Crash Bandicoot 2: Cortex Strikes Back Walkthrough

by Hyperactive

Updated to v1.0 on Jun 5, 2003

Crash Bandicoot 2 - Walkthrough
Created by Wayalla (Aaron Baker)
Playstation version, Version 1.0
Contact: Wayalla1@yahoo.com.au
<u> </u>
http://www.gamefaqs.com/features/recognition/24572.html
Document Copyright Aaron baker 2003
This file is a gamefaqs exclusive
<www.gamefaqs.com> It can not be seen on any other website. Please do</www.gamefaqs.com>
not take this document and pretend you own it.
> TABLE OF CONTENTS <
1. WARP ROOM 1
A. Turtle Woods
B. Snow Go
C. Hang Eight
D. The Pits
E. Crash Dash
F. Ripper Roo
2. WARP ROOM 2
A. Snow Biz
B. Air Crash
C. Bear it
D. Crash Crush
E. The Eel Deal
F. Komodo Bros
3. WARP ROOM 3
A. Plant Food
B. Sewer or Later
C. Bear Down
D. Road to Ruin
E. Unbearable
F. Tiny the Tiger
4. WARP ROOM 4
A. Hangin out
B. Diggin it
C. Cold Hard Crash
D. Ruination
E. Bee-Having
F. N Gin
5. WARP ROOM 5
A. Piston it Away
B. Rock it
C. Night Fight
D. Pack Attack
E. Spaced out
F. Neo Cortex

CRYSTAL:

A failry easy enough level to start out with. You can kill those mouses any way you want really. Jump over the fallen statue, run across the mud (you wont fall too far down and die) Avoid the next few pits and grab the health and hit the checkpoint. The turtles should either be hit on the head, or just left fully alone. If you feel game, then hit them, if not, leave them. Jump across the next mud puddle, avoid the pits and turrles and hit the next checkpoint. Hit the next crates and grab the health. Spin the animals and the mushroom come sup, bounce off of it. Do the same to the next pit. Jump across the next mud puddle, and there is the crystal.

FIRST GEM:

This is the coloured gem (blue). To get this, what you must do is not hit any crate throughout the level. So don't hit checkpoints, health, or anything. When at the second checkpoint, go as close to the crates as you can, then make a big jump over. Get to the end and you have your gem.

SECOND GEM:

Break all of the crates in the level. This includes the bonus area and the skull platforms. When you get to the flamingo things, jump on them, then slide and jump off to reach the platform up high. Otherwise, the rest of the level seems pretty easy enough to get the gem in.

CRYSTAL:

Grab the health, hit the penguins, jump across the pits, slide across the ice avoiding the nitros and dodge the seals by jumping when they come down. Avoid the nitros in the next sliding section, then jump on the platform. Hit the penguing, run underneath the slammer and hit the crates. Hit the checkpoint, ignore the red gem (because you can't get it) yet. Avoid the stumps, hit the penguin when he isn't spinning. Do the bonus if you want, and hit the checkpoint. Grab the healthy before it. Keep running forward, and grab the crystal after the penguins.

FIRST GEM:

Hit all of the crates. Pretty easy enough, remember to do the bonus area and don't leave until you have all of the crates. When you drop down from the side camera angle, be sure to turn back and hit the ! box to explode all nitros.

SECOND GEM:

Get the secret area in level 7. To do this, when you arrive at the Jetski, jump and use the boxes to get across. Then avoid the nitros, grab the health and extra life. At the end, jump down and you will get the red gem. Don't miss it.

CRYSTAL:

Keep jumping across the pits. When the platform comes up, jump on it then quickly run across to the other side. Hit the checkpoint, get in the water. Don't go to fast so that you can avoid the mines and the wirlpools. At the end, hit the checkpoint. Do the bonus if you want. Get rid of the plants by jumping and spinning them. There will be the cyrstal.

FIRST GEM:

Break all of the crates. To make this possible, first off you will need to get the blue gem from turtle woods. See turtule woods for infomration on that. In the secret area is the crates that you need to complete the level. Thats usually what is missing.

SECOND GEM:

Beat the timer. Just get in the Jetski and keep on pressing the X button to speed up. Keep doing that. Actualy, go into the bonus area and the timer wont be there any more, but when you complete the level, the gem will still be there. Wierd.

