

Crash Bandicoot: The Huge Adventure Boss FAQ Final

by Simon

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..... Crash Bandicoot XS / Crash Bandicoot The Huge Adventure

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Crash Bandicoot XS - Boss FAQ Version Final by Simon (thiagosimoes84@hotmail.com) -
March/2K2

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- 1 - About this FAQ

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This FAQ is not intended to be a full guide for Crash Bandicoot XS, since I believe that this game is not that hard, and it is also not packed with lots of secrets. This is only a Boss FAQ

with some tips to help some people who could not get rid of the Bosses. Now, enjoy reading.

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- 2 - Bosses

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| Game Controls |

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A - Jumps

B - Attack

R - Crouch

D-Pad - Move around

R + --> - Dashing Attack

Start - See Status Screen

Select - See Stage Status

Hold down R, and press A - High Jump

While in air, press R - Body Slam [Note 1]

Press A while in air - Double Jump [Note 2]

Hold down L - Allow Crash to perform a Turbo Run [Note 3]

R + -->, A and A again (after learn double jump) - Higher Jump

[Note 1] - When you defeat Dingodile, the Body Slam will become the Super Body Slam.

[Note 2] - The Double Jump will only be accessible when you defeat N. Gin.

[Note 3] - The Turbo Run will only be accessible after you defeat Neo Cortex. It is necessary to complete some Time Trial stages, after you beat the game.

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| Boss 1 - Dingodile |  
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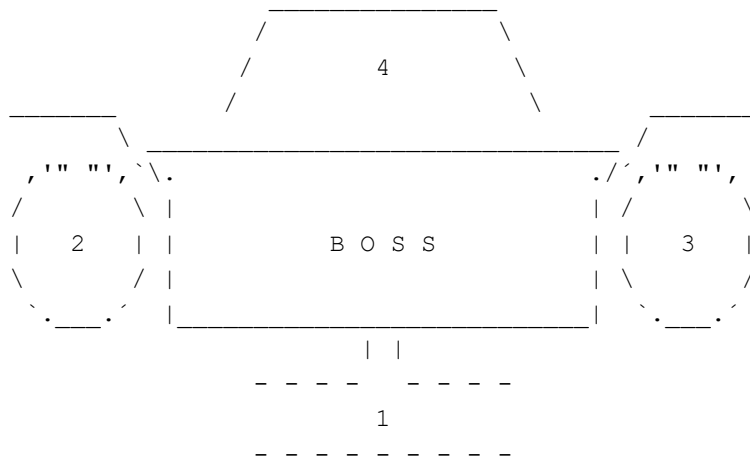
Pretty easy job here. Dingodile is protected by a capsule, active even underwater. He will shoot in the up direction, making stalactites falling from the roof and hitting you if you are under them. Keep avoiding the falling stalactites. Eventually, Dingodile will hit a stalactite that will fall and hit himself. Now, its capsule will be temporarily off. Hit him with the B button once, and he will gain his capsule again. Kill the sharks that are moving around, and wait until he lose his capsule again. Hit him once more. Repeat this process again, and he will be over.

Earn the ability - Super Body Slam (While in air, press R)

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| Boss 2 - N. Gin |  
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If you ever played Space Harrier (released for Sega Master System, Game Gear, Genesis and 32X), or Planet Harrier (released for Dreamcast), you will not have any problem here. But I have to warn you - the things are not as easy as it seems. At the start, the boss will shoot you from three different places: from a machine gun, located at the bottom of the flying machine, and from its left and right "arms". Bellow is drawn an ASCII art about the Boss.



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| 1 - Machine Gun                    2 - Left Arm                    3 - Right Arm                    4 - Bomb Launcher  
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Well, it is not perfect, but I believe it is, at least, understandable. The number 4 is the

Bomb Launcher. The Bomb Launcher will only be activated after you cause a big damage to the Boss. The Boss will do nothing except keep shooting you. So, the best order to destroy him is 1-2-3-4, or making myself clear, you have to destroy the Machine Gun first, after both his arms, and finally the Bomb Launcher. The bombs will pursuit you, so you'd better get out of their way with the L and R buttons, or shooting 'em if you want to. Soon, you will kill him.

Earn the ability - Double Jump (While in air, press A)

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| Boss 3 - Tiny |  
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This guy is not very tough. You just need to be really fast. Tiny (which is not tiny, really) will keep jumping from platform to platform. You just have to avoid him, and also keep jumping.

When his spear grasp on the ground, hit him. He will jump, and then some leaves will start failing from the sky upon one platform. Get out of this platform as fast as you can, because it will fall permanently. Now, the battle field will be slightly shorter, but the main idea is

the same - avoid, hit, run. Repeat this process until you kill him. Soon, he will be over.

Earn the ability - Tornado Spin (Press B repeatedly to spin longer and float)

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| Boss 4 - Neo Cortex |  
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The Final Battle awaits! Neo Cortex is not a tough man(iac). He is just complicated until you know what to do. Neo Cortex will start shooting you with simple shoots. It is not hard to avoid

'em. Then, he will stop, and start charging a hyper beam. Note that the shoot will pursuit you.

Also note that those tiny red-to-green ledges are accesible now. You just have to jump above them (hold down R, jump and jump again), and wait for the hyper beam shoot. But the problem is

that you can not be hit. So, you have to quickly jump above the platform, and when you hear the

sound of the beam being charged, count 1-2-3, and jump. The shoot will hit a jewel. Now, Neo Cortex will shoot you faster. Keep avoiding his shoots, and repeat the whole process again - wait for the hyper beam, hop on to the ledge and jump right in time. Do it once again, and Game

Over. Is it really?

Earn the ability - Turbo Run (hold down L)

No, the game is not over! Now, with the Turbo Run, you can finish the Time Trial stages even faster. Keep going!

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When you finally get 100% in the game the true form of Neo Cortex will be shown. It is the TRUE final challenge, but it is not a Boss fight at all. The final challenge is the real final stage

in the game, where Neo Cortex will chase you all the time, while you have to avoid enemies, and still perform very precise jumps. Beating this stage, you'll get the real ending, but you won't have to confrontate Neo Cortex directly in any moment, really. All I have to say is: Good luck!

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3 - Credits  
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Thanks goes to:

-GOD, for All  
-Mom, for listening all my my stuff :)  
-You, for reading this FAQ

I hope you enjoyed!

See you!

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----- The End? -----  
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