

Crash Bandicoot 2: N-Tranced Boss Guide by Smaz

BOSS 1 - Evil Crunch - 3 HITS: This boss is somewhat easy. First of all, you will see Crash hovering on a flying carpet in Arabia! Get used of the controls first, if you are not used to them already, and most vitally know that A button shoots a Wumpa Fruit out. You will be following Crunch through the air, weaving in and out of flying Nitro Crates that come across your carpet. Crunch will remain stangely passive and inactive during the point in which he has all of his health, so don't worry about him at all for now! Concentrate on avoiding the Nitro Crates that come randomly towards you, or even better - shoot any, with a fruit, that gets in your way! Eventually, Crunch will fly backwards into a Nitro Crate or two, knocking him out for a small period of time. This is your chance to strike! Line Crash up horizontally with Crunch and shoot at him with the A button. One shot is all it takes to wipe a health bar from Crunch's boss health bar! He'll snap back into shape again, and will get a gun out - be ready as Crunch will rapidly fire some bullets at Crash! Go right to the back/left of the screen and either narrowly dodge the bullets, or even better, go right to the bottom left of the screen. This is a 'safe spot', which means that you won't get hurt from any of Crunch's bullets as he shoots them out at Crash! They will all go above him, so all you have to worry about is if any Nitro Crates come flying your way at the bottom, which you just shoot to dispose of them. Crunch will then take another explosive hit from a Nitro Crate or two, which all you do is fly up from your spot and shoot Crunch to hurt him once more! One more hit to go... and Crunch will now be desparate. So, hastily go back to the bottom left hand corner of the screen to avoid any of the rapid fire bullets that Crunch shoots from his gun. Once again, no bullets will hit Crash, so just shoot any Nitro Crates that come your way, and soon Crunch will fly into some Nitro Crates yet again, leaving one more thing left to do - fire a Wumpa Fruit at Crunch! Crunch will get splattered and will fall to his doom... thankfully knocking him out from his evilness and spell from N.Trance.

BOSS 2 - Evil Coco - 3 HITS: If you've played Crash: The Huge Adventure (XS), then you'll realise that this fight is much like Dingodile's fight, except You are at the bottom of the screen in your Copter Pac and Coco is at the top of the screen with her mech. First of all, make your way to the very bottom left of the screen, as this is the safest spot to avoid Coco's attacks. Coco will drop missiles from the left of the screen making her way to the right of the screen, wait for her to drop one and then quickly make your way to the left, to the safe spot, before she drops another missile. Wait in the safe spot to the left until her mech starts shuddering and stops any weapon firing. She will make her way to the top left of the screen, when she stops completely, her shield will go down, so go up towards her and hit the mech by spin-attacking it. One hit down, two more to go! Stay at the spot and quickly avoid the missile IF she fires it, sometimes she does, sometimes she doesn't, and then quickly go back again to that spot at the bottom left as Coco will fire a big laser beam attack that will sizzle anything in its path! She will travel rightwards with the laser on until she will start firing missiles again, stay at the left and wait for her to crash down again. Spin attack her for another hit off of her health bar. Remember to avoid those missiles! Even if you may look trapped in that 'safe spot' you can just go rightwards and away from the missile and then quickly return before any lasers are fired. The third hit sees the floor below you disappearing and Crash exposed to the lava. If your not careful, you could accidently fly down into it, frying the fur off of Crash! Coco's missiles and movements are now considerably faster

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than usual, so be careful! If you want, you can move away from that spot to the left and move around more, as it might be easier to avoid the missiles on this last boss bar. However, the lasers aren't easier to dodge what-so-ever and even if it may look like it will fry you when you are in that bottom left corner, it won't because the firing stops just before it hits Crash. When Coco's mech starts to shudder and break down, you know Coco is ready to be hit. So, spin attack her mech when the shield is down to completely obliterate her mech and brainwashed mind.

