

Crash Bandicoot 2: Cortex Strikes Back FAQ/Walkthrough

by crashspyro150

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***Crash Bandicoot 2: Cortex Strikes Back Walkthrough and FAQ***
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===INFORMATION===[0101]

Welcome to my Crash Bandicoot 2: Cortex Strikes Back FAQ. This is the third walkthrough that I have written, and the second not in-depth guide. I like writing guides, as it allows me to play all my favorite games again. Anyway, enjoy the guide!

===COPYRIGHT INFO===[0102]

Well, this guide is my property. Simple enough. If you wish to use it on your site, than go ahead. Just put my name there, and I'll be happy.

===VERSION===[0103]

This is version: 1.00 I have written the guide. This is most likely not the final version.

===STORY===[0104]

The story parts of the game. Starting with Beginning scene, every hologram conversation is written here. Enjoy the story progression.

<---Story From Booklet--->

Thanks to Crash, the evil Dr. Neo Cotex finds himself hurtling earthward at terminal velocity, his maniacal bid for world-domination - thwarted... or so the story goes.

But, as it turns out, the world's problems are really only beginning. Cortex awakens to find himself in a dark cavern filled with glowing crystals. Convinced that they hold tremendous power, he retrieves one and crawls back to

his laboratory to examine it.

The crystal leads him to a terrible discovery: soon the planets will align to create a catastrophic solar flux - and only the crystals provide a means to contain this incredible force. Determined to redeem himself for his past evil deeds, Cortex sets out to develop a new, crystal-powered Cortex Vortex that will capture the stellar energy and harmlessly dissipate it. He enlists the aid of his old colleague and infamous physicist, Dr. N. Gin, to help him design such a device.

25 crystals are needed to provide the necessary power matrix. Cortex knows there's only one hero with any chance of success - Crash Bandicoot!

Crash saved the planet from Cortex before... but can he save it again, this time, FOR Cortex?

<---Beginning Scene--->

Cortex: Ahhhhhhhhhhh!

-He falls to the ground-

-He lights a match-

Cortex: ha ha ha ha ha, crystals, of course... doh!

-one year later-

-in a space station-

N. Gin: But Dr. Cortex, to reach full power, we need not only your master crystal, but also the remaining twenty-five slave crystals on the surface. How do you expect to retrieve them when we don't have any earth bound occupants left?

Cortex: You fool! Do you think I'm unaware of the situation? If we don't have any friends left on the surface, then we need to find... an enemy.

-On the surface of the planet-

Coco: Crash? Crash! Crash. My battery is fried. Make yourself useful, big brother, and bring an extra battery for me.

<---After Intro Level--->

Cortex: Well, well, well. If it isn't Crash Bandicoot. Welcome. I apologize for the crude means used to bring you here, but I rather expect a written invitation would have been turned down. I need your help. Surrounding you are a series of five doors, and through each door lies a well hidden crystal. The crystals look like this.

-hologram shows a crystal-

Bring me the crystals Crash. That is all I will say for now. We will speak again.

<---Fail to Retrieve Crystal--->

Cortex: No, no, no, Crash. I said bring me the Crystals! Now get back in there.

<---Fail to Retrieve Crystal Twice--->

Cortex: No, NO. NO CRASH! To save the world, I need Crystals. Crystals! One more time. They look like this.

-hologram shows a crystal-

Crystals! Crash. Go back through one of those doors and bring me Crystals!

<---Fail to Retrieve Crystal Three Times--->

Cortex: Look above the doorway. Above each, there is a big Crystal shaped slot. Fill all five Crystal slots in this Warp Room by retrieving one Crystal from each of the five areas. Only after we have filled all of the slots in this room will we continue on our quest! This is the last time I will remind you.

<---After Collecting One Crystal--->

Cortex: Well DONE Crash! I knew I could rely on you. Now listen carefully. These holograms are hard to maintain. Through the course of my intellectual pursuits, I have stumbled upon a force that threatens to destroy the world. Crystals are the only means of containing it. The fate of the world is at stake. It is imperative, therefore, that you bring them to me.

Coco: Are you there Crash? Crash! Crash! Are you there Crash? ...Are you there Crash?

<---After Collecting One Crystal & One Gem--->

Brio: Sooo! You are helping Cortex gather crystals! Yet, you have acquired a gem! Interesting! Well Crash, know this: as long as you are allied with Cortex, You are my sworn enemy, and I will do anything in my power to stop you! If the fate of the world is truly your concern, you must gather the gems, not the crystals. If you obtain all forty-two gems, I can use it to focus a laser! A laser beam that will destroy Cortex, and the space station he's created. Until then, I will use my forces to stop you from gathering crystals.

<---After Collecting Three Crystals--->

Cortex: Three Crystals. Not bad. I see you are on your way. I need to conserve power. I'll communicate with you after you retrieve the fifth crystal.

<---After Collecting Five Crystals--->

Cortex: Listen up. We are not without enemies. Some of them you may even recognize. Although they cannot harm you inside this Warp Room, they can attack you on your way to the next one. To get to the next Warp Room, use the platform that appears in the center of the room. Good Luck.

<---After Defeating Ripper Roo--->

Cortex: Ha ha ha ha ha, I see that Ripper Roo failed to prove much of a challenge yet again. But back to business. There are Crystals to be gathered, twenty to be exact. The planets will align shortly, all thirteen of them. and This will create a power great enough to rip the Earth apart. Properly utilized, however, the Crystals can absorb and contain the ene-

-he is cut off-

Coco: Crash! Is that you? I've been looking everywhere. I haven't got much time to tell you this, but trusting Cortex seems a little unwise. Crash, I can't seem to keep the datapack open. Crash, you need to find the-

-she is cut off-

<---After Collecting Ten Crystals--->

Cortex: Ten of twenty-five Crystals. You're on your way. I'm running low on power, so communication from this point will be difficult. Again, be wary of the pathways between Warp Rooms. Remember, I'm counting on you.

<---After Defeating Komodo Bros.--->

Cortex: Good show, Crash. The Komodo Brothers obviously lacked your mettle. But now's not the time to get cocky. There are still many Crystals to obtain. Remember, the world is counting on you!

<---After Collecting Twelve Crystals--->

Coco: Crash, thank goodness. I've hacked into Cortex's computer and found detailed schemes about a new Cortex Vortex and a suspicious looking space station. I'm not sure, but Cortex might be trying to...

<---After Collecting Fifteen Crystals--->

Cortex: Crash, my boy, you are more than halfway there. But I'm sure you've noticed that things are getting harder, and the last ten Crystals will be the hardest to gather. And my...(cough) OUR enemies, will be sending their strongest forces to thwart you. I'll contact you after you've completed the next Warp Room.

<---After Collecting Seventeen Crystals--->

Coco: Crash. I haven't got much time. Cortex has almost completed his Space Station. Something is not right with his statements. Beware of the trick...

<---After Collecting Twenty Crystals--->

Cortex: Crash, I have discovered that the opposition is being masterminded by none other than Dr. Nitrus Brio, inventor of the Evolve-Ray! Brio was responsible for our, misunderstandings in the past. He forced me to assist him in his plot for world domination, and he's at it again! He'll attempt to stand in our way. Be on your guard, Crash. Use the platforms to deliver the Crystals to N. Gin.

