

# Crash Bandicoot FAQ/Walkthrough

by Gbness

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Crash Bandicoot FAQ/Walkthrough

Version 1.0

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1. Version History: Should I update the guide, this is the version history:

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Version 1.0: The first, and probably the last version of this guide.  
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2. Introduction: If you've read my recently posted review for Crash Bandicoot, you'll know I didn't like this game very much. Although it did have the ingredients to be a great game, it was missing some necessary stuff. Still, since there are nearly NO guides for Crash Bandicoot here, I decided to help. While the game is old, it's still an average game that many people love to play, and I can't miss the opportunity to write my eighth guide, can I?

3. Legal Disclaimer: You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good.

4. E-Mail Rules: I love getting good emails, so you're free to email me with a question any time, and I will answer questions already answered in this FAQ. But these are the rules:

1. Don't send me a question for something that this FAQ shouldn't list anyway.
2. If you email me try to make it neat. There's a much higher chance I won't respond to you if the email has ALL CAPS, no caps, and no short talk like i instead of I, ur instead of you're, etc.
3. Don't send me advertisements. They will be ignored and deleted.
4. No silly stuff.

If you follow these 4 rules there's a 99% chance I will respond to you within 12 hours.

5. IM Rules: I also like getting IMs, but don't send them to me too often, or they may be ignored. I am on often, so feel free to IM me, but keep it light. The same rules apply.

6. Characters: Here are all the characters featured in Crash Bandicoot, taken directly from the instruction manual.

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CRASH BANDICOOT:  
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What can we say about this heroic, seriously agile, recently evolved marsupial that we haven't said all through this manual? Not much? Okay, well you might like to know that he really does enjoy a good tussle every now and then. And since this whole thing is for his girlfriend Tawna, so much the better!

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DR. NEO CORTEX:  
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His early years truly molded this wretched creature into the Mad Scientist he is today. Often ridiculed by the scientific community for his outlandish (yet nearly workable) theories, Dr. Cortex is motivated by one driving force-- to shut those know-it-all's up once and for all. Now if he can do this by creating a mutated army of once-animals, now-armored beasts, then that will just make his day. It will also make him supreme ruler of the planet.

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DR. N BRIO:  
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Not as pushy or driven as his boss, Dr. N. Brio has relegated his position to chief henchman of Dr. Cortex. Actually, it was Dr. N. Brio who created the Evolve-Ray, but his lack of self-esteem let the other (more twisted) Mad Scientist take the credit.

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TAWNA:  
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Love of Crash's life, the unfortunate she-bandicoot is next on the list for experimentation by the nasty Doctors. What's a bandicootess to do (other than pout convincingly) to let her hero know he'd better hurry if he wants somebody to come home to.

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PAPU PAPU:  
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We think Papu Papu is native for "Pass me that dish again, mate." This animated mountain of a feller has a fuse as short as he is big.

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RIPPER ROO:  
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Crazy, demented, not all-there. These are kind words to describe an animal who has undergone one (or two) zaps of the Evolve Ray too many. Not much of a conversationalist either, we hear. Do your best to avoid contact with Ripper Roo and his razor-sharp toe nails.

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KOALA KONG:  
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So much for a steady diet of peaceful eucalyptus leaves. When Dr. Cortex made this bruiser, he dedicated way too many protons to the muscle department and too few to the brains. He likes to throw rocks. Fine. Do your best to return the favor and you may get to the third (and most dangerous) island-- the fortress of Dr. Cortex.

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PINSTRIPE:  
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Dr. Cortex was looking for a more efficient form of enforcer and created Pinstripe Poteroo, a cross between a local furry omnivore and several chessy Gangster movies. Pinstripe is loyal to "The Don of Doctors" and makes no bones about protecting his employee with his wits, his skills and a fully loaded Tommy gun.

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WITCH DOCTOR:  
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Legend has it the spirit of an ancient Witch Doctor named Aku Aku looks over the islands as a benevolent protector. Sensing Crash's mission to thwart Dr. Cortex's plans, Aku Aku has scattered masks throughout the islands to help Crash succeed. With luck, the old Witch Doctor's faith in the Bandicoot won't be misplaced.

7. Walkthrough: Sorry, but until further notice, this will be quite a short walkthrough. Still, it's the best I could manage. Also, this will just be a short walkthrough because the game is so linear. I apologize.

ISLAND 1:

LEVEL 1 -SANITY BEACH

Gem: White

Requirements: N/A

Bonus Round: N/A

Don't charge the Bouncy Box, simply jump on it to get the Wumpa Fruit inside it. From the other two boxes, spin them. The level is quite straight, so just avoid pits, and try to get three Aku Aku Masks and go to the boxes that are so close to each other on the right side of the fork. With invincibility, just walk over them and you've got everything! Be careful not to fall off; that's the problem. Once you get to the other side, avoid the exit and go the other way through the left fork to get all the boxes, and emerge out of this level victoriously with the Gem. The easiest level in the game.