BOSS 3 - Fake Crash - 4 HITS: First of all, if you touch Fake Crash, you will lose a life. Secondly, you must imagine that there is a big mirror line down the middle of the screen. There won't actually be one there, but imagine one. Why? Well, you start on the left side of this imaginary reflective mirror line, Fake Crash starts on the right. Fake Crash copies Crash in every single way, apart from the left and rights are reversed (now you understand that mirror line thing)! First, go left and drop down onto the small platform coming out of the wall. Then, drop down again to the next platform below. Careful when you do this - you could accidentally land on some spikes as they come up from the platform below! Notice something? These spikes go in and out of the platform at different times to the ones on Fake Crash's side! Walk onto the place of the spikes when they go in, this will make Fake Crash walk onto them on his side... resulting in spikes coming right out and into him! That's one hit against him! You'll see the platform floor below and a new set of spikes, fall down onto the platform but be careful not to land on the Spikes yourself! Walk onto the spike position when they are in the floor and history will repeat itself as Fake Crash will get hit once more by the other spikes. Then, continuously keep jumping back up the above platforms to reach your starting position once more. Above this platform will be another set of spikes. However, these ones will be in the exact same time as each other when going in and out of the floor. Jump up and avoid these spikes and then jump up again until you reach the next set of spikes. Stand on the position once more and hurt Fake Crash with those mis-timing spikes! Only one more hit to go! Jump up again and avoid the next set of spikes as they are also in the same precise timing as each other. Soon, you'll reach the top floor and the final set of spikes. Stand on the spike spot and watch Fake Crash pop! That's that boss done! A good thing to remember is not to stand in the same spot for too long, although Fake Crash won't do anything, bricks will fall from the ceiling at random spots, so keep moving! These bricks can hurt Fake Crash, but it's wise not to try this. Another handy little tip - If you spin and keep moving through that imaginary mirror line towards Fake Crash, you and Fake Crash will go through each other and onto opposite sides!

BOSS 4 - N.Trance - 9 HITS/part 1 - 4 HITS: After getting into N.Tropy's hideout in the cutscene, you'll be thrown into a battle with none other than N.Trance! The room you battle in isn't very big, or imaginative, but nor is this part of the boss fight really - N.Trance will start jumping to the left of the screen, slide under him by pressing the R button and allow him to continue jumping until he reaches the left wall. Here, he will throw out his brainwashing clock at Crash. Jump over it and quickly spin attack N.Trance whilst he's trying to get his clock unstuck from the wall. Then jump back over the clock when it's coming back to N.Trance. N.Trance will now start jumping more

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variedly towards the right wall, once again, slide under him when he's in the air. It may be even better to Rocket Slide under him by pressing both the R and the L buttons at the same time. After turning back round to face Crash, he will fire his clock of doom once more at Crash, so jump over it and continue your way to N.Trance. Attack him during the small period in which his clock is stuck and then avoid the clock again as it comes back on its chain to N.Trance. He will then start jumping once more to the left wall, slide under him and make sure you don't get squashed! As he fires the clock once more, jump over it and whack him one! Pink eggies don't deserve to live so make sure you let Crash live to defeat him by avoiding the chained clock as it comes back. After another N.Trance jumping session to the right wall, jump over the clock one last time as it's fired and spin attack N.Trance to watch his legs fall off and his chained clock fall to bits! He will then start flying upwards towards the next location of part 2 of the boss fight! Be on your guard...

