

Jak and daxter walkthrough spider cave

in: Missions in The Precursor Legacy that Jak and Daxter completed to get the power cell. Jak had to make his way through the Spider Tunnel to get the power cell. Jak had to make his way through the Precursor Legacy that Jak and Daxter completed to get a power cell located deep inside. Walkthrough [editing] When going to the second cavern with the Precursor robot in Spider Cave, you have to go down a bit of scaffolding. Here at the bottom you have to turn your head towards a pool of dark eco. Use web trampolines here to cross it and enter a tunnel filled with many spider eggs, as well as an eco yellow vent. It is important to note that this vent will remain blocked if the yellow vent switch has been found in Snowy Mountain. However, it can be completed without eco, but it makes it considerably power cel awaits you in a (safe) little rock. Use nearby blue eco and launcher to launch you safely. Missions in the Precursor Legacy Edit Share Spider Caves, is a location in The Precursor Legacy. It is a vast crater located deep below ground level: below the initial level of the underground volcanic crater. It is full of dangerous dark ecological within CC-BY-SA, unless otherwise stated. in: Locations in The Precursor Legacy Edit Share Spider Caves, is a location in The Precursor Legacy. It is a vast crater located deep below ground level: below the initial level of the underground volcanic crater. It is full of dangerous dark ecological within CC-BY-SA, unless otherwise stated. In: Location in The Precursor Legacy Edit Share Spider Caves, is a location in The Precursor Legacy. It is a vast crater located deep below ground level: below the initial level of the underground volcanic crater. It is full of dangerous dark ecological within CC-BY-SA, unless otherwise stated. In: Location in The Precursor Legacy Edit Share Spider Caves, is a location in The Precursor Legacy. 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Other spectators, under the discoveries of the grin. Other spectators, under the discoveries of the grin. Other spectators, under the discoveries of the cave on a mission to excavate a precursor robot from the center of the grin. Other spectators, under the discoveries of the cave. It's inhabited by spiders. History[edit | edit source] When Samos Hagai arrived at the Red Salvia hut in Vulcan Crater, he discoveries of the grin. Other spectators, under the discoveries of the grin. Red Sage of Lurker motion towards the dark eco crystals of Spider Cave. To prevent lurker's activity in Spider Cave, Samos commissioned Jak and Daxter to destroy the dark ecological crystals, the latter of which gave the duo a power cell. In addition, a miner at the crater called Gordy reported to the two that the support beams in Spider Cave is a large cave under the Crater It consists of various caves of dirt, stalagimites, and stalactites, with networks of tunnels, ecological dark basins, bodies of water, and other craters. It is also equipped with wooden platforms that were not likely to be original at the cave and were likely put there following the lurker invasion. Cave Cave many platforms that were not likely to be original at the cave and were likely put there following the lurker invasion. Cave Cave many platforms that were not likely to be original at the cave and were likely put there following the lurker invasion. Cave Cave many platforms and hard-to-reach places. It is also filled with yellow eco vents, which are used to pull various rorkers to neither. The excavation site of the Spider Cave. The basic appearance of the cave consists of two primary caverns and the dark cave. The first cavern also has yellow eco vents, which were used to defeat the ronity lurkers. In addition, its walls are generally constinued to be potential (or former) campsites. The first cavern also has yellow eco vents, which were used to defeat the ronity lurkers. In addition, its walls are generally more scalable, a passage from which it leads to the dark cave portion of the Spider Cave. The dark cave is a vast and seemingly endless cave without natural light. Various crystalline constructions scattered in the cave can be hit to emit a strong glow for a limited time, allowing the crossing through web trampolines, is the tunnel entrance to the secondary cave. Crossing platforms leads to a wooden bridge that leads either to the excavation site, which is a small tunnel containing mass amounts of lurker spider eggs and holes from which they will appear. Gallery[edit | edit source] Locations in the Content of the Precursor robot surrounded by wooden platforms, or the spider's nest, which is a small tunnel containing mass amounts of lurker spider eggs and holes from which they will appear. Gallery[edit | edit source] Locations in the Content of the excavation site, which is a small tunnel containing mass amounts of lurker spider eggs and holes from which they will appear. Gallery[edit | edit source] Locations in the Content of the Precursor Legacy community are available under CC-BY-SA, unless otherwise stated. & they appear. Daxter: The Precursor Legacy FAQ/Walkthrough by John 'Wntermute' Gall [wntermute@home.com] Version 1.5 (3-27-02) (c) 2002 John Gall aka 'Wntermute' This is a FAQ for Jak & amp; Daxter: The Precursor Legacy FAQ/Walkthrough A. Geyser Rock B. Sandover Village C. Sentinel Beach D. Forbidden Jungle E. Misty Island F. Fire Canyon G. Rock Village H. Lost Precursor City I. Boggy Swamp J. Precursor Basin K. Mountain Pass L. Volcanic Crater M. Snowy Mountain N. Spider Cave O. Lava Tube P. Gol And Maia's Citadel Q. Large Precursor Door 7. Bosses A. Dark Eco Plant B. Klaww 8. Mini-Games A. Catch 200 pounds of fish B. Protect Farthy's Snacks 9. FAQ 10. Glitches & Cater M. Snowy Mountain N. Spider Cave O. Lava Tube P. Gol And Maia's Citadel Q. Large Precursor Door 7. Bosses A. Dark Eco Plant B. Klaww 8. Mini-Games A. Catch 200 pounds of fish B. Protect Farthy's Snacks 9. FAQ 10. Glitches & Cater M. Snowy Mountain N. Spider Cave O. Lava Tube P. Gol And Maia's Citadel Q. Large Precursor Door 7. Bosses A. Dark Eco Plant B. Klaww 8. Mini-Games A. Catch 200 pounds of fish B. Protect Farthy's Snacks 9. FAQ 10. Glitches & Cater M. Snowy Mountain N. Spider Cave O. Lava Tube P. Gol And Maia's Citadel Q. Large Precursor Door 7. Bosses A. Dark Eco Plant B. Klaww 8. Mini-Games A. Catch 200 pounds of fish B. Protect Farthy's Snacks 9. FAQ 10. Glitches & Cater M. Snowy Mountain N. Spider Cave O. Lava Tube P. Gol And Maia's Citadel Q. Large Precursor Door 7. Bosses A. Dark Eco Plant B. Klaww 8. Mini-Games A. Catch 200 pounds of fish B. Protect Farthy's Snacks 9. FAQ 10. Glitches & Cater M. Snowy Mountain P. Spider Cave O. Lava Tube P. Gol And Maia's Citadel Q. Large Precursor Door 7. Bosses A. Dark Eco Plant B. Klaww 8. Mini-Games A. Catch 200 pounds of fish B. Protect Farthy's Snacks 9. FAQ 10. Glitches & Cater M. Snowy Mountain P. Spider Cave O. Lava Tube P. Gol And Maia's Citadel Q. Large Precursor Door 7. Bosses A. Dark Eco Plant B. Klaww 8. Mini-Games A. Catch 200 pounds of fish B. Protect Farthy's Snacks 9. FAQ 10. Glitches & Cater M. Snowy M. Cater M. Snowy through the entire game in less than 2 days, with only 2 power cells and 1 orb remaining to be found. I will be. Orb Locations portion as this document evolves. v0.2 (12-07-01) - Started working on. Removed the incorrect track in the Demo/Game Comparison Question. We've finished the Orb & and Scout Fly Locations to Rock Village. v0.3 (12-14-01) - Started working on. Removed the incorrect track in the Demo/Game Comparison Question. We've finished the Orb & and Scout Fly Locations to Rock Village. v0.3 (12-14-01) - Started working on. Removed the incorrect track in the Demo/Game Comparison Question. We've finished the Orb & and Scout Fly Locations to Rock Village. v0.3 (12-14-01) - Started working on. Removed the incorrect track in the Demo/Game Comparison Question. We've finished the Orb & and Scout Fly Locations to Rock Village. v0.3 (12-14-01) - Started working on. Removed the incorrect track in the Demo/Game Comparison Question. We've finished the Orb & and Scout Fly Locations to Rock Village. v0.3 (12-14-01) - Started working on. Removed the incorrect track in the Demo/Game Comparison Question. We've finished the Orb & and Scout Fly Locations. Removed the incorrect track in the Demo/Game Comparison Question. We've finished the Orb & and Scout Fly Locations to Rock Village. v0.3 (12-14-01) - Started working on. Removed the incorrect track in the Demo/Game Comparison Question. We've finished the Orb & and Scout Fly Locations to Rock Village. v0.3 (12-14-01) - Started working on. Removed the incorrect track in the Demo/Game Comparison Question. Fly locations to Lava Tube. Added dedication in Section 11, added Green & amp; White Eco, added Glitches & amp; Bugs section. v1.0 (01-03-02) - Blind &
