

# Crash Bandicoot 2: Cortex Strikes Back FAQ/Walkthrough

by toby\_lover

Updated on Aug 30, 2009

Crash Bandicoot 2

Crash Bandicoot 2: Cortex Strikes Back

Crash Bandicoot 2

Crash Bandicoot 2

Crash Bandicoot 2

```
*****
* Crash Bandicoot 2: Cortex Strikes Back *
* Platform: Playstation *
* By: toby_lover *
* E-mail: emcain94(at)comcast(dot)net *
* Last Updated: 9/27/08 *
*****
```

\/  
-Table of Contents-

- i. Introduction
- ii. Legal Info
- iii. Controls
- iv. Items and Crates
- v. Warp Room 1
  - v.1. Turtle Woods
  - v.2. Snow Go
  - v.3. Hang Eight
  - v.4. The Pits
  - v.5. Crash Dash
  - v.6. Ripper Roo

- vi. Warp Room 2
  - vi.1. Snow Biz
  - vi.2. Air Crash
  - vi.3. Bear It
  - vi.4. Crash Crush
  - vi.5. The Eel Deal
  - vi.6. Komodo Bros.
- vii. Warp Room 3
  - vii.1. Plant Food
  - vii.2. Sewer or Later
  - vii.3. Bear Down
  - vii.4. Road to Ruin
  - vii.5. Un-Bearable
  - vii.6. Tiny the Tiger
- viii. Warp Room 4
  - viii.1. Hangin' Out
  - viii.2. Diggin' It
  - viii.3. Cold Hard Crash
  - viii.4. Ruination
  - viii.5. Bee-Having
  - viii.6. N. Gin
- ix. Warp Room 5
  - ix.1. Piston It Away
  - ix.2. Rock It
  - ix.3. Night Fight
  - ix.4. Pack Attack
  - ix.5. Spaced Out
  - ix.6. N. Cortex
- x. Warp Room 6
  - x.1. Snow Go
  - x.2. Air Crash
  - x.3. Road to Ruin
  - x.4. Totally Bear
  - x.5. Totally Fly
- xi. Finish
  - xi.1. Credits

\\/\\

-i. Introduction-

Hi everyone, I'm back writing yet another walkthrough. This is my sixth walkthrough and my seventh contribution to gamefaqs.com. You may be wondering why I'm writing a walkthrough for a game over ten years old. This game is a great game to play. Even though the storyline is straightforward and the levels may become repetitive after awhile, it's always a fun game to come back to. "Who's going to read this?" you may ask. Well, first of all, you're reading it. There just may be others out there who want all of the gems and forget where they are or they just found this great game. Who knows?

Also, seeing as I am human, there are sure to be mistakes in this guide. If you find one or want to suggest something to add, please feel free to e-mail me at emcain94(at)comcast(dot)net. If you send something along those lines, you'll get full credit. You can also e-mail me to ask questions if you have any.

\\/\\

-ii. Legal Info-

This guide was not created to make a profit. It is not to be taken and used to gain a profit in any way. If you would like permission to post this guide on another non-profitable site, please e-mail me at

emcain94(at)comcast(dot)net. Replace the (at) with the @ sign and the (dot) with a . to reach me.

\\/\\

### -iii. Controls-

\*Please note that the controls are taken from the instruction manual.\*

Up Directional Button - Move Crash forwards

Down Directional Button - Move Crash backwards

Right Directional Button - Move Crash right

Left Directional Button - Move Crash left

X Button - Jump (Hold it down to jump higher)

Circle Button and R1 Button - Crouch/Duck while standing

Run + R1 or Run + Circle - Slide

Square Button - Spin

Triangle Button - Review inventory

X + R1 or X + Circle - Body Slam

R1 + X or Circle + X - High Jump (Plus a direction gives a Long Jump)

R1 or Circle + Any Direction - Crawl

Start Button - Pause (Brings up a menu)

\\/\\

### -iv. Items and Crates-

Throughout the game, there are different items that are the key to completing the game.

Crystals - These are required to progress through the game. There are a total of 25 to collect throughout 25 levels.

Gems - These are not required to finish the game, but you can see a secret ending if you collect all 42.

Wumpa Fruit - Collect 100 Wumpa Fruits to gain an extra life.

Crates -

Aku Aku (Witch Doctor's Mask) - This helpful guy will protect Crash from enemy impact. However, it will not protect him from water, pits, or the like. Once you collect three, Crash gains temporary invincibility, allowing him to run into enemies without getting hurt.

Arrow Crates - Any box with an arrow pointing up allows you to bounce up to items unreachable by a normal jump.

Bounce Boxes - These boxes have dark stripes running down the sides of them. Jumping on it 10 times will score 10 Wumpa Fruits. However, spinning or slamming them will cause them to break and lose all the fruits.

? Boxes - These boxes have question marks on them. They could hold just one fruit, a group of fruits, or even an extra life.

! Boxes - The silver ! boxes cause the outlines of boxes to turn into regular, breakable boxes. In some cases, the outlines turn into steel boxes, providing a way to get across an obstacle.

Green ! Boxes - These handy boxes destroy all Nitro Boxes in a level. You must hit these to get all of the boxes in a level.

TNT Boxes - DON'T SPIN OR SLAM THESE! Simply jump on them to start a

three-second countdown to detonation. Oh, and be sure to GET THE HECK OUT OF THE WAY.

Nitro Boxes - Whatever you do, DO NOT, I repeat, DO NOT touch a Nitro Box.

Crash Boxes - These boxes have a picture of Crash's face. Hit one of these to get an extra life.

C Boxes - A C Box is a checkpoint. If you hit one of these and die, you will restart the level at the last checkpoint you hit, unless of course you lost your last life.

/\

-v. Warp Room 1-

When you start a new game, you are introduced to the story through a cutscene. Skip it if you want, but if you do, you'll miss the chance to gain a few extra lives and Wumpa Fruits.

If you chose to do the first intro level, read on. If not, skip this paragraph. Walk forward, breaking the striped box and the normal box. Continue forward and jump over the small pit. Break the Aku Aku Box and kill the enemy up ahead (spin, jump, slide, body slam, whatever you prefer). Stay to the left as you pass up the gap. Break the box along the way for an extra life. Jump over the small wall and over the next gap. Break the four boxes for a bunch of Wumpa Fruit. Continue down the hill and kill the blue enemy ahead. Use the arrow box to get the fruit from the striped box and then spin the arrow box when you're done. Walk forward into the spinning pretty light to be taken to the warp room. Once you arrive, Cortex will contact you via a hologram and let you know a little bit of what's going on. Walk right into the first level, Turtle Woods.

/\

-v.1. Turtle Woods-

- Crystal
- Clear Gem
- Blue Gem

Crystal and Clear Gem:

Walk out the circular door and into the woods. Break the ? Box and kill the blue armadillo type... thing up ahead. Jump over the small wall and bounce between the two striped boxes to get all the fruit. Jump across the mud pit (don't worry about sinking, you won't) and continue up the path, staying to the right. Kill the enemy, jump over the next gap, and continue to a stack of three boxes. Break them all, jump over the gap, and kill the enemy. Grab the ? Box and the Aku Aku box. Hit the checkpoint as well and backtrack to the funky face on the ground. Perform a body slam to reach a secret area.

