

# PRIMA® OFFICIAL GAME GUIDE

360 • PS2 • Wii

## CRASH OF THE TITANS



BASED ON A GAME  
RATED BY THE  
**ESRB**



**RADICAL**  
ENTERTAINMENT

 **SIERRA**

# CRASH OF THE TITANS

Written by Michael Knight



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Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit titles such as the Tom Clancy's Rainbow Six and Hitman series. He has also authored several titles in the *Star Wars* universe including *Star Wars Republic Commando*, *Star Wars Episode III: Revenge of the Sith*, *Star Wars Battlefront II*, and *Star Wars Empire at War*. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.



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We want to hear from you! E-mail comments and feedback to [mknight@primagames.com](mailto:mknight@primagames.com).



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# INTRODUCTION

Crash has returned for yet another exciting adventure as he tries to rescue Coco from the clutches of Dr. Neo Cortex and his henchmen. Cortex has a new plan. He is stealing mojo and using it power his Evolve Ray which transforms normal creatures into terrifying monsters called Titans. To save Coco and Wumpa Island from destruction, Crash must conquer these powerful Titans and use them against Cortex and his evil niece Nina. So take a seat in your comfy chair and get ready for some corny puns and lots of action.

## Acknowledgements:

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I want to thank my son Connor for his help with finding all those Hidden Idols and Spybots. Finally I want to express my love and gratitude to my wife Trisa for her support of me and my work even during the final months of her pregnancy carrying our twins.

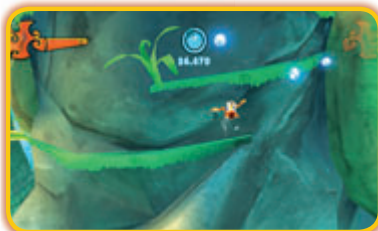




## CRASH'S MOVES

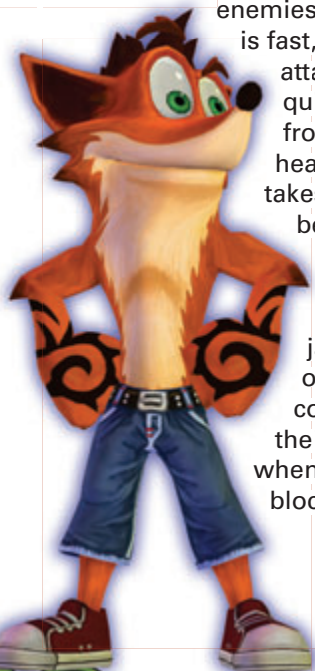
Crash Bandicoot is the hero of the game. If you are going to help him defeat Dr. Neo Cortex and his evil associates, you need to know how to get the most from Crash.

### Basic Controls



These are Crash's controls for basic moves. The Double Jump is useful for jumping higher than a single jump as well as for jumping across longer distances. For most

enemies, you can use the light attack which is fast, though not as powerful as other attacks. If you can get in a light attack quickly, Crash can prevent enemies from finishing their own attacks. The heavy attack causes more damage, but takes a bit longer to perform and can be stopped by an enemy that attacks first. Jacking is an important move in *Crash of the Titans*. Once Crash has stunned a Titan, then he can jack the creature—he rides on top of and takes control of it. For the controls for each of the Titans, see the Titans and Minions chapter. Finally, when coming under attack, Crash can block light attacks.



Move	Xbox 360	Wii	PS2
Movement	Left Analog Stick	Control Stick	Left Analog Stick
Jump	A	A	X
Double Jump	A A	A A	X X
Light Attack	X	B	■
Heavy Attack	Y	Z	▲
Jack	B	⬇ or flick Wii Nunchuck	●
Block	(RT)	C	(R1)
Tutorial Help	○	⊖	SELECT

## Advanced Moves

As Crash progresses through the various levels of the game, he learns new moves. Some are unlocked as you earn mojo while others can be learned by stopping at Tutorial Stones throughout the levels. The following advanced moves are listed in the order in which you can learn or unlock them.

### Norris Roundhouse



Platform	Controls
Xbox 360	X, X, X
Wii	B, B, B
PS2	■, ■, ■

This attack is a combo of three light attacks. It causes more damage than individual light attacks. This is very effective for minions as well as less powerful Titans.



### Spin Hover



Platform	Controls
Xbox 360	<b>A, A, A</b>
Wii	<b>Ⓐ+ Shake the Wii Remote</b>
PS2	<b>×, ×, ×</b>

After performing a Double Jump, keep pressing the jump button (or light attack) to make Crash throw out his arms and spin like a helicopter. This slows down his descent, allowing Crash to travel longer distances while in the air.

### Rolling Kick



Platform	Controls
Xbox 360	Press and hold <b>Y</b>
Wii	Press and hold <b>Z</b>
PS2	Press and hold <b>▲</b>

This move is Crash's heavy attack and causes more damage than the light attack. If an enemy tries to block your attack, hold down the heavy attack button to charge up a Rolling Kick that can break the enemy's block.

### Old Skool

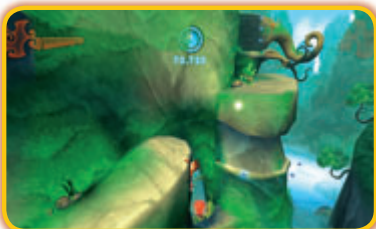


This is Crash's spin attack. Crash spins around and causes damage to every enemy he comes in contact with. It is great for attacking groups of minions and getting in lots of combos during a level to earn the Combo King award. At the end of the spin attack, Crash is dizzy for a short while. He is unable to do anything and vulnerable to attack. Break off the Old Skool before it completely finishes to avoid this.

As Crash collects mojo throughout the levels, the duration of his spin attack increases.

Platform	Controls
Xbox 360	Rotate the left analog stick 360 degrees and tap <b>X</b> rapidly
Wii	Shake the Wii Remote or rotate the control stick 360 degrees and tap <b>B</b>
PS2	Rotate the left analog stick 360 degrees and tap <b>■</b> rapidly

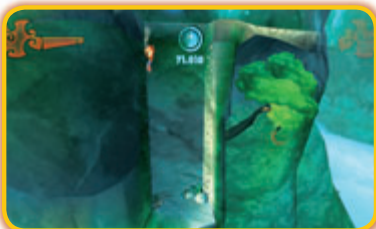
## Back Flip



Platform	Controls
Xbox 360	Left analog stick, <b>A</b>
Wii	Control stick, <b>A</b>
PS2	Left analog stick, <b>X</b>

The Back Flip is a jump move that allows Crash to jump higher than with a Double Jump. To perform this jump, move in one direction, then quickly move in the opposite direction and jump.

## Tic Tac



Platform	Controls
Xbox 360	<b>A, A, A</b>
Wii	<b>A, A, A</b>
PS2	<b>X, X, X</b>

The Tic Tac is a series of jumps that allows you to climb up tall vertical shafts. Jump up onto the wall on one side of the shaft, then jump over to the opposite side. Continue jumping back and forth between the two sides to get to the top.

### Gyro Jackhammer

This is a heavy hitting spin attack good for when Crash is surrounded by minions. Unlike the Old Skool, Crash stays in one spot while spinning on his head and kicking out with his feet.



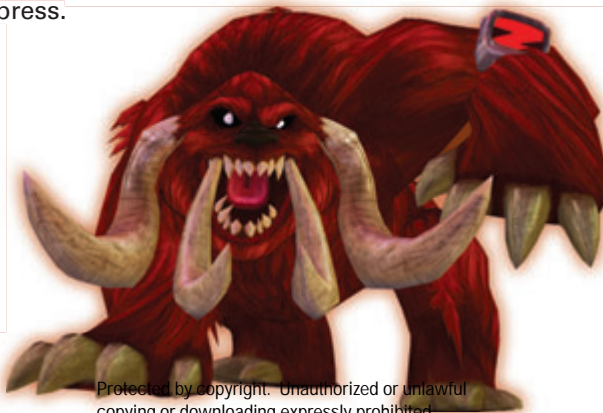
Platform	Controls
Xbox 360	Rotate the left analog stick 360 degrees and press <b>Y</b>
Wii	Shake the Wii Remote and press <b>Z</b>
PS2	Rotate the left analog stick 360 degrees and press <b>▲</b>

### Double Whammy



Platform	Controls
Xbox 360	<b>Y</b> , land, <b>Y</b>
Wii	<b>Z</b> , land, <b>Z</b>
PS2	<b>▲</b> , land, <b>▲</b>

This is a heavy attack combo that works well when Crash is trying to stun a Titan. Wait until Crash's feet hit the ground before pressing the button a second time, or the attack will fail. You can greatly increase the power of this attack by holding down to charge the attack on each button press.



## Triple Dragon



Platform	Controls
Xbox 360	Y, land, Y, land, Y
Wii	Z, land, Z, land, Z
PS2	▲, land, ▲, land, ▲

This is a more powerful heavy attack combo. After you unlock the Triple Dragon, you will find it is one of the best combos to use when stunning a Titan.

## Aku Air Grind



While Crash can slide down chutes during levels, he can also use Aku Aku any time during a level to get around quickly. To perform this move, just jump up and then block to begin sliding. While Air Grinding, you can press the light attack button to perform a spin attack. If you want to stop sliding, press the heavy attack button.

Platform	Controls
Xbox 360	A, (RT)
Wii	A, C
PS2	X, (R2)

## Chin Tickler



Platform	Controls
Xbox 360	X, X, Y
Wii	B, B, Z
PS2	■, ■, ▲

The Chin Tickler is a good attack for those Titans that have fast light attacks. It combines both the light and heavy attacks.





