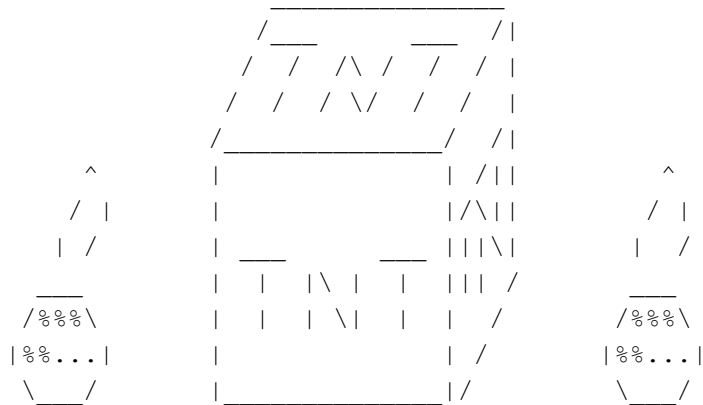


Crash Bandicoot Boss/Enemy FAQ

by kenb215

Updated to v1.0.0 on Aug 28, 2004



CRASH BANDICOOT

Playstation

B O S S A N D E N E M Y G U I D E

In-depth Guide

Version: 1.0.0

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Date Updated: 8/28/2004

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1. In some levels of the game, there are two bats that are close to each other, but don't move. They are marker bats. They show where groups of bats, ones that CAN kill you, start and end their journey. If you spin out both of the marker bats, then no more of the lethal bats will come. Also, if any of those bats that can kill you in that group are still on the screen, they will turn into fruit, one piece per bat. You will also get several fruit when you take out the second of the two marker bats.
2. In some situations, it is often difficult to see where you are in relation to an enemy. To tell where you are easier, try looking at your shadow.
3. Most enemies can be defeated using the "common sense" method. Try looking at them, and seeing what move would be logical for Crash to use. He only has two of them, so it shouldn't be too hard. For example, if an enemy appears to be defended from the side, you should try jumping on it.
4. Some enemies, such as the Rolling Monkey (#035), can be defeated most easily at certain times. With that example, it is easiest to defeat the enemy while it is standing still. If an enemy seems to go through different stages, try attacking it when it appears most vulnerable.
5. Other enemies are indestructible, some totally, others to everything except for the invincible mask. If you encounter an enemy like that, it is best to just pass by it the next time you come across it, because every instance of the same enemy will always have the same effect.

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5.00           Bestiary  ( )
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5.10 Introduction

1. Like in many games of its type, whenever you touch an enemy, if you are not invincible, you will either lose a life, or one of your masks, if you have one.
2. To find an enemy's listing, you can do two things. If you know its name, you can copy its name, then hit Ctrl. + F. Search for the name, and you should find it quickly. Alternatively, if you know the number next to an enemy's name, you can search for that number, with the # sign, and go straight to it.
3. Because there are few enemies in this game, there is room to organize the enemies into the guide in several different categories, in order to make it easier to find them. However, the information is only listed in the alphabetical listing, in order to conserve space. In order to find the information for an enemy if you are in one of the other organizational categories, simply search for its number, and the enemy will come up.
4. There are several terms that are used here to describe the enemy type. Those terms, and their meanings, are listed here.

Ground- This is the most common type of enemy. It means that the enemy crawls, walks, or otherwise stays on the ground.

Hanging- This means that the enemy, usually an inanimate object, hangs from the ceiling.

Water- Water means that the creature spends some of its time in the water.

There are few enemies in this category.

Air- An air enemy is one that can fly, or spends much of its time in the air.

Suspended- A suspended enemy is like a hanging enemy, only it is held from the side, rather than the ceiling.

Self-Platform- Self-Platform means that the enemy, usually inanimate, is an entire platform to itself. It is often needed to traverse an area.

1 Hit KO- This means that the enemy will always kill you, even if you have a mask. It includes giant boulders and man-eating plants.

5.20 Normal Enemies

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5.21 Alphabetical
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#001 Barrel Thrower

Enemy Type: Ground
Description: A big guy wearing black and white, and which throws barrels.
Difficulty: 3/10
Movement: None.
Attacks: Continuously throws barrels at you.
Defeat: Spin or jump on him.
Found in: Level 21
Other: If you take him out, then no more barrels will come from that section, though they can still come from another one farther back, just not crossing over pits.

#002 Bat (marker)

Enemy Type: Air
Description: A dark bat that hangs in place and flaps its wings.
Difficulty: 2/10
Movement: None.
Attacks: None.
Defeat: Spin it.
Found in: Level 12, 16
Other: A lot of information here. First, this is not really an enemy. It is one of the few creatures that you can touch any time and can't be killed by it. Second, as its name suggests, it is a marker bat. It is always found in a set of two. Most of the time, at the first bat a group of bats will fly up, and at the second bat, that same group will fly down. However, that order can be reversed. If you spin both marker bats in a group, then the other bats in that group that can hurt you will stop coming. Finally, any of those bats that are on the screen at the time will turn into fruit at one a piece.

#003 Bats 1

Enemy Type: Air
Description: A swarm of 8 bats that fly in the air.
Difficulty: 5/10
Movement: They come down at one Marker Bat (see above entry), fly straight, and go up at the next Marker Bat.
Attacks: None, they can only kill you if you run into them.
Defeat: You can take out a few, if you must, by spinning. However, you can't take them all out, and will likely lose a mask or a life unless you are just getting out of the way. Further, you can destroy them, and stop new ones from coming by spinning both of the group's Marker Bats (see above entry).
Found in: Level 12, 16
Other: If you spin both marker bats for a group of these bats, then all of the ones on the screen will turn into fruit, at one a piece, and no more of them will come.

#004 Bats 2

Enemy Type: Air
Description: A swarm of five bats that can be found flying down from above, then staying at the top, in the same forward going section that a Closing Pillar is found in.
Difficulty: 3/10
Movement: Flies straight down the center, from far forward to the front, while staying high in the air.
Attacks: None.
Defeat: You can spin them, but it is easiest just to stay on the ground and avoid them.
Found in: Level 13, 26

#005 Bird

Enemy Type: Air/Self-platform
Description: A grey bird with a yellow beak.
Difficulty: 3/10
Movement: Sometimes they are still, other times they move up and down.
Attacks: None.
Defeat: Jump on it.
Found in: Level 24
Other: You will bounce high when you jump off of them. They are always in a place where you need to use them to jump to a platform that would be too far away otherwise. They can't kill you, as you will always bounce off of them if you touch them. If you beat the game by completing the Great Hall, then this is the bird that Crash and Tawna ride on in the ending.

