

Crash Bash FAQ/Walkthrough

by SpyroCrashJak

Updated to v0.20 on Nov 8, 2008

Our favourite orange friend returns...

X-\/-X-\/-X-\/-X-\/-X

| Crash Bash |

| FAQ/Walkthrough by|

| SpyroCrashJak |

X-\/-X-\/-X-\/-X-\/-X

...In another fun-filled adventure, as you'll soon learn!

CCCCCCCCRRRRRRRAAAAAAASSSSSSSHHHHHHHH BBBBBBAAAAAASSSSSSSHHHHHHHH

If you can't read that...

CRASH BASH

for Playstation (PS) (Compatible with PS2/3 (and occasionally PSP))

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E-mail: tasteguy(at)msn(dot)com (I hear you laughing)

Version: 0.20 (I procrastonate) (V0.2 for some)

Type: FAQ/Walkthrough (What? You wanted a character guide? Well why are you looking here (idiot)?)

Game: Crash Bash (Playstation - UK (Europe) Version) (What? You wanted a Super Mario Bros. 3 guide? Well why are you looking here (idiot)? And I bet you repeat jokes too (pffft...))

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Here's the deal with the codes on this: first decide on the section you wish to view. Next, hold 'Ctrl' and press 'F' to bring up the "Find" pop-up. Type in either code (letter of number) for that section, hit enter twice and... Viola! You're there!

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[GUIN]-----Guide Info-----[0000]

Welcome to my second guide of the series! Following the first one, Spyro the Dragon, is Crash Bash! It is set up in basically the same way as that one, but, ofcourse, it's based on an entire different game. The last one had no speech scripts in it, since there's already a script guide on GameFAQs for

that one, but I will add one for this guide. That shouldn't be too hard, assuming that the game has little speech anyway.

If you don't like it, tough. Find another guide, or make some suggestions. If you hate it and wish to do neither, just don't send me hate mail and stuff like that.

And if you're going to mail nicely, please use correct grammar and spelling as much as possible. wot i meen iz id h8 2 c stuf liek tis

[VEHI]-----Version History-----[0001]

0.00 (V0) - 24/09/08 - Started the Guide.

- 11/10/08 - Guide postponed. Probably won't be complete for a LONG time.

0.20 (V0.2) - 8/11/08 - Posted what is done so far. Also, though I'd note that my Jak and Daxter: The Precursor Legacy is also postponed, as I seriously can not be bothered. I really hope that doesn't happen AGAIN.

[COPY]-----Copyright-----[0002]

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[CONT]-----Controls-----[1000]

The thing with the controls to Crash Bash is that they're different depending on which type the minigame is. Here are the controls for each one seperately (I decided not to do the table format this time around - too much hassle.

GENERAL (OVERALL):

Left Analog Stick/D-pad - Moves character in direction you push it
X (when defeated) - Force Victory (end round)
SELECT - Brings up Controls
START - Brings up the Pause Menu
Triangle (T) - Taunt (wastes time and is unnessacary, but adds some competitive atmosphere)

BALLISTIX:

L1/R1 - Increased spaceship speed
Square ([]) - Extra Kick (propel balls away)
Hold X - Attract balls to spaceship (Beach Ball only)

POLAR PUSH:

[] - Push/Launch polar bear ahead
Repeatedly tap [] - Save self from falling (only when over edge)
Circle (O) - Throw bomb (Manic Panic only)

POGO PANDEMONIUM:

[] - Fire Ammo (if any)

CRATE CRUSH:

O - Pick up crate
O (with crate in hand) - Throw crate
[] - Attack (Spin/Zap/Kick/Tail Spin)
X - Jump
[] - Use powerup (Drain Bash only)

TANK WARS:

L1/R1 - Rotates turret
[] - Fire Basic Shot
O - Lay Time-mines
[] - Chuck Bomb (Metal Fox only)
[] - Fire Missiles (Jungle Fox only)
R1 - Accelerate (Swamp Fox only)
X - Shield (Swamp Fox only)

CRASH DASH:

R1 - Accelerate
[] - Speed Boost (when available)
O - Fire missile (when armed)
X - Jump (Splash Dash only)

MEDIEVAL MAYHEM:

Ring Ding: [] - Attack
 X - Jump
Dragon Drop: [] - Charge dragon ahead
 [] - Fire gem (while carrying)
Mallet Mash: [] - Slam mallet
 Hold [] - Slam mallet + Shockwave
Keg Kaboom: Hold [] - Lay gunpowder trail
 O - Use shockwave (when armed)

[CHOV]-----Character Overview-----[1001]

Well, in this game, there are eight different characters which you can play as. Make a good decision before you start 'Adventure Mode'. That is where it matters, since you can't change it throughout play. Once all people playing have chosen, any remaining spaces will be decided by the game. They are not random - depending on the characters picked, they change. There may be eight playable characters, but there are four character types - two characters for each type.