## Board Slam



Platform	Controls
Xbox 360	X, X, Y, Y
Wii	B, B, Z, Z
PS2	■, ■, ▲, ▲

After you unlock the Board Slam, just add a heavy attack after a Chin Tickler to make Crash finish the combo with an attack using Aku Aku.

## Spin Dismount

When you need to get off of a jacked Titan and want to finish it off immediately, use the Spin Dismount.



Platform	Controls
Xbox 360	Rotate the left analog stick 360 degrees and press
Wii	Shake the Nunchuck and press
PS2	Rotate the left analog stick 360 degrees and press



# PICK-UPS AND REWARDS

In *Crash of the Titans* there are lots of things to pick up and awards you can earn.

## Mojo

Mojo is the essence of life itself. You can find it just lying around or floating up in the air throughout the various levels. It can also be found by hitting plants, smashing crates, and by defeating enemies. As you collect mojo, you can unlock advanced attacks and moves as well as upgrade Crash's spin attack, slide for longer periods of time, and upgrade the health meter. In addition, for every 25,000 mojo you collect, you also earn an extra life.



Unlocks and upgrades are awarded for collecting the following amounts mojo.

10,000	160,000	405,000	805,000
30,000	180,000	455,000	905,000
60,000	215,000	505,000	1,035,000
80,000	240,000	555,000	1,085,000
105,000	305,000	605,000	1,115,000
130,000	365,000	705,000	1,205,000



## Power-Ups

As you play through the levels, you will come across several items that will help you on your way to victory.

### Wumpa Fruit



Pick up these tasty fruits whenever you can find them. Each one restores some of your health.

### Golden Wumpa Fruit



The Golden variety of Wumpa fruit gives you an extra life.

### Mojo Multiplier



When you pick up one of these multipliers, you earn double the amount of mojo for a short period of time. Your mojo meter ticks off the time.

### Free Jack Mask



This golden mask gives Crash incredible strength for a limited amount of time. While so empowered, Crash can stun any Titan with a single hit.

### Feather



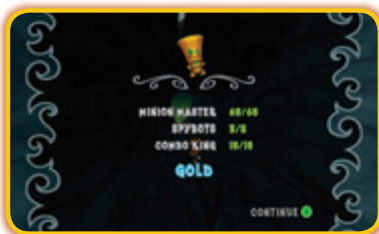
Feathers can be found during sliding parts of levels. Collecting them increases your sliding speed to help you jump over long gaps.

## Idols and Voodoo Dolls

There are several types of idols and voodoo dolls which you can earn or collect during the levels. They show up on the game hub screen and allow you to access various features and information.

### Level Idols

After completing an episode, you will receive either a gold, silver, or bronze idol based on your performance in three areas. Gold is awarded for competing all three requirements, while silver requires only two to be completed. The three areas are as follows:



**Minion Master:** You must defeat a set number of minions within the episode.

**Spybots:** You must find and destroy three of Dr. Cortex's spy toilets.

**Combo King:** You must score a minimum number of combat hit combos. A combo is a continuous series of hits against enemies.





## Hidden Voodoo Dolls

Each episode contains one of these reddish voodoo dolls. Collecting them unlocks concept art for the current episode. They are often hidden behind objects or up high where you normally wouldn't see them.



## Mojo Room



During the course of each episode, you will come across mystic clouds somewhere within the level. Use them to enter a Mojo Room where you can complete a challenge.

Not only will you be rewarded with a mojo voodoo doll, but these rooms also contain a lot of mojo for you to collect.

## Enemy Information

After you defeat an enemy minion or jack a Titan for the first time, you unlock a voodoo doll for that enemy. From the game hub screen, you can then view information about that enemy.



## Skins

As he defeated enemies, Crash can earn skins that can be worn during episodes. To unlock a minion skin, you must defeat a set number of minions. To earn a Titan skin require you to jack a set number of Titans. While wearing a skin, Crash can defeat or stun an enemy of that skin type with a single hit. Wearing skins can make fighting the more powerful Titans a lot easier—however, you have to earn the skins first.



## Xbox 360 Achievements

Forty-seven achievements can be earned while playing *Crash of the Titans*.

Name	Description	Points
Wumpa Warrior	All Wumpa Island Episodes Completed	15
Temple of Boom	Temple Episode Completed	10
Harder They Fall	All Lumber Yard Episodes Completed	15
Tiny Detour	Lava Episode Completed	10
Beach Blanket Bombardment	All Beach Episodes Completed	15
Facts of Strife	All Factory Episodes Completed	15
Barking Up the Wronged Tree	All Uka Tree Episodes Completed	25
Courting Catastrophe	All Cortex Lair Episodes Completed	25
Easy Pickings	5 Hidden Idols Collected	15
Treasure Hunter	All Hidden Idols Collected	25
Master at Harms	200 Minion Fodder Beaten	25
Baker's Dozen	13 Titans Jacked	13
Aiming to Please	20 Projectile Creatures (Snipes, Stenches, Ee-lectrics) Jacked	20



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Name	Description	Points
Goose Goose Duck!	Yuktopus Jacked	10
Carry a Bigger Stick	5 Captains Jacked	15
All Bark, No Might	Uka Uka Jacked	10
Sticky Fingers	Nina's Arachnina Jacked	15
Monster Whisperer	75 Strong Creatures Jacked	30
Sampler Pack	1 of Every Jackable Creature Jacked	30
Brutal Buffet	Jack 5 of Every Type of Jackable Creature	35
Fits Like a Glove	1 Creature Costume Skin Collected	10
Soaking In It	5 Creature Costume Skins Collected	25
Gimme Some Skin	10 Creature Costume Skins Collected	26
Master of Disguise	Unlock All Creature Costume Skins	36
Mojofied	All Skill Sets Fully Upgraded	30
Mojo Magic	1 Mojo Room Challenge Completed	10
Mojo Mania	10 Mojo Room Challenges Completed	15
Mojophilia!	Complete All Mojo Room Challenges	25
Gold Digger	1 Gold Episode Idol Earned	15
Ringer	5 Gold Episode Idols Earned	15
Midas Touch	Earn 10 Gold Episode Idols	25
Self-Help Guru	Health Fully Upgraded	15
Big Spender	9 Lives Spent in a Single Episode	10
Five By Five	5 Extra Lives Accrued	10
Like a Cat	9 Extra Lives Accrued	20
Stayin' Alive	15 Extra Lives Accrued	30
Idle Hands	Let Crash Do 10 Funny Things	15
Crate Crazy	100 Crates Smashed	20
Duplex Planet	Played Co-Op	20
Where Did the Time Go?	Spent Longer than 25 Minutes in a Single Episode	25
Right Stuff	Free Fall for 5 Seconds	5
Over Easy	Earn Gold for All Episodes on Easy	25
Medium Rare	Earn Gold for All Episodes on Medium	35
Hard Knocks	Earn Gold for All Episodes on Hard	60
Alive and Kicking	Complete All Episodes on Hard	10
Jack King	Complete 100 percent of the Game	75
Eavesdropper	Listen to 5 ambient conversations in full	20

# THE ENEMIES

Crash must fight against a number of different types of enemies throughout the 20 episodes of his adventure. Some of these can be defeated with a couple of light attacks while others require a lot of strength and perseverance to overcome them.

## Minions

Minions are the basic enemies you face in each episode. They are easily defeated individually, but gain strength in numbers.

## Ratnicians



These guys were created by Uka Uka's mojo and Cortex's science. Luckily for us they are as fragile as they look.



The Ratnicians are the easily defeated. They take only a few light attacks to get rid of them. After you unlock the Old Skool spinning attack, use it when you face large groups of these minions. Ratnicians appear in the Wumpa Island and Temple of Boom episodes.



### Koo-Ala



These crazy little bears hate all things natural and love things heavily carbonated.



You find Koo-Alas in the Lumber Yard and Lava episodes. They fight back a bit more than the Ratnicians, and thus offer Crash more of a challenge.

### Doom Monkey



These danger-loving servants of N-Gin like exploding heads and long walks on the beach.



Found in the Beach and Factory episodes, the Doom Monkeys have a special attack they like to use. Watch out when a Doom Monkey's head begins to inflate. It will then explode, causing damage to Crash if he is nearby.

## Voodoo Bunny



Whatever you do, don't feed them carrots after midnight or get them wet!



Voodoo Bunnies attack you during the Uka Tree episodes. Not only can they hit Crash with normal attacks, they can also summon a small rain cloud that emits lighting to damage you if you're standing too close. If you see a cloud, stay back.

## Brat Girl



Every little queen bee needs some drones, so Nina just grew her own!



When you get to the Cortex Lair episodes, these are the minions sent to stop you. They are the toughest minions in the game and carry around megaphones that paralyze Crash when they talk incessantly at him.



## Titans

Titans are normal, innocent creatures that have been transformed into powerful monsters by Dr. Cortex's Evolve Ray, which uses the power of mojo for evil. Crash can take control of these Titans by first stunning them. When a Titan is first attacked, a star meter appears over its head. When all the stars are filled, the creature is stunned and can then be jacked. Crash jumps up onto the Titan and has complete control of it. This is known as "jacking." Crash's health meter is replaced by the Titan's health meter along with a special Titan meter. When the special Titan meter is full, you can use the Titan's special attack.

### Spike



This sneaky character likes ambushing bandicoots from below, petty larceny, and romance novels.

Attack	Xbox 360	Wii	PS2
Claw Combo	X, X, X	B, B, B	■, ■, ■
Spike's Surprise	A	Raise the Nunchuck and Wii Remote	X



The Spike is the lowest Titan. It is easily stunned by a series of light attacks or a few heavy attacks. Its special attack causes large spikes to shoot up from the ground all around the Titan to inflict a lot of damage to nearby enemies. This special attack can stun most Titans.