LEVEL 2 -JUNGLE ROLLERS

Gem: White

Requirements: Green Gem

Bonus Round: Tawna

This is the first level in which you need to have another gem to complete all the way. If you just get all the boxes, you'll still be missing 3, no matter what. In the area where you see something green appear suddenly, then once you have the Green Gem from The Lost City, it's a platform to take you higher. Up

there, you can just spin the boxes. Avoid the skunks by jumping over them, while always spinning the plants and avoiding the rocks. An easy level at the most justice.

#### LEVEL 3 -THE GREAT GATE

Gem: White

Requirements: Yellow Gem

Bonus Round: Tawna

A pretty easy level. All you have to do is jump up the flexible boxes while always spinning ahead of you, while timing your jumps correctly, and you'll reach the top. To get those wooden levers to work, spin them and then jump up, onto the lever, and go up. Remember that you need the Gold Gem to complete the whole level.

#### LEVEL 4 -BOULDERS

Gem: White

Requirements: N/A

Bonus Round: N/A

This level is QUITE straightforward. You should first memorize this level to see where some obstacles are. Avoid these obstacles or you'll get rolled over by the large boulder, especially those yellow things. If you run into these, you'll be dead flat! You have to run to the end of the level without getting hit by the boulder. Easy enough.

#### LEVEL 5 -UPSTREAM

Gem: White

Requirements: Gold Gem

Bonus Round: Tawna

Be very careful not to fall into the water in this level, as that'll make Crash a dead bandicoot. Avoid the water while not being stupid, and don't underestimate those monkeys! If they're rolling they'll chuck you right off the log into the water! Just don't do anything too drastic and you'll get to the end without any problem.

#### LEVEL 6 -PAPU PAPU

Gem: N/A

Requirements: N/A

Bonus Round: N/A

Health: 3

Papu Papu is such a cakewalk. First, jump on his chair and avoid his club attacks, and then let him turn around. Once he has back turned to you, jump on his head. Did I also mention that in all boss fights, you have 2 masks? So you can take 2 hits if you make a mistake. Papu Papu isn't fast enough for you to make too many mistakes easily, so hit him 3 times and he'll drop. DO NOT STAND NEAR HIM. The first time I played through Crash Bandicoot, I was out of masks and he dropped on me, and I lost. So be careful not to let that happen.

#### LEVEL 7 -ROLLING STONES

Gem: White

Requirements: Blue Gem

Bonus Round: N. Brio

There's not really much to this level, it's almost just the same as the last level, as you need the Blue Gem. Be sure to look for the TNTs around halfway through, and try to get all the N. Brio mugs. Then you can enter an insanely difficult bonus round!

LEVEL 8 -HOG WILD

Gem: White

Requirements: N/A

Bonus Round: N/A

The first tough level. Try not to fall in, so just go on ahead and avoid those guys with shields. On those things near the pits, try to jump on them and be bounced right across the area. This shouldn't be a very difficult level.

LEVEL 9 -NATIVE FORTRESS

Gem: White

Requirements: Pink Gem

Bonus Round: Tawna

Native Fortress is similar to The Great Gate, just a harder version of it. All you need to do is get those fire things right. (I'll call them fire ledges.) In the clouds, there are A LOT of hidden boxes, so the Pink Gem is necessary. On the three fire ledges, just bounce on the first, and then quickly go to the high ledge, and then wait on them to ignite again, then bounce quickly to the left. Be careful to notice for areas you can jump to, and try not to mess up on those wooden levers, they get kind of tricky here. Around the end, where there are about six wooden levers and all the boxes in the air to collect, (hard to get but very well-deserved and worth it) you'll need to be very careful to get everything, but no hill for a stepper like you, right?

ISLAND 2:

LEVEL 10 -UP THE CREEK

Gem: White

Requirements: N/A

Bonus Round: Tawna

This level is quite similar to Upstream. This level should be no problem at all, just time your jumps correctly and do everything properly while taking out the enemies. Make sure to get the Tawna Round, and try to get the Gem as well.