<---When Confronting N. Gin--->

N. Gin: Like Dr. Cortex said, give me the twenty Crystals that you have collected to me!

<---End of Confrontation with N. Gin--->

N. Gin: Dr. Cortex will be very displeased with your resistance. Prepare to suffer, Crash!

<---After Defeating N. Gin--->

Cortex: What is your problem, Bandicoot?! Obtain the remaining five Crystals Crash, and bring them to me.

<---After Collecting Twenty-Five Crystals--->

Cortex: Ha ha ha ha... Ha Ha Ha Ha Ha... HAHAHAHAHHA! Yes, My plans are nearly complete, and I have you - Crash Bandicoot to thank for! N. Gin? What's happening? Who's trying to steal our signal?

Coco: Crash! Cortex isn't going to use the Crystals to contain the planet's energy. He's going to harness their force and use it to power his super Cortex Vortex he has built on his Space Station! One blast of the ray will cover the entire world turning everyone into Cortex's mindless slaves! Crash, don't let him have the crystals!

Cortex: N. Gin, you fool! She's told him everything! Ah, yes... we're back. Pardon the, uh, interruption. Crash, bring me Crystals!

<---End of Confrontation with N. Cortex--->

Cortex: Noooooooooooooooooooo! You haven't seen the last of me, CRASH BANDICOOT!

<---Ending Scene--->

Coco: Crash, what do you suppose happened to Cortex? And what about the Cortex

Vortex? It's still up there...

<---After Collecting Forty-Two Gems--->

Brio: You have aquired all the Gems! Incredible! Ha ha ha! Crystals are not the only means of harnessing planetary energy. Right! The Gems have that ability as well, and with them, I can destroy the Cortex Vortex forever... ha ha ha! Let me warp you to my complete laser installation!

<---100% Ending--->

Brio: We are ready Crash. Would you like to do the honors? Ha ha ha!

-beam destroys Cortex Vortex, and a piece falls towards Earth...-

===CHARACTERS===[0105]

Crash Bandicoot

He's a marsupial on a mission! He's cool, he's brave and he's ready for action! He's a hero who believes, but he's no fool!

Dr. Neo Cortex

Cortex claims to have learned his lesson. He says he's out to save the world. But a word of advice no matter what you do, don't turn your back on this guy unless you're funning full tilt in the opposite direction.

Dr. N. Gin

Once a world-renowned physicist within the Defense industry, Dr. N. Gin was taken in by Cortex shortly after one of his missile projects went terribly wrong and hit him in the head. The missil was reconstructed as a cyber life support system but is still live so don't get him upset or he'll literally blow his top!

Coco Bandicoot

Coco is the spirited younger sister of Crash and is highly intelligent. When her face isn't glued to a computer screen, she's trying to get Crash's relaxed life more organized. Count on Coco to hack into Cortex's plans to warn Crash with some important information.

Ripper Roo

Ripper Roo is back, madder than ever. He's had time to perfect his attack so make sure you don't try to stand toe to toe with this one.

Komodo Joe & Komodo Moe

Cold-hearted and cold-blooded, the brothers form a dangerous combination of brains and brawn, speed and strength, loyalty and leadership.

Komodo Joe

Komodo Joe is the brains of the operation. While not physically powerful, he relies on speed and cunning in a fight and is a master of the deadly art of Samurai swordplay.

Komodo Moe

Komodo Moe is not necessarily the most intelligent. But, what he lacks in brain power, Komod Moe makes up for with size, unbelievable strength, and the force of a runaway freight train.

Tiny

A fearsome opponent if ever there was one, Tiny has a few tricks up his enormous sleeves. Try to stay one step ahead or you might get crushed.

N. Brio

Doublecrossed by Cortex, this one-time partner in crime will now do anything to stop Cortex and his fiendish plans, regardless of the consequences.

===CONTROLS===[0106]

Up: Move Crash forwards
Down: Move Crash backwards
Right: Move Crash right
Left: Move Crash left
X: Jump, Hold down the X button to jump higher
Circle or R1: Crouch/Duck while standing
Run+R1 or Run+Circle: Slide
Square: Spin
Triangle: Review inventory
X+R1 or X+Circle: Body Slam
R1+X or Circle+X: High Jump, Combine with direction (up, down, right, left) for Long Jump
R1 or Circle + up, down, right, or left: Crawl in specified direction
Start Button: Pauses the action at any time. Once paused, the game will let you choose between resuming from where you are and returning to the Warp Room.
Analog Button: Toggle Analog

===WALKTHROUGH===[0107]

Everyone's favorite section. New paragraphs start when a checkpoint is reached.

---Intro---[LVIN]

If you want to play this level, then you have to watch the beginning movie. Whether or not you actually do is irrelevant. Anyway, get the two boxes before you. Grab the Aku Aku crate and kill the armadillo. Get the boxes and go to the end. Step into the vortex. You get... nothing. Woohoo.

+++Warp Room One+++

---Level 1: Turtle Woods---[LV01]

*Crystal
*Clear Gem
*Blue Gem

For now, don't worry about getting the blue gem. Get the crates and the enemy. The mud up ahead won't hurt you, just slow you. Obviously don't fall down a hole. When you get there, notice the face on the floor. Belly flop it to go to a secret area (belly flop is jump then o). Jump on the turtles then spin them to kill them. Get the checkpoint, and you should have [15] boxes.

On the straight area from here, there is a vulture that will come at you. Jump on it. Spin all the boxes up ahead. For here, do a slide jump (forward+o then x). You should just make it. Get the two boxes, then jump forward. Do another slide jump after breaking the box. Here is where you need to be quick. If you stand on the birds too long, they will fall down. Do quick slide jumps consecu-

tively to get across. After getting the three boxes from the high platforms, get the ones back on the ground. Another vulture. On the next platform is a ! box, but its green. Hitting it will destroy all the nitros. Ride the platform back up. Get the Aku Aku and the checkpoint. [37] boxes so far.

Up ahead is a bonus round. It's the platform in the ground. Follow the trail of wumpa and get the crates. There are five crates in this bonus round. Go forward and get the three boxes, two of which are in the mud. Get past some more things and end up at the next checkpoint with [46] boxes.

Get the big row and the Aku. The next area has a huge pit. Jump in, and you have to fight some rodents. When they are gone, a bouncy thing appears to get out of the pit. Use the turtle here to reach the platform. Another pit. The [CRYSTAL] is just up ahead. Yet another pit. You should have [62] boxes at the end and a [CLEAR GEM].

BLUE GEM: Come back to this level. This time, don't open a single box. The hard part will be the ten stack of boxes. Jump on the bouncy crate to get over. You should finish with [0] boxes, and the [BLUE GEM].

---Level 2: Snow Go---[LV02]

*Crystal

*Clear Gem

*Red Gem

First of all, the red gem cannot be obtained now. Don't waste your time jumping at it when you see it. Start by jumping on the TNT and grabbing the Aku Aku. When you get to the slippery area, grab all the boxes. Use the slide jump if necessary. Go to the end and onto the lift. You should have [11] boxes unless you hit the seals into the nitros, giving you more.

From here go right. The statue will crush you with its teeth, so move past it quickly. Get the checkpoint after the second statue. You should have [17] boxes now.