The characters are Crash, Coco, Tiny, Dingodile, Rilla Roo, Cortex, Brio and

Koala Kong. In order, best to worst, they are: Tiny, Kong, Brio, Cortex, Crash, Coco, Dingo then Roo. This pretty much reverses when they are computer controlled. The general idea is that the better the play you pick, the tougher opponents you get. The groups/types are: Crash and Coco, Tiny and Kong, Cortex and Brio, and Dingo and Roo. In that order, let's call them types 1, 2, 3, and 4.

Note that the types described below aren't given comments on Ballistix or Pogo Pandemonium since characters tend to have little difference in those levels.

TYPE 1 (TINY/KONG):

Ahhh, the best. Any newbie to the game should choose either of these guys for an easier play. Still annoyingly hard, but easier nonetheless. They pretty much beat others in just about everything, but there are, as with all other characters, a few levels and values that will cause trouble to them. Their two main downpoints is that they're just rather slow and don't stop moving easily. Numerous times in Polar Push levels that I've charged over the edge as Tiny.

Polar Push: Their push is very tough and can go long distances. It even helps if a character carrying a weight is chasing them - it's fast and gets them out of the way. However, it's not very accurate and often missing can be very costly since there's a slight chance of going over the edge. 8/10

Crate Crush: Since they have little speed or stamina, that's quite a downfall in Crate Crush. You'll find that outrunning throws at you a challenge and also jumping over them. However, this is hugely made up for by their extremely long throw. It must go atleast halfway across the arena and is fast and accurate. However, their kick sucks and is practically useless. 8/10

Tank Wars: For once there's something that they're not too well in. Their shots are rather slow rolling mines which are quite weak to bouncing off walls and doesn't deal the greatest damage. Since the shots are so slow, I'd suggest keeping away from Type 2 characters as much as possible in Tank Wars since fast pwns slow. You'll see what I mean. 7/10

Crash Dash: Not too bad here. They go fairly fast for once but never really that fast. The handling is great as turning is not too sensitive nor unsensitive. If you get it right, you can easily be going around the inner ring and completing atleast three laps in about 10 seconds. However, their spaceships are rather wide and so take up a little too much space. This also makes them bigger targets, but I don't think it's too noticeable. 9/10

Medieval Mayhem: Well, not the best here. Medieval Mayhem is mainly down to speed, and, y'know, not much here. However, there's also not too much speed, so you can atleast keep in good control. Their jump suspends a little too long in Ring Ding, making accidents easier. They don't hit that fast in Mallet Mash, allowing others to jump in and steal hits. Racing Crash to kegs in Keg Kaboom as these guys is an example of difficulty here. 6/10

Overall: 7.6/10

TYPE 2 (CORTEX/BRIO)

Well, these guys are particularly helped by their use of machine technology. This helps them since their attacks are fast and often powerful. Being small and fit, they can run fairly fast. Still, they're prone to damage and aren't that quick at recovery. If you're looking for an easy round on Tank Wars, these are your men.

Polar Push: Their push can be rather slow, but very powerful when you get it right. However, when they're pushed, they really do get pushed far. Thankfully

enough, their push recharges fairly fast, so they can push rapidly. They're really good against weaker players, but put them alone against Tiny or Kong and some difficulty will shine. 6/10

Crate Crush: Now they can prove quite a treat here. They can go pretty fast and their throw is fast enough to hit close enemies before they can flee. However, once they start to get pushed around, they really are. Being hit multiple times in a row fairly easily is a real downfall. However, if you know their tricks, they can really work a treat. 7/10

Tank Wars: Oh-so excellent here. Really, if you put Tiny/Kong against these guys in Tank Wars, these guys win by a mile. Their plasma bolt shots are super speedy and accurate, also dealing huge damage to enemies. However, their tank doesn't move that fast, so that may cause a bit of trouble. But still, if you're looking for an easy match of Tank Wars, choose them. 9/10

Crash Dash: Nice speed and handling - these guys aren't bad here. However, there are bad points - they can easily be pushed off the edge and can't do a good circle for a lap, thus making their laps take longer. Still, once their in front, they'll pretty much leave the others in a scramble of confusion and stuff. 7.5/10

Medieval Mayhem: Their fast movement works a treat on each level but Dragon Drop, and so things become rather easy. In Ring Ding, their jump doesn't suspend too long. In Mallet Mash, they can walk quickly and hit quickly. In Keg Kaboom, they can reach kegs rather easily. However, you're still probably better off going for Tiny. I'd say they're about as good as Kong in this. 7/10

Overall: 7.3/10

TYPE 3 (CRASH/COCO)

Well, you'd think that the hero of the game and the one who defeated all of the above would be best, but this is more down to their abilities than determination. May I just say that Crash wins prize for the fastest player by far - he over goes faster than others in Pogo Pandemonium! Coco, however, is still fairly fast but quite bad at this to be honest. Their speed and spin are the only goods - most other things about them suck.