If you want the clear gem, be sure to come in this area to get the boxes. Break all of them on the first platform and hop along following the path. Jump on the turtle's back to flip it over and then do a body slam to kill it. There are two turtles. After you finish them, hop to the platform with the two stacked boxes. Break them along with the checkpoint box. Continue along the path and be ready to jump on top of the vulture that swoops down at you. Since you do have to break the springy box, get all of the fruit and spin the arrow box. Drop down and be very careful to avoid the Nitro Boxes below. Jump up to the next

platform with a springy box and slide jump to the platform above the Nitro Boxes to get the boxes up there. Hop back to the right and break the springy box. Since you broke the springy box, you have to slide jump up to the next grassy ledge. When you begin to approach the pink bird, jump on its back and immediately slide jump to the right to reach the platform with the boxes. If you mess up, you'll either have to purposefully die or start the level over again. Repeat the same process with the next bird and then drop down to the lower level to grab the boxes. Follow the path, killing the vulture and hitting the two boxes (one is the Green ! Box that destroys all of the Nitro Boxes). Step on the center of the platform to ride up to the main part of the level.

Walk through the area where you hit the checkpoint and follow the path, destroying any enemy that gets in your way. Eventually, you'll come to a section of ground with a ? on it. Fall down into the gap to enter the Bonus.

#### BONUS:

Basically all you have to do is jump over gaps and break all the boxes. These boxes do go to the grand total of broken boxes, so be sure to get them all. There are a total of five. Jump on the question mark to leave the bonus.

Trek through the mud and be sure to grab the boxes in it. Follow the path killing any enemies, jumping over gaps, and breaking boxes. Eventually, you'll reach another checkpoint.

Break all of the stacked boxes and grab the Aku Aku mask up ahead. Fall down into the pit. A bunch of armadillo things will crawl up from the ground and attack. Spin to get rid of them. Once they're gone, jump on the mushroom and follow the path to find a spiky turtle. Wait until it's directly under the box to jump on its back. Use it as a trampoline to hit the box. Break the boxes ahead and fall into the next pit to find more enemies waiting in the ground. Beat them all and use the mushroom to get out. Cross the next mud pit, breaking the box along the way. Grab the crystal and drop down into the pit. Kill all the enemies and bounce out. Follow the trail of fruit and hop over the narrow gap to the end. Enter the door and grab the gem (if you got all of the boxes).

#### Blue Gem:

To get the Blue Gem, you have to go through this entire level without breaking any boxes. This task is quite easy except whenever you are faced with two rows of boxes blocking the way out. Jump on the striped one and jump off to clear the rows without breaking any boxes. Continue all the way to the end to collect the Blue Gem.

/\

-v.2. Snow Go-

- Crystal
- Clear Gem
- Red Gem

#### Crystal and Clear Gem:

Exit the small room and jump on the TNT Box. Get out of the way while grabbing the Aku Aku Box and avoiding the Nitro Box. Follow the slope up the hill. Hit the penguins when they're not spinning. You'll reach a big sheet of ice. Break all of the boxes and be sure to jump on the TNT

Box to destroy that one as well. To get the box on the metal crates, stop right next to the stack and perform a high jump (circle or R1 + X) and spin in the air to break open the box. Break the box, get rid of the seals, and jump over the gaps. You'll find a row of three seals coming down the hill at once. Try to jump on all three of them without touching the ground to earn some extra fruit. Go up the hill, skate avoiding the Nitro Boxes, and stand on the center of the platform.

Hit the checkpoint, the boxes, and kill the penguin and seals along the way. When you come across a green section of wall, run as fast as you can and slide to avoid being crushed. Follow the path avoiding the obstacles and breaking boxes until you reach the next checkpoint.

While you're moving, you should notice the red gem floating above your head. You can't get it right now, so just use the arrow box to jump up and find smashing logs. Time your run right to avoid being smashed. Follow the rest of the path to the Bonus.

#### BONUS:

Jump across the gaps and skate across the ice, grabbing all of the boxes. To get the highest box in the line of three, crouch and jump. Continue along to the end. There are a total of 10 boxes in the bonus.

Hit the ! Box to make more boxes appear. You don't have to perform a high jump to get the last box, but be sure to hit all four. Follow the path to the end where an arrow is pointing down. Fall down that gap there.

Walk to your left and hit the checkpoint. Then, walk backwards to find the Green ! Box. Head forward to come across a large stack of boxes. Break them all and grab the crystal. Skate along the ice, breaking boxes and disposing of enemies. You will come across two outlined boxes. To get them, jump on the arrow box ahead. There is another one that will allow you to reach a striped box. After the striped box is broken, hold down the X button while still jumping on the spring box to hit a hidden box. Go back to the outlined boxes to find that they have appeared. Break them both and finish up the level by avoiding the seals and breaking the remaining 5 boxes. Grab the gem if you hit all the boxes and leave to the Warp Room.

#### Red Gem:

Enter Level 7, Air Crash. To reach the secret teleport, head through the level until you reach the first checkpoint. In the water by the jetski, you'll notice several boxes. Jump across these boxes to reach the platform above the water. As soon as you touch the platform, you'll be transported to a secret Warp Room. The only level available to you right now is Snow Go.

When you enter the secret part of Snow Go, carefully skate across the icy path. Get rid of the seal. To dispose of the porcupine, wait until it contracts its spikes to spin it. Skate across the rest of the ice, carefully jumping over gaps and avoiding enemies. Walk forward and grab all the fruit and the Aku Aku Mask. To get the extra lives above the ice, you'll have to time your jump on the seal just right to reach the extra lives. Continue forward, avoiding the Nitro, and hit the ! Box on the ice. Go back and grab the items floating above the iron crates. Skate past the Nitro Box again and use the iron crates here to jump to a set of arrow boxes. Grab all the great stuff and land on the ice. Up ahead, carefully avoid the Nitro Boxes. To get the extra life, stop

right below it on the ice and jump up without hitting any direction. Carefully skate on the ice, taking out the penguins and dodging the smashing log. Skate the rest of the way to the end and drop down where the line of Wumpa Fruits is. Finish the rest of the Snow Go level to claim the Red Gem.

/\

-v.3. Hang Eight-

-Crystal  
-2 Clear Gems

Crystal and Clear (Box) Gem

Walk out of the room. Be sure to jump whenever the moving platform is above the water. Head up the platforms to the left and hop across the water, avoiding the biting fish. Jump across another moving platform and defeat the bandicoot-eating plant to reach a checkpoint.

Walk forward some more to reach a jetski. Hop on a clear the relatively easy path. Break all the boxes, avoid the mines, and avoid the whirlpools. Park in the middle of the dock and break the next checkpoint. Kill both plants and hop on the ? platform to ride to the Bonus.

BONUS:

Break the striped boxes and be sure to spin the lowest boxes in the stack of four. Doing so will activate the TNT Box, so get away from it and jump over to the next platform. Crawl under the iron boxes and continue along the path to the end. There are a total of eleven boxes in this bonus round.