CRYSTAL:

Too easy. Either avoid the turtles with the spikes on them, or bop them on the head. Grab the health, jump over the bird and jump over the holes in the ground. Farly easy enough to do, and you shouldn't die here. Hit the next checkpoint, and grab the next health. When you get to the split, take the left. Slide the turtle with the razor on it's back. Keep running up dodging the birds and whatever over enemies and grab the crystal.

GEM:

Make sure you take both ways here. Go one way, then trail back and take the next way, but watch out for enemies, they can sometimes pop up on you when you are going backwards. Well, thats about it. Oh wait, near the end of the level, hit the turle on the head and hold down X. That will get you that crate up high. No second gem in this level.

CRYSTAL:

From the start) of you haven't figured it out already) head towards the screen, which is down. Yoiu will eventually be chased by a big boulder. The best atctic here is to just keep on running. If you are just going for the crystal, ignore the crates and everything. Go straight. The mines don't actually kill you, but they slow you down alot, so avoid them if possible, but if you do hit one, then it really doesn't matter, the boulder is slower than you. Just keep jumping over the pits, and after awhile the nitros will appear on the left of the screen. Follow the trail of wumpa fruits to get past the electric fences. When the boulder falls down the birdge, the crystal will be after it.

GEM:

Very hard, because of the stupid camera view. Take it slowly, well, try to, but the boulder might keep you from doing that. If you do miss one, purposely die and go back and get uit. Thankfully most of the crates are not when being chased. Get the ones next to the checkpoints, because you will be safe to do so. near the end you will need to go near the electri fences and quickly spin the boxes. At the end there is no going back.

BATTLE:

An easy boss battle this. He will first put down the TNTs. Easily avoid

them, because you can usually tell where he is going to put them. Stay near the first one he puts down, but not too close, because he probably will run out of TNTs and the nitros to make it one big loop, so you should be safe there. Once he lays the ntiros, spin him. Do this three times and you win. Be sure not to hit the nitros or the TNTs.

CRYSTAL:

Slide across the ice and hit the eonguing and the seal while jumping over the pits. Grab the extra life from in there with the TNTs. Avoid the pits by missing them if they are on the left or right, and jump over them if they are in the way. Spin the penguings as they come down and take the platform up. Hit the checkpoint. Kill the hedgehogs when they don't have the spikes up. It is better to slide them. Avoid the stompers, run across the ice and avoid the breaking bits of ice above. When the breaking ice is above sliding ice, keep moving and it will miss you. Get the lifer at the end and hit the checkpoint. Avoid the whells by jumping over when they are not coming down. After the ice is the crystal.

GEM:

To get the gem, you must break all boxes in the level. Get the red gem first in Snow go, then you can get the rest of the boxes. Take the platform and hit all of the boxes in there. Otherwise, it is pretty simple enough to do. The bonus area holds alot to, so get them all in there also.

CRYSTAL:

Failry easy enough level, but it has it's hard points in it. Make sure you have the right timings and land on the platforns. Jump and spin the plants, and it the very first checkpoint. Avoid the mines in the water, and go between the nitro crates and land safely. Hit the next checkpoint. Jump across and get the health. Jump and spin the plants and grab the life from in the middle of the nitros. At the end will be the crystal.

FIRST GEM:

Take the secret route. There is a skull and crossbones platform near the end of the level that you must take, and at the very end of it will be the gem. grab it.

SECOND GEM:

Alot of the crates are in the water, some will require you to ump and and get using crash, and others can be hit using the jetski pretty easy enough, I say. The bonus area dnt eh secret route do account for crates also, so get them from in there also.

CRYSTAL:

Ah, here you get to ride the bear. Your skill here sets the difficulty. Ride the bear and jump over the pits that cover from one side to another. if the pit is one one side, then avoid it. Go around the statues also, and jump over the fallen ones. Thats really all there is to this level. Hit the checkpoint and shortly after that will be the crystal. This can be quite hard to get, but once again, it depends on your skill. All of the crates need to be gotten when on the bear, so you will need to often quickly dash left and to the right hitting the crates when they come. If you miss afew, then purposely die, it isn't hard using the bear.

