

Tomba! 2: The Evil Swine Return FAQ/Walkthrough

by Hyper Gamer

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Tomba 2: The Evil Swine Return |
Version 1.1 |
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This version is 8 pages long, right now. |
Please Visit my web-site for more guides |
at: |
www.hyperinteractive.cjb.net |
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* = This section may have to be updated often. Why? It could be because I am not finished with this game yet either.

1). Welcome

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— _/_/_/ /elcome to my Tomba! 2: The Evil Swine Return guide! This guide
//_/ basically gives you HUGE hints on completing the game. It has
steps for completing each event. Well gotta go complete the game, and
complete this guide! ~Hyper Gamer

2). 137 Event Guide

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This section will be divided by events. This guide will take time to
get completed, so please be patient!!!

Event #1: Find Tabby!

How do you get it: You get this event when you first start the game.

What you do: Complete the game.

Event #2: Go to the Burning House!

How do you get it: You get it when you first start the game.

What you do: Go to the burning house.

Event #3: Pour the Water in!

How do you get it: After you go to the burning house.

What you do: Go to the right to the ladder. Climb it. Then go down the other side, and go left. There should be a bucket hanging on a pole. Take it. Go back to the other side. Find the seesaw with the water spout that works, then jump on the seesaw and quickly go down to get the water. After you get the water go to the house, and talk to the old man. Do this two more times, and you will be able to finish this event.

Event #4: Save the Crab!

How do you get it: After the last event you have finished.

What you do: After you finish the last event, you should save the crab automaticly. Then the old man will give it to you.

Event #5: Wind it Up!

How do you get it: You will have to do the following.

What you do: Next to the left of the old man's house is a net. There should be a few things in it. One of the items should be a Star-Shaped Cog. Take it! Now go to where the fisherman is. Go to the right. There should be a house there. Go inside and talk to the guy in there. Now the event is finished!!

Event #6: Chick from an Egg

How do you get it: Do the following.

What you do: Go to the seesaws in the beginning of the town, and find the ones with eggs on it. Make the eggs roll into the barrels. Now you can go to the barrels the eggs rolled into and hit the barrel with a weapon. A baby chick should come out. Get it! There should be two to catch. Gotta catch 'em all! Chickamon! Now go to the birds nest, which is in this town. Go up it, and it should automaticly action the event to return the chicks to the mother.

Event #7: Let's Make Dried Fish

How do you get it: Talk to the guy later in the house you went to earlier, and then he will tell you about drying fish.

What you do: Get a bunch of fish, and bring it to the net. Put the fish

on the net, and make sure the net is down. Come back later to get the fish and then go to the guy in the house.

Event #8: Feed the Chick's

How do you get it: You have to find the Chick food in the Pipe place. It is dangeling on a chain.

What to do: Once you get the Chick food, go to the Bird's Nest in the first town, "Town of Fishermen". Give it then to the Bird's.

Event #9: The Tiny Mouse's House

How do you get it: You can get it by going to the tiny mouse hole in The Town of Fishermen, but it would be a waste for now.

What you do: Once you are able to use the ability, "Tiny Tomba" (Which is by the way in the water temple), use it and use magic wings to go to The Town of Fisherman. Go in it now, since you are small and all.

Event #10: Tiny Mouse's Berry Nuts

How do you get it: Talk to the mouse in the corner.

What you do: He will now give you a little mini game challenge where you have to collect 100 Berry nuts.

Event #11: Annoying Mushroom

How do you get it: Get the spoon that is stuck in between two aquatic plants in Waterfall of the Heavens.

What you do: Use the spoon to take the mushroom away.

Event #12: Berry Nuts Harvest

How do you get it: After you beat Event #10, talk to the Mouse in the corner again.

What you do: You have to collect Berry Nuts again. Now you have to collect 200 berry nuts.

Event #13: The Crab Basket!

How do you get it: Once you see the pig with The Crab Basket.

What you do: Beat the pig up, and show who's boss!! After you kick the snot out of the pig, you will have the Crab Basket, and complete another event.