All Titans have a heavy attack just like Crash, which is for hitting enemies up close. By holding down the heavy attack button, you can charge it up to break an enemy's block. All Titans can also block.

## Goar



Huge powerful jaws, terrible breath, and unstoppable power. This guy is like a bad hair day brought to life.

Attack	Xbox 360	Wii	PS2
Tusk Tusk Combo	X, X	B, B	■, ■
Terrifying Roar	A	Raise Nunchuck + Wii Remote then snap down	X



Goars are very difficult to stun without the help of a Free Jack Mask or another Titan. Their regular attacks can hurt Crash very quickly, while their special attack paralyzes anything in front of the Goar for a short time. Although it does not stun Titans, it does paralyze them so you can then stun them with regular attacks.

### Snipe



This colorful creature prefers to keep its distance and throw razor-sharp feathers.

Attack	Xbox 360	Wii	PS2
Sniper Mode	(RT) + X	Point Wii Remote + B	(R1) + ■
Gambler's Hand	(RT) + A	Point Wii Remote + A	(R1) + X



The Snipe is one of several projectile-throwing Titans.

By just pressing the light attack button, you can throw feathers directly in front of you. However by using the Sniper Mode, you can aim at long range targets and throw feathers at them. The Gambler's Hand special attack allows you to aim at several targets at once, then throw feathers at all of them at the same time. The Snipe is fairly weak and easily stunned. Crash can use his Old Skool spin attack to deflect feathers back at Snipes and stun them with a single hit.

### Yuktopus



Patent pending, Dr. Neo Cortex. The Yuktopus was built to steal all the magic from Wumpa Island while belting out catchy tunes.



## THE ENEMIES

Attack	Xbox 360	Wii	PS2
Tentacle Slap	X, X, X	B, B, B	■, ■, ■
Mojo Blast	A	Shake Wii Remote + Steer with the Control Stick	X



The Yuktopus is a tough Titan to stun. It is best to jack weaker Titans first, such as Spikes or Goars, and use them to attack the Yuktopus—preferably with their special attacks. This Titan's Mojo Blast is a beam weapon that causes a lot of damage to whatever it hits.

## Rhinoroller



This armor-plated beast rolls himself into a ball to knock down anyone that looks at him funny.

Attack	Xbox 360	Wii	PS2
Horn Attack	X	B	■
Thunderbowl	A	Crank Wii Remote, steer with Control Stick	X



The Rhinoroller's main attack is its special attack. It rolls around the area causing damage to everything it runs into. It is best to use a heavy attack to stop Rhinorollers from rolling, then keep hitting it with combos of heavy attacks until it's stunned. When you jack a Rhinoroller, start rolling around to bowl down the enemy. While you can defeat minions with a single hit, keep rolling into Titans to stun them.

### Shellephant



Just your friendly, neighborhood, crab-shelled, fire-breathing, mojo-fueled elephant.

Attack	Xbox 360	Wii	PS2
Infinity Combo	X, wait, X ...	B, wait, B ...	■, wait, ■ ...
Blaze of Glory	A	Shake Wii Remote, steer with Control Stick	X



The Shellephant is another tough Titan to stun. Unless you have a Free Jack Mask, be sure to get another Titan to help you do the job. Although it is slow, its light attack is very powerful. The Shellephant's special attack is to blow fire out of its trunk. You can turn while using this attack to hit enemies all around you.

### Magmadon



This hard-shelled enemy's skin is strong enough to ignore lava.

Attack	Xbox 360	Wii	PS2
Slam Thrust	X, wait, X	B, wait, B	■, wait, ■
Hellfire Stomp	A	Raise Wii Remote then snap down	X



The Magmadon is a tough Titan, but you can stun it on your own. Since it likes to block your attacks, charge up some heavy attacks to break through its blocking. The Hellfire Stomp causes a linear earthquake directly in front of the Magmadon, causing damage to everything in its path and stunning other Titans. Jump up into the air to avoid these Magmadon attacks.

## Stench



This black and white bird has a powerful area of effect attack as well as the ability to shoot concentrated stink!

Attack	Xbox 360	Wii	PS2
Stink Bomb	(RT) + X	Point Wii Remote + B	(R1) + ■
Stench Cloud	(RT) + A	Point Wii Remote + A	(R1) + X



The Stench is very similar to a Snipe, however, instead of throwing feathers, the Stench throws smelly bombs. Stenches are easily stunned with a combo of light and heavy attacks. Once it is jacked, you can fire its attack at distant targets. If you need to cause some damage to nearby enemies, just press the jump button to release a cloud of stink all around you.



## Sludge



This guy is like the common cold come to life! We can take his powers, but we're not sure we want to touch him.

Attack	Xbox 360	Wii	PS2
Gooley Louie	(RT) + X	(C) + (B)	(R1) + [ ]
Toxic Vom	A	Shake Wii Remote	X



Sludges have a long reach with their light attacks, so get in close when attacking to stun them. The Chin Tickler is a good attack to use against the Sludge because the light attacks help keep it from hitting you while you lay into the Sludge with a heavy attack. The Sludge's special attack is a short-range stream of goo that damages all enemies it touches. However, the Gooley Louie attack is even better. Hold down the block button to cause the Sludge to shrink down to the ground for a short period of time. You can then move around, avoiding all attacks, and pop up with a powerful uppercut by pressing the light attack button.

## Scorporilla



Stay sharp, Crash, and watch out for her gargantuan arms, crushing feet, and her scorpion tail.

## THE ENEMIES

Attack	Xbox 360	Wii	PS2
Tail Whip	X, X	B, B	■, ■
Ground and Pound	A	Beat chest with Nunchuck + Wii Remote, snap down	X



This is another one of those Titans for which you had better have a Free Jack Mask or another Titan if you want to stun it. Even with a Titan, it is best to stun the Scorporilla with special attacks, if possible. The Tail Whip combo starts off with an arm sweep that hits enemies in front and then finishes with a 360-degree sweep of the tail that hits all enemies around the Scorporilla. The Ground and Pound special attack creates a shockwave that causes a lot of damage in all directions and stuns Titans within range.

## Ratcicle



This mutant will freeze you solid and then shatter you into a million pieces with its special ice attack.

Attack	Xbox 360	Wii	PS2
Cool Combo	X, X, X	B, B, B	■, ■, ■
Freeze Punks	A	Raise Wii Remote, snap down	X





The Ratcicle is a tough Titan that you must sometimes stun on your own. Use the Triple Dragon attack, but be ready for this Titan to block you. Its special attack sends out a stream of ice along the ground similar to the Magmadon's attack, but the Ratcicle's ice actually follows its target, so you don't have to be directly in front of the Ratcicle to get frozen. The ice attack holds enemies in place for the Ratcicle to then come attack.

## Battler



Kung-fu razor-claw combos and the power of explosive wind.

Attack	Xbox 360	Wii	PS2
Bat Slash Combo	X, Y, X	B, Z, B	■, ▲, ■
Cyclone Storm	A	Shake Nunchuck + Wii Remote	X



Use the Triple Dragon attack as well as charged up heavy attacks to stun Battlers. Their Bat Slash combo is very effective against other Titans, so learn to perform it. However, the Battler's special attack is awesome. It creates three small tornados that move forward and cause damage to all enemies they hit. Use this attack to stun powerful Titans such as the Scorporilla.

## Ee-lectric



This one bristles with electric energy that blasts from its hands or is called down from the sky.

Attack	Xbox 360	Wii	PS2
Lightning Bolt	RT + X	Point Wii Remote + B	R1 + ■
Heavenly Blast	RT + A	Point Wii Remote + A	R1 + X



The Ee-lectric is similar to the Stench, but is a bit tougher to stun. Use the Triple Dragon or charged up heavy attacks since this Titan likes to block. It has projectile attacks that can target enemies at long range with accuracy. The special attack can be aimed at several targets, which are then instantly attacked by lightning from the sky. This is extremely useful because the Titan does not have to wait for its projectile to travel to the target. By pressing the jump button, you can call in lightning to hit any nearby enemies all around you.





## Uka Uka



Uka Uka, the brother of Aku Aku, has combined magical tiki mojo with the science of Cortex to create horrible mutants.

Attack	Xbox 360	Wii	PS2
Heavy Hitter	X, X	B, B	■, ■
Optic Blast	A	Point Wii Remote + A	X



Uka Uka is the boss at the end of Episode 17. Use other Titans, preferably those with projectile attacks, to stun this powerful Titan. Watch out for Uka Uka's Optic Blast special attack, which fires laser bursts that cause loads of damage. After you jack this Titan, you can aim the Optic Blast with your Left Analog Stick or Control Stick.

## Arachnina



Nina's personal suit of mech armor boasts every evil weapon in the Cortex family arsenal.

Attack	Xbox 360	Wii	PS2
Spidey Combo	X, X	B, B	■, ■
Robotomize	A	Crank Wii Remote	X

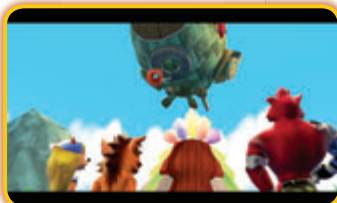


The Arachnina is the final boss Crash must face at the end of Episode 20. You will have to use a Scorporilla's light attacks to stun this behemoth.