CRYSTAL:

Another chasing level. Once again it is a boulder. Head down, and watch out for the mines. If you hit them, you will not die, you will just be slown downabiot and the boulder will catch up to you, which is of course bad, since you are trying to get away from it. Alide under the electric fence. When you come to a fork, go back to get some extra things. If you don't want them, then continue forwad. Avoid the mines, dlie undet the electric fences and avoid the nitros that are on the right. Keep sliding under the eletric parts, avoid the nitros. You really don't need to take those boosts up. After the bonus area is the crystal.

GEM:

Not much to say, slow down and try to hit te crates. If you miss one, it might be good to die on purpose. Otherwise, there isn't much to say about the rest. Well, do the bonus area and also go back when you come to the fork to take the other route.

CRYSTAL:

Jump in the water (which doesn't electrify, kill the sewer sweepers by spinning them and sliding under the fans. Hit the first checkpoint and run across the water when it isn't electrfied, and jump on the platforms whenever because they are not affected by whats going on below you. Jump on the sewer mice. When you come to the two way section, head with the wumpa fruit to your left. Run under the fans, hit the sewer mice on the head, and when you come to the second split section, once again head to your left. There the crystal will be.

FIRST GEM

At the first section where you can go three ways, go the way on the right. Pass all of the nitros by hitting the one in the middle then bouncing over. Jump over the next lot of nitros and go through the door. Jump out onto the platforms and at the end will be a gem. Nice.

SECOND GEM:

Crates are all over the place in this level. There are secret ways to go, and some have some crates that you need to get. This will be a very big and long level that you need to get all of them from. It will sure take you awhile. Remember to take every path possible and get the crates and all that sort of stuff.

BATTLE:

Easy, very easy. Seriously. The first brother, in the middle of the room will throw swords. This is not really aiming at you, soyou can easily dodge the swords by being where they are not. Once the end of that happens, the middle brother will spin the one on the outside. Avoid the guy spinning, and then spin him yourself and he will slide off and hit

GEM:

his brother in the middle. Repeat. The third time he will throw swords and then spin. Easily avoid the swords and the brother, then spin him and you are done. Three hits and the battle is complete.

CRYSTAL:

Get the timing right and jump over to the first platform. Jump across and spin the plant. Jump across to the next two platforms, remember to get your timing right, otherwise crash will drown, and we don't want that, now do we? Anyway, hit the first checkpoint after the steps. Get onto the jetski. Use the cross button to speed up and get past the wirlpool, as well as getting past the mines. Don't be sucked in. Hit the next checkpoint, get the next crates and jump into the next jetski. Make sure you have health for this next bit. Avoid the plants by going the opposite side of them and pressing the speed up button. Continue to the end, and get the crystal.

FIRST GEM:

When the timer starts, continually press the cross button to speed up really fast. Get to the bonus area before the ime runs out, then do it and you are guaranteed a gem.

SECOND GEM:

Crates are everywhere in the level. Most of them you can see, and are pretty easy to get, so getting the gem in this level is actually quite easy enough to do. Use the jetski to hit the crates. If you do accidently get in the jetski when you maybe left some crates behind, then purposely die. Some you will need to do a jump to get. use the speed up to do a massive jump and get those crates.

CRYSTAL:

Run forward, jump in the water, spin away the sewer sweepers. Wait to the guy stops firing the flamethrower, then run up and spin him away. Avoid the barrles and jump across to the next statue. Get good timing on the next platform, then run and spin open the checkpoint and health. Keep running forwrad, hit the sewer mice and do the bonus if you want. Spin away a sewer sweeper one at a time to get rid of parts of the fan. Grab some more health and hit the next checkpoint. Spin the sewer sweeper into the TNTs and head to the left. Get the crystal from the end.

FIRST GEM:

There is a pltform on the ground that is yellow, which means that you need to grab the yellow gem from a different level to get this first gem. I have no idea where the Yellow gem is, so once you get it, then you must return to here and take this route, I am pretty sure the gem is in here.

SECOND GEM:

No real big secret paths in this level, so most of the crates will actually be easy to get. Some will be out over the water, so hit them when it isn't electrified. Not much else to say about this gem.

Start off by running down and getting on the bear. This is just like the other bear level, which is called "Bear it." Just jump over the pits and make sure that you don't fall in the water at the same time. Hit the crates and all as you go along. Avoid the statues by going around them, and jump where the whale isn't going to come up at the time you go over the water pits. As soon as you land sometimes you will need to quickly jump. Hit the checkpoint. Avoid the guys with the blocks. You can usually tell where the locks are going to be when you come to it, so make your choice then. Hit the next checkpoint. Get the crystal on the left side, near a pit.

