

BOSS 1/PART 1 - CORTEX - 3 HITS

A relatively simple boss this. Okay, after the intro of the boss fight and after seeing everyone lined up along the side wall, you'll be thrown against a battle against Crash's arch-nemesis: Dr. Neo Cortex! For the first part, just keep running and moving in large circles. Why? Well, this continuous running will make sure that Cortex's continuous gunfire doesn't hit Crash, of course! If you stop even once, you may be subjected to a volley of shots... and loosing a life. After the shots have ended, Cortex will charge up a reef-shot from his little gun. It may be best to stand in the little circle in the center of the arena, as you can see most of the arena and Cortex as he fires the bullet at you. Simply follow the instructions that appear at the bottom of the screen by spinning back Cortex's reef-shot when it comes near Crash... BANG! That's one hit of Cortex's health down as the bullet will zoom straight into his flying-board, causing it to explode and fall into the arena. Spin him if you wish - it's just for a bit of fun if you do! Next up is those nasty bombs of his... "This is from Tiny... This is from Dingodile... Ripper Roo - you shouldn't have!... Pinstripe, how thoughtful..." Cortex will call out, throwing some bombs into the arena. They are pretty simple to avoid - as you'll see a blue target in the arena at certain points which you should steer clear of when you see them. The bomb blast radius, also, isn't that large... so there's no real concern and worry if the bomb explodes close to Crash! Another thing to remember is that when the bombs hit the outer triangular arena pieces, they will fall into the abyss below - giving you a series of pits to worry about for the rest of the fight! After these five bombs have been thrown, Cortex will start up his rapid fire assault once more, so keep running around (carefully! There are now holes to worry about from those bombs!) to avoid the gunfire until Cortex stops. Stand in the middle of the arena as Cortex charges up his reef-shot and then spin attack it to send it flying back at him! That's the second hit down! The final hit isn't much different. Cortex will fire his remaining bombs until the rest of the arena floor pieces have been totally demolished... so, be careful not to get hit once more! This will continue to get more tricky as the floor pieces fall: There is less arena to fight in! Right, now the rather iffy part. Since there is only the middle of the arena left, you'll have to be extra careful to avoid Cortex's gunfire... however, luckily, the shots aren't as rapid as before and so will stop after several rapid shots have been fired in one place in the arena. To help you - look out for when the Red Target is flashing and then get away from that spot as Cortex will fire there! After he stops, his target will move to your new position - so move away once more to avoid the gun-fire! After several attempts to blast you, Cortex will then start to power-up his reef-shot once more... so wait for it to fire and then return his favour by spin attacking the bullet back at Cortex! There goes Cortex... down into the spiked pit below! However, this isn't the end of the whole boss fight, as cortex will teleport back out and announce his new creation...