BOSS 4 - N.Trance - 9 HITS/part 2 - 5 hits: Okay, this part of N.Trance's fight is slightly harder compared to the first part, so be careful! You will be taken to the volcanic lair of... Fake Crash?! Well, to the very left of the arena is a small lava pit and above that is Fake Crash with a small lever, pouring lava down at whoever goes under him. Get what you have to do yet? N.Trance will be in his flying form and Crash will be in his Copter-pak. N.Trance will be still for the first few seconds of this fight, so use it to your advantage and get to the top-right of his egg head and spin him! It will send him flying down into the wall indent and the lava pit. Fake Crash will pour some lava onto his head, taking one health away from him! N.Trance will then make his way to just rightwards of the lava pit, quickly go just beneath him as he prepares for his next attack. This will either be a big energy ball that follows Crash, doing one of two things if it hits him (either reversing his controls so that left is right, etc, or make multiple images of Crash fly around the screen to confuse you) or he will shoot lots of small energy balls out which will hurt Crash if he touches them. Being below him will make you avoid the small energy balls completely, and gather time to avoid the big energy ball if he fires it. After he has finished his attack, it will be more than likely that he'll make his way to the top of the screen, quickly fly to him and spin him, making him rebound off of the wall and celing back to near the floor. If he reaches the celing, he will probably fire lots of small energy balls downwards which can only be avoided if you are right next to him. A tip: don't try and attack N.Trance when he's doing these attacks as Crash will loose a life as a result of it and you will have to start the boss all over again from form one! Try and spin N.Trance so that he is nearer the floor, then get to the right of him and spin him towards the lava pit. Fake Crash will work his magic by pouring some more lava onto N,Trance's head (Mmm... boiled egg)! This will take another hit off of N.Trance. He will then resume his position just right of the lava pit, so go under him once more to avoid any small energy balls if he fires any. If he fires a large energy ball, go around it by going to the right and then upwards next to N.Trance. Doing this will also put you in a great position to spin N.Trance straight back into the lava pit for more lava on his head... if you're quick enough! So, spin him down to Fake Crash's pit and take another health bar away from N.Trance. The good thing about this boss fight is that N.Trance never gets any harder as you take away his health, he always remains the same amount of difficulty throughout this flying part of

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the fight! Great! N.Trance will emerge from being frazzled once more to unleash another wave of nasty energy ball attacks - remember to stay below the fiend! If he flies towards the ceiling, don't let him! Keep N.Trance away from the ceiling and nearer the ground by spinning him away. Whack him back into the lava pit for some more magma action and taking of his fourth bar of health. As N.Trance goes into the position for firing more energy balls, keep in mind that you MUST be careful on his last hit as if Crash dies here, you will be sorrowful to know that you will have to repeat the whole boss again! It's a nasty feeling - I know. So, quickly avoid N.Trance's attacks and get your angles right to shoot him down into the indent and lava pit one last time for Fake Crash to pour some lava onto him and to turn him a lovely shade of black! Omlette anyone?

BOSS 5 - N.Tropy - 9 HITS (3 Health bars per part) - part 1 Arabia: If you thought that N.Trance's health was a little ridiculous because of the amount of health he had, then look at N.Tropy's health too! Ah... well... you will only see three health bars for him at the start, but don't be fooled, N.Tropy does actually have 9 health bars. After every three hits, N.Tropy will regenerate some health and will travel to a different period in time to fight you in! First of all, he starts off in Ariabia. To the right of the screen, you will see N.Tropy standing on a floating Gem - out of reach to attack him, whilst Crash stands on the roof of a small building. However, this is no time to observe the surroundings as N.Tropy will fire a green ball at you! Jump over this quickly, but make sure that your jump is accurate as the building IS only small and you will have to land back on it to survive! Also, try not to double-jump and get into the habit of only performing a single jump to clear the green ball out of the way, as later on you will find that Tropy's next attack will catch you off guard if you double-jump... which will be a blue shockwave! Press the R button, whilst not moving, to duck under the shockwave and survive the attack. This may get REALLY annoying, as if you try to duck as soon as you land, you may find yourself sliding instead of ducking and crouching - making Crash slide off the side of the building and fall to his death! So be careful! After crouching under the blue shock wave, get ready to jump again as another green ball will come flying towards Crash! Quickly jump over this and crouch under another blue shockwave as it flies towards you. Tropy will then stop firing stuff at Crash, and will start flying, on his Gem platform, backwards towards another building to the right. He will fly slowly, across a large gap and will eventually whack his tuning fork into the roof, making Tropy lose power and create three small Gem platforms appear to jump on and reach the other building. So, jump across on the Gems, and then onto the building - oh look - N.Tropy is totally defenceless! Jump on him or spin attack him to damage him and take one health bar away from his boss health bar. One hit down!... Only like a zillion more to go... Tropy will then wake up and fly back towards the left on his Gem platform, so that's towards the left of the screen and the left of the building. Don't worry about it when Tropy passes Crash to reach the other side as Crash WON'T get hurt by him or anything. A handy note for you now - the green balls, that Tropy fires, are only ever at ground level (or in this case building roof level), so when Tropy fires them, you only ever have to jump over them as they are never in the air at head height or anything.... speaking of which, Tropy's Blue Shockwaves are only ever at head level, meaning that you can either double-jump over them or crouch under them by using the R button. It is advisable not to double-jump to avoid attacks in this boss-fight,

