

Crash Bandicoot: The Wrath of Cortex Boss Guide by Smaz

I hear many of you are getting stuck on some of The Wrath of Cortex bosses. In particular, many people ask about Drain Damage, which is Wa-Wa and Crunch's boss fight. Fear no more! All down below are in-depth guides in beating these brutal Crunches, so you can continue your adventure as Crash! If you don't have the time to read them all, there are 'SHORTENED' parts underneath each guide, to tell you how to beat them quickly, without having to read through all of the text. Good luck! ;)

Boss 1 - Rok-Ko - 3 HITS:

Okay, this is the first time that you meet Crunch up, face to face properly... in a battle arena! You'll see Crunch become powered up by Rok-Ko at the start, transforming Crunch into a large ball of fiery rock. I hope you have gotten good in that hamster bandicoot-ball of yours known as the atlasphere! You'll be using it in this fight. Down to brass tacks - immediately roll away to the left or right as soon as you gain control of Crash; Crunch will soon rush towards you, in his rock ball, at incredible speed in order to smash some of your atlasphere up, damaging your percentage health bar. For now, after that first attack, don't worry about avoiding Crunch unless he gets real close and makes a run for you. The trick is to continuously move around the arena, avoiding any of his high-speed rushes in case he does make a run for you. You may have already noticed a couple of smaller rocks rolling around the arena - these are essential to beating Crunch in this fight! If you see one, it's a good idea to take a charge at it; hit it and it will turn blue. You'll know if you've hit the small rock, for there will be a small meter recording the rock colors at the top of the screen. Yes, you heard right - rock COLORS. They can also turn a flaming orange color, if Crunch hits them. Once orange, if you touch these rocks, they'll hurt Crash and take more health percent away from his health bar. In general, Crunch doesn't dash for the rocks, so there isn't much to worry about on that note - just save your own skin and fur because he only moves for CRASH! Turn both of the small rocks blue and they'll rain down on Crunch and his rock ball, breaking him out and washing him down in a shower of pain. He'll fall over, and a third of his health will disappear. Once more, Rok-Ko will charge Crunch up into a super ball! Remember to avoid him! Now there will be three small rocks rolling around the large bowl of an arena, which means more rocks to turn blue. Don't worry about Crunch, just look around for the rocks, with help of that handy radar at the top of the screen, and scurry towards them swiftly, before Crunch does, to turn them blue. Preferably, if you wish to play it safe, don't make wild dashes towards these rocks - doing so could result in some damage as you chase them down, only to find Crunch whack you as he flies towards you. Your best bet is to travel in the opposite direction of the rocks' direction, so that they bump into you whilst you travel towards its front - believe me; it's much easier than hunting them down. Carefully turn all three blue for them to rain on Crunch's day once again. Crunch will be madder than ever now, powering up to another rocky ball! Four rocks will now be in the arena... but luckily, they should be colliding into each other and bouncing off into opposite directions, in a continuous collision pendulum, so they won't be going anywhere for a bit. Bump into one of them to break this madness and turn a rock blue. Slowly move around a bit in that area and another rock should collide with your atlasphere. Only two more to go! Now, get outta there - Crunch probably will now be whizzing up to Crash at warp speed to obliterate our hero, so move away quickly after hitting that second rock! The other two rocks just

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need locating and turning blue... remember to be careful! After hitting the last two, the rocks will strip Crunch of his Earthly powers and turn Crunch into steam, allowing Crash to pick up the Tip-Toe power-up!

Shortened: Roll around hitting those rocks in the arena. When they all turn blue, they'll hurt Crunch. At first they'll be two, then three and finally four. Avoid Crunch's attacks to survive!

Boss 2 - Wa-Wa - 4 HITS:

