

Crime Crackers 2 (Import) FAQ

by Guts

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Crime Crackers 2 MINI FAQ

By Guts (sol@viser.net)

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The first and only version, unless someone out there has actually played the game and has a question!

This is a small FAQ for the insanely awesome game Crime Crackers 2 for the Playstation. The game is pretty straight forward so a complete walkthrough isn't necessary, just a few tips and solutions here and there. This faq should answer any questions you have, and if it doesn't, feel free to email me!

Please see my review for a detailed description of the game if you haven't played it, trust me it's sweet. Media Vision outdid themselves, this is one of my favorite playstation games ever. I'd rate it up there with Castlevania, Tomba, Armored Core, and Mega Man Legends 2 as one of the most addicting adventure games of the 32bit era!

PASSWORDS

These are all the passwords that are used in the game to open doors. If you come across a locked door and don't want to take the time to solve the puzzle, just try one of these.

WA45437
PEACE
REBECCA
No 1 BACK
No 2 BODY
No 3 HAND
No 4 HEAD
PN-7005
SYMPHONY

ROUTE SYSTEM

There are 8 possible routes and endings to the game, with an additional EXTRA ROUTE opened up once you beat all 8. (So I guess that makes 9 endings, hah)

Think of the ROUTE system like the NEW GAME+ option in Chrono Trigger, it's the same thing. You get to start over and keep all your experience, items, weapons, etc, from your previous game!

They are for the most part easy to figure out. This is how you access each route, just incase you get stumped-

ROUTE 1- play through level 1 normally. After you beat the boss there will be a timer counting down from 60, don't worry there's nothing you can do at this point, you can't get through one of the doors to escape until you have a certain item (which you obtain after beating the 4th route). You can either sit

there, or explore until the time runs out. Choose the first option when you are given a choice in between levels 1 and 2.

ROUTE 2- Once you get the jump boots from beating ROUTE 4, go to stage 2 (ROUTE 1), on the 3rd floor you need to jump across a pit where there's a switch on the other side. Press the switch and then go defeat the boss.

ROUTE 3- Go through first level like in ROUTE 1, then choose the second option instead of first option in between levels 1 and 2.

ROUTE 4- This is the route you get the jump boots from. You have to take this route once you beat route 3.

ROUTE 5- Jump the pit in level 1 after the countdown starts, drop through the hole, and head back to the entrance of the level. Don't cross the gap at level 2 (you can't yet anyway, you need the booster boots). Then fail to find the 15 parts in 5 minutes on level 3. This is the longest route in the game.

ROUTE 6- Do steps 1 and 2 from ROUTE 5, but find all 15 parts within 5 minutes on level 3. You get the booster boots once you beat this route.

ROUTE 7- Do the first step from ROUTE 5, but use the booster boots to cross the pit on level 2. Lose the battle to the boss of level 3.

ROUTE 8- First step from ROUTE 5, cross the pit on level 2, use the password PEACE on the doors and get the shields. This will let you deflect the bosses attacks back at him. Congrats, once you finish this route you're on to the EXTRA route.

EXTRA ROUTE- You access this after you beat all the other ROUTES. A couple pointers for this ROUTE. The first level is LONG, but easy. The second level is easy also. The third level is all about the secret doors! Shoot the walls EVERYWHERE, there are secret doors all over the place. You need to find all the hidden switches to activate the elevator to take you to the boss, if you just keep shooting walls you'll find them all. On the fourth level use the password "SYMPHONY" on the computer then jump through the crystal above your head, but go through all 8 crystals in the room first to get the weapon and armor! Trust me this ROUTE is totally worth going through, there are 3 new movies you see, and the ending is sweet.

The last boss is SUPER easy, just equip PAN-Gs turbo boost item that makes her swing her sword super fast and run up to him, you'll smoke him in like 3 seconds.

THE HARDEST LEVEL IN THE GAME, ROUTE 6, level 4!!!

I know I said you wouldn't need a walkthrough, well that applies to all levels except this one! I spent almost 3 hours running around trying to figure this one out, so to save you the same headache, here is the solution.

The beginning of the level is laid out like this-

```

  _ 7 _ 1 _ 9 _ X _ 2 _   |
  |                               |   |
X | X           SAVE      8 | X |
-|-|-|-|-----|-----|--|---|---|
  | 4 |           | 3 |
  |           |---5---|   |
  | 6           X |
```

---|-----|-----|---

ENTRANCE

Each of the numbers is a room with a switch in it. The Xs are rooms that either don't have a switch, or have a dummy switch that is only there to trick you. Hit the switches in the numbered order. After you hit the first 8 switches, the steel grate on the right path will open. Go up the stairs and you'll come to a big room with 5 pits. Drop through the center pit to get to switch 9. After that, go back up to the room right before the room with the pits, there is a secret door on the wall to the left of where you come in (look at your map, the secret door will show up as a blue door even though it's a wall).

Notice that the eyeball painting at the end of the big room faces where the secret door is, there will be one more room where there is a painting looking directly at a wall with a secret door. After you go through the second secret door, you are at the boss. Congrats, what took me almost 3 hours to figure out only took you about 30 minutes to cheat your way through, that's the beauty of the internet.

GENERAL TIPS

It's a good idea to always shoot walls at the end of tunnels to see if they can be destroyed. Some walls can and you will find apples behind them (to level up, increase HP, or increase ENERGY)

Don't worry about leveling anyone up except your main girl, the robot, and on the few occasions you have him, the little mechanic guy that looks like a deformed blue penguin (his weapon rapid fires little energy rings). The first two you'll always have through the entire game, the last guy comes in very handy in the EXTRA route. DON'T waste any apples on the medic girl!! She's only useful for the first couple of routes, after that your main characters start to get so buff that she's useless, and healing items are so plentiful you will never need her.

Don't worry about finding all the hidden stars your first time through the game, when you beat the EXTRA ROUTE you get "all routes cleared" status and that means you can play any level at any time. Once you find all the stars it opens up "omake" which is a KICKASS full screen animation of... well I won't spoil it but trust me it's worth it to open it up, it's funny as hell.

THE END! If you have any additions or questions, email them to me and I'll update.