

Crash Bandicoot: The Huge Adventure Boss Guide by Smaz

BOSS 1 - Dingodile - 3 HITS: Relatively simple, this boss is. Just to let you know in advance; this boss is under water, so you are swimming. You will start on the middle - upper part of the screen whilst Dingodile will start on the bottom right hand side. Do not go down to the bottom part of the screen as Dingodile has a shield on that will kill Crash if touched. First, Dingodile will go to the left, shooting up three missiles. These missiles will hit the ceiling, sending down a stalagmite for each time a missile hits. Eventually he will stop and shoot a lone missile up above him... the missile will crash into the roof... sending down a stalagmite... and making it crash down into his shield - deactivating it. Go down and spin attack Dingodile before the shield is activated again. Go back to the top part of the screen and three sharks will appear, spin attack these or avoid these whilst Dingodile goes back to the bottom right of the screen. He will then walk back to the left part of the screen and gets ready to attack once more - he will walk to the right again whilst firing 5 missiles up at the roof, each producing a stalagmite, which you must swim under the bullet before it hits the roof if you wish to avoid the stalagmite from crashing down onto you. He will then walk back to the left, firing another 5 missiles up, avoid these and the produced stalagmites until Dingodile reaches the left and fires another missile up - which will crash down onto his shield once more. Spin attack Dingodile whilst he is vulnerable. 3 more sharks will appear, dispose of these and then wait for Dingodile to start attacking again from the left to the right, firing 5 missiles once more into the stalagmites. During this part, another shark will appear and will probably catch you off guard, get rid of it and continue. He will then fire another 5 missiles at the roof, avoid once more and Dingodile will repeat his mistake by firing a missile once more at the ceiling, releasing a stalagmite and taking away his shield. Spin Dingodile one last time to send him away.

BOSS 2 - N.Gin - 4 HITS: This is probably the hardest fight in the game. N.Gin will attack Crash in his rather big mech whilst you will have to attack him in his small jet-pack. First of all, you'll need to know that R1 and L1 can make Crash barrel-roll out of harm's way. Secondly, your percentage (%) health bar is displayed at the bottom left of the screen... which starts dropping quickly, thanks to N.Gin's machine gun on the bottom of his mech! So, start shooting the gun! Don't worry so much about dodging these bullets as they seem to hit you anyway, but do note that the missiles HURT, so dodge any with the barrel-roll buttons or shoot them with the A button to get rid of any that get in your way. After continuously shooting the machine gun, it should explode. Next, aim for either one of the of the missile launchers, focus on one and keep continuously shooting, dodging any missiles that come towards you. When N.Gin starts spinning around and his mech goes into the distance, try to focus only on any flying weapons that can hurt Crash, rather than hitting the missile launcher that you're focused on. Avoid N.Gin's mad-man bullets when he zooms forward to the screen, which will provide an excellent close up of the missile launchers! Shoot it! When one missile-launcher is down, the bomb-thrower will be activated. Bring your attention to this and start shooting it down! The bombs hurt more than any other weapon that N.Gin hurls at you, so shoot the bombs or barrel-roll away to be safe. Keep shooting the bomb-thrower until that is destroyed also. That's three hits down, one last one to go! Keep your attention on the final missile-launcher as it shoots you and you shoot it. Keep shooting and keeping your health up and eventually the mech will be completely destroyed and the Double Jump power is yours!

BOSS 3 - Tiny - 3 HITS: Tiny has never been too hard in a Crash game, and this time is no different! Tiny is ridiculously easy. Okay, this boss is a fully platformer one, instead of flying around or being under-water. There are five platforms, one to the left (L), one to the top (T), one to the right (R), one on the bottom (B) and one central and to the right of the very left platform (M). Tiny will start on the R platform and then will jump up to the T platform. You will start on the M platform, don't jump, but fall down to the B platform and then quickly jump to the R platform as Tiny reaches the M platform. Then, Tiny will jump back to the T platform,

Crash Bandicoot: The Huge Adventure Boss Guide by Smaz

when he does, fall down to the B platform once more and when he jumps to the R platform, jump to the M platform (don't worry if my guide's a bit too confusing!). Tiny's final jump will be to the B platform as he throws his trident down into the floor. When it's stuck, fall down to his platform and spin attack him. Tiny will then jump back up and into the trees. He will disappear momentarily, but will then reappear slamming down onto the L platform - so don't be on it when he comes down... otherwise bye-bye bandicoot! When he slams onto this platform, it will shatter, leaving one less platform in the area. Hopefully you would have stayed on the Bottom platform, so when Tiny jumps onto the M platform, you will be ready for him and will jump onto the R platform. Next, Tiny will jump down to the B platform and when he is in mid-air, jumping to the R platform (the one you are on), slide (using the R button) down onto the B platform so that you go underneath Tiny. Clever, eh? Then jump onto the M platform as Tiny jumps back down to platform B and when he is coming up to your platform (M) slide underneath him whilst he is in mid air to reach platform B and still survive. Tiny will then jam his spear-like trident into the floor once more, so jump up to him and spin him! Tiny will repeat the platform smash once more, and this time he will crush the top platform (T). Stay where you are, he will quickly jump to platform R after the smashing and then back to platform B, when he is on jumping back to platform M, slide under him once more and continue to the R platform. Tiny will then jump back down to platform B and whilst in the jump in mid-air, slide back under him to platform B. Tiny will then slam his trident down into the platform one last time, so jump onto platform R and spin him one last time to dispatch Tiny. Yeah! Now the Death-Tornado Spin is yours for the keeping!

