

Crash Bash FAQ

by Animemaster

Updated to v1.0 on Jan 20, 2001

Crash Bash

By: AnimeMaster

Version 1.0

I. Crash Bash Walkthru

A. Introduction

1. About Me

2. My Opinion of This Game

3. My Opinion on the Crash Bash Series

4. Legal Disclaimer

B. About this game

1. The Layout

2. The Characters

3. The Arenas

C. The Adventure Walkthru

1. Warp Room 1

a. Crash Ball

b. Polar Panic

c. Pogo Painter

d. Jungle Bash

e. BOSS - Papu Pummel

2. Warp Room 2

a. Beach Ball

b. Tilt Panic

c. Pogo-A-Gogo

d. Space Bash

e. Desert Fox

f. BOSS - Bearminator

3. Warp Room 3

a. N. Ballism

b. Melt Panic

c. El Pogo Loco

d. Snow Bash

e. Metal Fox

f. Dot Dash

g. BOSS - Big Bad Fox

4. Warp Room 4

a. Sky Balls

b. Manic Panic

c. Pogo Padlock

d. Drain Bash

e. Jungle Fox

f. Toxic Dash

g. Ring Ding

h. BOSS - Oxide Ride

5. Warp Room 5 (Coming Soon)

D. Miscallaneous

1. Thanks!

I. Crash Bash Walkthru

A. Introduction

1. About Me

Well I am 13 years old, and I play a LOT of video games. I was a nintendo buff up until the release of Playstation™ by Sony™. I mainly enjoy Rpg's and stradegies. However, I like a good party game now and

then. I only like games that test skill basically, although most people would say rpg's aren't challenging.

2. My Opinion of this game

Crash Bash™ is a decent party game. I like that it tests skill, which I have tons of. Mwhahahaha. I beat it in two days. But yet I played it again, and again, and again. It really doesn't live up to the Crash name, because N. Brio became a good guy. And they had so many bad guys to chose from. Why'd they bring in Rilla Roo? But besides that it's good.

3. My opinion of the Crash Series

One of the first games I got with my playstation (I got three) was Crash Bandicoot. I have all the Crash titles, because of the basic "cartoon" feel of it. I think they went overboard with CTR, there are two many Kart games out there. Above all, thumbs up.

4. Legal Disclaimer

This Faq is property of AnimeMaster (Animemaster411@aol.com) under copywrite law. All Crash Bandicoot and its affiliates are property of Eurocom™ Software. Replcation for personal use must be permitted by owner.

B. About this game

1. The Layout

At the main menu, there are 4 menus:

1. Adventure Mode

- New Game: Starts a new game
- Load Game: Continues game that has been saved on a memory card

2. Battle Mode

- First, choose the amount of players
- Next, choose characters
- Then, choose stage from unlocked levels
- Select whether it is team play or free-for-all
- Finally, choose difficulty and number of cups needed to win

3. Tournament

- First, choose the amount of players
- Second, choose characters
- Next, choose the type of arena (All 4 levels must be unlocked)
- Then, choose difficulty and number of cups needed to win

4. Options

- Change sound and controller settings here.

2. The Characters

Here are a list of characters and their stats:

GOOD GUYS

Crash: In Crate crush, he can spin mulitple boxes at once. He picks up boxes slowly, and throws them slowly. In polar Push, his bear can unleash two not powerful charges in a row, and manuevers fairly well. No one really has an advantage in Pogo Pandemonium, but if you must know he uses a pogo stick. In ballistix, no one has an advantage. In tank wars, shoots one medium speed, medium range, medium damage shots. And in crash dash can get bumped easily.

Coco: Ha. In crate crush same as crash, in polar push, manuevers good, but INCREDIBLY weak. Uses a pogo stick. Same as crash in tank wars, and Crash Dash, be very, very passive, she's very WEAK!