IGNORE the red gem. The logs up here will occasionally come down, so time your passing. Fall down to the bonus area when you see it. You need to do a duck jump to get the high boxes here (the same as a slide jump, but pressing o without moving). Hit the ! box to make the outlines turn into boxes. Get the Aku Aku and jump down the arrowed hole. Go backwards to hit the green ! box, then get the checkpoint. [52] boxes now.

Destroy the big wall of boxes. Then grab the [CRYSTAL] right behind it. Go past the outlines for now. Jump on the metal bouncy crate and get the box. Hold X as you jump and you will hit a ! box that was above the visible crate. This will cause the two crates behind you to appear. [74] boxes at the end and another [CLEAR GEM].

*For how to get the Red Gem, go down to the warp room 6 section.

---Level 3: Hang Eight---[LV03]

*Crystal

*Clear Gem(1) (Requires Blue Gem found in Level 1: Turtle Woods)

*Clear Gem(2)

Go forward and jump across when the platform is not submerged. Grab the boxes at the top. When you reach the checkpoint, you should have [5] boxes.

Jump on the jet ski. Get all the boxes in the water. Speed boosts are o. Don't hit the bombs. If you have masks, you can afford to do that, but the whirlpools

will not let you escape, mask or not. So avoid those at all costs. When you reach the next checkpoint, you should have [14] boxes.

Jump on the platform to the bonus round. Eliminate a box and let the TNT count down. Finish the bonus round. Get on the [Blue Gem Platform] up ahead. Get the four boxes immediately visible. Ride the moving platform to the hippo and the next area. Kill the plant and get the nine stack of boxes. Jump the next two boxes to get to the other side. Jump over the nitro stack to get to another checkpoint. [41] boxes so far.

Ignore the outlines for now. Hit the ! box just up ahead and go back to the outline boxes. Get them. Avoid the nitros and hit the green ! box. The platform in the background with the plants is for show. Get on the [Blue Gem Platform]. Get to the next area for the [CRYSTAL]. Use the hippos to move on. checkpoint. You should have [67] boxes.

Just ride the jet ski to the end. You should have [74] boxes now, and [CLEAR GEM(1)] is now yours.

When you re-enter, you will see a timer. Get to the end of the level before the timer expires, and you will receive the [CLEAR GEM(2)].

---Level 4: The Pits---[LV04]

*Crystal

*Clear Gem

Jump the gap and kill the turtle. Kill the vulture and get the boxes. There are two more vultures. Get the checkpoint- [9] boxes.

Some more vultures and boxes, and the new enemy up ahead is a different turtle. Slide into this one and then kill it. At the fork, take the left. Quite a lot of armadillos here, get rid of them. You should have [14] boxes at this checkpoint.

Hit the ! box up ahead, then kill the two vultures. Grab the box and [CRYSTAL] up ahead. Now backtrack all the way back to the fork. Take the right now. The reason for this is that this road had some outlines, made visible by the box in the other path. At the checkpoint you should have [21] boxes.

Kill more enemies and get yourself to the end of the right path. You should have obtained all of the boxes along the way. Grab the checkpoint and you have [28] boxes.

Remember the pits from Turtle Woods? They're back. After that go to the bonus round. What's this? A NEW box? Belly flop these crates. Go to the part with 3 bouncy crates. Jump on ONLY TWO, and once each. DO NOT BREAK ANY. Bellyflop the eight stack. Get the outline box and go back. Jump on all three of them going back up. You should have broken two now, leaving one. Get the two new boxes at the top. Use the last crate to bounce back down. You should break it. More pits up ahead. Reach the end with [53] boxes, and the [CLEAR GEM].

---Level 5: Crash Dash---[LV05]

*Crystal

*Clear Gem

Revenge of the boulders! Oh man this is a hard gem. Start by going down and grabbing the three crates. Start running towards the screen. The bombs will not kill you, but they will slow you down. [6] boxes at the next checkpoint.

Start running again. Avoid the bombs and don't touch the lightning posts up

ahead. [9] boxes here.

Run, once again. Don't get hit by nitros up ahead. Grab the crystal and go on the bonus round. Get the boxes, and jump through while the crate is up high. I suggest you just jump the stack of TNT's, don't attempt the life at the top. Up here is a time consumer. Jump on all the boxes. Remember, the bouncy ones last for ten bounces. Checkpoint up ahead, [32] boxes.

Get the boxes in front of you and go. There are many hard to reach boxes near the end, you will have to move fast to get them all. The ball will not get all of them for you. Getting the second turbo pad instead of the first will give you more time. [44] boxes at the end and the [CLEAR GEM].

---Boss 1: Ripper Roo---[BOS1]

When he starts bouncing, stay to the bottom left area. After he blows them up, he will put nitros on the floor. Now stay to the bottom right area. Hit him when he knocks himself out. Stay in the bottom middle until the first one goes off, then move to the left. Again stay to the right when he does the nitros. Now stay to the upper left of the TNT on the bottom left. Don't get blown away, that's the bottom line. Stay a little bit away from the first Nitro he sets. You will end up in the only place not nitro filled. Hit him one last time.

*If you wish to replay, then go to warp room one. When heading back up, hold triangle.

+++Warp Room Two+++

---Level 6: Snow Biz---[LV06]

*Crystal

*Clear Gem (Requires Red Gem found in Warp Room 6: Level 2: Snow Go)

Another snow level! Weee. Avoid being killed by the seal and penguin. Up ahead, there is a collection of 4 boxes. The upper right one is not a TNT, so get it if you wish. [13] boxes should be broken at this checkpoint.

Don't attack them when they have the spikes out. Otherwise, spin or slide into them. Kill the spiky guy, and keep moving. There is an Aku Aku, and another spikey guy. Here is where the [Red Gem Platform] is. If you don't have it yet, then we come back later. Just get to the end of the level for now. You should end with [63] out of [124].

Now that we have the Red Gem, ride the [Red Gem Platform] up to the next checkpoint. You should have [17] boxes.

Move forward and get the boxes. Jump over the Nitro and take care of the spikey guys. For the metal crates up ahead, do a body slam on either one next to the center, and try to destroy the center one. Then destroy the rest, and use the bouncy crate to activate the TNT. Down comes the ! box you can hit to create some more crates. Get the boxes and try not to fall here. Activate both sets of Nitros. Now jump across and continue. Jump over the Nitros. Finally! A checkpoint. Break all the boxes, then the checkpoint for [58] boxes.

Slide past the crusher quickly. You will need to slide jump across the second chasm. Get the the boxes up ahead, the two and the jump crate. Another slide jump, and more crates. Slide under this crusher, again. The planks fall, as you might have guessed. Just time your slides here carefully. For getting past this pile of Nitros, there is a simple method. Hug the mirror, and you will walk

behind them. Do your thing to get past the Nitros. Another crusher where you must slide. You must slide jump to reach the platform now. One more super carefully done slide jump will bring you to the green ! box. Hit it. Now ride the platform back to where you started. Move forward, and time your jump to get past the timed crusher. Get the four boxes on the slide. Continue going forward and avoiding the spikeys and the crushers. Checkpoint! You now have [86] boxes.

