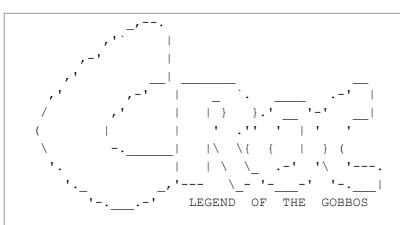
Croc: Legend Of The Gobbos FAQ/Walkthrough

by Syonyx

Updated to v1.4 on May 9, 2008



A Complete FAQ/WALKTHROUGH by Syonyx

Version 1.4 GAME INFO

Title: Croc: Legend of the Gobbos

Platform: Sony Playstation
Developer: Argonaut

Publisher: Fox Interactive Released: 30-Sept-1997

ESRB Rating: E (Everyone)

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

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

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

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

ON LAND

=======

Up: Walk forward
Down: Walk backward
Left/Right: Turn

X: Jump

Square: Tail attack

O: Flip around 180 degrees

Triangle: Hold for look-around mode

L1/R1: Sidestep left/right
L2/R2: Adjust camera angle
L analog stick: Replaces D-pad
R analog stick: Look around camera

SWIMMING

========

D-pad: adjust direction facing

X: Swim forward
Square: Attack

O: Quick-turn 180 degrees
Triangle: Look-around mode
L1/R1: Paddle left/right

WHILE JUMPING

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

Stomp attack: X, X

MONKEY BARS

=========

Up: Move forward while hanging
Down: Move back while hanging

Left/Right: Turn

X: Jump up to bars/drop offO: Quick-turn 180 degrees

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

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

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

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

Regular levels

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

Boss levels

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

Secret levels

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

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

So basically, here's how the game goes:

...and so on.

Bonus areas

Scattered throughout the game are ten secret bonus areas! Exciting, eh? This are reached by finding twinkling stars. Touch these and you'll be warped to a secret area, containing several One-Up hearts and often some gems, too. These areas can be found in a variety of ways. Sometimes, the stars are just sitting on the ground for you to find, while sometimes you must leap into the unknown to reach a hidden platform to find them. Bonus areas are not always without danger, however, so take as much care as you would in the regular levels to avoid harm. Touch the twinkling stars within each bonus area to return to the regular level.

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5.	WALKTHROUGH					
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A) M	Mountain Zone					
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1-1 And So the Adventure Begins						
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Total Gems: 77

First off, turn around and follow the path behind you. Kill the Dantini and hop over the rock at the end to pick up the PINK GEM. Take the path back the other way and jump onto the well to GOBBO #1. On the red crate past him, the RED GEM is waiting to be grabbed. Smash the box, then jump back on top of the well and jump to the high floating platforms from there. While up here, you can attack the bee if you want to. On the second floating platform, jump and stomp three times to activate some glowing starts, contact with which will transport you to the game's first bonus area.

 $^{\sim}$ $^{\sim}$ BONUS AREA !!! $^{\sim}$ $^{\sim}$

Jump back on top of the well and stomp the wooden block to fall into it. Underground, you'll find the BLUE GEM, and you can ride the moving platform across to the middle of the lava pit. On the ground in the middle, stay at the close edge until the fireballs go by, then cross and jump across the crumbling platforms in quick succession. Grab the ONE-UP at the far end and smash the crate to free GOBBO #2. Cross back the way you came and jump onto the pinkish block in the alcove to go back above ground.

Now you can cross the log (carefully line yourself up, it's easy to slide off the side) and exit to the second area. Jump across the platforms over the lava pit. Tilt the camera angle if you're unsure about how far it is. Over the crumbling platform, the GREEN GEM is waiting. Pick up GOBBO #3 at the far end

of the lava, smash the box and enter the door.

In the first exit area (don't hit the beany gong here!), jump to the brown rock past the gong (wait for the tunneling worm to pass), then to GOBBO #4. Cross to the other side of this area. When you approach the well, a giant worm pops out. Back up until it strikes, then approach again and jump in when it disappears. Below ground, cross the crumbling platforms over the lava pit. You have time to turn to face the next platform and jump before the current one crumbles, just don't dawdle. Attack the Dantinis on the far side and then quickly jump up beside the high block so that you grab onto the side and can pull yourself up. Get the YELLOW GEM on top and smash the box. Watch out for the Dantinis, who will have regenerated by now. Cross back and go up top again. You can now open the gem-locked door to reach the final area.

Bounce on each of the two jellies. Press jump as you bounce for maximum height. After you collect the KEY and gems, jump in the middle underneath the balloon to cross to the far island. Walk to the cage and you'll automatically use the key to free GOBBO #6. Before you strike the gong, grab the ONE-UP behind the rock on the right.

Total Gems: 95

Smash the crates. Before you jump into the well ahead, climb up the wall on the right where there's a thin strip of paw-holes, just past the right crate. Circle the rim up top clockwise. As you approach the Firing Dantini, jump just after you pass the last gem before reaching him to jump over his shot, and do a tail attack on the way down. The gem beside him is also the RED GEM in disguise. Make sure you've collected all gems from this area, and jump into the well up top here by smashing the wooden cover.

Underground, run to the right side before the giant worm pops out of the well in front of you. Jump onto the lower crate, and use it to reach the higher crate and the YELLOW GEM. You can kill the Dantini by holding X to smash right through to the ground. Run over to the other side, and use the lower crate to reach both the higher crate on this side for the PINK GEM and also the platform over the lava for a ONE-UP. The lower crate over here hides GOBBO #1. Leave via the door in the middle, behind the well.

Grab the balloon to fly down to the ground. This is where you would have shown up had you taken the lower well from the entrance area. Smash the boxes under the stairs to find GOBBO #2. Hop up the platform stairs and kill the Dantini. Use the first crate to reach the high platform holding a KEY, then smash both crates to locate the GREEN GEM and go back down to the ground to open the cage containing GOBBO #3. Come back up top and go through the door.

Jump to floating platforms on either side of the lava pits at the entrance to this area to grab GOBBO #4 and the BLUE GEM. GOBBO #5 is in the crate at the back of this area. Enter the gem-locked door. Inside, use the jelly on the ground to reach the top of the monkey bars, then use the jelly up there to reach the ledge on the side. Jump onto the top of the tall stack of boxes and smash them all to get a whack of gems and GOBBO #6. Call Beany with the gong to exit.

Total Gems: 65

Don't forget the crates behind you at start. Half-way across the log, jump to the arrow platform, and step on the forward arrow to make it move to the RED GEM over the lave. Ride the platform back and jump directly to the ground past the log, just to be safe. GOBBO #1 is inside the crate just in front of you. Now, before you hit the red button, check behind the boulder on the left. There's a sparkly spot on the ground. Walk there to find a bonus area.

Jump to the islands. Be careful crossing the tunneling worms' paths. You might want to go beside the row of gems and run across perpendicularly to the worm's path to pick them up. You can't touch the worm even when he's underground. For the Flaming Dantinis, jump over to them just after they start flaming, and tail whack them once they go cold for a moment. Touch the stars at the end to teleport back to the normal part of this level, 2 ONE-UPS richer.

Jump on the red button to reveal platforms over the lava. Cross them and smash open the well, falling in. Below, you get your first crate-shuffling puzzle. Watch the crate with the Gobbo very closely, and when they stop, smash it to collect GOBBO #2. You only get one chance to get it right. Go back up top and head through the door.

The crate with the arrows can be pushed. Push it ahead slightly and climb on top of it to jump to the GREEN GEM on the left. Go back and push the crate forward some more. The rats won't attack as long as you stay in the middle of the purple strip. Get the KEY and GOBBO #4 at the end of the path. With the key in hand, push the crate back now, and jump back to the first platforms, where you got the green gem. Stay on the platform and it will rise. Jump off on top, grab the crates, open the locked door and enter. Jump up the series of crates to the top, and run around the well to get the BLUE GEM and GOBBO #4 as you just keep moving to avoid the giant worm's attack. Destroy the crates one by one, starting with the highest, moving forward slightly after each smash to land on the next (if you miss one, just go back up to the highest remaining one from the ground and start again). Take the balloon in the main room back to the ground and go through the door at the end.