amp; Scout Fly locations completed in terrim update. The old email address was closed due to Cox converting from @Home network to their own network. Moved frequently asked questions specific to the area in their respective areas. Will work on updating for more frequently asked questions later. ==== 2. Here's the story of Jak & and Daxter is a seemingly endless source of wisecracks. Before the game begins, Jak and Daxter sneak to Misty Island, where they attend a meeting of the Lurkers with their masters, Gol and Maia. Before they are seen, they sneak in and find a Dark Eco pool and a Precursor artifact. They are discovered and Jak battles the lurker with the precursor artifact, but throws Daxter into the Dark Eco pool and a re told that only one person knows enough about Dark Eco. Daxter jumps out of the sludge like an ottsel (hand otter, a lusy part). They go back to Green Sage, Samos, and are told that only one person knows enough about Dark Eco. Daxter jumps out of the sludge like an ottsel (hand otter, a lusy part). They go back to Green Sage, Samos, and are told that only one person knows enough about Dark Eco to return Daxter. They are discovered and Jak battles the lurker with the precursor artifact, but throws Daxter into the Dark Eco. Daxter jumps out of the sludge like an ottsel (hand otter, a lusy part). They go back to Green Sage, Samos, and are told that only one person knows enough about Dark Eco to return Daxter. They are discovered and Jak battles the lurker with the precursor artifact, but throws Daxter into the Dark Eco. Daxter jumps out of the sludge like an ottsel (hand otter, a lusy part). They go back to Green Sage, Samos, and are told that only one person knows enough about Dark Eco to return Daxter. They are discovered and Jak battles the lurker with the precursor artifact. They are discovered and Jak battles the lurker with the precursor artifact. They are discovered and find a way to turn Daxter into his normal elf shape. =========3. Controls ========3. Controls =========3. Controls =========3. Controls =========3. Controls ==========3. Controls ===========3. Controls ==========3. Controls =========3. Controls =========3. Controls =========3. Controls =========3. Controls =========3. Controls =========3. Controls ==========3. Controls ==========3. Controls ===========3. Controls ==========3. Controls =========3. Controls ==========3. Controls ==========3. Controls ==========3. Controls =========3. Controls =========3. Controls ==========3. Controls ========3 jump w/spin Jak's A-Grav Zoomer Zoomer Zoomer Zoomer Analog Stick - Turn Zoomer Right Analog Stick - Move & amp; Zoom Camera X Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Progress Totals Start Button] - Brake / Shoot Yellow Eco burst L1 / R1 Buttons - Jump / Hard Turn L2 / R2 Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Progress Totals Start Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Fire Cannon (Misty Island - Arena Area) Left Analog Stick - Aim Cannon X Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Arena Area) Left Analog Stick - Aim Cannon X Button - Arena Area) Left Anal objectives in the game. They appear as bright spheres with smaller spheres surrounding them. On the Progress screen, you can see which of the power cell goals you've completed and discovered. Scout that can be the red metal boxes in which it is located (Handstand Dive, Zoomer, Yellow Eco burst, Flut Dash). In each location, there are 7 Muste Scout that can be the red metal boxes in which it is located (Handstand Dive, Zoomer, Yellow Eco burst, Flut Dash). In each location, there are 7 Muste Scout that can be the red metal boxes in which it is located (Handstand Dive, Zoomer, Yellow Eco burst, Flut Dash). In each location, there are 7 Muste Scout that can be the red metal boxes in which it is located (Handstand Dive, Zoomer, Yellow Eco burst, Flut Dash). found for another power cell. ========5. Eco Types =======5. Eco Types are only for the last color touching piece of Blue Eco are following: Jak's movement types of Eco and the effects (and quantity) of Eco are following: Jak's movement types of Eco and the effects (and quantity) of Eco are following: Jak's movement types of Eco and the effects (and quantity) of Eco are following: Jak's movement types of Eco and the effects of Blue Eco are following: Jak's movement types of Eco and the effects of Blue Eco are following: Jak's movement types of Eco and the effects of Blue Eco and the effects of Blue Eco are following: Jak's movement types of Eco and the effects of Blue Eco are following: Jak's movement types of Eco and the effects of Blue Eco are following: Jak's movement types of Eco and the effects of Blue Eco are following: Jak's movement types of Eco and the effects of Blue Eco are following: Jak's movement types of Eco and the effects of Blue Eco are following: Jak's movement types of Eco are following: Jak's movement speed is increased; Nearby orbs and green health crystals will shine blue, then gravitate towards Jak; activation of several varieties of artifacts and devices Precursor (blind titular devices, precursor doors, Jungle Temple Bridge, etc.). Red Eco - The effect of Red Eco, Jak can take down a vertical bone bridge or kill a Skeleton Lurker with one punch; however, its running speed is slightly reduced. Yellow Eco - When Jak punches, a yellow eco power will pull from his fist. His running speed is low. In general, yellow Eco explosions will travel to the nearest place will be useful. A jump-shot (shooting a yellow Eco burst while jumping) will be more accurate than a shot fired while feet or running. Green Eco - When Jak opens most boxes & amp; barrels and/or kills a lurker, small pieces of Eco Verde will be useful. A jump-shot (shooting a yellow Eco explosions will travel to the nearest place will be useful. A jump-shot (shooting a yellow Eco burst while jumping) will be more accurate than a shot fired while feet or running. Green Eco to get a level back per Jak's health meter; If it is full, you can collect up to 50 pieces in reserve. Occasionally you will encounter a large piece of Eco Verde, it is worth 50 small pieces by itself. In two areas, there are Green Eco Vents (Sentinel Beach and Basin Precursors), they will return to the maximum with 50 pieces worth of Eco is toxic. Contact with a box of Dark Eco Vent there is intended for healing infected Dark Eco Vents (Sentinel Beach and Basin Precursors), they will return to the maximum with 50 pieces worth of Eco Is toxic. Contact with a box of Dark Eco Vent there is in the precursor basin; Green Eco Vents (Sentinel Beach and Basin Precursor basin; Green Eco Vents (Sentinel Beach and Basin Precursors), they will return to the maximum with 50 pieces worth of Eco Is toxic. with Dark Eco in The Dark Eco pools in different locations will kill Jak. White Eco – This form of Eco exists only in one place in the game, Goal & amp; Maia's Precursor Robot Fight. It appears as a small piece of the White Eco - This form of Eco exists only use is to provide the final blow to the precursor Robot Fight. It appears as a small piece of the White Eco - This form of Eco exists only in one place in the game, Goal & amp; Maia's Precursor Robot. Its real properties are a combination of