#006 Blob (green)

Enemy Type: Ground
Description: A green blob that bounces on the ground.
Difficulty: 5/10
Movement: Bounces towards you for some time, then stops for a break.
Attacks: Chases after you.
Defeat: Jump on it to kill it. If you spin it, you will only send it flying away, and it will return.
Found in: Level 28

Other: They are only found in the Nitrus Brio Boss level. N. Brio throws green potions at you, and they turn into these when they hit the ground. They first come as one, then a group of two, then a group of three.

#007 Blob (yellow)

Enemy Type: Ground
Description: A yellow blob that bounces.
Difficulty: 5/10
Movement: Bounces toward the screen, following Crash left and right.
Attacks: None.
Defeat: Jump ONLY. If you spin it, you will be shot far away.
Found in: Level 29

#008 Closing Pillar

Enemy Type: Ground
Description: Two ornately decorated stone pillars that continuously open and close from both sides to try and squish you.
Difficulty: 5/10
Movement: Simply opens and closes.
Attacks: Closes to try and squish you.
Defeat: Indestructible, time you passing carefully.
Found in: Level 13, 26
Other: They will stop closing once you pass them. They are always found in the same type of section, a section going forward, away from the screen, in a small hallway. They are often found together in a set of two or three.

#009 Crab

Enemy Type: Ground
Description: A small, low to the ground, reddish crab with claws.
Difficulty: 1/10
Movement: Back and forth in a straight line.
Attacks: None.
Defeat: Jump or spin it.
Found in: Level 1

#010 Electric Orb

Enemy Type: Ground
Description: A set of two low to the ground, red orbs that shoot electricity.
Difficulty: 3/10
Movement: None.
Attacks: Sends electricity from one post in a pair to the other every two seconds.
Defeat: Indestructible, time your passing well.
Found in: Level 19
Other: They are always found with two or three sets in a row.

#011 Electric Pillar

Enemy Type: Ground

Description: Two groups of orbs, one on each side of a path, that shoot electricity back and forth.
Difficulty: 4/10
Movement: None.
Attacks: Shoots electricity back and forth 3 times, and then waits two seconds before repeating.
Defeat: Indestructible, tread carefully.
Found in: Level 29

#012 Electric Pipe (blue)

Enemy Type: Ground
Description: A blue, cold, horizontal, sometimes bent pipe with electric generators sticking up at each end.
Difficulty: 4/10
Movement: None.
Attacks: Bounces a bolt of electricity from one post to the other, one time per second.
Defeat: Indestructible, time your jump well.
Found in: Level 19
Other: If you touch this pipe, unlike the red version, you will still be safe, unless you touch one of the generator poles on the side when it is electrified, in which case you will be electrified.

#013 Electric Pipe (red)

Enemy Type: Ground
Description: A red hot, horizontal, sometimes bent pipe with electric generators sticking up at each end.
Difficulty: 6/10
Movement: None.
Attacks: Bounces a bolt of electricity from one post to the other, one time per second. Also, it will kill you if you touch it.
Defeat: Indestructible, jump carefully.
Found in: Level 19
Other: If you touch the pipe, unlike with the blue version, you will be killed. They are sometimes found together in pairs.

#014 Evil Hand

Enemy Type: Ground
Description: An orange hand sticking out of a grating with evil eyes.
Difficulty: 1/10
Movement: None, its hand just goes back and forth.
Attacks: Reaches randomly trying to grab you.
Defeat: Jump or spin it.
Found in: Level 24
Other: On a minor personal note, this is the one enemy in the game that has never killed me.

#015 Flame (alternating)

Enemy Type: Self-platform
Description: A flame that alternates between being on and off.
Difficulty: 3/10
Movement: None.

Attacks: A flame turns on at regular intervals.
Defeat: Indestructible, just pass it when the flame is out.
Found in: Level 3, 9, 13, 16, 26

#016 Flame (continuous)

Enemy Type: Ground
Description: A flame that burns continuously.
Difficulty: 4/10
Movement: None.
Attacks: It has a flame that burns forever, obviously.
Defeat: Indestructible.
Found in: Level 12,16
Other: If you need to, you can stand on it for a second or two if you are willing to sacrifice a mask. Also, sometimes you can just land on the edge of it, and you will not get burned.

#017 Flying Fish

Enemy Type: Water/Air
Description: A yellow and blue fish that jumps out of the water in places.
Difficulty: 3/10
Movement: Jumps out of the water, and curves in the air to another place to the side. It will then jump back to the original spot, and so on.
Attacks: Jumps out of the water.
Defeat: Usually you can dodge it, or you can spin it out of the way if you need to. You can't jump on it.
Found in: Level 5, 10

#018 Giant Boulder

Enemy Type: Ground, 1 Hit KO
Description: A giant boulder that chases you.
Difficulty: 5/10
Movement: Follows the path at about the same speed that Crash can move at.
Attacks: None, it will simply squish you if it touches you.
Defeat: RUN.
Found in: Level 4, 15
Other: It never hits any of the boxes it comes across. Instead, it will bounce in any location where there is a bounce, but it will only bounce like that if there is a box present, thus if you already destroyed the box, it won't bounce at all.

#019 Hog (enemy)

Enemy Type: Ground
Description: A brown hog that runs forward and backwards.
Difficulty: 4/10
Movement: Runs back and forth in the same stretch of the bridge it is on. It will slowly follow you left and right if you are out of range. If you are next to it, then it will turn to the side and kill you. Most of the time it will stop and face you once you get past it.
Attacks: None, just kills you if you touch it.

Defeat: Indestructible, even to an invincible mask, avoid it.
Found in: Level 14, 23
Other: If you touch it when you are invincible then you will be thrown high into the air. Also, if you look below it, you can see that it can walk on thin air. Amazing.

#020 Holoprojector

Enemy Type: Air
Description: A grayish-brown colored flying round object with blue spots and a white lens.
Difficulty: 4/10
Movement: It always moves in a set path, either up and down, or side to side.
Attacks: None.
Defeat: Spin it only, or be indestructible.
Found in: Level 18, 20, 27
Other: In Crash Bandicoot 2, this is used by Cortex as the holoprojector in the warp-rooms.

#021 Lizard (crawling)

Enemy Type: Ground
Description: A green lizard that crawls on the ground on all four legs.
Difficulty: 4/10
Movement: Walks back and forth in a straight line.
Attacks: None.
Defeat: Jump on it. You will bounce off if you try and spin it.
Found in: Level 12, 16
Other: If space is tight, you can spin when you land on it, and you won't bounce off of it.