Tiny: Roar baby! This is my personal favorite. Why? Here's the low-down. Crate Crush, kicks boxes, but who cares? Picks em up and throws them before Coco can say "hahaha". And they go FAR! Polar push, one charge takes up almost the whole bar, but delivers one heck of a wammy. Pogo Pandemoium uses springs... Tank Wars shoots one VERY powerful blast with short range and slow speed. Crash Dash, can bump his way to the front at record time. And besides, hes & \$#&@% HUGE! Like the book says, good thing he's on Crash's side.

Dingodile: Grrr my butt, he stinks. Crate Crush, same as Crash, except when he spins boxes he can't move. Polar push, takes the whole bar, but's on the wimpy side like Cortex. Uses a pogo. Two volley shots are pretty pointless, they're just like crash's basically. Crash Dash, has medium resistance.

BAD GUYS

Cortex: Pshaw. Crate Crush, picks up and shoots them quick, but short range. Polar push same as dingodile. Pogo. Tank wars - LONG range (Very annoying) fast, yet weak. Crash Dash, wimpy.

N. Brio: Same as cortex.

Koala Kong: Same as Tiny.

Rilla Roo: Same as Dingodile.

3. The Arenas

Here are all the different types, they're controls and what-not.

Crate Crush: My favorite besides Ballistix. Pick up boxes and throw them at opponents. You can also Kick/Spin boxes at them. There are three types of Boxes:

Stone Crate: Standard box, small blast radius.

TNT: If you pick up/ jump on/ hit these, they will count down to three and then explode. You can still pick them up and throw them when they're counting down.

Nitro: TOUCH IT AND IT EXPLODES! Simple as that. Hurts the most among the three. A little tip: if you're enemy is near a NITRO, throw/ hit a box into it. Heheheh, it's the simple things in life you treasure.

And Wumpa Fruit: Give Health

The controls are:

- []: Kick/ spin boxes
- O : Pick up, press again to throw
- /\ : Cheer (Pointless, but it raises your EGO points)
- X : Jumps (Most useful in Future Bash)

I'll explain the solitary stages in the Walkthru

Polar Push: You ride on your trusty polar bear, and charge the opponents off the ice you run on. ALL the stages are slippery, so be careful. Pretty simplistic. Until you see the floating thingy. IT shoots down a beam that will do different things. It also gives you the items.

Items:

Lightning: When time runs out whoever has it is safe, but all OPPOSING players are shocked and incapacitated. Take advantage and push em' off.

Weight: Whoever has it when time runs out is squashed and immediately dies.

The beam also:

Inflates you: You're bigger and stronger, but easier to hit and slower
Shrinks you: You're smaller and weaker, but harder to hit and faster.

Controls:

[]: Charge (Only if you have enough charge meter)

[] + Direction of stage: To kick yourself back on while hanging off the edge.

Pogo Pandemonium: I HATE THIS GAME. My least favorite as you can tell. Move around on a PogoStick/ Springs and color the floor with you're feet. Get boxes to add the colored tiles to you're score. Pretty simple right? NOT!

Items:

Fast Boots: Your most valuable item. Makes you faster. Abuse it.

Missile: Shoot people and stun them. DUH!

Arrows: Everything the arrow is pointing to turns your color. Only the tiles that is!

Boxes: Get them to add your tiles to your score.

Ballistix: First Pong, then air hockey... or was it the other way around? Anyway, this is the ULTIMATE test of reflexes. It may seem like you can just twiddle your thumbs and win when its on easy. But then you set it to hard and see what Pong Hell really looks like..

Controls

[] : Shoots a kicker that knocks the ball back with more force. Your greatest asset.

/\ : Cheer (Pointless, but it's better than the one in Crate Crush)

R1/L1: Either one does the same thing. Makes you faster. Once you know how to use the kicker affectively, hold this.

Tank Wars: Whoa. This is fun. Shoot them. Make sure to get use to moving and changing the turret at the same time. And know how to bounce your shots. The mines in the 2nd and third stage are pointless.

Items:

Wumpa Fruit: Gives health

Mines: Put them down and watch them explode.

Missile: Shoots long range with power

Bomb: Shoots over walls.