BOSS 4 - Dr. Neo Cortex - 3 HITS: Another easy fight. You will see Cortex in the center of the screen, quite close up, with a gun. Fine. You'll also see three small towers with three coloured Gems above them in the background. However, now's not the time to enjoy the scenery! Cortex will start shooting his gun, with consecutive bullets spanning from the right of the screen moving towards the left at ground level. This is simple to avoid - just jump over them. After going leftwards, the bullets will raise high slightly and will start coming back to the right, slide or duck under these by pressing the R button. After the multiple shots, Cortex will then raise his gun aim directly at Crash, and the green target will follow the poor bandicoot wherever he goes! If you look slightly higher up on the screen, you would have noticed that 3 flip-pads would have turned themselves horizontally just above each tower. Jump on the middle pad and then jump to the right flip-pad, staying there and in front of the Gem until Cortex's gun starts to make an odd sound. This sound signifies that Cortex is about to fire, but don't worry, only when the target turns red is when he fires... so get out of there soon! Well, wait until just before Cortex fires and then jump out of the way of the gun, if timed right, the bullet will miss Crash and will smack into the coloured Gem, shattering it! That counts as one hit on his boss health bar. Next, Cortex will start shooting from left to right again, only this time with a mixture of ground-level bullets and head-range bullets. Simply Double Jump over these and wait for the bullets to start coming back to the right again. Double Jump back over the bullets and get ready once more to get targetted by Cortex's gun. Jump on the middle flip-pad once more and then jump onto the far left pad, in front of the other coloured Gem. Wait for Cortex's ray gun to make that weird sound again and wait for the target to start flashing red, and then jump out of the way at the last moment. Wham! Down goes another Gem. Cortex will be desparate now, so now he will fire one bullet at ground-range, one at head-range, one high up and one at head-range again... then he will keep repeating this bullet process whilst making his shots travel to the left, and then right again. Wait for the one high up shot and just walk under it and to the other side of the bullets' direction. After the bullets have travelled back to the right, Cortex will fire his last shot, so jump onto the last now active flip-pad and wait there (for a shorter time than normal probably because the mad doctor wants to shoot Crash really bad!) until the target flashes red and the power-up sound occurs. Quickly jump

Crash Bandicoot: The Huge Adventure Boss Guide by Smaz

away at the last moment before bullet impact and the last bullet should hit the final Gem in the middle. Cortex will now lower his gun and give you the Crash Dash power! Mainly for collecting those relics on time trial on every level...

SECRET BOSS 5, THAT REALLY ISN'T A BOSS BUT I'M WRITING THIS TO MAKE SURE YOU ALL KNOW WHAT'S COMING! - 0 HITS: After collecting all of the Crystals from each level, all of the game's Gems and all of the Relics (which you'll need to get over a Sapphire time usually), completing the game with 100%, go against Cortex one last time and beat him again. Use the guide above, for Cortex, if you must. Once the Planetary Minimizer's Stabilizer Gems have been destroyed, the machine will backfire on Cortex and his minions, fusing them as one form! This form is known as Mega-Mix, and you'll be thrown into a survival chase with him. This isn't really a boss fight, all you have to do is run towards the right of the screen and through the level in space, away from Mega-Mix, who will be chasing you. One thing you mustn't do is to try and jump back over him, as Mega-Mix will be one step ahead of you and will automatically turn round, when Crash is in mid-air, swiping Crash with his Tiny Tiger claws. Another thing to remember is that Mega-Mix can't be killed, he can survive Nitro blasts lasers and any enemy throughout this level! Soon, in the chase, you will come across a high stack of Nitro Crates. It will be impossible to Double Jump over them, so don't try. There will be a lone Aku Aku Crate just before them - get the hint? Grab the Aku Aku mask and run full pelt into the stack of explosives, diminishing your Aku AKu but leaving you alive in one piece. Carry on running, using the L button if you want for Crash Dash enabling you to run faster, until you reach some locked crates. Jump on top of any locked crates or metal crates you see, it will take you to an upper route of the level, which you MUST take in order to avoid the Nitroes below. Quickly carry on the upper routes, jumping to other locked crates as you carry on running through the level. When you encounter the laser beams, steadily jump through the middle of them by tapping A lightly. Remember, Mega-Mix is still chasing you! Soon after the dreaded beams you'll come to the end portal, so quickly jump on it and finish the level. You'll also get an extra Gem if you finish the level - Mega-Mix would have smashed open all of the Crates for you, how kind of him! Now watch the TRUE ending and enjoy the credits!