LEVEL 11 -RIPPER ROO

Gem: N/A

Requirements: N/A

Bonus Round: N/A

Health: 3

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Before Ripper Roo's first hit, he will start on Platform E, Platform A, Platform C, and then repeats by going to Platform E. Do NOT be on the same platform as Ripper Roo, or his toe nails will make you a dead bandicoot. You can see that along the water some TNTs are coming. The TNTs will take a few seconds to explode, about as long as it'll take Ripper Roo to hop around platforms twice. For example, get a TNT near Platform C. Jump on it while Ripper Roo is on Platform E. Now get out of the way, and when he goes to Platform C, it'll explode and he'll take damage! Before his second hit, he starts on Platform D, then goes to Platform E, Platform F, Platform B, and then hops back to Platform D. On his third, he'll start on Platform H, then hop to Platform D, then Platform F, Platform B, and then back to Platform H. He's pretty easy.

#### LEVEL 12 -THE LOST CITY

Gem: Green

Requirements: N/A

Bonus Round: N. Brio

This is my favorite level in the game. You'll have to time your jumps quite a bit in this level. The first part of this level is pretty straight forward, but try to get the N. Brio mug at the top; it's pretty hard to get. Once you come to the moving steps, do your jump just after they go in. Get to the top and take out the dinosaur, and go to the back and get the N. Brio mug. Then, just time those moving walls and the level is pretty easy. You can get the Green Gem here also by collecting all the boxes.

#### LEVEL 13 -TEMPLE RUINS

Gem: White

Requirements: N/A

Bonus Round: N/A

An easy level. Watch out for the snake things that appear and watch your step! Watch out for bats and try to get all the boxes here as well. The platforms here are very useful, you'll have to use them a lot in this level. Try not to make your jumps too long. In an area near the middle, with boxes all around it and with no obvious way of where to go, you'll have to jump down and get carried around. This level is no threat. Also, there's a point where you'll see a Wumpa in midair to your left. Well, you can walk on an invisible path! As you go further on this invisible path, you'll notice you're walking on steel crates in midair. There's a pattern to where these are. There are two crates, one area the size of a crate that's not filled in by one, two crates, etc. At the end of this path, there are tons of boxes!

#### LEVEL 14 -ROAD TO NOWHERE

Gem: White

Requirements: Red Gem

Bonus Round: Tawna

Road to Nowhere can be quite a difficult level. The brown planks will go down in about three seconds after you step on them. The snowy areas will really make you slide across them. The brown planks with ice on them will fall as soon as you step on them, and all beige planks will hold. BEWARE OF THE HOGS HERE! I have never found anyway to defeat them, so I'm guessing they can't be removed. You'll just have to jump over them. They sometimes go back after you, so they're quite deadly. About halfway through the level, if you look very closely, you can see a small red gem. You need the Red Gem here, but once you have it, you'll be on a ledge with all the boxes on it. After here, there's a hog on all the snowy areas, so be very cautious about it. Around this area, you'll need to be very careful not to slide off the little snow hills on this

bridge. Just get to the end as soon as you can; I hate this level a lot.

#### LEVEL 15 -BOULDER DASH

Gem: White

Requirements: Purple Gem

Bonus Round: N/A

I hate this level. First of all, you'll have to hold down the down button so much here you'll be getting a sore thumb in no time at all. This level is also really long, so you'll have to be avoiding that damn boulder for such a long time. The obstacles here have also gotten worse, so be prepared to pause the game and come back in five minutes when your thumb isn't sore anymore. Man, this level really bites. When you have the Purple Gem, you'll notice it at the end of the level. Jump on it and go down and you'll be in a green, dark area with some pretty old enemies and the rest of the boxes. That shouldn't be any trouble at all.

#### LEVEL 16 -SUNSET VISTA

Gem: White

Requirements: N/A

Bonus Round: Cortex

This level is not HARD, it's VERY HARD. The walls at the higher levels are getting harder to dodge, with exact timing needed, and the steps are getting very fast. At the slow ones, just jump when they're not out, and at the fast ones, jump half a second after they do so. Learn to time all the walls and do the platform jumps at the higher level very well, the dinosaurs will make into a menace. You can go to your first Cortex bonus round in this level, so do try to do so. The Cortex round isn't hard as long as you know how to avoid the TNT's. After that, just get past the fast steps and take out that hopping dinosaur and this level will be over.

#### LEVEL 17 -KOALA KONG

Gem: N/A

Requirements: N/A

Bonus: N/A

Health: 5

Koala Kong is a bit frustrating, but he's actually very easy. As you've read from the instruction manual, Koala Kong loves to throw rocks at you. He can throw them really well, so be careful. Also, he'll throw some TNT crates at you as well, and since you can only take three hits, you'll have to be pretty careful in this fight. He'll basically just throw three rocks at you, in which you'll have to avoid, along with the TNTs, and then he'll take a rock behind his back and throw really hard at you. Now, you must line yourself, the rock, and Koala Kong up. When he's in front of you and the rock from the other side of the lava, spin the rock and it will hit Koala Kong! You have to repeat this process four times, but each time, it'll become harder to hit Koala Kong, and there will be more TNT crates to avoid, but Koala Kong is much more than possible.