Slide down, and don't get hit by the ice. There are three boxes in the covered area. After the next timer, you want to slide under the ice. Attempting to do otherwise will result in you running right into them. Bonus round. Get the first few boxes, hit the !, then get the rest. When you reach the wall with a few TNTs, let Crash lean against it and wait for him to stop his sliding motion. Now quickly spin and slide the other direction. Leaving one box. End the bonus round. Checkpoint! [100] boxes now.

Avoid the rollers, and get the remaining boxes. You should now have [124] boxes and the [CLEAR GEM], as well as the [CRYSTAL].

---Level 7: Air Crash---[LV07]

*Crystal

*Clear Gem(1)

*Clear Gem(2)

*Warp Room 6: Level 2: Snow Go

First off, ignore everything. Go forward. Spin the guy and get across to the other side. Keep moving until you approach the first jet ski part. Now, get the checkpoint just to be safe. Carefully jump on the boxes to reach the lonely platform. You will now have unlocked [Warp Room 6: Level 2: Snow Go].

Another note is that you must have unlocked [Warp Room 6: Level 7: Air Crash] to obtain the first gem. For how to do so, go to Warp Room 6.

Ignore the crates for now. You cannot get them without the secret warp room. Also, DON'T DIE. You will need to stay alive for the second gem. Get past the obstacles to reach the jet ski. Ride it, and avoid all the moving bombs. The [CRYSTAL] is just up ahead. Remember, don't die. Jump across the two timed platforms. If you didn't die, you should see a skull platform. Grab the Aku and ride it. Now that you have, it is okay to die. It won't go away. You need to jump from platform to platform to reach the safe area. Wait a few seconds after the next platform comes up so the other one will appear before you suicide jump across the water. Counting to 3 or 4 is good before jumping to the hippo. Now get on the jet ski. Avoid the Nitros, and boost over the ramp. Here, be very careful. Hug the left side, and boost past the side of the whirlpool. Avoid the next few bombs and jump from hippo to hippo. Get [CLEAR GEM], and finish the level.

---Level 8: Bear It---[LV08]

*Crystal

*Clear Gem

Go forward and get on the bear. Jump over the water, and avoid the obstacles while getting the crates. There is a formation of 4 boxes. They are hard to get so you should try to slide between them. Hit the checkpoint, and you should have [10] boxes.

Slide into the life and avoid more obstacles. Here is the [CRYSTAL], and more obstacles. Avoid the whales. The next checkpoint will leave you with [19] boxes.

Now jump over the TNT to the right, the left will explode and kill you. Avoid the Nitros, slide in between. Quickly grab the four boxes and turn left to

avoid the next whale. This checkpoint puts you at [27] boxes.

Jump around the big collection of green death, and get the row of boxes. Don't get killed by the TNT. You should now have [48] crates at the end of the level. You now have the [CLEAR GEM].

---Level 9: Crash Crush---[LV09]

*Crystal

*Clear Gem

Crap. Another big rock chase you level. Get the three, and then start running. Avoid the mines, and be prepared to spin through a wall of crates. Get the first checkpoint, leaving you with [8] boxes broken.

Slide under the zapper. When you reach the fork, go up on the right side. Here is the tough part. Slide under the first zapper, then slide under the next and immediately jump. Now ride back to the fork, and head down. [19] boxes are gone with the next checkpoint.

Start this chase by sliding under the zapper. Follow the fruit, it will lead you to avoid a green nitrous death. Slide under another zapper and get to the next safe area. [25] boxes are now yours.

Now, be prepared to jump. The boost pads will lead you to a mine, which will slow you. Run between the two Nitro columns. The third boost will lead you to a zapper. After that is a chasm. After you escape the boulder, go to the bonus round. Nothing much to say here, other than you need to head left after the big stack to make the outlines appear. Exit the bonus round. Now go and grab the [CRYSTAL]. Head into the next safe area, get the checkpoint. You now have [50] boxes.

The third boost pad will attempt to land you in a pit, so jump at the end. Make sure you get the boosts here, as you will need to bellyflop the next crate. Then proceed to break the other 3 as fast as you possible can. Make it alive, and you get the [CLEAR GEM] with [57] boxes.

---Level 10: The Eel Deal---[LV10]

*Crystal

*Clear Gem

*Green Gem

Get the three boxes, and jump across the water. You can slide the enemy to make one of the blades disappear. This makes going past it much easier. The water here is electrified at times, so time your travel. Time your slide past the next set of blades. Use the platforms, but they won't stay, so be careful. Get the checkpoint and you will have [9] boxes.

Jump on the rat. No other way of killing it. Jump across, get the next Aku, and head right. Get the box, and then focus on getting past the big stack of green death. Yes, get to the other side of the room. I'm serious. Jump over the last stack, and go through the wall. Now kill the two rats and get across the water. Avoid the roller, and use the platforms to cross. Get the [GREEN GEM]. Now, just die. You will respawn at the last checkpoint and still have it. Grab the crate on the right path again, then go left. Two rats and a roller, no problem. Now there is a checkpoint. Destroy all boxes here. Now grab the checkpoint, and have [27] boxes.

Follow the next fork left, and get the [CRYSTAL] and some boxes. Backtrack and head right now. Get the two boxes, then go across when it is safe. Get the wall of crates up ahead, and then jump down the hole. Grab the two upper crates, hit

the green ! box, and then get the checkpoint. [76] boxes now!

Jump up and hang on. You cannot kill the enemies here, so just wait till they clear to move ahead. When you land, you cannot kill these guys. Move around and jump over the last two. You should have [79] boxes, and a [CLEAR GEM].

---Boss 2:Komodo Bros. / K. Bros.---[BOS2]

Start off by avoiding Komodo Joe as he spins around. Do not get near enough for Komodo Moe to slice you. When Joe stops, spin him. He will hit Moe. Now avoid the blades being tossed by Komodo Moe. Komodo Joe will spin around a lot more this time. Do the same. Once again, avoid the blades. Komodo Moe will now toss three blades at you while Joe is spinning. After that, spin Joe into Moe for the killing blow.

+++Warp Room Three+++

---Level 11: Plant Food---[LV11]

*Crystal

*Clear Gem

*Yellow Gem

You cannot get both gems at once, so ignore the Yellow one for now. Get across using the moving platform. Don't get killed, and get to the first checkpoint. You should now have... [2] boxes. Woohoo!

Get on the jet ski, and carefully get the four boxes. Best course of action is not to go through the two whirlpools, but to go to the right of them. Get the Aku ahead. You have to do the same thing here. The next couple, have Nitros placed so that you cannot do the same thing. You will most likely hit something anyway so just run through and get hit by the Nitro. Carefully boost with the pad over to the next checkpoint, [9] boxes now.

Activate the TNT's without getting chomped. Bonus round time. This one is so annoying. Get past the first column. Get the next few, then go forward. Back to the actual level, move ahead and get on the jet ski again... avoid all the plants. The last two, you need to boost past. Get the checkpoint. [30] boxes.

Now, don't get on the jet ski. Instead, go on the platform. When you get all the boxes here, go back and get on the jet ski. Just a few more obstacles, then the green ! box. [53] boxes will get you the [CLEAR GEM]. You should also have picked up the [CRYSTAL].

