

Jersey Devil FAQ/Walkthrough

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A Little About The Game
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If you've played games like the Crash Bandicoot series and Jackie Chan Stuntmaster, you'll notice this game is very similar. And it is, with the exception that you can move the camera.

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Barebones Walkthru
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Basically, each section has two missions. To fully complete each mission, you must break all the green nitro boxes, free all the hostages in each mission, defeat all the bosses, and stay alive. There are also secret levels in the game that can be accessed when Jersey Devil's power is at a certain level. The only way to raise Jersey Devil's power is by destroying the labs in each mission, and that will only happen if you find all the nitro boxes in each mission.

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Default Controls
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Since the buttons in the menus are self explanatory, I will just list the default controls during game play and will refer to these buttons in this walkthrough. Just remember which buttons are which if you change from the default controls. Also note that if you have a dual shock analog controller, you can use the left analog stick. However you cannot use both the D-Pad and the left analog stick. It's one or the other.

/\ - Pick up small objects/Move large objects while holding button and using direction/Hold after jumping to glide
[] - Attack/Tail swipe attack while jumping/Throw small objects you picked up/Activate switches
O - Duck
X - Jump
D-Pad/Left analog stick - Move around/Must use if gliding

L2/R2 - Move camera
R1 - Display or hide onscreen information (i.e. health, lives, etc.)
Select - Turn on/off vibration
Start - Pause/Brings up in game menu/Skips FMVs and hints

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Items

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Pumpkins - Collect 100 to gain an extra life
Gold pumpkins - Restores Jersey Devil's health
Devil tails - Extra life
Green nitro boxes - Break all in a level to get a nitro bottle
Nitro bottle - Increases Jersey Devil's power level
Tokens - Collect K, N, A, R, and F tokens to get the golden K token
Golden K token - Required in certain places in a level to open up doors with a golden K
Brown boxes - Contains goodies; jump on them to break
TNT boxes - Pick them up and throw at enemies to kill them faster; Pick them up and throw them at trees or statues to knock them down
Large boxes - Move them to get to places you can't normally get to
Checkered boxes - Checkpoint boxes; if you die, you'll return to the last checkered box you broke open; an arrow appears to show you which way to go
Signs - Points to the mission entrance

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Walkthru

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The game opens with an FMV telling you the origins of the game's hero, Jersey Devil. Then the start screen appears. Select start, or load game if you already have a save and I'll meet you in Downtown.

Downtown

This is where the FMV ends and the game begins. So, since the tokens are there on the street, go and collect them to get the golden K token. Currently, there is only one door that is accessible. That door leads to the museum. So just keep going straight from where you picked up the last token, assuming you went clockwise around the water fountain. There should be a sign on the side that says "Museum Madness". Anyway, there should be a golden K on the gates to the museum level. So punch it open and walk right in.

Museum

-Museum Madness-

Area 1 - 8 Nitro Boxes

Start off by getting that 1st nitro box to the left of the statue. Now, go to the right of the statue, collect the pumpkins, and punch open the gates. Get the pumpkins inside, attack the hopping pumpkin, and punch the door to get the K token. To the right is a brown box, some pumpkins, and if you jump into the tree you can get an extra life. Now go back through the gates and go up the stairs. Go up to the doors and take a left. Go through the opening in the hedges for the 2nd nitro box. Next, jump onto the wall and go down. Attack the hopping pumpkin and punch open the door to get the F token and the 3rd nitro box. Don't miss the brown box. Now move the large box to the gate and jump onto it and over the gate. Go back up the stairs again, go left and get that

brown box by the tree. Go to the right and you'll encounter a new enemy that throws bombs when it gets hit. Continue around the platform and the bushes until you see a hopping pumpkin. Attack it, punch the door, and get the N token. Continuing on to the right, another enemy will pop up. Fight if you want, then jump onto the box next to the shed. On top of the shed is the A token and the 4th nitro box. From the top of the shed, jump forward and do a glide towards another hopping pumpkin. Attack that one and punch open the door to get the R token, giving you the golden K token, and the 5th nitro box. When you get the golden K token, you'll be given a short scene of which door you have to enter. Now turn the camera around, go forward around the bushes and the platform and you should see a large box. Move this large box to the platform then jump onto it. Break open the 6th nitro box and climb up the flagpole. From the top of the flagpole, jump and glide to the roof of the museum. Go to the left and jump onto the front of the museum. Walk towards the edge and turn the camera. You should see the 7th nitro box. Go break it, jump back onto the roof of the museum, go to the left which will be the opposite side of which you jumped onto it, and you should see another flagpole. Jump and glide down to the platform that has the flagpole (it's slightly lower than the other one you climbed up onto) and you should see the 8th nitro box. Now go to the door that was shown to you, punch it open, and walk in.

Area 2 - 13 Nitro Boxes

First of all, change the camera view so you know where you are. Now follow the path around and jump the gap while dodging the spider waiting to punch you in your attempt. It takes three hits to destroy the spider, so either fight it or continue on. Follow the path and attack the hopping pumpkin. Break the 9th nitro box. Now turn around. You should've noticed another platform while attacking the hopping pumpkin. Jump to it, then to the next platform and break the 10th nitro box. Now go back to where the 9th nitro box was and continue on. After breaking open the checkered box, you'll notice another new enemy, which looks like a giant bee. Attack by doing a jumping tail swipe (jump then attack). Continue on the path until you come to the third giant bee and you'll see big guys hurling barrels. Be careful of these guys. Luckily it only takes one hit to take these guys out. So, do a jumping tail swipe on the first one, break the checkered box, go to the right and do the same to the other big guy, and hit the switch on the wall. The game will show you what door opens. Go through it and attack the hopping pumpkin you see, then rotate the camera so that it moves to the right. You should see another platform. Jump to it, take care of the hopping pumpkin, jump to the next platform, and break open the 11th nitro box. A little to the left, you'll see a couple of pumpkins and an extra life. You can get these if you want by jumping and gliding. Otherwise, just turn around and follow the path again. Around the corner, break the checkered box. In the distance you'll see a large box. Go towards it. On the way, break open the 12th nitro box. On the platform below the large box is a spider. Get rid of it, then do a jumping tail swipe to get the large box down. Move the large box to the edge with the giant bee, kill it, continue on, break the 13th nitro box, kill the two giant bees, and knock down the next large box. Move it to the center of the platform and jump up on it to get the K token. Continue on, break open the checkered box, continue on, don't miss the brown box, and make your way over to the end of the path. Kill the giant bee and jump onto the swinging platform. It would be helpful to move the camera towards the left so that you can see the wooden plank you have to jump to. At the end of the plank you'll see another big guy. Take care of him, knock down the large box, jump onto it and get the A token, then move the large box to the left of the platform. Jump on it, then jump to the

next platform with the checkered box, break it open, and follow the arrow. Jump to the first swinging platform, then to the second, then one more time to the platform with the three nitro boxes. These are the 14th, 15th, and 16th nitro boxes. They fall when you get near them, giving you the N, R, and F tokens to get the golden K token. Use the golden K token on the door on that platform and go in. Break open the checkered box inside and jump glide to get the pumpkins. Halfway down the stairs are two enemies, the ones that throw bombs when you hit them. Going down the second part of the stairs, if you turn the camera so that the stairs look like they're going up, you'll see two lives on each side of the staircase. Go get them and I'll see you at the bottom of the staircase. Punch open the door, go in, and break the checkered box. On either side of the door are the 17th and 18th nitro boxes. Break them open and continue down the path, collecting the lives as you go. Through the doorway on the other side, you'll see the mission's sub-boss. I don't know his name, but he does throw rocks. Start out by going to the left onto the brown path. Do a jumping glide over to the extra life and don't miss the other one to the right. Now turn the camera so you can see the moving platform. Jump to it, then jump to the next one, then finally jump to other side of where you came in. Break the checkered box. Instead of following the arrow, if you look in the background, you should see a neon green thing. That neon green thing is the 19th nitro box. Go break it. Then go around the pyramid and break the 20th nitro box. If you go back to the right towards the gap, you should see a golden pumpkin and another nitro box on the platform behind it. So jump to the platform with the golden pumpkin, then jump to the moving platform, and then jump to the platform with the 21st nitro box and break it. Then make your way across the gap and up the pyramid to face the sub-boss. Be careful of falling rock. It takes about four hits to take him out. When you beat him, go down the path he opens up, and don't miss the extra life.