Polar Push: Agh. Don't bother with them here if you want easiness. Most importantly here, their push SUCKS! It barely goes a metre and has little strength. Their speed is detrimental for once as it makes them skid and slip. However, their push recharge rate is rather excellent - you could find yourself doing a push every couple of seconds if you try. 3.5/10

Crate Crush: Well, a slight improvement here - their speed and spin really do count here. The great thing about it is that they can spin and still go as fast as usual. Their spin hits crates far. However, their throw sucks, and throwing tends to be the easier option in Crate Crush as you can aim it better. Also, they can be pushed around fairly easily if you let them. 6/10

Tank Wars: They're OK. They shoot fireballs which go nearly as fast as Cortex/Brio's plasma bolts. They have fair damage on enemies and can fire quite often and accurately. I guess they can do good at something. 7.5/10

Crash Dash: Nice! Their spaceships are fast and small, therefore making them easy to slip through gaps and go around the inner ring nice and easy. But, one slip up and they're off the edge several times over. They've always had a tendency to be pushed around, and that is quite a downer here. 8/10

Medieval Mayhem: Pretty good. All that matters in most of Medieval Mayhem is

speed and agility, which they have. They can sail through this easily on all levels (except maybe Dragon Drop - getting pushed around shows its ugly face yet again). 7.5/10

Overall: 6.5/10

TYPE 4 (ROO/DINGO)

Bleh! These guys pretty much suck in almost every way! Sure, if you hook them with the right teammate they can do fine, but they're still rubbish. Slow, hard to control and weak. Not good. Let's get on with saying that they're rubbish.

Polar Push: Well, they can buzz around other players and annoy them with their ugly stares, and can push OK in the little time that they do. Yeah, they do a really good push which gets opponents right near the edge - then the enemy hits them back and OVER the edge. Their speed is alright but could be improved. A rare time that they're atleast OK at something. 5/10

Crate Crush: Here comes the badness! Their throws and tail spins send crates roughly the same distances, but they're slow and not very agile. Also, being fairly large, they become easy targets. 4.5/10

Tank Wars: Useless. Utterly useless. They fire slow, weak, tiny fireballs which would never hit a distant enemy easily. However, they can fire two shots in one go if you want them to, which can help if you've managed to corner your enemy and want to get rid of them before they can to you. Still rubbish though. Very rubbish. 3/10

Crash Dash: Bah. Hit them once and they're doomed to be stuck in a spirally frenzy for about 5 seconds. Their ships are just too big and slow. Rubbish to play as them at this. 4.5/10

Medieval Mayhem: Well, let's just say that this is their best one. Their low speed does cause a problem here, and they're rather clumsy and hard to control as ever. Well, they're not really too bad here, so maybe for once you'd have some sanity to go on this as them and expect to win. 6.5/10

Overall: 4.7/10

Best players for...

Ballistix: Tiny
Polar Push: Tiny
Pogo Pandemonium: Crash
Crate Crush: Tiny
Tank Wars: Cortex/Brio
Crash Dash: Crash
Medieval Mayhem: Crash
Overall: Tiny

[GULA]-----Guide Layout-----[1002]

This is the layout for each sub-sub section of each sub-section (try saying that three times fast).

[CODE] LEVEL NAME [#CODE]

Type: Ballistix/Polar Push/Pogo Pandemonium/Crate Crush/Tank Wars/Crash Dash/

Medieval Mayhem/Boss

Requirements: How to gain access to the level

Difficulty: Trophy - 1-5/5

Gem - 1-5/5

Crystal - 1-5/5

Overall - [Mean Average]

Extra Notes: Blah blah blah

Then there will be the guide to that level, with five sections:

TROPHY

1 Player:

Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah

2 Player:

Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah

GEM: DISADVANTAGE

1 Player:

Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah

2 Player:

Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah

CRYSTAL: DISADVANTAGE

1 Player:

Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah

2 Player:

Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah

In boss levels...

BOSS: NAME

1 Player:

Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah

2 Player:

Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah
Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah

Relics are not included since they're pretty much the trophy, only quite a lot tougher.

Progress: XX Trophies (XXX.X%)
 XX Gems (XXX.X%)
 XX Crystals (XXX.X%)
 XX Golden Relics (XXX.X%)
 XX Platinum Relics (XXX.X%)
 XXX% Complete

[WALK]-----Walkthrough-----[2000]

Well, here we are. The main section of the guide, which is why it's made in the first place. This entire section explains how to beat Crash Bash to the maximum 200%.

I've decided to add speech in this time, since there isn't much at all. This explains all five warp rooms, and then explains each level type, repeats the bosses, and also explains other things to do.

Anyway, starting off, wait for the title to pop up. Once it has, choose your language (which is likely English) and wait for the main menu to come up. Choose 'Adventure Mode', then choose whether you want to play alone or 2-player in a team, choose your character (see 'Character Overview' to make deciding easier), and get ready to start! The opening cutscene awaits...