So far, this is the most common boss that people get stuck upon... though really, it is quite easy! Just follow the guide, my friends... Immediately, as soon as you see Crash and the rest of the area, jump on the first platform! Crunch would have jumped back onto the large platform ahead, in his new cool looking watery form. Stay on this platform briefly as Crunch claps his hands together, releasing a watery blue wave of doom. Quickly slide-jump over the peril as it nears you with R1, when moving, and X (On the PS2 version) to the second platform! Crunch will still be hanging around for that wave to finish sliding along, so swiftly jump onto the third platform before Crunch does anything more, and then jump and spin attack the brute, before he claps again, to cause some damage! It's a shame that he doesn't have a boss health bar, but as long as you know that you've hurt him, I guess it's alright. Right, phase two. Crunch would have bubbled up and rematerialised on the next main platform, ahead. So, jump onto the first platform as Crunch claps his hands to produce a low, blue wave. Again, slide-jump over this and onto the second platform. Before you get ready to jump again, hold up - Crunch will now throw a green wave, instead of producing a blue one, and you can't jump over this one! As you land on the second platform, make sure that Crash isn't moving, and then press R1 (on the PS2 version) to crouch... letting the Green Wave harmlessly travel over Crash Once it has gone, stand up once more and jump over to the next platform before Crunch claps again. Jump and Spin attack him once again to send him over to the next main platform. Jump to the first small platform again, and pretty much repeat the previous - slide-jump over the blue wave onto the second platform, and then crouch under the Green Wave as it flies over you. Now, before you continue to jump onto the third platform, wait for Crunch to slam down and produce a large stream of bubbles. Why? Because if you are in-between any platforms whilst jumping, the bubbles will... uh... kill Crash, for some reason. Keep this in mind. Also, remember not to stand on any platform for too long, as it will sink! Not to mention it not returning until Crash dies. Once the bubbles have gone, jump to the final platform and attack Crunch again, to send him to his last main platform. Hang in there! Jump onto the first platform and prepare to slide-jump over the Blue Wave once again. Careful now! Stay on the second platform as Crunch will slam down to release a wash of bubbles around. Swiftly jump onto the third platform soon after and perform your final attack to Crunch's watery form to send him to his watery grave! Believe me - it's best to go in and beat Crunch in this final part before he has a chance to do anything else. Well done - the Double Jump power is YOURS!

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Shortened: Simple jump over the blue waves, duck under the green waves and stand still on the platforms when a wash of bubbles are thrown out by Crunch. Jump to his platform and jump and spin him to hurt him. Do this four times.

Boss 3 - Py-Ro - 3 HITS:

Ironic. When I first played this boss, I lost 30 lives overall on my first attempts. However, now I find it a ridiculously easy boss! Ah, how silly I was in my younger days... anyhow, down to business. When you first see the whole situation when you enter the boss fight, there won't be much time to realize what's going on, so I tell you this now. RUN. That's right - run towards the screen as soon as you can control Crash! Crunch, powered-up by Py-Ro, will have a flame barrier in front of him, with Crunch running towards Crash, throwing fiery rocks of all sorts at our poor bandicoot! Just run to escape fate from the shield... and remember to jump, preferably Double-Jump, over any of those small rocks that fly towards you on the ground. Simply keep running until you encounter a red mech parked randomly in this jungle path. Time to reverse the odds a bit in your favor! Chase Crunch, you won't have to press anything to run, and when you're RIGHT up next to his back, press Square (on the PS2 version) to shoot some foam from your built-in Fire Extinguisher and extinguish some fire on Crunch! This will damage him. Your mech will then shatter into pieces once Crunch reaches his destination once again, surrounded by a new fire shield. "DIE!" He'll shout. Don't obey that cry, but run instead... run away from Crunch, and towards the screen. Like before, continue running, and Double-Jumping over those small boulders that Py-Ro Crunch throws at Crash and ignore those that travel to the side and are out of harm's way. You'll have further to run, so stay in there! Run across the bridge and you shall find another red mech ready for jumping into. The fire shield shall go past your mech, and Crunch will be ready to run away. Chase him down and be careful! For the first little part of the Bridge section, don't line yourself up behind Crunch, as he will drop a little malteaser firey ball of disaster. This will destroy your mech in one shot, if Crash touches the small ball, so avoid it at all costs. Eventually, up on the main path again, you shall catch up with Crunch - line up carefully, once after firing one of his firey rocks, preferably, and extinguish him again. Crunch will race off in pain towards his shield one last time. Your mech will break and Crash shall be ready to run once again. Wait for Crunch to harness the power of Py-Ro's powering up, once again, and then RUN! It will be slightly harder this time; Crunch will be throwing his usual rocks at Crash, whilst running, but now sometimes they will break upon ground contact, splitting into two smaller rocks, causing twice the amount of pain! Double-Jumping over them whilst running is your best chance of evading such attacks. Carefully does it. At the end of the bridge, you will find your beleoved fire mech, once more. Jump in it, and prepare to pursue Crunch down the fiery road again. Be extra careful this time - those small firey balls that Crunch drops now MOVE randomly towards the mech whilst you chase him. Disasterous when they deliver a one-hit-kill blow (and the main reason why I failed in my early game attempts in defeating this boss). Time it right, and you should be able to jump over these small annoying rocks if they roll towards you. Like before, line yourself up with Crunch around nearing the end of the bridge time, and just after he lets rip another fiery rock, extinguish his hopes and fight by pressing

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Square. He'll roar and fall to pieces, and smoulder from in steam, defeated. Collect that Death Tornado-Spin power-up and warp away to survive another day.

