

How many Gems are there in the game and what do they do?

96. A lot, in other words. Each level contains 6 Gems – 5 colored and one clear. These Gems are obtained through solving a particular puzzle in the game, or some are on the specific path of travel on a level. Each Gem unlocks concept art, movies and even cut content in the pause menu.

The drill is way too fast to escape in the underground section. What do I do?

This drill will rise up from the empty hole in the underground when you start rising on the platform, with Cortex. The thing you're missing, however, is that you must spin the large Crystals that stick out of the wall and flooring on the way up the shaft. After hitting three particular Crystals in a row, a rockslide will crumble onto the drill and slow it down, allowing you to speed your way up further. After several of these you will reach the top and hit a checkpoint.

I can't seem to make the jump in the cave leading to Totem Hokum. Why's this?

This would be because you're double-jumping far too early. The hole is fairly lengthy, so a normal jump won't cut it, nor will a quick double-jump. To make it, you must jump first, right at the edge of the platform and then jump a second time at the height of your jump to make the jump lengthier. You should make it after that.

The bees make Cortex run too fast – I can never reach the spinner in time. Help!

A very common question with little to no answer. This level is Totem Hokum. The only thing I can think of is that you keep missing the grey crate before the spinner. There is no short cut to skip a section or go faster... just the grey crate. Which does look like it's part of the level, mind. It sits beneath a spiky platform and when not spun, will not fall and let Cortex cross.

Why do the Nitro Crates blow Crash up even when he has a mask on?

Aku Aku; the name of the mask, does not protect Crash from explosions in this game. So if you accidentally smash into a Nitro Crate you will blow up and die, regardless. Even when you have three masks to make you temporarily invulnerable, you will still be blown to pieces if an explosion connects with Crash. Even from a TNT crate. Which sucks, I know, so be careful. The reason for this is because some puzzles involve Nitro in order to obtain a Gem. With a mask it would make everything so much easier to simply jump through the Nitroes.

Crash keeps landing on his back when I fall from a fair height. Is there a way to stop this?

There is, thank goodness. Spinning as you land will stop Crash from falling over and should stop YOU from being annoyed at how often you have to wait for the little feller to get back up.

How do I destroy N.Gin's crow's nest?

This confuses a lot of people. N.Gin fires missiles down onto the arena. Simply wait for the missile barrage to stop by running around the nest. Eventually the cyborg will throw down a TNT. Make sure you position Crash next to one of the spiked, curved support beams for the central section of the platform N.Gin stands on. The TNT will land at that position and should destroy the support beam when it explodes. Repeat a further two times to destroy the crow's nest.

Rusty Walrus keeps outrunning me on N.Gin's ship. Can I run faster?

Alas, no. A lot of people have trouble in running away from Rusty. The only reason I can think of in why is because you keep pausing every so now and again or spend too much time navigating around the obstacles when running. You must keep your left thumb on the controller to keep running – any breaks and you'll most likely die. It's also helpful to remember some of the stickier situations you keep faltering at or spend too much time avoiding. If you memorize those positions, you should remember not to make the same mistake the next time you come to it. Eventually there will be a pause in the running before you have to run again, so keep running until the point Rusty has a wall come down on him. THEN you can rest your thumb.

I'm Cortex in Classroom Chaos and am shooting frogs. Do I keep shooting them or is there any other way to progress?

Cortex must endure three classroom sections in which lots of frogs keep popping out of the drain in the middle of the room. You must KEEP SHOOTING these frogs until eventually the next door opens for you to pass through. The last classroom section, in particular, has a lot of frogs. Bear with the swarm and keep shooting. Should you run out of ammo, there are always the ammo crates around the sides of the classroom.

Is there any way to get into those side-tunnels in the Cortex-skating sections?

Yes, of course. Slip, Slide, Icecapades' tunnels are relatively simple – it's just a matter of jumping over explosives and through the holes. The second level, Rockslide Rumble, however, is much more difficult. Do not jump in hopes that you'll make it over the TNTs and Nitro, because 9 out of 10 times you won't. The other 1 time will be if you ricochet off of the side and bounce through the hole. You must, instead, slide to the very right as you come up to these tunnels. You mustn't do it too early, nor too late. If timed correctly you'll slide right around the edge of the tunnel entrance and around the explosives. It's a much higher chance than jumping and hoping for the best.

I tried that. It's not working. Why?

Try again! Keep trying! Your timing's a bit off.

There is one Gem in Twinsanity Island that I can't get. It's in a force field. Any help?

Chances are it will be the first Gem that you find, right outside of Rockslide Rumble. To obtain it you will have to carefully navigate an Energon sphere through an irritating gauntlet. Don't. There's a much easier method – belly flop the force field. Go to the Gem's position and hop on top of the shield. From there, belly flop until you obtain the Gem. It's a sneaky way, yes, but it's so much easier than going through that tedious task of pushing the sphere about.

How do I get Energon spheres across gaps?

This one is so commonly asked, yet the answer is so simple. You slide. Slide whilst pushing the sphere and you'll make it leap into the air and across bottomless pits. You won't need to jump or anything, after the slide, so just take it easy, even if you think you will fall you probably won't since you will stop a little earlier than usual.

I'm against the last boss with Nina, but I can't grab the last ring to reach the top of the pillars. Is there any way to help?

This seems to be a little bit of a glitch that can happen quite a lot. Once you climb up the two energy pillars via Nina's grapple ability and reach the last ring, pull back on the camera stick a little (to the opposite direction you're springing to)– the right analogue stick. This literally ensures Nina is facing the ring and you should reach it every time when you do it. Happy playing!