.....
Aku Aku: Uka Uka... how many times must you be told? You cannot defeat me!

Uka Uka: I have heard enough of your shallow wisdom. It is I who is strongest, and it is evil that will ultimately prevail!

Aku Aku: This bickering can go on no longer! We must resolve this once and for all time.

Uka Uka: Hmmm... for once, feeble brother, I agree with you. We shall settle this arguement. Prepare to fight!!!

Uka flies up to Aku in attack, yet Aku denies.

Aku Aku: No, Uka Uka! The ancients would not allow it! There can be no fights between us.

Uka Uka: Hmmm... a contest then. Good against evil. Your players against mine!

Aku Aku: Very well... summon the teams.

Far, far away, Crash is sleeping by a lake, only to be struck by magic and teleported to Aku.

In his evil lair, Cortex is working up an evil plan, only for him to be teleported as well.

Uka Uka: Crash, Cortex. Welcome. You and your friends have been summoned here...

They start to appear: Coco by Crash and 5 other villains by Cortex.

Uka Uka: ...To reek battle between good an evil. May the best player win!

Aku Aku: Uka Uka, this is not a fair contest! You have too many players! If your confidence in evil is so great, you can win with equal sides. You must surrender two of your team!

Uka Uka: Very well... choose.

Tiny and Dingodile are warped to the good side.

Aku Aku: Let the games begin!

.....

Player 1 will appear in the first warp room.

- [AAAA] Warp Room 1 [2100]
- [BBBB] Warp Room 2 [2200] (COMING SOON!)
- [CCCC] Warp Room 3 [2300] (COMING SOON!)
- [DDDD] Warp Room 4 [2400] (COMING SOON!)
- [EEEE] Warp Room 5 [2500]
- [FFFF] Bosses [2600]
- [GGGG] Level Types [2700]

 [AAAA]-----Warp Room 1-----[2100]

Here we are in the first warp room! This leads to the five levels reachable from it - a hub world. Exploring it, you'll start off in front of the warp to 'Crash Ball'. Going to the right, you'll find 'Polar Panic', 'Pogo Painter', 'Jungle Bash' and 'Papu Pummel'. Also here is a save point to keep your progress safe, and a warp room pad which currently doesn't work.

Start by going into 'Crash Ball'.

- [AAAB] Crash Ball [2101]
- [AAAC] Polar Push [2102]
- [AAAD] Pogo Painter [2103]
- [AAAE] Jungle Bash [2104]
- [AAAF] Papu Pummel [2105]

 [AAAB] CRASH BALL [2101]
 Type: Ballistix
 Requirements: Warp Room 1

Difficulty: Trophy - 1
Gem - 2
Crystal - 2
Overall - 1.7

Extra Notes: Well, not an ideal starting level, since Ballistix sucks. A basic introduction to the game.

TROPHY

1 Player: Well, here we are, starting with Ballistix. An annoying yet basic start to the game. You're in a spaceship at the bottom and your three opponents who were randomly selected will be on each other side of this square. As soon as the game starts (after the countdown), you can move left and right and can release an 'extra kick'. Very soon, a big ball will pop out from either corner, and go ahead. It'll head towards any goal. If it's to an opponent, then they'll likely extra kick it or just hit it to blast it away. If it comes to you in any way, you should do the same. You can aim your hit back by hitting it from either side. Eventually, it'll go into somebody's goal and they'll lose one of the 15 lives shown up top. More balls will continue to pop out, in which will all end up in a goal eventually. The ball release rate and speed will gradually increase, making play tougher. They may bounce off each other and scatter, possibly ambushing you. Always be alert and use L1 or R1 to speed up your ship when you need to. Continue playing like this, getting harder and harder, and pretty soon someone will hit 0 lives. At this point, they'll blow up, be out of the game, and an electric barrier will form over their goal. Acts as a barrier to stop further balls going in. If the barrier is opposite you, watch out! It may cause a nuisance as balls will just bounce back to you. A little more onwards, another will be out, leaving it as a 1 v 1 battle. This works a whole lot easier when it's opposite sides against each other. However, don't let bad scores put you down and you'll hopefully win a cup. If you happen to lose at any point, you won't get a cup from that round. You can also 'Force Victory' if you do lose by tapping X when it says so. This will end the round immediately, leaving the player with the most lives. You just need to win twice more to get the trophy. They all play in the same way. However, it tends to be that the more you win, the tougher it gets, and the more you lose, the easier it gets. End long paragraph.

2 Player: Easier with this. Follow the guide above with a few exceptions - you're playing as a team, so work together to defeat your opponents. Player 1 is at the bottom as usual, and Player 2 is on the right. P2 moves up and down instead. Basically, it's 30 v 30 points here. The cups are dealt to teams. Only one player needs to survive to make a team win, but you can win with both still alive as well. Those are the only differences, except that it's more fun. Good luck!