Now, go back through and bring some Aku Akus with you. Make your way through the level without dieing as fast as you can. If you make it in time, you will get the [YELLOW GEM].

---Level 12: Sewer or Later---[LV12]

*Crystal

*Clear Gem(1)

*Clear Gem(2) (Requires the Yellow Gem found in Level 11)

Jump across the water and kill off the two enemies. Wait for the flamethrower assistant to finish flaming, then kill him. Get across after getting the boxes. Hit the checkpoint. [8] boxes now.

Now get on the [Yellow Gem Platform]. It will take you to an area that is always electrified. You have to be careful here. You can spin to stop jumping

on the metal crates if you wish. If you manage to get across, pick up [CLEAR GEM(2)]. Now just suicide. It will bring you back to the checkpoint. If you don't kill yourself, and get to the end, you will have to do a horribly annoying backtrack. Now kill the rats and get the boxes. Avoid the roller and slide under the blades. There is a bonus round ahead. After getting the ! box, Jump carefully until you have broken the boxes on the Nitros. After you finish, grab the Aku Aku. Now, slide the enemy into a blade. Move back, and he will respawn. Do this 2 more times to get rid of the blades. Checkpoint. [27] boxes.

Another super blades, where you must slide the enemies. The platform in the middle is where you would have ended up *shudders*. I find it easier just to attack the wall, since you get an Aku anyway. Head right at the fork. Get the two ! boxes. Now go back, go left and get the [CRYSTAL]. Head right again. One more set of obstacles, and you will be at the end with [CLEAR GEM(1)], and [57] boxes.

---Level 13: Bear Down---[LV13]

*Crystal

*Clear Gem

*Warp Room 6: Level 7: Air Crash

Jump down to the bear. Yes, another bear level. YAY! After getting the first five boxes, charge with "o" and then jump, to get enough height over the water. Avoid the whales, get the crates. Beware up ahead of the obstacles. The first checkpoint leaves you with [10] crates.

Make sure you get both boxes on the ice. Jump over the crates these next guys lift. Don't jump the second set of crates, jump after it. Another part where a charge jump is necessary. This checkpoint leaves you at [25] boxes.

Jump over the next set of crate guys. Get the [CRYSTAL], and then prepare to jump a lot. This next checkpoint should have you at [33] boxes.

Make sure you slide across the ice into both crates up ahead. Jump past the whales and get the boxes. Jump over the Nitros, and charge under the next few guys so they don't drop the crates on you. You now get vaulted across the screen. Now that you have [42] boxes, you should have the [CLEAR GEM].

Now, go back out and jump on the grey blocks. Do not stay on any single one, as the fall. Get to the middle, and unlock [Warp Room 6: Level 7: Air Crash].

---Level 14: Road to Ruin---[LV14]

*Crystal

*Clear Gem(1)

*Clear Gem(2)

To get the first gem, you need to unlock [Warp Room 6: Level 14: Road to Ruin]. Refer to Warp Room 6 on how to do so.

Another level where a gem is obtained by not dieing, and riding the skull platform. Jump across the collapsing platform and kill the rodent. Break the five boxes and then kill the next rodent. Some more rodents, and a wierd head that stares at you. Creepy. Now, after the two TNTs you will see a new enemy. This one needs to be killed with a slide. Grab the [CRYSTAL] to your right, after the next checkpoint.

This row of platforms ahead will collapse. Now the annoying statues breath fire. Don't jump over, but wait till the fire is gone. If you did not die, you will find another skull platform. Ride it. Here, you will have to time your jumping over the logs. Spin the doofus tossing logs, and head up. Jump across

the rotating platforms to reach... another doofus tossing logs. This time, jump two platforms at a time, because every other one collapses. Now you are at the most annoying part ever. The moving platforms. You will constantly slide, so try not to fall. Beware the flame ahead. Grab [CLEAR GEM(2)] and finish.

---Level 15: Un-Bearable---[LV15]

*Crystal

*Clear Gem

*Warp Room 6: Level 26: Totally Bear

Revenge of the boulder, er..., bear? Yes, you get chased by a giant bear. Not fun. Avoid the Nitros, slide under the zapper, and spin through the fence. Get the only box of this first run. Now get these boxes and the checkpoint for [6] boxes.

Be careful here, as there is another fence. If you spin it on the left side, you will hit the mine and get squashed. Spinning it on the right will get you boosted. Avoid the obstacles, and the mines. Get to the checkpoint for [7] boxes.

Now, jump into the giant pit above you. Yes, jump in. This is the hardest extra area in the game. Get the ! box and the crates surrounding it. Use the next few boxes to jump onto the high platform. Get the Aku Aku. Kill the shooter, then bellyflop the boxes. Jump over the bullets and spin the turtle. Avoid the timed bullets as you move to the right. Checkpoint! You should have [19] boxes, and some relief.

Slide the ! box, then get the Aku Aku. Then jump to the right and get the two life boxes, hard to see. Jump down and get the bouncy crate. These next guys have to be bellyflopped to be killed. Doing so will remove the armor. Kill the shooter, then move back for the second armored rodent if you want. This next platform will make rodents appear, kill them to create a bouncy platform. Grab the Aku Aku, and then more shooters. You should Finally reach the end of that. Now grab the [CRYSTAL]. And now a bonus round. Woohoo. When you see the outline boxes, move back to the left and slide jump from metal to metal. Now you can jump over the Nitros. Back to the level, spin the green ! box. Checkpoint, [45] boxes now, counting the ones after it.

Now go through some more of the fences, and avoid the pits. If you don't kill all the geckos, you might see some get squished. Its funny. There is a part with a fence AND a zapper. Checkpoint. [54] boxes.

Wee! We get to ride the bear once again. This makes the chase super fast. Don't hit the line of TNTs on the left. Get to the end, and you should have [58] boxes, and a [CLEAR GEM].

Now go back outside, and slide jump back to the other end of the chasm. Now go to the bear. Doing so will unlock [Warp Room 6: Level 26: Totally Bear].

---Boss 3: Tiny / Taz Tiger---[BOS3]

This entire boss fight relies on the random platforms in the area. A few of the nine platforms will turn red then fall. A few more may fall, and later on all but one will fall. These fall at random, and you must make Tiny fall when the platform disappears. He follows you. Make him fall three times.

+++Warp Room Four+++

---Level 16: Hangin' Out---[LV16]

*Crystal

*Clear Gem

*Warp Room 6: Level 27: Totally Fly

Start by killing the three enemies at the start. In the tunnel, enemies will randomly come out of nowhere, so be alert here. Destroy the boxes, and jump down. Get the checkpoint. [11] boxes, now.

Jump on the grid above and wait for the invincible guys to move aside. Go past the gate, and wait for the next guy to come towards you before moving on. Same deal with the next two. Drop down. Get the Aku Aku, then activate a TNT to blow up the wall. Checkpoint. Now [28] boxes.

This next guy moves in a circle, so follow him to safety. Get past the gate. Time this next area just right, as a few move super fast here. Jump down, grab the crate. Keep moving and jumping over the invincible guys. Destroy the wall, and jump down.

Head backwards and drop down again. This is only for unlocking a new level. These guys here are low, so you need to duck when they go below you. Get to the end to unlock [Warp Room 6: Level 27: Totally Fly].