Jump up the next set of platforms. If you received the Blue Gem from Turtle Woods, ride the platform to a secret area of the level. If not, skip this paragraph as well as the next one. Break the two sets of striped boxes. Time your jump to get on the moving platform and quickly jump across the hippo. Jump up the platforms, kill the plant, and break the boxes. Carefully jump across the boxes on the water. Use Crash's shadow to tell where he is going to land. Jump over the Nitro Boxes and hit the checkpoint.

Jump across the next row of Nitro Boxes and get on the jetski. Use the ramps to reach boxes above the water. Dodge the mines and hit the ! Box ahead. Backtrack and hit all of the boxes that appear. Head back towards the ! Box, dodge the Nitro Boxes, and park the jetski. Hit the Green ! Box and ride the Blue Gem platform up to the main part of the level.

Follow the path forward, jumping over the water, and grab the Crystal. Quickly cross the next two hippos and hit the checkpoint.

Get on the jetski and carefully avoid the mines, using the ramps to get boxes and jump over a fence. Once you get off the jetski, follow the path, kill the plant, and exit the level. Grab the gem if you broke all the boxes (you must have taken the Blue Gem platform to get the rest) and exit the level.

2nd Clear Gem:

Head through the level until you reach the first checkpoint. Get to the end in under the time given to get this hard-to-earn gem. If you don't already know, pressing the X button while on the jetski speeds it up.

\\/\\

-v.4. The Pits-

- Crystal
- Clear Gem

Crystal and Clear Gem:

The path is pretty straightforward at first. To defeat the vultures, wait until they swoop down and jump on their backs. After awhile, you'll reach the first checkpoint.

Be sure to break the springy box after you've broken the striped box. Kill the vulture and walk forward to come across a new enemy. Do not jump on it's back, instead, slide or spin it. Take the left path first. This path is also straightforward and eventually you'll reach another checkpoint. Jump over the gap to reach it.

Keep moving forward and be sure to hit the ! Box. You'll find the Crystal further ahead. Once you reach the end of that fork, go through it backwards until you reach the first fork. Take the right path this time. Get all of the boxes and follow the path to the checkpoint.

The two extra life boxes will appear only if you hit the ! Box on the left path. Continue to the end of the path. Kill the turtle, jump over the gap, and break the checkpoint.

Fall down into the big pit and kill all the enemies that spring up. Use the mushroom to get out of it. Walk forward some more to reach the Bonus.

BONUS:

Break the striped box and then body slam the metal box. Clear the TNT Boxes and slide under the iron crates to break the boxes. As for the striped boxes, jump on each one exactly nine times. DO NOT BREAK THEM. If you do, purposely die and start the bonus over. Break the steel and wooden crates and continue forward to find a ! Box. Backtrack and hit the extra life crate. Use the striped boxes to jump back up to the higher platform. They will break as soon as you jump on them. Crawl under the iron boxes and grab the two extra life boxes. To clear the gap without the striped boxes, start with your back touching the iron boxes. Run forward and perform a sliding jump across the wide gap. Head to the end of the bonus.

Follow the rest of the path (through two large pits) and to the end of the level. If you broke all the boxes, collect the gem and leave to the Warp Room.

\\/\\

-v.5. Crash Dash-

- Crystal
- Clear Gem

Crystal and Clear Gem:

When you enter the level, you'll first notice that the door is not behind you, but in front of you. Head down instead of up to find a small tunnel. Once you take a few steps away from the tunnel, a giant boulder will come rolling after you! Avoid the gaps and the mines and you shouldn't have a problem. You'll eventually come to another tunnel.



The boulder will close off one opening, so break the boxes and the checkpoint and begin the next chase.

When you find some Wumpa Fruit while running, follow the path that the fruit creates to avoid getting zapped by electric fences. You'll come to another tunnel. Break the boxes and the checkpoint and start the chase. Instead of a whole path of fruit, you only are warned by a group of two fruits. Stick to whatever side the fruits appear to avoid the fences. Eventually, you'll end up crossing a long, wooden bridge. The boulder will fall down the gap, leaving you a chance to catch your breath. Grab the Crystal and ride up to the Bonus.

BONUS:

Jump onto the iron crate path. To get the crate in the middle of the stack of three, high jump over the stack and spin the crate. As for the crate in the middle of the TNT Boxes, jump and wait until Crash is almost on the ground to spin. If done right, you'll earn the extra life. If not, you'll spin the TNT, causing it to explode. Each striped box breaks after 10 jumps. Count out the jumps and be ready to jump onto the next box. Head to the platform to leave the bonus. There are a total of 17 boxes for this bonus.

Follow the rest of the path to the next tunnel. The green arrows on the ground make Crash go faster, so use them wisely while running from the boulders. Hit the checkpoint.

Grab the three boxes and let the chase begin. When you reach the three electric fences, you must be quick enough to run to the side and break the boxes behind the fences. The boulder will not break them for you. Hurry into the exit part of the level and grab the gem if it is there. Leave the level and go to the Warp Room.

/\/  
-v.6. Ripper Roo-

Step on the platform in the middle of the Warp Room and press up to find Ripper Roo.

For the first set of TNTs that Ripper Roo lays down, stay to the bottom left corner to avoid the blast. For the Nitro Boxes, stay to the bottom right corner. When Ripper Roo blows up the Nitro Boxes, spin into him to cause damage.

For the next set of TNTs, stay towards the bottom-center of the square. As for the Nitro Boxes, stay towards the bottom right again. Spin Ripper Roo once the Nitro Boxes blow up.

As for the last set of TNTs, move away from the first couple boxes he lays down. Move towards the last few he puts down. When they start exploding, head over to where the first few boxes were to avoid the blast from the last ones. For the Nitro Boxes, stand around the third or fourth square of the bottom row. Spin Ripper Roo for the last time to end the fight.

/\/  
-vi. Warp Room 2-

For Warp Room 2, you'll notice a little bear/dog. If you jump on its head 10 times, you'll earn 10 extra lives. I would suggest entering the Air Crash level first instead of Snow Biz. The Air Crash level has a secret teleport that will take you to a secret area in Snow Go. If you go to the secret area, it will take you to the Red Gem. The Red Gem is





boxes. Break them all and come back to the jetski. Hop on it and navigate the waters. When you reach the end of the level, you may be wondering why you didn't collect all of the boxes. You'll have to wait until you reach the next Warp Room to get them all.

Once you reach Level 13, Bear Down, you can use the secret teleport to get the remaining boxes on this level. See section x.2 for more information on this subject.

2nd Clear Gem:

Reach the skull and crossbones platform. Navigate the moving platforms and time your jumps across the platforms and hippo to reach the other side. Ride the jetski avoiding the Nitro Boxes and mines to the end. Cross the hippos and exit the level, grabbing the gem.

Secret Teleport:

To reach the secret teleport, head through the level until you reach the first checkpoint. In the water by the jetski, you'll notice several boxes. Jump across these boxes to reach the platform above the water. As soon as you touch the platform, you'll be transported to a secret Warp Room. The only level available to you right now is Snow Go.