Jump on the red button to lower a platorm over the lava to the left briefly. Jump on it and ride it back to the top. Grab the PINK GEM and the YELLOW GEM over the crates, and get the KEY from behind the gong without ringing it. Jump back to the ground to open the cage, releasing GOBBO #5. Press the red button again, and go through the gem-locked door up top.

Now for a sheep-catching game. Press the red button to start. Jump on the three arrow blocks ahead to capture the sheep as they appear out of the three wells ahead. The best way to do it is to face the wells straight on, and jump left and right without rotating your position, so that you'll always be moving in a straight line with respect to the buttons. You can miss a few sheep and still get GOBBO #6 as your prize, but your ultimate prize can change depending on exactly how many sheep you capture. The pattern of the sheep is as follows:

C = Center L = Left R = Right

C, L, R, C, L, C, L, R, C, R, C, R, L, R, L, C, L, R, C, R, L, R, C, R, L, C, R, C, L, R, C, L

And the prizes are as follows:

Captures	3	Prize	
=======		======	
0-8		nothing	
9-16		1 ONE-U	Ρ
17-24		2 ONE-UI	Ρ
25-32		Gobbo	

Total Gems: 50

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

Boss: FEEBLE

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

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

Total Gems: 61

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

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

Ride the balloon down to the ground, and jump over to GOBBO #5 and back. Enter the gem-locked door. To get all of the crates, start at one end, and do a light stomp on each (i.e. don't hold down the jump button after the second press), and hold forward as Croc is stomping. This will make him move onto the next crate as he's in the air after breaking open a crate. Don't hold forward too much, though, or he'll walk past the next crate; this is only a bad thing when it comes to the last crate, which contains GOBBO # 6, because you can walk right past its far edge and not be able to crack it open. Collect all the gems when you reach the ground. If the Gobbo is most important to you, then start at the far end of the crates, just to be safe.

Total Gems: 66

Use the pushing crate where it first lay to reach the GREEN GEM on a high platform. Watch out for the Flying Dantini on your way up. You can swipe him easily from the platform. Jump back down and push the crate to the other end of the purple strip on the ground. Jump and climb on top of the monkey bars there, picking up the RED GEM, then press the red button. Look around to see where the platform lowers, then press the button again and jump down, get to that spot, and jump to the moving platform. At the top, collect GOBBO #1, then go back to the ground and through the door on the monkey bars side of the room.

Jump to the balloon, ride it down along the gems, and do a flip-turn at the bottom and jump to the arrow platform before your current platform crumbles away (the gem on the crumbling platform was the BLUE GEM). Watch the Flying Dantinis' shadows, and stop before you reach them, taking them out with a small jump-slap. The crate at the far end holds GOBBO #2. Enter the door.

Jump to the center platform. Stay on a corner to avoid the happy little bouncing fireball. The two side paths (a path being a jump over a crumbling platform) lead to GOBBO #3 and the YELLOW GEM. The path forward leads to a worm well surrounded by gems and another door.

Inside, go left, cross the crumbling bridge, and use the steering platform to reach GOBBO #4 and a KEY. The key opens the cage back over the lava pit, holding GOBBO #5. Now where's the PINK GEM? Oh yeah, it's behind the gong. Pick it up and enter the gem-locked door. Inside, jump up four crates, then over to a floating stack of crates. Don't destroy them yet. Instead, fall off the far side of them to grab the key on the way down. Pick up GOBBO #6 and go back up to the stack of crates. Destroy them, then climb up the four crates again and smash the top one, then each one down the line.

Total Gems: 71

Cross the log, watching out for the fireball, and jump up underneath the monkey bars on the far side. Swing across to the other end, then jump up to the top of the crates and walk along the top of the monkey bars to pick up the GREEN & RED GEMS. Go back and smash the crates to get GOBBO #1. Jump in the well for a crate-chasing mini game. The crate will move directly away from you, then move in the opposite direction when it hits a wall. Walk straight towards in a

direct line with one of its sides, and force it into a wall. It'll bounce off the wall and come straight back at you, at which point you hop on top of it. Smash it open to get GOBBO #2. Go back up topside. Cross the lava on the arrow platform, past the bouncing fireball, and enter the door.

Jump onto the floating rafts. You can jump from raft to raft upstream, then jump to the sides to the BLUE & YELLOW GEMS, and back to the rafts. At the point where the rafts first appear, jump to solid ground. The crate nearest the door holds GOBBO #3.

Go through the door and turn right to find a climbing spot. Up top, open the crate to free GOBBO #4, then jump up the series of platforms to reach the crate holding GOBBO #5. Use the jelly to reach the PINK GEM at the top of the mountain. You can now enter the gem-locked door. Jump into the pool inside for your first swimming experience. Just follow either the high or low row of gems to the end, pop the bubble containing GOBBO #6, and take the other row of gems back to the tunnel. Back on dry land, hit the gong to finish.

Total Gems: 50

Before you go anywhere, you'll want to jump and smash the grass-covered rock that is on your left at the start of the level. This reveals a hole with some twinkling warp stars in it! The bonus area they lead to is not without danger, though, so you may want to jump ahead to the first crate and smash it to get some gems before you attempt it.

There are five worm holes each containing a jelly, which you can bounce on to receive a total of five ONE-UPS. Unfortunatly, the holes also contain worms. There's no special trick, just dodge the worm attacks by keeping on the move, then jump into the holes after the worms retract to reach the hearts. Touch the stars at the opposite end of the room from where you started to return to the start of the regular level. Thanks to RTAK545 for finding this bonus.

Jump across the floating platforms, high in the sky, to reach each landing, tail-swiping on your way down to take out the Dantinis. Jump to the crates to smash them open. Inside the first door, jump across to rotating platforms to reach the far side. Through the next door, the main event awaits.

Boss: Flibby

Run around, letting Flibby get a little close so that he'll take a single swing. I don't know why one swipe tires him out so much, but it does. While he's panting, tail slap him, then jump on him and stomp on his exposed belly. When he gets up, he adds a ground punch to his repertoire, then he'll do a single swipe again, after which you attack in the same way. For the third round, Flibby will also use a quick series of punches. Just keep running, letting him get close but not too close, and eventually he'll do a single punch and tire himself out again, at which point you rinse and repeat.

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

B) Arctic Zone

**Tip: When you're sliding on ice, you can stop by jumping in place.

**Note: If Croc stands still, he'll peridically shiver and say 'Brr'.

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2-1 The Ice of Life
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Total Gems: 41

Carefully jump to the rotating platforms, then to the solid one ahead. Make a short jump so you don't fall off the other side. Jump on top of the monkey bars and tail swipe or just avoid the stomping Dantini. When he stomps, if you're near him while hanging underneath the monkey bars, you'll fall off and drown in the icy waters. Taking him out doesn't work, since he'll regenerate before you get all the way across and back, so instead wait under the end of the monkey bars for the Dantini to go to the far side, then jump up and grab them, then swing across the row as he moves closer to you. Wait a bit of a ways away while he stomps, then quickly move under him and as far out as possible before he stomps again. The last gem under the monkey bars is the RED GEM. The crate by the monkey bars holds GOBBO #1. To get back on top, jump up near the edge of the monkey bars so that Croc grabs the edge to hoist up. Jump across the platforms to the door, opposite where you started in this room.

Indoors, swing under the monkey bars and drop off the far side. Push the arrow crate back to the monkey bars and use it to get on top of them. Grab the KEY, the GREEN GEM from just past the key, and smash the crate to get GOBBO #2. Push the arrow crate along its path to climb up to the jelly, then bounce to the top. There's a difficult jump now from the jelly to a crumbling platform. Put the camera angle in a high position to help you see where you're going. Once across, smash the crate for the BLUE GEM and GOBBO #3.

Through the door, smash the crate and carefully jump to the moving platforms. Go straight across, kill the rats, and smash the crates along the way to find the YELLOW GEM. Circle around the path to reach the balloon you may have noticed off to the side. By the exit door, the crate contains GOBBO #4.