Otherwise, grab the checkpoint and the [CRYSTAL]. You should now have broken [44] boxes.

Another bonus round! Use the jumping crates to safely navigate the Nitros. Here you need to count the bounces on the first one, and hold down X on the tenth jump to get to the top of the next. Repeat this, one at a time to get them all without falling. Back up top, jump over the stack of Nitros. Hit the green ! box next. Just jump across the water safely now to reach the end. You get a [CLEAR GEM] at [93] crates.

---Level 17: Diggin' It---[LV17]

*Crystal

*Clear Gem(1)

*Clear Gem(2)

*Warp Room 6: Level 14: Road to Ruin

It is important that you don't die, because you need to ride a skull platform to obtain both gems.

Now move forward and avoid the seeds being spit at you. To kill it, jump and bellyflop it. After three of these annoying plants, you get an Aku Aku to aid in your efforts. Jump across only after the seed has exploded here. Get past the statue and don't boost. Just jump over and kill the next plant. Now you get the first checkpoint, [14] boxes.

Get another Aku Aku here. This next part needs to be timed so you don't slide under and murdered by the plants. Use the boost to destroy boxes. You need to just pray that when you go between these off and on zappers, you don't get hit by a seed. Bonus round here. The checkpoint ahead will bring you to [44] boxes. Take the skull platform if you haven't died. Avoid all the Nitros, and the seed spitter. Oh gosh. Bees. They are so annoying, just run. You can't kill them. Destroy the spitter. Another spitter and more bees. This next checkpoint puts you at [54] crates.

Kill the two spitters, and ignore the third unless you want the bee to catch you. Grab the [CLEAR GEM(2)] and keep going. Now is the hard part. You need to backtrack on the RIGHT side. When you reach the red surface, spin to get under.

The bees are the biggest problem here, but backtrack. Further back and you will get the [CRYSTAL]. Get the checkpoint, and have [67] boxes.

Actually, the bees are killable. He he. Spin them to further your backtracking. Now you should have come out at the fork. Now, go back all the way again on the right. Checkpoint at the end of this annoying ordeal brings you to [75].

Here, there is a lone plant on the platform. Get this only as a second trip. When you revisit, kill him. This will result in the unlocking of the last Warp Room 6 level, [Warp Room 6: Level 14: Road to Ruin].

Anyway, get the boxes and the green ! crate. Jump over the mine. Destroy the hammer guy. A few more enemies and you will be at the end, with [95] crates and the [CLEAR GEM(1)].

---Level 18: Cold Hard Crash---[LV18]

*Crystal

*Clear Gem(1)

*Clear Gem(2)

Just like the previous level, you must not die if you want both gems. The skull platform path has boxes you need for the first gem.

The first step you see will fall, predictably. Further up, jump from column to column to reach the boxes stacked on the metal crates. At the ice, watch out for the seals that will spawn towards you. Jump across the two ice platforms and get on the lift. [23] boxes now.

You should slide after going under the first crusher to get past the other. Same deal for the next one with crushers reversed. Remember that the planks do fall. Here, you must get the top two crates before breaking the others, or else they will be unreachable. Drop down for the bonus round. After two sets of TNTs you will see two bouncy crates. Jump on TOP of the top one, and hold down X to reach an unseen crate. If you don't end the bonus round with 31 boxes, you did not do it right. You need to go down for the ! box up ahead, beware the spikey guy. On top, there is another Aku. Yay! Get on the death route after breaking the checkpoint. You should have [73] crates now.

The good thing is that once you have entered a death route, or skull platform, you can always go to it unless you lose all your lives. First rule here, go very slowly. There are many obstacles that will likely kill you if you go too fast. There are a bunch of boxes after the big wall. Try to slide and kill the two enemies fast. When you reach the end, don't fall. Hit the ! and then go back to the outline. Now go back and get the [CLEAR GEM(2)]. After getting it, die. Now go back through, and this time when you reach the end don't jump down. Instead, go all the way back and ride the platform again. This is very crucial to getting the first gem. Now go down the normal way. When you get to the next checkpoint, you should have [112] boxes.

Remember to get all 4 of the ! boxes in the covered area. For the box behind the nitros, you need to jump on the very edge and jump on it. Then get back out and keep going. The row of crushers is easy, just keep sliding. Checkpoint! Now we have [126] boxes.

The [CRYSTAL] is right before another spikey guy. You might be able to spin the penguin into the wall. Don't get killed by all the spikey guys. Next checkpoint you should have [147] boxes.

Not much more, just get to the end and if you have [155] boxes you should have the [CLEAR GEM(1)].

---Level 19: Ruination---[LV19]

*Crystal

*Clear Gem(1)

*Clear Gem(2) (Requires Green Gem from Level 10)

Don't go berserk at the first stack of boxes, there is a Nitro on the other side. I suggest you jump over the second rat so you don't have to deal with the other guy. First checkpoint, [6] boxes.

Kill the monkey as he is jumping around, and before the place explodes. There is an Aku floating above the bouncy crate here. This next ! boxes makes a bunch of Nitros appear, so navigate past them. Get the checkpoint, [12] boxes.

Now, get on the [Green Gem Platform]. Time your jumps over the logs, just like the last ruins level. When you are at the statues, remember that the ground falls. I made that mistake, and died. This vertical log jumping is a little harder, just hard to judge. I found that the second falling platform is a real bother, so you should probably slide jump to that one. Don't fall off at these moving towers here. Yay, you get an Aku Aku up ahead. Boo, another vertical log jumping trip. Make it to the end okay, and grab the [CLEAR GEM(2)]. Don't bother riding the platform back. Just KILL yourself. This makes getting the other gem easier. Back at the checkpoint, move forward when it is safe to do so. You get to go to a bonus round at the end of the rotating platforms. To get the big wall, destroy the wood crate and jump on the stack. Don't kill that one first, kill the others. At the TNT part, you must destroy the metal crates by yourself, as the TNTs will not. This is where it gets annoying and timing is key. Try to use the last box before the bouncy ones to destroy the uppers, and count the bounces on the lowers. Yay, there is an Aku Aku crate ahead. Checkpoint, [65] boxes.

If you bounce the TNT when the enemy is close, he will get blown away when it explodes. Oh man. I despise this part. This is so annoying. Just don't fall off and continuously move towards the center. When you get past that, you get the [CRYSTAL]. Be cautious when bouncing the green ! crate, as you most likely will fall. This checkpoint puts you at [84].

Another jumping the log part, but this one is easy as there are no falling towers. This puts you at the same box count and a [CLEAR GEM(1)].

---Level 20: Bee-Having---[LV20]

*Crystal

*Clear Gem

*Purple Gem

You might want to go underground at the red part to avoid being killed. When you get to the bees, you can spin them if you want. You must avoid the Nitros, going under them will kill you. This checkpoint puts you at [7] boxes.

Go under the zapper, but beware your speed as there are going to be a constant stream of bees. Again, don't go under the Nitros. You have to get out and jump over. Time this next crossing. Checkpoint here puts you at [16] boxes.

