

### **Boss 1 – Yuktopus:**

After a quirky scene involving Cortex, you will be thrown into a boss fight against Neo and his abominable Yuktopus creation. If you want all the Spybots for this level, there are two in the arena alone; one to the right of the arena, nearest the screen, and one of the left in the mirrored location – breaks these before doing anything else.

Immediately head for the Spike and start to combo him with the few combo attacks you have at this point, which will most likely be the Norris Roundhouse. Don't bother with the Gyro Jackhammer unless the Yuktopus destroys your jacked Titan and you're surrounded by Spikes. After a few Norris Roundhouses, finish off with a nice heavy attack to knock the Spike unconscious. Jack him and four Ratnician fodders will appear to take you on. Swipe them down, without getting too close to the Yuktopus and another three will appear. Take them down and a much stronger Goar will appear. First thing's first, you can either start taking out the Yuktopus now, or start taking on the Goar. Whilst it is advised to take on the Goar, on the Easy setting, you can very well damage the Yuktopus with the Spike alone without too much trouble. A good thing to note, here, is that when close to the Yuktopus, he will attempt at performing his Mojo Shield move to paralyze you and your Titan from moving, before slamming his fat tentacle into you to cause damage, and other enemies around helping. Be wary of this. The second thing to note is that the Yuktopus will probably be charging up his lazer by this point. A big, powerful lazer. A lazer of pain. When he does this, it would be wise to go to one side of the arena and upon the lazer being fired, it would be best to run to the other side in an arc so that the lazer will miss. Alternatively, you can use this weapon to stall some of the other enemies that might be in the way at this point. On the harder settings, the Yuktopus will fire this lazer much more frequently.

Jack the Goar and immediately press X (on the PS2 version) or the special attack button's equivalent on the other versions of the game to make the Goar roar and stun the Yuktopus. Whilst stunned, unleash some nasty charged triangle attacks (or the equivalents on the Wii and 360 versions). Two fully charged attacks should connect before he un-stuns. When this happens, simply use the normal attacks of the Goar to hurt the Yuktopus and to stop him in his tracks before he performs any powerful attacks that will hurt. Once the abomination is stunned, jack him.

Swiftly press the triangle button to unleash the bagpipe Mojo Shield to stun the four new Spikes and Goar that materialize out of nowhere. You can beat them down with the normal attack button, but the preference is to aim those tentacle swings at the pillar directly in front of the Yuktopus, at the back of the arena. On the harder settings, it's advised to do this as quickly as possible, since the Spikes will not leave you with any chance to strike back once they surround you – their speed is far superior to the Yuktopus' and will see Crash unjack from the boss in no time. After three hits of the pillar it and the wall around it will fall into the abyss, below. Press triangle again to stun any more enemies and even laugh evilly as you unleash a world of pain on them from the lazer cannon – the Yuktopus' special move. Head towards one of the other two pillars and whack it another three times to topple it. A hit with the lazer cannon will also damage it in the same way a swipe of the tentacle does. Another triangle attack to stun the lackies and it's over to the other side of the arena to take out the last pillar. Once it's taken down,

Cortex will have nothing to land on to avoid Crash and the Yuktopus' attacks, ending the boss fight with a hilarious bunch of cutscenes.

**IN SHORT:** Jack the Spike, Jack the Goar, stun the Yuktopus and then Jack him to take down all three pillars around the arena.

### **Sub-boss 1 – Tiny:**

The first of the game's two sub-bosses is not particularly hard and is nothing in comparison to the Yuktopus, so try not to worry too much. You will start in the fiery arena with two Magmadons chasing you around. Quickly attack one with a barrage of triangle attacks and jack him. If you're on hard mode, you'll undoubtedly be jumping around avoiding the other as you try to jack one of them – it's best to let one attack the other in accident to stop them temporarily, and then attack one of them quickly until stunned for jacking. Once jacked, head towards the wooden fence to the right and smash it down in order to walk across the lava and hit the switch.

Popping into existence will be a Snipe along with four Koo-alas. It's best to spin around in order to not only rack up the combo amount, but also in case the Snipe sends out a bullet at Crash – the spin attack will deflect it straight back and stun him in one blow. Once jacked, press R1, or the equivalent for versions other than the PS2 version, and bring up the cross-hair to aim at the swirling targets on the metal door. Fire off aimed bullets to break the four targets and the door will break down, thanks to a rampaging Shellephant. Two more Magmadons will appear along with the Shellephant. The Snipe should easily be able to take them down into a stunned state with its superior speed, so jack one of them swiftly in order to have a chance against the Shellephant. Several Koo-alas will appear, usually in fours now, so take them down if you don't have the Minion Master achievement just yet. If you do, and also have the hidden voodoo doll to the lava area to the left, then focus on the Shellephant, releasing one well-placed special attack to send a trail of hot magma into the Shellephant. One alone should render the Shellephant unconscious, but if not, attack him several times more to bring him down.