Area 3 - 4 Nitro Boxes, 2 Hostages

Go forward from your current position to the pumpkins. A boxing spider jumps down. This enemy is very difficult, so good luck. It takes about 4-5 punches or 6 jumping tail swipes to take it out. When you're done with that guy, take a look around the room. You'll see the mission's first hostage. You'll also see four stone tablets on each wall and the sub-boss in the middle of the room. What you need to do is move all four stone tables (they're like large boxes). Behind one is the switch that releases the hostage. Another hides the 22nd nitro box. One hides two golden pumpkins and another hides the passage to the next part of the area. So after you've moved all the stone tablets, gotten the nitro box, and released the hostage, move the sub-boss to the door that hid the opening to the rest of the area and jump through. Go down the stairs, hit the switch, then go in the door. Inside are four coffins, the K token, and a nitro box. Get the K token. Each of the zombies in the coffins cough up another token. It takes about 4-5 punches to take them out. Beat them up to get other tokens and get the golden K token, and don't miss the 23rd nitro box. Now go through the door, break the checkered box, and go down the stairs. Two boxing spiders jump down while you're descending, but you can dodge them. At the bottom of the stairs, hit the switch and then go in the door. In this room you'll see the A token in the middle of the room and a rolling boulder. First, grab the A token. Now run away from the middle of the room. See that round thing in the middle? If you jump on it 2-3 times in a row, it'll open up and the boulder will roll in, opening up one of the many doors in the room. Don't fall in though. When you get the boulder in, go in the door that opens. The room you enter should have two rotating platforms and one platform in the middle with the F token on it. Make

your way to the middle platform, get the F token, make sure you jump on the switch, then make your way back to the boulder room. You'll see the N token and two boulders. You have to do the same to these two boulders as what you did with the first boulder. So get the N token and put these boulders in the hole. Go in the door that opens and you should see a bunch of swinging platforms. Make your way to the other side, break the 24th nitro box, and get the R token. Watch out for the flame. Now make your way back to the boulder room again. Get both boulders into the hole and the K token will appear and you'll get another golden K token. Look for the door with the golden K over the door. That's the door you want to go through. Break the checkered box and descend the stairs. There are a couple of zombies, but you can easily dodge them. Hit the switch at the bottom of the stairs and go through the door. Straight ahead is a snake and a brown box behind it. The brown box contains the K token. The snake takes about three hits to kill it. The next snake holds the N token. Past the third snake is a brown box with the A token. Up a pipe you'll see the last nitro box, so go break it. When you get to the stack of pumpkins a little further down, a boxing spider jumps down. This spider has the R token. Four or five jumping tail swipes takes care of it. After this spider, continue on towards the door, where another boxing spider jumps down. This one holds the F token. After getting the golden K token, go through the door. Inside, break the checkered box. You'll see the second hostage. So make your way across on the right to the switch to release him. Jump onto the platform to the left and it'll go down, opening the door to the mission's boss fight. Go on in.

Boss Fight - Pumpkin Head

The first part of this fight is the most difficult. What you have to do is get him to charge into the pipes, which stuns him for a few seconds. While he's stunned, go attack him. While you're fighting this guy, Dr. Knarf throws bombs down into the fighting area. Pumpkin Head uses this attack until he gets down to 50% health. Then he brings out a cane. This IMO is the easiest part of this boss fight. When he gets down to 25%, he starts spinning with the cane. What you have to do here is run away so that he gets dizzy from spinning. When he gets dizzy, hit him, then repeat. When you win, Jersey blows up the lab, if you found all the nitro boxes.

Now you'll get warped back to Downtown, where you'll see a car crash into the next level, Green Park. You can either go here or go and do the second mission in the museum. It's all up to you.

-Dome Sweet Dome-

Area 1 - 8 Nitro Boxes

The eight nitro boxes in the first area are all in the same place as in the first area as Museum Madness, but the tokens are in different places. Go up the stairs, go right, through the hedges, jump onto the wall, and do a jump glide to get the A token. Do the same on the other side to get the R token. In front of the entrance to Museum Madness is the N token. You'll find the K token by the lower flagpole. And to get the F token, you have to do a jump glide from the front of the museum. There'll be a line of pumpkins, so you should be able to find it. You should also have noticed that the shed in the back is open. Hit the lever inside to access the main mission area.

Area 2 - 5 Nitro Boxes, 1 Hostage

First of all, break the 9th nitro box. Now jump to the red gear to the right, then to the blue gear, and then the red gear, which should go down and bring down a brown gear. Go there, then jump from that gear to

the platform. Follow the platform and jump to the spider-web. Get rid of the giant bee and jump to the next platform. Jump from the next spider-web to the next platform. Break the 10th nitro box. Now, see that gold thing in the center? Do a jumping tail swipe to it, jump to the green gear, jump to that gold bridge you made, do another jumping tail swipe to the next gold thing, jump to the next green gear, jump again to the next gold bridge, turn around, and jump to the spider-web. Then get rid of the giant bee, follow the path to the next red gear, and ride it down. This should bring down a set of brown gears. Take the new set of brown gears, jump from them to the spider-webs to the next platform, and break the 11th nitro box. Do the same thing here to the gold things you did last time, except instead of turning around to jump to a spider-web, keep going along the gold thing and jump to the next green gear to the platform. Then just follow the path again to the red gear and ride it down, which again brings down another set of brown gears. Take these set of gears, jump from the spider-web to the platform, break the 12th nitro box, make your way up the gold things and green gears again, and when you get to the last green gear, ride it up and jump to the platform. Follow the path, hit the switch to release the hostage, then make your way to the platform where the hostage was and break the 13th nitro box. Then ride the red gear down to the bottom again. This opens a door and the entrance to the next area.

Area 3 - 12 Nitro Boxes

First of all, rotate the camera so that you know where the opening of the elevator shaft is. Now you can climb up the cable and get the goodies. Make your way out of the elevator shaft. Hang a right and go down the hallway. A brown box holds the N token and don't forget to break the 14th nitro box. Back down the hallway and hang another right down to the other hallway. Beware of giant bees. A brown box in this hallway holds the K token and don't miss breaking the 15th nitro box. Now go through the door and you'll see a bunch of brown boxes, a TNT box, and three eggs. One of the brown boxes contains the A token. In order to open the next set of doors, you have to kill the three birds that pop up from the eggs. Four to five hits should take care of them. Go through the doors. Same deal here in this room. Destroy the enemy to unlock the doors. Don't forget about the checkered box. In the next room, to the immediate right of the doors are the 16th nitro box and a brown box that holds the R token. Now make your way to the next room. The jumps here are pretty tricky, but you should be able to make it. Don't miss the F token in this room. Once you get the golden K token, go through the doors to the next room. Break the 17th nitro box in this room. Same deal in this room; destroy all the enemies to unlock the door. In the next room, break the 18th nitro box. Then jump on the stone block and over the wood nailed up blocking the doorway. Then move the large box all the way over to the opposite of the room. Jump onto the box, over to the scaffolding, then towards the pillar to get the K token. Go and get the rest of the goodies, then break the 19th nitro box close to one of the pteradactyls, it also holds the N token, and the 20th nitro box on the other side of the room at the top of the tree. Now, if you look around the room, you'll see three switches. Each of these switches activates each of the pteradactyls, so taking them on one at a time is a good idea. Four to five jumping tail swipes takes care of them and each has a token, so you have to kill them anyway. Then when you get the golden K token, jump on the platform with the golden K and it'll move; jump down the hole.

Area 4 - 5 Nitro Boxes, 1 Hostage

Start out by going around to the other side of the platform and jump gliding down the platform with the 21st nitro box. Then do a jump glide

to the next platform and get the K token. Then jump to the swinging platform, jump to the next platform, then jump to the higher platform and break the 22nd nitro box. Go down the ramp and get the N token. Then jump glide to the platform with the checkered pattern. Break the 23rd nitro box, go up the ramp, get the A token, and break the 24th nitro box. Go back down the ramp, go towards the switch and hit it to release the hostage. Go through the opening to the hallway. Get the F token, and run towards the end. About halfway down the hallway, on the left side, you should see a doorway. Remember this. When the guy at the end comes to life, run back to the doorway you passed by. Come back out, go back towards the end of the hallway and get the R token. Then go back to the doorway you were in, open the door, and go in. Inside will be the area's last three enemies. It takes about four punches to take them out and their attack is similar to Pumpkin Head's first attack. After disposing of them, don't miss the last nitro box behind the stereo. Now go through the door behind the stereo to meet this mission's boss.

Boss Fight - Bone Dinosaur

This boss fight is relatively easy compared to Pumpkin Head. Just hit and run away, hit and run away. You cannot attack him while he's attacking. Also, jumping tail swipes seem to be really effective against this boss. And his vulnerable spot is his body. Head shots don't seem to work. After you beat this boss, the lab should also go kerplowie, bringing you back to Downtown.

Green Park

-Bat Caves-

Area 1 - 18 Nitro Boxes

Scattered through this area are 17 nitro boxes. They shouldn't be too hard to find. Just keep searching. When the number count gets down to 13, you know you've found them. The 18th nitro box is located inside the gate before entering the main mission area. Also, watch out for the new enemy here, whom I will call onion head. It takes five hits to take them out. Some of the fountains also hold extra lives. Do three jumping tail swipes to one of the statues for an extra life. And now for the tokens. The A token is located at the top of one of the fountains, one of the ones close to the bridge. The R token is located close to the moat around the second mission entrance. Once you get these two tokens, a cut scene will be shown showing part of the ground being blown up. Go there and drop down the hole. Beware of bats down here. Follow the passage and hit the switch at the end. A cut scene will be shown of a fountain gaining more water pressure and you should see the F token. Now ride up the elevator by the switch. At the top is the N token. Now go back down and exit by using the other elevator. Now all you have to do is get the F and K tokens. The F token is located at the top of the fountain by the bridge. The K token is located at the top of the fountain in front of the gate with the golden K. Once you get the golden K token, open the gate, watch out for the bat, don't miss the 18th nitro box, and enter the main mission area, the Bat Caves.