BOSS 1/PART 2 - MECHA BANDICOOT - 7 HITS

"Now meet your brand new, hydrolically operated, twin brother - Mecha Bandicoot!" Shouts Cortex, as a 40 foot orange mech jumps up from behind him and onto the side wall, ready to enter the arena! When the mech jumps onto the wall, a case of steps will conveniently fall down from the wall to your center platform, so jump up them and quickly make your way to the top of the wall as N.Gin and his mech jumps into the center - where you were. The steps will fly away from the force, ready for part two of the boss fight? "Dr. Cortex, you were magnificent!" "Of Course I was - you fool! Initiate missile attack!" and that's where the missiles will come in! So, Mecha Bandicoot will raise it's arm to fire some dangerous missiles that will rain down from the sky onto the wall... all you have to do is continuously run in one direction of the wall. After about 5 missiles have crashed down in your 'last steps' that you were in, you should have reached the wall's end. Luckily, the missile would have stopped firing - so no need to worry... or is there? N.Gin's mech will now get it's chainsaw ready for action, so quickly run back into the opposite direction of the way from which you came, on the wall, to avoid the chainsaw that will cut across the arena side. If you survive this attack, then you will have a nose-shot from the mech as another reef-shot is fired towards Crash! Don't get bogged down and worry about all of these attacks - because this boss fight isn't particularly hard... despite the fact you have a massive mech to fight against! The reef-shot will be fired - stay still and then spin attack the plasma ball, at the last moment before it hits Crash, to send it crashing into the chainsaw arm. Simple! One hit down - 6 more to go! The next hit will be precisely the same as the first, so run continuously in one direction along the wall whilst those missiles come crashing down from above - they should completely miss you. Next is the chainsaw, avoid it's dangerous cut by running in the opposite direction along the wall. Once again, the reef shot will be fired, so spin it back and... bye bye to N.Gin's Chainsaw for good! It's a good thing that this boss fight actually gets easier as it progresses! More missiles will be fired and will crash (bandicoot!) down onto the arena wall - use the same tactics as before to avoid them. Personally, I think it's best to run towards the left when they are being fired, and then back towards the right when N.Gin leans over to attack with his chainsaw - but that's my opinion! No chainsaw this time - straight to the bandicoot nose reef-shot! Spin attack it back, once more, and into the missile launcher to cause some damage - another health bar down! More missiles will be fired down to hurt Crash again... but running will shrug these bad boys off and send them falling into no target! It's that time again! Reef-shot once more coming at you... so, don't avoid it - spin it back and send it crashing into the missile launcher, causing it to blow up completely! The last three hits are easy! No missiles... no chainsaw... just one weapon - the reef-shots. Which means three consecutive shots. Spin the first back after it has been fired... then reflect the second one back and into Mecha Bandicoot's nose gun. It's obvious that the mech is badly damaged; both arms are completely powerless and the last reef-shot takes a huge amount of time to power-up because it's so damaged! After a long charge-up, ricochet the last bullet back, by spinning it, into the mech to destroy this boss once and for all! The blast will knock Cortex and his flying board into Crash - sending you to the next level!

BOSS 2 - TIKIMON - 3 HITS

Well, well - I guess you didn't see this fight coming!? After the Evil Twins' little speech about totem Gods being 'exactly alive', you'll be pitted against the deadly totem God - Tikimon! First off, make sure you have Cortex attached to Crash at the start of this boss, as if Cortex gets crushed by Tikimon's attacks, he will die and resulting into starting the boss all over again! Alrighty, the first thing Tikimon will probably do is whacking his four great fist against the grassy floor to try and crush Crash and Cortex. In general, he only does this if you get too close to him, but he will usually start that off as his first attack. Just stay far away from the god when he does that to avoid those shockwaves! Afterwards, Tikimon will lower himself into the ground, slightly. Watch out! Keep running, in one direction, around him - as far away as possible - to avoid the huge crusing arm and hand that will suddenly appear, from the ground, to flatten Crash! Keep on the move and you should be fine, however, if you're not quick enough, Cortex may get hurt just at the edge of the hand, so be careful! After three continuous hand-flattening attempts to crush Crash, Tikimon will twist its head around. Luckily for you, this isn't an attack - although when he does this, he will summon little tikimen (3 to be exact) to go after Crash. Whilst Tikimon mocks Crash with his huge open mouth, give him something to eat! No, really! Throw Cortex up and into Tikimon's open mouth by pressing jump and then the slide button (on the PS2 this is X and then O). Remember to aim at his mouth when you do so! Then, whilst Tikimon is choking on the deadly Cortex treat you have given him, spin and destroy those annoying tikimen, so that they fall to pieces. Soon, the totem god will chuck Cortex back out from his mouth. Whilst he is gasping for breath, grab Cortex, once more, by spinning him. That's one hit done already! Next, is the start... if you get what I mean?! The process will repeat all over again, with Tikimon lowering himself into the ground and then raising his large arms, through the ground upwards, to try and smash Crash (it rhymed! :D), so avoid these attacks by continuously moving around the totem god. After another two smashes afterwards, Tikimon will bring up a new attack - his eye-lazers! Very simple to dodge, this is, and it shouldn't really hit you at all - as long as you keep moving around Tikimon, like before. The eye-lazers will eventually stop after a few seconds... and will be replaced by a gloating face of Tikimon's large mouth as his head swings 'round once more. You know what to do! Feed this animal with 'Chocky Treats' by throwing Cortex up and into Tikimon's mouth and down its throat! Now, whilst he chokes once more, dispatch of the five tikimen that will now be following Crash. Simply attack them once to destroy them. Personally, I found the Belly-Flop the best thing to use against these. After Cortex is thrown back out, and another boss health bar has disappeared, spin Cortex to get him back and continuously run around Tikimon, like before, to avoid his smashing hands from the ground. He will lower himself, and will try crushing you, three times before starting up his eye-lazers once again. Avoid these scorching beams by (still) running around the totem god - the eye-lazers will be far too slow to catch up with you, so you need not worry. The head will turn... and Tikimon's mouth will appear! Throw Cortex into the mouth and then dispose of those seven tikimen. Cortex will be spat out and will then teleport to Crash... now watch as the totem god chokes to death! I've always wondered if gods can actually die!