Event #14: Adventurer's Chest

How do you get it: You have to have 30,000 points.

What you do: Find the chest up on a tree in Waterfall of the Heavens. Open it and you will receive the Pig Nose Panel.

Event #15: Where is the Bird's Nest?

How do you get it: If you got the chicks, and returned them to the mother, you should have completed this event already.

Event #16: Collect the Golden Crabs!

How do you get it: After you get the Crab Basket.

What you do: Find the two crabs in Waterfall of the Heavens.

Event #17: The Stuck Fishhook Line

How do you get it: Find the Fisherman in Waterfall of the Heavens.

What you do: Talk to the Fisherman. Next you will have to go to one of the towers, and jump on top of it to get the fish line.

Event #18: Lost and Found

How do you get it: After you have finished the last event, the fishhook comes off of the Fishing Rod.

What you do: All the barrels in The Town of Fishermen and Waterfall of the Heavens have to be the same color top. This will make the water drain out in Waterfall of the Heavens, so you will be able to find the fishing hook real easily now!!

Event #19: Win's Windmill!

How do you get it: Get all of the crabs.

What you do: Go to the windmill. You have to have all of the crabs!! Now give it to the guy. You will now be able to head on to the next world.

Event #20: A Red Treasure Chest

How do you get it: After you finish the last event.

What you do: You will get the red key from the guy in the wind mill, and you will now be able to open all chests that are red. Open the ones in Waterfall of the Heavens and The Town of Fishermen.

Event #21: I'm Thirsty!

How do you get it: The first house in the Pipe Area, you should talk to the guy in the house.

What you do: Just get water from The Town of Fishermen, and bring it back.

Event #22: Cools Off and Disappears

How do you get it: First you need to retrieve the Ice Boomerang.

What you do: You now have to destroy all of those fire monsters in the pipe area. Then you have cleared the event. How 'bout this! Destroy everything in the Pipe Area.

Event #23: Remove All the Cappers!

How do you get it: You have to have the Ice Boomerang.

What you do: You have to destroy all of the cappers on the pipes.

Event #24: What's inside the Mud?

How do you get it: Find the first chain that you can pull to make it go down.

What you do: After you have made the chain go down, go on the other side and grab the Mudball Surprise.

Event #25: Sea Anemone's Burning Dregs

How do you get it: Do the following.

What you do: You will have to take the pigs that are flying and throw them at the spitting monsters. Use your Ice Boomerang to finish them off once and for good.

Event #26: Pull and Open!

How do you get it: You will have to find two chains in the Pipe area that are near the door to Coal Mining Town.

What you do: Pull them (Sorry I am not sure how to explain this).

Event #27: Get Bombs!

How do you get it: Do not remember, just read the bottom.

What you do: Once you get the hammer, use it on a pad that is next to a door that is not open. Now enter and get the bombs.

Event #28: Blast the Rock!

How do you get it: You'll find out that Gran is trapped and can not get out.

What you do: Find the draw bridge and go to the big rock. Use a bomb and then use the Hammer with the bomb. Now Gran is saved!

Event #29: The Best! Hash Potatoes!

How do you get it: You will have to get a Potato from Kujara Ranch.

What you do: You will have to put it in a faucet and hit the lever twice with the hammer you got. Then take the Potatoe.

Event #30: Normal Fruit

How do you get it: Find the laughing door in the Trolley Entrance.

What you do: Go inside and get the Normal Fruit.

Event #31: Precious Ring

How do you get it: You will have to talk to a guy that is accross from the opening of Coal Mining Town.

What you do: You will have to go find a black space somewhere.

Event #32: Look for the Hammer!

How do you get it: Once you find out the Hammer is missing.

What you do: Go to the Trolley Stop.

Event #33: Trolley Ticket

How do you get it: Find the big shed in Coal Mining town.

What you do: Talk to everybody in here. Once you talk to the guy with the injury, he will ask you to take his place with the trolley. He will give you then a ticket so you can ride the trolley.