#022 Lizard (jumping, green)

Enemy Type: Ground
Description: A medium sized, green lizard that jumps in a pattern.
Difficulty: 5/10
Movement: Jumps back and forth in a regular pattern.
Attacks: None, just jumps around.
Defeat: Jump on it.
Found in: Level 12, 16
Other: If you spin when you jump on it, you won't bounce into the air. Often times, it is used to get to a box that is out of reach otherwise. As a minor glitch, it will sometimes pass inside of a pillar when it jumps.

#023 Lizard (jumping, red)

Enemy Type: Ground
Description: A medium sized, red lizard that jumps towards you.
Difficulty: 5/10
Movement: It will try and jump towards you. However, it is limited to a certain area. It can't follow you into the background of an area, down, or onto another platform. It will just jump in the same place facing you if it can't get to you.
Attacks: None, just jumps around.

Defeat: Jump on it.
Found in: Level 12, 16
Other: You will sometimes need to jump on them to reach higher boxes that would normally be out of reach.

#024 Machine Gunner

Enemy Type: Ground
Description: A tall, thin creature, dressed in black.
Difficulty: 4/10
Movement: None.
Attacks: Shoots a barrage of bullets for 2 1/2 seconds, then stops for 1 second before repeating.
Defeat: Jump on it or spin it. To get in range, you should approach it while it is not shooting, and hide behind a pillar when it is.
Found in: Level 19
Other: It can always be found in the back part of a specific stone room. It will appear out of the ground when enter the room. You should advance slowly by staying safe behind a pillar on the side when it shoots.

#025 Mad Scientist (dynamite)

Enemy Type: Ground
Description: A white dressed scientist that throws dynamite.
Difficulty: 3/10
Movement: None.
Attacks: Tosses a stick of dynamite in the same place once every 2 seconds.
Defeat: Jump or spin it.
Found in: Level 24, 29

#026 Mad Scientist (electric)

Enemy Type: Ground
Description: A white dressed scientist that electrifies itself.
Difficulty: 6/10
Movement: Walks forward, towards Crash.
Attacks: Electrifies itself for one second, is vulnerable for two, then repeats.
Defeat: Spin it back gradually into a pit. You can't jump on it.
Found in: Level 29

#027 Man-Eating Plant (green)

Enemy Type: Water/Self-Platform/1 Hit KO
Description: A red, three-forked plant with three green leaves and white teeth.
Difficulty: 3/10
Movement: None.
Attacks: Closes its mouth to kill you, even if you have a mask or are invincible, 1 1/2 seconds after you jump on it.
Defeat: Indestructible, pass quickly.
Found in: Level 5, 10
Other: If you jump on it as its mouth is opening up again, it will close instantly. It looks just like the Man-Eating Plant

(white), but with green leaves.

#028 Man-Eating Plant (white)

Enemy Type: Water/Self-Platform/1 Hit KO
Description: A red, three forked plant with three white leaves.
Difficulty: 3/10
Movement: None.
Attacks: Closes its mouth for 1/2 second, then opens it for 1 1/2 seconds before repeating. It will kill you, even if you have a mask.
Defeat: Indestructible, time your passing well.
Found in: Level 5, 10
Other: It looks just like the Man-Eating Plant (green), but with white leaves.

#029 Pipe (red)

Enemy Type: Ground/Suspended
Description: A red hot pipe that serves as an obstacle.
Difficulty: 4/10
Movement: None.
Attacks: None.
Defeat: Indestructible, avoid them.
Found in: Level 18, 27
Other: The blue pipes that are like them are perfectly safe to touch. Only the red ones are dangerous. Sometimes you are taken on a platform right into a red pipe, and you need to get off in time. If you look at them, you can see steam coming off in bursts.

#030 Power Pipe (blue)

Enemy Type: Self-platform
Description: A large, blue pipe with two power poles sticking up.
Difficulty: 3/10
Movement: None.
Attacks: None.
Defeat: It is little more than a platform to get in your way. Just jump over it.
Found in: Level 20
Other: They are always encountered while riding a platform. Its electricity is never on. You can jump on it, and still be safe, but you will need to jump off quickly before your ride gets away.

#031 Power Pipe (red)

Enemy Type: Self-platform
Description: A large, red pipe with two power poles sticking up.
Difficulty: 4/10
Movement: None.
Attacks: None.
Defeat: Indestructible, jump over it carefully.
Found in: Level 20
Other: They are always encountered while riding a platform. Its electricity is never on. If you touch it, you will be burned.

#032 Rat

Enemy Type: Ground
Description: A pair of red eyes in the dark; or large brown rats in the light of a mask.
Difficulty: 3/10
Movement: Goes from far away towards the screen, following Crash side to side.
Attacks: None.
Defeat: Jump or spin it.
Found in: Level 25, 33
Other: They are usually found together in a group of three.

#033 Robot (crawling)

Enemy Type: Ground
Description: A gray, squareish robot with black "feet" that goes slowly back and forth, and has a yellow spot on the top front of its head.
Difficulty: 1/10
Movement: Goes back and forth in a set path.
Attacks: None.
Defeat: Spin or jump on it.
Found in: Level 18, 19, 27

#034 Robot (hover, spiked)

Enemy Type: Air
Description: A grey robot with a small head-like part, and white spinning spikes on its side.
Difficulty: 7/10
Movement: Hovers up and down.
Attacks: None, but dangerous to touch.
Defeat: Indestructible, except for when you have three masks.
Found in: Level 18, 19, 27
Other: In Heavy Machinery, two of them are used as markers for a pit that leads down to a secret area.

#035 Rolling Monkey

Enemy Type: Ground
Description: A brown monkey that rolls on the ground.
Difficulty: 3/10
Movement: Rolls one direction, stops, and then rolls back.
Attacks: Rolls into a ball to defend itself.
Defeat: Jump or spin on it when it is not moving. You can spin it when it is moving, but you will be sent flying, possibly into a hazard.
Found in: Level 3, 9, 10

#036 Rolling Stone

Enemy Type: Ground
Description: A large circular stone that rolls back and forth.
Difficulty: 2/10
Movement: Back and forth sideways along its path.

Attacks: No attacks, but it will squish you or take away a mask if you touch it.
Defeat: Indestructible, dodge it.
Found in: Level 2, 7

#037 Rotisserie Pig

Enemy Type: Suspended
Description: A hot mounted on a spit.
Difficulty: 4/10
Movement: Spins around in a circle, down and forward, up and back.
Attacks: None.
Defeat: Indestructible, jump over it if it is down or just run under it if it is up.
Found in: Level 8, 32

#038 Shield Native 1

Enemy Type: Ground
Description: A native with green clothing and a big, red shield.
Difficulty: 3/10
Movement: Stays still until you jump on the platform it is on. Then it follows you as long as you are on that platform.
Attacks: Bounces you far away with its shield, usually into a pit.
Defeat: Jump on its head, and it will cover itself with its shield. Spin on it when its shield is up.
Found in: Level 3, 9

#039 Shield Native 2

Enemy Type: Ground
Description: A dark-skinned native wearing green and holding a red shield.
Difficulty: 4/10
Movement: Moves continuously side to side.
Attacks: None, it just blocks you with its shield.
Defeat: Indestructible, dodge it by going to the other side.
Found in: Level 8, 32
Other: Sometimes, if you look closely, you can see its stub of a hand pass through the shield if you hit pause.