Shortened: Run away from Crunch, avoiding the rocks, and then chase him back when you jump in the mech. Press Square to fire some extinguisher at him to hurt him. Do this three times. Be careful - the last health bar of Crunch's see's him throwing one-hit-kill rocks from behind at you; dodge them and then fire at him to defeat him.

Boss 4 - Lo-Lo - LOTS OF HITS:

This will undoubtedly be your longest fight in Crash: The Wrath. Indeed, you are the orange boy and you like to fly, right? Well, now you fly in your bi-plane, fighting one enormous Crunch! Genefied and blue, Crunch now harnesses the element of air and some electricity... so watch out! To start, make a note of the four main areas of attack - the left hand (right on the screen), Crunch's head, his right hand (left on the screen) and his torso, in that order. Lo-Lo will fly around to these various parts during the progress of the fight, meaning for you to aim your guns at HIM, to damage Crunch. Dwell on this for a moment and get ready for this large-scale fight. Travel to the right of the screen as Crunch prepares his left hand (which is on the right of the screen). Whilst this large brute powers up this hand, continuously fire bullets into the side of the hand to cause some damage to him. At first glance, it may seem as though you are not causing any damage to the large monster on his health bar. Rest assured, as long as you continue shooting, you are; you'll know that you are causing damage because Crunch will flash a nasty shade of green, electricuted, almost, showing off his bones. Eventually, Crunch will release his powered-up electrical ball from his hand at Crash. To avoid this effectively, barrel-roll to the left by pressing L2 (on the Playstation 2 version - I'm not sure what any buttons are for the other console versions, so check the manual for additional buttons if you are playing with another console version) - this will help Crash easily avoid the danger of this ball. However. Time to avoid LOTS of them! Crunch will now lean forward, his head fairly close-up, releasing lots of electrical balls from his mouth! These are fairly hard to avoid when continuously shooting his head during this period, which you need to do to damage him in this part of his fight. Don't worry too much if a few of them hit you - they only take 5% of your health bar; just keep shooting at Crunch's head until he retreats it back. Travel to the left of the screen the get ready for Crunch's next attack - the full force lazer beam of wind! He'll briefly power it up, and then BAMB - unleashing a full powered lazer barrage at Crash, Crunch will extend his arms out gleefully, watching you suffer. Don't let him get you down. Simply avoid this horrid beam of doom by circling around it as it is fired out - it will follow Crash, that's for sure, but it is slightly delayed, so circling this beam will enable Crash to dodge it's attack just fine. Now - remember to keep shooting! All of Crunch's attack spots can be damaged when shot at when they fire such attacks at Crash, and this is no different - shoot the small hand in which fires the lazer consistantly whilst still circling the beam, to give Crunch sufficient damage. Eventually, Crunch will lower his right arm (the one left on your screen), and will get ready for the icing on the Crunchy cake. Fly to the center of the screen and stand your ground. Now, watch carefully for this part - Crunch will release a huge wave of blue into the air above him, which will then go off of the screen. Watch carefully... there would have

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been a small hole somewhere within that large blast. Eventually, this large blast will transform into a long line of doom - a windy curtain of death! It will descend swiftly down the screen, seriously damaging your bi-plane if it stands within that blast. Hopefully, you would have seen where the hole is, from earlier - this will help you avoid the attack. If you saw the hole on the right side of the screen as it was fired up, go to the right of the screen; when the curtain falls, there will be a handy gap just big enough for your plane to fly through, on the right of the screen. The same applies for if the gap is to the left when Crunch fires the blast, or central when fired. Line yourself up with the hole and you should niftily pass through the gap unharmed. However, the more annoying part is the fact that you must also STILL be shooting at Crunch - at his torsoe intact, whilst this whole process is being carried in, in order to gain a decent chance in hurting him. Carefully does it! After this, Crunch shall repeat the whole process from scratch again, so follow the guidelines from earlier to survive! After his half-way health point, Crunch will start continuously flashing green and showing his bones, regardless of him being attacked. After about the fourth time through, Crunch will eventually start losing his attack formations, with some dropping out, depending on how much you have shot that part during the fight. Usually, it'll come down to the torsoe or hand lazer shooting that will destirmine Crunch's last part of his boss fight. He'll then crumble and break into many bones, gaining Crash the oh so handy Wumpa Bazooka Power-up! Well done!

Shortened: Attack the spots that Crunch powers up and where Lo-Lo goes. These are, in order; the left hand, the head, the right hand of his and his torsoe. It will take some time, but keep shooting and avoiding the attacks to beat him.