Back outside, pass the gong and grab the monkey bars leading away from it. Underneath, you'll get the PINK GEM. On the other side, go and free GOBBO #5 with the key you found a while back. Watch the path here, it's icy, and you'll go sliding off the edge as you run toward the cage if you're not careful. go through the gem-locked door once you've got everything. Inside there, jump to the rotating platforms and off the far side. Kill the Snow Dantini (jump over the snowballs he throws at you) and grab the crates, then press the red button. Go back to the rotating platforms and take the newly-minted platforms off to the side in a series of careful jumps. Make a long jump to the end, get GOBBO #6 from the crate and slide to the beany gong to exit.

Total Gems: 77

Jump to the rising platforms and jump off at the top to either side. Break open all of the crates up here to get GOBBO #1 and the RED GEM. Leave the high Gobbo and the floating gems alone until you get a key. Enter the door on one side of the rim. Before doing anything else, you want to get to the secret warp. To do it, stand at the very left edge of the landing you come out onto, before jumping to the first gear, and walk off the edge along the wall. You'll land on a platform far below with a warp.

 $^{\sim}$ $^{\sim}$ BONUS AREA !!! $^{\sim}$ $^{\sim}$

Jump onto the spinning gear and off the other side to grab the key. Now return to the first room and open the cage, then press the red button it held. Now you can climb the new platforms to get the remaining gems, including the GREEN GEM, and grab GOBBO #2 at the top. Go back through the same door.

Cross the ledges and spinning gears. Remember, to stop sliding if you're in danger, jump in place, and Croc will stay still when he lands. One of the gems along the way is the BLUE GEM Be sure to get the crate out to the side. Head toward the balloon after the last gear, by the crate containing GOBBO #3. Ride the balloon to the next door.

Circle the pond and go up the series of platforms. Up top, one of the crates holds GOBBO #4. On the spinning gear, stand in one place and let the gear take you around to collect the gems. Jump up to the YELLOW GEM in the middle, then jump back down to the ledge and go through the door. Now, use the first crate to jump on top of the monkey bars to reach the PINK GEM in a crate. Go back down on the starting side to destroy the crate, then swing across the monkey bars to the other side. Take the circling platform to the single crates on the small ledges, one of which holds GOBBO #5. The jump back can be tricky, so wiggle around until the camera's in a good position for you. From the center ice island, jump across the crumbling platforms to reach the gem-locked door, past the gong.

Inside, there's a gem-catching game. Gems will fall in one of three positions: centre, left, and right. It's your job to move the cauldron to catch the falling gems. As soon as you miss one, it's game over. To move the cauldron to the centre from either side, jump on the opposite button briefly. To move the cauldron all the way over, stay standing on the button. The best way to get them all is, once a gem is caught, move the cauldron back to the centre if you can't see where the next one will fall yet. To help you out, here is the pattern that they fall in (and they start whether you're ready or not) is:

(C = Centre, L = Left, R = Right)

C, C, C, R, L, C, R, C, L, R, L, C, L, R (ONE-UP), L, C, C, R, L, R, C, R, L, L, L, L, R, C, R, L (GOBBO#6).

Once complete, hit the beany gong to exit.

~+~+~+~+~+~+~+~+~
2-3 Riot Brrrrr
+~+~+~+~+~+~+~+~+

Total Gems: 50

From the start, turn around to see what's behind you and to one side. Break open the crate, then cross over the crumbling platform and kill the dog. Get the other crate for the RED GEM then go through the unlocked door here. Ride the balloon down and smash the crates to free GOBBO #1 and the GREEN GEM. Jump into the pool of water for a little swim.

Underwater, quickly swim forward and tail swipe the swimming Dantini. Once you open the crates and get the gems (quickly, before the Dantini regenerates), swim upward and over a ledge above, where a KEY awaits. Exit out the other side of the pool via the tunnel just past the key.

Outside, chase the crate around to get it near a wall, then walk straight toward it from the opposite side. When it moves back toward you, jump on top of it and smash it to find GOBBO #2. Take the second door out of this area (when facing the doors, it's the one on the right). On the other side, get GOBBO #3 from the crate and hit the red button, then take the platforms back to the starting position for this level. Use your gold key on the locked door. Inside, hop across to the second raft and jump off of it on the right side. Cross the monkey bars to the side then forward, breaking open the crates along the way of course, then over to the red button. Pressing it creates two lines of platforms, one curving upward to a KEY high above, the other straight forward to the end of this room, where another KEY, GOBBO #4, and the BLUE GEM are waiting. Do both circuits and return to the entrance to this room.

Back in the starting area once more, hop over to the dog again and go through the door. Inside, you can now open the cage and hit the red button. Take the balloon to land on one of the new platforms and hop over to GOBBO #5. Turn around and hop back to the tunnel behind you, where the YELLOW GEM is laying around. Enter the locked door here.

Make sure you don't slide off the ice into the water, and hop across the intermittent platforms when they pop up. You get the PINK GEM from the right crate in the middle, letting you take the gem-locked behing the beany gong. Inside, there's a pretty treacherous jumping gauntlet, leading from rotating platforms to crumbling ones, to more rotating ones. On the last platform by the island in back, you're in range of the Ice Dantini's snowballs, so jump on him as soon as possible. Jump up to the crate, smash it, wipe out the other Dantini, and head up the other row of platforms, some of which are fairly small. If you make it across safely, smash the last crate for GOBBO #6 and exit this level.

2-B1 Chumly's Snow Den

Total Gems: 30

You start in an icy room with penguins jumping and sliding out of holes in the ice. You can't destroy the penguins. Any contact with them kills you, so just stay away. Move around to the crates, watching for penguins sliding between holes. You can just go around the rim of the room if you want to totally avoid them. Enter the door at the far end of the room. On the other side, follow the icy path, smashing crates and Dantinis alike as you wind you way to the exit door.

Boss: Chumly

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

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

Total Gems: 37

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

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

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

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

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

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

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

2-5 Say No Snow

Total Gems: 90

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

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

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

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

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

 Total Gems: 93

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

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

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

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

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

second beany gong.

Total Gems: 50

Night has fallen, and only part of the path ahead of you is visible at any time. You can still see enough to manage well enough, so don't worry. Just watch out for the Dantinis along the way, and remember that all of the platforms crumble. Oh, and make sure you don't slide off the icy path. the route is linear, too, so don't worry about missing anything.

Inside, you ride an arrow platform through a straight tunnel. Stop every few feet to see what's ahead. There are two Flying Dantinis to stop and take out before you run into them, and several spots where snowballs hop out of the water. Just stop and assess your distance, and pass by the snowballs between shots.

Boss: Itsy

This one can get slightly tricky. It starts off similar to other fights: big Itsy will chase you, swing and miss, and will then be stunned for a moment, at which point you can tail slap him. This will split him in two, and then the fun starts. Stay near one of the pait and make him follow you a short way. He'll quickly swing and miss (you'll hear a booming sound), then you slap him quickly, before the other Itsy reaches you. This splits him into 2 again, but these little guys can be taken out any time by stomping on them or slapping them, like a normal enemy. Do this to clear both little rolling Itsys, then take on the second medium-size one. Once his two halves are toast, you're home free.

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

C) Desert Zone

Total Gems: 35 up to gem-locked door, 42 after (but you won't get them all).

First, into the gorge. Jump down onto the Jumping Dantinis while they're on the platform you're aiming for, and stomp on the way down to take them out. To get the BLUE GEM, hop out to it, do a quick-turn and hop back before the platforms crumbles. Head down to the door in the side of the cliff. Inside, circle around either way to the launching point in the back of the mud pit. Jump to the crumbling platform, then up and left to another, quickly pulling up and jumping to the GOLD KEY. Continuing your spiral climb, jump across the next couple crumbling platforms to reach the RED GEM. From there, smash the crate on the monkey bars to free GOBBO #1 before returning to the ground and returning out the way you came in.

