Crash Bandicoot: The Huge Adventure Enemy Guide Final

by kenb215   Updated on Jan 23, 2004

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               E N E M Y   G U I D E
                  In-depth Guide


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           Crash Bandicoot The Huge Adventure  GBA
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enter. You will be taken to the section that you want.

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1.00                            Introduction     (_)
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Welcome to my enemy guide for Crash Bandicoot: The Huge Adventure.  It is here
to help everybody in their quest.  It should make it easier for you to get past
tricky enemies, and will shave precious seconds off of your relic times.  It is
made to be complementary to my other Crash guides, found at www.gamefaqs.com.
If you have any input, contact me at kenbarney@optonline.net, with Crash
Bandicoot as the subject, and you will be given credit.  You can also use the
gamefaqs message boards.

If you liked this walkthrough, you might like my other work.  Find it at
http://www.gamefaqs.com/features/recognition/34422.html


=================================== _/ ==============================
2.00                            Controls    (_)
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The controls to Crash Bandicoot are fairly simple, and are easy to pick up on.
They are intuitive, with the classic A jump and B action.  This game makes good
use of all of the controls the GBA has to offer.

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2.10  T H E  C O N T R O L S
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Warp room
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START........................Bring up/ Exit Load/Save menu
RIGHT/LEFT...................Select Level Number
UP/DOWN......................Select Warp room level
A BUTTON.....................Start Level Select (in Load/Save menu)
B BUTTON.....................Cancel (in Load/Save menu)


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General in game
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START........................Pause game and bring up pause menu
SELECT......................Bring up Status Panel with number of lives, Wumpa,
                            and Crates
---------------
Crash Bandicoot
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Normal Moves
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CONTROL PAD..................Move
A BUTTON.....................Jump
B BUTTON.....................Spin
A + R.......................Body Slam
DOWN or R...................Crouch
CONTROL PAD + DOWN or R.....Slide
DOWN or R + CONTROL PAD.....Crawl
R + A.......................High jump
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Special Powers
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A + R......................Super Body Slam   After 1st boss
A + A......................Double Jump       After 2nd boss
R + A + A..................High Double Jump
B(3)......................Tornado Spin       After 3rd boss
A + A + B(3)..............Super Spin Jump
L.........................Turbo Run          After 4th boss


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While Hanging
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A BUTTON...................Jump on/Let go
B BUTTON...................Spin
CONTROL PAD................Move


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Underwater
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CONTROL PAD................Move
A BUTTON...................Quick dash forward
B BUTTON...................Spin, and dash forward
R BUTTON...................Spin, and dash forward


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Rocket (Jetpack)
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CONTROL PAD................Move
A BUTTON...................Fire Laser Gun
R BUTTON...................Roll right
L BUTTON...................Roll left


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Hover Bike
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CONTROL PAD................Move
                          (This is only used in the yellow gem path.)


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Polar Bear
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CONTROL PAD................Move
A BUTTON...................Jump
B BUTTON...................Turbo Run


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2.20  U S I N G   T H E   C O N T R O L S   T O   D E F E A T   E N E M I E S
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2.21  O N   L A N D
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On land has, undeniably, the most number of moves that you can do out of all of
the locations in the game. Consequently, it has the most varying types of
enemies, and the most number of different ways you can defeat them. A general
tip is to look at an enemy. Depending on its appearance, you can usually tell
in what ways it is immune to attack, and thus the best way you should deal with
it. If it does not appear to have any defenses, then it probably doesn't, and
you should attack it in the best way you can, which is usually jumping, or
spinning.

If you are just running along, and you encounter a basic enemy, then you should
spin it. This is true because spinning is the easiest and fastest way to
defeat an enemy. It leaves the widest margin of error, and is the most
difficult to mess up. Once you have the turbo spin, after the third boss, then
you should use that whenever you think it might be helpful. The turbo spin
lasts a lot longer then the regular spin does, and thus you can be off with
your timing a lot and still take out the bad guy with time to spare.