GEM: 40% LESS LIVES

1 Player: You start with only 9 lives, whereas everybody else starts with the usual 15. It's not that much harder. If you had close matches with the trophy, you'll need to improve by 40% to have a chance of just succeeding this. All else is the same and difficulty hasn't changed much. The extra kick does work very well here, so use that if you don't already. It'll likely be a near loss, but stick at it and you'll have the gem in no time. You only need to win once for the gem. Because of that, it's probably even easier than the trophy.

2 Player: This time your lives merge together, which means that this can be very annoying if you're good at it and your teammate sucks, since they'll lose for you. What's worse is that it's 18 v 30 lives. This is so much harder on 2 player and I'd expect you to give up soon. Lose all lives, the team fails. Just keep on trying until the opposing team reaches 0 lives.

CRYSTAL: NO EXTRA KICK

1 Player: Agh. I hate this one - you must win without the use of the extra kick. This means that the chance of you hitting the balls away are almost twice as slim. Also, you can give no power to your shots because of this. This one's gonna be a toughie. The best alternative is to use the L1/R1 speed-up alot, so as to get around quickly. So what it puts you out of control more? It's almost nessacary here. I also find that tapping [] when you hit it helps, but that might confuse some. Win once for the crystal.

2 Player: Basically the same only, obviously, both of you have no extra kick. The same as 1 player, manuever alot and this one will be done soon. It should be easier, since you only need to rid of two others.

Head outta here and into the next level to the right, Polar Panic.

Progress: 1 Trophy (3.6%)
1 Gem (3.6%)
1 Crystal (3.6%)
0 Golden Relics (0%)
0 Platinum Relics (0%)
3% Complete

[AAAC] POLAR PANIC [2102]

Type: Polar Push

Requirements: Warp Room 1

Difficulty: Trophy - 1

Gem - 1

Crystal - 2

Overall - 1.3

Extra Notes: Much easier than

Crash Ball, Polar Panic sees a fun bash around with polar bears on an ice platform.

TROPHY

1 Player: A very fun, easy level! You're all on polar bears on an icy platform. You can move around freely (with the disadvantage of the slippery ice) and can launch you and your bear forward with []. The bars up top determine when you can push - if it's not fully green, you can't push. The stronger the player's push, the longer it takes to recharge. The idea is to knock the others off the ice. Unfortunately, for this level, there are tiny ice chips around the edge. The slightest touch breaks them, which is ideal to beat others. Once a nice gap has been made, push someone into it. They'll try to cling on and will either get back on or fall off. If you hang off the edge, quickly tap [] as rapidly as you can until you get back up. There is a beam shooter flying around above - it occasionally shoots beams which give powerups

or powerdowns to the first to touch it. It can shrink you (makes you weak and pathetic), swell you (makes you strong and unpathetic), give you lightning (whoever has it after the 15 second timer survives whereas everyone else is struck by lightning and stunned, making them unable to fight back), or give you a weight (whoever has it after the 15 second timer is crushed by a giant weight and automatically loses). Last man standing (or strongest player after timer) wins a cup. Once again, it's three cups to win.

2 Player: The same, obviously. Your team versus the other team again. It's all about knocking both off again. Not much different to 1 Player, but it is a good strategy if one of you holds off the opponents, and the other makes a gap in the ice chips simultaneously. After that, line your shot up, and knock them through there.

GEM: 45 - 60 SECONDS

1 Player: Easiest thing ever. All you have to do is defeat all of your opponents in one minute. This is very simple as all you have to really do is make a gap in the ice chips and then push your enemies in - they'll barely even try to fight back. Also, it's good to get all the powerups you can here. There's only a 25% chance of getting shrunk which is the only slightly bad thing as you can soon pass the weight on. Make a gap and get some good aims to have this done in a matter of seconds.

2 Player: Very, very easy here. More so than 1 Player. Get one of you making a gap again and then it's just two accurate pushes to victory. 'Nuff said. Well, also, lightning helps alot as you have a slim chance of NOT winning when you do have it. The 15 second difference shouldn't cause any problems.

CRYSTAL: BIASED BEAM SHOOTER

1 Player: The beam shooter is angry at you and wants to get you defeated. So, it's decided to rapidly zap and chase you. The lightning strikes have breaks for about two seconds and each zap is about three. It stuns only you and when it does, you're pretty much done for. Occasionally, it'll do its original thing and strikes a beam for powerup/downs. Don't bother this time - you'll probably just get zapped straight after getting it. Try to keep far from the beam shooter - it'll chase you when you get close. Try to start off making a big gap by bashing away at the ice chips. Once the beam starts going for you, stop with the gap and run away. From there, simply line your opponents up and push them through it and over the edge. Getting lightning here is not easy so don't bother chasing for it - once you get it, note that you'd have three opponents and the beam chasing you. It's not too bad to get zapped as the beam does that anyway. Your worst case scenario is when somebody with a weight chases you - avoiding 500 lb and lightning is not that easy. However, as hard as I may have just made it sound, it shouldn't pose too much trouble.