BOSS 3 - UKA UKA - 3 HITS

A very simple boss fight, this! I probably won't have to write much! After the frozen Uka Uka has been released, he will grab all of the surrounding ice, around him, and will turn it into a ice titan-like body! Crash will automatically jump into the metal arena to start the boss fight... Now, grab Cortex and run, quickly to on of the raised platforms. Don't try and jump up there, instead, throw Cortex up there by using the jump button and then the slide button (PS2 - X and then O... I'm unsure what it is on the X-Box, I'm afraid!). Uka Uka will probably be hot on your heels by now! He'll most likely use his 'ice trail' attack, which will be a fast line of ice that will try and hurt Crash if he goes into it... watch out - the ice trail is a fast attack and will not only follow you, but will catch up VERY quickly! The best tactics to avoid this would be to double-jump out of the way. By the time the trail will start to 'pop' and disappear, the middle of the arena will open up, so jump on the button whilst Uka Uka is roaming around. Surprise! Stay there for a bit whilst the gratings flare up with a firey blast of heat, around the arena! Devastating - I have to say! There will be a rumble and Uka Uka will start hopping about from the intense heat - a life bar gone for him! Jump off of the button and to the side. The center will close up, once more, leaving you to grab Cortex before he gets attacked by Uka Uka! Grab Cortex and quickly take him to another one of those raised platforms... throw him up there to make him flip the switch to open the center of the arena again. Now, another one of Uka Uka's attacks to keep in mind is his snowball. You'll know when he will fire it, as he will quickly charge up his right hand with snow... which he will then throw, quite accurately - I have to say - at Crash! It's best just to keep moving when he fires the snowball, to make sure it won't hit you. Once again, the central part of the metal arena will open up to reveal that blue button of your dreams! Jump on it to activate the blasting fires from below the metal - scorching Uka Uka badly! Another hit down! Afterwards, quickly snatch Cortex before Uka gets to him and then carry him to another raised platform. You know what to do! Throw the large-headed scientist onto the platform to get him to activate the switch up there. Since Uka Uka's attacks are completely random, there's no telling what he will do next... luckily, his only two attacks, really, are his Snowball and his Ice-Trail. Sometimes the evil mask will smash one of his fists down at Crash, if this should happen, just run out of the way or even slide away quickly to avoid damage. The middle part of the fight-arena should open up again - ready for you to deliver the final blow to Uka Uka! Jump on the button to turn it red... and send up some nice firey blasts, from the floor, into Uka Uka! Well done - Uka Uka is no more for this fight! He'll then try and escape, but after Aku Aku tells his evil twin about the new threat - Uka Uka joins your side to fight the Evil Twins.

BOSS 4 - DR.N.GIN - 3 HITS

Really, this is only a sub-boss, not an official one, but I'm still going to write about about how to beat him! This will be N.Gin's second boss fight (first being inside the Mecha Bandicoot), and confusing for most. A helpful hint will appear at the bottom of the screen... telling you to destroy the crow's nest which N.Gin stands on. So then, when N.Gin starts firing his missiles from his missile machine, just keep running in one direction, around the crow's nest, to avoid the missiles that will come crashing down from the sky. After three rounds of missiles, N.Gin will throw a TNT Crate down onto the arena. This is your time to act! Just before he throws the TNT, make sure you are RIGHT NEXT TO one of the three long, spikey support beams that connect up to N.Gin's crow's nest (the middle, basically). When N.Gin actually throws the TNT, run away quickly, just before the TNT reaches the metal floor, to avoid getting hit by the TNT blast. BOOM! There goes one support beam! Next, N.Gin will fire some more missiles, so keep running around the crow's nest to avoid them from landing or blowing up Crash. One thing to keep in mind whilst running: Don't stray too close to the inner part of the circular platform, that you're on, otherwise you could accidentally run into one of those spikey support beams - hurting Crash! After the missiles, comes another TNT Crate from N.Gin - the missile man! Position yourself just in front of, or next to, one of the two remaining support beams to make the TNT land and then blow it up. Another beam gone - that's two hits! The final hit will see N.Gin fire even more missiles than before. Keep running! Movement will keep those missiles from harming Crash, and after three rounds of fire-power from those missiles, you'll have another TNT to contend against. So, during the small wait before the TNT is thrown, place Crash at the bottom of the final support beam to make N.Gin's TNT land in your place. Run away and watch as the beam blows up, the crow's nest falls and you are thrown into a chase against Rusty the Walrus!