Event #34: Quick! The Trolley?

How do you get it: Go to the Trolley.

What you do: Talk to the guy in the booth, and get ready to race on the trolley. You will have to finish this race under the time of 1 minute and 16 seconds.

Event #35: Make a Light Alloy

How do you get it: You will need a Low-Purity Lightomite and a Low-Purity Hardomite.

What you do: Find the machines that get stuff out of whatever, and then go back to the trolley.

Event #36: Super Fast on the Trolley

How do you get it: Just head back down to the trolley.

What you do: You will have to finish a race with the trolley in about 1 minute and 10 seconds. This is quite challenging then last race, but concentrate a little bit more.

Event #37: Let's Go to Tabby's House!

How do you get it: Once you get into Coal Mining Town

What you do: Go up the stairs and find a house with a big red door. Go inside.

Event #38: Bury It in the Sand!

How do you get it: ?????

What you do: You will have to find the wheelbarrow, and find the spot where sand falls down. Take the wheelbarrow and go to the falling sand. Then find the hole. Put the sand in it. Do this three times to finish the event.

Event #39: Wash the Strange Lump!

How do you get it: ?????

What you do: After you have finished the last event, go back up. Go to Tabby's house. Next go upstairs. Now finally find Gran with a lump. Charles is inside. Go to the Underground machine room.

Event #40: Deliver to Gran!

How do you get it: You will get this event after event 28.

What you do: Take the rail that Gran has dropped, and go to Coal Mining Town to give it to him.

Event #41: The Cook's Special Menu

How do you get it: Find the cafeteria.

What you do: You will have to have food with you. Here is what you can give him: Big Steak, Dried Fish, or Boiled Potato. If you have any of these kinds of food, give it to the Chef.

Event #42: The Fuel That Burns Well

How do you get it: ?????

What you do: In the Pipe Area you will have to find a red chest with Power Coal inside. Now go to Gran's and find a Conveyor belt outside of the house. Go to the guy who is shoveling for coal.

Event #43: Lost Clay Spatula

How do you get it: Find a guy in a shed.

What you do: The guy on the right will ask for a Clay Spatula. Now you will have to go to the house opposite from here. There should be a guy inside with a pot. You will break it by accident! Now go back to the other place, but first look in the pot. You will find a Clay Spatula.

Event #44: Get Clay from the Mud

How do you get it: After you get the Clay Spatula, do the following.

What you do: Find the guy in the large shed. Give him the clay you have created from the Machine room. Then you will be able to get a pot from him.

Event #45: Let's Make a Pot!

How do you get it: After you brake some guys pot. He is in a house all alone.

What you do: After the last event (#44), give the pot to the guy here. You will be given the 1/2 Spell of Courage.

Event #46: Starving Charles

How do you get it: Find the bananas in the Pipe Area. Do the rest of the following.

What you do: Take the bananas and bring them to the Machine Room. Go to the Burning Machine to cook the bananas (you will be needing this machine later for other foods). Then go find the house with Charles in it.

Event #47: Cooking with Tomba!

How do you get it: You will need to find the Cafeteria.

What you do: Go inside the cafeteria and take meat. Go to the Machine Room. Next use the meat with the Burning Machine.

Event #48: Where's my Son?

How do you get it: You will have to find a woman in a house. She has a bandage on her.

What you do: Go to Circus Village. Find her son. You will then have to give him the Getwell Plant.

Event #49: Mythical Tower of Strength

How do you get it: You will need the Spell of Force.

What you do: Go to Kujara Ranch. Find a wood platform. Now use the Spell of Force. You can now get the Torch Hammer, and complete another event.

Event #50: Mythical Tower of Wisdom

How do you get it: Go to deep forest. You know where the Adventurer's Chest is, and the Rock Crab? Well go there, and read the rest of the following instructions.

What you do: Go to the door, and use the Spell of Wisdom.

Event #51: Mythical Tower of Courage

How do you get it: Go find the last chain in the Pipe Area. Now find a door down there.