Go back up the platforms, slapping the Jumping Dantinis as you come to them. Open the crates by the locked door to find GOBBO #2, then open the door and head on in. Inside, jump to the intermittent platform once it rises out of the mud, then to the solid one past it. Repeat to get on top of the monkey bars. Head to the far end, jump to the crumbling platform, then quick-turn and hop to the small island in the mud. From there, you can reach the bottom of the monkey bars. Swing to the end for the GREEN GEM and SILVER KEY, then turn around and go back, carefully dropping off the far end onto the small island. Jump to the crumbling platform again, quick-turn and jump to the top of the monkey bars this time. The balloon at the other end will take you back to the cage, where you can now free GOBBO #3. Go back across the room all the way to the door and exit.

In this next room, a bonus area awaits. Hop onto the first jelly and stomp on it three times to activate the sparkling stars.

Use the jelly to launch to the top of the crates, but don't break any yet. Jump off the far side. Take the next jelly by the drop to jump to the rotating platforms as they reach their peak straight ahead of you, in front of the red button. Hop to the red button to press it, then turn around and return via the rotating platforms to those crates you just bypassed. They now have platforms underneath them and can be smashed safely. Jelly your way back up to them and get GOBBO #4 and the YELLOW GEM. Get back onto those rotating platforms and ride them down to the normal door below.

Inside, you get to ride... and elephant? Okay, whatever. Jump onto the elephants back and face it's ride side as it stampedes around. Jump from it to the platform in the rear corner. Climb the platforms to reach the red button, then jump back down to the elephant in his waiting spot before the platform crumbles. From that spot (ride around until you return to it if you have to), jump to the new platforms created by the high crates and destroy them both to receive the PINK GEM and GOBBO #5. Skip the gong in here. Instead, return to the previous room and ride the rotating platforms around to the other side of the mud pit to enter the gem-locked door.

Inside, there's a ghost race mini-game to complete. Go up the narrow path to the left from start (watch where the ghost turns to see it if you're not sure). You have to race the ghost to the end. He picks up any gems he reaches first. The gems aren't as important as getting the key at the very end of the run, which is the only thing that will let you get GOBBO #6 out of the cage. Besides, the ghost speeds up when he doesn't get any gems, so he'll invariably pass you at some point. Follow the path, going straight at the crossroads both times you go through it (you can just go right when you first reach it if you really want to beat that ghost to the end). Jump across the crumbling platform to the side at the end of the path to reach the last little island. Once you've (hopefully) got the Gobbo, ring the gong to exit.

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

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

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

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

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

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

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

with the gong and the gem-locked door.

Another ghost race. Try and keep pace with him, if for no other reason than that there's a small column you have to jump onto that you can't see very well without the gem on top of it. Follow the path dictated by the gems. At one point, you'll have to hoist yourself up to the next platform, and if he didn't pass you before, the ghost will definitely pass you here. That's fine, though. At the very end you'll cross some crumbling platforms, and at one path you can choose to either another crumbling platform straight ahead or go to the right. Go straight ahead of the ghost to get the SILVER KEY in front of the gong just ahead. Once you have that, return on the crumbling platforms and take the side path to rescue GOBBO #6, then go back to the gong and strike it to exit.

Total Gems: 35 up to gem-locked door, 55 after (but you won't get them all).

Watch the pattern and timing of the intermittent platforms over the lava pit. One appears as the other drops, so jump to the first, wait, then jump to where the other one is about to appear. From there, jump to the ground, then pass the door on the side and hit the red button. Now return to the lava pit, jump to the closest intermittent platform, quick-turn and jump up to the platform above, where you'll grab the RED GEM. At the end of the tunnel, there's a crate with GOBBO #1, and a locked door that you can't open yet. So, all that's left is the normal door for you to go through.

There's another door to your left, but ignore it for now. Instead, cross the rafts as they appear in front of you, then take the series of three platforms that seems to lead to nowhere in the corner. Stay on the last one and you'll move across the room. Jump to the stack of crates at the end and get the GREEN GEM from the bottom one. From there, cross the crumbling blocks to GOBBO #2 and ride the rafts back to the entrance to this room. Now, take the second door. The two crates where you enter hold GOBBO #3 and the YELLOW GEM. Now, watch the pattern of moving platforms ahead and make sure they're in place to grant you access to the stable platforms as you go out to the key and back. Once you've done, go out the door, through the other door beside it, and down the tunnel to the locked door in the starting area.

Inside, hit the red button to start a timer. Immediately hop onto the steering platform and ride it to the far right ledge to hit the button there before the alarm goes off. This pattern continues with buttons then appearing in the near left ledge, the near right, then the far left. Once you've hit all 5 buttons, a platforms appears back near the entrance that lets you reach the high crate, containing GOBBO #4. Enter the other door to continue. Inside, pass the cage and jump into the water.

Underwater, destroy the left Dantini and smash the crate beside him for the PINK GEM. Go to the opposite side to get the SILVER KEY and then re-enter the tunnel to leave the water. Above, open the cage and hit the red button. Climb the platforms that have appeared over the land. At the top, cross the lava pit via the crumbling platform and hit the red button, then return. Climb underneath the monkey bars, staying well away from the Stomping Dantini when he stomps, and drop onto GOBBO #5 at the end. Go back the same way (if the Dantini knocks you, you still live, since it's safe ground below). Smash the first crate to find the BLUE GEM, which will let you now open the gem-locked door.

Inside, yes, it's another ghost race. When you reach the jelly, you can opt to take the crumbling platform to the side to reach the SILVER KEY first, then return and use the jelly to make a long jump to the next column. If you opted instead to follow the ghost's path and do the jelly jump in the first place, you get a balloon ride back to the exit pathway.

Total Gems: 41

Ah, a completely underwater level. How refreshing. Anyway, swim around, slap the crates and the monster fishies, etc. Most crates here give you 12 gems each. Watch the crabs guarding the exits, as they jump up when you approach. At the end of the second area, pass through the third electric gate to get a ONE-UP, then pass the crab to leave.

Boss: Neptuna

Neptuna swims toward you, swings her/his trident, and is then confused for a moment, at which point you can tail slap her. The trick is to swim close enough to be able to slap her, without running into her and hurting yourself. After this happens twice, then her attacks become a quick series of shots from her trident. At this point, it's best to be below her where she can't shoot you, then swim up and hit her the third time to finish the battle.

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

Total Gems: 51 up to gem-locked door, a lot after (but you won't get them all)

First, go around the slime pit and run out to the crate between tornado appearances. Hide behind the crate until another goes by, then smash it to find the RED GEM. Do your best to steer your path if you get drawn in by the tornado, which doesn't throw you very far. Back at the start, take the side path leading out to the Jumping Dantini. To kill him, wait on a platform for him to jump to you, then jump up and stomp or slap as you come down on him. Follow the platforms out the reach GOBBO #1, standing on a tiny column. Return to the start. Take the other path up to the cage, and ride the balloon down to the SILVER KEY. Quick-turn and hop to the other platform, which will then take you up to the island you were just on. Open the cage and hit the button, which puts more platforms in place on the way down to the door.

Inside the door, hop to the monkey bars and wait for the Stomping Dantini to be approaching you before high-tailing it past him to the other end, picking up the GREEN GEM under the bars. From the top of the cage, jump on top of the monkey bars and run across them. Jump over to the land over the door to find the SILVER KEY, then go back and free GOBBO #2. Go out the door opposite where you entered this room.

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

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

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

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

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

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

~+~+~+~+~+~+~+~+~+~
3-5 Leap of Faith
+~+~+~+~+~+~+~+~+~+~+~+

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

Take the platforms to your left. Ordinarily, you'd get off of the plummeting platform as quickly as you could, but in this case if you remain on it, you'll fall down onto a hidden platform below with sparkling stars that transport you to a bonus area.

Walk around the rim and smash the crates to receive four ONE-UPS. Make sure that you don't get hit by the cascading water/sand/whatever it is that moves around the four side of the area, as it'll push you into the nearby slime pits. Find the sparkling stars in one corner once you've collected all four hearts. Thanks to Viogamer for finding this bonus.

Back at the start of the level, jump left across the platforms to the next landing. Ride the balloon along the gems, then climb the platforms spiralling up the tower, gettting the RED GEM from the crate along the way, and scoring a SILVER KEY at the top before grabbing another balloon. You land on GOBBO #1. Head over to the well and jump in.