Area 2 - 8 Nitro Boxes, 1 Hostage

This next area is fairly linear. From the starting point, you can jump and glide all the way down the stairs. Or you can go get all the pumpkins and beat up the hopping tomato halfway down. At the bottom are two bats. Get rid of them and continue on down the path. Before you go jumping to the ropes, go to the edge and don't fall off. Jump to wake

up the bat and hit it twice to kill it. Now jump to the rope and jump to the next platform. Do the same thing here but remember that you now have limited space to work with. Once you take care of this bat, continue on, take care of that hopping tomato, go down the stairs, and don't miss that K token. Now jump from rope to rope. At the end, ride the moving platform to the other side. Break the checkered box and continue on. You'll come to a bunch of planks and shooting jets of water. Carefully make your way across. If you get hit with the jets of water, they'll push you right off. Once you make it across, break the 19th nitro box and the checkered box, and follow the arrow. Don't miss the 20th and the 21st nitro box. At this next part, once you get midway through the center path, a boulder rolls down. Just run down and do a jumping glide to the TNT box at the end of the center path on the right. Otherwise you can try to do a jumping glide off the side as the boulder rolls down and glide back to the path. Either way, make your way to the right most path. Don't miss the extra life on the way up. Midway again, a boulder will start rolling down. So run back towards the screen and hop down to where the extra life was. When it passes overhead, continue on up the path. Follow the path, break the checkered box and the 22nd nitro box. When you get past the 2nd TNT box, a third boulder comes rolling down. Run along the path, don't miss the 23rd and 24th nitro boxes. Once you make it past the halfway point of the bridge, you should be safe. The boulder breaks the bridge and falls through at the center. Continue on. Break the checkered box and the 25th nitro box, which also releases a couple of easy to defeat enemies. Then do a jumping glide to the next platform. This next section is kind of difficult. You have to make your way across by using the spider-webs and platforms. Once you make it to the other side, break the checkered box, grab the R token, and defeat the onion head for the N token. Now jump onto the rock and make your way up. Be careful not to hit those crystals. Follow the path to the chains. Take care of the bats and make your way up. Follow the path up there, hit the switch to release the hostage, and break the 26th nitro box, which releases three easy to defeat enemies. Now continue on, break the checkered box, make your way across the planks, and don't miss the F token on the way. At the end, jump glide down. This place should look familiar. Make your way across again and instead of riding the moving platform again, you should see a trail of pumpkins. Do a jumping glide and follow the trail to the A token and the gate with the golden K. Once you get the golden K token, open the gate and go on in to the next area.

Area 3 - 4 Nitro Boxes, 1 Hostage

Go up the path. About halfway up, barrels will start coming down. You get damaged if you get hit. At the top is a big guy. He's throwing the barrels. Four hits should take care of him. Continuing on, there are razor barriers that come down, but they shouldn't be too hard to dodge. Once you make it through, to the left is a gate. Hit it to make it fall down and create a bridge. Go through, get the goodies, watch out for the bad guys, which are carrots, boxing spiders, and an onion head. Break the 27th nitro box, continue on down the path and hit the switch to release the hostage and break the 28th nitro box. Now backtrack and to down the other way and break the checkered box. Now jump to the rope and climb it all the way up. Then do a jumping glide to the next rope and do the same. Now do a jumping glide to one of the platforms and then jump onto the wall. You'll notice that every so often a box comes up. If you ride it through the tube, it takes you back to the start of the area, so don't ride it all the way. But do try to catch a ride on it. Right before it goes into the tube, jump to the box past the first box on the right side. Then quickly make your way from box to box to the platform before they sink too low in the water. There's an enemy

here who takes five hits to die. After each hit, he coughs up some bombs and a token. After he's dead, break the last two nitro boxes, open the gate, and meet this mission's boss.

Boss Fight - Giant Toad

This boss fight isn't too hard. All you pretty much have to do is jump to each platform, grab a TNT box, and hurl it at the giant toad. As for its attacks, they're really easy to dodge. It has two attacks: a tongue grab and falling stalactites. After you defeat this boss, the lab goes kerplowie, and you're taken back to Downtown.

Back in Downtown, you'll see Pumpkin Head hopping on a car and entering the next level, the Cemetery. You can go here or do the second mission in Green Park, Root Canal.

-Root Canal-

Area 1 - 18 Nitro Boxes

The 18 nitro boxes in this area are all located in the same places. The tokens aren't, however. The A token is near one of the fountains that's shooting water high into the air. Do a jumping glide to get it. The N token is located off the side of the bridge. The K token is located near the entrance to Bat Caves near the top of the water shooting up on a fountain. If the water isn't shooting up, you'll have to go find the hole and break it open manually and hit the switch again down there. The R token is located near the top of the shooting water of the fountain in front of the entrance to Bat Caves. The F token is located over the moat. Use the fountain near there to help you get it, then continue gliding to the island. Circle the tree and a section should open up revealing a gate. Open it and go in.

Area 2 - 12 Nitro Boxes, 2 Hostages

This area starts out with a sub-boss. The roots are the easiest to take out. The biting plant can only be attacked after it stops attacking. It'll attack three times, then stop, and repeats it two more times, unless you get hit. Once it dies, it creates a hole. Jump down. Down here, get the 19th and 20th nitro boxes, but be careful not to go down the slide before you do. Now, make your way down the slide. On the way down you should get the five tokens and five nitro boxes. Be careful of all the roots and the TNT boxes. At the bottom of the slide, you'll see the two hostages and a door with a golden K. Don't enter this door unless you want to engage in a boss fight already. Instead, go through the opening and break the three nitro boxes. This should bring the counter down to two. The last two are on the other two platforms, so go break them. In case you didn't get all the letters or nitro boxes, you can jump on the shooting water. It will take you back to the beginning of the slide. Also, right before the end of the slide, there will be two switches, one for each of the hostages. You need to do a jumping tail swipe to each of them to release both hostages. When you're ready, go open the door to this mission's boss.

Boss Fight - Giant Japanese Bear

Okay, I don't know what else to call him. He looks Japanese, he has a Japanese samurai hairdo, and he's wearing diapers. I'll come right out and say this now: this is one tough boss fight. He has three attacks: a handclap, an overhead hair hit, and a long jumping sit down maneuver. He has one and only one weak spot: his ass. The only time you can hit him in the ass is when he does the long jump sit down maneuver. So just constantly run away. When he does the long jump thing, move out of the way and quickly hit his ass. After he dies, the lab goes kerplowie, and you get warped back to Downtown.

Cemetery

-The Crypt-

Area 1 - 6 Nitro Boxes

The first thing you'll see are cut scenes of a TNT box, a statue, a Hearse, and a tree. If you take the tour around this area, you'll notice all the TNT boxes and the first two nitro boxes. Oh, and if you get hit by the Hearse, you'll die. What you need to do is pick up the TNT boxes, which regenerate, and throw them at the Hearse. After four hits, it'll cough up the A token and crash into a portion of the fence, allowing access to another part of the area. Before you continue, break the two nitro boxes, grab a TNT box, go to that statue and toss the TNT box at it to knock it down. Jump onto it and over the wooden fence. You'll notice gravestones with letters on them. What you need to do is hit the graves spelling Knarf. This'll resurface a coffin. Jump on it to release the K token. And don't miss the 3rd nitro box hidden around the rock. Now move the boulder to the wooden fence, jump onto the boulder and over the fence, and go through the section of fence that the Hearse destroyed. Here you'll meet a new enemy, whom I will call Franky. Four hits to the head kills him. You should see the tree from here. Go grab a TNT box and toss it at the tree to knock it down. Don't miss the 4th nitro box. Make your way across, break the 5th nitro box, and kill the Franky there to get the F token. Now go back across the tree, hop from the coffin to the other side, and make your way up to the graveyard. Don't miss the 6th nitro box. You'll see a ghost floating above a structure that has a purple rose. Go and break the headstones. One holds the N token. Now, remember that purple rose? Wait till the ghost is far away, then grab it. It'll pump you up, making you able to knock down statues. Speaking of which, there is one in the graveyard. Knock it down to get the R token. Then go to the gate with the golden K (you should've passed on the way to the graveyard) and open it. You'll notice the main mission area entrance is covered, a bat, headstones, two gargoyles, and a Franky. First, kill the Franky. That'll alleviate some of the problems. Now you can break the headstones if you want to get some pumpkins. Then go back and get the purple rose again and go knock down both gargoyles to open up the main mission area. Jump on in.