Boss 5 - Crunch and Cortex - 4 HITS:

The final part of the game! It's Crunch Time folks! The concept for this fight is fairly simple - mainly about dodging and shooting. Crash will start next to Crunch, who will then jump up to Cortex, and then jump to the first button all the way to the left of the screen. Make a note of these buttons: they have large colored lights above them, each one representing an element. When Crunch stands on the button below these colored lights, an attack of that element shall be unleashed upon Crash in the Space Station arena. First off, since Crunch stands on the first button, an Earth elemental attack shall be released onto Crash. Careful! Rok-Ko will appear, circling around and dropping large rocks down from the sky. These will all drop down from random locations... and you'll most likely be squashed from such a barrage unless you know what to do. Simple enough; just watch for the rock's shadows on the floor when they fall - it will help you determine where they will fall, so that you can avoid them a lot easier. Once the barrage stops, Crunch will heave over and start panting. Okay - time to strike! Get out your Wumpa Bazooka with the L1 button, and aim at Crunch. Quickly, before he regains his breath, shoot a Wumpa Fruit at him to damage Crunch, making him stumble. He'll then jump to Cortex and, rather comically, punch Cortex down and off his stand and onto the floor - where Crash can reach him! Swiftly attack him in any way, preferably a spin attack, before Uka Uka picks him up and puts him back. This will all count as 1 HIT on their boss health bar... where ever that may be for this fight. Crunch will then jump onto the second button - underneath the blue lights. Three giant

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ice blocks will bounce out, suddenly! To avoid these, simply stand right at the front of the screen, nearest to you - the ice cubes will just bounce around you, not hitting Crash at all. Soon, Crunch will activate his beloved meteor rocks again, raining down - remember to watch for their shadows first to avoid them! Shortly after, Crunch will be panting to his heat content again. So, get out your lovely Wumpa Bazooka and hit Crunch with that juicy goodness to make him stumble and punch Cortex to the floor. Have fun attacking your nemesis - why not? Spin him, body slam him, bazooka him, do whatever, but as long as you hurt him! Once Uka retrieves Cortex, Crunch will jump to the third button, under the red lights. This will release some devastating fire from beneath the floor grating. Look for the steam from beneath one of the four panels first, to see where the fire will ignite from, and then jump to the other side of the arena as it lifts up to try and burn Crash. An easy way to avoid this altogether, is to stand on that blue bar that goes around the front of the arena - it's raised up and in between those electrical pillars. Stand on this to avoid any fiery blasts! It actually helps Crash evade those ice blocks too, oddly enough. Try it! After the fire, Crunch will release some dangerous rocks again - watch for the shadows as you shall avoid them just fine. Then those watery ice cubes will bounce out; to avoid getting frozen in them, stand on that blue bar that you have just discovered. Finally, one last double blast of fire from the gratings shall wear poor Crunch out, so shoot him with your Bazooka to send his fist into Cortex, throwing him right next to Crash. Attack Cortex to deliver the third hit. Crunch, now on his last legs, will introduce the electricity attacks by standing on the button to the very right. A lot of electrical beams will shoot out of those small poles, out towards the center of the screen, nearest to you. To avoid such devastating attacks, simply stand between them and stay still! After about 10 shots from those things, Crunch will release some more rocks - avoid these as such a crucial stage in the fight! He'll then throw out a double-blast of fire from beneath the grating - just remember the good ol' blue bar for standing on! The electricity will start up again, so just stand there on that bar and stand between those poles to avoid those shocks. Stand on that bar, still, as a trio of ice blocks bounce around the space station, trying to freeze Crash. After they have disappeared away, some more rocks will fall down, followed by more fire and one final electrical wave. On the final electricity shooting, get out your bazooka for one final blast at Crunch! Shoot him, whilst worn out, to cause him to throw a delayed punch at Cortex, throwing him off of his computer stand and onto the floor. Bazooka him to defeat Cortex for good on this boss fight! The Crash Dash power up is now yours, to gather all of those relics on the levels - collect all of the Gems and fight Cortex again for the final ending. Congratulations!

Shortened: Each button releases a different elemental attack - the very left is Earth, the Blue lighted button is Ice, the Red button is Fire and the very right button is Electricity and Wind. After the attacks, shoot Crunch with the bazooka, and then hurt Crunch. Here are the attack in order:

Hit One: Rocks

Hit Two: Ice Cubes - Rocks.

Hit Three: Fire - Rocks - Ice Cubes - Fire.

Hit Four: Electricity - Rocks - Fire - Electricity - Ice Cubes - Rocks - Fire - Electricity.