#### ISLAND 3:

#### LEVEL 18 -HEAVY MACHINERY

Gem: White

Requirements: N/A

Bonus: N. Brio

The first part of this level is tricky. There are blue pipes and red pipes all over this area. Blue pipes are pleasant, red pipes are fiery, so just plain

avoid them. Get the first N. Brio mug normally, and then you'll come to the tricky area. There's a pit guarded by two bots on the two ends. Jump in this pit, trust me. There's another N. Brio mug down there. The next tricky spot is the steps. You'll have to go to the very edge of this level without falling off to go down them, but they still aren't any problem. Use the trampolines to get all the gems on the higher areas and the great number of them to get to the top, and this level should be done in no time.

#### LEVEL 19 -CORTEX POWER

Gem: White

Requirements: Blue Gem

Bonus: Tawna

This level is annoying, but it isn't too hard. I had all the masks I had from Heavy Machinery, so the Aku Aku mask straight ahead made me invincible. It doesn't really matter which of the forks that you take here; all of them will lead you to the exit. Avoid the electricity coming from the pipes will also be very deadly, so avoid it all. The red pipes are getting very difficult also, but that's about it. Around the end of the level, you'll have to run VERY fast to avoid being shocked by electricity, so be careful when you get to that point!

#### LEVEL 20 -GENERATOR ROOM

Gem: Gold

Requirements: N/A

Bonus: Tawna

Do NOT underestimate this level! It's trickier than you might think. Take out the bot right ahead of you and then go back and get the boxes, and right ahead of you, carefully get the box between the TNT and steel crate. Not too far ahead, they'll be a huge platform that might fall, with lots of Wumpa Fruit on it. If you jump on it once, it'll hold, but if you jump on it twice, it shall fall... alas. On the platforms, avoid all the bots, and never take shortcuts by jumping ahead of you! Don't do it. If you do, you'll most likely fall. At the moving platform across the smoke, you have to jump across all the pipes very carefully. Don't screw up here! Also, the Gold Gem is here. It's not the hardest colored gem to collect in the game, but it's hard nonetheless. Good luck!

#### LEVEL 21 -TOXIC WASTE

Gem: Blue

Requirements: N/A

Bonus: Tawna

Toxic Waste is a difficult level. The rat guy ahead of you will throw barrels at you. Jump over them and spin him. Go ahead getting all the boxes, and then spin the next guy. From here on, those barrels will be bouncy, so make sure you don't get slaughtered by these things! Get all the Checkpoints while avoiding everything as well as getting the Tawna mugs, then after you get all of them, do Tawna's round with all those magnificent jumps, and then the level is almost over. The last few of these rat guys are deadly, so be quite cautious not to be overrun.

#### LEVEL 22 -PINSTRIPE

Gem: N/A

Requirements: N/A

Bonus: N/A

Health: 8

Pinstripe is great. His Tommy gun is fully loaded, so go to one of the corners



of the room and avoid it! Remember that since he will have to reload it after five seconds ago, but there is a limited time to do this. Once he reloads the gun, spin him and take off a hit point from him. Repeat this process five times, and then he'll stop firing so much, and instead he'll go to a part of the room and just fire at you a couple times then QUICKLY reload. This short time is your chance to spin him. He'll be on the right for his 6th hit, the left for his 7th hit, and the center for the 8th hit.

#### LEVEL 23 -THE HIGH ROAD

Gem: White

Requirements: N/A

Bonus: Tawna

There's not really that much to say about this level. It's just the same as Road to Nowhere, but you have to time your jumps a lot more here. First of all, you'll have to use the turtles much more, and avoid the icy planks as well. There's also the hogs, who have gotten much worse, so be quite careful. Also, behind you at the start, there's an invisible path. Do jumps across this invisible bridge as far as you can go, and do about four of these to get to the end, where you can get some boxes.

#### LEVEL 24 -SLIPPERY CLIMB

Gem: Red

Requirements: N/A

Bonus: N. Brio

Slippery Climb is not really hard, but MAN IS IT ANNOYING. Those spikes below the ledges you have to jump on will immediately kill you, and you really have to time your jumps. Also, the enemies in this level are extremely bothersome. Be very careful in this level, amigo! It'll pretty long, but not hard. The scientists and hands will be pretty dangerous though, and the Red Gem is in this level too. I'd recommend entering this level with an Aku Aku Mask or two.