What you do: Now use the Spell of Courage against the door to receive the Glacier Boomerang.

Event #52: Bring the Big Sack!

How do you get it: In Kujara Ranch, go find the chimney. Use your trusty hammer to break it open to go inside.

What you do: Now you will be able to meet Santa Claus in 3-D (isn't he already 3-D). Go dig through all the snowballs and find Santa's Big (love) Sack. Now bring it back to him!

Event #53: The Hidden Diary!

How do you get it: You will need to get in the chimney, where Santa used to be.

What you do: Go a little to the left and push the box. You will find the Diary that a man has hidden. Return it to the guy (the guy is next to some treasure chests that you should go through). In return you will get a key to open another color of chests.

Event #54: Melt the Giant Ice!

How do you get it: You will need the Fire Hammer. You get it after completing event #52.

What you do: Now find the glacier of ice. Use the hammer on it. Destroy the big ice pig with the hammer.

Event #55: Sea Anemone's Ice

How do you get it: Just start kicking those Sea Anemones butts.
Then do the following!!!

What you do: You will have to pick up some snow balls and then
toss those things at the Anemones. Once it turns into ice, break
the thing. You will need to do this to two Anemones. Now
bring it to the Witch in Donglin Forest. You will receive Cold
Powder.

Event #56: Kujara's Favorite!

How do you get it: You will need the fire hammer. Do the following.

What you do: You will now have to use the fire hammer on the
snowballs you see. All of them, until you find some pink Kujara
Peach pop out of one. Quickly go on it. You will now go to the
Lift Shed. COOOLLL!!!

Event #57: Let's Take the Lift!

How do you get it: After you do the last event, do the following.

What you do: Use the lift to go up to the Ranch Summit.

Event #58: Snow Firefly Nest

How do you get it: You will need the Grapple. You get it from the
Laughing/Crying Forest.

What you do: In Kujara Ranch, find a blue bird. You see the rock?
Well go use the Grapple to get up there. Now simply push the rock.
Now you will have to catch the fireflies.

Event #59: Taboo Fruit

How do you get it: Climb the holy tree.

What you do: You will have to jump into the light box (lighted up).

Event #60: Adventurer's Clue

How do you get it: This event takes a little time to complete. So
that is why this event is divided on getting the chests. Here it
goes....

What you do:

#1 Chest

This chest is at the Beach. Right after the bridge that need a
thing to make it go up, go right and find the chest.

#2 Chest

This chest is at the Pipe Area. Find the chain you pulled earlier in the game to get to Coal Mining Town. You will now need to jump to the left. Congratulations...you found Chest #2/out of 5.

#3 Chest

This chest is located at Kujara Ranch. You will need the Squirrel Clothes to climb up the ice poles located at the east of the town. You will find it! REMINDER: TO OPEN THESE CHESTS YOU WILL NEED A CERTAIN NUMBER OF AP TO OPEN EACH ONE. SO COMPLETE THOSE EVENTS!!!

#4 Chest

This chest is located at Deep Forest. Find the seesaws and make sure you make the blocks in the correct ways.

#5 Chest

This chest is located at the Town of Fishermen. Go to Tiny Mouse's house. Open the chest inside.

THIS GUIDE WILL BE CONTINUED NEXT UPDATE. I HAVE TONS OF SCHOOL WORK TO DO, SO PLEASE BE PATIENT AS I FINISH THIS GUIDE UP, AND THE OTHER GUIDES THAT I AM WORKING ON RIGHT NOW!!!

3). Author's Notes

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This section contains notes that should be read by the reader that is reading this guide. Also goes for web-masters!

3a). History of Guide

Version 1.0 (May 9, 2000) - I got real bored, so I decided to start this guide that I been wanting to make. So far I have only 20 events in this guide, but in the next version should have more. This guide will only be a event guide, on how to get and complete each event. In the future I might add more stuff. Right now this is just the beginning!!!

Version 1.1 (May 10, 2000) - I added 16 more events to my guide this morning. And this is todays release.