Controls:

[] : Shoot

O : Lay Mine

L1, R1: Rotate Turret

Crash Dash: Difficult controls at first, but you get use to it.

Learn ot stasy on the inside by pressing the direction button slightly. Weapons usually don't help.

Items:

Wumpa Fruit: Needed for speed boost

Weapon: Varies per stage

Controls:

[]: Boost (Need Wumpa fruit)

O : Shoot weapon

R1: Move

Left and right: Turn

C. Adventure Walkthru

1. Warproom 1

First Select your character. This is actually an important decision. I Recommend Tiny, but it's your choice. Koala's Stupid. Remember, this Walkthru is written by AnimeMaster.

a. Crash Ball

Trophy: No added rules from the original. This is my favorite ballistix stage, because of the air hockey feel.

Gem: Win with only 9 health. OR, if your playing two players, a combined score of 18. If your teammate stinks this could be a problem.

Crystal: Win without the kicker! It's not as hard as it looks, though the enemy will now use the kicker A LOT! Same rules but without the kicker.

b. Polar Panic

Trophy: No added rules. But there's ice around the stage, so you have to break it before pushing them off.

Gem: Win Quickly. In 30 Seconds. You have to be aggressive. Now you know why I like Tiny.

Crystal: The Floating thing shoots lighting at you and knocks you off the stage. It also gives them power-ups. BE VERY QUICK! Stay away from

it and be careful of the power-ups.

c. Pogo Painter

Trophy: No added rules.

Gem: Deplete your score to zero, while your score is at 120 while there are at 90. Your score goes backwards. This one does double combined with the 2-players like Crash Ball.

Trophy: Win without touching the mushrooms. They tend to pop out on front of you, so be careful. Especially with the speed boots.

d. Jungle Bash

Trophy: No added rules.

Gem: Kill them quick! No running away from them. Keep throwing as fast as you can with TNT.

Crystal: Beware the Idols rath? Oh ok, the idol shoots nitro boxes at you. Ok. Keep Moving. OF course, there is always a way to use it in your advantage. Go near them, Let it fire, and then Jump away (even though jumping moves the same as running)!

e. BOSS - Papu Pummel

Tips: Ok, he will shake the ground. When the tiles flip over, stay away from them. Then he'll make a crash clone. Just hit them, don't bother throwing things at them. When They're all dead, hurry up! Throw a TNT at papu when you're close enough. Then Stay away from the crates. They'll explode. He'll do the same thing again. Lather. Rinse. Repeat.

2. Warproom 2

a. Beach Ball

Trophy: New variation. Heh, no there's magnetic power. Press X, and when a ball hits your cart, it will stick. Realease X, and it shoots it out with more force than a kickback. It eventually runs out of power, so don't hold it to long. Also, after being hit by two kickbacks, the ball will slow down. You can hold multiple balls at once, and then let em' all rip! You now have only 12 points, which calls for a slightly shorter game.

Gem: Win with a handicap.. you have 9, they have 15. Do NOT, under any circumstance think you're gonna win even after you have more points than them. It's not over 'til it's over. This handicap goes double "Team Score" under two players also.

Crystal: Who comes up with this crap! Enemies have alternating sheilds, and there will always be one enemy that can't lose any points. Whewn there's one enemy left, he occassionally gets it. It seems real HARD, and for the first few times, it is.

b. Tilt Panic

Trophy: Not as hard as it looks. If a fish comes on the stage, stay away from it. A walrus will jump on where it is, and tilt the whole

friggin' board in the process. Heavier players like tiny will actually tilt the board more than lighter ones, so if you're using tiny, be careful!!! OF course, there are always advantgeous handicaps...

Gem: 30 seconds... Tilt the board and let em' fly!

Crystal: Beware the Storm! Whoa, it tilts a lot! All tilting on your part is pretty much non-existant, so don't even try. Tryt to keep in the center though... And you better know how to pump the square button...

c. Pogo-A-Gogo

Trophy: Hmm... Slightly different. NOT! There are no more point boxes. You must make squares on the floor, not filling in the center. Also Rectangles. If you make 0one, you get all the points for it. Any other space you have, though, will also add to your score. Missles shoot four ways now, so be extra alert.