Jack the Shellephant and make chase on Tiny by heaving forward down the opened path. Press the ordinary square attack at the rock to smash it away. Continue forward and only stop to crush one of the five rocks that stand in your way, otherwise the platforms will fall beneath you and you will have to start over. Upon reaching the end, Tiny will give up the chase and will tell you where Coco was last sighted.

**IN SHORT:** Use Magmadon to hit switch across lava, then use Snipe to break down targets. Jack Shellephant and chase Tiny.

### **Sub-boss 2 – Dr. N-Gin:**

This can be over in a matter of seconds if you want it to be, or a matter of infuriating minutes. It's best to approach this fight with a Sludge from the previous arena room for the best chance. Swiftly head

towards the targets at the front and smash them down before the Sludges swamp Crash. The best way to take the Sludges down whilst on a Sludge is to press and hold R1 to turn into sludge on the ground. In this state, the others can not hit you. From here, press square to perform an uppercut and smash the Sludges down. Repeat until they are stunned and then jack one of them for new health. The Doom Monkeys will cause no problems, so ignore them.

Once all the Sludges are down, 4 Raticles will appear to rip you up. Or for you to rip them up, depending on the hardness setting. Swap to a Raticle if you desire, but overall a Sludge is more powerful, and let's face it – vomiting on someone is more fun than freezing them. Press X to spew up acid onto the Raticles before they have a chance to freeze Crash and don't forget to attack the next target if you haven't done already. The last target, above the doorway on the left, will not be able to be reached until you have a Stench. And oh look – with the Raticles gone, a Stench will appear! Along with another Raticle and a Sludge. Smash the Stench up with your awesome power, or freeze him before attacking if you have a Raticle, and then jack him. Once jacked, fire at the target above. Once the remaining enemies are dead, the fight will end with a hilarious cut-scene from N.Gin.

**IN SHORT:** Attack the three targets around the arena to beat N.Gin – the last one with a Stench.

### **Boss 2 – Uka Uka – 3 Jacks:**

This boss is tough. With a capital T. Tough. Enter with the Ee-lectric from the previous room and then pummel the Ee-lectric in front of you with your own to stun him. Also fire at the Voodoo Bunnies that dance around to rid them of their irritation, if you can. The quicker you rid yourself of the Ee-lectric in front, the better, as a Battler will come at you – with the Ee-lectric out of the way, you can freely fire off some bullets at the Titan to stun him without being stalled, yourself. Jack the Battler and more minions will appear.

Around this point, Uka will start firing a mass of bullets at Crash. The best thing to do is to hide behind the torture table on the right of the arena if you are on the Battler. However, if you were too slow in taking down the Battler before Uka fired, then place yourself between the Battler and the screen in order for the barrage to nicely hit the Battler continuously. Not only does this provide a make-shift shield, but it also stuns the Battler so you can jack him with ease. After the Battler is jacked, and Uka stopped in firing, take out the other minions that will surely get in your way in attacking Uka. The next bit is tricky – you will need to get close enough to hit Uka, but not close enough for him to use his Spike attack against you, which will unjack you from your Battler, and cause you lost time. About half way across the arena is perfect, before the ground indents slightly to make Uka's lighted circle. Press and hold the X button to fire off a round of tornados at Uka. Providing the angle is right, you can make them all hit him at once and stun him immediately for jacking. Jack him, if this happens. If not, then you will undoubtedly be over-run by the new Battler and Ee-lectric waiting for the special bar to charge, once again. It really depends on how many tornados hit Uka that will determine your next actions. If one hits, it's not worth pursuing damage on Uka, if two hit, then a few charged triangle attacks could easily make contact in Uka's recoil to fully stun him providing the new Battler and Ee-lectric don't pursue you. If

three hit, jack him immediately. It all depends on how close you were when firing the special attack. Remember: If you're too close, you will be unjacked.

Once jacked, smash down the other Titans with Uka's square button attack (or equivalent) to knock them aside with ease. Head over to the right generator and smash it to pieces with a couple of hits, or even better, fire off your own round of deadly bullets to knock everyone aside and break the generator at the same time. Once smashed, you will automatically unjack from the boss, leaving you minimal time to run to the other side of the arena to avoid a nasty Spike attack from the floor. The best way to avoid this is to double-jump just as Uka smashes the floor, so that you can just avoid the spikes. Run around, spinning when you can to deflect the bullets from the Ee-lectrics and stun them, until Uka fires off the lazer bullets, once more – these are the best way to stun a Battler. Place yourself between the Battler and bullet barrage to stun the Titan and then jack him. This will cause another Battler and Ee-lectric to appear. By now, I'm sure you will hate Battlers for their speed and ferociousness in battle, so it's best to have them stunned as quickly and easily as possible with the lazer barrage.