Version 1.2 (May 13, 2000) - I added 7 more events to my guide this morning. I also released the guide today!

Version 1.3 (May 15, 2000) - I added 17 events to my guide today. To the people who are further in the game, please wait as I get there also. It's not like I can finish a game and a guide in one day. I just wanted to make things clear, and just want to say that I am in school! So I need to keep my grades up. The next version should be filled with more events next time. Maybe even I can finish it, on the weekend maybe.

3b). Credits

This contains credits of who helped with guide.

Stephen Bolton "Hyper Gamer" <hyper_gamer13@hotmail.com> -
Wrote the whole guide so far!!

GameFAQs gets credit for putting up my guide (and my other guides also).

GameAdvice gets also credit for putting up my guide(s). Thanks a lot!!

3c). Who else has my guide?

This contains which web-sites have permission to use my guide.

Hyper Gaming Interactive HQ <www.hyperinteractive.cjb.net>

GameFAQs <www.gamefaqs.com> is always allowed to have my guides up. I
thank them a lot for having my guides on their crowd web-site of
people coming on it.

Gameadvice <www.gameadvice.com> are always welcomed to put my guides
up to be read. So I always thank everybody who asks to put my guides
up, because I do not thank people who do not ask.

I even except cheap web-sites (SEE THE LEGAL STUFF SECTION FOR MORE INFO
ON HAVING THIS GUIDE ON YOUR WEB-SITE).

3d). Legal Stuff

If you are a web-master, please read the following information.

OKAY TO MAKE THINGS CLEAR, DO NOT COPY THIS GUIDE AND SAY THAT YOU HAVE
CREATED THIS GUIDE. YOU MAY NOT, SHALL NOT, WILL NOT EVER SELL IT,
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USING THE GUIDE FOR YOUR WEB-SITE. I WILL ONLY LET THE FIRST 20 WEB-
SITES USE IT. IT IS A FIRST COME, FIRST SERVE BASIS. I WILL ONLY EXCEPT
.COM, .ORG, .NET BASED WEB-SITES ONLY. OR IF YOUR WEB-SITE IS REALLY
POPULAR (LIKE HAVING ABOUT 1,000 VIEWERS A DAY/WEEK). I MAY EVEN CHANGE
MY MIND WITH LETTING ANY WEB-SITES HAVING THE RIGHT OF USING THE
WALKTHROUGH AT ANY TIME. DO NOT WORRY THOUGH, IT WILL ONLY BE A 1 OF
100 CHANCE OF THAT HAPPENING. IF ANY WEB MASTER HAS THE RIGHT ON THE
WEB-SITE TO PUT IT UP, THEY MUST ALSO KEEP IT UP TO DATE EVERYTIME WHEN
A NEW VERSION OF THE WALKTHROUGH COMES OUT. WHICH MEANS THEY SHOULD
CHECK VERY OFTEN, OR I MAY E-MAIL IT OUT WHEN I HAVE A NEW ONE READY. IF
ANYTHING IN THIS LEGAL STUFF I HAVE PUT IN HERE HAS BEEN NOT TAKING
SERIOUSLY AND I SEE A WEB-SITE WITH THE MY WORK, YOU ARE GOING DOWN!!
YOU NEVER KNOW WHEN I MIGHT BE ON YOUR WEB-SITE. I CHECK EVERYDAY FOR
NEW THINGS ON THE INTERNET, AND I MAY POP UP ON ACCIDENT ON MY WORK. SO
DO NOT DO ANYTHING YOU ARE NOT SUPPOSED TO DO. YOU MAY PRINT THIS OUT,
GIVE IT TO FRIENDS (HIGHLY RECOMENDED), OR YOU CAN E-MAIL IT TO FRIENDS.
PLEASE DO NOT DO ANYTHING YOU ARE SUPPOSED TO DO, SO NO HARM WILL BE

DONE TO YOU. HYPER GAMING INTERACTIVE BELONGS TO STEPHEN BOLTON (c) (r)
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