2 Player: Much easier as you can multi-task. Start by BOTH making a gap until one of you is being chased by the beam and then both run. Whoever's being chased should just run while the other player holds the opponents off. Your best hope is a weight on an opponent. Your best chance to attack the others is when the beam's not chasing either of you. All this in 1:30. A bit tricky but still a breeze.

Out with all three, go right once again for Pogo Painter.

Progress: 2 Trophies (7.1%)
 2 Gems (7.1%)
 2 Crystals (7.1%)
 0 Golden Relics (0%)
 0 Platinum Relics (0%)
 6% Complete

[AAAD] POGO PAINTER [2103]
Type: Pogo Pandemonium
Requirements: Warp Room 1
Difficulty: Trophy - 1
 Gem - 1.5
 Crystal - 2
 Overall - 1.5
Extra Notes: Probably the only fun
PP level as it's simple and easy.

TROPHY

1 Player: You're all on pogo sticks which paint squares your colour that you step on. Your colour is yellow, Player 2 is red, Player 3 is blue and Player 4 is green. No real character difference here except Crash who is only slightly faster. Once you start, get moving in either direction to start painting your squares over the blank ones. There are 64 squares to choose from. I suggest trying to paint over opponents' squares to replace them with your yellow. In no time, you'll see purple crates appearing on random squares. When you step on these, all of your squares reset to blank and you get a point for each one. Your total is viewed at the top of the screen. I suggest getting big amounts of squares before you get a crate so as to save them, but don't let your opponents get all of them. Try to encircle a crate until an opponent goes near it, then stop painting around it and reach it before them. You'll definitely need to focus on ruining opponents with many squares before they can score - paint over theirs and beat them to crates. It's also helpful to go for the powerups which fall. The speedy boots will increase your speed temporarily, missiles can be fired with [] to try and hit and stun opponents, and arrows paint all squares in the direction its pointing when you get it your colour. Try hanging around these and getting them at the points when you get alot of squares. Listen out for the music speeding up and keep an eye on the timer - once 20 seconds are remaining on the clock, stop going for big points and focus on getting as many crates as possible. This shouldn't be hard and you'll likely be atleast 30 points over your opponents when you win at the end. Since all rounds have 1:30 on the timer, this'll be a long level - 4:30 minimum, 13:30 maximum!

2 Player: Ofcourse, the second player will have red as their colour. You still score seperate points and stuff. Go over opponents' squares as usual but try to keep away from your ally's! This will probably be easier than 1 Player. Use all the same tactics as 1 Player and you'll have the trophy in no time. This time the maximum length for this is only 7:30. At the end of each round, the scores merge to team scores and the highest one wins.

GEM: 33% MORE POINTS TO SCORE

1 Player: This time you have to be the first to decrease your starting score

to zero before everyone else to win. Easy, huh? No - you start off with 80 points whereas everyone else has 60. What can I say? Just try to get as many speedy boots as you can and try not to go over your own squares. Don't bother trying to get big points this time - just focus on getting to the crates. This should still be fairly easy (this entire Warp Room is).

2 Player: Your combined team score to minimize is 160 and Team 2 has 120. Just use the same tactics as above and it'll be fairly easy, but maybe still a little bit trickier.

CRYSTAL: POISON MUSHROOM DOOM

1 Player: This time around, there are poisonous mushrooms that pop up rapidly on random squares. They only affect you and do so well - hit one, you fail. They'll start off minorly, only appearing about once every three seconds. Soon enough, they'll increase in production and will be popping up at a scary rate and moreso in the direction you're going. I suggest never to go in a straight line - do lots of turns and they won't get in your way. There is a second before they appear that a white circle appears on that square - that's your only warning to move elsewhere. May I suggest NOT getting speedy boots here as they can send you out of control and straight into a group of mushrooms. Also, if you are surrounded, don't be afraid to just stop until they go. It's as easy scoring as the trophy - if you won by far there, you'll win here if you're careful. Scoring isn't the primary objective here. This is a toughie and may take a few attempts. Probably the hardest challenge so far. Patience is the key - for this and what's to come in the game. On my best file today I got from 134% to 138% today (by that point in the game, things get very hard). How? I had patience. Use that here and you'll win eventually.

2 Player: A whole load harder with two of you. One of you hits a mushroom, both of you fail. This will probably take twice as long as on single player to beat and will probably result in you and your teammate having a tussle (one of you annoyed at the other's lack of skill). Both take it slowly and play the same, using the tactics above. This one's a huge test of patience (well, not as huge as what's to come...). Stick at it and you'll soon have it done.

Out with all three collectables a third time, head into the ever-great Jungle Bash one more to the right!