GEM:

Controlling the bear to getting all of the crates will be very hard, so you will need to try alot of times to try and get this gem. Don't go too fast, and remember that it is okay to die if you forgot one of the crates. Try and move the bear from side to side really quickly.

CRYSTAL:

Failry hard level. Start off by jumping across to the lonely platform, then jumping onto the mouse. Jump across to the next section, spin the crates out of the way and jump to the next section. Camera change. Don't worry, that thing wont spit fire at you yet. Jump over the TNT and grab some health. Hit the mice. You have to slide whatever the hell that thing is. COntinue to jump over sliding those things. Avoid the fire coming out of the head. Jump over the fire coming out of the head where the platforms fall down when you touch them. Then hit the checkpoint. Next to teh checkpoint in the crystal.

FIRST GEM:

Find the skull and crossbones platform. To get to this, you must not die in the level at all until this stage. Once you are there, go on it and it will take you to another place. If you die during the level, you will have to restart if you want to use this skull and crossbones platform. Go to the end of it and you get a gem.

SECOND GEM:

The main few secret crates are the ones at the beginning. I'm not sute what switch exactly you need to hit for them to appear, but it is one of them. When you press a switch, run back to the start if you are trying to get the gem and hit those crates. Otherwise, battle through the level normally hitting crates when you see them.

CRYSTAL:

Another running away from something level. Use your skills from the other running away levels to get past this one. The main skill you will need is to run away. Avoid the mines and the nitros and the bear will start chasing you. Spin open the fences or slide them open, and they will break. Slide under the electric fences. Continue avoiding the pits, spinning open the fences and at the checkpoint will be a crystal.

GEM:

Same as usual, really. Just try and take it slow and spin the crates when you see them. If you miss one, then accidently die or something. Not all of the crates are really hard to get here. Some my still cause a big problem, though.

BATTLE:

Very hard battle, but what do you expect from this far in the game. Tiny doesn't do much, all you and him do is jump on platforms. After awhile, afew will go down. Jump to the ones thta re not flashing and stay on it. Hopefully, Tiny will fall down and you wont. Everytime he falls down, he loses some health. Repeat 3 times, but make sure that you don't die.

CRYSTAL:

Run and spin the flaming guy when he is not shooting flame at you. Run into the tunnel and avoid the sewer sweepers coming at you. Easily jump them, or just leave them alone and they will usually miss you. Go across where the barrles go when they are not there. Go into the next section, drop down and get the checkpoint. Jump up and swing all the way across. Avoid the mines in the tunnel, come out to the next bit and swing all the way across. Go into the next tunnel and jump over the mines that are going up and down. When they are down, jump over them. Drop down, hit the checkpoint and grab the crystal.

GEM:

This is them you get from breaking all of the crates. Not much to say here really, if you see a crate, then break it. Do the bonus section, explore different ways, and really it's as simple as that.

CRYSTAL:

Avoid the bombs being spurt out by the plant. Either go around them, or just jump in the air. You cannot kill the plant, so you will just have to let it live. More plants spit stuff at you. Well, just jump over the bombs. Jump onto the little island when a bomb isn't there and jump over quickly. Watch out for mines. Avoid those head things and hit the checkpoint. Remember that the mines wont kill you, they just get you airbourne. Alide under the elctric fences and go through the next lot when they are not electirc. Watch out for the bombs. Keep avoding the bombs, do the bonus if you want to and hit the checkpoint. Go to the right. Keep running forward, past the bees. Just keep on moving, avoid the mines and jump across the pit. You will need good timing for this next part. Go past the bee hive when you think the lasers wont be coming across. If they are across, then use a super jump to get over them. Spin away the bee at the next seciton, and hit the checkpoint. Go underground at the next section, and grab the crystal.

FIRST GEM:

Get to the skull and crossbones platform. To open it up, you must not die at all during this level. If you do die, then you will need to go back to the warp room and start the level all over again and get to the platform. The platform is near the start of where the bees start chasing you.

SECOND GEM: You see a crate, spin it. Get them all and you get a reward.

