

# Crash Bandicoot: The Wrath of Cortex FAQ by Smaz

## **I keep spotting outlined platforms around. What are they?**

There are two types of platform this could be. The first is a Gem platform. These will solidify into platforms upon obtaining whatever color Gem the outline is, from another level. The second platform is a Skull (and crossbones) platform. These only solidify if you make it to the platform without dying on the level once.

## **What do these platforms lead to?**

Ever wondered how you obtain colored Gems?

## **That was going to be my next question. Are you a mind reader?**

No. However, the Skull platforms lead to colored Gems after enduring a more difficult section of the level you are on. These will solidify the Gem platform of that color in another level. These Gem platforms lead to other CLEAR Gems or sometimes even a new power! Here are the levels with platforms:

Arctic Antics: Skull platform – Leads to Blue Gem.

Wizards and Lizards: Skull platform – Leads to Green Gem.

Compactor Reactor: Yellow Gem route - Leads to Gem.

Banzai Bonsai: Red Gem platform – Leads to Gem and Super Belly Flop Power.

The Gauntlet: Skull platform – Leads to Purple Gem.

Tsunami: Blue Gem platform - Leads to Gem.

Droid Void – Purple Gem platform – Leads to Gem.

Crash And Burn – Skull platform – Leads to Red Gem.

Gold Rush – Skull platform – Leads to Yellow Gem.

Cortex Vortex – Green Gem platform – Leads to Gem.

## **I can't seem to fire on That Sinking Feeling. Why?**

A common question, this. Unlike the previous plane level, this time you're on a Firefly which requires you to press AND HOLD the X button (or jump button on equivalent versions besides the PS2) until the crosshair appears and starts to flash. Once it is flashing, you can let go and the missile will fire at its target. You need to fire at the ships – each ship takes three missiles to sink.

## **Why can't I run fast enough in Gold Rush's time trial run?**

That would be because you are probably using the meshing to climb around on during the hanging parts of the level. This slows Crash down greatly and without the Crash Dash ability (obtained after the last boss) chances are you won't obtain even a Sapphire Relic. To help you, run up to the edge of the platforms and jump once. Straight after, start Death Tornado Spinning by tapping the attack button. This will cause Crash to hover across the gap and onto the other side of the water, by-passing the meshing altogether. This saves heaps of time. Make a few practice runs first to

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make sure you can do it correctly. Not all of the meshing allows this, since the gap is too large. This is evident later on in the level.

### **Why can't I move fast enough in the vehicle levels?**

Press O, or the button you usually use to Slide and all shall be revealed. This should speed you up on the snowboard and jeep sections of the game. Also, pressing up on the mine cart levels makes the mine cart speed up. Most useful.

### **Where do I hurt the forth boss and last bosses?**

There is a detailed boss guide section on Crash Mania, but if you want to simply know now, then fire at Lo-Lo Crunch's areas in which he fires projectiles at in order to hurt him. This is usually where the Elemental Mask circles, so look out for him. The last boss requires Crash to use his Bazooka to fire at Crunch when he pants after doing a particular Elemental attack. This is the L1 button on the PS2 version.