BOSS 5 - DR.N.TROPY and DR.N.BRIO - 3 HITS

Well, well, well... the last we saw of N.Brio, he was a good guy from Crash 2! Now look at him... working for the nefarious robotic demon - N.Tropy! As N.Brio jumps backwards into the icy sea, the boss fight will begin! At first it might seem like nothing will happen until... a rather large beast leaps from the water and onto the iceberg! This bouncy fellow is N.Brio - who is now a rather large monster... who is intent on squashing Crash! So, keep moving around the iceberg as N.Brio springs from one place to another - trying to crush the little bandicoot. As long as you keep moving, you will avoid being splatted. After a few jumps, Brio will turn his heel and hop back into the water... with a new danger to face - N.Tropy! When you see Brio starting to head for the water, make your way to one of the large cracks at the edge of the iceberg. Don't actually jump down it - that would be kind of silly! Instead, just simply stand next to the crack... by this time Tropy would have jumped down from the sky and into the center of the iceberg. Next he will grab his tuning fork and then hit the ice hard - causing it to split into several pieces! Of course, this shouldn't effect you in any way as that crack (that you stood next to) was a place where the iceberg broke, so you will now be standing on a smaller iceberg chunk instead of falling down a gap! Time to start moving quickly again! Double jump onto the platforms nearest to you on the OUTER RING of icebergs, so that's either left, or right (personally I think jumping onto the right icebergs are easier). Now, as soon as you land, you will probably notice the iceberg

Crash Twinsanity Boss Guide by Smaz

starting to wobble - WARNING! The icy platform is about to sink, so keep moving rightwards or leftwards (depending on which way you jumped) and double-jumping onto the nearby icebergs. N.Tropy can't hurt you when you're on the outer iceberg ring, so don't worry about him whacking his tuning fork on the inner ring icebergs. Speaking of him hitting his tuning fork - after about three whacks, N.Tropy's shield will deactivate. So, change your directional course and start double jumping onto the inner ring platforms towards N.Tropy! Tropy won't even try to attack you as he's too busy shaking and holding his ears, so spin attack him to knock him over and hurt him - leaving two health bars left! The platforms will reunite again and N.Brio will emerge, once again, from the cold waters below - ready to try and flatten Crash! Keep moving around the iceberg in large circles to avoid Brio's nasty flattening attacks or crushing mayhem... oh - and be careful of those cracks in the iceberg's side! Although you may use it to help you when N.Tropy comes down - it can still cause Crash to fall down and through it if you accidentally go too close to them when you are running away from monsterised Brio! Brio will then turn his bouncy attention back to the cold depths, so whilst he springs off, head towards and then next to a crack in the iceberg's side. N.Tropy will then drop his mechanical body into the middle of the icy burgey and activating his shield. Crash 0 there goes the iceberg again! The iceberg will be shattered into many icy platforms, so use the same tactics as before and double jump rightwards (preferably) onto and across the outer ringed small icebergs. N.Tropy's thwacks against the smaller inner ringed icebergs should help you - after about three, N.Tropy's shield will go down - leaving him defenceless! Jump onto the inner icebergs and onto Tropy's central platform... and then attack him to send him into a spinning ball of confusion and therefore losing another one of his health bars. Hoozah! Last hit! The platforms will magically reform together ready for Brio's entrance back into the arena. Simply run around to avoid Brio's large body's squashing power... and listen to the rather funky but odd boss theme if you wish during this time! Just as Brio decides to jump away, head for a crack in the iceberg and then stand next to it, on either side. Android's back! N.Tropy's shield will go up and his tuning fork will split the iceberg into many pieces, once more. Carefully but quickly make your way across the outer platforms before they sink into the freezing waters below and by the time you almost make a full complete circle around the outer ringed platforms, N.Tropy should have dropped his defence shield once more, leaving him open to attack! It's time to shatter this robot into pieces as you move in for the kill! Double-jump towards Tropy and then spin him to put him out of his misery... He'll spin... plop... and then crumble, just before Brio jumps back up to tilt the iceberg into a see-saw fashion - sending Crash flying back to the Iceberg Lab!