#040 Skunk

Enemy Type: Ground
Description: A small, black and white skunk.
Difficulty: 1/10
Movement: Proceeds forward until it falls into a pit. It will follow you from side to side.
Attacks: None.
Defeat: Jump, or especially if there are several of them, spin it. You can usually take out an entire row of them at once this way.
Found in: Level 2, 7

#041 Sliding Pillar

Enemy Type: Ground/Self Platform

Description: A blue, two-block high pillar that moves in and out of a wall.
Difficulty: 4/10
Movement: Slides in and out.
Attacks: Will push you off if you are in its way.
Defeat: Indestructible, figure out its movement, and pass when it is safe.
Found in: Level 12, 16
Other: Sometimes you need to get on top of them, either by bouncing off of a series of boxes or an enemy, to get an item that is resting above one of them.

#042 Slime

Enemy Type: Ground
Description: Oozing green slime, found in a pit just below the normal area.
Difficulty: 3/10
Movement: None.
Attacks: None.
Defeat: Jump, and try not to mess up.
Found in: Level 19, 21

#043 Snake

Enemy Type: Ground
Description: A blue snake that comes out of a hole.
Difficulty: 3/10
Movement: Springs up when you get near, then bobs back and forth while it waits.
Attacks: When you get to be one "square" away, it will lunge at you.
Defeat: Spin it, or jump on it.
Found in: Level 13, 16
Other: Like a real snake, you can see its tongue hissing while it waits for you.

#044 Spear

Enemy Type: Suspended
Description: A set of two wooden spears that come out horizontally from platforms at the side.
Difficulty: 3/10
Movement: Slides in and out.
Attacks: Shoots spears out at you every two seconds.
Defeat: Indestructible, time your passing well.
Found in: Level 13, 26
Other: Always comes as a set of two spikes in the top right, and one at the bottom left.

#045 Spider (crawling)

Enemy Type: Ground
Description: A medium-sized, dark colored spider that crawls on the ground.
Difficulty: 4/10
Movement: Crawls forward, towards the screen, and follows Crash side to side. Sometimes it jumps into the air.
Attacks: None.
Defeat: Spin or jump on it.

Found in: Level 33

#046 Spider (hanging)

Enemy Type: Hanging/Self-Platform
Description: A black and brown spider with large red eyes.
Difficulty: 6/10
Movement: Hangs up for 2 1/2 seconds, then it lets down a strand of spider silk. 1/2 second later it will come down, and stay for 3 seconds before going up and repeating the process forever.
Attacks: Comes down at you.
Defeat: If it is over a platform spin it. Otherwise you need to jump on it.
Found in: Level 13, 26, 33
Other: If you jump on it, you will bounce high. In some levels, you will need to use this ability to reach far-away platforms.

#047 Spike

Enemy Type: Suspended/Self-Platform
Description: Purple and black spikes that come out of the walk.
Difficulty: 3/10
Movement: None.
Attacks: None.
Defeat: Indestructible
Found in: Level 24
Other: They will generally only be in your path if you fall down, or jump too high. If you have a mask, and fall down onto one, you can use it to be able to jump back up to safety.

#048 Spiked Pillar

Enemy Type: Ground/Hanging
Description: A mostly black pole with white spikes.
Difficulty: 3/10
Movement: It shoots quickly up or down into the air, then retracts slowly.
Attacks: Shoots out continuously to try and stop you.
Defeat: Indestructible, avoid it.
Found in: Level 3, 9

#049 Spiked Pole

Enemy Type: Ground
Description: A brown and red pole with white spikes.
Difficulty: 3/10
Movement: None.
Attacks: None, it just stands there, menacingly.
Defeat: Indestructible, dodge it.
Found in: Level 8, 32
Other: They can be found either standing up, whereby it will need to be dodged, or laying down, whereby it will need to be jumped over. Rarely, there can be two of them standing up next to each other, at which time you will need to use a bounce pad (the blue, drum-shaped object with a brown top) to jump over them.

#050 Stairs

Enemy Type: Self-Platform
Description: A staircase of brown steps that turns into a slippery slope.
Difficulty: 5/10
Movement: None.
Attacks: Switches from safe stairs to dangerous slope.
Defeat: Indestructible, time your passing.
Found in: Level 24

#051 Steam Pipe

Enemy Type: Ground
Description: A short red pipe coming out of the ground with steam spurting out of it at regular intervals.
Difficulty: 3/10
Movement: None.
Attacks: Shoots steam for 1/2 second, then goes off for 2 1/2 seconds before repeating.
Defeat: Indestructible, time your passing well.
Found in: Level 18, 27
Other: They are often found in a series, and you need to figure out the timing to pass it unharmed.

#052 Swinging Blade

Enemy Type: Hanging
Description: A metal blade that swings back and forth.
Difficulty: 6/10
Movement: Swings left and right.
Attacks: Swings back and forth to try and slice you.
Defeat: Indestructible, time your passing well, and quickly.
Found in: Level 25, 33

#053 Television Screen

Enemy Type: Suspended
Description: A television screen with a moving image of N. Cortex.
Difficulty: 1/10
Movement: None.
Attacks: None, but most of them will electrocute you if you touch them.
Defeat: Indestructible, don't touch.
Found in: Level 20
Other: I believe that this is simply an object added into the level to add character to it.

#054 Turtle

Enemy Type: Ground
Description: A small pink and green shelled turtle.
Difficulty: 2/10
Movement: Back and forth. It follows you in the direction opposite the one it is going ex. it moves forward and back, then it will track you left to right.
Attacks: None.
Defeat: Spin it, or jump on it to stun it.

Found in: Level 1, 3, 7, 9, 14, 23
Other: Jump on it once, and it turns upside down and hides in its bouncy shell for a few seconds. Jump on that for a boost, especially if you run and jump onto it first. You can still spin it this way.

#055 Toxic Waste Barrel

Enemy Type: Ground/Air
Description: A brown barrel with a radioactive sign that bounces on the ground along the path.
Difficulty: 9/10
Movement: Bounces along the path, straight towards the screen.
Attacks: None, but it will squish you if it touches you.
Defeat: Indestructible, sand in exactly the right place, or off to the side and you will be safe.
Found in: Level 21
Other: At times, you can see that it will sometimes bounce on thin air.