CRYSTAL:

From the start, ump to the little island, jump across, hit the penguins

coming down. Spin away the next few penguins by the staircase section (well it looks like.) Jump across to the next platform and to the ice. Spin away the seals coming down, thats if they do come down. Jump across and quickly jump again ignoring the penguin and get to the platform. Camera changes. Hit the checkpoint. Run down and avoid the stompers. Avoid the ice falling from above also. Do the bonus area if you want. Hit the switch, run back up, grab some health and jump up and spin away the penguin. Keep running across, dlie down the slopes and collect the fruit. Spin the penguin. Keep going along, kill the hedghog and hit the checkpoint by making a huge leap. Hit the next hedgehog as well. Avoid the nitros and hit the penguins. Slide along the ice quickly, and drop down. Hit the checkpoint, avoid the nitros and get the crystal.

FIRST GEM:

Skull and crossbone plaform. Take it.

SECOND GEM:

Afew tips for this one. The first is when you take up the platform to the second part of the level, don't take it until you have searched back and know that you have got every single crate, because there is no going back once you get on that platform. Alos, there are 4 switches somewhere that you need to press that will open up four crates for you to smash.

CRYSTAL:

Avoid the first head shooting out fire, hit the crates, but not the nitro crate. If you hit that, you will be sorry. Run across and hit the mouse. Avoid whatever the hell that thing is, or slide it. Jump across and hit the checkpoint. Avoid that thing and hit the monkey, but don't hit the TNT. Do not touch the switch. Hit the checkpoint. Run across when there is no fire coming from the heads. Jump to the moving platforms. Grab some health and hit the checkpoint. Hit the Tnt, then move back and it will hopefully kill that thing. If not, slide it. This next bit is hard. Jump across to the moving platform when it is very close to you, then stay on it and jump to the next when it is closest to you. Jump across and in the covered section will be the crystal.

FIRST GEM:

Get the green gem from Eel Deal first, and then return to this level. The platform will now be open for you to take. At the end of the section will be a gem. Grab the gem.

SECOND GEM:

Hit all of the crates in the level. When the mouses are on the platforms with the ! box to explode the nitros in the middle, you will need to jump across and hit it.

CRYSTAL:

Heh, nice level name! Really imaginative. So crash goes into a pile of bees to get this crystal. Lets walk you through it. Run over and slide or spin the first enemy. Jump over and grab some health. Keep running past the two beehives, then jump across and dive into the ground. Avoid the nitros when underground and jump across and hit the checkpoint. Slide under the eletric fence. Jump across and dive intop the ground by pressing square. Jump across the nitros then return underground. Avoid the head. Do a super jump over the first eletric fence, then slide and jump under the second one. Hit the next checkpoint. Jump across the next pit, and hiot the guy with the hammer as you are going into the ground. You can't get hurt when doing this, and it may get rid of some of the bees. Continue up, (the nitros are fake) Avoid the head thing and jump across and move out the way of the explosions from the plants. Hit the checkpoint, jump across to tnext platform, then quickly back onto safe land. Keep moving past the first set of bees, then use the speed up and quickly slide underneath the eletric fence. Avoid explosions. Keep running to the next checkpoint. Up ahead past the next set of bee hives will be the crystal.

FIRST GEM:

Break all of the crates. Get the ones that are in your way, alos do the basic bonus area.

SECOND GEM: Absolutely no idea. Searched around and I couldn't find anything to get the second gem in the levl. Ah well, you are on your own for this one, sorry.

BATTLE:

Ooh, lasers! Just so you know, you can throw wumpa fruit at where the attck will be coming from to hurt the machine, and get rid of N Gin. When the battle begins, continuously throw wumpa fruit at the laser parts on the left and the right of the machine. Make one of them fall off, then he will most likely do an attack. Jump the laser. Then, shoot the other one off. Next, missiles. Shoot them with the wumpa fruit. Get them both to fall off, then he uses one last attack where a platform falls down from his attack. When he pops up, shoot afew wumpa fruit then quickly jump over to another platform before you die! Repeat afew times and you will defeat his last attack and his machine.

