

Flame Mammoth

Do this stage after Chill Penguin to freeze the factory floor. If you have not done Chill Penguin, which is really only if you're intentionally doing Penguin Last, this stage is very different.

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Flame Mammoth - Upgrades

The three collectables in this stage are all close (ish) to each other after the first drop.

The Buster Capsule

Requires the boots, and the helmet.

The Sub Tank

The sub tank is in the top left of the big room immediately after the Buster Upgrade. While it is possible to go all the way right and up and circle back left to dash jump to the wall, there is a better way (if you got the buster upgrade and have ice).

Just under the wall there is a Pickman (the hammer bro esque enemy throwing pickaxes) on the left edge of a platform. Eliminate it, and optionally the next enemy to the right. Facing left, use fully charged Ice. Jump onto the ice sled, then WALK (not dash) left, and jump at the corner. X will rarely grab the corner at all, but you should have enough height to trigger another jump to climb the wall.

If you're having trouble making the jump, make sure you are only walking left and not dashing.

You can kick off the wall to break the blocks and get at the sub tank (having the helmet helps), or you can fire in a boomerang. If you use the boomerang, you can use that to try and phantom grab the heart tank.

The Heart Tank

There are 3 ways to get the heart tank in the bottom right of the same large room.

1. Phantom Grab with the sub tank. Obviously only possible if you're getting the sub tank.
2. Use a boomerang near the wall. There's a trick to make it go down.
3. Just go onto the ice and get it on foot.