Cross the gauntlet ahead, continuously moving to avoid the Firing Dantinis' shots. You're not safe until you're past the tiny column top, pretty much at the crate holding the GREEN GEM. Hop out to the SILVER KEY and back, then use it to break out GOBBO #2. Jump into the well just ahead. Inside, jump up the crumbling platforms and cross the tops of the crates without smashing any. At the far end, use the crate on the ground to reach the platform with the red button. Now, take the moving platform back up to the crates and, starting at the far end, smash each and hold forward to grab onto the next. Once they're all destroyed, go collect all of the goodies, including GOBBO #3 from the crate closest to the exit well, which you should now jump into.

Back outside, go around the monkey bar pathway to press the red button and go back (Thanks to Shelby Seydall for finding out that the button opens a door far ahead, since there's no immediate apparent effect), then head straight out towards the well, making a long jump to the BLUE GEM on the tiny column. In the next area, jump diagonally to the raft when it approaches, and then off the other end to the monkey bars up the middle. Kill the mummy and ride the rafts down each side to reach the crates. The two crates on the far side hold the YELLOW GEM and GOBBO #4. Once you've collected everything, run up the monkey bars to the door at the end.

Indoors once more, push the arrow crate all the way to the mud pit. Stand on it and jump to the intermittent platform as it appears, scoring the PINK GEM above it. Jump to the crumbling platform above, then to the ONE-UP over the other intermittent platform when safe. Jump down and kill the Firing Dantini and smash the crates (watch out for the regenerating Dantini). Go through the door to go back outside.

Jump along the series of tiny columns. Carefully time your jump to take out the Flaming Dantini when you think he'll be extinguished momentarily. Hit the red button and jump onto the platform that moves towards you. Climb up some more tiny columns and carefully jump to the rotating platforms, then to GOBBO # 5 in the crate in the middle. From a rotating platform, jump to the last row of platforms between the swinging maces. Make your jumps between passes of the maces to reach the gem-locked door at the end.

Another ghost race. Watch out for the plummeting platforms. If you follow the ghost straight at the crossroads, know that there's a long jump with a gem hovering over nothing but air. For a quicker run, go right at the crossroads. The SILVER KEY is to the right after the cage, so don't let the ghost pass you

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

Total Gems: 71

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

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

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

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

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

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

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

to tiny columns visible only by their gems, so keep pace with the ghost to spot them. Line up your jumps well also. Shortly after you cross three tiny columns in a row, you pass over a cage. The key is a short ways ahead, so hurry and pick it up before the ghost does. Go back and rescue the Gobbo (if it looks like the path disappeared, look down. The cage is below you on one side), then take the crumbling platform over to the exit gong.

Total Gems: 14

Jump to one of the circling platforms and again to the middle for a ONE-UP. Cross the crumbling platforms, simply avoid the Flying Dantini, and smash the crates at the end before entering the door. Cross the next room going straight ahead (it kind of feels like you're missing something here, doesn't it? It's too easy), scoring another ONE-UP in the middle.

Boss: Cactus Jack

His attack has two parts: first, he fires a rapid stream of thorns at you. Move perpendicular to the direction he's facing and jump when he starts shooting to dodge the barrage. He then starts spinning in a tornado attack, and either follows you or circles around the room. In the former case, just avoid him. In the latter, stay near the edge of the room. Either way, he'll be stunned for a moment after he stops spinning, at which point you attack. Three hits for victory. Remember, if you get his yourself, there are always those 4 gems in the corners to replenish yourself.

**Note: If you rescued all 6 Gobbos from each of the previous 3 levels (not easy with those ghost races, let me tell you), the sixth secret island will now be open to you.

D) Castle Zone

~+~+~+~+~+~+~+~+~+~+~+~+~+ 4-1 The Tower of Power +~+~+~+~+~+~+~+~+~+~+~+~+

Total Gems: 35

There's a lone platform circling the tower at your level. Hop to it when it comes by and face in the direction of travel. It brings you to a non-moving line of crumbling platforms leading up to a trio of rotating platforms, which then leads to a crate and more crumbling platforms ever spiraling upwards. You could enter the tower at the top, but don't yet! walk off the landing at the entrance to land below where you can score the RED GEM, GOBBO #1, and 2 ONE-UPS. Jump onto the circling platform (it's the same one you got on from the start of this area) and ride it to the crumbling blocks to repeat your climb up the tower. This time, enter it.

Inside, go past the red button (which resets the stack of metal crates beside it) to the stack of crates. You can push individual crates out of position,

but if you push one completely out, the rest will fall down. Push the bottom crate out halfway, then stand on the part that's sticking out and push the next crate out half-way as well. Jump on top of that one from the ground, and from there you can reach the top of the stack. Jump to the red button above. This creates platforms leading across to the exit. Take them, scoring the GREEN GEM over the middle one, and enter the door after dealing with the Firing Dantini.

Back outside, climb the tower some more. The boards you reach after the crumbling platforms will quickly fall away, so jump up to hang from the monkey bars immediately. Now watch the Flying Dantini. You want to cross the monkey bars directly behind him as soon as he starts moving away, otherwise he'll hit you in the back before you can get far enough away on his next fly-by. At the end of the monkey bars, drop straight down to the crumbling block when the moving platform ahead is coming down. Jump to that one, and open the crate at the top for the BLUE GEM. From there, hop to the moving platform that's circling around the tower, and then into the tower after a quarter turn around it.

Inside, the gears are too far apart to work, so you have to put more cogs between them. Turn around from the start and go up the stairs. Smash the crate and fall down with it. Go straight ahead now to the next large gear and jump off the other end. Get onto the circling platforms and ride them to the op. Hop off there and smash the next crate to drop another cog into place. Follow the gear ahead to the large stair-like blocks, and get the YELLOW GEM from the crate at the top. Head out over more monkey bars to smash cog crate # 3, which starts the whole machinery up. At the last gear, jump to the platform that moves back and forth to the exit to leave this room.

Back outside, jump to the rising platform ahead and go over to the monkey bars. Run behind the swinging mace as it swings away. At the end, open the crates to find GOBBO #2. Use the jelly to reach the landing above to get the PINK GEM. Jump onto the circling platform that passes by. It'll take you to another series of crumbling platforms leading to the top of the tower. Jump into the hole in the middle after smashing the crates.

In the dungeons, there's a bizarre long-limbed creature guarding 3 buttons. Wait for him to stop swinging his arms, then tail swipe him to stun him for a moment and press a button. This will open a gate in the tunnels to the right. These are also guarded by spinning executioners who can only be killed by stomping the ground near or on them. You can also just avoid them by sticking to the wall and jumping past them/squeezing by them. Go back when you've explored all you can and press another button. Once you've done all three, you should have rescued GOBBO #3, GOBBO #4, and GOBBO #5. Go straight down the tunnel to the gem-locked door and through it. Inside, GOBBO #6 is being held by the Running Dantini. Just kill him to rescue your buddy. Go up the path to the beany gong to finish.

Total Gems: 42

Hop over and kill the Firing Dantini, then go up the stairs. Collect the gems on the red carpets, including the RED GEM. At the end of the second red carpet, before you turn right and grab onto the monkey bars, run and just straight off the end of the platform. You should land on or grab the edge of a small lonely platform that transports you to a bonus area.

Go up the stairs. At the first landing, jump across the crumbling platform on your right to reach a ONE-UP. Turn around and wait for the platform to regenerate before jumping back to the landing. Keep going up the stairs, and repeat this at the next landing. At the top of the stairs, be careful not to touch the sparkling stars before you get a chance to jump out to the third ONE-UP, then use them to return to the regular level. Thanks to Viogamer for locating this bonus.

At the end of the second short carpet, turn right and jump to swing from the monkey bars overhead. At the far end, drop down onto the crumbling block in time to jump to an adjacent circling platform, then to GOBBO #1 in the crate in the middle of them. Jump from a circling platform again over to the exit door.