Blue, Red, Yellow and Green Eco. =======6. Walkthrough=======6. Walkthrough======6. Walkthrough=======6. Walkthrough=======6. Walkthrough======6. Walkthrough=====6. Walkthrough======6. Walkthrough======6. Walkthrough======6. Walkthrough=====6. Walkthrough====6. Walkthrough=====6. Walkthrough====6. Walkthrough=====6. Walkthrough====6. Walkthrough====6. Walkthrough====6. Walkthrough====6. Walkthrough====6. Walkthrough====6. Walkthrough====6. Walkthrough=====6. Walkthrough=====6. Walkthrough====6. Walkthrough=====6. Walkthrough= Geyser Rock. A. Geyser Rock ================Power Cells: 4 Orbs: 50 A.i Geyser Rock - Power Cells ----------- Find The Cell On The Path - Go straight along the path from the warp portal. Open the precursor door - Use Blue Eco Vent to fill the Eco Meter, then walk to the door. Climb on the cliff - Follow the path past the Pond Precursor Door. Free 7 Scout Flies - Appears after the 7th Scout Fly is located. A.ii Geyser Rock - Blind Locations --Warp Portal and Find The Cell On The Path Power Cell 8 Orbs: Along the Way Between The Scout Fly Platforms and Precursor Door 6 Orbs: On the Beach Below Blue Eco Cluster Path 3 Orbs: In the Pond Behind Precursor Door 13 Orbs: On the Path Above the Pond A.iii Geyser Rock - Scout Fly
Locations ---------- 1- Area stairstepped past Find The Cell On The Path Power Cell 2- Stairstepped Past Area Find The Cell On The Path Power Cell 3- Area stairstepped past Find The Cell On The Path Power Cell 4- Area stairstepped past Find The Cell On The Path Power Cell 5- Area stairstepped past Find The Cell On The Path Power Cell 6- The stair area passed by Find The Cell On The Path Power Cell 6- The stair area passed by Find The Cell On The Path Power Cell 7- The stair area passed by Find The Cell On The Path Power Cell 5- Area stairstepped past Find The Cell On The Path Power Cell 6- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stair area passed by Find The Cell 0- The stai ------ To Be Completed - A.v Geyser Rock - FRECVENT QUESTIONS -------- - None - B. Sandover Village ----- To the mayor - Collect 90 Orbs and talk to the mayor. Bring 90 blinds to your uncle - Gather 90 orbs and talk to your uncle. Herd Yapows in their pen - Kick, punch, or chase 5 Yapows to guide them in corral near the farmer's house. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to Your uncle. Herd Yapows in their pen - Kick, punch, or chase 5 Yapows to guide them in corral near the farmer's house. ------ Total: 50 6 Orbs: On the way past the sculptor's house 15 Orbs: In Blue Eco Device near birdwatcher's house 9 Orbs: On the rock formations between the farmer's house and Oracle 6 Orbs: On the beach below the area Junglel B.iii Sandover Village - -----7th Scout Fly is located. B.ii Sandover Village - Blind Locations ----------- Scout In the Fisherman's House 2- In the side room where the Power Cell landed before the pelican can pick it up again. Chase Seagulls - On the three Sentinel stairs, seagulls will take shelter on the left staircase. Run to them again and they will fall on a step near Green Eco Harvesters. Launch Up To The Cannon Tower - This requires the Find The Blue Vent Switch event in the Forbidden. Jungle area. Use uncapped Blue Eco Vent to power Blue Eco Launchers and reach the cannon. The power cell is outdoors at the top of the middle sentinel ladder. Free 7 Scout Flies - Appears after the 7th Scout Fly is located. C.ii Sentinel Beach - Blind Locations ------- Total: 150 7 Orbs: On the beach between entry and strongboxes 21 Orbs: In strongboxes on the beach 10 Orbs: On the steps up to the plateau above two wooden pillars 6 Orbs: On the natural bridge at waterfall 5 Orbs: On the intervention of the two wooden pillars 6 Orbs: On the natural bridge at waterfall 5 Orbs: On the plateau above the beach 5 Orbs: On the natural bridge at waterfall 5 Orbs: On the natural bridge at waterfall 5 Orbs: On the formation of rock above two wooden pillars 8 Orbs: On the formation of the two wooden pillars 6 Orbs: On the natural bridge at waterfall 5 Orbs: On the formation of rock above two wooden pillars 8 Orbs: On the formation of the two wooden pillars 10 Orbs: On the natural bridge at waterfall 5 Orbs: On the natu the edge behind the waterfall 10 Orbs : In the Blue Eco device near the river river 6 Orbs: In Blue Eco Laun c.iii Sentinel Beach - Scout Fly Locations - Scout Fly Locations or the rock pillars that have Blue Eco Laun c.iii Sentinel Beach - Scout Fly Locations -Break the mirror blocking the beam, then position the towers scattered over the level to connect the beam (while positioning the towers, a guide arrow will point towards the next tower). Once the beam is connected back to the mayor's house, talk to the mayor to get the Power Cell. Get To The Top Of The Temple to repair the bridge Eco and open open The door to the base of the Temple. Use Blue Eco parts and holes we found in the Temple to power the Blue Eco and Blue Eco and Blue Eco Launchers platforms to reach the top of the Temple. The power cell at the top. Find The Blue Vent Switch - At the top of the Temple, hit the switch in the middle of the roof to reduce the platform. This is the Central Temple Chamber. Follow the tunnel, This is the control to reduce the platform. This takes you to a two-door locked Blue Eco Vent cover and an edge leading to a tunnel; This is the Central Temple Chamber. Follow the tunnel to the Blue Eco Vent cover and an edge leading to a tunnel; This is the control to reduce the platform. This takes you to a two-door locked Blue Eco Vent cover and an edge leading to a tunnel; This is the control to reduce the platform. Catch 200 pounds of fish - See Mini-Games section below Follow Canyon to the Sea – From Blue Eco Vent. Run to the locked temple, follow the river through the stone tunnel to the ocean. The power cell sits on a small outcrops in shallow waters. Open the door behind the Temple of precursors. B) Grab the three through the three two ways to open the door. A) Before breaking the mirror on the Blue Eco Vent. Run to the locked temple, follow the river through the three two ways to open the door. A) Before breaking the three trough the three two ways to open the door. A) Before breaking the three trough the three troug pieces of Blue Eco near the Blue Eco Launcher below the Precursor Temple. Use Blue Eco Launcher to jump and guide Jak on the blue Eco Door sill. Using any of the means, the power cell is right inside the door in a small room. Free 7 Scout Flies - Appears after the 7th Scout Fly is located. D.ii Forbidden Jungle - Blind Locations -------- Total: 150 4 Orbs: On the bridge between the village and the Jungle 8 Orbs: On the path between the bridge to the village and the bridge over the Fisherman's River 9 Orbs: On tree stumps along the path between the bridge to the village and Eco Beam Tower 2 Orbs: On the edges outside the base Tower 3 5 Orbs: On the tree stumps along the path between the bridge to the village and Eco Beam Tower 3 5 Orbs: On the tree stumps along the path between the bridge to the Precursor of Temple 6 Orbs: On the edges outside the base Tower 3 5 Orbs: On the tree stumps along the path between the bridge to the Precursor of Temple 6 Orbs: On the tree stumps over the creek Eco Tower 8 orbs: On the tree stumps along the path between the bridge to the Precursor of Temple 6 Orbs: On the tree stumps along the bridge to the Precursor of Temple 6 Orbs: On the tree stumps along the path between the bridge to the Precursor of Temple 6 Orbs: On the tree stumps along the path between the bridge to the precursor of Temple 6 Orbs: On the tree stumps along the path between the bridge to the precursor of Temple 6 Orbs: On the tree stumps along the path between the bridge to the precursor of Temple 6 Orbs: On the tree stumps along the path between the bridge to the precursor of Temple 6 Orbs: On the tree stumps along the path between the bridge to the precursor of Temple 6 Orbs: On the tree stumps along the path between the bridge to the precursor of Temple 6 Orbs: On the tree stumps along the path between the precursor