#056 Venus Fly Trap

Enemy Type: Ground
Description: A large, man-eating, flowering plant.
Difficulty: 3/10
Movement: None.
Attacks: Lunges its flower-head to try and eat you.
Defeat: Easiest to spin it, but you can also jump on it.
Found in: Level 2, 3, 7, 9, 15(only in the gem path)

#057 Waste Barrel

Enemy Type: Ground
Description: A yellow barrel that rolls on the ground.
Difficulty: 5/10
Movement: Rolls straight towards the screen along the path.
Attacks: None, but it will squish you if you touch it.
Defeat: Indestructible, jump over it, or walk to the side if you can.
Found in: Level 21
Other: You can stop them from coming if you destroy the Barrel Thrower that rolls them. They will fall into the slime if there at gaps the platform they are rolling on.

=====
5.22 By Level
=====

=====
Level One N. Sanity Beach
=====

#009 Crab
#054 Turtle

=====
Level Two Jungle Rollers
=====

#036 Rolling Stone
#040 Skunk
#056 Venus Fly Trap

=====

Level Three The Great Gate

=====

#015 Flame (alternating)
#035 Rolling Monkey
#038 Shield Native 1
#048 Spiked Pillar
#054 Turtle
#056 Venus Fly Trap

=====

Level Four Boulders

=====

#018 Giant Boulder

=====

Level Five Upstream

=====

#017 Flying Fish
#027 Man-Eating Plant (green)
#028 Man-Eating Plant (white)

=====

Level Six Papu Papu BOSS

=====

NO ENEMIES

=====

Level Seven Rolling Stones

=====

#036 Rolling Stone
#040 Skunk
#054 Turtle
#056 Venus Fly Trap

=====

Level Eight Hog Wild

=====

#037 Rotisserie Pig
#039 Shield Native 2
#049 Spiked Pole

=====

Level Nine Native Fortress

=====

#015 Flame (alternating)
#035 Rolling Monkey
#038 Shield Native 1

#048 Spiked Pillar
#054 Turtle
#056 Venus Fly Trap

=====
Level Ten Up the Creek
=====

#017 Flying Fish
#027 Man-Eating Plant (green)
#028 Man-Eating Plant (white)
#035 Rolling Monkey

=====
Level Eleven Ripper Roo BOSS
=====

NO ENEMIES

=====
Level Twelve The Lost City
=====

#002 Bat (marker)
#003 Bats 1
#016 Flame (continuous)
#021 Lizard (crawling)
#022 Lizard (jumping, green)
#023 Lizard (jumping, red)
#041 Sliding Pillar

=====
Level Thirteen Temple Ruins
=====

#004 Bats 2
#008 Closing Pillar
#015 Flame (alternating)
#043 Snake
#044 Spear
#046 Spider (hanging)

=====
Level Fourteen Road to Nowhere
=====

#019 Hog (enemy)
#054 Turtle

=====
Level Fifteen Boulder Dash
=====

#018 Giant Boulder
#056 Venus Fly Trap (only in the gem path)

=====
Level Sixteen Sunset Vista
=====

#002 Bat (marker)
#003 Bats 1
#015 Flame (alternating)
#016 Flame (continuous)
#021 Lizard (crawling)
#022 Lizard (jumping, green)
#023 Lizard (jumping, red)
#041 Sliding Pillar

=====
Level Seventeen Koala Kong BOSS
=====

NO ENEMIES

=====
Level Eighteen Heavy Machinery
=====

#020 Holoprojector
#029 Pipe (red)
#033 Robot (crawling)
#034 Robot (hover, spiked)
#051 Steam Pipe

=====
Level Nineteen Cortex Power
=====

#010 Electric Orb
#012 Electric Pipe (blue)
#013 Electric Pipe (red)
#024 Machine Gunner
#033 Robot (crawling)
#034 Robot (hover, spiked)
#042 Slime

=====
Level Twenty Generator Room
=====

#020 Holoprojector
#030 Power Pipe (blue)
#031 Power Pipe (red)
#053 Television Screen

=====
Level Twenty One Toxic Waste
=====

#001 Barrel Thrower
#055 Toxic Waste Barrel
#057 Waste Barrel

=====
Level Twenty Two Pinstripe BOSS
=====

NO ENEMIES

=====
Level Twenty Three The High Road
=====

#019 Hog (enemy)
#054 Turtle

=====
Level Twenty Four Slippery Climb
=====

#005 Bird
#014 Evil Hand
#025 Mad Scientist (dynamite)
#047 Spike
#050 Stairs

=====
Level Twenty Five Lights Out
=====

#032 Rat
#052 Swinging Blade

=====
Level Twenty Six Jaws of Darkness
=====

#004 Bats 2
#008 Closing Pillar
#015 Flame (alternating)
#043 Snake
#044 Spear
#046 Spider (hanging)

=====
Level Twenty Seven Castle Machinery
=====

#029 Pipe (red)
#020 Holoprojector
#033 Robot (crawling)
#034 Robot (hover, spiked)
#051 Steam Pipe

=====
Level Twenty Eight Nitrus Brio BOSS
=====

#006 Blob (green)

=====
Level Twenty Nine The Lab
=====

#007 Blob (yellow)
#011 Electric Pillar
#025 Mad Scientist (dynamite)
#026 Mad Scientist (electric)

=====
Level Thirty The Great Hall
=====

NO ENEMIES

=====
Level Thirty One Dr. Neo Cortex
=====

NO ENEMIES

=====
Level Thirty Two Whole Hog
=====

#037 Rotisserie Pig
#039 Shield Native 2
#049 Spiked Pole

=====
Level Thirty Three Fumbling in the Dark
=====

#032 Rat
#045 Spider (crawling)
#046 Spider (hanging)

5.30 Bosses (Appearance)

=====
Boss One Papu Papu
=====

This is the first boss, and one of the easiest. You start out with the camera panning out from Papu himself, sleeping. He wakes up, annoyed, then starts to attack you. Notice that you have a golden mask. This means that you can be hit twice without dieing. You always start off boss levels in this game with a double mask (which makes it golden). Also notice the boss icon and health bar in the lower-left corner. You can see that it is notched into three sections. Each time you hit him, one section will disappear. When all three of them disappear, you will have beaten Papu Papu.

There are two ways you can beat this boss. First, here, is the longer one. It is also the way that he was meant to be defeated. If you just want to read the shorter method, skip to the *****

Short Method

Long Method

Here is what you are supposed to do. First, Papu Papu slams the ground with his pole. Then he spins around between one and two complete turns, sweeping the ground with his pole, in case of the off chance that he manages to hit you. The easiest way to avoid this is to stay in one place, where you can clearly see Crash, and to jump over the pole each time it +-----+

passes. Another method is to stand on Papu's large chair in the back. This is easier, but not as effective. Sometimes he can still get you there anyway. After completing the full turns, he will continue to turn until he faces you. He will then slam his pole into the ground. To avoid this, just walk out of the way when the pole is in the air.