BOSS 6 - DINGODILE - 4 HITS

Probably the hardest boss fight in this game, believe it or not! Dingodile really does use his flame-thrower to his full potential this time round, whereas he didn't too well in Crash: WARPED. After Cortex has been flung upwards and Dingodile has talked about wanting a piece of that pie-ish treasure (I love pie!), you'll be thrown into a boss fight against him! First thing's first - you can't actually attack Dingodile in this stage - for he has a nasty firewall (not like computers!) surrounding him, scorching and hurting Crash if touched. Another thing to note is that there are four manhole-like covers and 'gravestones'. These are vital in hurting this monster... you'll see... Dingodile's first attack will be very simple to dodge... he'll fling out a few fireballs into the floor, but if you keep moving left around the arena (or right - but I find left easier) you will easily avoid these attacks. Next, Dingodile will charge up his powerful flame-thrower - ready to fire something BIG! Head towards one of those man-holed gravestones and stand directly in front of it... then Dingodile will shoot his charged up fireball towards you - double-jump out of the way and it will crash (bandicoot) into the gravestone, raising a small button. Your job is to belly-flop right onto the button! Doing so the sprinkler, above Dingodile, will activate - washing down his fire shield and leaving him vulnerable to attack! Quickly run over to the defenceless half-dingo, whilst he is wondering what has just happened, and either spin or slide him to damage him, taking away one boss health bar! As Dingodile gets up from the ground, run back to the outer gratings and to your normal position before Dingodile gets back into the center and puts his fire-wall up again. Next, is the all time classic jump over obstacle section! Dingodile will start firing a long stream of fire, continuously, near the floor in a 'beam' fashion... which he will then start to circle around, on his spot, firing that fire beam around him, so whenever it comes near Crash, simply double-jump over it (a normal jump isn't sufficient) to avoid damage. After jumping over it around three or four times, Dingodile will stop and stand up... only to do the same thing again but higher up! He will also reverse the direction of this fire beam. To simply dodge this, just slide under the beam whenever it gets near Crash. Once again, after three or four times of sliding under it, Dingodile will stop. Charge-up time! Dingodile will, once again, charge up his flame-thrower - ready to shoot out a fireball at Crash! So, run towards the nearest gravestone and Dingodile's aim will follow you, then he'll shoot out the ball, so double-jump right over and away from it to get it to smash right into the gravestone, revealing a button. Flop your belly by belly-flopping (body-slammng) onto the new button to send some cool sprinkled water onto Dingodile's heat shield - extinguishing it into hot steam... and ready to hit Dingodile with a spin attack! Spin him to send him flying backwards onto the floor, and then get ready as Dingodile gets back up and into the same position as before - with a new fire wall. Time for hit three! Dingodile will now start to get serious, so he'll start firing his fire-beam at ground level once more... except this time he won't make it go in a circle around him. Instead, it will go in a semi-circular fashion across the floor towards Crash. Double-jump over it when it comes to you, and be prepared to double-jump back over it again as it will come back at Crash from the opposite direction! It will continuously keep semi-circling back and forth several times... which means you'll probably have to jump over it about 8 times! Eventually Dingodile will realise this isn't working and will do a different approach - like making a huge flame barrier to stop you from running that way! He will then circle in a direction towards Crash with that unpassable fire wall. So, run away! Literally, run in

