# Crash Bandicoot 2 Gem FAQ

by super lowie

Updated to vFinal on Oct 30, 2003

```
/**
 ****
              *****/**
/** // /** / ******//**** /**///**
//**** /*** //********* /** /**
/**//
/**
                                 /**
                                       */// *
    *****
                  /**
/***** /////**//** *****/** **///** **///**///**/
/**///** ****** /** /** /**/**/** // /** /** /**
/** /***////** /** /**/** /**/**
                         **/**
                              /** /**
/*****//********** /**//******//***** //***** //**
                                     /****
//////
    crash bandicoot 2 : cortex strikes back
      ----- GEM FAQ -----
      made by: super lowie
      e-mail: dynamicrex@hotmail.com
      version: final
      first version on: 8/6/2003
      last update: 10/31/2003
      ______
contents:
1. Introduction
2. Version history
3. What's this FAQ about?
```

- 4. About the gems
- 5. How to get the gems
- 6. Gem table
- 7. Hints and cheats
- 8. E-mail
- 9. Thanks to
- 10. Copyright

## -----

## 1. Introduction:

This is a FAQ about chrash bandicoot 2, but only on the gems in the game. The gems are hard to get and sometimes hard to find. So I made this FAQ to make it more easy to find the gems. You must obtain all gems to see the real ending. So...have fun with the game!

I have updated the FAQ to version 1.2 and worked out some things and corrected minor mistakes. I also got some mail from people asking me some things about the gems, so the FAQ could be better I guess. But

```
some say my FAQ is really great so, I will leave it like this.
Sites allowed to use this guide:
*GameFaqs
*Neoseeker
2. Version history:
8/6/2003 : Started my FAQ but only added the beginning. (version 0.2)
8/7/2003 : Completed first FAQ version. (version 1.0)
8/31/2003 : Corrected spelling, made some minor changes. (version 1.1)
9/2/2003 : Added hints and cheats section. (version 1.2)
10/31/2003 : Created ASCII on top of this FAQ. (final version)
______
3. What's this FAQ about?
This FAQ is only for the gems in the game.
-Things you can find in this FAQ:
*A list of all the gems.
*The places where you can find the gems.
*What you have to do to find the gems.
*All that is required to obtain a gem in a level.
-Things you won't find in this FAQ:
*A complete walkthrough.
*Tips on defeating the bosses.
*Everything else on the game.
Oh yeah, please rate my FAQ so that I can see if you like it or not...
______
4. About the gems:
There are two types of gems in the game:
-Grey gems:
*37 total
*Obtained by breaking all the boxes in a level. (Every level)
*Obtained by completing a death-route.
---A death route is a hard part of a level, if you don't lose a life in the
first part of that level you will see the death route platform...
-Coloured gems:
*5 total
*Obtain by finding hidden routes in a level.
*Obtain by finding hidden warp rooms in a level.
---Sometimes you need other gems to obtain another gem, so take a look at the
table below.
-Take a look in the section below to see all the gems level per level.
```

```
5. How to get the gems:
level 1: -One grey gem. (Destroy all the boxes)
         -One blue gem. (Don't destroy any boxes)
level 2: -One grey gem. (All boxes)
        -One red gem. (secret warp level 7)
level 3: -One grey gems. (all boxes)
        -Another grey gem (finish the level before the timer runs out)
level 4: -One grey gem. (All boxes)
level 5: -One grey gem. (All boxes)
level 6: -One grey gem. (Destroy all boxes, but you need the red gem)
level 7: -Two grey gems. (All boxes + death route)
         ---Secret warp: At the first surfboard jump on the boxes to the platform
           and then go to the secret snow go level to obtain the red gem.
level 8: -One grey gem. (All boxes)
level 9: -One grey gem. (All boxes)
level 10: -One grey gem. (All boxes)
          -One green gem. (find the secret door)
          ----In a nitro field with an L-shape in the end you go forward and
             just jump trough the door (Normally you can't jump through these
             doors)
level 11: -One grey gem (All boxes)
          -One yellow gem (Finish the level before the timer runs out)
level 12: -One grey gem (All boxes)
         -Another grey gem (Obtain the yellow gem and use it here to go to
          another place in this level and finish it)
level 13: -One grey gem (All boxes)
          ----Secret warp: After you get thrown away just jump on the platforms
             in the water and reach the white platform, you will go to secret
             level air crash. So finish this level to obtain a gem.
level 14: -One grey gem (Death route)
          -Another grey gem (secret warp level 17)
level 15: -One grey gem (All boxes)
          ----Secret level: When you get thrown away simply go back to the bear.
             to access level 26.
level 16: -One grey gem (All boxes)
          ---- At a certain point you have to go forward but instead cross the
              water behind you. It's at a point when you fall down somewhere)
level 17: -Two grey gems (All boxes + death route)
level 18: -Two grey gems (All boxes + death route)
level 19: -One grey gem (All boxes)
         -Another grey gem (Obtain the green gem and use it here)
level 20: -One grey gem (All boxes)
          -One purple gem (Climb the nitro-stairway and finish the sub-level)
level 21: -Two grey gems (All boxes + death route)
level 22: -One grey gem (All boxes)
level 23: -Two grey gems (All boxes + death route)
level 24: -One grey gem (All boxes)
level 25: -One grey gem (All boxes)
          -Another grey gem (Obtain all 5 gems and use them here)
level 26: -One grey gem (All boxes)
level 27: -One grey gem (All boxes)
______
```