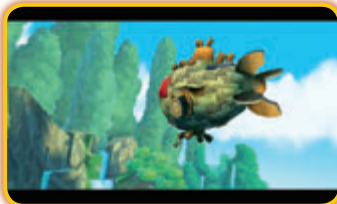
Get in close and keep hitting with single light attacks, not combos, to prevent the Arachnina from launching its own attacks. Its heavy attack sends out a giant saw blade to slice through anything in its way. When it is about to use its special ability, the Arachnina transforms from a robot into a spider and fires a beam weapon that causes tremendous damage. If you have a Titan, you can block this beam and not take any damage—you are simply pushed away from the Arachnina. After you have stunned this boss Titan, you can jack it like any other and take control of it. Feel the power!



## EPISODE 1: A NEW HOP



Crash is spending some time with his friends when Dr. Neo Cortex arrives in his airship.



Coco and Aku Aku are captured and carried away while Crunch is frozen in crystal. Crash is left to deal with the situation. Throwing Coco's contraption at the airship, Crash manages to sever Aku Aku's cage, which falls into the forest. However, Dr. Cortex makes good his escape with Coco.





## Voodoo Dolls



### Gold Idol

**Minion Master:** 65

**Spybots:** 3

**Combo King:** 15

### Skins

**Ratnician Skin:** Defeat 200 Ratnicians

**Spike Skin:** Jack 50 Spikes

### Others

**Replay Mojo Room:** Complete Mojo Madness!

**Episode 1 Concept Art:** Find Hidden Idol

**Ratnician Info:** Defeat 10 Ratnicians

**Spike Info:** Jack first Spike

## Walkthrough



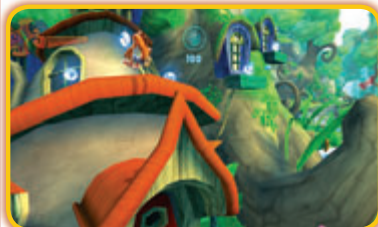
Crash and Crunch are left behind near the Bandicoot's home. Before heading off to rescue Aku Aku, spend some time picking up mojo. Mojo is the essence of life itself.

As you collect mojo, you learn new moves and upgrade existing moves. It can be found in a number of different places. Around the house, use your light attack to destroy small plants to reveal mojo. The larger plants spit out mojo. Hit them a couple times to make sure you get all the mojo they hold.



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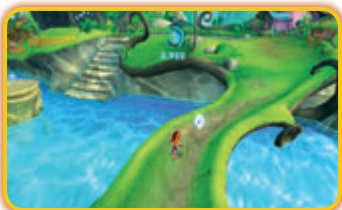
You can also get mojo by attacking the flower pots and even the mail boxes. Experiment by hitting everything to see what you can get. Mojo released by objects disappears after a short while, so grab it while you can.



Jump up onto the house to find more mojo. To get to the top, you will have to perform an air jump. Press the jump button and then, while in midair, press the jump button again. This lets you jump even higher. You can also find some more mojo in the pool. The small mojo crystals are worth 10 while the larger are worth 1,000!

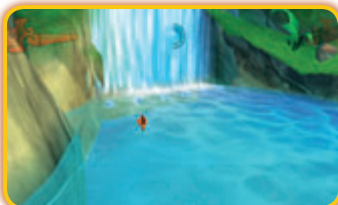
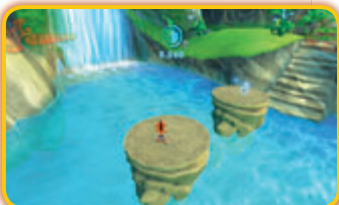
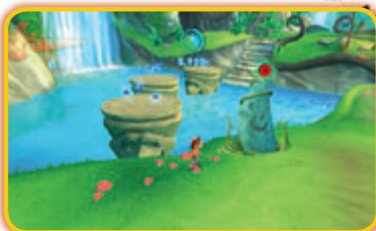


**Try entering Crash's house. There is no mojo, but you do get a bit of a surprise.**



Walk across the land bridge over the river to collect a large mojo crystal, then head back toward a large stone with a bandicoot paw print on it.

These hint stones teach you about new moves and other information as you play through the game.



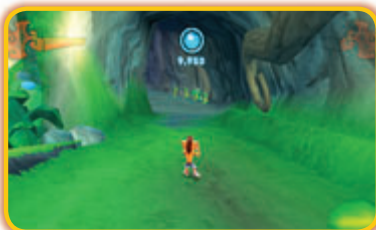
Jump across on these stones to collect more mojo. Then drop down into the water to pick up some more by the waterfall.



Climb up out of the water via the stone steps and search for more mojo around the second house. From the rooftop, jump over to the vine. By moving back and forth,

you can make Crash swing. At the end of his swing forward, press the jump button to release and send him soaring to grab some more mojo floating in midair.

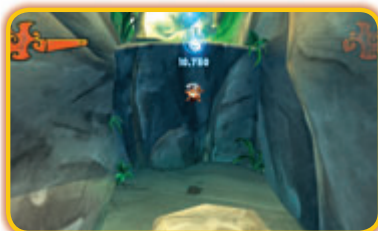
By the time you clear out all the mojo in this first area, you should have close to 10,000. When you have this amount, you gain access to the Norris Roundhouse attack, which is a combo of three light attacks in a row.



Enter the cave and hit all the plants to continue increasing your mojo collection. About halfway through the cave, you run into a couple Ratnicians. They are fairly weak and can be defeated with a few light attacks or a single heavy attack. The counter that appears on the screen shows how many you have defeated during this level. Once you have defeated 65, you will have achieved the requirements for Minion Master for this level.

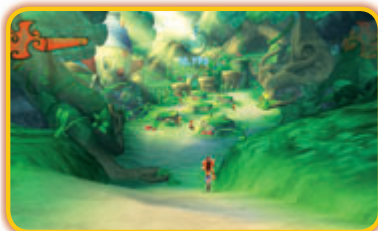


Continue through the cave to the next hint stone where you learn about the air jump. Use this technique to jump across to the stone platform up ahead, and then up to the cave exit,



collecting more mojo as you go. If you don't jump quite high enough, Crash grabs hold of the edge of the cliff. Press the jump button again to get up to the top.

After you exit the cave, you run down a slope into a small valley. You can't go back up the slope, so once you go down, you can no longer backtrack.



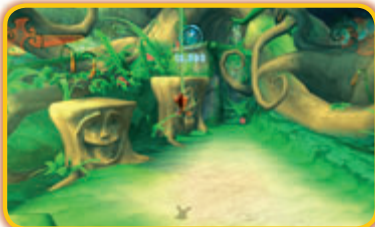
Several Ratnicians are down in the valley. Attack each of them in turn. The numbers that appear in the screen's lower left corner show your combos. These are the number of successive attacks against enemies. To achieve Combo King in this level, you need to get 15 combos in a row. You can hit an



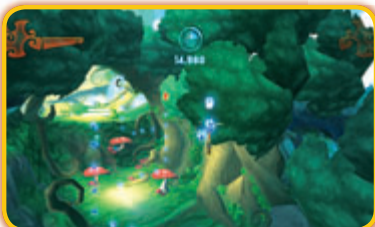


enemy even after it has been defeated for an extra combo point. It is tough to get a 15 here. However, later areas in this level have more Ratnicians close together, so you can get some major combo points later on.

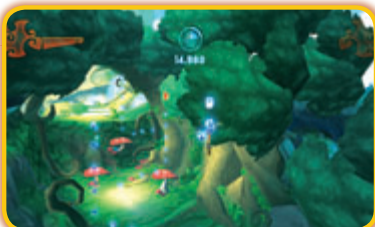
After clearing out the Ratnicians in the valley, collect all the mojo and then get to the top of the ledge at the opposite end. You can jump up on the stumps or swing on the vine to soar to the top of the ledge to exit the valley.



Move through the forest, attacking plants and collecting mojo as you go until you get to the hint stone. It teaches you about Bouncy Bouncy—jumping as you land on a springy object, such as a mushroom.



Continue to the area with the mushrooms and defeat the Ratnicians there. A few of them add to your total for Minion Master.



After this area is clear of enemies, jump up onto the mushrooms and use the Bouncy Bouncy move to jump very high and collect the mojo above. Be sure to collect the Idol above one of the

mushrooms on the right side. This unlocks concept art for this level.





Finally, after all the mojo is collected, jump up onto the last mushroom near the cliff. You must jump up on the mushroom on the left side and, from there, jump to the last mushroom. Then

jump up onto the ledge and continue to the next area.

Attack the plants to find mojo before jumping across the water via the floating head platforms. They tilt as you stand on one edge, so don't stay on them too long or you will fall into the water below.



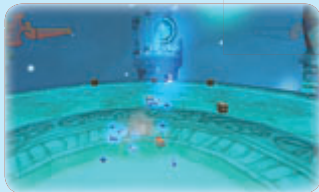
When you get to the other side, leave the plants alone for now and climb up the cliff by jumping and grabbing onto ledges. On the left side is a "2x." Pick it up, and for a limited amount of time, every mojo crystal you collect is worth double the points. Now go back down the cliff and hit those plants for more mojo.

Continue advancing and attacking plants as you go for more mojo until you reach another spot where you have to cross over water. Near the large plant on the right, you see a mystical cloud.



This is where you can enter the Mojo Room for this level.

## Mojo Madness!



Each level has a Mojo Room. In this first room, you must collect 5,000 green mojo in 35 seconds. The room also has crates you can break open with attacks. However, the crates only hold blue mojo, so leave them to begin with. The green mojo crystals fall from the sky. Watch for the larger green crystals since they are worth more points. The mojo falls lightly at first, and then really starts to pour down when the time is nearly up. Keep moving and going after the large crystals, and you should be able to collect enough with a few seconds to spare.

