

Pandemonium 2 Nikki Walkthrough Final

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Pandemonium 2 (PSX)

Nikki Guide/Walkthrough

Version 1.3

by Lucas "Strangevision" Gardner

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Revision History

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v1.1 first world walkthrough completed, review, and all major sections completed.

v1.2 added walkthrough for second world as well as quotes from the game.

v1.3 third world completed. more quotes added as well as more details in the walkthrough.

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I. Introduction

"Behold Children, The Comet of Infinite Possibilities....."

Welcome to my Pandemonium 2 walkthrough. I realized this game has been out for years and no one had offered any help so that's where I come in. This walkthrough was created using Nikki but there are only minor differences between her and Fargus.

I really enjoyed Pandemonium 2. It was the 3rd Playstation game I received and I still play it now. It had great graphics for its time and I still admire its bright graphics. For being a 2D game it has many 3D elements as well which enhanced its replay value. The only complaint I have for this game is its extremely hard bosses. But that is a minor complaint so sit down and enjoy.

II. Nikki's moves and power-ups

"Bow down before Nikki, Sorceress Supreme, Ultra Vixen Incarnate. Heh heh, I've got big plans....."

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Double Somersault
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The Double Somersault is probably the best move in the game. It has gotten me out of many sticky situations and is essential for collecting treasure. Simply press jump twice.

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Lightning
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Lightning is a deadly skill. Press square(default) to target an enemy and keep pressing square until the enemy is dead. If you don't the enemy will send the lightning back at you. Ouch!

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Fireball
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Fireball is another great skill. Press square to shoot a fireball straight at an enemy. Pressing up or down in conjunction with square will aim the fireball up or down.

Note With fireball and lightning you must first gain a power-up before either can be used. The power-ups last until you are hit. Without a power-up you must destroy enemies by jumping on their heads.

III. Walkthrough

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1st World
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" Look Fargus. What are they saying? "

I. Goon City

I don't know what these goons are saying either Nikki....

This level is basically a tutorial and doesn't require much skill. Take note of the following things:

* At the beginning of the level you will notice a object that looks like a giant easter egg. Behind this "easter egg" is a sign that reads Hold Down Jump. Bounce on it and do as the sign says to collect the treasure.

* A few more steps fom here you will see a sign with a picture of Fargus's puppet and a target sign. Since Nikki cannot hit the target sign she will miss out on some treasure but don't worry she will more than gain it later.

* In the area where you kill the first goon run under the structure here and press jump to receive a lot of treasure.

* In the area with the houses become familiar with how to use the clotheslines. Simply move to the middle of it and have it spring you forward into the air.

* Past the area with houses you will come to a rope. Just fall on it to swing on it. At the end of the rope is a Fireball power-up.

* To collect all the treasure below the rope you must backtrack several times back to the house area and fall off the rope again.

* The end of this level is marked by a glowing light as is all the levels in the game. If you collected 80% treasure you will go to a bonus round.

II. Ice Prison

* From the beginning head directly behind you for some secret treasure.

* After the first bouncing pad you will see monkey bars. Jump to grab them and down to exit off them. You can jump up on monkey bars and she will land back on them.

* Watch out for the falling snow because this is the main enemy in this level.

* This is the first level you receive lightning. See above for how to use it. In this room are also red spikes. Watch out!

* Jumping on enemies in mid-air jumps you further. This is essential to obtaining secrets in this level as well as the following levels.

* In the next room you will see two chains, three sets of monkey bars, a lightning power-up, and spikes at the bottom. You know what to do.

* In one of the rooms you come across there are moving spikes that try to kill you. Run under them when they are up. Most things in this game you either jump over or run under (classic 2D action!) . There is also a lightning power-up in this room.

* In the next room you come across a chain with yet another lightning on it. Also new in this area is archer goons who have spiked hats. Do not attempt to jump on their heads until they take aim at you and their hats fall off. Or better yet, use your lightning. Killing one refills your health by one.

* After several bouncing pads and even another lightning power-up, Nikki will come to an area with moving spikes in between platforms. Use your double somersault.

* In the next large area you will come across another hazard. Snowball cannons. Don't worry though because they are extremely easy to dodge. Immediately past the cannon there is a large collection of monkey bars. Every time you lose sight of Nikki behind a giant icicle double somersault to gain secret treasure or life hearts.

* Towards the end of the stage you will come across a steep sliding area that circles around many times. The slide is littered with spikes along with vertical bouncing pads and sudden drop offs which could cost you either your life or important secrets.