the opposite direction to that fire-wall and you should do fine. After that terror is over, Dingodile will charge-up his flame-thrower once more to deliver a fire-ball towards Crash, so, run to a nearby grave-stone and let the ball come towards you. Swiftly Double-jump over the ball to make it slam into the stone and release a button to slam onto. Well, belly-flop onto it to make the sprinklers go off, yet again, washing out the fires of Dingodile's shield - ready to be attacked! Spin him to knock him to the floor and make him lose a health bar. Last hit - and the hardest too! Dingodile will really turn up the heat now! Now he will start up his fire-beams again continuously flaring out fire. Only this time he will raise it and lower it at different intervals, circling the fire around him once again. Do not try and jump over the flames! For some reason it doesn't seem to work and Crash will get burned to death, so instead, slide under the flames to avoid damage. After a few rounds of this, Dingodile will flare out a large wall of fire again - that's unable to be passed! Run to the right, and away from this wall, staying as close to the inside of the arena as possible - as this speeds you up and away from the flame. After a little while of running, Dingodile will horribly twist his self around, and start the wall of fire again in a swift maneuver that will spin him at about a 180 degree angle to your right. That means the wall of fire will start to your right this time! Be careful when he does this - for if you continue to run after he turns himself around, Crash shall be frazzled! Run towards the left now, away from the flame, using the same tactics as before. Eventually, Dingodile will stop, and will start to spew out more of those small fire balls into the air, which will land on the floor, like on the first hit bar of his. Now, it's time to lure his charged up fireball into the pipe gravestone again! Bodyslam one the sprinkler button and spin attack Dingodile to rid him for good!

BOSS 7 - MADAME AMBERLEY - 3 HITS

Cry baby Cortex?! Who does this overgrown half-metallic prune think she is? Oh yeah... the Accedomy's Headmistress! Anyhow, she's out to put Cortex into detention and into his grave with her devastating attacks, so watch out! After she shakes her finger for a bit, she'll quickly charge up a powerful electrical blast of lightning from her hands and into the direction of Cortex, so move out of the way! When this hits the organ piping floor (and not you, may I add!), it will raise the top of the pipe up, revealing hot steam and loud noise! Don't attempt to jump over the new raised pipe, simply keep shooting at it to bring it back down to ground level, or wait for a while until the note wears out and the pipe returns to normal... but be quick about it if you attempt to shoot it back down - Madame Amberley is close on the offence and will shoot another electrical blast in Cortex's direction! Avoid this also. Sometimes the headmistress won't fire at Cortex, she will fire in random places... A handy tip to keep in mind is that you can see a small orange glow on the platform that Madame Amberley is about to fire at, this means you can avoid the damage much easier if you are by 'accident' heading towards that platform. Just look for that orange aura for which pipe she is about to shoot and you should be fine. After five of her electrical shots, she will stop shooting for a bit - giving you a small break. She will then call upon 6 bells with her electricity! Go to the central organ pipe, for better precision with Cortex's gun-shot aim in this next part. Why? Well, Madame Amberley will then fire all six of the bells at Cortex at once! Just keep repeatedly tapping the shoot button (Square

continuously on the PS2) to send the flying back into the flying headmistress. Cortex should automatically aim on about half of them whilst shooting, so don't worry about aiming at them to much. If you hit all of them back into her, she will be spun around so that her back is facing Cortex. What now? See that pack that is on her back? Shoot it! It will damage it and also damage one hit from her boss health bar!!! Yeah! One rope will snap itself away from the pack... Madame Amberley will then turn back around to taunt Cortex some more... by releasing even more electrical blasts! Keep running around the organ pipes to avoid the damage. Remember to watch out for those orange auras for the place where she will shoot! Should a pipe pop up to block the path in front of you, or even trap you in a corner? Continuously press the shoot button to zap away the pipe back to ground level before you get zapped yourself. Eventually, after miss madame fires all 9 of her electrical blasts, stand in the center of the organ pipes so that you face her head on. She will, once again, unleash some flying bells at Cortex! All 12 will come hurtling towards you, so be prepared and keep shooting them until they all are thrown back into Madame Amberley, revealing her back. Charge up a bullet and fire it at the metal pack before Madame Amberley notices the danger and about faces. Another hit! That means another rope disappears and another boss health bar. Good! The last hit now! Once again, Madame Amberley will come up close to the organ, shooting it with electricity like one possessed! Keep avoid her damaging attacks as they scatter all over the place continuously. Just remember to shoot any pipes that are open and get in your way! Trying to jump over them will result in either burnt Cortex or a zapping by Amberley! Don't you just hate detentions? This time, the electrical bolts will be a little tricky to dodge, as there will be 13 shot altogether and are pretty swift in being fired one after another, so be on your toes. Just keep running around, keeping yourself alive until Madame Amberley stops her fire and goes a bit into the background. She will call up 14 bells to throw at Cortex. Tsk; I thought bells weren't toys... Right, fire like you have never fired before! Keep rapidly shooting at the bells until all 14 of them are rebounded back into Madame Amberley. She will be spun around, once again, to show her weakness - her metallic pack, with one rope supporting her. Do one final shot at it to break the final rope support off and send the last Health Bar into oblivion... with Madame Amberley also following and falling down the large drop in front of the organ! Detention is over, and so is this blasted school - go on the moving platform and meet Crash again... with the memory of an annoying Head Mistress in your mind... Well done!