There is more of the same, so keep heading forward. When you get to the stack of Nitros, jump on them. Yes, they are fake Nitros and they lead to a special area. The rats return in this area, as you might wonder why at first you can't reach the high platform. Kill them to make the bouncy appear. When you grab the [PURPLE GEM], kill yourself. This time don't climb the Nitros obviously. This next part you just want to make sure you have an Aku or you are extremely lucky. You have to constantly move forward and avoid the seeds. This checkpoint

will be at [22] boxes.

Be careful not to get zapped after the boosts. You want to jump over the beehive as the seeds will always block your path. Bonus round, just follow the wumpa fruit. Just make sure you jump well for the part with the Nitros. Exit the bonus round. Another beehive, and then the [CRYSTAL]. This last part is easy, just don't get killed by the seeds. You can maneuver around the Nitros. Hit the green ! box, and end up with [92] boxes. Also, you get the [CLEAR GEM].

---Boss 4: N. Gin---[BOS4]

This boss battle is very different from the others, because you attack with wumpa fruit. The fruit you launch with the circle or square button. Start by attacking the arms when they open. It takes multiple hits to kill each. When he pulls it back, he is about to shoot a beam. This will go up and down, dodge it.

After destroying the arms, he will fire missiles from the shoulders that go from left to right. Then, the missiles go from right to left. Alternate. It is hard, but you will eventually destroy a shoulder. After destroying one, he will also have a missile occasionally go vertical, so jump over.

After destroying that, he will use his middle as a big laser. He will appear on a platform, and you will get killed if you are near. He will come up near you often, so hit him once or twice and then jump to another platform.

+++Warp Room Five+++

---Level 21: Piston It Away---[LV21]

*Crystal

*Clear Gem(1)

*Clear Gem(2)

This level is another one that requires you to use a skull platform. This time, you will need to use the skull platform to obtain both gems. After getting the boxes, you will notice a piston. Don't get crushed, obviously. These next guys are like the lizards, they can only be killed with a slide. Ride the next piston up. Go when it is safe to do so, under these timed pistons. This next variety of enemy will sometimes only be jumpable, others can only be killed with a spin or a slide, but some will alternate, so pay attention before you kill them. After a few more obstacles, the first checkpoint should be at [13] boxes.

You have to spin or slide these next guys. The walls that block your path ahead must be crawled under. Don't touch the red stuff later, obviously. You get the [CRYSTAL] right before the next checkpoint. [18] boxes now.

You will see the skull platform ahead. Don't get on it, it makes it easier for boxes if you don't do it till you reach the end. You will see a blue thing, and an enemy. DO NOT KILL IT. It is necessary for getting back to the skull. Now, when you see the platform with the arrow, quickly jump on and to the next area. The thing triggers the blue device, and if that hits you you will shrink until you die. The arrows point in the direction the blast will come. The next one points towards you, which means down. This bonus round is one where you fall to it. Use the pistons to your advantage to get over Nitros. Don't destroy the bouncy crate, as you will need it to go backwards. Hit the ! box, and go back. If you destroyed the bouncy, then you are hosed. Unless you waste an Aku. Back to the level, beware of the row of blue things. You want to try to slide jump, then use the checkpoint to bounce up to avoid the shot. This should also put

you at [37].

The checkpoint up ahead puts you at [38], right before you turn around and go on the skull.

On the next area, you have to time these pistons well. Don't worry about the X-ray area, but spin the guy into the Nitro. Kill the enemies, and end up at a checkpoint with [42] boxes.

This is dandy. You need to use this next guy to get across. You better have good timing, as this next one requires that you slide him from the very edge so you avoid the first blast and don't activate the second. Jump across the two and get the [CLEAR GEM(2)]. Slide jump onto the next guy. Hit the green ! box at the end to get [69] boxes and the [CLEAR GEM(1)].

---Level 22: Rock It---[LV22]

*Crystal

*Clear Gem

Finally, an easy level. Oh wait, you get to fly! Now, to control this, you go forward by using X, and back by using circle. If you don't like the up and down settings, pause and go to options and change the Pad:Flight option to direct. Fly around and grab the boxes. You should be at [9] boxes at the end of this.

To get the TNT, just fly up into it to activate. Study the laser, and cross during the two phases that don't cover the center. It would also be a good idea not to touch anything glowing red. For the electrified guy, spin him into the fire. Don't touch the wires, and get the checkpoint. This puts you at [18].

These circles will disappear after you fly through. After that, get the life crate. Focus on the next guy before getting the crates. The checkpoint is next. [23] boxes now.

Get past another round of lasers here. Just fly under the Nitros up ahead. A lot of obstacles ahead, then grab the [CRYSTALS]. Now, position it so that when you spin the guy he goes through the circle. After that, you land. You can now hit the green ! box, to get [39] boxes and the [CLEAR GEM].

---Level 23: Night Fight---[LV23]

*Crystal

*Clear Gem(1)

*Clear Gem(2)

The evil, evil firefly level. This one also requires no death for the gems. Go forward and take the firefly with you. Don't stop, that is key. The firefly will go away from you after a while. Run to the next one, where there is an Aku. Run to the first checkpoint, and you should have [5] boxes.

Take the left path up at the skull platform until you get the [CLEAR GEM(2)], then die so you end up back at the checkpoint. Take right this time, and slide the lizard. You want to get the boxes on top of the Nitro before getting the next firefly. Avoid the spinning guys. Grab the [CRYSTAL], and then the checkpoint. [9] boxes now.

Drop down to the bonus a little bit ahead. The sad thing is, this also needs a firefly. So move fast. Destroy the bouncy crates before getting the firefly to save time. Back up top, grab the crate and the firefly. When you see where the two paths would have met, go backwards left. Jump the two gaps, and then you will see two crates and a firefly. Get these, and then go forward again. Go until you get to the next checkpoint, [34] boxes.

Avoid the large amount of lizards, and get the green ! box at the end. Now you have [46] boxes and [CLEAR GEM(1)].

---Level 24: Pack Attack---[LV24]

*Crystal

*Clear Gem

Oooh fun. Another jetpack level. Move forward, and past the circle. Go under the cables, then get the three boxes. There is a box after this big blue cylinder, so don't miss it. Get this next crate and the checkpoint, so you have [6] boxes.

After the next set of lasers is one of the zappy guys again. After him, don't miss the box up. There is another one after the red cylinder, which will kill you. Fly through the ring of Nitros. I find it easiest to pass this next set of lasers at the upper left corner. Get the checkpoint, [9] boxes.

Follow the fruit to the next Aku Aku and to the lasers. You can admire the nice formations, then move through a safe area. This next checkpoint is at [15] crates.

Although scary, this flashy stuff won't kill you. Just fly past the blue cylinders. Get the box, avoid the Nitros, and then spin the guy when it is safe and through the red circle. You obviously have to fly through a corner here. Get the [CRYSTAL] after the Nitro cross. This next formation of red things will go really big, so that you have a chance at crossing. Another way is to just fly under the whole thing. Hit the green ! box to put you at [46] and the next [CLEAR GEM].

