

Crash Bandicoot FAQ/Walkthrough

by crashspyro150

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***Crash Bandicoot Walkthrough and FAQ***  
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Destroy the 3 crates in front of you to start. Move forward and jump or spin the crab. Jump over the pit, and grab the aku aku from the box. Get all the boxes and make it to the edge of the climb. Proceed, getting all boxes including the aku aku crate. You should have 2 of them now. Hit the checkpoint, then read the following before proceeding. Grab the aku aku, and hurry forward and your mask will auto destroy crates for you. Be careful, there is a box right after the barrier before the 8 crate stack. Easy to miss. Take the right path, and hit the ! switch. Carefully jump on each one, making sure you don't fall or miss any. Take a U turn at the end and SLOWLY head back the left path, killing enemies and getting the crates in that path. Then head for the exit. You should not be missing any crates and receive a gem.

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Level 2: Jungle Rollers >[0002]

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*White Gem

*Tawna Round

Get all the crates if you want, it won't do you any good. Go forward, and DO NOT spin the crate labeled TNT. Jump on it and run. Keep going grab the TAWNA token from the box before the man eating plant. After the wall of boxes, and between the two sets of rollers, is the second TAWNA token. The life between the TNTs is hard to get. I suggest just sacrificing a mask. The last TAWNA token is a lonely box between a set of rollers. Grab it, then complete the EXTREMELY straightforward Bonus Round. Go to Tawna before the save portal. One last note: do not move up or down, YOU CAN FALL. Back to the main level, reach the end but beware of the rollers. You should have missed 3 boxes, if you bothered to get them all.

GREEN GEM:

If you have the green gem from THE LOST CITY, then ride the green gem that you see along the path to the 3 remaining crates.

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Level 3: The Great Gate >[0003]

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*White Gem

*Tawna Round

The first tribal level! Note that instead of spinning the turtles, you can jump on some to make them bouncy and use them to reach some boxes. Also, the bouncy crates bounce you higher if you hold down X. The first TAWNA token is between a metal crate and a bounce crate. Be careful. Don't attack the monkey when he is rolling. For the life jump on the next to boxes. When you reach the climbing part, you have to spin the platforms. The go back to original, so be quick. The second TAWNA token is after the first set of spikes. If you don't have invincibility, you have to jump the guy with the shield. He will push you off. The next TAWNA token is along the path. Again a straightforward bonus level. Don't fall off the top or bottom, that's just stupid. Yay! another save point. You should have 8 boxes left if you got them all.

YELLOW GEM:

When you have this from THE LAB, come back here. Right before the exit, the yellow gems turn into platforms. More of the spinnny things here. First get the box after the second jump crate. Another crate at the top. You can use the bouncy crate here to get an extra life. Use the bouncy crate to reach behind the wall, if you want. Come back and get the crate though. Go through to the end. Another gem!

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Level 4: Boulders >[0004]

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*White Gem

I hate this level. I always get snagged on some obstacle. Do not get caught up on ANY obstacle, break all the boxes, and you should be fine. Make sure you break them all yourself. If you get snagged by an obstacle, there is an almost 100% chance of dead bandicoot. The gem is easy if you can survive.

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Level 5: Upstream >[0005]

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*White Gem

*Tawna Round

the first level where timing is major factor. Beware of the leaves, they will sink if you stand on them too long. Start by grabbing the aku aku crate behind you. Jump ahead and break the next crate for a TAWNA token. Keep going, avoiding the fish and getting crates. The first checkpoint is at the top of the slippery log. When you reach the platform with the TNT and the life, observe the plant. You have to jump on it then jump away fast, or it will eat you. The second TAWNA token is after the plant-platform. Ahead you'll find a blue plant-platform. This one doesn't wait, so you have to time your jumps. The second checkpoint is right before a series of plants. The third TAWNA token is after those two. Go to Tawna and save your progress. You must time this pretty well up ahead. You should be missing 3 boxes.

ORANGE GEM:

When you have the orange gem from GENERATOR ROOM, then at the second waterfall you will see orange gem platforms. Go to the center of the five under the waterfall and spin for a life crate. Go to the end and ride the gem to the next gem. Jump on the leaf and past the blue plant. Get to the end of this road for a white gem.