of Temple 6 Orbs: On the tree stumps along the path between the precursor of Temple 6 Orbs: On the tree stumps along the path between the precursor of Temple 6 Orbs: On the tree stumps along the path between the path betwe of the precursor temple 2 Orbs : On an upper floor of the Temple Precursor 12 Orbs: Above the Blue Eco Switch room itself) 10 Orbs: Above the Blue Eco Switch room itself) 10 Orbs: Above the Blue Eco Switch room itself) 10 Orbs: Above the Blue Eco Switch and the Dark Eco Plant 2 Orbs: On a platform in the corridor between the Central Temple Room and the Dark Eco Plant 5 times after the dead 5 Orbs : Above the Dark Eco Plant 5 Orbs: Along the River Below Blue Eco Bridge 15 Orbs: In the shallow waters next to The Canyon at the Sea Power Cell D.iii Forbidden Jungle – Scout Locations Flv --Jungle - Eco Beam Tower Locations -------- - To Be Completed - D.v Forbidden Jungle - FRECVENT QUESTIONS --------- None - E. Misty Island======= Power Cells: 8 Orbs: 150 E.i. Misty Island - Power Cells ------ Catch the Sculptor's Muse - Catch the Sculptor's muse and return it to the sculptor's muse and return to the sculptor's muse and return it to the sculptor's muse and return to the ---- Total: 150 10 Orbs: On the steps leading from the beach to the plateau The sculptor's muse begins on 5 Orbs: Between two pillars After all balloon lurkers are killed, cutscene shows the power cell appearing in the chapel of Lurker Ship. Use Zoomer to reach the power cell - On a pole opposite the Blue Eco platform. Free 7 Scout Flies - Appears after the 7th Scout Fly is located. E.ii. Misty Island - Blind Locations ----of rock
in the fog area 5 Orbs: On separatist rocks in the fog area 3 Orbs: In the alcove overlooking the Gulf in the acea Mist 6 Orbs: On the Lurker Ship 5 Orbs: On the bridge small spine 7 Orbs: At the base of the bridge long spine 7 Orbs: On the Lurker Ship 10 Orbs: On the Lurker Ship 10 Orbs: On the Lurker Ship 5 Orbs: On the Lurker Ship 5 Orbs: On the Lurker Ship 5 Orbs: On the bridge small spine 7 Orbs: On the Lurker Ship 10 Orbs: On the Lurker Ship 10 Orbs: On the Lurker Ship 5 Orbs: In the alcove overlooking the Stunt bridge small spine 7 Orbs: On the Lurker Ship 5 Orbs: On the Lurker Ship 5 Orbs: On the Lurker Ship 10 Orbs: On the Lurker Ship 5 Orbs: On the Lurker Ship 5 Orbs: In the skeleton in the Bay area 8 Orbs: On the Lurker Ship 5 Orbs: On the Lurker S the bridge between the Lurker Ship and Tun Lurker 14 Orbs: In the strongboxes in the Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the reteer-totter of the ribcage tunnel 3 Orbs: At the top of the steps from Precursor Silo to Dark Eco Pool 3 Orbs: The steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: In the alcove above the teeter-totter of the ribcage tunnel 3 Orbs: On the rock formation of the steps from Precursor Silo to Dark Eco Pool 3 Orbs: On the beach below the ribcage tunnel and Bay 4 Orbs: On the rock formation of the ribcage tunnel 3 Orbs: At the top of the steps from Precursor Area Siloz below the ribcage tunnel 3 Orbs: On the steps from Precursor Silo to Dark Eco Pool 3 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the rock formation of the steps from Precursor Silo to Dark Eco Pool 3 Orbs: At the top of the steps from Precursor Silo to Dark Eco Pool 3 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz below the ribcage tunnel and Bay 4 Orbs: On the steps from Precursor Area Siloz at the end of the bridge at the arch of the Lurker E.iii. Misty Island - Scout Flies ------The structure of the level -----Sculptor to get the power cell. Q. Can I Catch the Sculptor's Muse on Misty Island? A. This is what I found to be the easiest: Pay attention to Muse's route. There are a few places where he can be caught relatively easily. On the stairstep platforms at the top and bottom of the long spine bridge, Muza takes the time to hop on each step. Skipping steps or hopping on it from above, you can catch it or get close enough to make a quick line after it with the Punch button. F. Fire Canyon======Power Cells: ------ Reach The End Of The Canyon - Take Zooler at the end of Fire Canyon. The power cell is on the trans-pad at the end. Free 7 Scout Flies - Appears after the 7th Scout Fly is located. F.ii Fire Canyon - Blind Locations ------------ Total: 50 10 Orbs: In a strong box between Trans-pad and the first blue balloon 10 Orbs: In a strong box on the first bridge 10 Orbs: In a strongbox on the second bridge 10 Orbs: In a strongbox on the third bridge 2 Orbs: 50 F.i Fire Canyon - Power Cells -----10 Orbs: In a strongbox at the end of the canyon F.iii Fire Canyon - Scout Fly Locations --- to be completed F.v Fire Canyon - FRECVENT QUESTIONS ------ Total: 50 7 Orbs: On the edges of the cliff past the waterfall between the Blue Salvia hut and the rest of Rock Village 3 Orbs: Between Oracle and Ge 3 orbsologist: Behind the boulder near the geologist and Oracle 6 Orbs: Over the pontoon bridge between the village bridge and Lost Precursor City 4 Orbs : On the formation of rock near the coral reef where Appears after the 7th Scout Fly is located. G.ii Rock Village - Blind Locations ---Precursor City Chamber surfaces7 Orbs : Over the pontoon bridge between floating ramadas G.iii Rock Village - Scout Fly Locations ------ - to be completed - G.v Rock Village - FRUNVENTS QUESTIONS ----------------Q. Do I open the Blue Eco device in Rock Village? A. In general, blue eco parts that you have already collected and have respawned will be automatically pulled to Jak while he is channeling Blue Eco. What you need to do is grab both pieces of Blue Eco device in Rock Village? A. In general, blue eco parts that you have already collected and have respawned will be automatically pulled to Jak while he is channeling Blue Eco device in Rock Village? A. In general, blue eco parts that you have already collected and have respawned will be automatically pulled to Jak while he is channeling Blue Eco. What you need to do is grab both pieces of Blue Eco and let them run out. Then grab the piece behind the geologist and run to the second piece. When you see the second track starts moving (it will usually make a spiral course towards Jak.. you will see the side flash in view when it moves), turn towards The Blue Eco Device; Don't wait until you actually get the second piece. Run for your Blue Eco device and use 1 or 2 running jumps if necessary; More than 2 will waste time while Jak recovers from each to be of any use. H. Lost Precursor City Power Cells: 8 Orbs: 200 H. i Lost Precursor City - Power Cells: 8 Orbs: 200 H. i Lost Precursor City - Power Cells - Power Cells - ------------- Raise The Chamber - In the city room at the bottom of the first slide, use Blue Eco to load all 6 spheres. That'll open the door to the room. Press the switch into the room to lift it to the surface between the input and the rock formation. The power cell will be on top of the open end of the pipe. Reach The Bottom of the second slide is the bottom of the city. This power cell is over a switch at the bottom of the city/Slide Tube room. Quickly Cross The Dangerous Pool - This room is opposite a hallway to the Lurker wire room near the Complex Center. Light all metal platforms. Once a platform is lit, jumping on it again will stop. Climb Tube Slide – The platform where Get to the bottom of the city Power Cell was on make Dark Eco fill the vertical tube in that area. Use the Blue Eco holes to activate the Blue Eco holes to the second large room Free 7 Scout Flies - Appears after the 7th Scout Fly is located. H ii Lost Precursor City - Blind Locations ---200 4 Orbs: In the first hall 6 Orbs: Over the heated pipe above the floating platform in the first large room 3 Orbs: In the sinal room on the first large room 4 Orbs: Over the heated pipe above the floating platform under Flying Lurker in the first large room 3 Orbs: On the platforms activated by switch-at the bottom of the first large room 4 Orbs: Over the heated pipe above the first large room 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room on the second hallway 