can to avoid the tricky block-to-block jumps. First, go diagonally right to free GOBBO #1 and return, then diagonally left to reach GOBBO #2. From there, go diagonally right to get GOBBO #3 and back to the previous landing. Now you have to go straight out across alternating blocks. The easiest way to do this is to jump just as the block starts to turn and try to move straight ahead. When you land, it'll partially be on the side of the next block, so immediately jump again and reposition yourself on the top, or, if the next landing is just ahead, jump straight to that. Reach GOBBO #4 in this manner, then cross diagonally to the gong. From there, go diagonally out on the other side to reach GOBBO #5, then diagonally again to the center row to get the last GOBBO #6 out of his crate. Return to the gong via the two crossings you used to get here and exit.

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  4-B2 Baron Dante's Funky Inferno
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Total Gems: 29

Climb the stairs, and watch out for the swinging maces at each landing. At the top, move to the center of the far block as it moves across the gems. Hop off immediately at the door before your block crumbles. In the next room, ride the blocks and cross wherever they take you, moving constantly to avoid getting shot. Enter the door at the end.

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Boss: Baron Dante
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This penultimate fight has many phases. Whenever you get hit, always try to pick up at least one gem, because the fight can last a long time. Whenever you die, you'll restart at the same phase, so you don't have to do it all from the beginning again. First, he'll occasionally smash his fist on the ground, sending out a shockwave. Jump over it, then run up, jump and tail slap him while he's stunned. If you get too close other times, he'll chop at you. Do this three times and the next part begins.

Now, the Baron will charge you, and hit the wall if you get out of the way. Keep him in your line of sight, then move as he runs. You can tell what direction he's going by where he faces, and it's not always straight at you. When he hits the wall, very quickly turn and jump-slap him. He'll return the center and wait a moment before trying again. Hit him three times to win this round.

In the third phase, he'll hover in the middle and shoot a series of electric bolts at you. Keep running around the room to avoid them. Once he stops, he'll shake his hand for a bit, at which point you jump and slap him from the side or back. For the first barrage, he shoots three times, then six times after you've hit him once, then nine times for the last bout. After that, the fight is finished, and you rescue the KING OF THE GOBBOS. Beany comes to take you all away, and you can watch the closing cinema. But it's not all over yet...

**Note: If you've rescued all 6 Gobbos from each of the previous 3 levels, the

eighth secret island is now open to you. Wait until after the game credits to reach it.

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|                                     |
|                      6. SECRET LEVELS                      |
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Each world contains access to 2 secret levels. To access them, you must rescue all 6 Gobbos in every level, which also requires finding all colored gems. When this is done for a set of three levels (eg. 1-4, 1-5, and 1-6) and you defeat the boss following those levels, the secret island will be revealed, and can be accessed by scrolling through the levels completed so far (it appears after the boss level).

In the secret levels, there are no Gobbos or colored gems to find. There are only normal gems, some one-ups, and puzzle piece in each level. Grabbing the puzzle piece ends the level, so make sure you've collected everything that you want to before you take it.

Once you have all puzzle pieces, then Croc puts them all together, causing the hidden island to appear! Beany flies you over, and you get to take on a whole new world.

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  1-S1 The Curvy Caverns
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Total Gems: 90

Jump across the crumbling platform, then be careful where you step, because there are lava pits along the twisty narrow path. Hit the Jumping Dantini when he leaps over to your side, then cross over yourself. Run to the arrow block and ride it across the lava pit, stepping off the forward arrow to pause while you wait for the jumping fireballs to clear. Go through the tunnel, jumping over the lava pits, and enter the door.

When you emerge outdoors, go left and take the door on this side of the lavafall. Inside, run up to the orange firepopper and tail slap him when he's not firing. Jump across the crumbling platforms, and climb the pyramid of crates to jump up to the key above them. With the key in hand, go back the way you came to return outdoors. Cross to the far side, and use the circling platforms to reach the cage, which you can now open, and step on the red button. Go back to where the Dantini resides, and use the new platform to cross the lava river to reach a ONE-UP in the chest. Return through the door on the original side of the river.