\\/\\  
-vi.3. Bear It-

- Crystal
- Clear Gem

Crystal and Clear Gem:

Walk forward and hop on the bear. I can't say much about getting all of the boxes here except you have to be able to move quickly. If you miss a box, you can always purposely die to go back and get it unless you hit a checkpoint after the missed box. Remember to grab the Crystal while you're on the bear. When you reach the end of the level, be sure to hit the Green ! Box. Grab the gem (if you broke all the boxes) and exit the level.

\\/\\  
-vi.4. Crash Crush-

- Crystal
- Clear Gem

Crystal and Clear Gem:

For the first chase, don't worry about hitting the boxes, the boulder will do that for you. Once the boulder crashes through the bridge, hit the checkpoint.

Slide under the electric fence and follow the path. Take the right path. For the second electric fence, slide and immediately jump to avoid the gap. Grab the rest of the boxes and ride the platform to the beginning of the path. Follow the path to the next tunnel and checkpoint.

Start this chase by sliding under the electric fence. Dodge the obstacles until you reach the next tunnel. Hit the box, checkpoint, and start the next chase.

Run as fast as you can, making full use of the green arrows. Eventually, you'll find another long, wooden bridge. The boulder will fall down into the chasm below and you are free to access the Bonus.

**BONUS:**

This one is simple and needs little explanation. Just be sure that you have a total of 13 boxes at the end.

After the Bonus, grab the Crystal, the boxes, and the next checkpoint. Start the chase. For this chase, get as much distance between you and that boulder as possible. You have to manually break the last four boxes yourself, including the steel one. Grab the gem if you broke all the boxes and leave the level.

\\/\\

-vi.5. The Eel Deal-

- Crystal
- Clear Gem
- Green Gem

Crystal, Clear Gem, and Green Gem:

As you can see, for the first time you can get three gems in one go. Start out the level by wading in the water, killing the sewer cleaner, and avoiding the fan's blades. When you reach the next water part, wait until the electricity has gone out. Continue forward and when you see two platforms floating in water, quickly cross them to get to the next path. Trek ahead, breaking the two striped boxes and hitting the checkpoint.

To kill the rat, jump on its back. Continue forward. First, take the right fork. Carefully navigate through the Nitro Boxes to break the ? Box. Next, go to the back of the room and walk through the wall behind the four Nitro Boxes. Yes, THROUGH the wall. Carefully navigate this short course to get the Green Gem. Find your way back through the wall, being careful to stay to the left side to avoid the Nitro Boxes on your way out. Go back to the fork and take the left path. Follow the path and break the checkpoint. Ride the Bonus down.

**BONUS:**

Hit the ! Box to form a path. Take it and continue to the springy boxes. Use them to break the striped boxes. Finish the bonus and ride out on the platform.

At the next fork, take the left path first. Break all of the boxes and grab the Crystal. Go back to the fork and take the right path. Navigate the path carefully until you reach the room with a hole in the floor. Before you drop down, be sure to break all the boxes behind the hole. Drop down whenever you're ready. Jump up to the first grate and break all the boxes there. Drop down and hit the Green ! Box and the checkpoint.

Jump up onto the next grate and avoid the pointed light... thing. Continue into the next room and avoid another one. Drop down once you reach the end of the grate and follow the path to the next room. Avoid the lights again and exit the level. Grab the gem if you broke all the crates and leave the level.

\\/\\

-vi.6. Komodo Bros.-



Crystal and 2 Clear Gems:

The new enemy in this level shoots flames at you. Wait until it's done to spin it. When you reach the first electrocuted water, remember to hit the boxes floating in the water. Hit the first checkpoint and get Aku Aku.

Before you ride down the Yellow Gem platform, break the boxes and continue into the next room. Avoid the barrel and the fan. Break the boxes and defeat the flamethrower guy and the rat. Follow the path to the Bonus.

BONUS:

Slide under the iron crates to break the boxes. Hit the ! Box to have wooden boxes appear above the Nitro Boxes. Carefully jump on each box to break it while avoiding the Nitro Boxes. Slide into another ! Box and use the springy box that appears to jump up to more iron crates. Fall down the line of fruit and use the platform to exit the Bonus. You should leave with a total of 10 boxes.

Break the Aku Aku crate and spin the sewer cleaners into the fan to take out all three blades. Activate the next checkpoint.

Cross the electrocuted water on the platforms and destroy the next fan. Break the next Aku Aku Crate and spin the sewer cleaner into the stack of boxes. If you miss, you have to purposely die and try again. Either that, or you have to be very lucky and jump and spin to break one of the wooden boxes. Once you've destroyed all the boxes, you can go all the way back to the first Yellow Gem platform. The one in front of the stack of boxes won't do anything.

For the iron springy crates, be sure not to fall into a gap and into the electrocuted water. Use the platforms to cross the rest of the water and enter the door ahead. Kill the sewer cleaners and claim the Clear Gem. Perform a slide jump while the flamethrower guy is charging to reach the platform he's on. Spin him and continue. You'll have to slide to reach the next path. Jump across the water and ride the Yellow Gem up.

First take the right path and hit both ! Boxes. Then, backtrack and take the left path. Follow it until you reach the Crystal. Grab it and break the boxes here. Go all the way back to the fork and take the right path again. Follow it to the end of the level. Grab the gem if you broke all the boxes and exit the level.

\/  
-vii.3. Bear Down-

- Crystal
- Clear Gem
- Secret Teleport

Crystal, Clear Gem, and Secret Teleport:

Walk out of the entry part of the level and hop on the bear. Again, to get all the boxes, you have to be quick when changing directions. You could always die purposefully if you miss one. In this level, you'll come across sets of two lifters. Be sure to judge where the crates will be. If you are having trouble with long jumps, hold down Circle or Square to speed up and then press X to perform a long jump. Remember to





The rest of the level is pretty easy to finish, so go ahead and run to the end. As I said before, you'll have to wait until you reach Level 17, Diggin' It, before you can get the Clear (Box) Gem.

\/

-vii.5. Un-Bearable-

-Crystal

-Clear Gem

-Secret Teleport

Crystal, Clear Gem, and Secret Teleport:

As you start the first chase for this level, you'll notice that a large, white bear has replaced the customary boulder. Just run like you normally would. When you come across a wooden fence, spin to break it and continue.

After you have finished the first and second chases and the bear has broken the wooden bridge and fallen, hit the checkpoint. Turn around and purposefully fall where the bear has fallen. Trust me on this.

Firstly, hit the ! Box and kill the gunner. Crouch and jump on the first of the two boxes in the air and then jump on the next one to reach a platform with two ? Boxes and an Aku Aku Box. Slide across the trail of Wumpa Fruit to reach a small platform with an extra life. Press on ahead, timing your jumps to avoid the gunner's bullets. After breaking the steel boxes and the extra life box, use the iron boxes to jump to another small platform. Continue timing your jumps to avoid the enemies and dodge the bullets. Kill the gunner and hit the checkpoint.