Jump up to a circling platform and up to the top of the structure in the middle of them to rescue GOBBO #2, then jump down to the bottom of the stairs ahead. Cross the crumbling platforms between the swinging maces, the collect the row of gems, including the GREEN GEM, leading to the door between the Dantini family portraits. Inside, jump to the circling platform and hope you don't get zapped. If you think you will, jump out to the crumbling platform and back on the other side. Go up the stairs, and wait for the swinging maces to pass before crossing to each crumbling platform. At the top of the stairs, grab the BLUE GEM, then jump to the rotating platforms. Jump into the middle between bursts of electricity to grab GOBBO #3, then head over to the door to continue.

In the next room, the Dantinis can shoot you while you're near or on the bridges, so cross each one without stopping. In the first corner, the crate holds the YELLOW GEM, and the second holds GOBBO #4. Run across the last bridge to the door. Cross the giant spinning gear. While on the landing beyond it, the Firing Dantini can get you anywhere, so just keep moving and jumping around to dodge his shots. Break open both crates for the PINK GEM and GOBBO #5, then hit the red button and return to the gear. Climb the new series of platforms to the side. At the top, hop across the crumbling platforms while the Dantinis shoot from both sides. At the end, smash the crate for a few more gems before entering the gem-locked door.

Inside, jump across the plummeting platforms and tail-slap the Firing Dantini as you land. Hit the red button, then return to the starting block and head out in the other direction to the crate. Now go to the middle and straight across to another button, and back to the middle. Take the latest platform that you made out to the final corner with a Dantini on top of the crate that holds GOBBO #6. Cross the plummeting platform to the beany gong to complete this area.

Total Gems: 57

The only way to kill the executioner is with a stomp attack (many thanks to a dear reader for that information, I'm afraid that I've lost your name so I can't give you the credit you deserve). Get past the first executioner and head up the tunnel. Circumvent the smashing fist coming down from the left side at the other end, and wait for the spider to drop before killing him and making off with the goodies, including the GOLD KEY and the RED GEM. Go back past the executioner and enter the locked door. Inside, there's a boxshuffling game. Watch the box that GOBBO #1 is in, and when they stop, kill

the Dantini in the way and smash the crate to free your buddy (the pattern isn't always the same, but if you're really not sure, try the right crate).

Beyond, there's a chase-the-crate game. Take out the spiders in the way and force the crate against a wall, then jump on it as it comes back toward you. Leave through the door once you've successfully rescued GOBBO #2.

Next, the move-the-cauldron game. The pattern that the gems fall in is:

