

Crash Bandicoot Boss Guide by Smaz

BOSS 1 - PAPU PAPU - 3 HITS: Okay, okay - the first boss in the game (and series) and is most probably one of the more easier bosses in the game, if not the easiest. As Crash stands in the small spacial area that is Papu's hut, you'll notice Papu snoozing on his small wooden throne. Simply walk slightly to the right when he awakens, to move out of his way; Papu hurts Crash upon touch, and since he walks forward (and towards Crash if you stand still) immediately after waking up from the land of nod, it is best to move out of his way. Stay to the right as the very large and jiggling Papu whams his club into the hut floor. This is your chance to strike! Papu will hesitate to move, for his club will be stuck in the ground, simply jump up and land on the top half of his back area. Be careful about your jumping - land too far down on his back, and Crash will be hurt, as he will be if you land on the back of his head. Around the neck area and the top part of his back will do nicely. A small tip for you is to use Crash's shadow to help you land in the correct place that you want him to. Right, you've hurt Papu! That's one health bar down. Now, be ready for Papu's simple attack. He'll growl for a bit, then he will start to swing his club in an anticlockwise direction, near the hut's floor. Jump over these to avoid taking damage. Papu will swing the club around, meeting its starting point twice before he'll try to swing it down on Crash again. Run out of the way before the club hits the ground, and then jump upon the top of his back once more to hurt the tribal leader. He'll growl for one last time and then will continue to swing his club in an anti-clockwise direction at ground level, around the hut. This time the club will meet the starting point three times, before swinging it back down on Crash. Evade the club and make one final leap to hit Papu on his back and knock him out! Yeeehawww!

In Short: Simply wait until Papu whacks his club into the floor, and then jump on the top of his back. Do this three times in all.

BOSS 2 - RIPPER ROO - 3 HITS: This boss can be real tricky. Just to let you know now, in advance, it requires some precise jumping and timing skills. Crash will be warped to a waterfall location, with nine platforms surrounding the area, to stand on. Ripper Roo will hop down to the central row of horizontal platforms - to the very right platform in that row. So, that's the platform to the right, on the middle horizontal row - got that? Crash will start on the bottom horizontal platform row, on the central platform. The battle will now start! Ripper Roo will bounce to the very central platform, just above Crash - don't move for now. Ripper Roo will then jump to the bottom row of platforms (where you are) and to the left platform on that row - just left to Crash. Now it's time to move! Before Ripper Roo can jump again, jump onto the central platform on the middle row, and then to the platform on the left to where you are - so that's the middle row and the platform to the very left of that row. Ripper Roo will then jump up to the middle row's central platform - just right to where you are. You will probably notice a large TNT floating towards the screen from the waterfall right about now, in the water just right of your platform. Roo will now jump to the bottom row's very right platform. Now it's your time to act - jump onto the Big TNT just as Ripper Roo is about to jump back to the middle row's central platform (the TNT should be directly right of your platform at this point). As the TNT is counting down, make your way to the central row's very right platform, to avoid the blast, and Ripper Roo. Roo will jump onto the middle row's central platform, ready for a big TNT blast! That's some damage to Ripper Roo, and one health bar taken away from him! Good work, but if you've

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timed it even more so correctly, Ripper Roo would have jumped onto the bottom row's left platform as he was getting hit by the TNT blast - this is a great set up position for the next hit to the crazy kangaroo. He'll bounce around and laugh a bit, which will give you a chance to take note of that Big TNT floating towards the screen, just next to your platform (by this point, you should be on the middle row's right platform). Just as Ripper Roo recovers, and is about to jump, activate the TNT and make your way to the top row's left platform. If timed correctly, Ripper Roo will land on the middle row's central platform... only to be blasted again by a TNT blast! You really do have to be careful of where you go after activating the TNT - for the TNT's blast effects the two platforms left and right of it, not to mention the fact that you must keep an eye on Ripper Roo, so as you can avoid the platforms he lands on. Do remember that Ripper Roo's sharp claws damage Crash! Ripper Roo will begin to laugh hysterically once more, and will most probably jump to the middle row's left platform - just below your current platform (which is the top row's left platform, remember). After the hysterics, he'll pounce to the bottom row's central platform. Whilst he plans to jump back to his previous platform, which is the middle row's left platform, jump upon a newly landed Big TNT from the waterfall, which should be directly right to your position. The TNT will count down as Ripper Roo jumps to the middle row's left platform. Hastily jump away to the top row's right platform as the TNT explodes - hopefully blasting Ripper Roo with it. If not, then there will also be a Big TNT right next to the top row's very right platform; the platform that you are standing on, coincidentally enough. If the blast misses Roo, from the previous TNT, activate this one immediately to blast Ripper Roo up once and for all! Well, until Crash 2, anyway. Roo will then jump to the bottom row's central platform to fall flat on his face! Good Luck! You may need it... afterall, the amount of TNT's around are crazy... just like Ripper Roo, then.