Area 2 - 10 Nitro Boxes, 2 Hostages

First, turn the camera around. You'll see a door, but it can't be opened. Instead, jump behind one of the gargoyles to get the purple rose, knock down the gargoyle you're behind, then go knock down that statue you were pointed towards. When it wears off, do the same thing to the other gargoyle. Once all the coffins are open, get the goodies, then jump down the middle coffin. You'll end up on a staircase. Go up the staircase and at the top, do a jumping glide to get the K token. Now go down the staircase until you get to a door that's labeled McThord. Go on in. Now break the three brown boxes, go straight forward, dodge the hands, and make your way across the gap. Right before the stairs, part of the ground is breakable. Jump on it four times to break it, then follow the path down there and hit the switch at the end. You'll see a cut scene of razor barriers moving. Now make your way back out and go over the stairs, make your way through the razor barriers, break the checkered box, then move the camera to the right. You'll see saws moving up and down. Carefully make your way down the stairs. At the bottom, do a jumping glide to the 7th nitro box and break it. Then do a jumping glide down to the opening on the left side. Follow the path and hit the switch at the end. You'll see a cut

scene of three platforms moving. Make your way back out and jump on the moving platform to the other side. Jump to the first moving platform, then to the path on the right with the rolling skulls, and make your way up while dodging the skulls. At the top, break the checkered box, move the large box forward to access three extra lives, then follow the arrow. Go to the right. When you reach the wooden plank, instead of going across, do a jumping glide to the path on the opposite side. Follow the path, don't miss the 8th nitro box, and make your way to the sub-boss, McThord. To defeat this sub-boss, stay far away from him. He throws two bottles: a green one and a red one. The red one explodes creating a fire and the green one can be hit back to cause damage to him. He has to be hit ten times with the green bottles to be defeated. When you win, go out the gate and leave the same way you came in. Don't miss the F token when you arrive back on the staircase. Now go down again and make your way to the door labeled Sebastos. Quickly make your way from platform to platform to get the A token. Then stay on one while holding down /\ to glide down. What you're aiming for is a platform with a switch. When you land on that platform, hit the switch and release the first hostage. Go out the door and make your way back up the staircase to the door labeled McCloud. Go in and do a jumping glide to the wooden bridge on the right with a hopping tomato. Make your way to the other bridge with the other hopping tomato then jump to the skull, to the wooden platform, to the next skull, and to the other wooden platform. Then make your way across the coffins to the suspended platform and ride it across. At the other side, jump up to get the R token. If fall on your ascent, no problem. There's a coffin that pops you up on the bottom. Use it to make your way back up to the suspended platform. Once you get the R token, go back out to the staircase, go down, and enter the door labeled Obert. Make your way down the path, don't miss the 9th nitro box, and beware of two bats and falling blocks. When you get to the first gap, make your way across, don't miss the 10th nitro box, make your way across the next gap, pick up a TNT box, and toss to the wall on the left, next the next gap. A hole should open up. Go in, break the 11th nitro box, then do a jumping tail swipe to the switch above the TNT box to release the second hostage. Go back out, make your way across the next gap, carefully make your way through the moving walls, then dodge the rolling boulder to get to the next section. Make your way down the path, break the checkered box, go through the part with the moving walls. Pick up a TNT box and hurl at the wall that looks fake. Go in and break the 12th, 13th, and 14th nitro boxes. Now go back out, kill the four bats and make your way from spider-web to spider-web till you get to where boulders are rolling. When you do, make your way across while dodging the boulders, and keep going. Eventually you'll make your way to a section that has a bunch of TNT boxes, a checkered box, and the 15th and 16th nitro boxes. Break the checkered box and the nitro boxes. Now jump to the platform on the left. You'll see a stained glass window. Hit it to gain access to another sub-boss, Obert. IMO, this is the easiest boss fight you'll probably ever encounter. He has no attacks. To win, you have to beat him in a game of hoops, scoring five points. You can attack him to knock the ball loose, then grab it, and shoot it in the basket. Just note that if he scores a point, it takes one of your points away. When you win the little mini-game, the exit opens up. Make your way down the path and exit the same way you entered. Back on the staircase, don't miss the N token. Now make your way down to the bottom of the staircase to the last door. Now that you have the golden K token, you can open the door. Go on in.

Area 3 - 10 Nitro Boxes

Do a jumping glide to the TNT boxes, then jump to the moving coffin on

the right. Then jump to the floating coffin on the right to get launched up to the path. Follow it, go across the TNT boxes, turn left, follow the path, then jump to the small platform and break the 17th nitro box. Make your way back across the TNT boxes, turn left and follow the path, and break the 18th and 19th nitro boxes to the immediate right. Get the rest of the goodies in this room, then at the other doorway, do a jumping glide to the 20th nitro box and break it. Now make your way across the water, jumping from the skulls to the platforms until you reach the stairs. At the top, break the checkered box then jump onto the moving skull. Ride it to the platforms. Make your way from platform to platform and hit the switch at the end. You'll see a cut scene of more platforms moving up. Now, make your way back across the platforms and go up the new ones, then make your way across the water by jumping from each huge bouncy pumpkin. When you make it to the other side, break the checkered box, go up the platforms, go across the island to the next set of platforms, break the 21st nitro box, make your way to the next island, break the checkered box, and hit the switch. You'll see some platforms moving up in the background. Now make your way up. Before you go up the platforms, on the next island is the 22nd nitro box. Go break it. Now go up the platforms and hit the switch. You'll see a cut scene of a door opening. Now do a jumping glide to the 23rd nitro box and break it. Now go and break the checkered box. Before you go in the door, you should see an opening from where you broke the checkered box. Go in there. Make your way from platform to platform and break the 24th nitro box. That's all that's in here, so make your way back out. To the left is a coffin. Jump to it, it'll launch you up. Then go in the door you just opened. Watch out for falling blocks in here. There's also a boxing spider in here who gives you the K token if you kill it. Now go through to the next section and you'll see fireflies. But you don't really need to get any now. You should see the 25th nitro box. Jump on up and break it. Now go through the door on the left. There'll be a ghost and a bunch of treasure chests. Four of the chests contain the remaining four tokens. The others contain extra lives. Go open them, get the goods, then go out the door. Continue on straight towards the golden K door. Before going in, the 26th nitro box is located in front of the left wall. Don't miss it. Now go in the door.

Area 4 - 4 Nitro Boxes

Start by going up the stairs and grabbing a firefly so you can see where you're going. Make your way up and hit the gate to open it. Inside is a skeleton. To beat it, hit it to make it crumble, then jump on it to destroy it. He gives you the F token. Now go through the other gate, grab the firefly, and make your way across each platform while grabbing the other four tokens and the last four nitro boxes. When you've gotten everything, continue on across, go up the stairs and follow the path to the top while collecting fireflies so you can see where you're going. When you reach the top, open the gate and meet this mission's boss.

Boss Fight - Pumpkin Head

This is another tough boss fight. The boss is on a giant bat. He appears on one of the four sides of the fighting area and hurls bombs. What you need to do is dodge the bombs, pick them up, and throw it back to him. The fact that he keeps moving and you can't touch the bombs until they stop moving makes this one tough boss fight. Also, some of the bombs go off the side when he throws them. When you win, the lab goes kerplowie and you get warped back to Downtown.

Back in Downtown, you'll see Pumpkin Head entering the next level, Chemical Wasteland. Go in, or do the Cemetery's second mission, Haunted

Mansion.

-Haunted Mansion-

Area 1 - 6 Nitro Boxes

You'll be shown a cut scene of a platform moving across a lake. The six nitro boxes are in the same places. However, there are no tokens to collect. So once you get the nitro boxes, go across the platform and jump to the elevator, which takes you to the next area.

Area 2 - 4 Nitro Boxes

Make your way up the path. To dodge the boulders, move inwards towards the cliff. Break the four nitro boxes on the way up. Also, don't miss the K and F tokens. Once you get to the top, the A, N, and R tokens are around the mansion. Get them, and enter the door to the next area.