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Level 6: Papu Papu >[0006]

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*Papu Papu

YAY! Our first boss battle. Don't touch him directly. You die. He will hit the floor with his staff, then spin around. Jump over his spins. When he raises the staff again, move. He'll hit the floor. Jump on his head. He loses one of his hit points. This time, he won't raise it before spinning, so be warned. Hit him again. Do it a third time. If you fail to jump on him in time, or if you spin him, he takes no damage.

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Level 7: Rolling Stones >[0007]

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*White Gem

*Tawna Round

*Brio Round

Ha. Pretty funny name. First off, spin the plant and grab the rest of the boxes. Get the TAWNA token up ahead. Make sure you get the aku aku crate in the shade. Dodge the rollers then use the bouncy crate to reach the other crate. When that one is gone, you will get your first BRIO token. Keep going and you will reach the first checkpoint. Will see two plants and three crates in the back. The aku aku is in the middle, and pretty hard to reach. If you spin the plant just right, it will hit the other one AND the three crates, netting you another mask. Be very careful here. Don't jump on the TNT yet. Grab the BRIO token in the upper left crate first. Grab the checkpoint, then move forward. The next crate contains the second TAWNA token. Try not to spin the next plant, because it will break the bouncy crate. Jump on it instead. The bobbing platforms will fall, so be warned. Get the next crate for...TAWNA token! Don't focus on the crates, they are unimportant. Just don't FALL. Save point time.

Get to the end, and grab the crates for a...BRIO token! This is a hard one. Hold down the X button and just go forward. The BRIO rounds are just for extra lives, they serve no other purpose. Assuming you didn't die, you have 6 boxes left.

BLUE GEM:

When you have it from TOXIC WASTE, go along the path until you spot the gem platform. Ride it. Get the six boxes at the end, and a picture of Cortex too. Ride the blue gem back up and finish the level for a gem.

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Level 8: Hog Wild >[0008]

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*White Gem

Not much to say here. Jump on the hog. Don't die. You can get the gem, but some crates might be hard to reach. If you miss one, you have to start over. You may have to practice for some of the crates. Jump ON the drums, not over them. You should now have 3 gems. If you didn't get, it practice until you do.

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Level 9: Native Fortress >[0009]

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*White Gem

*Tawna Round

One of the first four boxes has a TAWNA token, so grab that. Go up. When you reach the turtle, jump on so you can bounce to the aku aku crate. Beware of rolling monkey. Seriously. You can kill it though. Avoid clubs and fires and get to the checkpoint. *sigh* I hate these. Spin the rollers to proceed, but they go back to normal, so be fast. The first crate here has a TAWNA token. Try not to die from jumping here. Get the checkpoint. The native will try to push you off. The ONLY WAY to kill him is to jump on him, then spin him. Don't be afraid to jump at the club, you can't reach it. Get safely to the second check point. Beware of more natives. Keep going, avoid stuff. Second set of rollers, last TAWNA token. Save, once more. See the turtle? See the sawed off point right on top of it? Jump behind it. You can avoid all the obstacles that way. Move to the left of course. When you can't go any further, jump over the second stump back into the level. Be careful, the flames are pretty nasty. Get to the third set of rollers. GREAT! ...But you missed 11 boxes. Stupid colored gems.

RED GEM:

When you have the red gem from SLIPPERY CLIMB, When you are at the top of the are, you will notice a mess of red gems. Go up using them. Use the bounce crate to reach a life crate at the top. You can stand on the clouds. Go to the right and get all the boxes. When you are done, finish the level. Another gem.

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Level 10: Up the Creek >[0010]

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*White Gem

*Tawna Round

Congrats! You're at island number 2. Another creek level. Grab the crates in front of you. Everything from the first creek level applies here. Some of the jumps are tricky though. You get your first TAWNA token after the blue plant. Keep going to the next checkpoint. Try to hit the ! box without dying. Wait for the leaves to respawn. Go back and observe the new leaves at the base of the waterfall, along with two crates. Jump on the TNT then bounce back up. The second TAWNA token is with the next life crate. the third TAWNA token is just up ahead. Use the overhead row of boxes to move forward. Save yet again. Yes! a little over 1/4 of the game done. Observe the last series of jumps, before

jumping. Another gem.