BOSS 8 - THE EVIL TWINS - 14 HITS - PART 1/6 HITS: NINA

Righty-o! You've finally come to the boss of all bosses! Once Cortex and the Evil Twins have their little dialogue of speaking, the Evil Twins will (accidentally) fly into their cage... but they will morph that cage into a huge monstrous mech ready to attack! Boss time, first up is Nina. As soon as you have control of Nina, go (preferably leftwards) towards the nearest power generator device. Don't worry about the mech for now - it will be spewing out many Ant people and wasting its time really. Continue until you reach the two large electrical pillars that are a power generator. Go in between them, and be quick about it - the mech is ready to kill and will be heading straight towards Nina! So, go to the right pillar and you'll see a small ring appear. Do what you done on the level 'Rooftop Rampage' and press O (on the PS2) to cling onto the ring, you'll be thrust up onto it. Release O and press the jump button to go

hurtling upwards towards the next ring... so press the O button to cling onto that also! Keep doing this on the 5 or so rings until you reach the top. Now, on the LAST ring, you may have to tilt the analogue stick slightly (away from the ring) to grab onto the ring when you press O, as sometimes things can mess up on grabbing the last ring because the angle of your jump isn't right (tilting the stick sometimes helps). You'll now be ontop of the left generator... and the Evil Twins' Mech will now be right upon you! Be careful as it will fire flames at you and will probably swipe at Nina with it's metallic claws - be swift and everything should be fine! Atop of the generator pillar, you'll see a big bulb like object buzzing with power... so spin attack it with the Square (I only know the buttons for the PS2 version)button. Quickly go back to the right and grapple onto the ring again... which will swing you to the other pillar of the generator! Spin attack the 'bulb' also, to destroy two health bars from the Evil Twins' health and send the generator into the ground! Great! Now, you'll have to face the onslaught of Ants on the ground... don't worry too much about them, just keep moving to the left and press the spin button to whack them away from you. Continue to skip merrily until you reach the next two pillars and power generator. You know what to do! Go to the left pillar and find the ring... when the target appears around it, press the grapple button to hurl Nina upwards onto the ring. Remember to keep jumping from one ring to another to reach the top! From this point onwards, try not to worry about the Evil Twins' mech - it's slow and barely attacks as it's usually too far away. Even if the mech gets close, it's attacks shouldn't hit Nina, as you'll be working swiftly, right? Once you reach the top of the right pillar on the generator, remember to spin the electrical bulb! Cling onto the ring to swing Nina to the other pillar. Attack the bulb to rid the Twins' of another two health bars and the current power generator that you are standing on! As the pillars sink into the ground, just jump off of the left pillar to the ground to save time - oh, and press the spin button just as you hit the ground to stop Nina from falling onto her back (it will also destroy any Ants that get in the way). The mech will probably try and stomp on Nina, now that you are nearer to it... but don't worry - their stomp attack is pretty short range and will probably never reach you! Well, as long as you continue to skip to the left - searching for the next generator. This time, there will be a fairly big gap until you reach the generator, so expect a few Ants to get in the way - now worries; just attack them! Should you defeat all of the Ants, then the mech will jump into the middle of the arena and spew out even more! As you reach the last pillars, cling onto the rings and jump upwards until you reach the top of one of the pillars. The mech will be slowly wlaiking towards you, so don't worry about that huge robot! All you need to worry about is spinning those bulbs! Spin one, then swing yourself to the other generator pillar and spin attack the final bulb to destroy the Evil Twins' final health bars. 6 down! That's part one over! The mech will jump to the center, ready for part 2...