	GLITCH	
Sometimes the pole can hit you when it comes down, but you will not be injured until it moves again, or if you walk into it instead of jumping away from it.		

+-----+

Also, you will usually, but not always, be able to avoid this by standing on the chair. When the pole hits the ground, it is time for you to make your move. Jump on his head. As you bounce off, jump away so you don't stay near him and accidentally touch him, injuring yourself. He will then shake himself off, and groan angrily. But most importantly, he will lose one of the three sections of his health bar in the lower-left corner. Repeat this process two more times, and he will fall. Literally. Make sure he doesn't fall on you when he gets KO'ed, otherwise you will lose a mask, or die if you don't have one.

Short Method

The shorter way is this. Papu Papu is always vulnerable to attack whenever you are indestructible. You are indestructible for a few seconds after losing a mask. Immediately after his pole hits the ground, and before it starts spinning, jump on his head, then jump away. As soon as he is finished shaking himself off, and begins spinning, jump on him again. You will lose a mask when you do this. But if you jump on him within the next few seconds, you will take away one piece of his health. Repeat this one more time, make sure he doesn't fall on you, and you will have won.

Misc. Trivia

According to the manual, Papu Papu is probably native for "Pass me that plate again mate." You can definitely see that in his huge size.

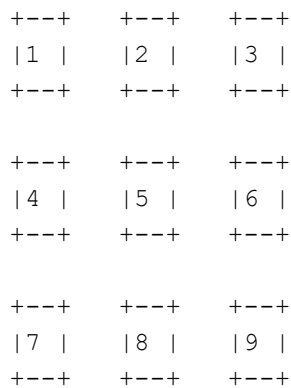
=====
Boss Two Ripper Roo
=====

This is the second boss. It is, in my opinion, one of the hardest bosses in this game. This is true not because the boss itself is hard, but because it is difficult to jump exactly on the TNT boxes without accidentally falling into the water. The TNT boxes in this level are not just normal TNT boxes. Instead, they are "Big TNT" boxes. This doesn't mean that the explosion is any more damaging than a regular TNT box. Instead, it means that the range of the explosion is greater. This makes it easier to hit Ripper Roo.

When you enter the level, the camera will be zoomed in on Ripper Roo. You can see his strait-jacket, which shows how crazy he is, and his "razor sharp toenails", like the instruction manual says. As you pan out, you will see the arena that you will fight in.

The first thing you will notice is that the arena is nine platforms, see image below, with water in between them. You will also see a Big TNT box in the back. As time progresses, you will see more Big TNT boxes come down. As a Big TNT box comes down the waterfall, any boxes that are already sitting in the arena will be pushed forward by one platform. However, if you already jumped

on a Big TNT box, then that box will remain in place until it explodes, instead of moving forward like the other Big TNT boxes. In order to defeat Ripper Roo, you will need to time a jump on a Big TNT box so that Ripper Roo is within range of the explosion when it goes off. He will jump from platform to platform, in a repeating pattern, the entire time. Remember the image in the diagram below, as its numbers will be used in explaining how to defeat Ripper Roo.



Ripper Roo will start off on platform 6. He will then start jumping from platform to platform. As soon as he leaves platform 5, you should move to platform 3. Platform 3 is a safe platform, because Ripper Roo does not jump there during the entire boss fight.

During this first stage, Ripper Roo will jump in this pattern:

5,7,5,9,5,7,5,9...

Go to this URL for an image of it.

http://www.kenb215.000k.net/other_gamefaqs/ripper_roo_1.gif

Stay on platform 3 until a Big TNT pulls up to platform 6. Once it does, jump onto platform 6. As soon as Roo jumps from either platform 9 or 7 to platform 5, jump on the TNT, then retreat back to 3. If you timed it right, then the blast from the TNT should hit Ripper Roo, taking out a piece of his health. If you missed because your timing was a bit early or late, then adjust it, and try again.

After being hit, Ripper Roo will jump to the center platform, unless he is already there. Then he will proceed in this pattern:

4,8,6,5,4,8,6,5...

Go to this URL for an image of it.

http://www.kenb215.000k.net/other_gamefaqs/ripper_roo_2.gif

This time, wait on platform 3 until there is a TNT box next to platform 6. When that happens, and after Roo jumps to platform 5, advance to platform 6. As soon as Roo jumps to platform 4, jump on the TNT box and go back to platform 3 and wait. Again, if you hit him, he will continue to the next stage. If you mistimed it, then adjust your timing, and try again.

This time, retreat for hopefully the final time to platform 3, while Ripper Roo will follow this pattern:

8,4,2,6,8,4,2,6...

Go to this URL for an image of it.

http://www.kenb215.000k.net/other_gamefaqs/ripper_roo_3.gif

As soon as there is a TNT next to platform 6, as always, and right after Roo jumps to platform 8, you should jump to platform 6. Once Roo jumps to platform 4, jump on the TNT, and retreat back to platform 3 for hopefully the last time. If you timed it right, Roo will be defeated once he goes near the exploding TNT. If not, then adjust your timing as necessary, and try again.

After being defeated, Roo will jump to platform 8, or from 6 to 8 if he is still on platform 2, wobble around, and fall. You will then be treated to Crash's Yahoo!, and leave the level.

Misc. Trivia

The reason Roo jumps to the middle platform after he is hit each time is because he can reach any other platform from there, and thus he can jump to the first platform in his next stage after landing on it.

=====

BOSS THREE KOALA KONG

=====

Koala Kong makes his first, and for a while in the series, last appearance as the third boss. Just looking at him, you can see that he is powerful, but not especially bright. The level starts off with him showing off his muscles definitely supports that. Fortunately, he follows a pattern, so that even with the TNT's that fall down, he isn't an especially difficult boss to beat. However, he is the first boss that you face who takes more than three hits to defeat. He needs four hits in order to go down.

Right after he finishes showing off, Koala Kong will go over to our right and start throwing small - for him anyway - boulders at us. Getting hit with one of those boulders will cause you to lose a mask. Fortunately, there are three different ways that you can dodge this attack. The least recommended method is to spin the boulders just as they are about to hit you. This works, but it is difficult to time it well. Also, there are occasional TNT boxes that will fall from the sky. If you are unlucky, you might accidentally spin one as it falls. The second method is to jump over them. I don't recommend doing this by itself because it is even more difficult to time it right with this than it is to try to spin the boulder. The third way to dodge the thrown boulders is to simply run out of the way. As soon as Koala Kong throws the boulder, run to the side. Most of the time, it is best to run out of the way, and jump at the same time. That way, even if you don't start running soon enough, you still might be safe by jumping over the boulder instead. The only time that you shouldn't run out of the way is when doing so will put you right in the path of a TNT explosion. In that situation, you should jump and spin to counter the boulder attack.