If, running along, you encounter an enemy that can't be spun, but can be jumped
on, then you should either jump over it, or jump on top of it. If you can
double-jump over it, then that is best, because by doing that, it makes it
almost impossible to miss slightly, and hit the enemy, killing yourself in the
process. However, if you are going to go back, then you should kill it, this
way you don't need to deal with it twice. If the enemy can't be either spun or
jumped on, such as the spiked lizard, then you should slide into it. Sliding
should only be done if you have nothing else that you can do. That is true
because it has the smallest margin of error, and it is the most difficult of
the maneuvers to do.

In addition to these ways, there is one other move that can be used to take out
an enemy. That is the body slam. The body slam is a very time consuming and
cumbersome move. It also has a relatively high chance that it won't be timed
right, and you will die instead of the enemy. The only time the body slam
should be used to take out an enemy is when you are just playing a level for
fun, and have plenty of lives to spare. I currently have 99 lives, which is
more then enough of a safety margin.

2.22 U N D E R W A T E R

Underwater has just one attack. This attack is spin. Spinning into an enemy
under water is a lot harder to do then spinning into one on land. That is
because it is harder to control the character, Crash, when underwater then when
on land. Because of this, whenever you can, you should avoid enemies all
together. Once again, this should be omitted if you are going to come back,
which is only done in one of the levels.

Timing a spin is a difficult thing to do. I tend to time it a bit early, so
that by the time I run into the enemy, my spin is already over, and I die. The
way to spin an enemy, though, is to wait until you are right next to him (it?).
You should then spin, and push in the direction towards the enemy. With any
luck you will spin into it, and it will disappear, which is how all enemies die
in this game.

However, some enemies can make themselves temporarily invincible. The two that
can do that are the small electric eel, and the puffer fish. The way to spin
them is to wait until just after they use their special ability, blow up for
the puffer fish, and electrify for the eel, then spin immediately. If you are
lucky, then it will die. If not, then it might have used its power twice in a

row, which is rare, and you will or electrify yourself. Only the eel will do
this.

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2.23  R O C K E T  (J E T P A C K)
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The rocket leaves you with only one attack. That is to fire your high-tech,
James Bond, wrist-watch laser. To fire it, press the A BUTTON. When there is
time, you should always destroy any enemy that you can. Knock the planes out
of the sky. Blow up the bombers. HOWEVER, you should only do this if you can
get away with it without being attacked. This is true because any enemy that
you destroy would have passed you by soon enough, but any damage you take in
combat, you will not necessarily be able to recover.

Generally, the best way to shoot an enemy is to aim for it, by moving Crash,
before it is even in range. Then keep pressing the shoot button until it
falls. If you miss, and the enemy's cannon ball-sized bullets are coming
towards you, then move out of the way. If it is too late for that, then you
should press either the L or R buttons, and you will spin quickly to either the
left or right side, respectively.

Now the enemy should be shooting at you again, only you are in a different
place. Now is your time to move back to where you are in line with the enemy,
and quickly take a few pot shots at it. If you miss, then try again. If you
manage to hit it, then he will fall out of the sky. Now is your time to
pounce. Target the next enemy, and repeat. Of course, if there are too many
enemies, and you can't stay still for long enough to aim, then you should move
constantly, and try to pass through a place where the enemy is. With luck, you
will take out a few of them. Without luck, then you will just need to keep
moving until they pass.

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2.24  H A N G I N G
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Hanging doesn't leave you with too many options for how you can attack. The
only thing that you have here is spin. Also, the spiked creature that hangs
upside down, the most common enemy is indestructible. So you can't spin him at
all. Instead, you need to back-off, and wait for him to pass, or get down, and
go under him.

Besides the ominously off-course spike there is one other enemy that you are
likely to encounter while you are hanging out. That enemy is the flamethrower.
The flamethrower can attack you from a distance, so to be safe, you should wait
for his flame to stop coming out, then for the last bit of it to dissolve, then
attack him. Go next to him, and spin him into oblivion.