Go past the point at which you turned back previously. Circle the well to avoid the giant worm, collecting the gems, then go through the door. You reach a kind of lava crossroads. Carefully jump to the small platform in the middle, then straight to the other side. Follow this path through the door at the end. The circling platforms have a crumbling platform in the middle of them, so don't jump to it if you're not fairly sure you've got a good jump lined up on the other side. Continuing along, the platforms that spin in place serve only to disorient you. Wait until you come around again in line with the jumps you want to make. Grab the KEY at the end and return to the crossroads.

Take the untraveled side road this time. Jump to the moving platforms as they rise in front of you. At the top, bypass the puzzle piece for now, as

Jump to the crumbling platform and across, slapping the Firing Dantini on the way down. Watch the fireballs as you collect the gems around the island. Do a quick double jump across the rotating platform, not giving it time to spin you around before you jump off again, and kill the other Dantini before moving on. Outside, climb up beside the door and smash the crates around the rim, one of which gives you a ONE-UP. Climb the series of platforms. Quickly jump up the last two to the first Firing Dantini right after he fires, then keep hopping ahead to the second Dantini and also take him out as you come down on him. Do a long jump to the final island with the Beany gong, and strike it to finish.

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5-2 Diet Brrrrr

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Total Gems: 57

Walk to the edge of the pool. Wait for the Dantini to start firing at you. As soon as he fires, jump to the intermittent platform (back off and reapproach if he only fires when the platform is there), and keep jumping to the land ahead and again to kill the Dantini, all without stopping. From the monkey bars, hop to the moving platform and ride it back to the ONE-UP under the monkey bars. Go to the door and head through it right away, before the Firing Dantini reappears.

On the ice, jump to the first gear, then to the next ice ledge and get the gems from the crates. Jump to the next pair of crates. From the second, quickly run and jump to kill the Firing Dantini beyond, and grab the balloon. As soon as you land, hop again and kill the other Dantini there. Ride the second balloon to the door. Inside, take the first raft to the second, and hop from there to the right island. Go left, up, and right, all the while moving to avoid the Dantini's shots, and ride the next pair of rafts to the far end. Enter the door after grabbing the gems from the crates.

Inside, the Firing Dantini will shoot you once you land on the first tiny platform, so keep jumping until you reach him and kill him. From the top of the monkey bars, do a long jump to the next platform. The Dantinis will always shoot you when you're two platforms back, so just keep jumping at that point. Don't wait too long on any corner, either, or else the Dantini will reappear and shoot you in the back as you leave.

In the final area, you ride an arrow platform down a tunnel. After passing a couple jumping fireballs and one more Flying Dantini, get ready to jump, because there's a Firing Dantini just ahead. You have to anticipate his shots, because they come before you can see him. Once you jump to him and take him out, the next arrow ride takes you past a couple more Flying Dantinis, then to the Beany gong to exit.

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5-3 Trial on the Nile

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Total Gems: 86

Stand under the balloon, and turn to face the door, then jump up. This way, you end up facing in the direction you want to go when you land. Jump up the series of plummeting platforms as the Dantinis' shots go by behind you until you reach the top again. Go through the door that you can now unlock, since

you got the GOLD KEY at the bottom of the balloon ride.

In the darkness, things get tricky. Ahead to the left, there are rotating platforms with a Firing Dantini in the middle. Jump to a platform and immediately hop to the middle to kill him, then jump back to one of the moving platforms and jump to the solitary gem on a small island. From there, jump to the intermittent platform, then to another set of rotating platforms with a Firing Dantini in the middle. Take him out, then head out to the intermittent platform on the opposite side. From there you reach a strip of land with gems. After the crates, there's another identical set of rotating platform plus Dantini, and beyond them, the well to exit this area.

Down below, carefully walk to the firefly, then jump and take out the Firing Dantini on the crumbling platform (why doesn't he make it crumble? Not fair!). Do a similar jump ahead until you reach solid ground. There are two crates and another firefly. From there, head out to the rotating platforms with a third firefly in the middle. On the opposite side to either the left or the right, jump from one of the rotating platforms and take out a Dantini, then jump straight ahead to the landing with the door.

Above ground, jump either way to the Firing Dantinis and follow the path around. Again, I don't know what the red button does, but you might as well press it. Cross the tiny column to the last Firing Dantini before reaching the exit well. In the next area, it doesn't look like you can reach the island via the tiny platform, but you can, and you better jump soon or else the Dantini will shoot you. After the second Dantini, cross the monkey bars before he can regenerate. Use the jelly to get on top of the monkey bars to reach the ONE-UP. You don't need the jelly to reach the crumbling platform beyond it. Do some long jumps to reach the final well.