#### LEVEL 25 -LIGHTS OUT

Gem: Purple

Requirements: Yellow Gem

Bonus: Tawna

Lights Out is a totally dark level. It's straight forward, but it's pitch black; as black as it gets. There are lots of enemies and pits here, so you'll have to move through this level VERY fast! Thankfully, you're not forced through this level through this total darkness. There are fireflies all over this place, and if you run past one, it'll go with you. But unfortunately though, it doesn't last forever. There are a lot of them but they don't last. They'll eventually wear off and fly away, so you'll have to move through here carefully and quickly before you're left unable to see. I hope you also have a lot of Aku Aku Masks so you can move really quickly and at the same time be invincible. Good luck. Also, around the end of the level, you can do a path with the Yellow Gem to a bunch of boxes. Fortunately, that area is pretty bright, so that pretty much covers this level.

#### LEVEL 26 -JAWS OF DARKNESS

Gem: White

Requirements: Blue Gem

Bonus: Cortex

Jaws Of Darkness is a harder version of Temple Ruins, and you'd better be careful here because there are a lot of pits and areas in this level that don't show. This is the second level that just happens to contain a Cortex bonus round, and the Blue Gem will be needed to get all the boxes. Beware of the

snakes here too, they're very annoying in this level. It is almost impossible to get everything in this level, and it has lots of obstacles, so time everything correctly and get to the end very carefully.

#### LEVEL 27 -CASTLE MACHINERY

Gem: White

Requirements: N/A

Semi-Requirements: Green Gem

Bonus: Tawna

You don't need the Green Gem to complete this level, but at the beginning of this level, if you have the Green Gem, it'll carry you up to a ledge with 20 extra lives on it! I cannot stress to you the use of them. After you've got them, jump down and be careful not to make a mistake. The steps downward can be tricky, and you may be fooled by the puzzles here. Avoid the red pipes at all costs, just like in Heavy Machinery. This level shouldn't prove much of a challenge.

#### LEVEL 28 -NITRUS BRIO

Gem: N/A

Requirements: N/A

Bonus: N/A

Health: 9

Nitrus Brio is an extremely easy boss, perhaps the easiest in the game, except for perhaps Papu Papu or Pinstripe. He can use some green beakers to throw around the room, and then these turn into some blob-like enemy. When it's in the air, spin it and destroy it, and this will take away a hit point from N. Brio. He can constantly throw purple beakers and green beakers at you. The purple will instantly explode when they hit the floor, but they can be painful to you. The green beakers are the target. After you dispatch all of the six green beakers, Nitrus will combine the green and purple beakers and drink the results. Then he'll turn into a great beast. He'll be pounding the floor so hard that some rocks will fall, so jump on these and when he comes close, jump or spin on his weak point, his head. Then he'll drop.

#### LEVEL 29 -THE LAB

Gem: Yellow

Requirements: N/A

Bonus: Tawna

The Lab is a very short level, but there are some pretty difficult traps here. The scientists will be pretty tricky, so be sure to avoid them. Also, those things that you probably remember from Nitrus Brio are back, but this time they're yellow, and twice as annoying as space will be limited. You'll have to jump on them; you can't spin them. Also, there are some pretty tough jumps to make here, so don't do anything too quickly.

#### LEVEL 30 -THE GREAT HALL

Gem: N/A

Requirements: N/A

Semi-Requirements: All White Gems

Bonus: N/A

This is the level. This is THE level. The level where Cortex has put Tawna. To find her, you will need to jump across all of the gems you have collected, and that's all the White Gems. You need 100%... if you don't have all of the White Gems, just plain ignore the path to the right with the White Gems. If you don't have them, there's nothing more to this level than a plain jump right ahead of you to the other side, and there's the vortex to get you out of this level at

once. If you have the Gems, just jump across the White Gems carefully without jumping too far or not far enough by accident. It's as simple as that.

#### LEVEL 31 -DR. NEO CORTEX

Gem: N/A

Requirements: N/A

Bonus: N/A

Health: 5

Well, Cortex certainly isn't as hard as you might expect him to be. He only has three attacks, a red blast, a green blast, and a blue blast. The red blast will just be straight to try and hit you. The green blasts are reflectable. Spin them, and they'll come right back at Cortex! Hit him once and he'll start using blue blasts, as they go to the right and left and they also go high and low as well. To make things a bit worse, on his 2nd hit, when you spin the energy will go to the tower. So you have to hit the tower twice and then it'll hit Cortex. On his 3rd, you have to hit the tower thrice. On his 4th, you only have to do it once. On his 5th hit, he'll be firing nothing but green blasts and they don't go to the tower. Then you'll know he's gone, if you're not crazy you can just spin the green shot and it'll hit Cortex and then Crash Bandicoot is over! Finally... :P

After Cortex is defeated, you will see Crash and Tawna in Cortex's blimp and the two of them will fly away happily and this will end the game, and you'll see all the credits while viewing the beautiful skies that Crash and Tawna have sailed away in. Well, that was a pretty lame ending, in my opinion. The good part about the ending is that the game is finally over!