6. Gem table:

| level #<br> | g: | rey gems | ;  <br> | coloured gems | s  <br> | death : | route     | gems needed |           | warps |
|-------------|----|----------|---------|---------------|---------|---------|-----------|-------------|-----------|-------|
| 1           |    | 1        | l       | blue          |         | no      |           | none        |           | no    |
| 2           |    | 1        |         | red           |         | no      |           | none        |           | no    |
| 3           |    | 2        |         | none          |         | no      |           | none        |           | no    |
| 4           |    | 1        |         | none          |         | no      |           | none        |           | no    |
| 5           |    | 1        |         | none          |         | no      |           | none        |           | no    |
| 6           |    | 1        |         | none          |         | no      |           | red         |           | no    |
| 7           |    | 2        |         | none          |         | yes     |           | none        |           | yes   |
| 8           |    | 1        | l       | none          | l       | no      |           | none        |           | no    |
| 9           |    | 1        |         | none          |         | no      | <br> <br> | none        |           | no    |
| 10          |    | 1        |         | green         |         | no      | <br> <br> | none        | <br> <br> | no    |
| 11          |    | 1        |         | yellow        |         | no      |           | none        |           | no    |
| 12          |    | 2        |         | none          |         | no      |           | yellow      |           | no    |
| 13          |    | 1        |         | none          |         | no      |           | none        |           | yes   |
| 14          |    | 2        |         | none          |         | yes     |           | none        |           | no    |
| 15          |    | 1        |         | none          |         | no      |           | none        |           | yes   |
| 16          |    | 1        |         | none          |         | no      |           | none        |           | yes   |
|             |    |          |         |               |         |         |           | none        | I         | yes   |
|             |    | 2        | 1       | none          | 1       | yes     | I         |             |           | no    |
| 19          |    | 2        |         |               |         |         | 1         | green       | I         | no    |
|             |    |          |         | purple        |         | no      |           | none        |           | no    |
| 21          |    |          |         |               |         | _       |           | none        | I         | no    |
|             |    | 1        | 1       | none          | 1       | no      | 1         | none        |           | no    |
|             | I  | 2        |         |               |         |         |           | none        | I         | no    |
|             |    |          |         | none          | <br>    | no      | <br>      | none        |           | no    |
|             |    |          |         | none          |         |         |           | all 5       |           | no    |
| 26          | I  | 1        | 1       | none          | 1       | no      | 1         | none        |           | no    |
| 27          |    |          |         |               |         |         |           | none        |           |       |

#### 7. Hints and cheats

- -The best hint for this game: Keep trying until you can get the gem. It can take some time and it can take some work, but you musn't give up!
- -Death route: To find a death route "simply" don't lose a life between the beginning of the level and the death-route platform. When you die in the death route you will have to start all over again... but you can win a grey gem with it!
- -All the gems are listed above and in section five they are listed with some more information. (That's what this FAQ is for off course)
- -You must have a coloured gem in some levels to gain a new gem, so first get that gem (of course)
- -a great cheat: When you see a bear sitting in the second warp-room, jump on it and make it flat! So jump and press circle in the air. When you do this you will earn ten lives!!!!!!
- -If you really have a big problem or you have a question, then mail me. (See section below)
- -GAMESHARK CODES: Have All Silver & Colored Gems 8006CC28 FFFF 8006CC2A FFFF 8006CC2C FFFF 8006CC2E FFFF

Have All Crystals 8006CDA4 FFFF 8006CDA6 FFFF 8006CDA8 FFFF

\_\_\_\_\_\_

## 8. E-mail

You can e-mail me if you want about this FAQ:

- \* With questions about this FAQ.
- \* Questions about the game.
- \* Tips for next FAQ version.

Things you mustn't send to me:

- \* Questions that are in the FAQ.
- \* Don't send junk mail and chain mail.
- \* Don't send attachments please.
- \* Don't use words like f%ck etc.
- \* Don't send spam mails.

If you do one of the "things you mustn't send to me" that mail won't be answered.

So don't hesitate to e-mail me, because I like it when I get mail for my FAQ and I'd love to help you with the game!!

Oh yeah my e-mail address is dynamicrex@hotmail.com

-----

## 9. Thanks to:

- Naughty dog for making this game.
- Sony for creating PlayStation 1 and 2.
- CjayC for posting this FAQ.
- Me for playing the game and making this FAQ.

- You for reading it!
- www.network-science.de for the ASCII.

-----

# 10. Copyright:

This FAQ is copyright of me, super lowie, so you may NEVER use this FAQ on another website than gamefaqs. You may use it for yourself, but if you do want to use my FAQ on your own website, e-mail me and ask my permission!!!!

Copyright super lowie 2003

This document is copyright super lowie and hosted by VGM with permission.