3 Orbs: On the platform under Flying Lurker in the first large room 4 Orbs: Over the heated pipe above the first large room 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room 4 Orbs: Over the heated pipe above the first large room 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room on the second hallway 3 Orbs: In the sinal room 3 Orbs: I of the complex 3 Orbs: In the dangerous pool room 24 Orbs: On the first slide 6 Orbs: In the sliding tube between the first and second Blue Eco Launchers 11 Orbs: In the sliding tube between the second Blue Eco Launchers 11 Orbs: On the sec ------ 1- On the platform with Piggyback Lurkers in the first big room 2- On platform above Piggyback Lurkers in the small room on the second hall 3- In the green pipe in the second large room 4- In the blue pipe in the second large room 5- On the platform under the flying Lurker in the second large room 6- On the platform over the two steam caps in the room next to the city h.iv Lost City Precursor The structure of the level ------- - to be completed - H.v Lost Precursor City - Frequent questions ------ - None - I. Boggy Swamp Yellow Eco Blast. Use Blue Eco to power cell is inside the tote rock. Break The Tethers To The Zeppelin - At the end of the obstacle course. Shoot rock holding tie with a yellow Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - At the end of the obstacle course. Shoot rock holding tie with a yellow Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - At the end of the obstacle course. Shoot rock holding tie with a yellow Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the clearing after the second retraction fence spike. holding tie with a yellow Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco Launchers. Shoot rock holding tie with a yellow Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small
area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers To The Zeppelin - In the small area of the fourth pair of Blue Eco burst. The power cell is inside the rock. Break The Tethers Total: 200 5 Orbs: On Rock Formation in First Compensation after the second retraction fence spike 28 Orbs: In the course of obstacle 12 Orbs: In the course of the obstacle (part-only view the area through the cave before the second retraction fence spike) 10 Orbs: In metal boxes on the ground of yellow Eco Vent 4 Orbs: Next to the first Plue Eco Vent 4 Orbs: In the course of obstacle 12 Orbs: In metal boxes in tar by past Boggy Billy's hut 2 Orbs: Outdoors in the first tar field past Boggy Billy's hut 5 Orbs : In the second field of tar past Boggy Billy's hut 6 Orbs: In the cave between 4th Zeppelin tie and entrance to the swamp I.iii Boggy Swamp - Scout Fly Locations ------- 1- On log after the first clearing 2- In the small area, to the first pair of Blue Eco Launchers 3- In the small area, at the second pair of Blue Eco Launchers 4- In the area past Bat Lurkers near Yellow Eco Vent after Obstacle Course 5- On a wooden platform near Flut Flut pad 6- On a wooden platform near Flut Flut pad 7- In dark Eco box past Boggy Billy's hut I.iv Boggy Swamp - Zeppelin Tether Locations --------- 1- In Compensation, after the second spike retraction fence 2- At the end of the obstacle course 3- In the small area to the fourth pair of Blue Eco Launchers 4- In the second field of tar past Billy's hut I.v Boggy Swamp - Structure of the level -------- - to be completed - I.vi Boggy Swamp - Faqs - Q. Where's the entrance to the Boggy Swamp? A. In Rock Village, go past Gambler to the first floating ramada and pontoon bridge that warrior repairs. You will reach the second floating frame. This leads to a Scout fly, which is right at the entrance to The Swamp. Q. do I end up in the tar-filled area near where I'm ambushed in the Boggy Swamp? A. You're not going in there at all. That area is where at all. That area is where the Artefact Precursor (a robot precursor (a robot precursor arm) is located that the Zeppelin is trying to recover. Once all four ties are broken, you get a cutscenes showing the rope on the breaking arm. Q. Take the boat to one of the two docks in Boggy Swamp? A. You can't take Fisherman's there at all. It will only transport you between Sandover Village and Misty Island. The docks in Boggy Swamp? A. You can't take Fisherman's there at all. It will only transport you between Sandover Village and Misty Island. The docks in Boggy Swamp? A. You can't take Fisherman's there at all. It will only transport you between Sandover Village and Misty Island. The docks in Boggy Swamp? ---- Herd The Moles Into Theme - Use Zoomer to track the 4 Lightning Peanuts in the hole. Catch The Flying Lurkers - Hit blue flying lurkers of rock, then off the ramp over the lake. Dark Eco Cure Infected Plants – Use green Eco venting next to purple plant patches to fill the Eco meter and run over purple plants. Recharge to the vent, as necessary, until all purple plants are gone. When all this is gone, a large plant will sprout in the middle and spit out a power cell. Navigate Purple Precursor Rings – Fly through blue rings as fast as you can; many will require difficult jumps and one will take you past Trans-pad (don't get too close to Trans-pad or Jak will jump on Zoomer!). A power cell will come out of the last ring. Free 7 Scout Flies - Appears after the 7th Scout Fly is located. J.ii Precursors Basin - Blind Locations -----in the area of the plant Eco Dark 14 : Top ramp at the top of the doughnut arch and connected platform 13 Orbs: On the second raised platforms 5 Orbs: On the edges of the plant Dark Eco 30 Orbs: In metal boxes on the three high rock platforms 5 Orbs: On the edges of the area of the plant Dark Eco 30 Orbs: In metal boxes on the three high rock platforms 5 Orbs: On the edges of the area of the plant Dark Eco 30 Orbs: In metal boxes on the three high rock platforms 5 Orbs: On the edges of the area of the plant Dark Eco 30 Orbs: On the second raised platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the plant Dark Eco 30 Orbs: In metal boxes on the three high rock platforms 5 Orbs: On the edges of the area of the plant Dark Eco 30 Orbs: In metal boxes on the three high rock platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the plant Dark Eco 30 Orbs: In metal boxes on the three high rock platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the plant Dark Eco 30 Orbs: In metal boxes on the three high rock platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the plant Dark Eco 30 Orbs: In metal boxes on the three high rock platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the plant Dark Eco 30 Orbs: In metal boxes on the three high rock platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the platform (in open & amp; Metal box) 16 Orbs: On the edges of the area of the platform (in open & amp; Metal box) 16 Orbs: On the edges of the area o ----- 1- Near the Lightning Mole hole 2- On the bridge over the entrance to the Basir Precursor 3- Next to the first purple precursor ring 4- Next to the first blue precursor ring (on the edges of the dark eco plant area) 5- On the loughnut arch of infected plants Dark Eco 6 - Under the bow of the dark eco plant dome 7- On the last platform opposite the three platforms of high rock J.iv Precursors Basin - Structure of the level - - - K. Mountain Pass=== --- - to be completed - J.v Precursors Basins - QUESTIONS ------ Defeat Klaww - See Bosses section below Reach The End Of The Mountain Pass - Race the three Gyrocopter lurkers to detonator at the other end of the pass. Find The Hidden Power Cell – Before entering the cave at the final stretch, there is a strange boulder of color that will get blown away. revealing the hidden power cell. Free 7 Scout Flies - Appears after the 7th Scout Flies - Appears after the bridge before the big jump 5 Orbs: On the first ramp from re-joining the first split in the path 5 Orbs: On the first ramp from re-joining the first at a scond ramp from re-joining the first split in the path 5 Orbs: On the first at a scond ramp from re-joining the first split in the path 5 Orbs: On the first at a scond ramp from re-joining the first at a scond ramp from re-joining the first split in the path 5 Orbs: On the first at a scond ramp from re-joining the first split in the path 5 Orbs: On the first at a scond ramp from re-joining the first split in the path 5 Orbs: On the second ramp from re-joining the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split in the path 5 Orbs: On the first split
