Crash Bandicoot 2: Cortex Strikes Back Extra Item Glitch FAQ Final

by psxdriverplayer   Updated on May 21, 2019

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CRASH BANDICOOT 2: CORTEX STRIKES BACK
EXTRA ITEM GLITCH GUIDE
Created by: PSXDRIVERPLAYER
Any questions, comments, corrections or some more-or-less great feedback: email
me at dave.snooper@gmail.com
If possible include something other than just "Help" so I know what game is the
subject about, this is because I know some similar glitches in other games.
Also I make sure you won't be Morshu'd, just look at the end of the FAQ, I give
credit to people.


Sites that are authorized to show this FAQ:
gamefaqs.com
neoseeker.com


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1. Introduction & general information
So you have this game and a console and you have 100% on it. Think you can't
get more? Wrong. You can get up to 100% or 62% more, depending on your region.
Using a glitch that involves you jumping on an arrow box and then onto an enemy
and hearing a 'click'.


NOTE: This is not to be confused with the glitch where if you die after getting
the box gem and from the last checkpoint break the remaining boxes, which gives
you a gem again but it does nothing. It's a different glitch and is NTSC/U only.
All the levels I got that to work on anyway were: 6, 7, 8, 10, 11, 12, 14, 15,
16, 17, 18, 22, 26 and 27.


The game counts percentage as follows:
CRYSTAL 2% (1% in NTSC/JAP)
GEM 1% (1% in NTSC/JAP)
COLOURED GEM 1% (2% in NTSC/JAP)
BOSSES 0% (4% in NTSC/JAP)
CORTEX 3% (6% in NTSC/JAP)
SECRET WARPS 1% (1% in NTSC/JAP)
WARP ROOM EASTER EGG 0% (1% in NTSC/JAP)

When keeping this in mind, we can calculate: (EU & US)
Normally you get:
25 Crystals = 50%
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42 Gems = 42%
5 Secret Warps = 5%
Cortex = 3%
Added together = 100%

With this glitch:
64 Crystals = 128%
64 Gems = 64%
5 Secret Warps = 5%
Cortex = 3%
Added together = 200%

JAP version:
Normally:
25 Crystals = 25%
37 Gems = 37%
5 Colored Gems = 10%
5 Secret Warps = 5%
4 Bosses = 16%
Cortex = 6%
Warp Room Easter Egg = 1%
Added together = 100%

With this glitch:
64 Crystals = 64%
58 Gems = 58%
6 Colored Gems = 12%
5 Secret Warps = 5%
4 Bosses = 16%
Cortex = 6%
Warp Room Easter Egg = 1%
Added together = 162%
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This is a good idea to unlock all levels without getting their crystals so you can complete the five levels you want and then complete the boss you like.
Just keep in mind that you can have 64 of each item type.
This is because the memory keeps repeating itself.

'INVALID' here means the item won't be in any of the item slots.
The following information is confirmed using real console and emulator.
This guide tells you what is in slots 200 - 263 and 300 - 363. The are more stuff but it's just repeated items from earlier so don't bother getting any.

Because every item is in a certain slot, you can use this information to get certain items for a certain level. For example you want to get items of level 22. Because level's items are always 100 bounces from each other, 218 bounces for crystal and 318 items for the gem. The same rule applies to Crash 3. If the level has more than one gem, it is in place of otherwise invalid item when done 100 more or less. Keep this in mind.

UPDATE: The hundreds define the item, right? The tens and ones define the level slot the item goes in, this is what the game considers based on the technical position of the level, using these values one could make a trainer for a level warp, as X30 gives items to Turtle Woods, and Turtle Woods is technically level 30. Though only crystals work exactly this way, secondary gem positions feel odd in here.

UPDATE: This works in BETA version too. All items tested so far are the same & I'll update if anything unusual is found (i.e. Crash doesn't make the item-get

animation) during process.
This would be useful for the level 21 gems, but there's the other method for
legit 100% runs:
Enable this code here, then press L1+R2 when you reach the secondary gem:
#
D006AB2A F9FF
80011A9E 2400
After getting the gem and being in the warp room, disable the first code and
enable this code here:
#
D006AB2A FCFF
80011A9E 0C00
It seems enabling is enough, but you can press L2+R2 to be sure it's all good
for you to move to the rest of the game.
NOTE: I found the code as all together in one code and instructions being to
"press L1+R2 to enable and L2+R2 to disable" but I never got it to work that
way, only with the method seen above.