PART 2/4 HITS: CORTEX: Those claws of the mech will flip around and transform into two guns! Nina's worn out and Crash has myteriously disappeared... who's up for the job? Oh yeah - Cortex and his gun! Straight away, run towards the right of the robot to avoid the rapid fire bullets that the left (on screen) gun will shoot! These bullets are dangerous and rapid, so keep on the move! Next, change direction and run towards the left - the rather large gun will be charging up a huge blast ready to shoot at the ground. Now, you will have to run pretty far away to avoid it. You know why? Well, examine the large shockwave and blast for yourself! It's HUGE! The process will

continue again, so run to the right to avoid the rapid-fire bullets from the smaller gun... and whilst you're doing this, keep shooting (by pressing Square repeatedly) the large plasma cannon (a target will appear on it) to cause some damage. The cannon will begin to charge up again, so run right again, and whilst you do that, keep shooting the large cannon! Even when it's still charging up, keep shooting the cannon to cause mega-damage! Then, make sure that you avoid the large blast! Keep doing this and don't bother to shoot the smaller gun as no damage will be caused. After about 25 bullets to the cannon, a health bar will disappear from the Evil Twins' health bar. Cool! Keep this up and after about 50 bullets from Cortex's gun, the plasma cannon will be totally obliterated and destroyed from the fight! This will make things alot easier for you as now you only have to pay attention to the smaller gun. As soon as you see the plasma cannon blow up, keep running toward the right to avoid more bullets from the rapidly shooting gun. As soon as the gun stops shooting, turn around and keep shooting the gun for a bit - but not for too long, as the gun will about to shoot once again soon! As soon as the gun moves a little, stop shooting and start running right again to avoid the bullets! Continue this process until you have whacked the Twins' gun with 50 bullets to totally blow it up. YEAH! That's part two down... Cortex will start shaking his legs and... down comes in Mecha Bandicoot! Not to fight against, though, but to fight with!

PART 3/4 HITS: CRASH: Crash will control the mech from the first boss fight ready to pulverise the Evil Twins' Mech! Go Crash! Take your time learning the controls for this hulking robot, don't worry about the Evil Twins; they won't do much. Just continue to walk towards the right of the arena whilst figuring out the attacks. The mech can jump, shoot a nose shot (like in the first boss fight) and fire missiles! Keep hole of the Square button (on the PS2) to fire a nose shot (pressing square normally will fire a missile). Now, ever so now and again, the Evil Twins' mech will jump and release a laser-sword attack. Just keep moving around the now large shield, that surrounds them, to avoid the damage. Whenever you find a hole in the shield (the barrier rotates and has about two or three holes within it), quickly fire a barrage of missiles into it as soon as you can! Ever time a missile hits the Evil Twins' mech, one hit point of health will disappear from their health bar. Don't even bother with the jump of the nose shot. Just randomly walk around until you find a hole in the barrier and shoot as many missiles as you can through it - dead simple! A handy thing to keep in mind: The missiles ricochet off of the shield's inner walls, increasing your chance of hitting the Evil Twins' mech, so even if you shoot a missile through a hole and accidentally miss the robot, there is still a good chance that the missile will bounce off of on of the inner walls and into their robot! All you need is four missiles to hit the Evil Twins' mech, and when it does, you'll come to a cut-scene involving Mecha Bandicoot chainsawing their mech to bits! YEHAU! That's the final boss over and done with! That's also the end of the game. Just watch as the Evil Twins escape Mecha Bandicoot and into a more sinister fate... I hope I helped you all with my boss guide! 'Till the next time you want any boss help from me, bye!

Each gun arm has about 50 bullet hits in all, and 25 per health bar that disappears. Remember - it's the cannon first, and when that's gone, it's the rapid-firing gun. you'll know if you hit it and hurt the cannon, as it flashes slightly.