Drop down to the platform with an outline box, an iron box, and a ! Box. Slide under the iron box and hit the ! box. Use the springy box that appears to reach the platform above and hit the Aku Aku Box. Before you go back down and break the springy box, jump onto the platform where the line of fruit starts. Make sure to crouch jump and hit two boxes before you continue. Fall back down and break the springy box. Continue to the right and body slam the armored armadillo. After the armor is gone, spin it. Go on to the right all the while timing your jumps. Spin the gunner once you reach him. Jump on the iron box and then over the gap. Land on the grassy platform and defeat two enemies that pop up out of the ground. Use the mushroom to clear the gap. Break the Aku Aku Box and continue forward towards the direction of the bullets. Kill the last gunner and leave that section of the level. After the platform stops, follow the path to the Crystal and the Bonus.

BONUS:

When you reach the platform with two striped boxes and an outline box, turn around and slide jump to the grassy platform. Jump onto the iron crates and then slide jump to the next grouping of iron crates. Break the three boxes and the ! Box. Jump back. Break the striped boxes and used the newly form springy box to jump over the Nitro Boxes. Take the platform out of the Bonus.

Hit the Green ! Box and the checkpoint. Start the next chase and when you reach the next tunnel, hit the checkpoint. Before starting the next sequence, you'll get to hop on the little bear. Ride it until you get bucked off. Enter the exit of the level and grab the gem if you broke all the boxes. Now, before you leave, go back to the large gap where

the bear fell. Perform a sliding jump across the gap and walk all the way back to the bear to be warped to the secret warp room.

\/

-vii.6. Tiny the Tiger-

Ride the middle platform in Warp Room 3 to the next boss, Tiny. For the first round, hop around the platforms, making sure not to jump on one that you just jumped off of. Keep jumping until some platforms turn red. Lead Tiny onto one of them in time for them to fall, bringing him down with them. Just don't be on one whenever they fall. Do the same thing for the second round and third round. To win, you can't fall after Tiny does for the last time, so be extremely careful.

\/

-viii. Warp Room 4-

For this Warp Room, all but one level has two gems each. The final colored gem is in this Warp Room, as well as two secret teleports. Don't worry if you can't find them all, you can always use this guide for help.

\/

-viii.1. Hangin' Out-

- Crystal
- Clear Gem
- Secret Teleport

Crystal, Clear Gem, and Secret Teleport:

When exiting the entry, wait until the flamethrower is off to defeat the first three enemies. Be careful when going through the tunnel after the first electrocuted water because sewer cleaner will zoom through the tunnel at high speeds. Before falling down the hole after exiting the tunnel, be sure to grab all of the boxes. After falling, hit the checkpoint.

After crossing all of the grate, go through the enemy-infested tunnel and hit the checkpoint on the way out. Watch the enemies' patterns and use them to cross the grate safely all the while breaking the boxes on the way. Once you reach the end, hit all the boxes and fall down the next hole, getting the next checkpoint and the Crystal.

If you turn around and wade through the water, you can drop down the hole and reach the secret teleport. However, before you do, go forward and ride the Bonus down.

BONUS:

Break all the wooden boxes to bring the steel boxes down to the level where you can body slam them. To get to the iron springy boxes in the middle of the line of Nitro Boxes, use a slide jump. Jump over the rest of the Nitro Boxes and land on the iron crates. Carefully walk across the TNT Boxes and jump up to hit the ? Boxes. Remember that the striped boxes break after 10 hits. Use this knowledge to get all the boxes and cross the gap. I would suggest using the first box without any striped boxes above it to get to the top row of striped boxes and break them first. After they're all gone, take care of the bottom row and land on the Bonus platform when you're finished. You should have a total of 24 boxes.

Finish up the rest of the level, which is pretty self-explanatory. Grab the Clear Gem if you broke all the boxes. Once you get it, turn around

and head back to the location of the secret teleport (see paragraph above the BONUS). The road to the secret teleport is a dangerous one, so take extra care. However, I have found that if you hit the circle button just before the light-things hit you, Crash raises his legs, allowing them to pass under him. Whenever you reach the second room, drop off the grate and walk forward to be teleported.

/\

-viii.2. Diggin' It-

- Crystal
- 2 Clear Gems
- Secret Teleport

Crystal, 2 Clear Gems, and Secret Teleport:

In this level, you're introduced to a new enemy. Dodge the seed bombs. To kill the plant spitting them, body slam it. After the first couple plants, you'll find a bipolar statue. Don't run into it, and continue to a sliding arrow, some mines, and another plant. Pass up another statue and hit the first checkpoint.

To get the Aku Aku Box, carefully jump on top of it without hitting the Nitro Boxes. Make sure to walk through the electric fences while they're off, all the while avoiding any seed bombs that come flying your way. Soon after another mood-swinging statue, you'll have to take on two plants. Kill them both and drop down to the Bonus.

BONUS:

This Bonus is simple, and you should end up with a total of 22 boxes.

Walk forward and break the checkpoint. Further ahead, you'll reach a fork in the path. If you haven't died, you'll find a skull and crossbones platform. If you have, the only way to bring it back is to exit to the Warp Room and start the level over again. Take it now, as it has some boxes for you to break.

Carefully pick your way around the Nitro Boxes. Along the path, you'll find a beehive. Run as fast as you can until the bee stops chasing you and kill the plant. You have to do this a second time and soon, you'll come across a checkpoint.

You can kill the first plant after the checkpoint, but I strongly recommend skipping the next two because another bee will be hot on your trail. Soon after the bee stops chasing you, you'll find the Clear Gem for the skull and crossbones platform. Run to the end of the course and ride the platform across the small gap. I would suggest running forward to hit the checkpoint and then turning around to take the right path.

While on this path, you'll notice some redder ground. You can press Square to dig into the ground to avoid bees and bomb seeds. Also, while under, you can press Square to spin bees and the plants. To exit the ground, press X. To break the boxes while underground, either spin or walk through them. You'll find the Crystal on this path. Eventually, you'll come across a checkpoint.

When you reach two electric fences, you'll be able to hear bees approaching. Time your spin right and you can actually kill the bees. Once you reach the beginning of the fork, you can choose to take either the skull and crossbones path again or go back the way you came.

Continue forward down the path. Pass up the first plant on the round island and belly flop the second one. Press on forward and hit all the boxes, including the Green ! Box. You'll have to pass another bee course, so do that. Continue forward, getting through the rest of the level to the very end. Grab the Clear Gem if you broke all the boxes. Before you leave, return to the plant on the round island I told you to leave alone. This time, body slam it to be taken to the secret Warp Room. You'll earn the two Clear Gems as well as the Crystal without having to exit the level the normal way.

\\/\\

### -viii.3. Cold Hard Crash-

-Crystal

-2 Clear Gems

Crystal and 2 Clear Gems:

This level has a skull and crossbones platform, so if you are collecting all the gems, try not to die so that you can take it. There are boxes on it, so both gems rely on this route. However, you will have to purposely die or start the level over again if you want to get the Clear Gem.

The first part of the level is simple, so go through it and ride the platform to the second area and hit the checkpoint.

