

Crash Bandicoot Boss FAQ

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Crash Bandicoot

Boss FAQ

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Introduction: Welcome to my Crash Bandicoot Boss FAQ. At the moment, Gamefaqs does not have a Boss FAQ for this ancient popular game, and since this game has several challenging bosses I thought to lend a hand.

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1) DISCLAIMER

Disclaimer: I wrote this FAQ and I don't want anyone to rip off my hard work. If you want to have this on you're website, then please E mail me asking so, and if I give you permission, keep it updated often, I don't want people E mailing me with a question in the newer version of the walkthrough, and the F.A.Q/Walkthrough has to REMAIN THE SAME! That means no name swapping, changing in writing. If you do, make sure you have a good lawyer. I have listed some DO'S and Don'ts here.

DO'S!

Print this F.A.Q, and use it for help.

E mail me if you have a question or tips which are NOT listed in here.

Direct friends to here for help.

DON'TS

Try and make any profit off this

Take credit for of this

E mail me with a question which has been answered someone here.

Put this on a website WITHOUT permission

If you E mail me with a question, please list the game you are talking about. (I write F.A.Q's for quite a few games you know) Also, please be specific with the questions / tips. Don't E mail me and say "How do you get past the thing near the thing"

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2) BOSSES

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First Boss: Papu Papu
Papu Papu's Health: 3

This is the first ever boss on the Crash Bandicoot series, and what a push over he is. First of all, he will spin around three times with his large stick, stand on his throne and wait for him to spin around, jump on his head. Do this three times. It is really that easy, you even have two masks to help you. If the boss is not hurt quick enough, he will swing for you so jump out of the way, and when you hit him for the third time he will collapse, do not stand near him though as he will squash you as his final attack.

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Second Boss: Ripper Roo
Ripper Roo's Health: 3

Before reading the tips, please read this set of maps.

[1] [2] [3]

[4] [5] [6]

[7] [8] [9]

Ripper Roo goes on platforms 5,7 and 9

[1] [2] [3]

[4] [5] [6]

[7] [8] [9]

Ripper Roo goes on platforms 4,5,6 and 8

[1] [2] [3]

[4] [5] [6]

[7] [8] [9]

Ripper Roo goes on platforms 2,4,6 and 8

This is the second boss as you may have guessed. Like the maps suggest, that is his pattern. Always keep off these platforms except for platform 5 (When Roo is not there) and jump from platform to platform, hitting the TNT boxes. Be careful of the crates which explode after a certain amount of time. The trick is to hit the TNT boxes whenever Roo is coming towards them. Do this three times to win.

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Third Boss: Koala Kong

Koala Kong's Health: 4

When the battle starts, he will flex his muscles and start chucking boulders at you, along with TNT crates. Jump to avoid them, he has fantastic aim so its best to just avoid them. After a certain amount of throws he will take a long time to throw one and you will have to spin it to damage him. Again after some time you will have to continue to throw boulders, hit the special one when TNT crates arrive near Koala Kong's body. Four hits and you've done it!

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Fourth: Pinstripe

Pinstripe's Health: 8

This is the best boss fight in the game in my honest opinion, he has eight strips of health but that is easily broken down. He will start firing at you do hide either behind the table, chair or the basket. When he starts to re-load spin attack him. Do this six times and when he does his second to last attack, he will shoot at you around three times. Finally he will attack you just once, so you just have to hide and shoot but with two masks, you can't exactly fail!

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Fifth Boss: Nitrus

Nitrus' Health: 9

This is HARD! The boss will throw a green chemical at the start releasing a ball. Take care of this by either jumping on it or spinning at it WHEN it is in the air. Do this and he will throw around three purple explosions at you followed by two greens. Dispatch of this the same way as you did before, then avoid the other purple chemicals. Finally he will send three more, destroy these and avoid even more chemicals. He will then drink both chemicals and

transform in to a Dr. Frankenstein monster, his weak spot is his head so jump and spin to defeat him.

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Final Boss: Dr. Neo Cortex

Cortex's Health: 5

The final boss! Thankfully he only have five health points. He has three attacks, and you have to keep running towards the screen so you don't fall. His green attack is the one to look for, spin attack it and it will attack Cortex however each time he loses his health you have to build a collection of green substances to attack him. His purple attack is easy enough to avoid, it just flies by Crash. The blue ones however are nasty as they come towards the screen like the others, but they come left and right too... Five hits and he is dead!

3) CREDITS

James Wardle - For writing this Boss FAQ
CjayC - For hosting Gamefaqs and for posting this FAQ

4) VERSION HISTORY

1.0 This is the first version, I have typed strategies for all five bosses.

5) CONTACT

If you wish to contact me about this FAQ, please send an e mail with "Crash Bandicoot Boss" or something like it in the subject to james@planter.karoo.co.uk and I will try my best to answer E mails. If you send me Spam or anything, you will be blocked.

Alternatively you can get me on AIM. My username is Lagunathemoron. Again, abuse this privilege and I will block you.