After you complete this challenge, a voodoo doll appears at the far end of the area. This allows you to play the mojo room again after you have completed this level. Break open the crates to find blue mojo—but watch out for the three crates near the edge. Hit them once with a light attack and then back away. They explode, causing damage to Crash if you are close by. You exit the room through the mystical cloud at the room's far end. If you can't collect 5,000 within the time limit at first, leave the room, return to the level, reenter the Mojo Room, and try again.



Cross the water by jumping from one tilting platform to another and then continue advancing, collecting mojo from plants as you go.



When you get to the mushroom, jump up onto it and then jump up to the top of the cliff to continue.



Attack the Ratnicians throughout this area as you approach more water that you must jump across. Jump from island to island until you reach a hint stone where you learn how to perform the Spin Hover. This slows down your descent after an air jump, allowing you to cross longer distances.



Use the Spin Hover to jump to the next island, collecting mojo as you descend. Jump up onto the mushroom, and then onto the top of this island to access a tilting platform that takes you across to some more land.



You can't jump from the platform to the top of the land. Instead, you must grab onto a ledge and shimmy to the right. Jump up to a higher ledge and continue moving to the right.

Finally, you can jump up onto the top of this land area.



When you get to the top, you find the first Spybot. Defeat it with a light attack. You need to get three Spybots on each level if you want to earn a Gold Idol at the end. Spybots do not attack you, so they are not a threat. After you destroy it, attack the plants for some mojo, and then make your way across some more tilting platforms to get across another water area.



Some Ratnicians await you on the next land area. Defeat them and collect all the mojo before jumping to the next land area. You must Spin Hover to make it across these large gaps.

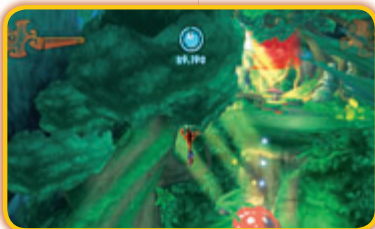


Continue advancing until you reach the second Spybot. Destroy it and then jump up the cliff, using the ledge to make it to the top.

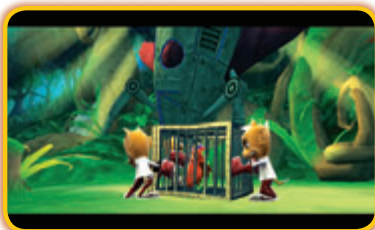




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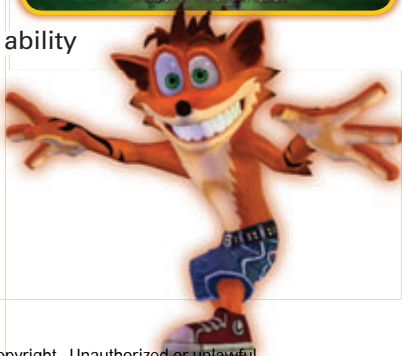
Jump on the mushrooms to collect mojo in the air. After you have it all, use the last mushroom to jump to the top of the cliff to get to the next area.



You have found where Aku Aku is being held prisoner by Ratnicians. Lay into these enemies with light attacks. There are many of them in this area. Because they are close together, if you use lots of light attacks, you can easily get your Combo King reward.



After the Ratnicians are defeated, you can free your friend. Aku Aku stays with you to help you fight against the forces of Dr. Cortex. You can use him as a shield to block medium attacks. A chance to use this new ability appears right away as more Ratnicians arrive on the scene. Try blocking their attacks with Aku Aku, and then defeat them.





Once your mojo reaches 30,000, you learn the Old Skool attack where Crash spins around, attacking everything he comes in contact with. This is a great attack, but if you use it for too long, Crash gets

dizzy and stops spinning—he's temporarily stunned. Practice this attack when no enemies are around to start with so you get a feel for how long he can spin. Then stop spinning before Crash gets too dizzy or he will be vulnerable to enemy attacks.

Use the mushroom at the end of this area to jump up to the top of a cliff and continue down a forest path. Collect mojo from plants as you go. At the end of the path, use another mushroom to get to the next area.



Ratnicians in this area are hiding from a large creature that has been created by Dr. Cortex. It is known as a Titan. This particular Titan is a Spike—and it shows you how it earned this name as it attacks the Ratnicians.







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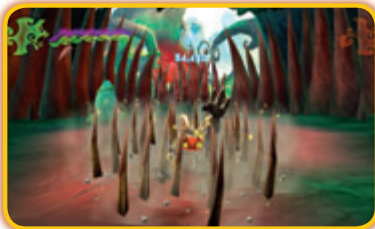


Advance to the hint stone to learn about Jacking. Instead of just defeating Titans, you also can take control of them. Jacking requires you first to stun a Titan by hitting it with light attacks. You can also

use heavy attacks and if the Titan blocks you, charge up a heavy attack to break the block. As you attack a Titan, a row of stars appear over its head. When all the stars are filled, the creature is stunned. Now you can jack it.



Crash jumps up onto the Titan and uses Aku Aku to take control of it. As long as you are on the Titan, you use the Titan's moves instead of Crash's. The first time you jack a new type of Titan, a screen appears listing that Titan's moves.

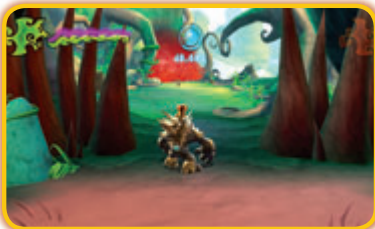


The Spike has a Claw Combo attack, a heavy attack, and the Spike's Surprise. This last special attack causes numerous spikes to rise from the ground, damaging anything they touch.

While this defeats Ratnicians, it only stuns other Titans. This attack must recharge before it can be used again.



One of the rewards on this level is the Spike Skin that Crash can choose to wear. To unlock this, you must jack 50 Spikes. While you can choose to do this over the course of the game, you can also achieve this reward right now—it just takes some time. After jacking the first Spike, jump off and defeat it with either a charged heavy attack or a series of light attacks. A short time after you jump off the Spike, another one appears. Attack until it is stunned, and then jack it. Repeat this until you have jacked 50 Spikes. You can also jack the same Spike after you jump off rather than defeating it. When another Spike appears, use the special Spike attack, Spike's Surprise, to stun it, and then jack it. You don't even have to jump down from the Spike you are already on. Crash simply jumps from one Titan to the next. Then use your new Spike to defeat the old one.



When you are ready to continue, take your jacked Spike to the wall at the end of this area and use a heavy attack to break it down.

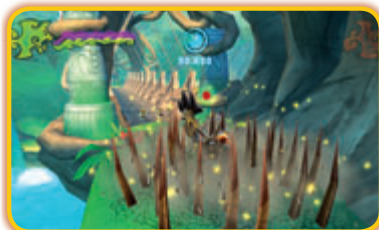
In this next area, lots of Ratnicians attack you. Use your Spike to wipe them out. While on a Titan, any damage the enemy inflicts is suffered by the Titan and not you. Therefore, use Titans as much as possible to save your health and use their more powerful attacks. A single light attack by the Spike takes out a Ratnician. When the area is clear, collect mojo from the plants and crates.



Advance across the bridge. As you do, more Ratnicians appear. Wipe them out and keep going.



Once on land again, continue to the third Spybot and destroy it. Another Spike awaits near the next bridge. Attack it using the Spike's Surprise attack or other attacks until it is stunned, then jack it and take it across the bridge after defeating any Ratnicians that appear.



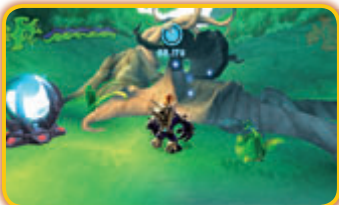
On the other side of the bridge you must face three Spikes. Move in and use the special attack to stun at least one of the Spikes. Then jack that one and use the special attack again—since it is already charged—to stun the other Spikes.



You face Ratnicians as well as more Spikes in this final area of the level. Keep fighting and jacking Spikes to clear it out. As long as you stay on a Spike, you should have no trouble.



After all enemies have been defeated, lead your Spike to the large tree and use a heavy attack to knock it down.

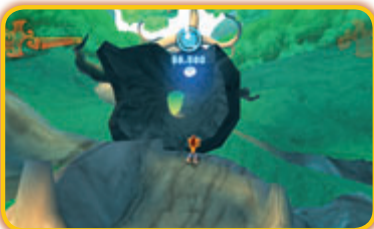


However, instead of walking forward to end the level, move over to the sacrifice orb and use it. Your Titan is destroyed, but you receive a reward of a lot of mojo. Sometimes you may even receive an extra life by sacrificing a Titan.



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Exit the level through the hollow tree you knocked down.



At the end of each level, you receive a reward based on your performance in three areas—Minion Master, Spybots, and Combo King. If you achieved all three requirements, you receive a Gold Idol for the level. If you achieved only two, your reward will be a Silver Idol, and if you only got one of the three, you are awarded with a Bronze Idol. If you don't get a Gold Idol the first time, you can always replay the level.





## EPISODE 2: A SUCCUMBING TO AGE STORY

### Voodoo Dolls



#### Gold Idol

Minion Master: 25

Spybots: 3

Combo King: 45

#### Skins

Goar Skin: Jack 30 Goars

Snipe Skin: Jack 50 Snipes

#### Others

Replay Mojo Room: Complete Scandalous Snipe!

Episode 2 Concept Art: Find Hidden Idol

Goar Info: Jack first Goar

Snipe Info: Jack first Snipe

### Walkthrough



This level begins with Crash still in the forest. Before you get to the end, you will meet two new Titans.