Instead of the usual enemy as your first obstacle, you have to time your run under a smashing log, slide under a green column that's only purpose is to smash you, and avoid going too far to get hit by icicles. To avoid everything, position your slide so that you'll end up in the little space between the green column and the icicles. You'll have to do this again, only the green column comes first. Ahead, use the striped boxes to break the ? Box. Be sure to break the highest striped box first. A few steps forward will lead you to the Bonus.

BONUS:

This Bonus is rather easy. If you want the Wumpa Fruit, get the boxes before hitting the TNT Boxes. Before you break both striped boxes, get up to the top one and hold down X to jump higher. There is a hidden box up there. When you reach the end of the Bonus, you should have 31 boxes.

When you exit the Bonus, carefully approach the icicles and then move out of the way so the TNT Box can blow up without hurting you. Take the lower path, kill the porcupine, and hit the ! Box. Take the upper path and follow it until you reach the next checkpoint. Take the skull and crossbones platform.

Carefully time your movement to get across the dangerous, icy path. Make sure to hit all of the boxes hidden by the cave wall whenever you pass it. Don't worry about the outline box right now, you didn't miss the ! Box. Follow the path to the very end, avoiding all Nitro Boxes, green columns, and logs. Slow down on the ice because it will abruptly end and cause you to fall back to the regular level. You need to hit the ! Box before you fall so that you can go back and get the one box that appears. Also, be sure to grab the Clear Gem on the way down! You can purposely die or restart the level to take the Skull and Crossbones platform again so that you can get all the boxes needed for the Clear (Box) Gem. After you get everything, go back through the level to the beginning and ride the skull and crossbones platform back down to the

main level.

Go through the level, breaking all the boxes. If you find four boxes but some are outlined, check the area behind you to see if you missed some ! Boxes when you come to them. Eventually, you'll come to a box behind some Nitro Boxes. High jump over the Nitro Boxes to get it.

Once you land, walk forward and hit the checkpoint. Carefully jump across the gaps and Nitro Boxes to find the Crystal. Follow the path, avoiding the rolling wheels, defeating enemies, and grabbing boxes. You'll find a checkpoint down the road. Hit the Green ! Box next to it as well.

Carefully cross the treacherous path filled with killer wheels. The last pair is especially dangerous, so don't be afraid to take some extra time to plan your jumps ahead of time. Grab the Clear Gem if you got all the boxes.

\\/\\

-viii.4. Ruination-

-Crystal

-2 Clear Gems

Crystal and 2 Clear Gems:

Before you come to this level, if you are collecting the gems, be sure to have the Green Gem from Level 10, Eel Deal. There is a platform that you can take only if you got it.

Be very careful around the first stack of boxes. There is a hidden Nitro behind them all. Be careful with the path up to the checkpoint as it can be difficult to get through. When you reach the end, hit the checkpoint.

Don't worry about killing enemies if you are putting Crash in danger. Head forward, making sure to blow up both TNT stacks. When you reach the iron springy box, hold down the X button to jump higher and reach an Aku Aku mask. Be very careful when you hit the ! Box. Instead of nice, fruit-filled boxes, you get Nitro Boxes. Navigate around them and run up the narrow path ahead. Hit the checkpoint and take the Green Gem platform.

Time your jumps across the small platforms so you can avoid the barrels. Don't be too quick to cross the bridge with the statues. The statues breathe fire at you. The camera angle makes this next path difficult, but if you time your jumps and stay balanced, you should be fine. The next few platforms you have to cross quickly, but you are rewarded with an Aku Aku mask as well as a bunch of Wumpa Fruit. Be quick when crossing the next path because the monkey throws the barrels faster. Once you defeat him, you are free to jump across another gap and grab the Clear Gem. Hop the short distance back to the Green Gem platform.

I would suggest purposely dying to go back to the checkpoint and continuing forward. Continue to the Bonus.

BONUS:

Before you go spinning the wooden crate and then body slamming the rest in that row, use the lowered steel crate to jump up to the rows of four and body slam them. If you body slam just the row of three, you won't

be able to reach the rows of four. When you reach the second TNT Boxes next to the steel boxes, activate a TNT and then high jump up to the top of the steel boxes. That way you can body slam them once the TNT explodes. Using the knowledge that a striped box breaks after 10 hits, carefully cross the box-bridge, breaking all the boxes along the way. Ride the platform out to end the Bonus.

Time your jumps across the next two sections of path to avoid being burnt. Hit the checkpoint at the end.

Pick your way over two Nitro Boxes and then activate the TNT. Slide the enemy and fire up another TNT. The next platform does not move back and forth, but in a circular motion. Balance yourself so you can make it safely across. Continue forward to grab the Crystal. Now, you're face to face with rats and a Green ! Box in the middle of them. It is hard to land directly on it, so keep trying until you get it. If you want to, you can even wait until the platforms revolve around so you can hit the checkpoint and then go back and try for the Green ! Box.

Get the mask on the way down. Time your jumps to avoid the barrels and run into the exit. Grab the gem if you broke all the boxes.

\\/\\  
-viii.5. Bee-Having-

- Crystal
- Clear Gem
- Purple Gem

Crystal, Clear Gem, and Purple Gem:

When you enter the level, dispose of the guy with a mallet. Jump onto the red ground and dig to avoid the bomb seeds. Get behind the plant and pop up. Body slam it to get rid of it. Be careful if you go underground in front of Mallet Man. He can still hit you when you're underground. When you run forward, you'll notice that now not just one bee chases you, but a whole swarm! Dig underground when you can to avoid the bees. While moving, look out for the Nitro Boxes. Get up and jump across the gap to the checkpoint.

Quickly slide under the electric fence and run as fast as you can. If you look closely, you'll see a box hidden behind the four Nitro Boxes. It contains an extra life, so carefully jump over the green death boxes and get the life. Dig underground up ahead to stay safe from the bees, but avoid the Nitro Boxes at all costs. You will have to jump up out of the ground to get over the row of Nitro Boxes, but quickly get back under. Before you walk forward past the next beehive, time your run so you can get safely through the electric fence. You will have to slide and then jump to get out of the danger zone. After you get over the gap, get the checkpoint.

Run past the beehive and dig underground. Run and spin the mallet guy before he can hit you. Jump up and over the gap. Run through another underground course. Hit the two boxes by the stack of Nitro Boxes. If you look closely at the Nitro Boxes, they do not move like normal ones. You can actually touch them without blowing up. Climb up the stairs of the boxes to be warped to a secret part of the level.

When you reach the square platform that seems to be too low to reach the next platform, wait until all the enemies stop popping up out of the ground. Kill them all and use the mushroom to jump up. Land on the

iron box and then on the next platform to get the Purple Gem. After you get past the gunner, be extra careful around the armored armadillo. If you body slam it, it will move away from you, which might cause the Nitro to blow up. Continue to time your jumps and soon enough, you'll come across two bullets. This part is very hard, so be as careful as you can. Ride the platform out of there.

Now, along with the bees, you have to worry about some plants spitting seeds at you. Use the green arrows to speed up and quickly slide under the electric fence. Soon after, you'll find the Bonus.