Use the Battler to take down the other Battler and new Ee-lectric before they become a nuisance. Get close enough to the supple legged mask without him spiking your ride and unleash a wave of tornados. If you really want to risk it, get closer to ensure all tornados hit him and stun. Remember – a swift barrage of charged triangle attacks from the Battler work well if one misses Uka and he's short of being stunned! Try your best to stun the brute before his taunts become too irritating. Then jack him. Smash your way to the generator at the back of the room, where you started – the reason we left this one second was so that you didn't have such a great distance to go when you reach the final hit, since the increased amounts of enemies makes it hard to go any distance without being attacked and unjacked, especially on the harder difficulties – and you DON'T want that. Three hits to the generator and it will break, unjacking Crash. Run and repeat the previous tactics. Two more Battlers and Ee-lectrics will appear.

Smash up the Battlers and Ee-lectrics in much the same manner as before. You can jack one of the Ee-lectrics, but to be honest it will only aid you taking out Voodoo Bunnies and won't damage Uka very much at all. It's best to let Uka stun the Battlers for jacking. Jack the Battler to make yet another one of its kind to appear with an Ee-lectric, making for a hectic battle.

One tip is to wait until he fires more bullets and then try and get close to him as the lazars stop, since it will take Uka a brief moment to close his bullet hatch and attack. You can get closer than usual and have time to charge up the tornados, if you're lucky, ensuring him to be knocked unconscious for you to jack. Jack him once more and smash as much as you can towards the last generator on the left before you lose all of Uka's health and unjack. I do mean this – as it's such an aggravation to rejack him on the Harder modes at this stage. Take down the last generator to make him lose the new wooden body by ruining the Evolve-Ray. A cut scene will play.

**IN SHORT:** Use a Battler as shield for Uka's bullet barrage. Jack the Battler and fire tornados at Uka from a safe distance. Jack Uka and smash down the generators around the edge of the arena to beat him.

### **Boss 3 – The Arachnina – 3 Jacks:**

The last boss – Nina Cortex, and in one heck of a Cortex power robot, too! Luckily, this isn't as hard as Uka's fight, but it still may cause you trouble. You will enter with a Scorporilla, and with this, you can easily knock down the two Battlers and the other Scorporilla with the special attack. It's best to simply smash them away, but if you do use her special, make sure you jack the other Scorporilla – you will need the special attack of hers. Get close to Nina and start pounding her with your normal attacks to stop her from attacking back. She won't really have a chance whilst you do this. However, she may transform into a spider form when close to her like this. If this happens, make sure you press X to perform the special as soon as possible. This will perform a Ground-Pound and smash Nina out of firing a nasty ground lazer at your Titan – which will kill her instantly. Once she's stopped of this and knocked around a bi, you can jack her.

Performing a spider-body is cool, is it not? Three Battlers will now appear, along with the mighty Scorporilla. Have some fun, if you desire – the robot is pretty resilient to attacks so you can survive a while without being unjacked. When you're ready, compact yourself into the spider form with the X button, and aim the lazer at one of the cogs around the room, preferably to one towards the left of the arena. After a good lazering, it will blow up and you will be unjacked.

Two Rhinorollers will pop into existence, now. Swiftly get close to one before it rolls into you, and press and hold the triangle button, or equivalent if you are using another console version, to smash to Rhinoroller and stop him from continuing his roll. Press and hold triangle again as you hit the floor to perform a Chin Tickler, and repeat if you have the final combo to this move. This will stun the Rhinoroller and halt any attack it will make, allowing Crash to jack him easily. Another Rhinoroller will appear, as well as two Scorporillas. This is simply a task of pressing the X button to roll around and smash into the Titans. The Titans will be stunned within one or two rolls as you crash into them – the speed of your 'vehicle' should pose as no problem against these foes. Jack a Scorporilla.

Take on Nina, once more, in much the same way as before. Avoid the triangle attack, as it is far too slow to do any real damage, and you will more likely be hit by the circular saw Nina has equipped on her robot body. Once she is stunned, jack her again. Transform into the spider form and fire a lazer at the cog directly at the back of the room to set alight and cause damage to the Dominator. You will be unjacked from Nina.

Two Battlers will confront you, now – joy! Use your triangle combo as you did against the Rhinoroller for the best results against this swift and dangerous Titan, in order to stun and jack him. Shortly following will be another Battler and two Scorporillas. Attack the Battler to rid yourself of him (press and hold the triangle button if he starts charging up his tornados, to smash him down) and then press and hold X to fire off your own tornados at one of the Scorporillas. Make sure you aren't too close so that she will hammer you down. The tornados should all connect and stun the Scorporilla with one blow, but if not, use the Battler's triangle attack to finish the mother of all Titans off in order to jack her and take on Nina, once more. From here it's the same – attack Nina, and press the X button if she transforms. Jack

her and take down the final cog in one dramatic lazer fire to end the boss fight. You'll now be treated by the ending cut scenes! I hope you enjoyed Crash of the Titans! If not, I demand to know why.

**IN SHORT:** Jack a Scorporilla to take on Nina. Press X if she transforms into a spider to knock her out of it and jack her. Use her special lazer attack to smash up the three rotating cogs, in the arena, to beat her.