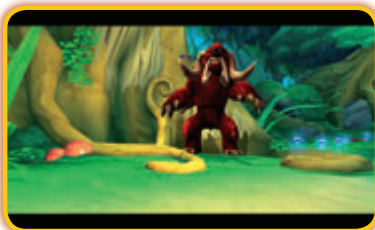
Advance to the hint stone to learn about a new object that you can pick up. The Free Jack Mask gives you a burst of concentrated mojo, letting you knock out any enemy with a single shot.



**Don't forget to hit the plants throughout each level to find not only mojo, but also fruit to restore your health.**



Continue past the stone to pick up the mask. Be quick because a Titan is heading your way.

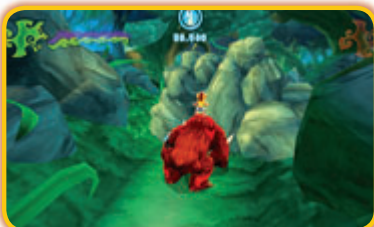


The Goar is a much tougher Titan to stun than the Spike. It requires many more hits to stun it and can usually kill Crash with just a few hits.

However, since you picked up the mask, hit the Goar with a light attack to stun it. Then jack the creature and use it to continue moving through the forest. The Goar has a combo of two



light attacks that works well against enemies. Its special attack, Terrifying Roar, stuns small enemies directly ahead of the Goar.



When you come across some large boulders blocking your way, use the Goar's light attacks to break through. The same goes for a large tree in your path a bit farther on.

Just past the tree, you come across several Ratnicians as well as some Goars. Advance to attack them.



Use light attacks to sweep away the Ratnicians as you go after the other Goars. A good tactic to stun them is to use two light attacks followed by a heavy attack. As soon as you stun one, jack it and then beginning attacking the next Goar. Not only does this add to your total number of Goars jacked and help you earn a Goar Skin, but also it is an easier way to defeat the Goars that spawn in this area.



After all the Goars and Ratnicians in this area have been defeated, stay on the one you jacked and destroy the first Spybot.



Continue walking through the forest until you come to a sacrifice orb. Use it to get rid of the Goar and gain some mojo—and possibly an extra life as well!

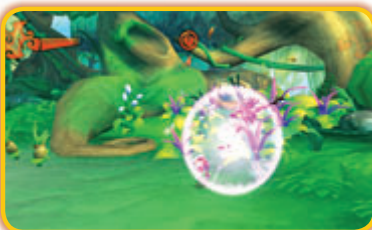


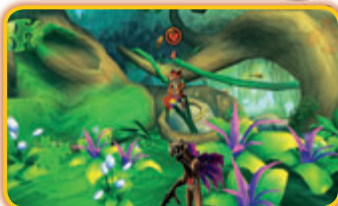
Collect your mojo and then jump up the ledges to the next area of the forest.



As you advance, you run into yet another Titan—the Snipe.

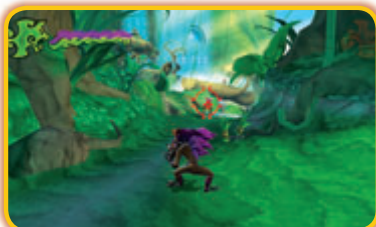
The Snipe throws feather projectiles at you. You can either try to dodge them or hit them back at the Snipe. To do this, perform a light attack just as the feather is about to hit. A successful deflection stuns the Snipe.





If you can't deflect a projectile, move in and start hitting the Snipe with light and heavy attacks until it is stunned. Then jack the Titan to gain control of its unique powers. In addition to its heavy attack of hitting nearby enemies with the Snipe's claws, its light attack throws projectiles. However, the Snipe has two more attacks you also can use. In Sniper Mode, a targeting crosshairs appears so you may attack targets at long range with projectile attacks. Gambler's Hand is similar, but you can lock onto multiple targets and then throw several projectiles all at once—each flies to its assigned target.

When you're in control of the Snipe, advance until you can just see a second Snipe on the path ahead. Use Sniper Mode to take aim, then throw several projectiles, one after another, until you stun the Snipe.



Quickly advance to jack this snipe. If you want to build up your jacks to earn a Snipe Skin, return to the place where you jacked the first Snipe to find another waiting for you. By staying in this area, and jumping off your Snipe to finish it with a charged-up heavy attack, more Snipes continuously spawn.



When you are ready to continue, go up a trail along a bridge formed from a tree until you can see a bull's-eye target. Some sections of this bridge have been pulled away by vines. Use the Snipe's Sniper Mode attack to hit the targets and release a couple sections of bridge to make them fall back into place so you can cross.



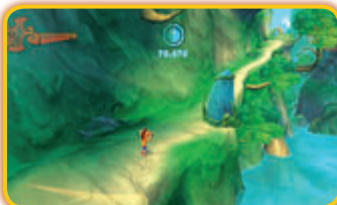
A couple more Snipes are ahead. One is off on a platform to the side and can only be hit by projectile attacks.



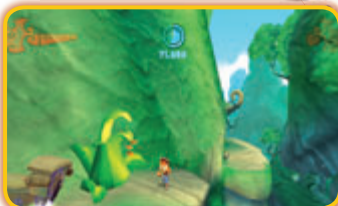
The other Snipe is on the bridge and can be defeated by either projectiles or heavy attacks up close.



After the bridge area is clear, continue to the sacrifice orb and cash in your Titan for some goodies.

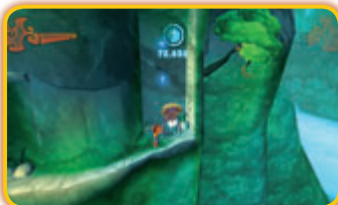


As you come to a hint stone, you learn about the backflip. This is a useful move that actually gets you higher than an air jump alone.



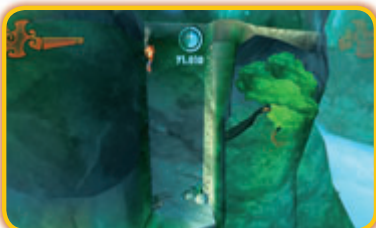
You get a chance to use this move right away. Advance to the gap in the path and, as you approach the edge, back-flip up onto a hidden ledge above and behind. You can hear the sound of a Spybot up there. Destroy this second Spybot and grab some mojo from the large plant before dropping down to the path below.

Drop down the gap in the path to find a hint stone as well as a Hidden Idol that unlocks some concept art. The stone teaches you the Tic Tac move.



Jump over to the ledge and shimmy around to the right.

You eventually reach a third Spybot. Destroy it.



Now use the Tic Tac move to climb up this narrow rock feature. Jump up to one wall, then jump again to the opposite wall. Continue jumping back and forth until you get to the top.



At the top and near a mushroom, you find a mystic cloud that carries you to a Mojo Room.



### Scandalous Snipe!



This challenge requires you to destroy seven bombs within 35 seconds. At the start, a Snipe stands before you. Move to pick up the Free Jack Mask, then hit the Snipe with a light attack to stun it. Jack it, then get ready to fire at the bombs.



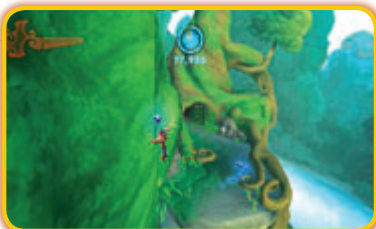
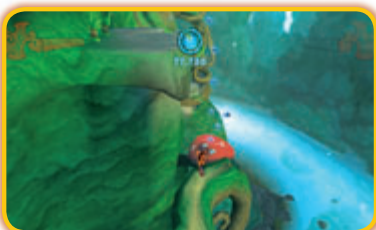
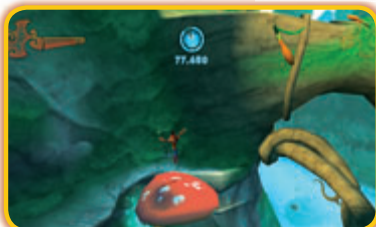
However, another Snipe appears. It is usually a good idea to stun this Snipe quickly by using the Sniper Mode attack. Then you can concentrate on attacking the bombs with the Gambler's Hand move. If you don't deal with the second Snipe at first, it will throw projectiles at you and ruin your shots at the bombs.

## Continued



When you have destroyed the bombs within the time limit, jack the other Snipe and hit the crates to find some more mojo. A sacrifice orb is off to the right of the main platform. There, you can get rid of the Snipe in exchange for lots of mojo. Finally, pick up the idol and exit the Mojo Room.

When you're back in the forest, grab some mojo from plants, then use the mushroom to jump to a higher area to continue forward.



Follow the path for a bit, then jump down to a mushroom. From this, you can jump up to a higher platform. Pick up some mojo from plants, then jump to the next platform. Use the Spin Hover move to make it all the way.

As soon as you land, some Ratnicians appear and attack. This is the place to get your Combo King reward. Use the Old Skool spin attack to hit lots of these enemies at the start. Then stop it before you get too dizzy to continue with light attack.



**Your spin attack may be more powerful now than before. It upgrades when you reach 60,000 mojo, and again at 80,000.**



Keep up the attacks until all the Ratnicians are defeated. Now advance into the cave to exit the level.