* At one point the slide will stop and you will kill a couple of goons. You will also see a ton of flying goons which are immobile. Jump from one to another until you reach a big secret.

III. Zorracha's Lab

* There are new hazards and items here. First off there are crystal balls which shock if you jump on it at the wrong time. Second is the introduction of keys. Keys are not used to unlock doors but usually the automatically open up treasure as you will see when you get your first key. Third is electrocution floors which you must quickly move across. And fourth are springboards which are used to get to higher places.

* Also watch out for the fireballs which shoot in between any two electrocuted floor plus the electric barriers. To dodge the electric barriers press down to duck under them as you slide.

* In the next area you will encounter a seemingly unreachable life as well as a key (and of course they put a electrocution floor and a springboard to make you happy). Kill the enemy to lower the key. Take the key to open the door. To get the life hop on the springboard bounce as high as you can over the life so that you will land directly on it.

* Go through the door and collect all the treasure (as well as a key) before you proceed through the door in the top right corner.

* In the next area hop on the springboard and go to the globe on your left. From here go to the right across the electrocution floor and kill a goon to lower a key which opens a door (whew!).

* In this area follow the path up and right (getting the flying goon secret on the left) to a bouncing pad which leads you to a key. Go through the door it opens.

* In this area jump across the globes to a green springboard which bounces you to the monkey bars. Work your way to the top dodging the green gem shooters to the end.

IV. Hot Pants (Boss)

* Welcome to the first boss of this game. He isn't too tough (compared to the others) so here are some pointers.

* When the Dragon flies by you must jump on the catapults with the fireballs on them to hurt him. Immediately move out of the way because he will try to scorch you. Repeat a few times.

* After sustaining a few hits the dragon sweeps the entire area with fire. Follow the arrows that pop up and fall into the pits to avoid it. He will do this twice during the battle.

* After defeating him continue to the right and ride the rocket out of the level.

* As Nikki says..."You boys ready for a ride on a rocket?"

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2nd World
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* The first thing you have probably noticed is your increased lifebar. Trust me, from here on through the game the difficulty level gets much harder.

I. Stan's the Man

* This level is a mix of tricky jumps and a boss at the end. But this level is pretty easy. Follow the arrows at the beginning down and left. You will collect the treasure on the right later.

* The chamber you fall into is nothing more than a huge sliding path with jumps and other hazards. You must duck under the giant electrical fences(?) and jump through purple hoops which boost you further during jumps.

* The Double Somersault can cause you to miss hoops in this area. Be careful!

* There are two sections in which you must jump on floating ropes and dodge floating lasers. Pretty easy. Don't cut the lasers to short or you will get hit automatically.

* The end of this path is marked by an unusual platform. Hop on and you will be transported to the beginning. Do not follow the arrow when you arrive but instead collect the treasure by hopping on the mushrooms to the left. Follow the arrows to the left making a few jumps.

* You will find yourself in a boss chamber. This is the easiest boss you will face. Simply use the mushrooms to jump over Stan and grab the fireball power-up which is located randomly in the room. Shoot him 10 to 12 times and he will perish.

* Hop on the platform that appears on the far left side of the room and it will take you out of the level. Not tough but wait until the next level.

II. Oyster Destroyer

* This level is like a massive treasure hunt. There are tons of coins and tons of secrets. You know you are in a secret if you pick up a key.

* From the beginning head left and you will see small volcanoes which spew out...bubbles? Anyway you must bounce on these bubbles to reach higher platforms in this stage.

* Another thing in this room is some pink and green vacuum machines which suck you up towards them. Like the bubbles, the vacuums are essential to reaching high areas. The Double Somersault comes in handy as well.

* During the course of this level you must ride flowers up towards the ceiling until they pop. When they pop make sure you have a ledge under you. The arrows will guide you.

* The only real enemy threat in this level are the oyster enemies which float around in a circular pattern or are immobile which cause you to make trickier jumps. If you have a fireball power-up, now is a good time to use it.

* One point, towards the end of the level, you must make it through a timed door. Press the green button, head left and jump over the oyster to the curved midsection of the room, and run on it to the end where you will be hurled into the room before the door shuts. The end is near.

III. Puzzlewood

* Watch out for the flying puzzle pieces in this level (it is Pandemonium.....). They cannot be destroyed. Also watch out for the spiked objects which you will need to Double Somersaut over.

* Follow all arrows in this level. This is going to be your only knowledge of where and when to fall.