Area 3 - 20 Nitro Boxes, 2 Hostages

First of all, turn the camera around. Now go forward and jump around the left corner and attack. There's a potted plant here. Three hits to kill it. Be careful, though. Some of the floorboards collapse when you step on them. Also, watch out for the bat. Grab the N token then go through the door. Another potted plant and bat are on the other side of the door. Grab the A token, break the 11th nitro box, and go to the carpeted section. See the bottles? Over in that area, some of the floorboards are collapsible. So make your way to each bottle and quickly break them and come back to the carpet. Then go back and get the remaining three tokens and go through the door with the golden K token. Break the checkered box and kill the bat and potted plant. Then quickly make your way across and break the 12th nitro box. Go up the stairs and jump up and get the R token. Continue on up to more collapsible floors, grab the K token, break the 13th nitro box, and hit the door three times to break it. Go through. Some of the bookcases here will fall down when you get close to them. There's also a new enemy in here, flying books. Anyway, dodge the falling bookcases, kill the flying books, break the 14th nitro box, and break the box to get the N token. Now move the large bookcase to the left or right to reveal a doorway. Go through. You'll see another large bookcase. Move it to the left to reveal a painting. Do a jumping tail swipe to it to reveal an opening. When you go in, a bat breaks through the window. Take care of it, break the 15th and 16th nitro boxes. Now hit the bookcase, move out the way to let it fall, and go in. To the immediate left there's a potted plant. Take care of it, grab the F token, and break the 17th, 18th, 19th, and 20th nitro boxes. Now go back out, break the 21st nitro box, which also gives you the A token, and move forward a little so that the collapsible floor breaks and you go with it. You should be a room with the first hostage. Three bats break in. Take care of them. Now you should see two stacks of boxes. Hit it twice so that four boxes are destroyed, leaving two. Do a jumping glide onto them and jump towards the wall with the painting while doing a tail swipe to hit the switch to release the hostage. Now go and break the 22nd nitro box, break the remaining boxes, and go through the door. This place should look familiar. Go back up to where you broke the 21st nitro box. Go up the stairs to the door with the golden K. Go on in. Inside the room, a bat breaks in, so kill it. You'll see a bunch of bottles, a checkered box, the 23rd nitro box, and a brown box that regenerates. Break the bottles, the checkered box, and the 23rd nitro box. Now break the brown box, quickly go through the door, take a left, and plow through the carpet. Go down the hallway. At the end, break the 24th nitro box, then go in the doorway to the right. The brown box has two enemies in it and a bat breaks through the window. Take care of them and break the 25th nitro box. In the next room are two boxing spiders and a nitro

box. I highly suggest you take care of them, then break the 26th nitro box. Now move that small bookcase towards where you entered. The switch is on the adjacent wall above the picture frame. Also, another bat enters through the window here. When you take care of it, jump onto the small bookcase, and do a jumping tail swipe to the switch to release the second hostage. Now go back to the hallway and go across to the other door. Break it down, and you'll see two chandeliers, a stack of boxes, and a TNT box. Get the goodies if you want. Now, remember that small bookcase? You have to move it in here onto one of the peninsulas so that you can make it to the first chandelier. Then just make your way across, take care of the potted plant, break the 27th nitro box, go down the stairs, break the 28th nitro box, and continue down. Take care of the boxing spider here to get the K token, break the 29th nitro box, and continue down. Kill the two boxing spiders down here to get the N and A tokens. Then break the last nitro box, get the R and F tokens, go up the stairs and go out the door to the next area.

Area 4

You're shown a cut scene of the front of the mansion with a window that has K on it. What you need to do is get there. You start out in the back of the mansion. Jump from leaf to leaf to get to the roof, then make your way to the front of the mansion. When you get to the place the cut scene showed you, punch the window and go in to meet this mission's boss.

Boss Fight - Devil Woman

Thought this was a hot chick? So did I, until she gained some weight and become 500 pounds of monkey crap. This boss has one main attack: a spinning clothesline. What you have to do is knock her down and jump on her. You can get her to run into the wall, which makes her fall. Or wait for her to do two spinning clotheslines, which makes her dizzy, then knock her down. Then proceed to jump on her belly. What I did was after I jumped on her belly, I stayed on, and when she stood up, I ended up on her head, which made her run into the wall. So if you can, do that. When her health gets down to 50%, she changes her attack to a jumping smash maneuver. Dodge this, and hit her when she lands. When you win, the lab goes kerplowie, and you get warped back to Downtown.

Chemical Wasteland

-Toxic Factory-

Area 1 - 5 Nitro Boxes

Start out by moving the camera. When you see the 1st nitro box, go break it. It releases three eggplants, which are easy to kill. Be careful of the fence with the lightning bolt picture on it. If you touch it, you'll get damaged. Go past the fence, break the 2nd nitro box by the can and the 3rd nitro box near the entrance to the secret level, then jump from the can onto the truck. Jump to get the F token, then jump to the steel girder and run down it, and jump at the other end to get the R token. Now make your way past the truck and an enemy will appear. It throws bombs when it gets hit. Kill it if you like. Now go to the yellow car. Hit it three times and get the extra life inside. Go past the car and you should see a stove, a stack of tires and a hopping tomato. Don't hit the stove, unless you want to take care of a bat. Go hit the tires first, then attack the tomato. The tires fall into the toxic lake, making it possible for you to make it across. Jump on the closest tire to you, make your way towards the left. Break the 4th and 5th nitro boxes and get the K token. Watch out for the carrots and bell peppers. Now go over the pile of tires to the other side of

the fence. On another pile of tires is a big guy tossing barrels. You'll only be able to attack him after he attacks. Four hits and he's down, plus he gives you an extra life. Past him is a refrigerator. Behind it is the N token. Inside is another bat. Past that, hit the tires and kill the tomato. Go to the top of the next tire pile. You should see the A token from here over a can on the toxic lake. Do a jumping glide to it, then go towards the left to the gate with the golden K on it. Open the gate and go in. You'll have to defeat two boxing spiders before you can continue to the next area. When you do defeat them, hit the next gate and enter the next area.

Area 2 - 2 Nitro Boxes

To the right is a stack of tires and a tomato. You know what to do. Make your way across the toxic lake. Note that you cannot land on the barrels spewing fire. Follow the path and make your way across the fire pit. Then make your way across the platforms. Another new enemy is here and I will call them floating bombs. Self explanatory. When you get to the platform with the two TNT boxes, do a jumping glide to the island on the right. Get the extra life and break the 6th nitro box. Now go to the left, jump from the girders to the next island, watch out for the metal bees, and break the checkered box. Now go through the pipe the bees are coming from. On the other side, jump from the tires to the next path and go up. At the top of the hill is a big guy. He gives you an extra life if you defeat him. Continue on the path and you'll see big cans. Punch them. Continue on the path and go through the pipe. On the other side, break the checkered box and hit the tire stacks. Don't forget to kill the hopping tomatoes. Don't miss the N token. The A token is in the refrigerator. Now make your way across the toxic lake. Follow the path that the TNT boxes make. This is where you'll get a lot of practice doing jumping glides. Also, don't miss the R token. Once you make it across, you'll see a new enemy. I'll call these guys piranha plants. You'll also see a sub-boss whom I'll call Eggplant Daddy. What you have to do is attack the piranha plants, pick up their heads, and throw them at Eggplant Daddy. Five hits and he's dead. Also, if you don't pick up their heads and wait, the piranha plants will regenerate. Eggplant Daddy will also throw seeds to grow more piranha plants. When you take care of everything, grab the K token, break the 7th nitro box, hit the oven to get the F token, then jump on the grate and enter the next area.

Area 3 - 1 Nitro Box

You'll be shown cut scenes of a TNT box and a sign. You start out underground and you'll see turtles moving back and forth. There's a moving platform down at the end. What you need to do is go from turtle to turtle to the end of the sewers and ride the platform up. When you get up there, go to the right, around the building, past the orange cans, to the yellow car. Hit it three times to break it and break the 8th nitro box. A little further down, you should see a big guy. Hit him four times to knock him down. Now you have to move him towards the large green box in the back of the building. Now make your way up to the roof and take care of the other big guy up here. When you have done so, pick up the TNT box and make your way to the front of the building onto the conveyor belt. If you miss, no problem. The TNT box regenerates, so just make your way back to the roof, grab another TNT box, and go down to the conveyor belt. Toss the TNT box at the sign and enter the next area.

Area 4 - 1 Hostage

The first thing you'll see are two potted plants and a new enemy, a robot. Jump down and take care of the robot first. Three hits and he's

gone. Now take care of the potted plants. Go up the ramp and take care of the two robots here. Continue on up and go to the next section. On the right wall behind the hostage is a switch. Hit it. It turns on the conveyor belts and lights. On the other side of the conveyor belts are three robots. If you're fast enough, you can kill them without getting much damage. Now jump on the moving platform and use it to get to the conveyor belt. Jump to the next one and you should see a switch on the wall. Do a jumping tail swipe to it to release the hostage. Now go back across the conveyor belts to the boxes. Go from the boxes to the moving platform, then jump to the conveyor belt and ride it to the next room. There are three more robots in this room. Take care of them, jump onto the boxes, then hit the switch on the wall, jump back onto the boxes, then to the moving platform and go to the next room. Take care of the robot in here. On the other side of the conveyor belt by the wooden platforms you'll see a flying thing. Don't attack. If you don't, it won't attack you. So just make your way from platform to platform then ride the conveyor belt to the next room. The enemies in here are potted plants and robots. Take care of the potted plants if you like, but I would suggest taking out the robots. Anyway, on the right from where you came in, there's some boxes and a ramp. Jump from the boxes to the ramp. At the end, do a jumping glide to the pile of boxes, then do another jumping glide to the next ramp. Take care of the robot here, then at the end of the ramp, do a jumping glide to where the potted plant is. Past the conveyor belt, you should see two platforms and another conveyor belt. Go to that second one. Quickly make your way from the platforms because they start to descend when you land on them. When you get to the second conveyor belt, ride it to the next room. Go through the hole and glide down. Break the checkered box, then make your way across each conveyor belt and platform until you come to a moving platform. Jump to it, then jump onto the pipe. When the next moving platforms comes, jump onto it, then jump to the yellow and blue pipe. Wait for it to come back in the direction you want to go, then jump on it, then jump to the next moving platform. Ride it up, jump to the copper and green pipe, then make your way across the conveyor belts and platforms to the next area.