## EPISODE 3: A ZERO'S JOURNEY

### Voodoo Dolls

#### Gold Idol

Minion Master: 80  
Spybots: 3  
Combo King: 30

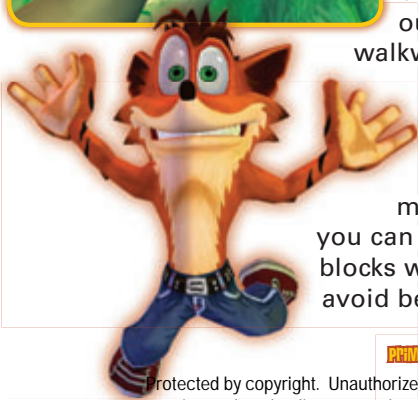
#### Skins

Halloween Skin: Complete  
50% of game

#### Others

Replay Mojo Room: Complete Hard to Bear!  
Episode 3 Concept Art: Find Hidden Idol

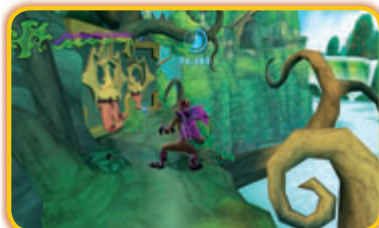
### Walkthrough



This level has a lot of jumping from platform to platform, so be ready to use your Hover Spin move. At the start, Crash must get past blocks that slide in and out of the side of the walkway. If you are not careful, they can push you right over the edge. Time them just right to pick up the mojo along the path. Or, you can jump up on top of the blocks while they are out to avoid being pushed off them.

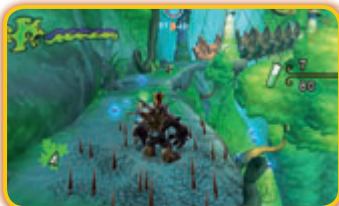
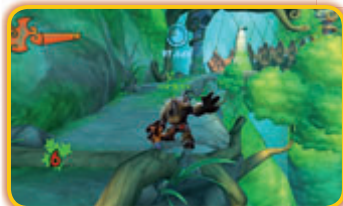
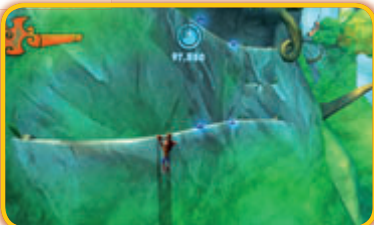


When you're past the blocks, jump across a gap and attack a Snipe to stun it so you can jack the Titan. A number of Ratnicians are out on some branches to the right. Use the Snipe's Sniper Mode or Gambler's Hand attacks to defeat all of these enemies to add toward your Minion Master reward.



Take the Snipe down the path, timing your movement past some more sliding blocks, to reach a sacrifice orb. Exchange your Titan for some mojo and possibly an extra life.

Jump across to a ledge, then shimmy to the right. Jump up a couple of ledges and then shimmy back to the left. Finally, jump up onto the platform and continue forward.



A Spike is up ahead. Attack it until it is stunned so you can jack it. Then use the Spike to fight off some Ratnicians that appear.



Advance across the bridge, fighting more Ratnicians as you go, then use the sacrifice orb to collect some more mojo.

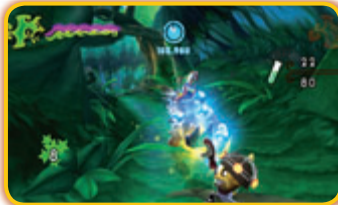


You now have to move across a series of gaps between platforms. There are also a few areas where blocks slide back and forth. By timing it well, you can use the tops of the blocks as platforms to jump from one to the next. Be sure to use Hover Spin to slow down your descent and make it across these wide gaps.



Eventually you reach a pathway with a Free Jack Mask. Pick it up and then hit the nearby Spike with a single light attack so you can jack it. Continue walking along the path until you get to a Spybot.

Destroy it, then head into the dark forest.



Attack the Ratnicians you run into as you advance. You come across a lagoon with a small temple. Continue past it to a sacrifice orb and use it to get rid of the Spike. Then head back to the lagoon. Jump across to the two blocks in the lagoon, then use another jump followed by a Hover Spin to drop into the temple through the mouth to enter a Mojo Room.

### Hard to Bear!

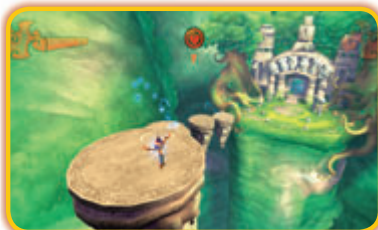


This Mojo Room gives you 60 seconds to defeat all the enemies in here. At the start, move forward and pick up the Free Jack Mask and use it to stun the Goar with a single hit

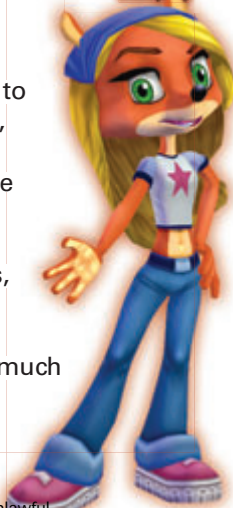
and jack it. Now while atop the Goar, use this Titan to knock down three stacks of crates—each with a Snipe on top. Continue to fight against Snipes, Spikes, and Ratnicians until all have been defeated. Stay with the Goar since it can take a lot of damage and has some powerful attacks. A good strategy is to hit the Titans until they are stunned and then move on. A stunned Titan eventually dies, so save time and go after those that are still threats. After all enemies have been defeated, move to the sacrifice orb on the area's right side to get rid of the Goar, then collect all the mojo in the room before picking up the voodoo doll and exiting.



After returning to the forest, go back toward the sacrifice orb. The path ends,



so you must make a series of jumps and Hover Spins from one floating platform to another to get to the next area. Pick up as much mojo as you can along the way.



When you finally get to solid ground, move to the Snipe and jack it after it is stunned by your attacks. Quickly pick up the Double Mojo bonus and then use the Snipe to fight off groups of Ratnicians that come at you.



Upon entering the temple, you must fight off Spikes as well as more Snipes. Attack to stun them, then jack these other Titans while nearby and use them to continue fighting

against the remaining enemies—just be sure to keep one Snipe for yourself. When the area is clear, use the Snipe's projectile attacks to hit the four targets to open a door so you can continue.

While riding the Snipe, advance along a path until you reach a sacrifice orb. Use it, then jump off the end of the path and Hover Spin down to the next area—an arena where some Ratnicians are waiting.





Attack the Ratnicians and jack the Spike that appears. Use this Titan to fight off more Ratnicians as well as Spikes and Snipes. During the fight, jack a Snipe. Use its projectiles to eliminate the Ratnicians on the upper level around the arena as well as the second Spybot, which is also up high. This causes some more Snipes and Spikes to appear. Defeat them to clear away the red mystic barrier.

Clear away the crates to find a Hidden Idol that unlocks the concept art for this level. Then take the Snipe down the path where you can break a couple more crates to collect mojo before sacrificing the Titan at an orb.



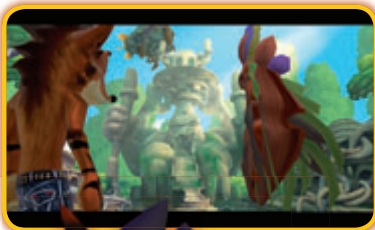
Jump across to some L-shaped platforms in order to get to the next arena. The platforms rotate and move, so be careful as you jump.



Upon arriving at the arena, start fighting the Ratnicians. Use a lot of light attacks, or the Old Skool spin attack to defeat them and try to earn the Combo King reward.



Some Spikes appear. Attack one and jack it, then use it to fight off the others. You then have to take on some Snipes. Be sure to jack a Snipe and stay on one since more Titans appear, including a Goar. Move away from the Goar, then hit it several times using the Sniper Mode attack. Once it is stunned, jack the Goar, then use this powerful Titan to finish off the rest of the enemies as well as destroy the last Spybot on the arena's left side. Finally, use the Goar's attacks to break through the rubble at the back of the arena so you can continue.



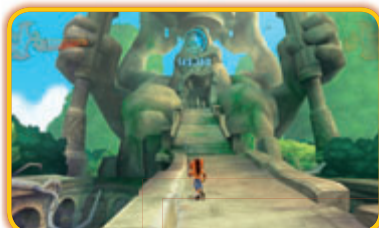
The end is in sight. Dr. Cortex is draining the mojo from a large temple up ahead. You must stop him.



Take the Goar down the path toward a sacrifice orb and fight the Ratnicians along the way. Get rid of the Goar and collect the mojo reward.



To get to the temple, you must jump across a large chasm using L-shaped and rectangular platforms. Be ready for them to spin around and tilt as you move across them. Backflips can be handy to give you extra height during a jump and if you fall short, try to grab on to the edges of the platforms and jump up onto them. The last L-shaped platform not only spins, but also rises up and down, so time your jump so you can make it across to this platform



After getting across the platforms, walk along the path and up the stairs to enter the temple and complete this level.



## EPISODE 4: THE TEMPLE OF ZOOM

### Voodoo Dolls

#### Gold Idol

**Minion Master:** 30

**Spybots:** 3

**Combo King:** 15

#### Others

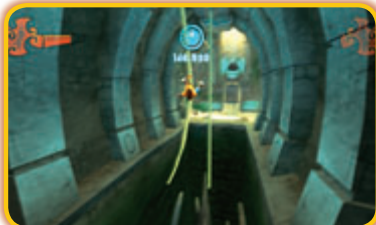
**Replay Mojo Room:** Complete Freejack Frolic!