In Short: Jump on the TNT's when Ripper Roo just before Ripper Roo comes near one to hurt him. Do this three times to defeat him. It's best to learn where he moves in patterns first and then activate a TNT just before he jumps near one.

BOSS 3 - KOALA KONG - 4 HITS: Did you think you've seen the last of those blasted TNT's from Ripper Roo's fight? Good - you have... instead you'll get to see the normal TNT's for this boss fight! Ha - and you honestly thought those TNT's would go away... First off, Crash will be teleported inside of a volcano, to fight the muscle-bound Koala Kong. You'll see Kong... but you cannot reach him, for a large stream of lava blocks access to him, as well as many mine karts, carrying large boulders. these mine karts have a purpose, several actually, as you will find out soon enough. As Kong jumps to the right, travel to the left of your small piece of land, near the screen. Kong will pick up a large boulder from one of the mine karts! Now it's time to dodge - Kong will throw this boulder right at Crash! Jump over it by jumping normally, and slightly to the right, for a clean jump. Don't go too far to the right, though; a TNT will fall from the sky (I know, I know - it's random) to the opposite side of the land on where you jumped over the boulder - in this case it's to the very right of the land. It's not too much of a worry, as you won't be near it, but be wary of it. Kong will throw another boulder, so stay to the left of the screen to jump over it. The TNT will now blow up, giving you no worry of it now... but save the worry for the third boulder that will come hurtling towards Crash! Jump over the large rock and wait a small moment as Kong lifts up

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another boulder... however, this time around he will take his time to carry it, probably from exhaustion after throwing those other boulders. Either that or he's getting weak in his old koala age... back to business. After stumbling to the right for a bit, Kong will throw the boulder. Avoid it. This time, Kong hasn't thrown it hard enough, as the boulder will settle on the land, that Crash is on. Great! Time for some revenge... spin back the boulder to hurt the brute whilst he flexes his muscles. Ta-da - one hit down, three to go! Something to keep in mind are the mine karts - these can protect Kong from damage if they get in the way of him whilst the boulder is spun back at him. Right, Kong will repeat the process once again. He'll throw a boulder, so avoid it. Another TNT will fall from the sky, perhaps a gift from Cortex? Well, whatever the case, stick to the opposite side of the screen, jumping over the next boulder, until the TNT explodes. One last boulder will be thrown at Crash, so evade this by jumping over it, either left or right. Kong will then stumble with his next pet rock. Just wait whilst he edges to the left of the screen. When he throws it, eventually, jump over it and wait for it to settle. Make sure there are no mine karts in the way, and then spin it back! Another health bar down... you're half way there! Kong will throw yet another boulder at Crash, so avoid it. A TNT will fall on the opposite side of the screen, once more, causing Crash to avoid that side of the land. Now, be careful whilst jumping over the next boulder - as the TNT explodes, another TNT will fall in the middle of the ground. Be careful as this one falls, for there will be nowhere to hide if you get in the way - the previous explosion will cause this new TNT to explode almost immediately! That means if you are nearby... well... Crash go boom boom. You'll have to scrunch up at one side of the island, then avoid the blast... and don't forget to jump over the boulders! Koala Kong will struggle once more with his boulder. Things will change once again - avoid standing and waiting in the middle of the arena, as a new TNT will drop down directly in the middle of the island! Stand to one side as it counts down and blows up... and when it does explode, you'll have to avoid the flying boulder from Kong. Evade the attack and return the favor of the flying rock by spinning the boulder back at Kong. One more hit to go! This will be precisely the same as the previous hit, nothing new and nothing different, apart from the increased number of mine karts protecting Kong. One boulder will be thrown... avoid it... a TNT will fall on the opposite side of the island... avoid it and the new TNT in the center of the island... avoid the next two boulders by jumping over them... and stand to one side as a TNT falls in the middle of the volcanic island. Just wait for the TNT to go off and explode, whilst Kong struggles with his boulder. Eventually Koala Kong will throw his favorite weapon, which you will jump to avoid. Make sure no mine karts are in the way... and spin attack the boulder to send it flying towards Kong for one last time. Kong will fall over from the force, knocked out, and ultimately beaten. Well done! Remember to act as others do to you... as this boss fight proves.

In short: Avoid the TNT's and jump over the boulders. When one settles, spin it back at Koala Kong to hurt him. Do this four times to beat him.