Progress: 3 Trophies (10.7%)
 3 Gems (10.7%)
 3 Crystals (10.7%)
 0 Golden Relics (0%)
 0 Platinum Relics (0%)
 9% Complete

[AAAE] JUNGLE BASH [2104]
Type: Crate Crush
Requirements: Warp Room 1
Difficulty: Trophy - 1
 Gem - 2
 Crystal - 1.5
 Overall - 1.5
Extra Notes: Ahh, I love Crate
Crush levels. A fun, if not

violent, game in which you must pulverise your enemies with crates until they keel over dead. Cool!

TROPHY

1 Player: Yay! Jungle Bash (it rules)! Basically, you're free to move around on foot for once and you have to chuck crates at your enemies to knock down their health bars. Once the bar is fully red, they keel over dead. There are steel crates: they do minor-ish damage upon hitting others, and are most common. TNT crates will start a three second timer upon being hit, picked up or jumped on - after the timer, they blow up and cause major damage. Nitro crates will blow up with the slightest tap - avoid these at all costs. You can jump with X, attack with [] and pick up crates with Triangle. Start off by picking up the nearest crate to you (or nearest TNT if it's not too far away) and immediately throwing it in the direction of somebody else. Hopefully it'll hit them. You'll soon gather that they flash for a couple of seconds after being hit. This is when they're invincible, so they can't be pushed around too much. You'll see among other things some wumpa fruit about - very helpful as these will heal a tiny bit of health when walked into. If you see somebody aiming at you, run. If you can't escape soon enough, jump in the hope that it will smash underneath you. Attacking crates with [] pushes them along a bit, also useful to push into opponents. Try to also use this (throw works too) to knock into Nitro crates. If you're enemies beside one, blowing it up is a good way of causing splash damage. Always be on the move. An easy tactic is to aim for opponents that are taunting - while they're immobilised like this, chuck them a crate for an easy hit. Avoid explosives the most but still try to get as many TNTs as possible (without letting them explode in your hands). Last man standing (or whoever has the most health after 90 seconds) wins a cup.

2 Player: Ofcourse, you're aiming at the other team. You can do friendly fire here, so try not to hit your teammate. So, yeah, Team 1 vs Team 2. You can read above to know what to do. First team to be wiped out loses, whereas the other(s) standing win(s). If a round hits the 90 second time limit, the highest combined team health wins. As ever, three cups for the trophy.

GEM: 30 - 45 SECONDS

1 Player: You have just 45 seconds to defeat all three of your opponents. Kinda difficult. For the first ten seconds, just stand back from the commotion and let your opponents get themselves hit a bit. About eight seconds through that (or when you start to get targeted), start picking up all the crates you can (particularly TNTs) and get to work. Don't do weak hits on your opponents - the time when they're flashing afterwards won't get you far. Also, don't focus on one opponent because of this - while the one you just hit recovers, hit another one. The first opponent should be dead just before the timer hits 20, the next one five to ten seconds after the first, and the remaining one should be easy to defeat in the last 12 or so seconds.

2 Player: Only 30 seconds to beat both of 'em - very hard. This means you'll need one dead every 15 seconds atleast. Pick up all the TNTs you can and try to both work in a mirror tactic - you hit different ones at the same time, then switch over and hit the other one. Remember - don't let 'em escape and don't hit them weak. A very hard gem so far, but it can be easy if you both know what you and each other is doing.

CRYSTAL: THE IDOL OF NITRO

1 Player: Woah! This one can be hard if you're prone to getting hit alot! Well, you've somehow made the idol at the back angry, and it's now determined to destroy you... with Nitro crates! Yep, loads of Nitros will be tossed through the air and landing down with a bang at you. The key idea here is to NEVER stand still! Stand in the same spot for more than a second and you'll soon be hit by a Nitro. Also, try not to get hit in any other way - you get up after it and if you don't move fast enough, the Nitros have got you down again. Stay close to the others, or in their way - they may walk right into a Nitro aimed there. Generally, don't stop moving and keep your distance enough but not too much and you'll usually win.

2 Player: Hmm. A bit easier this way. Now the idol aims at both of you, but still chucks the same amount of crates, so you each have a 50% chance less of getting hit by one. Both use the stay close to your enemies and don't stop moving strategy for an easy crystal.

Well, that's all four of the proper levels done here. Now for the boss, Papu Papu, at Papu Pummel which is the last remaining warp pad here.

Progress: 4 Trophies (14.3%)
 4 Gems (14.3%)
 4 Crystals (14.3%)
 0 Golden Relics (0%)
 0 Platinum Relics (0%)
 12% Complete

[AAAF] PAPU PUMMEL [2105]
Type: Boss (Crate Crush)
Requirements: Collect 4 Trophies
Difficulty: 1
Extra Notes: The first boss of the game is easy compared to the minor difficulty previously. Plays like Crate Crush.

Briefing if good:

.....
Aku Aku: Well done. You have completed the challenges that have been set for you in this warp room. To progress to the next set of games, you must defeat the mighty Papu Papu.
.....

Briefing if evil:

.....
Uka Uka: Excellent. I am now well on my way to defeating that evil brother of mine. Before you can continue, you must first meet an old friend - Papu Papu!
.....

