

Incredible Crash Dummies FAQ/Walkthrough

by Da Hui

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This walkthrough was originally written for Incredible Crash Dummies on the NES, but the walkthrough is still applicable to the SNES version of the game.

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--=                                                     ==  
--=                The Incredible Crash Test Dummies      ==  
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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

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Please Note - This whole FAQ is searchable. That means you could easily find whichever section you are looking for. Just press ctrl+f and type in the name of the section or the password (the four digit number to the far right) and press enter. It will bring you straight to that section.

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## ----- 1. - Controls -----

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=====0001=====
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- * D-Pad - Move
 - * A - Jump
 - * B - Attack
 - * Start - Pause
 - * Select - Switch Weapons

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----- 2. - Walkthrough -----

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=====0002=====
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-----Level 1-----  
-----Stage 1-----  
-----The Crash Test Center-----  
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You will start off in the Crash Test Center. You have to get out by going to the top and getting out of here! Go to the right and sneak under the bouncing tire. Go up the ramp and attack the tank thing. While it's stunned, you could

move right by it. Collect all of these cones and keep going the the right. You could move to the left in this game in case you leave any behind. Further on will be more cones for you to collect, so grab them all. Sneak past the next tire and stun all of the enemies while you go to the right. Once you can't go to the right any further, you have to jump and start going to the left.

Avoid the obstacles. You will reach a few bouncing tires, leaking pipe, and a few tacs lying around. After that you will start running into enemies again. Just stun them all as you go past them and collect all of the cones you see. When you reach the end, climb up those platforms. Get to the top and start moving to the right. Avoid the first few tires and then stun all of the tanks to get past them all. Start going to the left when you reach the end of this path and avoid the obstacles while jumping over the gaps.

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-----Level 1-----
-----Stage 2-----
-----The Sewer-----
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Now you will have to chase the evil dummies down into the sewers. Grab the cones and fall down. Move to the right and jump onto that grate. Stand on the bubble and get to the top. Collect those cones at the top and start moving to the right. Wait for the poisonous fumes to come out of that pipe and jump over it. Move to the right and ride the last bubble to continue through the level. Just keep moving to the right and fall down the pit at the end, now you will have to start moving to the left. Just keep following this route.

There will be a point where you could take a lower route or a higher route, take the higher route. Just keep following this path to the very end and be patient around the fish. Go to the top using those mucus covered platforms as trampolines. Avoid his tires and keep shooting his face with the oil until he dies, grab the key and fall back down the bottom. Use the key to open the cage and that's the end of this level.

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-----Level 2-----
-----Stage 1-----
-----Inside The Big Top-----
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Climb up to the top in this area. When you can't climb any further, start moving to the right. Stay along this high route and move all the way until you have to start going to the left. Make sure to avoid those floating bombs. When you have to start going to the right again, you will have to make a super jump. To make a super jump, start moving. Hold up and jump so you will bounce onto the higher platform. It doesn't work unless you're moving to the right or left. Just keep climbing to the top while you're moving to the right or left. Now you will be in a little puzzle room. Grab the lever from the middle of the room and go to the upper left switch. Keep flipping these switches quick until the fuse falls out of the screen, then land where it fell and you'll finish it.

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-----Level 2-----
-----Stage 2-----
-----The Fun House-----
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This level is one where you really have to pay attention. There are a lot of mechanical gloves all over the place. Look for the red round thing on the walls

before going past it or just go very slowly. Your main concern with this level should be the gloves, but also avoid those bubbles coming out of the masks. Keep climbing up to the top around each obstacle. Once you reach the top, you will see a large hole going up. Just move all the way to the left of that hole and a glove will punch you up to the top.

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-----Level 3-----
-----Stage 1-----
-----The Warehouse-----
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You will have to kill most of the enemies in this level. Kill the tanks and there's a trick to get to those dummies throwing parts. Jump onto the first step and jump over the part. Then jump the rest of the way up and crouch to avoid the parts. I like to just stun these with the air to save oil. Avoid the moving machine on the ceilings because they drop sand. Keep following this path and you will eventually go to the right. Fall down to the ground and you will be outside and you will have to go through one more warehouse. Once you get to the top right corner of the next warehouse, you're all set.

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-----Level 3-----
-----Stage 2-----
-----The Docks-----
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Go to the right and jump from boat to boat, and buoy to buoy when need be. Just make sure not to fall in the water. Don't jump too high because there are a lot of sea gulls flying around with bombs. Keep moving to the right until you reach the stairs, from there, start moving to th left. Keep going up until you have to fight the boss. Just stand and keep firing the oil if you have a lot, if you don't, be conservative. You have to get him when he's on the roof of the boat or when he jumps between the lower and middle levels. Just keep shooting and either duck or jump around the obstacles until the buoy moves. Then jump across and reach Daryl.

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-----Level 4-----
-----Stage 1-----
-----Car Wreckers-----
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Start moving to the right and stun the cone enemies with your air. After a while you will reach a fenced off area, there will be a guard on a go kart there. Those move fast so be careful whenever you see them. Right after that will be a shooting enemy, just be patient and follow this path. After a while you will see a swinging ball. There will be a small pit right under it that you have to crouch in to get past it, so use it. Near the end there will be a lot of moving balls. Avoid them at all costs. There will be a few that just drop, followed by two swinging balls, and one more that drops. Then fall down the last hole and move a few feet to the right.

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-----Level 5-----
-----Stage 1-----
-----The Junk Yard-----
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This level is very straightforward. Just follow the path all the way through,

there will never be a split in the path. The main part you have to watch for is the fast moving enemies in the beginning. After that you will reach some acid, there will be a lot of acid near the end. You also need to avoid the crushers, they have two different patterns. It will either crush, stop, crush, stop, or it will crush, crush, crush, stop. Learn which pattern it is to get past them easily. Just keep going until you reach the end and you will be at the last stage.

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-----Level 5-----  
-----Stage 2-----  
-----The Junk Man-----  
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This is actually a hard fight. First you have to avoid all of the fire and move to the right. Get onto the upper platforms and avoid all of his tires. Keep shooting at with oil that switch. There's one small section you could stand on. Get on the highest platform and you will see those three chain links hanging down. Move so you will be on the right half of the middle chain link. If you duck there under all of the high tires, you will avoid them. You just have to stand to hit the switch. Keep avoiding the switch and avoiding the tires until the weight lifts to the top. Then the weight will drop on Junk Man and you get to watch the ending sequence.

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----- 3. - Disclaimer -----  
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