UPDATE: Remember the Snow Go demo? This works in here, though it's nothing too
special, that 363 gem is clear. Also the box gem won't disappear when you get
it this way, the crystal goes away though.

2. Where can I do this glitch and how?
You can do this glitch in locations involving an arrow box and an enemy. Level
2, Snow Go is generally considered the best place of doing this. In the end of
the level, there is an arrow box and a seal. A little further there is a group
of three seals coming continuously at you. A good trick is that you jump as
much as you like, then jump off, and spin before you reach the ground and
crouch. This helps you maintain your combo without the need to waste 4 minutes.
Just make sure you spin before touching the land and crouch while spinning -
you'll lose your combo if you don't!
You can get many items if the enemies repeatedly appear from somewhere or you
die so the enemy can respawn.
NOTE: In beta Crash takes nothing out of his pocket if the item slot for that
item is not on screen.

How much time it takes?
100 bounces takes about 01:36:00 in real time (in PAL, NTSC may differ).
Knowing this, we can see that...

BOUNCES:
100 BOUNCES = 01:36:00
200 BOUNCES = 03:12:00
300 BOUNCES = 04:48:00

3. Memory slots: Crystals
First off we're going to see the list of crystals.

After 200 bounces you start to receive crystals. They are as follows:
200 BOUNCES AND ENEMY: INVALID CRYSTAL
201 BOUNCES AND ENEMY: INVALID CRYSTAL
202 BOUNCES AND ENEMY: INVALID CRYSTAL (WARP ROOM)
203 BOUNCES AND ENEMY: INVALID CRYSTAL (BOSS 3)
204 BOUNCES AND ENEMY: INVALID CRYSTAL
205 BOUNCES AND ENEMY: INVALID CRYSTAL
206 BOUNCES AND ENEMY: INVALID CRYSTAL (BOSS 1)
207 BOUNCES AND ENEMY: INVALID CRYSTAL (BOSS 5)
208 BOUNCES AND ENEMY: INVALID CRYSTAL (BOSS 2)

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209 BOUNCES AND ENEMY: INVALID CRYSTAL (BOSS 4)
210 BOUNCES AND ENEMY: LEVEL 12 CRYSTAL
211 BOUNCES AND ENEMY: INVALID CRYSTAL
212 BOUNCES AND ENEMY: LEVEL 23 CRYSTAL
213 BOUNCES AND ENEMY: LEVEL 16 CRYSTAL
214 BOUNCES AND ENEMY: LEVEL 02 CRYSTAL
215 BOUNCES AND ENEMY: LEVEL 19 CRYSTAL
216 BOUNCES AND ENEMY: LEVEL 21 CRYSTAL
217 BOUNCES AND ENEMY: LEVEL 06 CRYSTAL
218 BOUNCES AND ENEMY: LEVEL 22 CRYSTAL
219 BOUNCES AND ENEMY: LEVEL 18 CRYSTAL
220 BOUNCES AND ENEMY: INVALID CRYSTAL
221 BOUNCES AND ENEMY: LEVEL 17 CRYSTAL
222 BOUNCES AND ENEMY: LEVEL 14 CRYSTAL
223 BOUNCES AND ENEMY: LEVEL 15 CRYSTAL
224 BOUNCES AND ENEMY: LEVEL 05 CRYSTAL
225 BOUNCES AND ENEMY: LEVEL 03 CRYSTAL
226 BOUNCES AND ENEMY: LEVEL 24 CRYSTAL
227 BOUNCES AND ENEMY: LEVEL 09 CRYSTAL
228 BOUNCES AND ENEMY: INVALID CRYSTAL (WOULD MATCH INTRO)
229 BOUNCES AND ENEMY: LEVEL 08 CRYSTAL
230 BOUNCES AND ENEMY: LEVEL 01 CRYSTAL
231 BOUNCES AND ENEMY: LEVEL 04 CRYSTAL
232 BOUNCES AND ENEMY: LEVEL 07 CRYSTAL
233 BOUNCES AND ENEMY: LEVEL 11 CRYSTAL
234 BOUNCES AND ENEMY: LEVEL 13 CRYSTAL
235 BOUNCES AND ENEMY: LEVEL 10 CRYSTAL
236 BOUNCES AND ENEMY: LEVEL 20 CRYSTAL
237 BOUNCES AND ENEMY: INVALID CRYSTAL (WOULD MATCH LEVEL 26)
238 BOUNCES AND ENEMY: LEVEL 25 CRYSTAL
239 BOUNCES AND ENEMY: INVALID CRYSTAL (WOULD MATCH LEVEL 27)
240 BOUNCES AND ENEMY: INVALID CRYSTAL (END 2)
241 BOUNCES AND ENEMY: INVALID CRYSTAL (END 1)
242 BOUNCES AND ENEMY: INVALID CRYSTAL
243 BOUNCES AND ENEMY: INVALID CRYSTAL
244 BOUNCES AND ENEMY: INVALID CRYSTAL
245 BOUNCES AND ENEMY: INVALID CRYSTAL
246 BOUNCES AND ENEMY: INVALID CRYSTAL
247 BOUNCES AND ENEMY: INVALID CRYSTAL
248 BOUNCES AND ENEMY: INVALID CRYSTAL
249 BOUNCES AND ENEMY: INVALID CRYSTAL
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252 BOUNCES AND ENEMY: INVALID CRYSTAL
253 BOUNCES AND ENEMY: INVALID CRYSTAL
254 BOUNCES AND ENEMY: INVALID CRYSTAL
255 BOUNCES AND ENEMY: INVALID CRYSTAL
256 BOUNCES AND ENEMY: INVALID CRYSTAL
257 BOUNCES AND ENEMY: INVALID CRYSTAL
258 BOUNCES AND ENEMY: INVALID CRYSTAL
259 BOUNCES AND ENEMY: INVALID CRYSTAL (GAME OVER)
260 BOUNCES AND ENEMY: INVALID CRYSTAL (TITLE)
261 BOUNCES AND ENEMY: INVALID CRYSTAL
262 BOUNCES AND ENEMY: INVALID CRYSTAL
263 BOUNCES AND ENEMY: INVALID CRYSTAL
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4. Memory slots: Gems
Want to jump straight to the gems or had enough with crystals? Remember that
box gems show up on the left, and secondary plus colored gems show up on the