Papu Papu? Yes. Mighty? No way! He was easy in the first game, he's still easy here. You'll soon see that it's a sort of a Crate Crush level, but with you on the main platform and him on a seperate one at the top.

BOSS: PAPU PAPU

1 Player: He'll immediately start with a bash of his sceptre on the main platform. This will cause flames to rush along three rows of blocks here. Go on any of the blocks where there isn't fire to let them go past. Crates will appear, soon followed by a couple of mini-Crash clones. You have to defeat them. They are very weak - the slightest hit and they're dead. They will pick up crates, spin and everything like Crash. If they're carrying a crate, I suggest throwing one at them, and if not, just run over and [] attack them. Piece of cake. Once both are dead, Papu's shield will go down as he taunts you. What have you learned from Jungle Bash? Taunting is detrimental, and can soon be sorted with the hit of a crate. So, quickly pick one up and lob it at him. Immediately run to where there are no crates nearby as Papu will hit the ground again, causing all the crates to explode and more streams of fire - at each edge and in the middle, then around the middle. Another two Crash clones will appear. Defeat them like before so that Papu summons another pair. Clear them out and chuck Papu another crate. Hide from the crate explosion and avoid three sets of fire, travelling on every line excluding needed gaps. Three more pairs of Crash clones now. I think you should have the idea. Hit Papu a third time. Run away from any crates from a third ground whack... followed by no flames? Yeah. A totem stone will fall and land on him. Ouch.

2 Player: Much, much easier this way. A whole extra health bar if you get into any trouble, and you can co-operate. You could stick to your sides - one on the left and the other on the right, avoiding the flames there (so as not to disrupt each other in avoiding) and defeating that side's Crash clones (makes quick and easy work of them). This will be a breeze, as ever.

Progress: 4 Trophies (14.3%)
 4 Gems (14.3%)
 4 Crystals (14.3%)
 0 Golden Relics (0%)
 0 Platinum Relics (0%)
 20% Complete

Yay! That's all of the warp room possible to be done so far! 20% of the game complete! If you haven't already, save, then use the special warp thingy next to it to teleport to Warp Room 2.

[BBBB]-----Warp Room 2-----[2200]

This is accessible after completing Papu Pummel.

Here we are in the second warp room! This leads to the six levels reachable from it - a hub world. Exploring it, you'll start off in front of the warp to 'Beach Ball'. Going to the right, you'll find 'Tilt Panic', 'Pogo-A-Gogo', 'Space Bash', 'Desert Fox' and 'The Bearminator'. As expected, there is also another save point and a warp pad to go back to Warp Room 1.

Begin your adventures here in Beach Ball.

[BBBA] Beach Ball [2201] (MORE COMING SOON!)
[BBBC] Tilt Panic [2202] (COMING SOON!)
[BBBD] Pogo-A-Gogo [2203] (COMING SOON!)
[BBBE] Space Bash [2204] (COMING SOON!)

[BBBF] Desert Fox [2205] (COMING SOON!)
[BBBG] Bearminator [2206] (COMING SOON!)

[BBBA] BEACH BALL [2201]

Type: Ballistix
Requirements: Warp Room 2
Difficulty: Trophy - 2
Gem - 3
Crystal - 3
Overall - 2.5

Extra Notes: The second Ballistix level. Probably the most enjoyable one due to the music and magnetic abilities.

TROPHY

1 Player: OK, look familiar? Yeah, it's another one of those dreaded Ballistix levels. But you'll notice three differences - the scenery and music is different, you each have 12 points instead of 15, and something cool happens when you hold X. Your ship will become a magnet! Yeah, this'll pretty much replace the extra kick in this level. Basically, while it's a magnet, balls that get close to it will attract. This gives you a great chance to aim. You can hold any amount at once and for a pretty long time. When you've got your aim, release X to fire the balls in the direction they're facing very fast. Still use the extra kick occasionally though if your magnet just misses a ball. The opponents will be alot tougher here though, so watch out for that too.

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[CRED]-----Credits-----[3003]

Thanks go to...

Various YouTube Members - Used several videos off their to look at the tactics of the more professional players and incorporate them into this.

dark52 - The best guide writer I've heard of. His guides are so professional, and he has the best Spyro fansite ever! My inspirer.

Naughty Dog - Creator of the almighty Crash Bandicoot!

CJayC - For hosting this guide (on GameFAQs).

God - Obvious reasons.

Me - Well, I guess not much of the guide would be here without me.

And finally...

You - You read this guide. You're the entire point I made this. A walkthrough is made to help people where they get stuck, and, voila.

Smell ya later!

These are currently the only sites which may host this guide:

www.gamefaqs.com
www.gamespot.com
www.neoseeker.com

If you see it anywhere else, don't hesitate to e-mail me about it. I'll eventually put it on a site of my own, when I make one. It'll likely be FreeWebs.

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