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(C = Center, L = Left, R = Right)
C, L, R, C, L, C, R, C, L, R, L, R, L, R, C, R, L, R (ONE-UP), L, C, L, R, L, C, L, R, C, R, C, L, R, C, R, C,
```

And next, as expected, the 3-button game. Hop on the button that corresponds to the alcove that the executioner emerges from. Miss only a few and you'll still get GOBBO #4. Here's the total prize table:

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

Beyond that, there's finally something new. Use the pump to inflate the, uh, being in the middle. But first, push him over to one of the doors, so that when you pop him, he'll blow open the door as well. Once he's in position, just keep jumping on the pump until he explodes (if he's not by a door, then a new one will appear). Do the left door (the other two deny you any goodies), and go in for a major treasure trove: the PINK, BLUE, GREEN, and YELLOW GEMS, 4 ONE-UPS, and GOBBO #5. Head through the gem-locked door, now that you can. Inside, go straight and take out the first Firing Dantini, then go left. Watch out for the giant fists smashing at the ends of the tunnels. Go through 2 more rooms to find the SILVER KEY, then return to where you first turned left, and take the other path from this room straight ahead (from where you first came in). Free GOBBO #6 from the cage, then return to the start of this area and strike the gong.

**Note: This is a great level to do over again to earn extra lives, since you can get 6 (or more, if you smash the wrong crate in the box-shuffling game and miss a bunch of exectuioners in the 3-button game) each time you play through it.

Total Gems: 28

Follow the red carpet around the corner. When you step on the brown blocks, they start to crumble away. The one with the Dantini is safe, however, so kill him and rest there a moment. Take the side path to reach the other Dantini and smash the crates for a ONE-UP. The blocks reappear, so you can get any gems that you missed. Head to the door after a couple more crumbling blocks. In the next room, all of the blocks crumble away as you jump up them, including the one in the corner, so turn quickly and keep going up the line to the end.

Boss: Fosley

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

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

Total Gems: 49

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

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

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

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

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

that you can cross the narrow part of the path, and move to the side on the other end. Cross the crumbling platforms once you have a safe spot to jump from (i.e. while Meg's at the other end of the path), then smash the crates to get GOBBO #5 and the PINK GEM. Cross over to the next path via the crumbling blocks and stay on the side once more. When Meg is traveling in the other direction, cross the narrow part of the path and move to the side at the other end. Once it's clear, very quickly jump across all 3 crumbling platforms as soon as the first swinging mace passes. You'll have to be quite fast to make it all the way without getting hit. Enter the gem-locked door at the end.

Inside, cross the rafts diagonally (make nice long jumps, lined up well) to reach the first block with Meg running around a crate. You can jump directly onto the crate to avoid her. Smash it, and stay in the middle until you can jump out again, then up to the next block, where the crate holds GOBBO #6. Cross the rafts again to reach the gong on the far side and strike it to finish.

Total Gems: 115

Jump to the next block to get the RED GEM and stay on it as it plummets down. You'll fight a number of pirates on the way down. As you hear them say, "Engarde" as they land, jump and tail slap them. They usually appear in pairs, one right after the other in opposite corners. You can tell where they'll land by a tiny point of shadow in the corner of the block. At the bottom, smash the crates to find GOBBO #1 and enter the door.

In the next room, the blocks in the center row move alternately up and down. At the top of every other one, you can jump left across a crumbling platform to reach a crate on a ledge. The first of these contains the RED GEM. The other blocks take you down to another crumbling platform to reach another crate on a low ledge. When jumping back from these, time your jump so you can make it to the top of the moving block when it's at its lowest point. Now, pay attention: Save the second lower side block for last, because it's another plummeting block that will take you to the exit. If you ride it before getting both crates up top, however, you'll miss GOBBO #2. You'll also miss a wonderful bonus area, which can be found by going to the stationary platform at the end of all of the moving platforms, and stomping three times.

You return to the regular level on the stationary lower platform closest to the start of the room. Make your way back to the moving platforms and, if you've already collected all of the rest of the goodies, head to the furthest lower stationary platform. Once you do ride that block, on top of which is the GREEN GEM, there are more pirates to take out on the way down. Climb up to the door once your ride stops.

Jump to the large ring ahead when it's at its lower point, or else you won't make the jump. In the center, smash the crate to get the BLUE GEM. When the ring is at its peak, pick up a few gems, then wait to rise again to get some more. Eventually, you'll need to jump out to the left from where you first came in, jumping over a Firing Dantini's shot to a crumbling platform, then over to him to kill him. Cross the rows of moving blocks ahead to the corner, where you'll free GOBBO #3 from the crate, then to the exit door.

Cross the straight row of moving blocks, picking up the gems at the top, to the corner. Cross to the blocks moving sideways, and move forward after each pass to get the gems. Remember to move when the Firing Dantini shoots at you. Cross the crumbling platform, jumping over one of his shots, and kill him. Continue along similar patterns of blocks to reach first GOBBO #4 in a crate, then the exit. The second last gem is the YELLOW GEM, so be sure to get at least that one. In the next room, there's more of the same, but it's easier to dodge the Firing Dantinis' shots since you're moving perpendicular to them. Enter the gem-locked door at the end.

Inside the final area, the blocks will start to shrink once you step on them. Once the one you're on is almost gone, the next will appear, and you must quickly jump to it. You'll move toward the visible blocks in the distance with a bit of zig-zagging, so be ready to turn and jump if the next block isn't directly ahead of you. Stand in the middle of the blocks to give yourself maximum time. At the end, smash the crate to release GOBBO #6 and jump to the beany gong to exit.

4-6 Panic at Platform Pete's Lair

Total Gems: 15

Platform Pete stands in the middle hitting buttons that flip over the spiky blocks in the area. In the short time you have, cross each block when it's smooth on top. Smash the crates along the way to get the RED GEM in the middle. In the second room, you have to time to climb a row of spiky blocks to reach the next landing. The second landing holds the GREEN GEM in the crate. At the top, go through the door.

The next room is trickier. You have to jump from one spiky row to another while they're flipping. Don't worry so much about finesse, just run across, jump as it starts to flip, and jump again as soon as you land on the next row to make it to the next landing. Do this three times successfully and you'll reach the end.

Next, watch the blocks for a while to see the pattern they move in. Jump to the first block and jump off of it after it rises up. Wait until the next block ahead flips over to smooth, then hop to it the next time you approach it. You'll jump to the right next, then wait a bit until you rise up to the block above a second time. From there, jump to the crate with the YELLOW GEM and watch the next blocks ahead a bit. The two leading to the exit go together twice, then up twice, then together twice, then up twice, then flip over. Obviously, you want to cross them when they're moving together to reach the exit.

More of the same, just a little bit more so, if that makes any sense. Jump to each block as it connects, watching at first to see that you're not jumping onto the spiky side. Eventually you'll be lifted up to a red platform, from where you can safely plan your next move. Wait for the block just ahead to

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

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

Total Gems: 29

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

Boss: Baron Dante

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

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

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

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

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

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

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

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

Total Gems: 90

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

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

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

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

collecting it will end the level. Open the locked door instead and go through there. There are spiraling platforms going around each column. Jump to the first around the nearest column, then go back and forth, ever upwards. Generally, it helps to face in the direction of travel to make the jump to the next platform. Seven or eight jumps later, at the top, you can jump to stable platforms with ONE-UPS. Man, all that for a pair of free lives. It's almost worth it to jump off from the top, to hear Croc's scream that usually means death by falling off a cliff. Go back out the way you came after collecting all of the gems on the ground, and grab the puzzle piece to finish.

Total Gems: 36

Follow the path and take out the firepoppers. Jump on top of the crate the get the KEY above it. When you reach the section with crumbling platforms, wait for the popper on the far side to start spitting fire before you jump over, so he'll be done when you land on his side. Just ahead, wait for a fireball to pass before jumping over the lava pits. Enter the door at the end of the path.

The trick to crossing the stretching platform is to move to the middle before it shrinks, and wait for it to elongate again before venturing out. After crossing the small platforms, wait for the rising platform to come out of the lava before jumping up to it, and immediately jump off again.

Ahead, do a high jump to the single platform ahead, then to the rotating one, then to the stretching platform, aiming for the middle again. Go to the last, normal platform, and wait for it to carry you up to the top. Skip the puzzle piece for now and unlock the door beside it. Inside, stand in the path of the rotating platform and jump up to grab its edge. From there, do a series of high, short jumps to go up the series of platforms in the direction of travel. At the top, there are two ONE-UPS to grab. Take the circling platforms back down to avoid accidentally jumping into lava. Go back out the door and grab the puzzle piece to finish.

2-S1 Clouds of Ice

Total Gems: 38

Follow the icy cliff path. Shortly after the dog, you cross a series of cycling platforms moving toward you high and away from you low. Jump onto one when close, then jump up to a higher one as it approaches you (if you don't, it'll knock you off the low platform), then jump across the high ones to reach the other side. Next, there's a pair of moving platforms, but you just need to hop from one to the next. Enter the door after smashing the last crate just ahead.

Hop up the ice bridge and slide down the other side, jumping and whacking the firing Dantini at the end. Keep following the path. After the moving platforms, you have to jump over to a firing Dantini standing on a crate. It's tricky to get over there without getting hit. He'll fire if you're standing on the side of the crumbling platform closest to him. I've found that the best way is to jump to the crumbling platform landing on the half of it closest to the Dantini, then jump straight up as he fires to go over the snowball, then

immediately jump over to him and stand by the crate (he can't shoot downward. When it's safe, hop up and slap him silly. Make your way to the exit via the crumbling block. Through the door, hit the red button and hop/swing your way to the last crate for a ONE-UP, then the puzzle piece to finish.

Total Gems: 86

You start off with two bridges branching off before you. Take the left one first. On both, jump up the slope to the peak then slide down, smash the crate and press the red button. Once you've done both, from the right side take the new platforms to the center line, where an Ice Dantini awaits. Take him and the next one out (they'll throw snowballs while you're still on the platforms, so be ready to jump over them; also, don't slide off the ice). Hop the rest of the way carefully across the tiny platform to the door.