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though. Next, Tropy will start firing his attacks at Crash again! First will be a green ball, then a blue shockwave, green ball, blue shockwave, green ball, then a blue shockwave, green ball and finally a blue shockwave. Avoid all of these and Tropy will then start to fly towards the other building, towards the left, backwards on his Gem platform. He will then wham his tuning fork into the building's roof and will make 4 Gem platforms appear across the gap between the two buildings again. Jump upon the platforms and make your way towards N.Tropy, attacking him when you reach him. He will immediately wake back up when you hit him, causing another health bar to disintegrate from his health bar. Howzat!? Next up is his attack formations again as N.Tropy travels back to his position to the right side of the left building. Be ready! He'll fire A green ball at ground level, then a shockwave at head level, then another green ball, another shockwave, a green ball, a shockwave, a green ball, a shockwave, a green ball, yet another shockwave, another green ball and finally one last blue shockwave. Phew! After that very long assault from N.Tropy's tuning fork, he will quickly fly back to the other building, leaving behind 4 more Gem platforms to cross to his building as he runs out of energy again. Jump across them to reach the time master, then spin attack him or jump on him to dispose of his last health bar... unfortunately, N.Tropy will start to sparkle, and Crash will freeze! Quickly, Tropy will regenerate three health bars and then will create a blinding flash of light, making himself and Crash disappear...

BOSS 5 - N.Tropy - 9 HITS - part 2 Ancient Egypt: ...and reappear inside a tomb! No worries, though - the arena is essentially the same, despite the large location difference. There are still two platforms in the 'boss room' that are part of the tomb, replacing the two buildings from the previous location through time. This time, the platforms are slightly smaller than the building roofs, so be a little more careful! You'll notice that your position has been reset to the left platform instead of the right platform that you previously hurt N.Tropy on. Back to business! Tropy will start to shoot and attack Crash again rapidly! First is a green ball, then is a blue shockwave... and stay ducked as another blue shockwave will be fired just after the first, to try and catch you off guard! Finally, there will be one last green ball at ground level to finish off the attack, so jump over this to avoid it. N.Tropy will now fly over towards the right, and to the platform to the right side of the arena. He'll reach the platform point and will then, once more, create 4 Gem platforms appear across the large gap separating the two main platforms, as well as N.Tropy losing his energy. Jump over to the metal-o-maniac and attack him to cause one health bar to disappear from N.Tropy's health. He'll then re-awaken to float over to the left side of this main platform. It starts again! He'll position his tuning fork and will now fire: a green ball, a blue shockwave, another blue shockwave, a green ball followed by another green ball, two more shockwaves and one final green ball to dodge. N.Tropy will then stand up straight and will, once again, float backwards on his Gem platform to the main left platform within the tomb. You know what's coming! He'll wham his tuning fork into the floor, making 3 or so Gem platforms appear across the large gap, and will crouch over from his energy loss. Move Crash over the platforms and jump to Tropy. **ATTACK!** Heh heh - always wanted to say that... Anyhow, after attacking him (oh, and don't try sliding him - Crash may slide right off of the platform's edge!) and Tropy losing another health bar, Tropy will wake up and move to the right of the arena's left main platform (the one that you are currently standing on, basically). Get ready to jump as N.Tropy will attack again! He'll shoot out:

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a green ball, two blue shockwaves, two green balls, two blue shockwaves, two green balls, two more blue shockwaves and another final green ball to rap up the attack. It's not surprising that N.Tropy will float backwards to the main right platform as he has for 5 times previously already. So, when he runs out of energy, he'll make 3 Gem platforms appear, just for Crash to jump onto to reach him and attack him - so do just that! After this attack on him, N.Tropy will regenerate his health, once more, and will then teleport away to another time period... long boss fight this!!!