Area 5 - 5 Nitro Boxes

The first thing you'll see are two lasers, a large box, and a whole bunch of doors. Jump down and a robot will come out of one of the doors. You need to defeat all the robots down here while dodging the lasers. Five of them hold nitro boxes which contain the five tokens. After you've taken care of them, move the large box towards the platform where the door with the golden K is. Jump up and go in. Break the checkered box, then follow the path. This next part is very difficult. What you need to do is jump to the moving platform, then jump to the first pipe. Then you have to wait for the platform to come back and go in the direction you want it to go, then jump to it, and jump to the second pipe. Do it again to get to the third pipe. Then from the third pipe, do a jumping glide to the grated path. Once across, kill the robot, wait for the water jets to stop, then jump to the next platform and break the checkered box. Now jump onto the pipe and follow it. You'll face a sub-boss similar to McThord back in The Crypt mission. Only this time, he only takes two green bottles to be defeated. Now go hit the switch he was protecting. You'll see a cut scene of water jets being turned off. Now go back, continue on the path, kill the robot, and jump to the platform with the switch and hit it. You'll see a cut scene of a manhole moving up. Continue on the path and hit the switch at the end. Manhole covers will move up. Make your way across them, then to the conveyor belts. When you get to the second conveyor belt, jump to the platform, hit the switch, then continue on. Hit the next

switch you come to and you'll be shown a cutscene showing a manhole moving up. Go up the next two conveyor belts and hop in the opening to the next area.

Area 6 - 12 Nitro Boxes, 1 Hostage

Go down the pipe until you see a nitro box on a pipe on the side. Jump to the pipe, break the 14th nitro box, jump to the next pipe, break the 15th nitro box, then jump back to the main pipe and continue on. When you reach the branch, keep going straight, destroy the robot, and at the end grab the K token. Now go back to the branch and take it. Follow it, don't miss the N token, beware of bats, and make your way to the end of the pipe. You'll see manhole covers moving up and down by water jets. Wait for them to go down before you jump onto them. Make your way across while getting the last three tokens. When you get to the grated path, follow it while dodging the flames, take care of the big guy, break the checkered box, open the door with the golden K, and ride the elevator up. At the top, jump out. You'll see a bunch of manholes and two steel bees. What you have to do here is wait for the manholes to come up before you jump on them. If you jump on them while they're down, you'll die because they're under the toxic water. Anyway, make your way across while taking care of the two steel bees, go in the door, and ride the elevator down. At the bottom, go out the door, go around to the tower, break the checkered box, then make your way across the platforms and moving platforms. When you get to the platform after the two shooting jets of water, jump onto the box, to the moving platform, then to the next moving platform, and finally to the pipes. Make your way to the end of the pipes. You should see a switch on the wall. When the moving platform is close to it, do a jumping tail swipe to the switch and try to land on the moving platform. Then jump to the grated path. Break the checkered box, take care of the robot, continue down the path, take care of the next robot, go into the structure, and take the left doorway. Carefully make your way past the large falling box, and break the 16th and 17th nitro boxes on either side of the structure. If a wall comes down blocking the doorway, just wait for it to go back up. Now continue on the path, watch out for the two steel bees, break the 18th nitro box on the left side of the next structure, ignore the doorway on the opposite side for now, and continue on. Past the next structure are electric beams. Carefully make your way through them, don't miss the 19th nitro box, and hit the switch at the end. You'll be shown a cut scene of a fire wall coming down. Now remember that path I told you to ignore earlier? Go down it, make your way past the large falling boxes, open the door, take the left doorway, break the 20th nitro box, and continue on to the structure. Climb the rope, then jump towards the checkered box and break it. Make your way across the conveyor belts while trying not to get flattened or fall off. When you get to the end of the conveyor belts, ride the green platform across. The last five nitro boxes fall when you get near them, also giving you the tokens. When you get them, open the door and meet this mission's boss.

Boss Fight - Spray Can

It's a spray that has the head of Franky, on wheels, with a cape. How screwed up is that? Anyway, it has two attacks: a paint breath spray and a cape twirl. You can only attack this boss after it has attacked, and you can only hit it in the head. Just hang back after it's done a few cape twirls and one or two paint breath sprays, then go do a jumping tail swipe. When you defeat it, the lab goes kerplowie, and you get warped to Downtown.

-Sludge Slides-

Area 1 - 5 Nitro Boxes

You'll be given a cut scene showing that the truck has been moved so that you jump over the electrified fence. The five nitro boxes are located in the same places as in the first area of the Toxic Factory mission. Go get them, jump onto the truck and go over the fence, and enter the pipe to start this mission.

Area 2 - 20 Nitro Boxes, 2 Hostages

This area is relatively easy because there's just a few slides and no enemies. You just have to stay on the slide and try to dodge the TNT boxes. Start out by breaking the four nitro boxes in this room, then when you're ready, go through the opened pipe and start down the slide. Jump up and hit the target to open the door, otherwise you'll go splat and lose a life. Next, hit the left target, don't miss the 10th nitro box, hit the next target, don't miss the N token, and when you reach the bottom, break the four nitro boxes on the platform and release the two hostages. Towards the door with the golden K are two more nitro boxes. Break them. Don't hit the switch just yet. Now go across the way to the elevator looking thing. It'll warp you back to the beginning of the area. Go back down the same pipe and follow the same path again. This time when you hit the target the right door opens up. Take that path to get the K token and ride it down to the bottom again. Go back up again and go down the same pipe one last time. Hit the remaining target on the right, jump and hit the next target to open the door, do it one more time, break the nitro box, get the F token, and ride it to the bottom again. Now, remember that switch? Hit it now. You'll be shown a cut scene of a pipe closing and another one opening. Teleport back up and take the new pipe down. Jump and hit the target to open the door, break the last eight nitro boxes, then jump and hit the switch to open the door on the right. Don't miss the A token and ride it to the bottom. Teleport back up for the last time and go through one more time. Hit the target to open up the left door this time and don't miss the R token. Ride the slide down to the bottom, open the door with the golden K on it, and meet this mission's boss.

Boss Fight - Ooze

A bunch of platforms, some TNT boxes, toxic water, and a funky looking boss. Not much to say about this boss fight. Dodge the boss by jumping from platform to platform. He throws sludge balls but they can be easily dodged. Unfortunately, you can only damage him by throwing TNT boxes at him, but only while he's on the middle platform. Once you defeat him, the lab goes kerplowie and you get warped back to Downtown.

Back in Downtown, you'll see Pumpkin Head hopping down a sewer. Follow him to access the next level, Sewer Port.

Sewer Port

-Amazing Boxes-

Area 1

Remember, turtles are your friends. Alligators almost aren't. Here, you have to use the turtles, and sometimes alligators, to exit this area. Just make your way through hitting all the hanging barrels into the sludge and hitting the checkered boxes and switches. If there are only TNT boxes around to jump on, do a jumping glide onto them or else they'll blow up and you'll lose a life. And also duck under shooting water jets and jump over pipes. I'm not gonna really write a walkthrough for this area since it's all pretty linear. Once you get to the end and hit the last switch, light will shine and a rope will drop down. Climb

up the rope to get to the docks.

Area 2 - 11 Nitro Boxes

I guess this would be the general entrance area for the missions of this level. Here you'll notice large barrels surrounded by smaller barrels with letters on them. Just like in the cemetery level with the headstones, hit the barrels in the order of the evil doctor's name. At the first large barrel, jump onto it, jump onto the boxes close to it, and get onto the roof. Follow it straight until you get to a crank. Hit it until you can't hit it anymore. You should have seen a platform going across to the other roof. Go across and to the left on the boxes is the F token. Go get it, then go directly to the other side where there are two large barrels. One of them has the R token. I should also point out that you should watch out for the seagulls. Now jump onto the barrel that had the token, then onto the roof and go over and break the first 3 nitro boxes and get the N token. Jump on out and go towards the row boat. Jump onto it and it'll go down. You'll see the A token. Get it, get off the row boat at the top and jump onto the moving container. Jump onto the crane and break the 4th, 5th, and 6th nitro boxes. Jump back down to the container and ride it again to the end to get the K token. Take it one more time and jump to the containers on the right of where you got the K token and break the remaining 5 nitro boxes in this area. When you're ready, go to the door with the gold K token under the platform that you made.