---Level 25: Spaced Out---[LV25]

*Crystal

*Clear Gem(1)

*Clear Gem(2) (Requires all the Colored Gems)

To get the gems in this level, you need all the other colored gems, which you should have by now. Start by using a high jump to get on the platform. This is just a slide jump but you don't move when you hold down circle. The sides are obviously fiery. For the third spider thing, just jump over it. When you see the first gem platform, ride it. You need to time your jumps carefully, and study the patterns. Ride the second gem platform. Quick moving and sliding is the key in this section. After a few more of these shrinking devices, jump on the third gem platform. This part is hard, as you have to jump as soon as the device rises. That, or wait until the moment is right, as the two move at different speeds. Do this multiple times. Now, get on the fourth gem platform. You have to spin this guy twice, or he will push you into the shrinker. Same with the next. Grab the [CLEAR GEM(2)], after riding the last gem platform. Now, just kill yourself. You go back to the beginning. When you get to the three crushers and the spider, fall into the left corner and wait for it to go to the spin phase. Since the next spider and the lift move at different speeds, attack when the opportunity presents itself. FINALLY! The first checkpoint, at [8] boxes. I was getting tired of this wall-o-text.

Jump a few Nitros into the X-ray area. Just kill the enemies here and jump over more Nitros. Look before you jump. At the end is the next checkpoint, at [12] boxes.

At the paired crushers, just go as soon as you can. Bonus round! Now, you have to jump when the crusher is down, or get pushed into the Nitros. With the next pair, jump when they are down again. Try to destroy the middle crate, then

before the TNT explodes climb to the top. This way, you can destroy them with a bellyflop. Get to the end of the bonus round. Quickly slide twice to not get zapped. Jump quickly for the next. and slide they guy without getting the laser activated. A couple more slides and you get to the checkpoint, at [40] crates.

Just jump over the guy and go past the piston. Grab the [CRYSTAL] and then hit the green ! box. Get on the lift. [60] would be the final box count, and you have the [CLEAR GEM(1)] now.

---Boss 5: N. Cortex---[BOS5]

Finally. The big cheese. This is a jet pack fight. The mines you see will not harm you, nor will the rocks. But they will slow you, and if he reaches the end before you hit him three times, you lose. So avoid the obstacles and just hit him three times. Now watch the nice ending.

+++Warp Room Six (Secret)+++

*To get to this warp room, you need to do special things in certain levels that are mentioned below.

---Level 7: Air Crash---[SL07]

*Clear Gem

To reach this level, finish level 13 and then jump back to the center.

Ignore the lives hanging in the air, and get on the jet ski. Get the crates, avoid the bombs, and then VERY carefully get the crates surrounded by Nitros. Get to the end. Hit the green !, and get teleported to the start. Go through the level like normal, and at the end you recieve [CLEAR GEM]. You should have [102] boxes at end.

---Level 2: Snow Go---[SL02]

*Red Gem

To reach this level, you must jump from box to box to the lonely platform in level 7. It is right at the start of the first jet ski area.

Move forward, and kill the seal. Now be careful, there is a spiky guy at the top. I recommend sliding at the bottom when he isn't angry, and then jumping over the penguin. Now kill another spiky guy. Go forward until you reach the snow. There is an Aku Aku inside the covered area. The penguin up ahead is under a Nitro, so slide him and keep down. Hitting the ! box will make the rest of the outlines appear. You can go back to get another Aku Aku and a life, if you want. Now jump from metal box to metal box, getting the lives if you like. Jump down onto the Aku Aku. Beware of the crusher and the penguin. You need to navigate these nitros very, very slowly. Do not attempt to slide under, but CRAWL under. Jumping may be hard, and hopefully you brought some Akus. Keep moving forward. Stop right before the 4 penguins and the timed crusher. The best course of action is to jump down and spin the first two, then slide the other two. You should now drop down to obtain the [RED GEM]. Finish the level.

---Level 14: Road to Ruin---[SL14]

*Clear Gem

To reach this level, you must belly flop the lone plant in level 17.

Jump forward, and approach the big pile. Don't just charge in, there is a TNT

in the middle. Slide jump over the row of Nitros. You are now at the beginning. Go forward. Grab the checkpoint here. [45] boxes.

Don't take the skull this time, and just jump ahead. Time this next part, as there are more falling platforms. Checkpoint! [51] boxes now.

Spin the ! to reveal a bunch of boxes. Attack the big pile of crates to get an Aku Aku. Now jump down the steps, and go right across the falling steps. Checkpoint again. You should have [67] boxes.

Now there is a bonus round in a bit. Jump ahead and hit the first !. Jump back to hit the second. Forward for the third, and back for the fourth. Now you can make progress. Now just get all the boxes. Exit the bonus round. Don't get hit by the two flamers. This monkey is annoying, don't stand in the middle, but kill him when he gets there. Hit the green !, then carefully kill the last monkey. You now have [89] boxes and the [CLEAR GEM].

---Level 26: Totally Bear---[SL26]

*Clear Gem

The first actual secret level. This is unlocked by jumping back across the end chasm in Level 15, then touching the bear.

Oh great, we get to ride the bear IN THE DARK. Ooooh fun. Get the three crates to start, then jump from platform to platform as soon as they become visible. After the life crate, you need to charge jump to get all three in the air. Get the stack of four, then charge jump again to get across. Some more jumping and whale avoiding, and get the checkpoint at [16] crates.

After the second set of obstacles, charge jump to get all the crates in the air once again. After that, when you see the lone statue jump to the left of it to get the crates. Second checkpoint gets you [23] boxes.

There are some more of these crate lifting guys, and an icy area with a bunch of TNTs. When you see the second set of crate guys, charge jump to get over the lake after them. The next checkpoint puts you at [33] boxes. Jump and ride past the next two lifters. After the third lifter and the whale head left for the crates. When you see the lone crate, get ready to charge jump. Then, just get to the end. [40] boxes should be broken, and you should have the [CLEAR GEM].

---Level 27: Totally Fly---[SL27]

*Clear Gem

To unlock this level, you need to head backwards after dropping into the water and then complete the mini section in level 16.

This is an annoying level. You have to use the fireflies for light, and they will leave you eventually. You have to move very fast, and make no mistakes. Kill two rats and then get the next firefly. There is another rat, an enemy that has to die to sliding, and then the next firefly. Break the wall of crates as fast as you can, and go. Grab the checkpoint up ahead. [7] boxes here.

Now these guys, are not killable. So just slide or maneuver around them. Avoid them all to get to the next checkpoint. [8] crate count.

Go into the bonus round. Oh joy, even this is light dependent. Nothing hard, just reach the end without delay. Now get the next firefly. Another slider to watch out for. The second slider will destroy the TNTs. This next part is super hard. To break all the crates, the firefly will definitely leave. Do this over and over until you can remember where they all are in the dark, and when

to jump. Another method is to avoid the firefly, and go a few steps ahead and spin till you find some. Destroy what you find, then go back to the firefly and destroy the rest. Doing the second method will leave you with only a few seconds to spare. Get the next firefly. This last firefly is so you can go through the last chamber. Pointless, really. Get the green ! box and then the [CLEAR GEM]. You should have [44] boxes now.

===SECRETS===[0108]

This game has many fun little secrets to discover.

- * You can replay any boss fight by holding down Triangle while moving up.
- * The bear in Warp Room Two will give you some extra lives if you keep jumping on it.
- * Tiny's name is "Taz Tiger" if you pause during the battle.
- * With a slide jump, you can sometimes slide to the right side of the mouse pits and avoid the whole thing.

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