

# Crash Bandicoot 2: Cortex Strikes Back Walkthrough

by Hyperactive

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| Crash Bandicoot 2 - Walkthrough |  
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-----| TURTLE WOODS |-----

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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 tutrles 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.

-----| SNOW GO |-----

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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.

-----| HANG EIGHT |-----

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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







his brother in the middle. Repeat. The thirdtime 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.

-----| PLANT FOOD |-----

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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 whirlpool, 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.

-----| SEWER OR LATER |-----

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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 pltfm 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.

-----| BEAR DOWN |-----

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CRYSTAL:



-----| TINY THE TIGER |-----  
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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, a few will go down. Jump to the ones that are not flashing and stay on it. Hopefully, Tiny will fall down and you won't. Everytime he falls down, he loses some health. Repeat 3 times, but make sure that you don't die.

-----| HANGIN' OUT |-----  
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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 barrels 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.

-----| DIGGIN' IT |-----  
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CRYSTAL:

Avoid the bombs being spurted 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 won't kill you, they just get you airborne. Slide under the electric fences and go through the next lot when they are not electric. Watch out for the bombs. Keep avoiding 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 won't be coming across. If they are across, then use a super jump to get over them. Spin away the bee at the next section, 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.

-----| COLD HARD CRASH |-----  
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CRYSTAL:

From the start, jump 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, dlid 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.

-----| RUINATION |-----  
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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.

-----| BEE-HAVING |-----  
                    vvvvvvvvvvvv

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



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.

-----| NIGHT FIGHT |-----  
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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.

-----| PACK ATTACK |-----  
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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. Sqaure 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.

-----| SPACED OUT |-----  
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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.

-----| NEO CORTEX |-----  
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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.

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