Area 3 - 6 Nitro Boxes

Go forward and get the pumpkin. The lighter shaded box is moveable. Move it and you'll see a door with the number one on it. That corresponds to how many switches it takes to open it. So to the left of the box is a red switch. Hit it to open the door. Go through and go towards where there are eyeballs popping up. Around the corner is a yellow switch. Hit it to lower one of the boxes. Go over the box, go to the immediate left and break the 12th nitro box, which releases four easy to defeat enemies. Now go back, jump up to the higher path, hit the crank, go over the platform that comes up, ignore the next crank, hit the crank after that, go across, and hit the switch. Now go back to the lower path, hit the crank, jump on the switch, and the door with the number two will open. Move the lighter shaded box, move it again in the other direction and jump onto the switch behind it. Go back around the corner and you should see another lighter shaded box straight ahead. Move it and jump on the switch it's hiding. Go around the boxes to the other side of the moveable box, hit the crank and go across. Hit the switch you see and another door will open. Before going on, move the camera so that the view goes to the left. You should see a yellow switch. Hit it and a platform will come down. Ride it up and it'll take you to a room with four boxes colored yellow, red, blue, and green. Here's what to do: move the green box to the bluish platform closest to where you came in, move the red box to the platform to the left of the green, the blue box across the platform of the green, and the yellow box to the platform to the right of the green. You'll understand why in a few seconds. Now go back down and go to the right. Break the 13th nitro box, hit the crank, go across, hit the next two cranks, go across and you'll arrive at a door with the number four on it. To the right is a moveable box. Push it forward past the first opening on the left to the second. Put it down the second opening until it falls into a hold. Now go to the left and you'll see a raised platform allowing you access to a red switch and the 14th and 15th nitro boxes. Break the nitro boxes and hit the switch. Now go back to where you were pushing the box and go straight past the second opening. Take out the enemy, a pirate rat, then hit the crank and go across. Now you'll see the pay off of

moving the boxes. Hit the crank here and the red box will fall allowing you to get to the platform in the middle. Hit the three cranks there to bring down the yellow, blue, and green boxes. Go across each of these boxes and hit the switches to open the door with the four on it. Go back to where the door was opened and go through. Break the 16th and 17th nitro boxes here and get the A token. Watch out for the pirate rat and the flying helicopter. The K token is over an open platform. Hit the crank to close it and get the token. Past that crank is another crank enclosed by boxes. Hit it and a box will fall. Ride it up and get the N token. Over by the closed platform, hit the crank and smaller platform will come up. Ride it up, then jump to the boxes ahead and get the F token. Now jump onto the forklift and ride the platform up to get the A token. Now move the camera to the right and jump to the boxes there. A little forward is a platform with a strip of stripes. Jump to it and you'll find a gate with the gold K. Hit it open and go in to the next area.

Area 4 - 11 Nitro Boxes, 1 Hostage

Start off by jumping to the boxes on the right and go down. There's a red switch on one of the walls. Hit it. Watch out for the seagulls. One of the boxes is moveable. Move it, then take care of the pirate rat waiting for you on the other side. There's another red switch on the left wall. Hit it to open the door. Go towards the barrels and break the piled up boxes. Inside are the 18th, 19th, and 20th nitro boxes. Go break them while dodging the falling lockers. Now go towards the light (no pun intended), turn left, jump on the switch, turn left again, go through the path through the boxes, hit the cranks, and quickly make your way across the platforms quickly. Hit the switch next to the gate, hit the other one on the wall to the left, go up the stairs past the door with the five on it, break the 21st nitro box, then go to the opening. To the left near the barrels is another red switch. Hit it, go the other side of the opening, and break the 22nd and 23rd nitro boxes. Break the piled up boxes and jump down. Jump on the red switch down there to open the door with the five on it. Follow the path, go up the stairs and break the 24th nitro box to the right. Go down the other stairs to the left and move the box forward. Take care of the enemy here then move the next box forward all the way it can go. Jump on it then jump and hit the red switch on the wall to open the door. Take care of the enemy in here to get the N token. Break the four nitro boxes in this room to get the remaining tokens. Then go to the gate with the gold K and hit it open. Be careful of falling boxes. Jump onto the yellow box, then do a jumping glide to the nearest box on the left. Jump to the next box and then jump and hit the switch on the wall to release the hostage. Now move the box closest to the switch and you'll fall down a hole, which brings you to the next area.

Area 5

Just like Area 1, but not as long. Just make your way across to the other platform and climb up the rope. This area was just unnecessary if you ask me.

Area 6 - 7 Nitro Boxes, 1 Hostage

Go around the box on the left and hit the red switch to open the door with the one on it. Go through and in a little corridor on the left is the 30th nitro box. Continue on and you'll come to a room with grates on the ground. Under the first grate you see is the K token. Around the box on the left is a forklift. Ride it up, hit the yellow switch on the wall to raise the grate, jump down and grab the K token before it comes back down and go back up and hit the yellow switch again. Go across the grate. Hit the yellow switches and go across the grates till

you come to the end. Then do a jumping glide to the box with the 31st nitro box. Break it and grab the F token. From the large barrels, you'll get the N and R tokens. Don't miss the 32nd and 33rd nitro boxes in here. Ride the moving platforms in the corner of the room up to get the A token. Then take the platforms again to get to the door with the gold K. Hit it open and you'll be in front of a conveyor belt going moving towards you. Get ready for a long run. On your run, bats will break through the windows. One hit and they're dead. Once you reach the end, jump down and break the 34th nitro box. Now move the moveable box and grab the tokens on the boxes then open the door. Go straight and turn left around the last box. You should see a bunch of TNT boxes. Hit these boxes and it'll move the crank and release the hostage. In the corner behind you is a gold pumpkin. Now jump onto the boxes. To the right of where the hostage was is the last nitro box. Break it, then jump down to the other side where there's a hanging box. When you grab the gold pumpkin here, the box falls down and you'll meet this mission's boss.

Boss Fight - Nuke the Gorilla

It's first attack is to run towards you and hit you with its fist. What I did was get it stuck in the door frame on the left side of the door. When it starts eating a banana, you can attack it. When its health gets down to 50%, it changes its attack to a mad rush. This is easy to dodge. Just run around him and attack when he scratches his head. When you beat him, he'll do a rush through the door and the lab gets blown up.

Back in Downtown, the fountain flips over and reveals two rockets with Pumpkin Head sitting on one of them. He blasts off. You can follow or you can do the second mission in Sewer Port.

-Monkey's Trail-

Area 1

Hit the switch, go forward, ride the alligator and jump to the rope. Climb it to get to the next area.

Area 2 - 11 Nitro Boxes

You'll see a cut scene of Nuke and a banana floating over a warehouse. The 11 nitro boxes are in the same places so go get them. If you're having trouble getting the five nitro boxes on the containers, run on the tracks and jump up onto the green container. Then go over to where the banana is and knock it down. Once Nuke has the banana, he'll follow you. So go on over to where the crane is and jump onto the box with the rope attached to it and you'll enter the main mission area.

Area 3 - 3 Nitro Boxes, 1 Hostage

This area's pretty linear. Just jump from box to box. Be careful of the swinging nets and blue containers. The blue containers tip when you're on one side too long. Don't miss the 3 nitro boxes in this area. They're all located in the same place. So when you see one, the other two are close by. Take care of the pirate rat before releasing the hostage or you'll get hit with pot shots. After releasing the hostage, on the next platform, hit the box to make it come down and ride it up. Hit the next box, ride it up and repeat one more time. Continue on. When you get to the crane, go to the opposite end, glide down to the box, and jump on it to get to the next area.

Area 4 - 4 Nitro Boxes

First order of business, take care of that pirate rat throwing barrels at you. Next, take out that seagull. Now grab the R token on the green

container near where the pirate rat was. Now go break the black barrels in the order of the evil doctor's name, Knarf, to get the N token from the large black barrel. Now knock down the box you were on to break part of the floor away to reveal the K token. Get it. Now hit the other box, not the one near the large barrel. It'll break part of the floor and reveal the A token. Grab that. Now go to the red switch. Jump and stand on it to bring down the last hanging box. When it's down, jump on it and ride it up to get the F token. Once you get the gold K token, you'll be shown a cut scene of where to go. Go there, jump onto the grate and enter the next area.

Area 5 - 17 Nitro Boxes, 1 Hostage

Hit open the door and go through. Break the 19th nitro box and hit the switch. Break the 20th nitro box and hit the switch. Break the 21st nitro box and hit the switch. Go through and defeat the two pirate rats to get the R and F tokens. Don't miss the 3 nitro boxes in here. Now get the remaining tokens by doing jumping glides to the TNT boxes. When you get the gold K token, go around and up the stairs and punch open the gate with the gold K. Break the checkered box and the 25th and 26th nitro boxes. Now comes the fun part. You have to jump from platform to platform while dodging the spikey wheels. Don't miss the 27th nitro box. On the final platform, it will go down and a door will open. Break the 2 nitro boxes you see here. Now go down the stairs, break the 30th nitro box, and open the door. A bouncing octopus is the new enemy here. There's three of them and two rat pirates. The bouncing octopi can be killed with one hit. The pirate rats still take 3-4 hits. After you take care of them, break the remaining 5 nitro boxes, and the K and N barrels. Use the TNT boxes to break the remaining three barrels. Then go to the structure in the middle of the water and do a jumping glide to the large barrel and get all the tokens. Now hit the switch on the wall to release the prisoner. The barrels will rise up so you can use them to get back to the platform. Now go back up the structure and jump on the gate to meet this mission's boss.