CRYSTAL:

New sets of enemies here. A space warp room also. Okay, now lets grab the crystal. Avoid the smahsers and slide whatever the hell those things are. Take the "Elevator" up and alise the next thing. Go through the next lot of smahsers when the first lot are up and the second lot are down. Bop on the head the eltricifers and get up to the next area. Collect the fruit. Hit the checkpoint and slide the next eltrifier. Do the same to the next. Wait until the next has the eltricity above it's head, then slide it. Slide under and kill the enemy at the same time. Do the same to the next eltrifiers, and jump and get the crystal.

FIRST GEM:

See a crate, smash it. Not much else to say.

SECOND GEM:

Take the skull and crossbones platform. Don't die throughout the level and this will be available to you for use. Watch out for nitros, hit the eltrifiers on the head when you need to, and yeah, at the end you get your reward. Nothing else really to say here.

ツツツツツツツツツ

CRYSTAL:

Woooohooo, a jetpack level. Run forward to hear the sirens. Crash will automatically get on the jetpack. Remember that X is to go forward and the circle button is to turn the jetpack around. Up is to go down, and down is to go up. Sqaure is the same functaion (spin.) Move foward. Go up and on the left to avoid the fire, and go in the middle of the rocks when they are circling around the outside and hit the checkpoint. The lasers are easily avoided by looking at the pattern they go in then going through when it is safe. Avoid the ife once again, and stay back until that guy isn't eltrified. Then spin him away. Wait again, and spin him again. Go under the cables and hit the next checkpoint. Go to the right of the next fire section, and spin the next enemy into the fire when he isn't eltrified. Hit the next checkpoint, avoid the lasrs and the nitros and the cable and grab the crystal.

GEM:

there is only one gem here in this level. Break all of the crates. The wooden ones can be borken by spinning. If you think you missed one behind you, then press cricle and go back and look. The TNT can be exploded by touching it on the top, then running.

CRYSTAL:

This level is hard to see on. If you really want, you can turn up the brightness, but that still wont help way too much. Run forward, just keep on jumping over the pits that you can see. Also slide, jump on or spin the mice that are around the place. Grab some health and a new firefly will be guiding you through this next section. Hit the first checkpoint. Slide whatever the hell those things are and continue to jump over the pits. Avoid those mine things, and just before the crystal is a pit. Sometimes you can't see it. Jump over it and grab the crystal.

FIRST GEM:

Take the skull and crossbones platform.

SECOND GEM: Hit all crates in the level.

CRYSTAL:

Another pack level. Run forward to hear the sirens. Crash will automatically get on the jetpack. Remember that X is to go forward and the circle button is to turn the jetpack around. Up is to go down, and down is to go up. Squure is the same functaion (spin.) Stick to the bottom section in thos first room and avoid the pipes with fire, the lasers and the cable flying around all over the place. Spin that guy twice when he isn't eletrified to kill him. Go under everything here and hit the second checkpoint. Avoid the double sets of lasers.Avoid all these traps up ahead and on the right will be the crystal.

GEM:

Break all of the crates. None are really too hard to get, just spin them. If you miss one, press circle to turn around and fly back and then spin the crates.

CRYSTAL:

If you have been following all of the levels in order, then this will be the last level in the game, apart from the last boss battle and the secret warp room. Lets start the last level. Avoid the fire on the side on the platforms. Jump onto it and use the appropriate attacks to get rid of the next few enemies. Usually a slide will work. Continue sliding or hitting the enemies. Hit the first dcheckpoint, jump over the nitros and slide or jump on the head of the next few enemies. Collect wumpa fruit and slide the next few enemies. Slide under the next two small parts to avoid being hit. Slide the next few enemies, and hit the checkpoint and grab the crystal at the end.

FIRST GEM:

Need the blue gem, get it, and then go to the platform.

SECOND GEM:

Destroy all of the crates in the level. Make sure you do the bonus level and get any crates you see. Smash them and they will count towards your total. Hit them all, and at the end will be a gem.

BATTLE:

A hard battle? Seriously, not really. Until you find out a little trick, this will become easy. You and Cortex both have jet packs. You must chase Cortex and spin him to hit him. Asteroids, mines and stuff get in the way. You can spin the rocks to get out of your way. So, keep spinning. Spin cortex three times when you get up close to him, and you will defenetly hurt him. Make sure you get him before he goes through the portal.

Document (c) Copyright Aaron "Wayalla" Baker 2003.

This document is copyright Hyperactive and hosted by VGM with permission.