* About 3 times during the level you will notice shafts of light shooting out of the ground. These carry you to higher ledges. Sometimes there are multiple paths to take. Some of which lead to secrets.

* You finally get to confront Zorrscha in this level (You know it's Zorrscha when you hear the battle cry "Die Now"). All you must do is jump on the purple bounce pad in the middle of the room and perform a Double Somersault to land on her head. Bounce on her three times and she will dissappear to the other side of the room . Simply repeat this. When you destroy her pick up the key which takes you to a whole new area.

* One point towards the end of the level you must Dodge a huge moving Puzzle piece by ducking under it. Don't use the purple bounce pads.

* The end of the level is near. Collect at least 80% treasure to go to boarder run.

IV. Temple of Nori

* This is the hardest level you have faced thus far.

* The enemies are very tough and spring back from attacks very quickly. The grasshoppers in particular.

* The turtles can be moved to reach higher locations in this temple. Watch out for secrets in this area.

* Gongs are used in this level to open doors. Just run into them.

* General hints is all I can give you in this level. Truthfully, if you survive the annoying grasshopper enemies you will have no problem beating this level.

V. Egg! Egg! (Boss)

* Here it is, a hard boss. This level will test your skills by fighting a giant egg (!!). Grab the fireball power-up to begin the battle. The boss has 3 main attack patterns.

* The first pattern is when Egg! Egg! sways his hands back and forth. He is getting ready to smash you with his hands. Duck under this attack.

* The second part is when he moves his hands up and down slowly which indicates he will spin. Duck under this as well.

* The third and final attack pattern is when he moves his hands up and down rapidly which indicates that he will sweep the area with his hand. Jump over this.

* He will mix up and repeat patterns. Just watch for the signs. At some

times he will flip over exposing his back. This is your indication to hit him with your fireball. Repeat 4 times.

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3rd World
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I. Hueveos Libertad!

* This level is not that difficult but there are a few things you should take note of: First are the little puffy creatures I call marshmallows. Some you must rescue by jumping on their cages and others help you by serving as bounce pads. Second, you should notice that the enemies (most notably the dogs) have more hits and are best killed with lighting. They are not as hard as the grasshoppers in the Temple of Nori, however.

* Many areas are only reached by going through portals. These are usually orange circles in the side of vehicles.

* Every time you free marshmallows they not only give you health but surprisingly treasure. Collect them all.

* One of the first portals you go through you must head up and bounce on several diagonal springboards to reach the top (collect the lightning on the ground floor below this) . When you reach the top head through another portal.

* After going through several portals you may find yourself going to locations you have already traveled. That's a good thing. Check carefully because one of the paths has both a lower and upper path (It's the one outside the springboard room) .

* The bouncy flowers in this level move and you don't move with them. You will instead fall into the green ooze. Yuck and Ouch!

* Towards the end of the level there are slippery rock platforms (about 5) that you must jump across. One of which leads over a pit.

* Congrats! you made it. I thought I would add that if my knowledge of Spanish is correct Huevos Libertad! means Liberty Eggs! I am not sure though. Weird,huh?

II. Pipe Haus

* If I had to pick my favorite level in this game Pipe Haus would be it. The graphics are great and the enemies aren't too tough. There are a lot of elements that look 3-D as well.

* The first part of this level begins with many sets of monkey bars which you must maneuver across without being hit by the obstacles. Before you do this,however, you should explore the paths under the bars. There are treasure and marshmallows to be found.

* Taking the upper paths leads you further into the level.

* Also watch out for spinning flower obstacles that really put a scar on your health. Plus, they knock you back.

* Remember while on the monkey bars press up to dodge some obstacles.

* The main part or purpose of this level is running in a circular motion around large pipes. Head up all pipes and collect all the treasure. If you find that there is no place to go, head back down the pipe and a path should be open.

* Towards the end of the level you will press a timed switch. After pressing it move as fast as you can to the right and hop up the marshmallow platforms. At the top head left to grab a key (which of course comes with a secret) .

* Your last trial is very tough. You must get by a seemingly undodgeable object. You are on monkey bars. What you must do is only move when the obstacle is on the far right of the screen. Jump up into one of the safezones along the way when it rolls towards you. The end is near.

III. Hate Tank

* This level is extremely tough but fun as well. From the beginning head right.

* The first part of the level you are chased by a giant robot and have to dodge large obstacles. When you reach the end, get into the tank and kill the robot. Blast the door when you wish to continue. The entire level you will ride in a tank.