in the path 5 Orb Orbs: First metal box in the cave 5 Orbs: Around the left side of the second hole in the cave 8 Orbs: In metal boxes of the line of Blue Eco Vents 3 Orbs: Over the keys in the middle of the cave 5 Blind : In the metal box after the second ramp 2. On re-uniting the first split in path 4. After the big jump 5. On the left side in the first part of the cave 6. On ------ - to be completed - K.v Mountain Pass - FRECVENT QUESTIONS ------------ Ada 90 orbs to miners - Collect 90 Orbs and talk to miners. Bring 90 blinds to the miners - Collect 90 orbs and talk to the miners. Bring 90 blinds to the mine the right side, after Guristreco in Cave 7- In the middle of the path after the K.iv Mountain Pass - Level structure ------- Collect 90 orbs and talk to the miners. Bring 90 blinds to the miners - Collect 90 orbs and talk to Oracle - Collect 120 Orbs and talk to Oracle - Collect 120 Orbs and talk to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners - Collect 90 orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. Bring 120 orbs to Oracle - Collect 120 Orbs and talk to the miners. 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Bring 120 orbs to Oracle - Coll --- 1- Near Miners. 2- Down by the lava. 3- Near the minecart track. 4- In the middle of the minecart path loop next to Spider Cave. 6- In the middle of the minecart path loop next to Spider Cave. 7- In a small niche below the entrance to the Volcanic Crater. Volcanic crater Liv - Structure of level --L.Vulcan Ui Crater - Scout Fly Locations ----- - to be completed - Volcanic crater L.v - FAQ What is the seventh power cell in the volcanic crater? A. There is a strong box with no visible means to open it near the tunnel to Spider Cave, you need to go over the Dark Eco pool with the two cobwebs then climb to the small floating platform area to reach a yellow Eco vent (it's just above and left the entrance as you go in. Use the vent and make a crazy line back up the tunnel to the box; either a jump shot or a quick shot aimed at breaking the box (you may have 1-3 seconds before Eco ends), {Thank you to RyanB for the info} M. Snowy Mountai ==Power Cells: 8 Orbs: 200 M.i. Snowy Mountain - Power Cells ------- Find The Yellow Vent Switch - Jump over ice edges and floating platforms while dodging precursor machines that will push you off to reach the switch. The entrance to the cave is behind a tree stand near the ice waterfall. Stop Lurker Glacier Troops - Use Red Eco to defeat The Glacier Troop Lurks who use shields and fireballs. There are three of these Lurkers who operate the rams that beat the glaciers. Disable blocking precursors - There are 13 blocking precursors (barrel-shaped objects with blue aurora-like shields around them) in this area. Use double-jumps (with wire, sometimes helps) to skip blue Eco Shields around blockers to hit the buttons on top. The last blocking precursors (barrel-shaped objects with blue aurora-like shields around them) in this area. Use double-jumps (with wire, sometimes helps) to skip blue Eco Shields around them) in this area. Use double-jumps (with wire, sometimes helps) to skip blue Eco Shields around them) in this area. Through The Lurker Fort - Climb the structure in the middle of Lurker Fort courtyard to get to around the interior of Lurker Fort walls. at the end of the route is the Power Cell. Open Lurker Fort and cross the second bridge at one of the top of the cave is the Power Cell. Free 7 Scout Flies - Appears after the 7th Scout Fly is located. M.ij Snowy Mountain - Blind Locations --------- Total: 200 3 Orbs: On the first precursor blocker 5 Orbs: Over the jump from the gondola to the base of the snowball ramp 5 Orbs: Over the jump from the gondola to the base of the snowball ramp 5 Orbs: Over the first ice bridge 5 Orbs: Below the first ice bridge 5 Orbs: On the ice river to the left lurker gate 7 Orbs: On the ice platform 3 Orbs: Near the exit of the Lurker infested cave 3 Orbs: Near the exit of the Lurker infested cave 3 Orbs: Near the exit of the Lurker Toop between the yellow roof Eco Vent and the bridge to the Flut Flut area 1 5 Orbs: In the area Flut 11 Orbs: On the structure in the middle of Fort Lurker between the first corner structure and the second corner structure 45 Orbs : In the three Blue Eco devices of Fort Lurker 9 Orbs: On the main structure in the middle of Fort Lurker between the first corner structure and the main structure and the second corner structure 45 Orbs : In the three Blue Eco devices of Fort Lurker 9 Orbs: On the path around Fort Lurker between the main structure 7 Orbs: On the path around Fort Lurker between the first corner structure and the second corner structure 45 Orbs : In the three Blue Eco devices of Fort Lurker 9 Orbs: On the path around Fort Lurker between the first corner structure and the second corner structure and the second corner structure and the second corner structure 45 Orbs : In the three Blue Eco devices of Fort Lurker 9 Orbs: On the path around Fort Lurker 9 Orbs: On the path around Fort Lurker 9 Orbs: On the structure 45 Orbs : In the second corner structure 45 Yellow Eco Vent 8 Saubs: In metal boxes at the top end of the overlooking M.iii Snowy Mountain - Scout Fly Locations - 1- Down the ramp at the gondola 2- Under the first ice bridge 3- Near the ice river of Lurker Fort 4- Up on the side of the cliff 5- In the cave pass-through with cap Eco vent 6- On Lurker Fort 7- Top of the structure in Lurker Fort yard M.iv Snowy Mountain - Glacier Troop Locations -- 1- Top of the snowball ramp 2- Next to the ice roof -- 1- Near the gondola 2- On the snowball ramp 3- On the snowball ramp 4- On the ice river to the left lurker Fort gate 5- On the ice river to the left Fort Gate 6- On Ice Platform 8- At the Mouth of Lurker Infested Over ice platform 9- On the ice river to the right lurker Gate 10- On the ice roof above the yellow Eco Vent switch and bridge at Flut Flut zone 3- Over the edges of the area below the first ice bridge M.v Snowy Mountain - Precursor Blocker Locations above Yellow Eco Vent switch 11- On the ice roof above yellow Eco Vent Switch 12- On the Ice Roof above Yellow Eco Vent Switch 13- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On the Ice Roof above yellow Eco Vent Switch 14- On t ---- to be completed - M.vii Snowy Mountain - FRECVENT QUESTIONS ---------- Q. can I cross the gap at the beginning of Snowy Mountain? A. Using a double-jump w/spin will pass you over to stand on the other side if done right. Jump rolling is useful to get over it, too. In addition, there is an error in