Gem: Down to zero, you start with 150, they start woth 90. Double combined score with 2 players, also.

Crystal: Whoever has the biggest total wins. Meaning, thgis isn't like a game of football, but now more like a fishing contest. Whoever gets the biggest catch. Speed boots are a neccesity. Over 25 points should suffice, they rarely get higher than that.

d. Space Bash

Trophy: This is my favorite box stage. You need to jumnp here. TNT and NITRO blow up the floor. Blow up as much as possible, because their stupid and will falll in the holes you make. If you touch a Nitro, you die. That simple.

Gem: Kick Stone crates into Nitro that's are near them. TNT works better actually. But you have to beat them in 30 seconds.

Crystal: !!! The first time I played through the game, I used Crash. I had JUST gotten use to picking up the crates. And now this... There are only Nitro and TNT now, and you can't pick up boxes. Not as hard as it may seem if you have someone that spins. They can pick up boxes. Keep Settin off TNT until they all fall through the floor.

e. Desert Fox

Trophy: Ah, this is the first Tank Stage. Beating this means you can now play it in battle mode. There are 4 rows and 4 Vertical columns. I suggest not stayting on the edge. Mines don't help, unless the enemy uses them. Then they blow themselves up. No added rules.

Gem: 40 seconds, same rules.

Crystal: The water square in the center has a submarine in it. It will shoot those overhead bombs. But the enemy will be hurt by these too. Not too much more difficult.

f. BOSS - Bearminator

Tips: Ok, this is like tilt panic. At first, the bear will send out one lil mettalic cub. It will remain still, but you can't push it. It has a missle, that will shoot straight, so keep moving, and when it

shoots... DASH! Then simply push it off. It's not that hard to push off. Then you will be gin a missile. Get it, and shoot at the bears ugly mug. Then, stay away from the upper-left portion oi the arena. Because he blows it up! Then he'll send two bears at you. They both have missiles, so this is gonna be hard! Dodge and attack. Even though there's two, it's not that hard to knock them off. Then you'll get a missile. Do it again. He'll blow up the upper-right portion, so there;s only half the arena left. He'll send THREE bears (ARE THEY INSANE!) that will ALL have missiles. Dodge them, than use your Christ like powers to knock them off. If you don't know miracle powers, rely on luck with a lil bit of skill on the side. Get the missile, and blow his sorry butt away! If you miss with that missile, I am not at fault for any serious physical injury you cause yourself.

3. Warp Room 3

Aha, now you're getting fired up! But, oddly enough, this warproom holds basically the hardest stages! But the other warproom has insane Gem and Crystal challenge, so this onme is gonna be slightly easier.

a. N. Ballism

Trophy: Added rules? YEAH! Sometimes, a lil electricity will appear in the corners. If it is one of the two corners near you, grab it! It is a repellant sheild, which will ward the balls away from you for a short period of time. There is also N. Gin, who will appear and shoot balls everywhere. Be on the alert, and make sure you know when you're Firce-Field wears off!

Gem: Once again a handicap, same 2 player rule... You have 15 they have 20.

Crystal: N. Gin will only shoot his balls at you're goal. BAD! Well, if you know how to use the kickback effectively, you can use that as an oppositional handicap! The persons to the right and left of you won't know what hit em'!

b. Melt Panic

Trophy: My least favorite Polar Push game. Uka Uka will only harm you. He will turn you to ice, a snowball that can slightly move around, only give you the weight (Not the lightning), and melt the stage! After a certain poiunt, he'll stop melting the stage. He'll get the other players most often though.

Gem: Beat them in the allotted time, same story.

Crystal: Win without the ability to save yourself. STAY AWAY FROM THE EDGE!

c. El Pogo Loco

Trophy: So Ripper Roo did make an appearance. He's still as pyschotic as ever, and basically doing what he did in Crash 2. He'll put TNT on the floor, which will explode after 3 seconds or when somebody jumps on them. He will also occasionally shoot a missile, so if you get hit by nobody, you know who did it.