BONUS:

This Bonus is all about dodging Nitro Boxes. Towards the end, you'll have to jump across a row of boxes without touching the Nitro Boxes, but it shouldn't be too challenging. In the end, you'll end up with 15 boxes.

After you handle another swarm of bees, you can grab the Crystal. Take care of a seed-spitting plant and go through another bee swarm zone, avoiding the Nitro Boxes. Hit the Green ! Box at the end and grab the Clear Gem if you got all the boxes.

\/  
-viii.6. N. Gin-

For the first round of this fight, you have to wait until the arms of N. Gin's machine open up and blink red. Then, press Square or Circle to throw Wumpa Fruits at them. His only attack as of this round is a red laser beam that you will either have to jump over or walk under, depending on where it moves to. After one arm is off, you have to take off the other by repeating the same process.

When both arms are off, N. Gin will start shooting rockets from his shoulders. Watch the shadows on the ground to dodge the rockets and shoot at the rockets' containers when they're wide open. When one is off, he will begin to fire a single rocket that you have to jump over.

For the last bar of N. Gin's health, he will come right up to the three platforms and begin to shoot a green ray at whichever platform he's in front of. Try to get a couple shots in before he shoots the ray, but leave yourself enough time to get off that platform. In no time, he'll go down.

\/  
-ix. Warp Room 5-

This is it! The last five levels before you have to face Cortex. For the gems here, two levels require you to make it to the skull and crossbones platform (levels 21 and 23). Two just have the Clear (Box) Gems and the last level requires you to have all 5 of the colored gems.

\/  
-ix.1. Piston It Away-

- Crystal
- 2 Clear Gems

Crystal and 2 Clear Gems:

Go under the smashing column. When you see the orange robot-like enemy, slide into it to get rid of it. Soon after you kill the second one, you get to use the smasher column to your advantage and ride it up to the next platform. Jump on the enemy with the wires poking out of the side.

Cross the wide gap using the two smasher columns. Use the springy boxes to get all the other boxes, but be sure to break them both once you've finished using them. Continue to the first checkpoint.

You'll find another one of those little machines, but don't jump on it. Instead, spin or slide it. After the second one, you'll find one that changes the position of the wires. Watch out closely so you don't get hurt. When you reach the Nitro Boxes, be sure to carefully break the wooden boxes near them. Jump over the red cones and kill the enemies as you go. After two smashers, you'll find the Crystal and another checkpoint.

Kill the enemies and jump over the cones to reach the skull and crossbones platform. Don't take it just yet though. Don't worry about dying because you will be able to come back and take the platform as long as you have passed it up before you died. When you see a blue generator, always look for an arrow platform. If you step on one, don't stay on it a long time or else you'll find yourself shrinking. Sometimes, the generators aren't visible, so you have to look for them on the ground and be wary at all times. A little ways ahead is the Bonus. Be sure to enter it with an Aku Aku mask.

**BONUS:**

Use the second smasher column to jump over the stack of Nitro Boxes. You have to use another one to get over another stack. Hit the ! Box and go all the way back to the beginning of the Bonus to get the formerly outlined boxes. You should have an Aku Aku mask to get past the Nitro Boxes. After you get them, go to the end of the Bonus. 'You should have gathered 16 boxes (assuming you didn't blow up any Nitros).' Thanks Ryan!

Keep in mind throughout the rest of the level that 'when you reach a generator that once you fall off of, it would be too high of a jump to get back, if you are going for the Clear (Box) gem, don't kill the machine that lies below as you will need to backtrack later on and use him to jump back over the generator.' Thanks again Ryan!

Up ahead, you'll have to cross a line of arrow platforms. If you do get zapped, try and run forward to the checkpoint before you become too small. Spin the guy with the shield off the side of the platform. Continue to the end of the level. However, don't exit yet. Go all the way back and take the skull and crossbones platform. To get across the row of arrows, quickly slide and jump so that you get over the ball of energy. You'll have to use the little machine when you find a generator that looks as if you can't jump over it. To get the little machine back, you have to purposely die. Take the platform when you reach it.

When you go behind a blue window and find a guy with a shield, quickly spin him so he doesn't knock you back into a Nitro Box. When you reach the checkpoint, you'll have to time your jump on the little robot so you don't hit him while the wires are up. When you see the two arrows on the ground by the large orange robot, move quickly as they will shoot a blue energy ball that shrinks Crash. For the next gap, you have to time your jump so you land on the first robot when its wires are just about to go up. That way, you'll be able to land on the next one just after it lowered its wires. After that gap, you can land on the platform and get the Clear Gem. Go through the rest of the death route. When you reach the end, grab the Clear (Box) Gem if it is available.

\\/\\



-Crystal  
-Clear Gem

Crystal and Clear Gem:

Walk forward out of the entry of the level and approach the jetpack. X makes you move forward, Circle makes you face backwards, Square spins, and the controls are inverted, meaning up is down and down is up. Take all the time you need to get used to the controls. Then, go into the first room. Grab all the boxes, including the one towards the end of the first room that's hidden in the top right corner of the screen. Time your flight in between the red circle. In the next room, hit the checkpoint.

To activate TNT, you merely have to tap it. Watch out for the lasers as they change direction. In the next room, avoid the red pipes as they will burn you. To get rid of the spooky-looking scientist/astronaut, spin him when he's not zapped with electricity. Dodge the wires in the next room and hit the checkpoint.

To get the extra life, fly in the upper right hand corner and go forward when the circle is at its smallest point. After a room with another crazy guy, hit the checkpoint. Carefully pick your way around the Nitro Boxes into the next room. After you pass a set of frayed wires, grab the Crystal. After one more room with a ring and an astronaut, you'll be able to get off the jetpack and hit the Green ! Box. Get the Clear Gem if you hit all the boxes.

/\/  
-ix.3. Night Fight-

-Crystal  
-2 Clear Gems

Crystal and 2 Clear Gems:

For this level, the second Clear Gem is obtained through a skull and crossbones path, so try to not die.

If you haven't completed the secret level Totally Fly, this level is new to you. You have to run through the dark, but you have a little lightning bug to help you out. However, it won't stay with you forever. You have to run as fast as you can while getting all the boxes and avoiding obstacles. The bug will eventually fly away, so you have to be quick. After the second bug flies away, you can hit a checkpoint.

Get the third bug and walk a little ways forward to find the skull and crossbones platform. Take it.

Be quick when running through the first part of this route because you have to use the bug that you picked up before this course. There are a few boxes on this path, so you will have to take it for the Clear (Box) Gem. The UFOs cannot be killed, so just avoid them. After getting the gem, die on purpose to be returned to the previous checkpoint. Take the right path this time. If you want the boxes on top of the Nitro, get them before getting the light. Continue down this path and get the Crystal and the next checkpoint. Further down the path, you'll find the Bonus.

BONUS:



Take the same way you did above, but do not take the Blue Gem platform when you get to it. When you find another red and green platform with a machine under it, use the machine to reach the platform. Then, perform a high jump to find a hidden extra life. Run under the crusher and jump on top of the machine. Run forward to the checkpoint.