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Level 11: Ripper Roo >[0011]

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*Ripper Roo

The second boss battle. This one requires strategy. You have to jump on the BIG TNT so that it explodes on the platform he is on. You can't directly hurt him, so don't touch him. His first jump pattern is this: middle, bottom left, middle, bottom right, middle, etc. His second pattern is bottom center, right, middle, left, bottom center, etc. His last one is bottom center, right, upper center, left, bottom center. Explode him to death and you win.

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Level 12: The Lost City >[0012]

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*Green Gem

*Tawna Round

*Brio Round

First of all, observe the metal wall. Also observe that you can jump towards the screen and over the wall through the front to the crates. Get back and grab the aku aku. Kill the lizards and don't get pushed off. when you get to a point where you see a bat, wait for the flock. When the pass, kill the dangling bat and drop down to avoid the next flock. Jump into the room above you and get the hard to see box on the right for a TAWNA token. In the next vertical room there is a bouncy wumpa crate, use it to reach the ! crate that IS above it. You won't be able to reach the brio token if you don't. Get the checkpoint, then jump to the platform with the tokens without breaking the box. Use the box to reach the BRIO token. The second TAWNA token is in a vertical room up ahead. Reach the next checkpoint. You want to use the lizard to reach BRIO token two. Use good timing to go up the steps here. Hit the ! box. Go back up. The red lizard at the top will follow you, so be sure to kill it quick. go up and to the right to find a mess of boxes with the third BRIO token. Go through the round. The steps wobble, so be careful. Use the next green lizard to reach the box. Third TAWNA token is after the next bat session. Save point. Yay. The second lizard must be used to reach the ! box. THE GREEN GEM. YEEEHAAA!

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Level 13: Temple Ruins >[0013]

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*White Gem

These levels scare me. Avoid the wall spikes. Get the three crates and then move on. The platforms that wobble will fall, so be careful. The hole s in the ground are where the spiders are so don't be too hasty. Nothing notable from here to the checkpoint. Try not to fall. Just don't do it. Don't jump too much when you get in the tunnel. The bats will fly through occasionally. Watch out for the spiders. The round platform will transport you. Grab the checkpoint without dying. After this next bat session, observe the fruit in midair before the wall spikes. Follow the fruit for a lot of crates. The only hard part from here is the rotating pillars. Go to the end and get the gem.

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Level 14: Road to Nowhere >[0014]

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*White Gem

*Tawna Round

This level is so hard. Avoid the falling planks, the brown ones. Don't fall. The broken planks fall instantly. Avoid those at all costs. The hogs are NOT KILLABLE. Don't even try. Jump over them. You can travel along the ropes, but that is very risky. All three TAWNA tokens are along the VERY VERY LINEAR road.

The turtles at the end can help you jump the long gaps. You can't obtain the gem right now.

RED GEM:

when you have this from SLIPPERY CLIMB, go to the third checkpoint. Ride the red gem to the right, and then jump to the right. Run to the end and jump up on the TNT. After it explodes, go to the first TNT. Jump on the new box and hit the ! switch. Jump on the new crate and onto the block stack. When you are on it, jump in the middle to hit a ! switch. A row of boxes appears. Get them, and go back to the first column. A new TNT has appeared, jump up into it to blow them both up. At the end of the level use the red gem to go behind the exit, and go down a little bit. You will find an invisible plank, jump from this to find more in increments of 2. Get the boxes at the end. Finish the level.

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Level 15: Boulder Dash >[0015]

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*White Gem

This level is very dangerous. Be sure that you don't take real wide turns, because sometimes you can't recover in time to jump the next obstacle, and you get squished. I got squished once at the end of the first boulder. Not fun. You can't get the gem right now.

PURPLE GEM:

With the purple gem from LIGHTS OUT, come back. There is a platform at the very end. Get the boxes and kill the plants. Scary pictures of Cortex and Brio on the walls. Another gem.

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Level 16: Whole Hog >[0016]

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*White Gem

You need the cortex key to access this level.

Now that you have it, another hog level! Yay... No going back if you miss boxes. Practice.