During each stage, Kong will throw three normal boulders at you. After that, he will then pick up and throw a fourth boulder at you. That boulder will stay on the screen. You can then spin it back at him, and take off a bit of his health. For the first stage, just keep running and you will be able to dodge everything. Just make sure not to run into range of the TNT explosion when it goes off. After throwing three boulders, Koala Kong will carry another, larger, boulder to the middle of the field. After he throws it at you, you will need to spin it back at him. Either spin it back as soon as it reaches you (if there are no mine carts in the way), or wait until it stops rolling, and spin it back once the path to him is clear.

The second stage is the same as the first. Dodge the first three boulders, and spin the fourth one back when the area is clear of interfering mine-carts. During the third stage one TNT will fall down, and then another one will fall down shortly after that. Make sure that you are at the far side of the screen when the first one goes off because its explosion will cause the second TNT Box to go off as well. After they both go off, you can spin the fourth boulder back at him as you always do.

The fourth stage is like the third, only the TNT timing is different, and harder. It is slightly more difficult to dodge the boulders _and_ stay out of the way of the TNT bang. I would recommend jumping and spinning over the third boulder, if you can. After defeating him, he will fall, Crash will give his customary Yahoo!, and you will advance to the third and most treacherous island.

Misc. Trivia

If you touch one of the boulders that are supposed to be thrown back while it is just rolling slightly you will be injured. But if you touch it while it is still you will be safe. However, you can spin it back at any time.

If you are standing where a TNT box would normally fall on either side, it will fall on the other side instead of on you. Unfortunately, there is nothing like this for the middle TNT.

=====
BOSS 4 PINSTRIPE POTEROO
=====

As Pinstripe's name, clothing, and weapon of choice suggest, Pinstripe is made out to be like a guy out of a cheesy gangster movie. Well, actually like a person those characters are based on. Pinstripe is a very easy boss until his last phase. Even that however is not especially challenging. He becomes even easier if you use the shorter, cheap method of attacking him in the beginning.

The level starts off showing Pinstripe shooting crazily into the air. After that, it zooms out to Crash. You can see him using a move that we can't actually control until Crash 2; Crouch. He is crouching behind a piece of furniture. Oddly enough, that bit of fabric is enough to stop a hoard of dozens of bullets. There are actually two pieces of furniture in the room. They are both on opposite sides of the room. There are two ways that you can start attacking Pinstripe in the beginning. One way is the correct longer method of beating him, while the other is a shorter, cheap way of doing it.

The long method is to attack him one hit at a time. Stay behind either piece of furniture, and wait for when Pinstripe starts dancing from one side of the room to the other. When he does this, spin him and retreat back to your furniture safe house. Do this a total of three times.

The shorter method is to wait behind the furniture until Pinstripe starts dancing as before. However, as soon as he recovers from one of your spin attacks, spin him again. You can spin him three times like this, the same as in the normal strategy. Once those three times are up he will begin the second part of his attack.

After being hit three times, Pinstripe will shoot from the right, only if he is already there, jump on top of the table, shoot from there, and jump to the left and shoot some more. After he shoots from the left for about 2 seconds his gun will jam. Use that opportunity to jump over the furniture and spin him. Like all of the bosses, he will repeat this faze until you get him. After you hit him he will switch to jumping and shooting on the table and the right side of the room. Again his gun will jam while he is at the side of the room, so jump and spin him again. Now for the only part of this boss fight that presents even a minor challenge. To defend his final health block he will jump to the sides and the table. This time, however, his gun will jam while he is on top of the table. It is sometimes a challenge to spin him while he is on top of

the table. Even so, it can still be done easily enough. Once you get Pinstripe he will spin around and fall, yet he will remain on the table.

Misc. Trivia

When Pinstripe dies he spins around and shoots. That is what causes the glass to shatter behind him. Fortunately, those shots always miss Crash.

Pinstripe is indestructible while he is shooting. If you try to spin him, nothing will happen. If you jump on him, then you will wind up simply standing on his head.

=====
BOSS FIVE NITRUS BRIO
=====

Nitrus Brio is the second to last boss in the game. He has two distinct phases. The first one is similar to Dr. Jekyll, while the second phase is similar to Mr. Hyde. Both of them are fairly easy. Nitrus is the one who really invented the evolvo-ray, the device that made Crash what is he today. However, even he isn't twisted enough to beat out Cortex to its use. The boss fight with Nitrus Brio is also the only one in the game with a major glitch in it. There is a chance, if you slightly mess up when you attack N. Brio in his second phase, that after you lose your mask Brio will become immortal. His health bar will be empty but he will live on. The only chance you have at continuing is to die and start over.

As the level starts, you will see N. Brio pouring two potions into each other. Those are the two weapons he will use throughout the boss fight. When you gain control of Crash, you will see Brio raise his potions in the air. He does that whenever you get close to him. If you get even closer he will slam them together, injuring you, but not effecting him. That doesn't really matter to him or us, however, as you can't injure him with a spin or jump attack anyway.

For the first phase, you will need to back off a bit from where you start. He will then mix his potions together a few times. After that, he will throw a green potion out into the room. That potion will turn into a green blob when it hits the ground. To defeat it, you need to jump on it. If you spin it, you will just send it flying away. The same thing will happen if you touch it, only you will lose a mask as well. Fortunately, if you take to long to jump on it, it will stop moving for a few seconds allowing you to jump on it easily. Once you jump on it N. Brio will lose one of his health segments. After that he will throw a pink potion at you. This potion explodes as soon as it hits the ground, injuring you in the process if you are near it. To dodge it, just walk out of the way. For the next segment, he will throw two green potions. Jump on both of them and he will lose two health. Brio will then proceed to throw three pink potions at you. Run, but without retracing your path, and you will be safe from this attack. For his next part he will throw three green potions. Jump on all of the creatures that form and N. Brio will be down to just three health. As his final act in this form he will throw six pink potion bombs at you. Just keep running away as before and you will be safe.

After this is completed, Nitrus Brio will mix the potions some more, then drink the pink. This will transform him into his most hideous looking form. He will pound the ground, coming towards you. A large rock will fall just as he starts doing this. Jump on the rock, then on his head when you can. Spinning him does nothing. Fortunately, mutant Brio moves forward slowly as he approaches, giving you several seconds to jump on him. When you jump on his head he will be sent to the back of the room again. Repeat this two more times to defeat

him.