* Tank Moves

R1/L1 - Rotate Turret
Square - Fire
left/right - move left/right
up/down - aim turret up/down

* Items/Enemies

Vultures - drop bombs from above. Aim turret up and shoot forward.

Switches - located on Nikki's left. Aim turret to the left and shoot them 3 times to turn of electrical fences.

Tanks - like yourself they shoot bullets in any direction but they do not move. Aim accordingly.

Towers - These enemies shoot from afar and are in the same positions of switches. Aim left and shoot up.

Mines - these are more of an obstacle than an actual enemy. They are located in random positions but they are always right in front of you.

Guns - These are exactly like towers except they are located on your right. They shoot faster as well.

* At the end of the level, you will come across a long string of mines. They are invincible so move as fast as you can across the area when they travel up.

* When you are hit in the tank Nikki's health does not go away but the tank's health does. The tank will sustain about 15 hits before exploding which kills Nikki as well.

IV. Fantabulous

* This is probably the hardest level you have encountered so far.
Let's go!

* The hardest thing in this level is probably (you guessed it) fans.
Running in between the blades is tricky. Go through them fast but don't
cut them to close.

* Health is very scarce in this level. Go back to a level like Ice
Prison and gain full health.

* When you come across a group of fans in this level you may become
worried. After going through one fan safely, don't stop but continue
running. You should dodge every fan.

* To use a moveable elevator. Stand in the middle of it and it will
automatically change directions.

* There are also electrical platforms in this area. You can stay on them
about 2 seconds before they shock you.

* Are you lost? There are many branching points in this level. If you
are lost simply pay attention to the numbers on the wall. Go to area 1
first, area 2 second,

* At the end of the level the screen will flash yellow and you get the
feeling it will blow up. It won't; Take your time going to the exit.

V. Mr. Schneobelen

* This is the toughest boss you have faced. As a matter of fact, this is
the hardest boss in the game. For this reason extreme caution is needed.

* In the beginning you will notice the boss putting dents in the floor.
These are used to reach the boss.

* When you fall down in the boss level you will notice you are
positioned on the back of a moving tank. You do not take hits from your
life bar in this fight(much like Hate Tank) but instead support columns
from the tank fall off. You can sustain around 5-7 hits.

* Press R1 and L1 to rotate the turret (I guess that is what it is) and
left and right to move left and right. The object of defeating this boss
is to reflect the bullets he shoots at you so that you end up hurting
him. This can be a little tricky.

* For an easier way of winning tilt the turret a little to the left or
right so you hit the explosive barrels which upon their explosion cover
more damage range.

* Rotating your turret often during the middle of battle is a bad idea.
Always keep it tilted the same way and Mr. Sch... will eventually run
into your deflected bullets. Keep moving left and right.

* After sustaining a few hits, Mr. S shoots much faster. Stay on your
toes and readjust your turret slightly if you see fit.

* After about 8-10 shots he will fall. Whew! It just gets worse from
here.

VI. Collide - 0 - Scope

* So you thought because you beat a boss your in a new world, huh? Guess Again.

* The difficulty of this level is hard but you get to control a giant mech. The first thing you should know are the buttons. Square shoots missles. X jumps. Pressing down gives you a shield. You cannot beat the level without using the shield!

* Head right at the beginning jumping over the first health heart if you can. Destroy your first robot and head back to get your health heart. Now head back right. Follow the rocket down to a large tunnel.

* The tunnels in this level are very annoying. There are 2 of them in this level and they are both equally frustrating. Your will be sent at full speed down a vividly colored tunnel. Rockets will shoot forward in the distance. They will spray back flame. To dodge this follow the missle in the exact corner it shot from and the fire should pass you completely.

* At the end of each section of the tunnel you will encounter a robot shooting missles at you. They are bad aims and easy to kill.

* After going through about 3 sections you will take control of the robot again. After jumping across the molten lava you will encounter many enemies. Press the down button!

* You will encounter yet another tunnel after destroying your enemies. The same tactics as before apply here.

* When you regain control as the robot simply run around the area clockwise to get to the top. Fin!

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IV. Closing

Thank you for reading my faq and more will come in the future. An item list and full-walkthrough will be added over the next few weeks. Thanks again and e-mail me at strangevision@hotmail.com if you have any questions, comments, or corrections.

V. Credits

1. Crystal Dynamics for such a great game. Double thanks for not making it like Gex.

2. gamefaqs.com for more information than I know what to do with. Definitely the best site on the web.

3. Brent for his general tips and playing strategies.

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