In the final area, follow the gems and jump to kill the Firing Dantini at the end. Look to the left at that end to find the next platform to take. Keep following the path, jumping to land and kill the Firing Dantinis along the way, and strike the Beany gong at the end after collecting the ring of gems.

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5-4 Crox Interactive

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Total Gems: 35

Turn right at the start and do a long jump to the plummeting platform, and another to the block ahead. Walk to the forward edge and, after the Dantini fires, jump to the first platform. Stay on that platform as another shot passes overhead, then jump up to and kill the Dantini. Go up to the next block and stand in the middle, facing left, as it moves. Once you're in line with the platform at the end, jump to it before your block shrinks away. Jump up the crumbling platforms to the last block, and cross the plummeting platform to reach the entrance to the tower.

Inside, cross the crumbling blocks as the Dantinis fire. On the red carpet at the end, the Dantinis can still get you while you're at the sides, so grab the gems quick and move back to the middle. Go up the stairs and quickly hop across the row of crumbling blocks once the first mace swings by. Jump to the end over the crumbling platform. Inside, push the balloon creature to either side, then pump him up to blow open the door there, then head inside.

If you chose the left door:

That darned Platform Pete, pounding away at his pegs. To cross the trio of flipping blocks. jump to one, then jump off right as Pete triggers the flip. As you land on the next block, jump in place to right yourself on the top surface, then jump to the next in the same way. Cross three rows like this to reach the next door.

If you chose the right door:

Ah, Ballistic Meg. Cross along the side of the wide path. Over the bridge, wait for the Meg there to cross and then go back, then you have a few turns to make it across yourself. Pick up the gems. For the last stretch, cross the narrow portion of the path once the fire goes out after Meg comes back your way, and jump at the end to get out of the way, just to be safe. Head through the door at the end.

Both of the previous paths then lead to the same place. Inside, jump to the first moving block. The next block shrinks away after you land in it, so jump to the other moving block on the opposite side. Watch for the Dantini's shots, and jump over to him to take him out. Cross another row in the same way. At the end, the blocks shrink away again, except for the one with the gong, so head straight to that one from the last moving block and ring it.

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  5-B Secret Sentinel
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Total Gems: 8

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  Final Boss: Crystal Dante
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The trick to defeating him is to have all 4 gongs ringing at once. Each will continue to warble for a short time after hitting it, giving you time to get around to the others. If you take the floating platforms, however, it'll take too long. Instead, you can just jump from alcove to alcove across the corners. Grab at least one gem at the start and strike the first gong, then pick a direction, left or right. Jump across the corner to the next alcove and strike the gong there, then continue in the same direction until you've hit all four. Once you do this, it's game over for the boss.

Watch the closing credits to receive the comforting message that one day, yes, Croc will return. And indeed he did, in Croc 2. But that's for another day...

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|                               8. LEVEL PASSWORDS                               |
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These passwords were acquired after completing the entire game, and as such each will give you access to every level, by scrolling left or right from the level you start at. Enjoy!

Lvl	Password	Lvl	Password
1-1	L,R,D,L,D,U,R,L,L,D,U,U,L,U,R	4-1	L,R,L,L,D,R,R,L,U,D,U,U,L,U,R
1-2	L,R,D,L,D,U,R,L,L,D,D,D,L,U,R	4-2	L,R,L,L,D,R,R,L,U,D,D,D,L,U,R
1-3	L,R,D,L,D,U,R,L,R,D,U,D,L,U,R	4-3	L,R,D,L,D,U,R,L,L,D,R,D,L,U,R
1-B1	L,L,D,L,D,U,R,L,R,D,D,U,L,U,R	4-B1	L,L,D,L,D,U,R,L,L,D,L,U,L,U,R

VERSION HISTORY:

1.0 - Completed 22-July-2004.

1.1 - Completed 16-Aug-2006. Added some bonus areas.

1.2 - Completed 31-Aug-2006. Added final bonus areas.

1.3 - Completed 28-Feb-2007. Added how to kill executioners in Castle Zone.

1.4 - Completed 26-Nov-2007. Added shortcut to the ghost race in chapter 3-4.

Thanks for playing. Now go get some fresh air.

Syonyx 2004-2007.

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