

Crash Bash FAQ by Smaz

Q: I heard you can play as Tawna. Is that true?

A: Nope. It's all phoney. If you see any cheats for Crash Bash, ignore them if they are in code form, since they don't work at all. Playing as Tawna is a rumor and a false one, since it derived from one of those fake codes. So keep sharp!

Q: Is the game easier on two-player story mode?

A: You'd think that, wouldn't you? I have played it to 200% on two player, and guess what? Half of that time I had to play with a team mate who was dead still, due to no one wanting to play the game anymore over halfway through. During the course when I did have someone playing as my partner, the challenges weren't really any easier. Some are even harder than usual, whilst some are slightly easier, such as the racing levels, in which one player races for their lives whilst the other concentrates on knocking the opposition away to stop them beating you. And of course, it's team-based. Whilst some aren't easier, such as the Nitro Crystal Challenge on El Pogo Loco, in which touching a Nitro makes the team fail... and since there is two of you, it makes it harder. The final boss, Oxide, also is slightly harder on two player, since you both share the same goal and hence both try to avoid the red balls which KO you in one hit, and missiles that decrease your health, and because of the tight space, you both crash into each other and are hit, due to the small goal. On the plus, you have more people in one goal. It's all your decision on what is best, really, just keep in mind that your team mate won't always want to play when you do, as I discovered, which results in no further progression, or some real gruelling tasks which are designed for two player, but it's just you and a 'non-moving' team mate which isn't being controlled by anyone.

Q: What is each character like?

A: Each character has a counter-part who has the same moves as one another. Cortex has Brio. Both of these can zap opponents with their ray guns in Crate Crush modes, both have a strong jet-pack rush in Polar Panic modes and both can throw crates fairly far. Crash and Coco are a pair. Both are good at spinning crates everywhere in Crate Crush, have a slow, but strong bullet in Tank Wars modes and have a double-push in Polar Panics. Koala Kong and Tiny are the same. They throw crates very far in Crate Crush, have very strong, but very slow, bullets in Tank Wars and both have a strong push, but lack of control, in Polar levels. The final pairing is Dingodile and Rilla Roo. They sport a double-bullet weapon in Tank Wars, and both have a double-push in Polar levels, as well as spin well in Crate Crush, but have poor throwing abilities. It depends on what you want them best at, as each character has a level in which they are abysmal at, but one the accel at.

Q: I can't get enough points in Mallet Mash. Why?

A: And I get asked this one often, for some reason, too. Your best bet is to pat down as many mushrooms as you can at the start. This can be achieved much more efficiently by grabbing a shockwave from a blue ? Crate. Go to a spot with lots of mushrooms, near the start of the level, and wham your mallet down to create a lovely shockwave busting them all. If possible, wait for them to start shaking a bit, which will gain you more points when you hit them, and only slam down when an opponent is near - this way, you'll nab all of the mushrooms, get more points, and harm the opposition, leaving them with nothing. ALWAYS go for a golden mushroom when you see one. When you're there, you have two options; slam down or wait. If there are many opponents near by, or any of them attempt to smash the golden mushroom, hit down before them to gain the points. It's best to wait until the golden mushroom really shakes before nabbing the points - it's worth double the amount than usual if you do this! This way, you should eventually win.