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3.00                          Enemy Listing    (_)
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Name:         Abominable Snow Monster
See:          Snow Monster

Name:         Airplane
See:          Fighter

Name:         Armored Spike
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Description:    A blue covered half-sphere creature.
Difficulty:     8
Attacks:        Sends spikes out to kill you.
Defeat:         Any, but only when spikes are retracted.
Found in:       Future Levels


Name:           Blimp
Description:    A giant, green blimp.
Difficulty:     5
Attacks:        Shoots missiles at you.
Defeat:         Shoot the N Cortex head in the center.
Found in:       Flying levels


Name:           Bird
Description:    A purple bird that hovers in place.
Difficulty:     4
Attacks:        Swoops down to ram into you.
Defeat:         Spin or jump on it.
Found in:       Earth levels


Name:           Bomber
Description:    An airplane carrying a large bomb.
Difficulty:     3
Attacks:        Rams you with "the bomb."
Defeat:         Shoot it, or dodge it.
Found in:       Flying levels


Name:           Crusher
Description:    A giant log that comes down to crush you.
Difficulty:     5
Attacks:        Falls down to crush Crash.
Defeat:         Time your way past it.
Found in:       Snow levels


Name:           Eel (large)
Description:    Large, green eel that lives in holes in the side of rocks.
Difficulty:     4
Attacks:        Strikes out to bite you, they can reach MOST of the way across.
Defeat:         Spin into it.
Found in:       Underwater levels


Name:           Electric Eel
Description:    Small, green eel that will sometimes glow yellow with
                electricity.
Difficulty:     6
Attacks:        Electrifies itself
Defeat:         Spin into it when it is not electrified.
Found in:       Under water levels


Name:           Electric Fence
Description:    Grey posts, and blue electricity
Difficulty:     5
Attacks:        None
Defeat:         Dodge it, hit it from the side, or be invincible.
Found in:       Chase part of snow levels


Name:           Electrified Robot
Description:    A hunk of metal with an antenna at the top, and electrodes that
                come out of the side or top.
Difficulty:     7
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Attacks:        Electrodes may alternate between being up and down, or may stay
                in one position.
Defeat:         Spin or slide it when the electrodes are up, and jump on it when
                they are down.
Found in:       Future Levels


Name:           Fighter
Description:    An airplane that shoots you while you are in the flying levels.
Difficulty:     5
Attacks:        Cannon
Defeat:         Dodge its attacks and shoot it, or just wait until it passes.
Found in:       Flying levels


Name:           Flamethrower
Description:    A suited person, handing from a grating, that uses a
                flamethrower.
Difficulty:     3
Attacks:        Flamethrower
Defeat:         Run straight to it and spin, or wait until just after he has
                fired.
Found in:       Sewer levels


Name:           Frog
Description:    A green, wart covered from that jumps about.
Difficulty:     3
Attacks:        None, but jumps around.
Defeat:         Any, but spin works best.
Found in:       Sewer levels


Name:           Ice
Description:    Not an enemy, but blue and slippery, can make you fall into a
                pit.
Difficulty:     7
Attacks:        None
Defeat:         Be careful.
Found in:       Snow levels


Name:           Jellyfish
Description:    A purple jellyfish that bobs slowly up and down.
Difficulty:     4
Attacks:        None
Defeat:         Spin from the bottom only.
Found in:       Underwater levels


Name:           Landmine
Description:    A landmine that is brown and red.
Difficulty:     7
Attacks:        None
Defeat:         Try to avoid it.
Found in:       Chase section of Snow levels.
Other:          They will not kill you, just slow you down so the snow monster
                can kill you.