BOSS 4 - PINSTRIPE - 6 HITS: Laughing away and jumping manically, Pinstripe will try to shoot Crash down with his tommy gun as soon as Crash enters the room. Immediately run to the left chair and hide behind it, away from the direction of Pinstripe's bullets. This way, Crash will avoid any painful deaths from the bullets. After a small barrage,

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Pinstripe will stop shooting and will start to move to the right of the arena. This is where you strike! waltz up to the potoroo and spin attack him! The average player will then resume hiding behind the furniture, but hold your ground - you aren't average are you? No, you're strange. Strange enough to spin attack Pinstripe again after he has finished spinning around from Crash's last attack, right? Good. Do it. After Pinstripe has stopped spinning from the attack, and is about to resume moving, once again spin him for a third time. In this way, you can save a lot of time from the boss fight as this takes off a nice chunk of health bars. With three health bars left, Crash will be forced to hide behind a chair once again. Choose the right chair this time as Pinstripe moves into shooting position. After his laughter and shooting, Pinstripe's gun will lock up and will try to short it out. Whilst he does this, you must jump out from the chair position and once again spin attack (or jump on his head if you desire) him to damage another health bar from him. As fast as you can, before Pinstripe resumes shooting, run to the left chair and hide behind it! Pinstripe will jump atop the table and shoot Crash. Keep waiting and don't run out thinking he will stop just yet. Next Pinstripe will jump to the left and continue shooting once more. Luckily, if you will have followed this guide, this will set you up nicely as he is just in front of the chair that Crash is hiding behind. His gun will clog up once again and it is here that you must strike Pinstripe with another spin attack. As Pinstripe spins around from the recoil, jump behind any one of the two chairs before he starts shooting again. Wait in position until he finishes shooting from his table top, where his gun will bust up one final time. Before he gets it up and running again, run out and jump up to Pinstripe's table and attack him. Taking his final health bar away from him, Pinstripe will accidentally shoot the glass in the background and finally be defeated!

In short: Hide behind the chairs when Pinstripe shoots you. When he stops shooting, spin attack him and hide once again. After three hits he will change his pattern, but when he stops shooting, attack him. Do this six times to defeat him.

BOSS 5 - DR. NITRUS BRIO - 9 HITS: Before you gasp at the amount of his health, pay attention to the fact that Brio isn't as hard as his health bars suggest! As soon as Crash enters the arena, run towards the screen and back of the room - away from Brio. It's probably worth noting here that getting too close to the doctor will result in him bashing two chemical flasks together to blow Crash up in a bang! Stay right at the back left, if possible as Brio throws a small, green flask. This will crash on the floor in an explosion, and form a green Nitrus Blob. This blob will jump after Crash. To avoid it, run towards the right and slightly towards Brio. After three small jumps, the Blob will stop - jump on it to vanquish it. Oh look - a health bar gone from Brio! How handy. Run to the back before Brio throws a red flask, that will cause a large explosion on the floor, causing damage to Crash if near by. Luckily, as long as you continue to move, it should be fine. Stay at the back left as Brio throws two green flasks. As they hit the floor, the first will unleash a Blob where the previous Blob came out, and the second flask will create a Blob slightly more the the right, and closer. Again, run to the right until you reach the wall, and then towards Brio, and then double back once you hear the Blobs stop jumping. If you get too close to Brio, run to the left after running towards him. The Blobs both will stop after three jumps each, so jump on them to make them disappear, and to also strike two health bars away from Brio. He will then

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throw three red flasks at Crash, that will cause fairly significant explosions on the stone floor, which you should avoid by continuously moving. Move to the back and be ready for the next wave - Brio will now throw three green flasks. The first will hit the floor, then the second in exactly the same places as previously... and then move! It's in your best interest to move to the right just as the second flask hits the floor and then follow the wall towards Brio and then run left, to avoid the Blobs. The third green flask would have landed where you originally stood at the back of the room. Keep moving until all three Blobs stop jumping - that's all three. You're in danger of hurting Crash if you try to attack the blobs before all have stopped moving. Jump on the one that has stopped first, if possible, and then jump on top of the other two whilst they are frozen to be rid of them. With any luck, you won't touch the floor whilst jumping on top of each one, earning yourself some tasty Wumpa Fruit. In rage, Brio will chuck seven or so nasty red flasks at Crash that will explode upon impact, so run to the right and left, up and down just to avoid them. This would be the final part now - Brio is finished with his flasks and will drink from both of them! Keep at the back of the room as he transforms into a horrendous monster. Thumping his way towards poor Crash, he will bring down breeze blocks of the castle down into the room from such hammering force from his hands. Take advantage of this and jump atop one of the large blocks that have fallen down. Wait until Monster Brio is close and then jump on his head! He'll stumble as a health bar disappears from his main health, and then continue his rampage. Go to the back of the room and wait for another block to fall. Jump on it and then jump on Brio's head again. The last time Brio will be slightly speedier in his rampage, but nothing you can't handle, so jump on top of a large block, once again, and deliver the final blow to the doctor's head. See? That wasn't as hard as it sounded was it? Or... was it? Still, with Brio gone you'll only face one real level until the don of doctors...