Gem: You have to decrease your score to zero, same stuff. You have 120, they have 80.

Crystal: Nitro. Now he uses Nitro, and if you step on it you lose. Kinda like the mushrooms, except these also have a blast radius of 1 square. So don't try any heroic stunts in order to grab a box. It won't help.

d. Snow Bash

Trophy: My least Favorite Crate Crush stage. You slip around, and the penguin is irritating. If you want to try something risky, hit the penguin. Stay on the outside until it starts making a BIG circle. Then go to the center, and wait for it to slow down. When it does, go to the outside. VIOLA!

Gem: Go with the penguin strategy, and be reckless.

Crystal: Slippery Shoes? IT doesn't make much of a difference for me, I don't even notice it.

e. Metal Fox

Trophy: Well, here's a twist! The boxes will change in different formations. Sometimes, only horizontal or vertical passages are open. But sometimes, there's an outer and inner ring, and sometimes there's a "bone" in the center. You'll see what I mean. Oh, and just to let you know, it starts off with only vertical passage.

Gem: BE RECKLESS AND KILL THEM IN 40 SECONDS!

Crystal: The lil parachute thing you cannot touch. They will kill you. Just keep in mind the phrase "HEAD'S UP!".

f. Dot Dash

Trophy: The first Dot Dash Stage. At first the controls are annoying, but you get used to them. Remain away from the rest of the crowd, and when you pass someone, NEVER go directly in front. This is due to missles and the "boost" ability. Don't concentrate on getting missles, get the wumpa fruit. Stay on the inside and turn lightly. That's about it!

Gem: They start of at 8 laps, you have 10. You HAVE to finish before time runs out.

Crystal: Stay AWAY from the front of other carts. Missles kill you.

g. Big Bad Fox

Tips: The Komodo brothers are back from Crash 2 and they're looking for you! First, they'll run like sissy's into their building. Then, 3 Different Cannons will shoot the same thing tiny and koala shoot at you. By the way, this is a tank boss. Aim carefully, because you have bombs. You have to hit them each twice. When they're gone, the building will sink and you have to deal with 4 cannons that shoot Cortex's and Brio's blasts. Two shots each again. Keep an eye on health. Then, the final level comes down. Two missile launchers will shoot missles at you, so be careful. Although they don't mean instant death, they do do maximum damage, and at this point you might not have full. Two shots each. Now here come the Komodo's! It's exactly like fighting Cortex and Brio. You now have MISSLES. If you are at low

health and they kill you, don't sweat it. When you retry, their fort will already be dead, and you'll be at full health! Just take em out!!!

4. Warp Room 4

MWAHAHA. If you think you were good and beat EVERYTHING in their first three warrooms, you're wrong. Now it's time for GOLD RELICS! GO back to any old stage and try for them. You have to beat the computers two times while their on hard. In ballistix, wimpy pong babies become the ultimate reflexive opponents! In Polar Push, Cubs become Catastrophically powerful! In Crate Crush, Pansies become persistantly annoying! It's really hard. I actually like the idea though, because you win because of skill. Those stupid handicap Gem and Crystal matches are annoying, not challenging. So buckle down, and here's the 4th Warp Room!

a. Sky Balls

Trophy: Pretty Much like the original, except the stage tilts when engines fail. Like Tilt Panic mixed with Crash Ball. 20 Points.

Gem: 9 to 15.

Crystal: AHHHHHHH! This is so annoying. They're kickbacks have a new feature that's a red kickback. This makes the ball red, and if the ball touches you, you die! Everybody else can touch it, and you all start with 10 points. If you hit it with your kickback I think you still live, but I'm not sure. Very irritating. The red balls do not count, just to let you know. So just let them go by your goal.

b. Manic Panic

Trophy: My favorite Polar Push Stage. You can get bombs and shoot them with O. This kills their polar bear, putting them on skates. On skates, you can't save yourself, and you become severely weaker. If you get hit again with a bomb, you explode! So even if you're crash or coco, you can easily win!