Name:           Laser
Description:    An orange laser beam in the future levels.
Difficulty:     3
Attacks:        None
Defeat:         Dodge it.
Found in:       Future levels
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Name:          Lizard
Description:    Short and purple, crawls along the ground.
Difficulty:     1
Attacks:        None
Defeat:         Use any attack.
Found in:       Earth levels

Name:          Mine
Description:    Floating yellow mine with red spikes.
Difficulty:     3
Attacks:        Floats towards you.
Defeat:         Invincible, so swim around it.
Found in:       Underwater levels

Name:          Mouse
Description:    Small mouse that scurries about.
Difficulty:     1
Attacks:        None
Defeat:         Any attack
Found in:       Sewer levels

Name:          Penguin
Description:    A small penguin.
Difficulty:     3
Attacks:        Spins, which will make it temporarily invincible.
Defeat:         Any, but don't slide when it is spinning.
Found in:       Snow levels

Name:          Penguin (Type 2)
Description:    A penguin that slide along the ground.
Difficulty:     5
Attacks:        None
Defeat:         Dodge it.
Found in:       Chase section of snow levels

Name:          Polar Bear
Description:    A white polar bear found in the snow levels.
Difficulty:     1
Attacks:        None
Defeat:         Any, use spin for fastest result.
Found in:       Snow levels

Name:          Puffer fish
Description:    A small, red fish.
Difficulty:     4
Attacks:        Inflates itself to become invincible.
Defeat:         Spin it when it is deflated.
Found in:       Underwater levels

Name:          Rat
See:           Mouse

Name:          Scrubbing Bubbles
Description:    Silver, sponge creature that moves back and forth.
Difficulty:     1
Attacks:        None
Defeat:         Any
Found in:       Sewer levels.

Name:          Seal
```

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Description:    A seal that slides along the ground
Difficulty:     2
Attacks:        None
Defeat:         Any
Found in:       Snow levels
Other:          They always attack in groups, coming one at a time as long as
                you are in a certain place.  You will hear them before they
                come.

Name:           Shark
Description:    A shark, swims in a straight line.
Difficulty:     2
Attacks:        None
Defeat:         Spin into it.
Found in:       Underwater levels.

Name:           Shirt
See:            Scrubbing Bubbles

Name:           Snow monster
Description:    A giant monster that chases you in the forward snow levels.
Difficulty:     3
Attacks:        Runs into you.
Defeat:         Keep ahead of it, use B to dash
Found in:       Chase section of snow levels.

Name:           Spike
Description:    A small, grey creature that hands upside down from a grating.
Difficulty:     4
Attacks:        None
Defeat:         Indestructible, use the invincible mask.
Found in:       Sewer Levels

Name:           Spiked Lizard
Description:    A two-legged, green, lizard-like creature with a sharp rim
                around its head.
Difficulty:     6
Attacks:        None
Defeat:         Slide into the bottom of it.
Found in:       Earth Levels.

Name:           Spikes
Description:    Grey spikes in a pit beneath you.
Difficulty:     2
Attacks:        None
Defeat:         Jump over them.
Found in:       Earth levels.

Name:           Squid
Description:    A purple squid that darts about in a diamond shaped path.
Difficulty:     3
Attacks:        None
Defeat:         Spin it
Found in:       Underwater levels

Name:           UFO
Description:    A blue UFO that floats overhead, with a pilot in it.
Difficulty:     3
Attacks:        Lightning Zap below it.
Defeat:         Jump on top of it.
```

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Found in:       Future Levels


Name:           Venus Fly Trap
Description:    Has a green stem and leaves, with a purple "head".
Difficulty:     3
Attacks:        Strikes forward to bite you.
Defeat:         Use any attack, but spin works best.
Found it:       Earth levels.
Other:          It will only attack forward, so you are safe behind it.



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================================================= _/ ==========================
5.00                            Conclusion    (_)
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Here ends my enemy guide to Crash Bandicoot: The Huge Adventure.  With any
luck, it along with my main guide, have helped you in your quest to beat this
game.  I wish you all luck in this game, and in life.  Good luck.  Don't
forget, you can contact me at kenbarney@optonline.net.

EOF (End Of FAQ)
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