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Level 17: Sunset Vista >[0017]

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*White Gem

*Tawna Round

*Cortex Round

This level is hard. Hard. HARD. Start by grabbing the boxes in the room in front of you. Go forward and get the crates in the next vertical room. Kill the hanging bats and move on. The checkpoint is up ahead. ride the moving platforms to the life crates. Time your jumps when you get to the sliding floor. when you get to next checkpoint, jump into the mouth. Run to the end and jump to get a aku aku. The sliding walls move in patterns, so observe them closely. When going up the wall, jump to the left when you see the boxes and get TAWNA token number one. Get the crate in the room when you reach the top. Go in the mouth ahead and get the checkpoint. when you reach the top of the next section, use the checkpoint. Get the lizard to follow you to the ! box and get it. CORTEX token one is in the new boxes. Get CORTEX token two up ahead by using the boxes. The second TAWNA token is after the next checkpoint. Jump to the life and then go left to get a crate with CORTEX. If you survive, you get the CORTEX KEY. The third TAWNA token is in the box below the next up section. SAVE. There is a red lizard once you reach the top. Finish for the gem.

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Level 18: Koala Kong >[0018]

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*Koala Kong

This is a somewhat easy boss. Keep moving and avoid the rocks he throws. Avoid the TNT's also. when he carries the big rock, get ready. This one will stay on the screen. Spin it back to him when a mining cart is not in the way. The second round is the same as the first. This time more than one TNT will fall. One on the right and in the middle. Avoid those. A third will fall when he is carrying the heavy rock. There are now dual carts in the way, so wait for it to clear. Send it back. the fourth round is similar to the third, except that carts are now very frequent. Send the last rock back and on to the third island.

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Level 19: Heavy Machinery >[0019]

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*White Gem

*Tawna Round

*Brio Round

This level is the first of the last island. The beginning of very hard levels, too. Kill the bobbing camera thing. The next two just jump over. The rolling enemies can be killed. Do so and move on. Obviously the wavering platform is a stay-on-it-and-die piece. The blue pipe up ahead can be touched with no harm, but the red ones will kill you. The flying spiky thing can't be killed, so don't try to jump on the not spiked part either. Get the box above the TNT, set it off and go forward without touching red pipes. The first TAWNA token is in the next box. When you see two stationary flying spikes, jump down between them. Move to the left to grab boxes. The first BRIO token is in the second box here. The platform at the end brings you back up. The second BRIO token is in the next box on the path. Be aware of what your doing when you are on the belts. Avoid the flying spikes when you go down. The second TAWNA token is in a box after a lot of falling platforms. The checkpoint is up ahead. After the checkpoint, be sure to avoid the holes that spout steam. Don't get hit, duh. Ride the platform up ahead to a new section. Get the lone box for the third TAWNA token. Go down the yellow platforms. Avoid the red pipes and go down. Be careful, jumping on the enemy here could make you hit the steam. Get the aku aku crate. Head further down, and when you see the platform with four mini holes, jump on it. Get all the boxes, then continue. Run along the trail of steam holes quickly. Go up with the platform. Ride the next one and jump as necessary. The BRIO token is in the next box visible. Jump along the boxes in the bonus round, and hit the !. Jump on the new ones to the next !. Jump on these to the end. Back to Heavy Machinery, go down and then use the jump pads to get to the top, grab the life crate too. On the second to last pad, hold down X to get the next 3 crates. And there is the end. A gem!

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Level 20: Cortex Power >[0020]

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*White Gem

One of the hardest levels. This level requires a colored gem to obtain the White Gem. Beware of the red pipes. Take the left at the fork. When you get to the new room, immediately hide behind the junk on the left. When he laughs, get closer. Kill him. When you get to the fork, take the right. Get the box, then backtrack to the first fork. Now go right, avoiding obstacles and getting boxes up to the checkpoint. Be careful with your jumps here. Take the right at the new fork. Another shooting round. After killing the guy, get the TNTs. Hit the ! box also. Now back to the fork, and go left. Now the two original roads meet. Go forward. Keep going forward, you know the drill. Go to the exit. Watch out for the row of boxes, don't fall.

BLUE GEM:

When you have this from TOXIC WASTE, go to the first fork. Take the left, then take the left again. Get the aku and back to the fork. Go through the level like normal. When you get to the second time 2 paths come together, wait for the blue gem. Ride it back to the left. Go backwards and avoid obstacles until you see a trail of boxes. Jump on a flashing one and run forward. Finish the level. You get a gem!