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right when pressed triangle.
Here's the gem list.

After 300 bounces you start to receive gems. They are as follows:
300 BOUNCES AND ENEMY: INVALID GEM *
301 BOUNCES AND ENEMY: LEVEL 03 TIMED GEM
302 BOUNCES AND ENEMY: LEVEL 07 DEATH ROUTE GEM
303 BOUNCES AND ENEMY: LEVEL 12 COLOR GEM PATH GEM
304 BOUNCES AND ENEMY: LEVEL 14 DEATH ROUTE GEM
305 BOUNCES AND ENEMY: LEVEL 21 DEATH ROUTE GEM
306 BOUNCES AND ENEMY: LEVEL 23 DEATH ROUTE GEM
307 BOUNCES AND ENEMY: LEVEL 25 COLOR GEM PATH GEM
308 BOUNCES AND ENEMY: LEVEL 17 DEATH ROUTE GEM
309 BOUNCES AND ENEMY: LEVEL 18 DEATH ROUTE GEM
310 BOUNCES AND ENEMY: LEVEL 12 BOX GEM
311 BOUNCES AND ENEMY: INVALID BOX GEM (SNOW BIZ COLOR GEM PATH GEM?)
312 BOUNCES AND ENEMY: LEVEL 23 BOX GEM
313 BOUNCES AND ENEMY: LEVEL 16 BOX GEM
314 BOUNCES AND ENEMY: LEVEL 02 BOX GEM
315 BOUNCES AND ENEMY: LEVEL 19 BOX GEM
316 BOUNCES AND ENEMY: LEVEL 21 BOX GEM
317 BOUNCES AND ENEMY: LEVEL 06 BOX GEM
318 BOUNCES AND ENEMY: LEVEL 22 BOX GEM
319 BOUNCES AND ENEMY: LEVEL 18 BOX GEM
320 BOUNCES AND ENEMY: INVALID BOX GEM (NEW LEVEL?)
321 BOUNCES AND ENEMY: LEVEL 17 BOX GEM
322 BOUNCES AND ENEMY: LEVEL 14 BOX GEM
323 BOUNCES AND ENEMY: LEVEL 15 BOX GEM
324 BOUNCES AND ENEMY: LEVEL 05 BOX GEM
325 BOUNCES AND ENEMY: LEVEL 03 BOX GEM
326 BOUNCES AND ENEMY: LEVEL 24 BOX GEM
327 BOUNCES AND ENEMY: LEVEL 09 BOX GEM
328 BOUNCES AND ENEMY: INVALID BOX GEM (WOULD MATCH INTRO)
329 BOUNCES AND ENEMY: LEVEL 08 BOX GEM
330 BOUNCES AND ENEMY: LEVEL 01 BOX GEM
331 BOUNCES AND ENEMY: LEVEL 04 BOX GEM
332 BOUNCES AND ENEMY: LEVEL 07 BOX GEM
333 BOUNCES AND ENEMY: LEVEL 11 BOX GEM
334 BOUNCES AND ENEMY: LEVEL 13 BOX GEM
335 BOUNCES AND ENEMY: LEVEL 10 BOX GEM
336 BOUNCES AND ENEMY: LEVEL 20 BOX GEM
337 BOUNCES AND ENEMY: LEVEL 26 BOX GEM
338 BOUNCES AND ENEMY: LEVEL 25 BOX GEM
339 BOUNCES AND ENEMY: LEVEL 27 BOX GEM
340 BOUNCES AND ENEMY: INVALID BOX GEM
341 BOUNCES AND ENEMY: INVALID BOX GEM
342 BOUNCES AND ENEMY: INVALID BOX GEM
343 BOUNCES AND ENEMY: INVALID BOX GEM
344 BOUNCES AND ENEMY: INVALID BOX GEM
345 BOUNCES AND ENEMY: INVALID BOX GEM
346 BOUNCES AND ENEMY: INVALID BOX GEM
347 BOUNCES AND ENEMY: INVALID BOX GEM
348 BOUNCES AND ENEMY: INVALID BOX GEM
349 BOUNCES AND ENEMY: INVALID BOX GEM
350 BOUNCES AND ENEMY: INVALID BOX GEM
351 BOUNCES AND ENEMY: INVALID BOX GEM
352 BOUNCES AND ENEMY: INVALID BOX GEM
353 BOUNCES AND ENEMY: INVALID BOX GEM
354 BOUNCES AND ENEMY: INVALID BOX GEM
355 BOUNCES AND ENEMY: INVALID BOX GEM
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356 BOUNCES AND ENEMY: INVALID BOX GEM
357 BOUNCES AND ENEMY: LEVEL 19 COLOR GEM PATH GEM
358 BOUNCES AND ENEMY: RED GEM (LEVEL 2)
359 BOUNCES AND ENEMY: GREEN GEM (LEVEL 10)
360 BOUNCES AND ENEMY: PURPLE GEM (LEVEL 20)
361 BOUNCES AND ENEMY: BLUE GEM (LEVEL 1)
362 BOUNCES AND ENEMY: YELLOW GEM (LEVEL 11, TIMED)
363 BOUNCES AND ENEMY: CLEAR COLORED GEM - INVALID
* Shows nothing when pressed Triangle
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One of those invalid ones is Bear Down Gem #2 which was once implemented and had a slot in the Warp Room. We may never know which one it is. Though I'd say it would be 300, 356 or 363.