Boss Fight - Giant Octopus

You'll get a cut scene of Dr. Knarf and parts of the ground breaking away. Now the boss fight begins. At first, all you'll be doing is attacking small octopi while occasionally seeing the giant octopus swimming outside the glass. Finally, after killing many of the smaller ones, the head will pop up in the middle opening while it attacks you with its tentacles through the square openings. What you need to do is pick up TNT boxes and hurl it at the head while dodging the attacks from the tentacles. Of course, easier said than done, but eventually you'll get there. Once you beat the boss, the lab will blow up and you'll get sent back to Downtown.

Knarf's Forest

-Through The Trees-

To access this mission, ride the other rocket where the fountain used to be.

Area 1 - 1 Hostage

This area's fairly linear. New enemies here are the werewolf, masked pumpkin, and bunny. One hit to kill the bunny. Run around and attack the werewolf when he's howling three times to kill it. And about 5-6 hits fo kill the masked pumpkin. Be careful of the bear traps. Use

the lotus flowers as catapults. It takes you in and spits you high up in the air. When you come to the grayish colored path, past the falling rock is an elevated pathway. Go up there and take care of the two werewolves. Now do a jumping glide to one of the TNT boxes and do a jumping tail swipe to hit the crank and release the hostage. Continue on the other way and go across the striped roots. Do a jumping tail swipe to the tree that you come to and the leaves will act as a boulder and knock down the wall. Continue on. Dodge the rolling boulders, jump to the platform and go to the lotus flower. It'll spit you up to the next area.

Area 2 - 1 Hostage

First up, kill the bunny. Now go forward and hit the boulder to knock down the tree. Go across the tree to the other side, take care of the werewolf and hit the crank to release the hostage. Now continue on and make your way across the vines, spider webs, and lotus flowers while dodging the floating eyes. When you reach the tree, hit the door and go in to get to the next area.

Area 3

You can either take care of the enemies here or start your way up. Make your way from lotus flower to lotus flower till you get to the opening at the top. Then you have to make your way from tree to tree while dodging the giant bees. Once you get to the last tree, go into the opening and go down. Grab the N token and exit the tree. Grab the remaining four tokens and open the door. Use the lotus flower to shoot you up to the spider webs and go all the way to the opening at the top. Now make your way from tree to tree again. Then go across the vines, tree to tree again, then across bouncy leaves until you come to another tree with an opening. Don't jump down. Jump on the spider webs and go up to the other opening. There, follow the pumpkins down to the next area.

Area 4

Move forward and a giant carrot will pop up. About 8 hits kills it, but every time you hit it, little carrots pop off of it and run towards you. Once you've taken care of everyone, move the carrot's body towards the structure in the distance and use it as a trampoline to get across. Hit the crank and you'll see a cut scene of a cage lifting up and the gate will be opened. Go through to exit the mission.

You'll now be in the first area of the next mission.

-Knarf's Lair-

Area 1

First off, take care of the two werewolves. If you followed this walkthru in its entirety, you should have 10 tokens floating above the signs in Downtown above the different missions. You'll see them floating here. Follow them up to the switch and hit it. This will give you a cut scene of the bridge coming up. Do a jumping glide down to the ground below and cross the bridge. The path is fairly linear. When you come to the fork, the left path gives you a werewolf and an extra life. Take the right path to continue on. When you come to the crank, hit it to make the bridge come down, and quickly make your way across. Continue on. When you come to a platform with a pumpkin hanging on a branch, hit and it'll roll down a hole, growing into a vine and sprouting leaves. Go up, quickly go across the daisies to the other vine with leaves, then do a jumping glide to the next platform with another pumpkin on a branch. Take care of the potted plant and do the same thing with the pumpkin here. Go up the leaves and quickly across

the daisies and do a jumping glide off of the last daisy to the next platform. Jump onto the first leaf, do a jumping tail swipe to turn the next leaf, jump to it, then jump to the next leaf and repeat. More daisies again. Do a jumping glide off of the last one to the next platform. More leaves turned sideways here. Make your way up, go across the daisies, and jump onto the bouncy leaf. Now comes the tricky part. Hit the first leaf, jump on it. Quickly do a jumping tail swipe to the second one, jump to it, and repeat with the third, then jump to the bridge. Continue on. Kill the bunnies on this platform to get the five tokens. Once you get the gold K token, the bridge lowers. Go across and open the door. Go in and face the last boss.

Boss Fight 1 - Pumpkin Head

Final boss fight time. This time, Pumpkin Head has a wooden mallet. He has two attacks. One is just a regular stomp hit. The second is a multiple stomping hit. You can only hit him after he has attacked or stopped moving. You have to fight him while dodging the bottles being thrown by Dr. Knarf. After he's been defeated, you have to face the good old doctor himself.

Boss Fight 2 - Dr. Knarf

Dr. Knarf stays on the platform and hurls three different colored bottles. The red explodes and creates flames. The purple just explodes on impact. And the green can be hit back to cause damage to him. Just run around dodging the red and purple bottles and hit the green bottles back to him. When you finally defeat the good old doctor, he'll fall into the liquid beneath him and the lab will explode. Enjoy the ending and the credits.

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Secret Levels
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Museum

2 Hostages

Straight ahead in the first area, push the statue, but only if your power level is at least two. When you push the statue, you should fall down a hole. This is one of the many secret levels. The entire level is a giant slide, so whenever you're ready, slide on down. There are no nitro boxes, but at the end, there are two hostages. Watch out for the barriers and TNT boxes and be careful of the turns. This is a good place to get extra lives. After you release the hostages, go up the stairs to exit the level.

Cemetery

2 Hostages

When you have access to the Haunted Mansion mission, make your way across the lake and you should see a big stone that says P05 on it. Move it when your power level is at least five to enter another secret level. You'll arrive on a platform with a lava pit on it. Every so often, fire shoots up. Anyway, get ready for the slide you're going to go down. When you're ready, jump to it and ride it down. While you're going down, try to dodge the hands. When you stop, follow the path, break the checkered box, then jump to the next platform while dodging the swinging axe. Dodge the two swinging axes on this platform then do a jumping glide to the one with the lava pit. Then jump to the next slide and ride it down. This slide now has swinging axes along with the

hands. When you reach the bottom of this slide, it gets dark, kind of like The Crypt mission where you have to get fireflies to see where you're going. I don't really think it's necessary if you turn the brightness on your TV to max. Anyway, get a firefly if you need it, follow the path, break the checkered box, make your way across the platforms while dodging the axes, and go down the final slide. This slide gets dark if you stop collecting fireflies. But it shouldn't be too hard. Just follow the trail of pumpkins and dodge the hands and swinging axes and you'll be find. At the bottom of the slide, you'll see the two hostages. The switches are above each of the lava pits on either side. You have to do a jumping tail swipe to each of them. If you miss the first time, just keep trying. When you free them, continue on the path, dodge the swinging axes, jump to the platform, and climb up the chain to exit the level.

Chemical Wasteland

2 Hostages

When you have access to the Chemical Wasteland level, you can find the entrance to another secret level near the yellow car. There'll be a big cover over a pipe that says P07 on it. Punch it open when your power level is at least seven to gain access to the secret level. Another sliding level. When you're ready, go on down. Grab some pumpkins and extra lives and dodge the TNT boxes. At the bottom, release the two hostages and climb up the chain in the middle of the platform to exit the level.

Green Park

2 Hostages

When you have access to the Root Canal mission, make your way through the level to the bottom of the slide. At the bottom, you should arrive on a big circle with P08 written on it. Jump on it when your power level is at least eight to gain access to the secret level. Get ready for another long slide. No roots wanting to attack you here, but try to dodge the TNT boxes. About 1/3 of the way down, if you look ahead, you'll see a platform lower than the rest of the slide. Jump before you come to the edge and glide down to it to find a crank. Hit it and release the first hostage. About the same distance from that first crank is another platform with another crank. Do the same thing to land on the platform and hit the crank to release the second hostage. Then ride the slide all the way down to the bottom and jump onto the shooting water to exit the level.

Sewer Port

2 Hostages

In Area 2 of the Sewer Port level, ride the row boat (close to the ship) down, turn the camera around, and you should see P09 written on the wall. Punch it open when your power level is at least nine to gain access to this secret level. Hey, another sliding level. Nothing special here. Just ride it down while dodging TNT boxes and getting extra lives and pumpkins. At the end glide down to the platform and release the two hostages. Climb the chain to exit the level.

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Cheats

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From codes.ign.com

99 Lives

At any time while you're playing press triangle, x, triangle, square,
square, and circle and you'll have 99 lives.

-Submitted by Andrew Kim.-

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Credits

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Behavior Interactive, for developing the game.

ReadySoft, for designing the game.

GameFAQs, for posting this Walkthru.

Video Game Strategies, for also posting this Walkthru.

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Copyright and Other Stuff

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