#### LEVEL 32 -WHOLE HOG

Gem: White

Enter: Sunset Vista Key

Requirements: N/A

Bonus: N/A

This level is pretty easy. Just time your jumps and getting around the enemies like you did in Hog Wild, and avoid anything that comes after you while doing great jumps and being sure to get all the Checkpoints.

#### LEVEL 33 -FUMBLING IN DARK

Gem: White

Enter: Jaws of Darkness Key

Requirements: N/A

Bonus: N/A

This level is HARD! Make sure that when you pass the fireflies you hold onto them! Do jumps all the time and try to memorize the layout of this area. I can't really guide you through this level very well, but be careful and enter with two Aku Aku Masks!

8. Bosses: Here is a quick and easy access to strategies to all the bosses in the game.

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PAPU PAPU:  
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Health: 3

Papu Papu is such a cakewalk. First, jump on his chair and avoid his club attacks, and then let him turn around. Once he has back turned to you, jump on his head. Did I also mention that in all boss fights, you have 2 masks? So you

can take 2 hits if you make a mistake. Papu Papu isn't fast enough for you to make too many mistakes easily, so hit him 3 times and he'll drop. DO NOT STAND NEAR HIM. The first time I played through Crash Bandicoot, I was out of masks and he dropped on me, and I lost. So be careful not to let that happen.

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RIPPER ROO:  
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Here is a map of the area.

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Before Ripper Roo's first hit, he will start on Platform E, Platform A, Platform C, and then repeats by going to Platform E. Do NOT be on the same platform as Ripper Roo, or his toe nails will make you a dead bandicoot. You can see that along the water some TNTs are coming. The TNTs will take a few seconds to explode, about as long as it'll take Ripper Roo to hop around platforms twice. For example, get a TNT near Platform C. Jump on it while Ripper Roo is on Platform E. Now get out of the way, and when he goes to Platform C, it'll explode and he'll take damage! Before his second hit, he starts on Platform D, then goes to Platform E, Platform F, Platform B, and then hops back to Platform D. On his third, he'll start on Platform H, then hop to Platform D, then Platform F, Platform B, and then back to Platform H. He's pretty easy.

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KOALA KONG:  
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Health: 4

Koala Kong is a bit frustrating, but he's actually very easy. As you've read from the instruction manual, Koala Kong loves to throw rocks at you. He can throw them really well, so be careful. Also, he'll throw some TNT crates at you as well, and since you can only take three hits, you'll have to be pretty careful in this fight. He'll basically just throw three rocks at you, in which you'll have to avoid, along with the TNTs, and then he'll take a rock behind his back and throw really hard at you. Now, you must line yourself, the rock, and Koala Kong up. When he's in front of you and the rock from the other side of the lava, spin the rock and it will hit Koala Kong! You have to repeat this process four times, but each time, it'll become harder to hit Koala Kong, and there will be more TNT crates to avoid, but Koala Kong is much more than possible.

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PINSTRIPE:  
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Health: 8

Pinstripe is great. His Tommy gun is fully loaded, so go to one of the corners of the room and avoid it! Remember that since he will have to reload it after five seconds ago, but there is a limited time to do this. Once he reloads the gun, spin him and take off a hit point from him. Repeat this process five times, and then he'll stop firing so much, and instead he'll go to a part of the room and just fire at you a couple times then QUICKLY reload. This short time is your chance to spin him. He'll be on the right for his 6th hit, the left for his 7th hit, and the center for the 8th hit.

-----  
NITRUS BRIO:  
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Health: 9

Nitrus Brio is an extremely easy boss, perhaps the easiest in the game, except for perhaps Papu Papu or Pinstripe. He can use some green beakers to throw around the room, and then these turn into some blob-like enemy. When it's in the air, spin it and destroy it, and this will take away a hit point from N. Brio. He can constantly throw purple beakers and green beakers at you. The purple will instantly explode when they hit the floor, but they can be painful to you. The green beakers are the target. After you dispatch all of the six green beakers, Nitrus will combine the green and purple beakers and drink the results. Then he'll turn into a great beast. He'll be pounding the floor so hard that some rocks will fall, so jump on these and when he comes close, jump or spin on his weak point, his head. Then he'll drop.