Misc. Trivia

If you look carefully at the potions and fire in the background of the boss arena you can see that they are actually drawn in only 2D.

When you get too close to Nitrus Brio he will slam his potions together to try and keep you away. Normally, this will take away a mask or a life, but if you get it just right you can get in and out of range quickly enough to be safe.

This is the only boss level where you can get fruit. In total you can get a maximum of 4 fruit. It can be gotten by jumping on one green blob, then immediately jumping on another without landing on the ground. You can get one fruit this way with the second set of blobs, and three in the third set.

=====

BOSS SIX DR. NEO CORTEX

=====

This is it. The final boss fight. Against the king of mad scientists, Dr. Neo Cortex. As the level starts, Crash somehow managed to get onto Cortex's blimp, while Cortex himself is riding a type of red hovercraft. Cortex comes in close to Crash saying, "Darn you, Crash Bandicoot!" He retreats, and the final boss fight begins.

Cortex has five health blocks, and five separate stages. In each stage, Cortex will fire energy bolts at you. The pink ones should be dodged, the blue ones are shot off to the side of the screen before coming back across it, and the green ones should be spun back. If you don't spin all of the green energy bolts back at Cortex each stage, then that stage will repeat, although the bolts that you did spin back will remain in place.

For the first stage, Cortex will fire two pink bolts, then one green bolt at you. Dodge the two pink bolts, and spin the green one back at him. He will lose a piece of his health. In stage two, Cortex will fire energy bolts in this pattern: pink, blue, pink, blue, green, green. The pink ones should be dodged as they come, while the blue ones will go to the side, then straight across. Either jump over or walk under them, as needed. After that, spin both green bolts back at N. Cortex to start phase three. Stage three begins with this sequence: pink, blue, blue, pink, green. Dodge and spin those bolts as before. The next phase is pink, blue, blue, blue, green, green. This time the blues move differently. They go up and down as they go across instead of just straight. It is generally easiest to walk under them when they are up. Do that, spin the remaining greens, and it is on to stage four. In stage four, Cortex shoots a volley of five pink blots and one green one at you. Keep moving to avoid the pinks, and spin the green back at him. Repeat this again and Cortex will be down to his last health segment. In a seemingly desperate final attack, Cortex will only fire individual green energy bolts at you. Just spin any one back at him and he will fall. Literally. You will then be treated to the ending, showing Crash and Tawna on the blimp, then the credits rolling.

Misc. Trivia

If you try to jump onto Cortex, you will just pass right through him. After that, you will fall and lose a life.

You can go forward to some degree on the blimp. If you go far enough Crash will start to go down. Once he is down low enough, none of the blue bolts will have any effect on him. However, the pink bolts will still target him, and the green bolts will be out of reach until you jump out. Just be sure not to go so far down that you fall off of the blimp.

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===== _/ =====
6.00              Resources      (_)
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```

This resources part of the guide contains links to different websites with information about Crash Bandicoot. I hope they help some of you learn about the game, or help you where my work has not. Because they are not run by me, it is possible that some of the sites will change or disappear. If they do, e-mail me at kenbarney (at) optonline.net, and I will update the link.

```
/-----\
|http://www.wrathofcortex.com/home.jsp      |
|                                           |
|This is the official homepage of Crash Bandicoot. It shows some information |
|on primarily the more recent Crash Bandicoot games, but also has a museum of |
|information about the earlier games in the series.                             |
\-----/
```

```
/-----\
|http://www.naughtydog.com/crash/          |
|                                           |
|Another official Crash website. This one is by Naughty Dog, as its name      |
|suggests. It hasn't been updated in years, and thus has information on most  |
|of the older games, including this one. Also, many of its links are broken,  |
|and don't go anywhere.                                                           |
\-----/
```

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/-----\
|http://www.gamefaqs.com                   |
|                                           |
|GameFAQs is the main site I use for hosting my guides. It is, in my opinion, |
|the best site to use for help in beating games. If you are stuck in any of  |
|the games in the Crash series, I recommend going to this site. I have many  |
|guides up for various Crash games here.                                         |
\-----/
```

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/-----\
|http://www.ign.com                        |
|                                           |
|This website isn't related just to Crash, but rather to all videogames. You  |
|can find a lot of reviews, help, movies, and other information about all of  |
|the Crash games by navigating through the links.                               |
\-----/
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===== / =====
7.00              Copyright     (_)
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This walkthrough was created by kenb215 (Kenneth W. Barney). It may be freely saved to your hard drive or printed, as long as it is not used for monetary purposes. You may post it on your website provided that I am informed of this, that I retain credit for creating the guide, and that no part of it is altered in any way. I reserve the right to require any website hosting this guide to remove it at my choosing, for any reason I choose, if one at all. All copyrights and trademarks are copyright and trademark by their respective owners. By breaking this copyright, you are in violation of copyright law under Title 17 Chapter 5 Section 506(d) of US Copyright Law you can be fined for up to \$2,500.

=====
8.00 Contact Information/Additional Help (_)
=====

Although this guide is intended to be complete, you may still have information to add to it, or require additional help beyond what this guide offers. If you provide any additional information that is not in the guide or correct any mistakes, either factual or a typo, you will receive credit. Also, if you ask a question, it will be posted in the FAQ section in all appropriate guides, unless you say otherwise. You can contact me in two ways, either by e-mail or message boards.

To contact me through e-mail send an e-mail to kenbarney(at)optonline.net. Make sure to put the name of the game in the subject, or I may delete it as spam, or else not realize what it is for and pass over it for a while.

The second way to contact me is to use the message boards found at www.gamefaqs.com. In order to use them, you will need to register with the site, which is free. After that, go to the game and click on "Board". From there post a message, and I will get back to you within two days, if possible.

Although I try to check both of them as often as possible, usually the fastest way for me to receive your input and reply is through the message boards. Either way, you will get a response from me as quickly as possible.

You may also find more of my guides and other work at this URL.
<http://www.gamefaqs.com/features/recognition/34422.html>

=====
9.00 Credits
=====

Anybody who contributes to this guide, even if it is just fixing a typo, will be listed here.

=====
10.00 Conclusion
=====

Here ends my Crash Bandicoot enemy guide. I thank you for the time that you have put into reading it. I hope that you have enjoyed reading it, and that it has helped you in conquering the game.

Current Stats:

Guide No. 10
Version 1.0.0
Update No. 2
Update Date 08/28/04
Size 72 KB
Pages 32
Paragraphs 1,497
Lines 1,823
Words 10,958
Characters 70,541

Previous Stats:

Guide No. 10
Version .99
Update No. 1
Update Date 08/27/04
Size 71 KB
Pages 32
Paragraphs 1,483
Lines 1,806
Words 10,908
Characters 69,977

--END OF FAQ--