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Level 21: Generator Room >[0021]

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- *Orange Gem
- *Tawna Round

First grab the boxes to the right. then grab the box and TNT, and go forward. Avoid the spinning camera eye things. Try not to die when you get the box under the TNT, its easier on the way back down from the jump. Get the ! box ahead. The first TAWNA token is in the crate where you first go vertical. Go to the right along the box trail and grab the boxes quickly, the platform falls. Go back and go up. The checkpoint is at the end, and the TAWNA token is to the left in the next box. Kill the camera that circles the platform when you go vertical a second time, it will kill you as you wait for the platforms to be the right height. The third TAWNA token is at the end of this second vertical area. Save point. go along the up and down platforms without being killed by the flying spikes. Go down and along the two diagonal transports. Go ahead and get the wall of boxes with the life at the center. Avoid the two flyers and jump to the other side. go up the falling platforms. The only other notable thing here is the Pinstripe wall. Apparently, he is the CEO. Go through the exit. Orange gem. YES!

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Level 22: Toxic Waste >[0022]

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- *Blue Gem
- *Tawna Round

This level is hard!!! Best to come in with two aku akus. Getting all the boxes and not dying is a real challenge here. Go kill the barrel thrower first, then come back for the boxes. At the section up ahead with columns of boxes, get the TAWNA token on the right. Use the side platforms if you want to rest or wait. Go up and grab the checkpoint. The second TAWNA token is at the top of the next slope in one of the two boxes. Grab the life box and wait. Eventually you will see bouncing ones. This is where it gets hard. You can try timing it to go under or jump around it from the side. The third TAWNA token is after the TNTs. If you made it to the end successfully, good job, Blue gem.

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Level 23: Pinstripe >[0023]

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- *Pinstripe Poteroo

Pinstripe is more challenging than the previous bosses. Hide behind any furniture necessary when he is shooting. Remain where you are at the beginning. When he goes between parts of the room, hit him. This works two more times. After that he will jump to the table and shoot like crazy. When his gun jams, hit him. Repeat until he dies. Aww man... he needs new windows now.

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Level 24: The High Road >[0024]

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- *White Gem
- *Tawna Round

Another one of these evil levels. Start by heading back slowly, revealing 2

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Level 31: The Lab >[0031]

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*Yellow Gem

*Tawna Round

This level has the yellow gem and the final Tawna round. also a pain in the buttocks level. Hitting the ! box will open the door. Wait for the floor to be hole before crossing, or just jump here. The first real box has a TAWNA token. Avoid the lightning. Two boxes trigger both the door and the floor. Another TAWNA token here. Go forward like normal. A yellow blob appears. Kill it, or avoid it, your choice. Go through the next room for a lot of boxes, don't smack the second set. The middle is a TNT. Grab the life and the next crate is Tawna three. Save here. Kill the next guy when he doesn't have lightning. You have to hit him again and again. Activate the TNT's up ahead and run. Beware of the part with the three lightning rods and the blob. Jump on the TNT's to reach the exit, and the Yellow Gem.

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Level 32: The Great Hall >[0032]

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*Alternate Ending

The hardest level in the world. Jump forward to the exit. If you have every gem, then go right and jump across them all to the alternate exit, and the alternate ending.

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Final Level: Dr. Neo Cortex >[0033]

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*Dr. Neo Cortex

The final boss. He shoots purple orbs which you must dodge. When he fires the green, spin it back. The blue orbs he shoots now will come from the side, so jump or run under those. This time you have to hit two green orbs to deal damage. The third time around he will shoot the green orbs at different times. The blue orbs will go in wavy patterns now, so be careful. This next round, keep moving and avoid the barrage of tiny purple orbs. Hit the green at the end. One final time... just hit the lone green orb.

Congrats! Watch the ending.

===FAQ===[0109]

Frequently asked questions. Yay.

Q. What are the keys for?

A. They are used to unlock secret levels.

Q. I go through the level and get all the boxes but I don't get the gem. Why?

A. You are either missing boxes or you died. You must not die.

Q. Is there a point to getting all the gems?

A. You get a special ending.

Q. I fell off the Tawna/Brio/Cortex bonus round! What do I do?

A. You have to exit and come back. You can try as many times as you like, but when you beat the Tawna round it is no longer available. The others still are.

Q. This game sucks.

A. You nubsticle. Get out of here.

===Credits===[0100]

Me - for writing this.

Naughty Dog - for this game.

Gamefaqs - for being an awesome site.

My friends - for helping me with box locations.

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