-----  
DR. NEO CORTEX:  
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Health: 5

Well, Cortex certainly isn't as hard as you might expect him to be. He only has three attacks, a red blast, a green blast, and a blue blast. The red blast will just be straight to try and hit you. The green blasts are reflectable. Spin them, and they'll come right back at Cortex! Hit him once and he'll start using blue blasts, as they go to the right and left and they also go high and low as well. To make things a bit worse, on his 2nd hit, when you spin the energy will go to the tower. So you have to hit the tower twice and then it'll hit Cortex. On his 3rd, you have to hit the tower thrice. On his 4th, you only have to do it once. On his 5th hit, he'll be firing nothing but green blasts and they don't go to the tower. Then you'll know he's gone, if you're not crazy you can just spin the green shot and it'll hit Cortex and then Crash Bandicoot is over! Finally... :P

9. Codes & Secrets: Here are all of the codes and secrets for this game, all taken from the GameFAQs Codes & Secrets page. Enjoy it, my guest.

Alternate Ending:

To get an alternate ending, jump across the Great Hall once you have all of the gems.

Contributed By: Gbness, Source: Self

Skip to Third Island:

Enter this at the password screen to get to the Slippery Climb level on the third island immediately:

Triangle, Triangle, Triangle, Triangle, O, X, Triangle, Triangle, X, X,  
Triangle, O, Square, O, X, Triangle, Triangle, O, Square, X, X, Square,  
Triangle, Triangle

Contributed By: Fallen One, Source: [www.cheatsearch.com](http://www.cheatsearch.com)

Start with half the levels completed:

Enter the following password:

Triangle, Triangle, Triangle, Square, Square, Square, Triangle, Circle Circle,  
X, Square, Square, Triangle, Triangle, Circle, Circle, Circle, X, Square,  
Square, Square, Circle, Triangle, Circle.

Contributed By: RetroFreak, Source: [world-of-video-games.com](http://world-of-video-games.com)

Ultimate Password:

At the password screen, enter the following to access all levels:

Triangle x 4, X, Square, Triangle x 4, Square, X, Triangle, Circle, Triangle x  
3, Circle, Square, Triangle, X, X, X, X

Contributed By: KasketDarkfyre, Source: Expert Gamer

10. My Review: Just in case, here's my review for Crash Bandicoot. I didn't like the game too much:

I bought this game, thinking it'd be a really, really great game. I knew all the hype about the game, and how it was supposed to be such a terrific game, but yes, it was a very good game. In fact, I could go as far as calling it a great game, but something about this game just keeps it from being a really excellent game. Definitely not a game that I REALLY enjoyed playing, although it was still good. It was missing a lot of stuff that was simply required to make it a good game, like the bonus areas, collectibles, and stuff that's just needed to make a good platformer. Okay, now on with the real area of the review.

What a ridiculous compilation.

The story line of the game is really, really sucky. It's without a doubt, the hands-down worst part of the whole game, and the storyline is almost definitely one of the most tedious storylines I've ever encountered in a game. I am not a big fan of games where you just have to go out and find your girlfriend, but if it was just that, I wouldn't have given it such a small score.

The storyline is like this: Dr. Neo Cortex, and his nasty friend Dr. N Brio, have just invented something that they plan to use to destroy the world. Dr. Neo Cortex has created a lot of creatures, one of them known as Crash Bandicoot. Crash, unlike the other of Dr. Cortex's creations, is a good guy. Crash has this girlfriend, who has been kidnapped by Dr. Cortex, so Crash is on a linear adventure to find his girlfriend. \*sarcasm Great storyline, eh? \*ends sarcasm\*

Now Introducing: The Best Part of Crash Bandicoot.

The graphics in the game are good, and are probably the best part of the game. From the water, to the fires of TNTs to all the towers located through the game, a lot of the graphics are really good. Sure, but some of the designs need a little work though. Look at Cortex. He's got a big, annoying 'N' on his forehead. This kind of annoys me. The enemy designs are just fine, from the crabs of the beach level to the scientists in the labs.

The boss designs, with the possible exception of N. Cortex, are pretty good, although they're definitely nothing revolutionary. Ripper Roo, some kangaroo type guy, is quite a good example for a good boss designs. Look at his tongue, his color, and his feet. The boss designs in Crash Bandicoot are really good.

Overall, Crash Bandicoot has really good graphics, featuring great-looking areas, average enemy designs as well as pretty good character designs (unfortunately though, the only two good characters that I remember in this game are Crash and his girlfriend Tawna), and some really good boss designs. No problem with the graphics, but they don't make a game, do they?

Well, graphics don't, but the audio doesn't either.

The music in the game is only average. I can't really say that it's good, but it's definitely not what you'd call bad. A lot of it is the classic Crash Bandicoot style, so you'll really dislike the music if you don't understand the 'style.' It's kind of hard to describe, but some of it, like the music in the two towers levels, sound like voices. In fact, it is basically voices. I HATE music that sounds like voices. However, the themes in the labs, and the boss fights, are pretty good.