detecting the collision with the wall of the mountain, which will let Jak simply slip over if he jumps on the rocks on the cliff. {Thank you to Christopher Beer and David Baranski for this} N. Spider Cave=======Power Cells: 8 Orbs: 200 N.i. Spider Cave - Power Cells -------- Use Your Goggles to Shoot The Rotator Lurkers - In the Column Cavern, use the first view to target the Yellow Eco explosions at Centipede Lurkers that are rotating the columns Once all Centipede Lurkers are destroyed, the Power Cell will fall from the base of one of the columns. Destroy the dark cave, you need to hit gray crystals to light them areen. The light only lasts for a while, but it is generally long enough to reach the next crystal with time to waste. Follow the path from crystal to crystal to find the Power Cell and an elevator that will take you back to the beginning of the dark cave. To get past the Dark Eco pool. you need to use the rolling jump. [See section 3 - Controls] Climb The Giant Robot - The Lurker Mine Structure surrounds The Giant Robot. The fastest way up is to take the blue eco track ramp, jump off the ramp on rock formation. jump from rock formation to the next level of the structure, jump back on top of the rock formation, over to the elevator, over unstable platforms around the side of the structure, then up and over the poles and platforms until it reaches the top where the power cell is. The rotating platforms around the side of the structure, then up and over the poles and platforms around the side of the structure, then up and over the poles and platforms around the side of the structure, then up and over the poles and platforms around the side of the structure, then up and over the poles and platforms around the side of the structure, then up and over the poles and platforms around the side of the structure and more Blue Eco that will activate the Blue Eco that will activate around them. If it gets better, there will be Blue Eco left to activate the Blue Eco platform at the end of the pole set. The Blue Eco platform will take Jak to the Power Cell. Is in the deepest part of the tunnel, next to a piece of Blue Eco vent. Use Yellow Eco to the Yellow Eco to the Yellow Eco to the Power Cell. Navigate the Spider web craters to jump over Dark Eco to the Yellow Eco floating platforms in the column cavern to reach the power cell on the platform connected to one of the columns. Free 7 Scout Flies - Appears after the 7th Scout Fly is located. N.ii Spider Cave - Blind Locations ----- Total: 200 46 Orbs: In the cavern columns (including those abandoned by Centipede Lurkers) 2 Orbs: In the bottom tunnel from the cavern columns 6 Orbs: In metal boxes in the bottom tunnel of the cavern columns 16 Orbs: In the tunnel Spider 3 Orbs: At the bottom of lurker Mine structure 50 Orbs: At the level of the first wooden platform of the structure Lurker Mine 12 Orbs: In the baye to the structure of the structure 18 Orbs: On the structure of th Eco pool 5 Orbs: In the dark cave N.iii Spider Cave - Scout Fly Locations ------ 1- Near Yellow Eco Vent Entry 2- Over the bridge from the main structure in the cavern columns 3- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the top of the main structure in the cavern columns 3- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the top of the main structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near the bottom 4- On the structure lurker Mina near -- 1- Top of the main cavern columned 2- Next to the Dark Eco pool in the tunnel between the cavern columns and Lurker Mine cavern. 3- Next to the Dark Eco pool platform at Crystal 3. Use the jump roll to get over that double-jump w/spin won't do. {Thank you to RyanB for the info} N.v Spider Cave -Level structure --- - to be completed - N.vi Spider Cave - FAQ -------- Q. Crystal Dark Eco from Spider Cave? A. I found all five Dark Eco crystals (this is the same as section 6.N.iv): 1- Top of the main cavern columned 2- Next to the Pallow Eco vent at the top of the column cavern. 4- At the bottom of the water pool in the dark cave area. 5-At the bottom of the water pool over the dark eco pool platform at Crystal 3. Use the jump roll to get over that double-jump w/spin won't do. {Thank you to RyanB for the info} Q. Where is the Dark Eco Pool with 4 floating platforms in it, a high edge with 0 ark to pool with 4 floating platforms in it, a high edge with 0 ark to pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 4 floating platforms in it, a high edge with 0 ark Eco Pool with 0 ark E right leads to dark eco crystal 5 (in the water over the Dark Eco pool). The left edge leads to the Dark Cave area (which contains dark eco crystal 4, a power cell, and Scout Fly 7). O. Lava tube =======Electric cells: 2 Orbs: 50 O.i. Lava Tube - Power Cells ----------- Reach The End Of The Lava Tube - Fly the Zoomer through the Lava Tube area to reach the end near Gol & amp; Maia's Citadel Free 7 Scout Flies - Appears after the 7th fly scout. O.ii Lava Tube - Blind Locations ----- 1- Shortly after the first bridge 2- In the middle of the second bridge 3- On the left path after the precursor door 4- In the upper transport area Mine & Dark Eco 5- In the upper area of transport Mine & Dark Eco 6- In the Lower Area Transport Mine & Dark Eco 7- In the Lower Transport Zone Mine & Dark Eco O.iv Lava Tube - Level Structure ------- - To Be Completed - O.v Lava Tube - FAQ ---------- - None - P. Empty Fortress and Maya =========Power Cells : 5 Orbs: 200 P.i. Empty And The Fortress of Maya - Power Cells ---- Free Wise Blue - From the entrance, crosses the stake platform and head to the left. Continue up to the wooden platform at the base of the precursor robot cage and follow it around to the path on the left, which continues as a tile-colored walkway. Cross this and through the door is a set of two moving platforms next to the move to get to the next block with fire vent over it. Drop down to the path on the left, which continues as a tile-colored walkway. Cross this and through the door is a set of two moving platforms next to the move to get to the next block with fire vent over it. Drop down to the platforms next to the move to get to the next block with fire vent over it. Eco and this will cause a ladder of floating platforms to rise. Quickly pass here and pass through floating plates that move under several fire holes. They lead to the right. Cross the wire platform and head to the right. Cross the vire platform and head to the right. Cross the vire platform and head to the right. Cross the vire platforms to rise. Quickly pass here and pass through floating plates that move under several fire holes. They lead to the right. Cross the vire platform and head to the right. Cross the vire platform and head to the right. He crosses this and fights through the lurk-infested lobby, then smashes the three generators in
the room at the end to open the door. Cross the wire platforms to reach the shield generator for Red Sage's cage. Breaking the shield generator for Red Sage's cage. Breaking the shield generators in the room at the end to open the door at the end of the hall is a Blue Eco Vent and a series of Blue Eco Launchers. Guide Jak descent from the pulse of each launcher so that he will land on the next launcher so that he will appear leading to a scale of partial generator will cause the power cell to come out. Free The Green Sage - Once the other three Sages are released, a set of floating platforms will appear leading to a scale of partial generator for the Yellow Wise Man's cage. Breaking the shield generator for the vellow Wise Man's cage. Breaking the shield generator for the vellow Wise Man's cage. Breaking the shield generator for the vellow Come out. Free The Green Sage - Once the other three Sages are released, a set of floating platforms will appear leading to a scale of partial sonboard platforms. From the wooden platform at the top, jump over the rotating platforms on the arms above the precursor robot cage to reach the wooden platform at the top of the inner part of the Fortress. At the end of the wooden platform is the shield generator for the Green Salvia cage. - Total: 200 3 Orbs: Floating over the color tile walkway to the right of the spinning platform near the entrance door 5 Orbs: Floating over the tile walkway with a single tile color below the read Story around the base of the robot's precursor cage 9 orbs: Floating over the tile walkway with a single tile color below the right of the entrance 37 Orbs: In the metal boxes in the lurker-infested hall 3 Orbs: Floating over the tile walkway with a single tile color below the read Story around the base of the robot's precursor cage 9 orbs: Floating over the tile walkway with a single tile color below the read Story around the base of the robot's precursor cage 9 orbs: Floating over the tile walkway color the tile walkway color at the entrance 37 Orbs: In the metal boxes in the lurker-infested hall 3 Orbs: Floating over the tile walkway with a single tile color below the read Story around the base of the robot's precursor cage 9 orbs: Floating over the tile walkway color at the entrance 37 Orbs: In the metal