BOSS 5 - N.Tropy - 9 HITS - part 3 Prehistoric era: Well, you're probably dead sick of N.Tropy's boss fight by now! I don't blame you - it's long, tedious and very repetitive. The process will be virtually the same as previously, so you're in for a dull time, yet again. Do remember not to keep hold of the slide button when you land after jumping over those green balls - as, unfortunately, you may automatically slide right off of the edge of the platform, in which Crash stands on, and restart the whole Wumping boss fight again! Try to move as soon as you land and then quickly stand still, after of which you can crouch without accidentally sliding into oblivion - this seems to work perfectly and prevents any danger towards Crash. Another handy tip for you is to look carefully at what Tropy fires out, as if you try a small jump to avoid the green balls, you may just get nipped and caught by a potential second consecutive (which means one after another, basically) green ball and there will be time to avoid it as it will be too fast! Just keep that in mind. Right, you'll find yourself, once again, on the main left platform of the arena. The structure is basically the same as the previous two locations, and the only thing that has changed is the background, and the fact that the main platforms are slightly smaller than previously. N.Tropy will be slightly right of the platform, ready to fire another volley of attacks at Crash, so be on your toes! The first attack won't be too hard. Oh, and here is a nasty note for you - this attack will be totally random and will be a possible vareity of patterns. So, I will tell you my four most common patterns (after playing this boss like, a million times just for you guys and gals out there!) that N.Tropy's attacks will follow, though really it will be pretty random, so remember that! First could be two green balls, a blue shockwave and a green ball. Another could be a green ball, a blue shockwave, a green ball and another blue shockwave. A third possibilty could be a green ball, a blue shockwave and two more green balls. My final possibilty for you, that I know of, would be two green balls and two blue shockwaves. Well, you get the point! After this random attack, the same as always will happen and N.Tropy will fly, slowly, to the main platform to the right. After being engrossed by the volcano in the background, and not paying any relative attention to N.Tropy, the time master will create about 6 platforms so that Crash can jump across the huge gap to Tropy. Spin attack usually works against anything, so use that if you wish or any other attack and try to avoid sliding him in any way! Tropy will rejuvenate and will travel just left of this main platform, that Crash is standing on at this point. Time for Tropy to attack yet again! You've probably noticed that the speed of his attacks have considerably picked up pace since the first part of the boss fight, so one wrong move could mean the end of you if you don't have any Aku Aku masks to protect Crash! This pattern will see a green ball, a blue shockwave, a green ball, two more blue shockwaves, two green balls and one final blue shockwave coming your way - so try your best to manuver yourself around them. To no shock, N.Tropy will start to fly backwards to the main left platform, ready to... uh... run out of energy and hunch over

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again. On top of that, he will also make 4 Gem platforms appear from nowhere for you! Carefully jump on them and make your way towards N.Tropy. You may need to double-jump a few times more than expected, as sometimes you will find that the platforms are placed in an odd formation - some will be pretty high up and some will be pretty spaced across from the previous platform, so be careful and make your way to N.Tropy with haste - before he re-awakens! Reach him and attack him once more to leave him with only one health bar left! Time to get serious and be on guard! N.Tropy will position himself ready for attack on the right of this main left platform. This next attack could possibly be random... however, from what I know they aren't, but keep in mind that my next part may not be entirely accurate! It should be, though. The attacks will be real speedy and will come from the right, they will be: a green ball, blue shockwave, green ball, blue shockwave, two green balls, a blue shockwave, green ball, blue shockwave, three green balls, two blue shockwaves, a green ball, two more blue shockwaves, a green ball, a blue shockwave, another green ball, a blue shockwave, two green balls, two more blue shockwaves, a green ball, two blue shockwaves, two more green balls, a blue shockwave, a green ball, one last blue shockwave and finally the last green ball! After that murderously long barrage of time attacks, Tropy will float back to the platform to the right of the arena one last time, speedily, in which at the end he will whack down his tuning fork into the main platform, causing 4 Gem platforms to appear across the huge gap separating you from him. Jump across these possibly random highted Gem platforms to reach N.Tropy, and then hit him hard with a spin attack to ensure he is defeated! It may look like he will get back up and ready to regenerate his health again, but then he will fall on the floor in a heap, totally defeated. You lucky bandicoot! With that boss fight completed, you've just completed the game! How do you feel? Like killing N.Tropy for such an annoying boss fight perhaps... oh, and this time kill him in your mind, otherwise you'll have to go throught the whole boss again.... :D Congratulations!