Gem: 45 secs. You can't blow them up, it takes to long. Just try and push em off.

Crystal: You start off on foot. No biggie. Just blow everybody else up.

c. Pogo Padlock

Trophy: Few added rules. If you step on a square of your own color, you lose all your SQUARES. IF you step on a padlock, no one can steal your squares (AKA repaint them their color) and you can't lose your squares by stepping on them. But if someone shoots you, they get all your squares on their color, even with the padlock. So watch where your bouncing.

Gem: They start off with 90, you 120.

Crystal: You can't color by yourself. You're pogo is out of paint. You can only get squares by shooting other players and stealing theirs. DO NOT STEP ON SQUARES YOU COLOR! Also, after shooting someone you must quickly break a box or they will re-color your stolen squares.

d. Drain Bash

Trophy: There are now extra items that you get from purple boxes. That's about it. If you're hit when holding an item you lose it. Here they are:

Electric Ball: 3 shots. Homes on the enemy.

8 way missile: 2 shots. Hits Basically everyone in range.

Shield: 1 shot. Makes a barrier around you for a very short time and you can hit the enemy with it.

Gem: Forget the weapons, just take TNT and take them out!

Crystal: If you kick the purple boxes you die. Throw them or don't bother getting weapons.

e. Jungle Fox

Trophy: Now there are no more boxes. You are allowed to move freely. The mines do not spread out in all four direction but are simply proximity mines with a small blast radius. Not very useful. But the missiles are. Get them when you see them. The idol will eventually come down in two pieces and start running around, which hurts you. The first one goes down to the bottom-left, the other the bottom-right.

Gem: Get the missiles and kill em quick!

Crystal: The idol spits something that kills you, beware!

f. Toxic Dash

Trophy: Instead of missiles they have shields that bounce your opponent. The slime balls spin you out, and the barrels explode.

Gem: Ugh, same as previous.

Crystal: Falling off will cause goop in your engines that will stall you for a while. Stay in the center.

g. Ring Ding

Trophy: This is the first medieval mayhem. But all the medieval mayhem's stages are different. So most people don't consider them to be the same game. This one involves busting balloons of your color to gain points. The Controls are:

X : Jump
[] : Attack

There are also item boxes you break open.

Boots: Allow you to run at the same speed regardless of the stages rotation.

Vacuum: Sucks all balloons of your color (and the black balloon) toward you. When you have this, people tend to run over to you and hit

you.

The Black Balloon either

- Changes Stage Rotation
- Blows Up other people's balloons
- Turns all balloons your color (Especially useful with the vacuum)

1st player is Yellow

2nd player is Red

3rd player is Green

4th player is Blue

Gem: Kinda like Pogo Pandemonium. Deplete your score to zero.

Crytal: Breaking balloons of the wrong color don't stun you but KILL you.

h. Oxide Ride

Tips: First, You will chase him through a big field, like Star Fox™. He will leave Nitro Crates and shoot missiles at you. If you run into anything you die. Once this Hectic game is over, you have a one-on-one game of ballistix with Oxide. In this game, you have health. Like Big-Bad-Fox, if you die now you stay in the ballistix game. He will lose more health than you when he let's a ball by, but you have your own problems. There is one red ball, dodge it and that's one problem down. Missiles will shoot at you, and on top of all that, OXIDE IS GOOD! But I beat em', and you can too (Eventually).

After that, you have Access to the fifth warp room with the remaining locked games. But in order to play them you have to have enough Crystals, Gems, or Gold Relics. I Haven't unlocked any of them yet, and I have 106%. (22 Trophy's, 20 Gems, 17 Crystals, 15 Gold Relics, and all bosses beat). I'll update when I beat more!

D. Miscallaneous

1. Thanks!

- To Myself, for actually finishing something I...
- GameFaqs.com, for posting my site
- The Makers of the Crash Series, for persistantly pumping out more games
- That guy... um... I'm done!

©AnimeMaster