Inside, quickly jump across all three rafts in the short time they're present. On the other side, the easiest way to deal with the Firing Dantinis is to avoid them, by rapidly jumping across the crumbling platforms over the water, one of which holds a ONE-UP. Go quickly through the door on the far side.

Hop from stretching platform to crumbling one, to another stretching one, then to solid ground. Take the tunnel to the side. At the other end, there's a Spider Dantini waiting above. Stop before you reach him and wait for him to drop down, then jump and tail slap him. Jump over the moving platforms, jumping up to the higher row when one moves towards you, threatening to knock you off. Enter the door at the end.

Now, you have an interesting string of gems to collect as you jump down platform to platform. If you miss any, you can always jump back up to the previous platforms. Once you've got them all, pick up the puzzle piece on the ground to finish.

~+~+~+~+~+~+~+~+~+~+~+ 3-S1 Arabian Heights +~+~+~+~+~+~+~+~+~+~+~+~+

Total Gems: 85

Follow the string of gems to the red button, then jump to avoid the Firing Dantini's shot and kill him. Hit the button and return to the start, then look left to find the new platform. From the island it leads to, hop across the series of crumbling platforms straight ahead to another island. From there, you can jump to crates in all 4 corners. One holds a ONE-UP, while there's a Firing Dantini on another (you can see his outline in the dark). To avoid getting hit, do a short jump so that you're not in the air for too long. Take him out and continue past him on the other side. Follow the path and jump over each Firing Dantini's shots, slapping him on the way down. Keep moving, because they might spot you from further away than you think. At the end, collect the gems around the well and hop in.

You will collect gems as you fall, then land on a crumbling platform. Quickly jump ahead to the door and go through it. Inside, there are two sets of rotating platforms with Firing Dantinis in the middle. For each, hop to a rotating platform and then immediately jump again to the middle and take out

the Dantini. Continue through the door at the other end.

Outside, follow the jumps. When you're coming up to the Firing Dantinis on their platforms, do a high jump to reach the platform in front of them, wait for their shot to pass over you, then jump over and kill them. Go up a series of columns, then do a couple of very long jumps to a crumbling platform and another island. Go straight across the crumbling platforms quickly to dodge the shots from the Firing Dantinis on the sides. Jump into the well at the end. Down below, do another jump to the rotating platforms and immediately to the center to take out the Firing Dantini, then hop over to the puzzle piece to finish.

Total Gems: 42

Climb the wall ahead of you. Up top, the Firing Dantinis can't spot you yet (they must be shortsighted). Smash the crate, then quickly take out both Dantinis so you can get the ONE-UPS and climb the wall before they regenerate. Up top, collect the gems and jump up to the platform circling overhead. Quickturn and jump to the next as it approaches, and so on until you reach the well at the top of the column. Dive on in.

Down below, carefully jump across the intermittent platforms, which move pretty quickly, to reach the small islands. Worry more about landing dead center than about taking out the Firing Dantini, though you have to do that too. Head out carefully to the ONE-UP and back straight across to the door.

Outside, ride the circling platforms around to the 3 crates up top, then jump from one down to the center. Hop over to the well in the corner and jump into it. Hop into the water when you land. Underwater, follow the line of gems to reach the SILVER KEY. Just move quickly pointing straight down and you'll probably not get shot. Go back up in the rear right corner, furthest from the 2 Dantinis, and back out the tunnel you came in. Now you can open the cage and press the button. It temporarily lowers a platform over the water. Jump to it and ride it up, then hop up to grab the puzzle piece to finish.

Total Gems: 0

Walk along the rows of crates. The Indestructible Dantinis here are just that, indesctructible. You can't slap or squash them. You can, however, remove a crate from in front of their path and watch them learn all about gravity. When the Dantini's not around, smash a crate and hold forward so you don't fall in the hole yourself, then wait and watch while the little bugger goes plummeting. The crate eventually reappears, but the Dantini doesn't. You have to get rid of all 4 Dantinis in this way to receive the GOLD KEY by the locked door. Repeat in the next room.

The next room contains pretty much just more of the same, with the added slight complication of your having to ride platforms up after taking out the first Indestructible Dantini. Go up the two sides first, drop the Dantinis there, then go up the center to the exit. Causing all Dantinis to drop again provides

you with the GOLD KEY by the exit. Repeat once more in the room with the spinning gears until you reach the puzzle piece. Easiest. Level. Ever.

Total Gems: 92

Follow the path of gems through the dungeon. After you turn the first corner, watch out for the Firing Dantini in an alcove on the left side. Once the row of gems ends, there are two more on either side of the room. You can easily just run straight forward to the door and avoid them.

In the next room, not only do the platforms crumble, but so do the blocks between them. Don't dawdle anywhere, just keep lining up your next jump and taking it. Enter the door at the end. In the next room, the blocks all crumble too. To get the gems over each block, jump to the first and walk forward to the second before jumping off to the next block. Ahead, just move diagonally across the row of crumbling blocks to the end. Enter this door to find yourself in another dungeon.

Inside, just follow the row of gems again and keep moving. When you turn, the rooms that open up have Firing Dantinis in alcoves in the sides, but you can just avoid them again. At the end of the path, you'll find the puzzle piece, the last one that you need.

Total Gems: 63

Start moving right away to avoid the Firing Dantinis. In the corner behind you, there's a SILVER KEY behind a rock. Smash the crate, then the well and fall on through. Note, too, if you approach the lava lake, scorpions will jump out and lob fireballs at you.

Down below, use the key to open the cage and press the red button. This creates a platform at the top of the steps, underneath the ONE-UP, letting you collect it. Head straight for the Firing Dantini on top of the crate and take him out. Smash the crate and walk to the lava, where a scorpion will hop out. Kill him quickly and jump across the tiny platforms to reach the door on the other side.

Outside, cross the logs between jumping fireballs, and jump off the ends to kill the Firing Dantinis. Enter the door at the end of the path. Inside, jump to the monkey bars and start to cross as the Stomping Dantini approaches you, after his last stomp before reaching the end. At the other side, smash the crates and continue up the tunnel. Swing under the next monkey bars, waiting until the Stomping Dantinis do their stomp away from you, then passing under them as they approach. The middle of the middle cross-section of monkey bars is somewhat safe as you assess where the second Stomping Dantini is. Head through the door at the far end.

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

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5-2 Diet Brrrrr
+~+~+~+~+~+~+~+~+~+~+~+

Total Gems: 57

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

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

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

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

~+~+~+~+~+~+~+~+~+~+~+~+~ 5-3 Trial on the Nile +~+~+~+~+~+~+~+~+~+~+~+

Total Gems: 86

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

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

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

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

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

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

Total Gems: 35

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

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

If you chose the left door:

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

If you chose the right door:

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

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

Total Gems: 8

Final Boss: Crystal Dante

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

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

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

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

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L, L, L, L, D, U, R, L, L, D, D, U, L, U, R
                                                 4-4 L, L, D, L, D, U, R, L, R, D, L, D, L, U, R
1-5
                                                 4-5 L, L, L, L, D, U, R, L, L, D, R, U, L, U, R
     L, L, L, L, D, U, R, L, R, D, U, U, L, U, R
1-6 L, L, L, L, D, U, R, L, R, D, D, D, L, U, R
                                                 4-6 L, L, L, L, D, U, R, L, L, D, L, D, L, U, R
1-B2 L,R,D,L,D,R,R,L,L,D,U,D,L,U,R
                                                 4-B2 L,L,L,L,D,U,R,L,R,D,R,D,L,U,R
2-1 L, L, D, L, D, R, R, L, R, D, U, U, L, U, R
                                                 (Secret Levels)
2-2 L, L, D, L, D, R, R, L, R, D, D, D, L, U, R
2-3
      L, L, L, L, D, R, R, L, L, D, U, U, L, U, R
                                                 1-S1 L,R,L,L,D,U,R,L,L,D,U,D,L,U,R
2-B1 L, L, L, L, D, R, R, L, L, D, D, D, L, U, R
                                                 1-S2 L, L, D, L, D, R, R, L, L, D, D, U, L, U, R
                                                 2-S1 L, L, L, L, D, R, R, L, R, D, U, D, L, U, R
     L,R,L,L,D,R,R,L,R,D,D,U,L,U,R
2 - 4
2-5 L,R,D,L,D,U,R,L,D,D,U,D,L,U,R
                                                 2-S2 L, L, D, L, D, U, R, L, U, D, D, D, L, U, R
                                                 3-S1 L,L,D,L,D,R,R,L,D,D,U,U,L,U,R
2-6 L, L, D, L, D, U, R, L, D, D, D, U, L, U, R
2-B2 L, L, D, L, D, U, R, L, U, D, U, U, L, U, R
                                                 3-S2 L,R,L,L,D,R,R,L,D,D,D,U,L,U,R
3-1 L, L, L, L, D, U, R, L, D, D, U, U, L, U, R
                                                 4-S1 L, L, D, L, D, U, R, L, R, D, R, U, L, U, R
     L, L, L, L, D, U, R, L, D, D, D, D, L, U, R
                                                 4-S2 L,R,L,L,D,U,R,L,R,D,L,U,L,U,R
3-2
3-3 L, L, L, L, D, U, R, L, U, D, U, D, L, U, R
                                                 5-1 L, L, D, L, D, R, R, L, L, D, R, U, L, U, R
3-B1 L,R,L,L,D,U,R,L,U,D,D,U,L,U,R
                                                 5-2 L,L,D,L,D,R,R,L,L,D,L,D,L,U,R
3-4
     L, L, D, L, D, R, R, L, D, D, D, D, L, U, R
                                                 5-3 L, L, D, L, D, R, R, L, R, D, R, D, L, U, R
                                                5-4 L,R,D,L,D,R,R,L,R,D,L,U,L,U,R
3-5 L, L, D, L, D, R, R, L, U, D, U, D, L, U, R
3-6 L,R,D,L,D,R,R,L,U,D,D,U,L,U,R
                                                 5-B L,L,L,L,D,R,R,L,L,D,R,D,L,U,R
3-B2 L, L, L, L, D, R, R, L, D, D, U, D, L, U, R
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Well, that's about it for Croc. Maybe a few FAQ's? Well, I haven't actually been asked any questions, but the following information might be useful:

Q: Where's the best place to get more lives?

A: Early in the game, level 2-4, I Snow Him So Well, by taking the warp in the left corner after entering the first door. This takes you to 5 ONE-UPS. Later in the game, level 4-3, Dungeon of Defright, is the best. You can get 7 lives every pass, on top of whatever gems you accumulate, by choosing the wrong box in the box-shuffling game, and by capturing only 17-24 executioners in the 3-button game, and of course by opening the left door with the balloon creature.

Q: Where are all of the bonus areas?

A: The following levels contain bonus areas. See the appropriate section in the walkthrough for full details: 1-1, 1-3, 1-B2, 2-2, 2-4, 2-6, 3-1, 3-5, 4-2, 4-5.

That's it for now, unless you have more questions, comments, or suggestions, or you've located more bonus areas (and thanks to Crazy4cars, Viogamer and RTAK545 for sending me some of these), in which case you can send them to me at: syonyx fags at yahoo dot com

I have produced several other guides, mostly for semi-obscure Sony Playstation games. If you want to check out some of my other work, the complete collection can be found at:

http://www.gamefaqs.com/features/recognition/35729.html

And at the risk of repeating myself, the author and copyright owner of this document is Marc Lalonde, a.k.a. Syonyx, 2004-2007. This guide is provided for unlimited free personal enjoyment only. Any efforts to make financial gain using this guide in whole or it part is strictly prohibited, as is any alteration of the guide or removal of the original indications of authorship.

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VERSION HISTORY:

1.0 - Completed 22-July-2004.

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

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

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

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

Thanks for playing. Now go get some fresh air.

Syonyx 2004-2007.
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