In short: Jump on the green blobs that come from Brio's flasks when they stop jumping. Avoid the explosive flasks and keep jumping on the blobs until Brio turns into a monster. When he does, jump on the blocks that fall and then jump on his head. Jump on his head three times to defeat him.

BOSS 6 - DR. NEO CORTEX - 5 HITS: More forgiving in the health department in comparison to Brio, but not in his attitude. With Cortex Castle aflame in the background and cursing Crash Bandicoot, he will fire a purple bullet at Crash. Avoid this and he'll fire another purple electric bullet at Crash, which will be at the last place you stepped before moving. Simple avoid this by moving away. Cortex will then fire a green bullet. These green bullets will be what you need to hurt him, so spin attack the bullet. It will then crash back into Cortex and damage his health bar! He'll then laugh a familiar laugh and shoot out a purple bullet, followed by a blue bullet, which will be shot off screen. These blue bullets always linger for a while, and be ready for it! Cortex will then fire another purple bullet. Avoid this, and swiftly jump over the blue bullet that will come in from the bottom right. Avoid this and Cortex will shoot another two blue bullets - one to the left and one to the right. The one from the right shouldn't be a problem - just run to the left of the airship as it sails above your head when it enters above you. The one from the right bottom should be jumped over once again, but make sure you're on the left when it comes, as the blue bullet above may get in the way. Cortex will laugh again as you jump over the blue bullet and will fire another

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green bullet, which should be spun back in the same manner. It will stop at the top of the screen and he'll shoot another green bullet - spin this and it will send both bullets into Cortex to hurt one more health bar. Three more bars left! Laughing once again, Cortex will shoot a purple bullet, which should be avoided, and then two blue bullets, which you should be ready for. The blue bullet to the bottom right should come in first, so jump over it as it comes, and keep below the blue bullet from the left. Avoid the additional purple bullet that Cortex fires at Crash. At last a green bullet! Spin it and it will linger at the top of the screen. Not long after, a purple bullet will be shot at Crash, so avoid it easily by moving. Two blue bullets will then be fired off screen. These two blue bullets will be different that the previous ones, so be ready once again! You'll notice the blue bullet on the right enter from the bottom, and then move diagonally to the top of the screen. Whilst it's at the top, move under it, and it will continue moving diagonally up and down until it goes off screen at the left. Having avoided this bullet, another blue bullet will enter from the bottom left and diagonally come at Crash up and down, like previously. Before it moves down for the first time in its pattern, move Crash under it to be safe from the attack whilst Cortex fires one last blue bullet to the right. Stay in position whilst the blue bullet from the right comes towards Crash and be ready to spin the green bullet that Cortex fires. By this time, the blue bullet should be just above Crash, so move to the right and Cortex will fire another green bullet, which you should spin. This last green bullet will send the other two green bullets spiralling into Cortex, taking off another health bar. Two more to go. Luckily, that was the most difficult point in the fight. After this, Cortex will turn himself on super fast mode, firing five purple bullets in quick succession and one last green bullet, which you should spin whilst moving quickly away from the onslaught of bullets. To avoid these bullets easily, start on the left of the screen and simply run to the right and then left of the screen continuously until the green bullet comes. Cortex will shoot a further five purple bullets quickly which should be avoided by running right then left, and one green bullet. Spin this to activate the two green bullets to pummel Cortex. Almost over! The last bullet procedure is as easy as pie - it's one simple green bullet. Spin this last bullet and put Cortex out of his misery! After defeating him, he will fall from his hover board and cue to beginning of Crash 2. Well done! Collect all of the Gems to discover the game's epilogue and what happened to all of the bosses from the game.

In short: Cortex will fire lots of bullets. The purple ones are straight shots. The blue ones are shot off screen and come back in pattern, travelling across the screen from right to left or vice-versa. Green ones are to be spun back at Cortex. Here are the patterns for each health bar hit:

Hit One: Purple, Purple, Green .

Hit Two: Purple, Blue, Purple, Blue, Blue, Green, Green .

Hit Three: Purple, Blue, Blue, Purple, Green, Purple, Blue, Blue, Blue, Green, Green .

Hit Four: (fast) Purple, Purple, Purple, Purple, Purple, Green, Purple, Purple, Purple, Purple, Purple, Green .

Hit Five: Green .