boxes in the lurker-infested hall 3 Orbs are the robot's precursor cage 9 orbs. rise near Eco Vent 30 Orbs: In the Eco Blue Device past floating tiles under the fire holes 30 Orbs: In the Blue Eco device next to The Blue Eco Vent on the way to Yellow Sage 28 Orbs: Above and around Eco Launchers on the way to Yellow Sage 30 Orbs: In the Eco Blue Device at the end of eco Blue Eco device next to The Blue Eco device next to The Blue Eco device next to The Blue Eco Vent on the way to Yellow Sage 30 Orbs: In the Eco Blue Eco device next to The Blue Eco Vent on the way to Yellow Sage 30 Orbs: In the Eco Blue Device at the end of eco Blue Eco device next to The Blue Eco Blue Device at the end of eco Blue Eco Vent on the way to Yellow Sage 30 Orbs: In the Blue Eco device next to The Blue Eco device next to The Blue Eco Blue Device at the end of eco Blue Eco Vent on the way to Yellow Sage 30 Orbs: In the Eco Blue Eco Maya - Scout Fly Locations -- 1- Near the entrance door 2- Over the tile walkway and 2/4 the right-to-hand platform at the entrance 3- Over the partial shear platforms from Scout Fly #2 4- Between rising Blue Eco platforms and floating tile under the fire vents 5- Near Blue Eco Vent from the small hallway on the partial stakeplatforms from Scout Fly #2 4- Between rising Blue Eco Platforms and floating tile under the fire vents 5- Near Blue Eco Vent from the small hallway on the partial shear platforms from Scout Fly #2 4- Between rising Blue Eco Platforms and floating tile under the fire vents 5- Near Blue Eco Vent from the small hallway on the partial stakeplatforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms and floating tile under the fire vents 5- Near Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout Fly #2 4- Between rising Blue Eco Platforms from Scout --- to be Completed - P.v Empty and Maia Fortress - Frequently Asked Questions -near the shield generator for the Green Salvia cage. P.iv Empty and Maia Fortress - Level Structure ----- Q. pass the black walkways of the Empty Fortress & amp; Maya? A. Use double-jump & amp; spin to cross these. If you notice while you're crossing, whatever color tile you land on as you jump over will disappear. Each walkway consists of up to 5 colors: red, blue, yellow, greet and brown (uncolored). This means that it is possible to successfully cross each section in 5 jumps or less. Using double-jump with a spin will maximize the distance you can jump each time. Jump rolling won't help at all on these sections because you need more time and space to start jumping than you get on each tile. Q. The Large Precursor

Once the credits finish rolling, you'll have your attention brought to the big precursor door at the top of the Citadel. Here's what happens: - Less than 100 power cells: All power cells: All power cells to open the door and open. Inside is something surrounded by a bright white light, but whatever it is is not shown. Keira will say it's nice and the credits will roll over again. =====7. Bosses =====7. Bosses =====7. Bosses =====7. Bosses ======7. Bosses =====7. Bosse

to a nearby precursor Silo. Take the Blue Eco platform to the silo and gather the Yellow Eco. Yellow Fire Eco bursts into the robot while jumping; The explosions will target the empty blue laser and Maya use to open the silo. Once the laser is destroyed, they'll send a drone to the mine. Use the reactivated Blue Eco Vent and Blue Eco Vent will be turned on again; just launch to safely when it exploids, the silo doors are opened lightly and the robot will shoot green explosions into the Dark Eco interior. Grab Yellow Eco and fire at the robot some more. When ther mine's near the robot will shoot is abal. White Eco Continue to sofe and the robot will give and the robot will give and the robot will give and redits. Sit down awas that yo in anall White Eco Vent and Blue Eco Vent and Blue Eco Vent and Blue Eco Vent and Blue Eco Vent will be turned on again; just launch to safely when it exploids, the robot will give prove for and the robot will give and the robot will give and the robot will shoot green explosions into the Dark Eco birds. We constant the robot will shoot green explosions will arget the empty blue laser and the robot will shoot green explosions will arget the empty blue laser and the robot will epide green will shoot is abal. When they send shock waves that you prover. Grab Yellow Eco and fire at the robot some more. When they resolve, they load adgenerate an Eco White food green explosions into the Dark Eco Connon explores and generate an Eco White food green explosions and generate an Eco White food green explores and generate an Eco White food green explores and generate an Eco White food green explores and the robot will shoot in anally for will adve green explores and redits. Site down and redits as solice and redits, for and redits, for

you won't get the power cell if you finish the race in less than 45 seconds. - Some were able to leave and work on other goals, then return later to have the reset record to normal. - Some left the area and returned to have the reset record to normal. - Some left the area and returned to have the reset record to normal. - Some left the area and returned to have the reset record to normal. - Some left the area and returned to have the reset record time around. - This bug doesn't happen all the time for everyone.. I haven't encountered this bug myself. B. Other minor errors======= + On Misty Island, hitting Skeleton Lurker by Scout Fly Fly The ribcage tunnel will sometimes push him into the solid platform and lose the Green Scoures the camera generally helps correct this. + Sometimes recharging from a rescue manual in the Empty Fortress & amp; Maja and the Green Salvea from the Empty Fortress & amp; Maja and the Green Salvea from the first time, the game may freeze when other Wise Men are saved. {Thank you for PODarkTerrain for that} + At the bottom of the small spine bridge on Misty Island is a small invisible ramp that leads from the lower vertebra to the ground + There are collision detection errors in virtually every area, the most notable are: + The bottom of the spine bridge extends farther on the platform than the spine graphics do. + ramp chains on the bay cargo ship lurker make a wall rather than a window * The cliff that borders the gap at the beginning of Snowy Mountain will let Jak slip over instead of falling {Thanks to BoneCollector11 for this} with encounter will cause a slight break before sliding down its length. * There is an outland on the wall over the entrance to the first crystal light in the area and returned to the grief cave at the level of the spider Cave. Jumping off the edge on this outflower whil

you have something to add or correct (writing mistakes, suggestions, etc.) send me an email: wntermute@home.com special thanks for: - RyanB from the GameFAQs forum for help on Destroy Dark Eco Power Cell Crystals and confirm how to get the seventh power cell in the volcanic crater. Thanks also go to those who sent the same information afterwards. - Users from the GameFAQs forum and the official SCEA Jak & amp; Daxter website who helped with the faq details: Precursor Basin Race Bug. - Users of the GameFAQs form that highlighted the error in Eco Types. - Everyone who sent an email about Jak & amp; Daxter help, suggestions and corrections for THE FAQ, and for additional errors. This document must be kept in its entirety when displayed or registered. You can use the information in this document you want, but don't claim it textually as your own. The following sites are sent the most up-to-date version: - A2Z Cheats () {Demo & amp; Full} - Cheat Code Central () {Full} - PSX Codez () {Demo & amp; Full} If you run a PS2 gaming site and want to post this FAQ, please notify me so that I can get the most up-to-date version for you in a timely manner. & gt; & gt; DO NOT send this to Gamespot.com; I asked to take it off. & gt; Do not send this to 911cheats.com; I sent them several updates that they ignored. & lt;p>

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