When you reach the guy with the shield in the blue area, wait until he pushes the shield forward to hit him back into the Nitro Box. Follow the path forward to the Bonus.

BONUS:

Quickly jump across the platform so you don't get blown up. To get past the four Nitros, wait until both columns are low and jump across the gap then. Carefully spin just the extra life box to start the TNT countdown. Jump on top of the steel box above the TNT and then to the top of the high stack of steel boxes. Body slam them, but first body slam the higher stack. Remember that the striped boxes break after ten hits. Take the platform out of there. 'You should have gathered 25 boxes (assuming you didn't blow up any Nitros.)' Thanks Ryan!

You have to be fast and slide under the walls to get over the arrow tile. Jump over the red cones and then over the next red cones to avoid getting zapped. After another orange enemy, you'll find the next checkpoint.

I would suggest sliding over the two tiles and the enemy when the crusher is up so you don't have to worry about any of the obstacles. Hop over another four cones and arrow tile to find the crystal and the Green ! Box. Wait until the crusher is up to jump over the arrow tile and then the generator. Grab the gem if you broke all the boxes and leave to the Warp Room.

\\/\\  
-ix.6. N. Cortex-

Watch the hologram and take the platform up to the final boss. The mines and asteroids won't hurt you, but they do slow you down. Also, do not continually spin as that slows you down as well. Just stay with Cortex and spin into him when you're close enough. After defeating Cortex, enjoy the ending! =)

If you beat Cortex after you get all 42 gems, you can get a secret scene! After Brio talks, ride the center platform up and enjoy!  
\\/\\  
-x. Warp Room 6-

This Warp Room is only accessible through the different secret teleports throughout the normal levels. The levels with secret teleports and their corresponding secret areas are:

- Level 7 - Air Crash: Snow Go
  - Level 13 - Bear Down: Air Crash
  - Level 15 - Un-Bearable: Totally Bear
  - Level 16 - Hangin' Out: Totally Fly
  - Level 17 - Diggin' It: Road to Ruin
- \\/\\  
-x.1. Snow Go-

To Access: Enter Level 7, Air Crash. To reach the secret teleport, head through the level until you reach the first checkpoint. In the water by the jetski, you'll notice several boxes. Jump across these boxes to

reach the platform above the water. As soon as you touch the platform, you'll be transported to a secret Warp Room. The only level available to you right now is Snow Go.

Reward: Red Gem

When you enter the secret part of Snow Go, carefully skate across the icy path. Get rid of the seal. To dispose of the porcupine, wait until it contracts its spikes to spin it. Skate across the rest of the ice, carefully jumping over gaps and avoiding enemies. Walk forward and grab all the fruit and the Aku Aku Mask. To get the extra lives above the ice, you'll have to time your jump on the seal just right to reach the extra lives. Continue forward, avoiding the Nitro, and hit the ! Box on the ice. Go back and grab the items floating above the iron crates. Skate past the Nitro Box again and use the iron crates here to jump to a set of arrow boxes. Grab all the great stuff and land on the ice. Up ahead, carefully avoid the Nitro Boxes. To get the extra life, stop right below it on the ice and jump up without hitting any direction. Carefully skate on the ice, taking out the penguins and dodging the smashing log. Skate the rest of the way to the end and drop down where the line of Wumpa Fruits is. Finish the rest of the Snow Go level to claim the Red Gem.

/\

-x.2. Air Crash-

To Access: Finish Level 13, Bear Down. Before leaving for the Warp Room, return to where Crash was bucked off the bear. Carefully cross the platforms to the large, snowy platform in the middle of the water. As soon as you land, you'll be transported to the secret Warp Room.

Reward: Boxes towards the Clear Gem

Get on the jetski and break all of the boxes. Carefully navigate down the river and hit the Green ! Box. Walk down the rest of the path to teleport to the main part of Air Crash. Run through the level again, breaking all the boxes, to get the Clear Gem. Be sure not to take the skull and crossbones path as it will take you to the end of the level without breaking all the boxes.

/\

-x.3. Road to Ruin-

To Access: Towards the end of Level 17, Diggin' It, you'll find a bomb seed spitting plant on a small, round island. Body slam it to be teleported to the secret Warp Room and gain access to the secret section of Road to Ruin.

Reward: Boxes towards Clear Gem

When you see a huge bunch of boxes, do not spin them. Just jump on them. In the back, hidden, are TNT Boxes ready to explode if you spin them. Continue forward and slide jump over the Nitro Boxes. Once you hit the ! Box, you can take the iron boxes across to the normal part of the level. If you turn around and jump across the gap, you'll find the entry of the level. See the regular Road to Ruin level section for info on getting the boxes in the rest of the level.

/\

-x.4. Totally Bear-

To Access: Finish Level 15, Un-Bearable. Before leaving the level, turn around and run to the gap where the big bear fell. Perform a slide jump

over the gap and run back to the little bear to be warped to the secret Warp Room.

Reward: Level 26, Totally Bear

With Level 26 and 27, you only have to worry about getting the Clear (Box) Gems. Totally Bear is another level where you have to ride a bear. However, this level takes place in the dark. When you reach a stack of boxes over the water, hold down Circle or Square to speed up and then press X for a long jump. For this level, you have to be on your toes and ready to change directions in an instant. Not really much else I can say here. Once you finish this level and grab the Clear Gem (if you hit all the boxes), you'll be thrown out of Level 15.

\\/\\  
-x.5. Totally Fly-

To Access: After you hit the last checkpoint in Level 16, Hangin' Out, turn around and wade through the water. Drop down the hole and carefully cross the grate to the second room and drop down to be teleported. If you are having trouble surviving, hit the circle button just as the light-like things are about to hit Crash. Crash pulls up his legs, allowing them to pass under.

Reward: Level 27, Totally Fly

As with Level 26, you only have to worry about getting all of the boxes. This level is all about running fast. Once you get a lightning fly, run as fast as you can, while getting boxes and avoiding obstacles. You wouldn't want to feel your way around in the dark to find out too late that you actually were standing right in front of a gap. At least the UFO things give off some light, but not much. After you reach the second checkpoint, take the Bonus.

BONUS:

The Bonus mostly relies on speed. Don't take too long of a time getting all the boxes. At the end, you should have 16 boxes.

After you finish the Bonus and pass the first lightning fly, jump along the side to avoid grabbing the second fly. This way, you're free to go along and slam a total of six steel crates. If you grab a Wumpa Fruit without breaking a crate, turn around and search the ground for any that you missed. Get to the end of the level and grab the Clear Gem if you broke all the boxes.

\\/\\  
-xi. Finish-

I hope you enjoyed this guide and found it useful to you! This is not one of my bigger projects, and it only took me a few days to completely finish it. Nevertheless, it was still fun to write. Thanks for reading!

\\/\\  
-xi.1. Credits-

If you contribute anything to this guide, you will be credited here!

I would like to thank:

Naughty Dog, for creating a great game.  
Gamefaqs.com, for letting me post this.  
Ryan, for providing some corrections and additional information on several levels throughout the game.

You, for reading this guide.

This document is copyright toby\_lover and hosted by VGM with permission.