The sound is definitely stronger than the music. I don't know of much sound in the game that isn't good. Unfortunately, there are very few voices in the game. Only Cortex, Brio, and Crash talk, and the former two just talk in the beginning, and Crash says two words in the whole game. Two. Just two. Uh-oh. Those are them. Games without a lot of speech are tedious and do not appeal at all to me. Just about everything else is great, like the spin and jump sounds, the sounds the enemies make, and stuff like that. Still, it would have been nice to have more speech.

Crash Bandicoot doesn't fail to disappoint in gameplay.

The gameplay is only ALRIGHT. It's not GREAT or EXCELLENT or anything like that. One of my biggest complaints is the save system. The save system is hands-down, the very worst save system I have ever experienced. In levels, you can collect tokens to go to a Tawna Bonus Round. Only then, or when you collect a gem, can you save. I despised the save system so much I almost broke my disc when I heard how to save.

Oops, I accidentally forgot the control. Well, the control in the game is just fine. The game is lacking some stuff to do that the latter three games had, like the ability to belly-flop, and stuff like that, but besides that the control is just fine. Square or Circle to spin, X to jump, D-Pad to move, etc. However, I disliked the two facts you can't move the camera or use Analog Sticks. I dislike the D-Pad and it's a pain in the neck for me to use it. And it's always better to be able to turn the camera because that makes it more interesting. Aside from these facts, the control is great.

Also, another bad point is that all you do in this game is just go from level to level, and once in a while, you fight bosses. You just complete some straight-forward levels, and at in some levels, you fight a boss, but that's all. Yep, that's ALL. There are Tawna Rounds, and you can get all the boxes in

a level without losing a life (very HARD), but besides that, that's all you do in Crash Bandicoot.

From the beginning of the level to here, just about all of the review that you've read is against the game, with the exception of the graphics. And graphics are almost nothing to how good a game is. A good point is that there are 30 long levels in Crash Bandicoot. There are two that can be unlocked by getting secret gems, so actually there are 32. They're not as long as the second game, but they're pretty decent in length.

Overall, Crash Bandicoot sucks in a couple areas within the gameplay, like the save system and what you're doing in the game, but the levels are long, there are a lot of levels, and just about everything that you do in this game will provide quite a decent challenge. The gameplay is pretty average. But not revolutionary.

Um... well it has a lot of replay value.

Yeah, it does. The game has plenty of replay value, as it has so much stuff for you to do, like get all the Tawna Rounds and gems, and unlocking two secrets levels and playing the fun levels again is quite worthwhile to do again. There is no lack in replay value, this game has plenty of it.

The stronger link: the challenge.

Goodness gracious! The game has great challenge. It's probably 'Medium' on Easy, Medium, or Hard, but that's just going through the game. The first few levels are pretty easy, but darn if it doesn't get harder once you go through the game, especially on your first play through. I can't really add to the challenge on the optional stuff, like getting the gems, but getting all the boxes for the gems without losing a single life in a level is ridiculously difficult at times. Overall, the challenge is medium.

Ratings:

Graphics: 8.6/10  
Music: 6.2/10  
Sound: 8.4/10  
Storyline: 3.7/10  
Gameplay: 7.5/10  
Replay Value: 8.1/10  
Challenge: 7.9/10  
Overall: 7.2/10

Does it deserve the title of good? Definitely. Does it deserve the title of excellent? Absolutely not. There are many better games out there. Sure, the game is worth a purchase, but all the same, there are some games that you'll like more. While the game has great graphics, average music, good sound, and alright gameplay, as well as good replay and challenge, the game is still basically a pretty average game. But it's definitely a solid game.

\*This game has received the Rock Medal by Gbness.\*

(The "Rock Medal" means the game is solid as rock, although not as great as it could have been.)

10. Outro: Well, I hope you enjoyed my Crash Bandicoot walkthrough, a guide featuring all the levels in a short but well covered guide that is the best that I could manage. This guide was harder to write than you might think, so please enjoy it. I still had a pretty good time writing this guide though.



Goodbye, and please pray that I'll complete more of my guides!

#### 11. Credits:

Gbness: He is the original author of this Crash Bandicoot walkthrough. Gbness also contributed one of the codes and is prolific with codes as well.

CJayC: He owns one of the greatest FAQ sites in the world and posted this walkthrough.

ZyXx: Man, his Gem FAQ was useful! It helped me remember some stuff I was too lazy to look up in the game myself.

You: You have read this guide and hopefully enjoyed it.

Lagunathemoron: He didn't really help with the walkthrough, but he wrote a very handy Boss FAQ in which I liked a lot.

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