5. Overall

What we have learned so far is simply put into following:
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1 BOUNCE + ENEMY = WUMPA
2 BOUNCES + ENEMY = 2 WUMPAS
3 BOUNCES + ENEMY = 3 WUMPAS
4 BOUNCES + ENEMY = EXTRA LIFE
200 - 263 BOUNCES + ENEMY = CRYSTALS
300 - 363 BOUNCES + ENEMY = GEMS
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To have a greatest save, you need 64 Crystals, 64 Gems, 5 exits, and Cortex. If you are in Japan, all bosses and the Warp Room Easter Egg are also necessary.

6. Other stuff

You can get a fancy .bat file containing this list that you can look offline:
https://drive.google.com/file/d/0B6zvtf3pqwkOY3NRaVNRUGh1Rlk/

You can look a rule sheet which is contained here:
https://sites.google.com/site/psxdriverplayerssite/My-stuff/FAQ/Crash-Bandicoot-2-Extra-Item-Glitch-FAQ/documents

7. Thanks

PSXDRIVERPLAYER would like to thank:

PSXDRIVERPLAYER for making this FAQ.

MrBean35000vr for making the video that inspired this FAQ for Crash 3 & this game.

Crash Mania (www.crashmania.net) for supplying information about this glitch, which I made better (1st time discovery from there).

Angel of Death a.k.a. LSDXMDMA91 for discovering this pretty car... I mean uh, glitch.

YouTube user Aversatrix for some insight about couple gems.

Mystic Diamond for asking me to research a bit about THE OTHER "Extra Item Glitch", which is the reason for the note seen at the start.

To whoever made the GameShark code seen here, if you're reading this, I'd like

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   to put a name here as the original source is being lost.

   Naughty Dog for making the 1st 3 Crash Bandicoot games.
   Sony for publishing them.



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   THE END
   [INSERT CREDITS HERE]
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