**Episode 4 Concept Art:** Find Hidden Idol

**Yuktopus Info:** Jack first Yuktopus

### Walkthrough

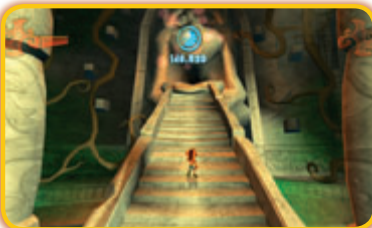
Crash enters the temple and immediately runs into a pit full of spikes. It is too far to jump across. However, three vines are hanging from the ceiling. Jump forward and grab onto the first vine. Swing back and forth to jump to the second vine. Repeat the process with each vine, then jump from the third vine to the platform on the other side of the pit.



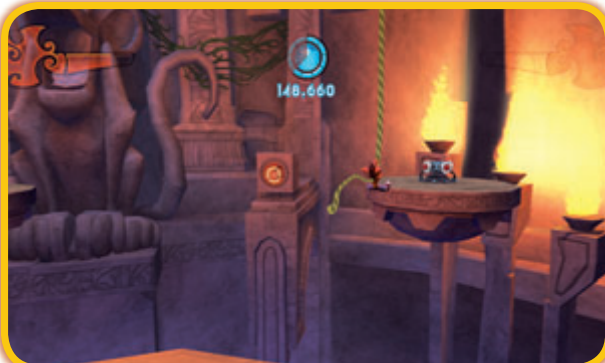
Ahead is a large room. Jump across to the circular platform in the room's center. You must use Hover Spin to cross the distance.



A stairway that connects the central platform with passageway to the left appears. Ascend the stairs to enter one of the temple areas.



In the center of the room below you is a platform with some Ratnicians on it. Hover Spin over to the platform and defeat all the Ratnicians.



After clearing out the enemies, jump across to the vine on the right side and swing over to a small platform with a switch. Hit the switch with a light attack to cause a Spike to appear in the room.

Swing back across and begin attacking the Spike. Jack it and use the Titan to fight off Ratnicians as well as other Spikes. Finally, use the Spike's attacks to break through a wall on the left side of the platform to access another switch. Stay on the Spike and hit the switch.



A Snipe appears. Hit it with the Spike's attacks and then jack the Snipe. More Ratnicians and other Snipes appear. Defeat all of them as well as any other enemies. You can jack other Titans, just remember you need a Snipe to continue on from this point. If none of these Titans remain, you can always hit the switch to the left to cause a Snipe to spawn.

Two targets are mounted on the wall at the far end of this room. Use the Snipe's projectiles to hit both targets and cause the stone monkey's tongue to extend and provide an exit from this area.



Fight off more enemies as they spawn, then jump off the Snipe. Jump across the gap to the small platform at the front of the room, then walk up the monkey's tongue to move to the next room.



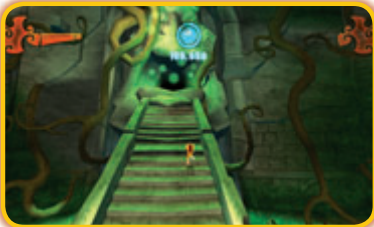
A large mojo crystal is located in the center of the room. Pick it up, then move to the two hint stones to learn how to Air Grind using Aku Aku.



When you are ready to slide, move forward and go down the passageway. Crash automatically uses Aku Aku to air grind down the passage. Hit crates along the way to earn

mojo. The feathers you can pick up provide a boost of speed. Air Grind all the way down the passage until you come to the main room where you began.

Hover Spin jump across to the central platform, then head up the stairs in the center to advance to the next room of the temple.





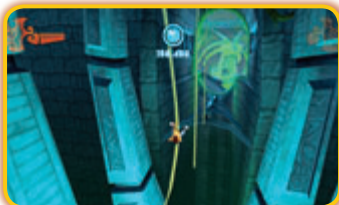
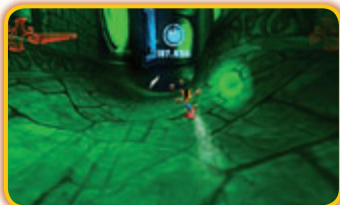
The center of this room is a large bowl with some Ratnicians inside. Jump into the bowl and begin to Air Grind around. You can perform a spin attack while grinding or just crash into these enemies to clear them out. Crates along the sides provide some more mojo as well as fruit to restore your health.



## Freejack Frolic!



At the entrance to the bowl room, along the right side, you see a mystic cloud. This is the way to get to the Mojo Room for this level. To complete this Mojo Room, you have 60 seconds to collect all three Free Jack Masks. One is near the room's center. However, several Ratnicians and some Spikes try to stop you. Pick up the first mask and then go after one of the Spikes and jack it. Use it to take out the rest of the enemies, then move toward the one set of crates to the side. Only the Spike can smash them. Then position the Spike right under the mask and jump off the Titan. Air jump after landing on the Spike's head so you can reach the second mask. If you can't reach it, try a backflip. Then jack the Spike again and do the same thing to get the third mask located over the second set of crates. After you've collected the third mask, get off the Spike, pick up the voodoo doll, and exit the Mojo Room.



Upon exiting the bowl room, Crash must Air Grind down another passage. About halfway through the passage, you stop Air Grinding and have to cross a large pit by swinging from vine to vine, then grind on a rail to get to the rest of the passageway. Be sure to pick up the feathers to help you make some jumps across gaps at the end.

Once again you are in the temple's main room. Jump across to the central platform and be sure to pick up the Hidden Idol floating above the gap. Head up the stairway on the right to continue to the last area.



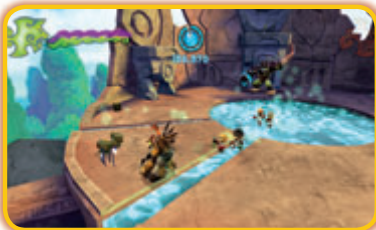
Crash is transported to the roof of the temple where Dr. Cortex's airship is siphoning off the temple's mojo. Attack the Spybot behind and to the left of where Crash begins this area before continuing on.



Move forward to the hint stone to learn about the Food Chain and how you can jack your way to more powerful Titans by first jacking weaker Titans. Then continue moving forward,

jumping across a gap, and attacking the enemy at the main platform. Start off by jacking the Spike.

Use the Spike to fight off the Ratnicians as well as to destroy the two remaining Spybots. They are on the left and right sides of this platform. It is easier to get them now than later when you are going to be busy fighting more powerful enemies.



Now use the Spike to attack the Goar. Don't forget to use the Spike's Surprise attack to cause a lot of damage to the Goar. When it is stunned, jack the Goar.



Your next target is the Yuktopus. This is one tough Titan. It has a powerful beam attack called the Mojo Blast. Its other attacks also cause a lot of damage. Use the Goar's Terrifying Roar aimed at the Yuktopus to stun this Titan, then move in and hit it with heavy attacks. If it tries to block your attacks, charge up your heavy attacks to break through. Finally, jack the Yuktopus.



You now have to fight off several Spikes as well as Goars. Use the Mojo Blast to stop them in their tracks. Leave them stunned and able to be jacked while you stay on the Yuktopus.

In between fighting enemies, begin attacking the three raised platforms. Each takes about three light attacks to destroy it. However, it can be tough to get in three hits in a row since the other Titans are attacking you.



Even though the Yuktopus is powerful, if you don't fight off the other Titans, they can defeat this big Titan. If that happens, just jack a Spike and work your way to a Goar and then to a new Yuktopus to continue on.



Destroy the third and final raised platform to complete the level. While you have stopped Dr. Cortex from stealing all the mojo, the game is not over yet.





## EPISODE 5: THE EMERALD PITY

### Voodoo Dolls

#### Gold Idol

**Minion Master:** 20

**Spybots:** 3

**Combo King:** 15

#### Skins

**Koo-Ala Skin:** Defeat 150  
Koo-Alas

**Rhinoroller Skin:** Jack 30  
Rhinorollers

#### Others

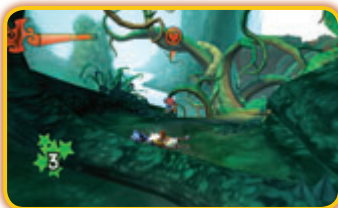
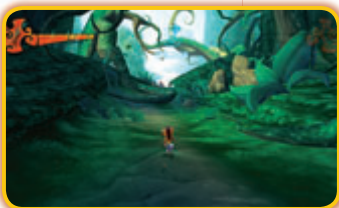
**Replay Mojo Room:** Complete Kick in the Pants!

**Episode 5 Concept Art:** Find Hidden Idol

**Koo-Ala Info:** Defeat first Koo-Ala

**Rhinoroller Info:** Jack first Rhinoroller

### Walkthrough



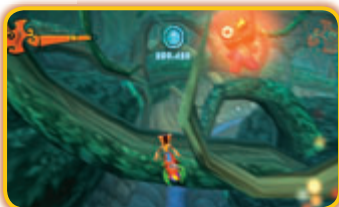
This level features a lot of sliding. However, at the start, Crash is on foot. Walk forward and jump over some tree roots so you can attack a couple of enemy minions. You now face Koo-Alas instead of Ratnicians. Hit them with a few light attacks to defeat them.



Continue down the path to a slide area. Crash automatically uses Aku Aku to Air Grind down the slope. Hit the feathers to get a speed boost and smash crates to collect mojo.



Steer clear of the mines in the area. If you hit them, they explode and Crash loses health.



As the path begins to get dark and you see a tree with some roots hanging down in front of you, veer off to the right and head up the ramp to pick up the Hidden Idol. It is really easy to miss, so you have to watch carefully for this area.



Shortly after the Hidden Idol, you come across the first Spybot on a raised bluff. Jump up onto the bluff to hit and destroy it.

Watch for feathers since they usually indicate a ramp you can use to jump over mines. Eventually you come to areas where rows of mines block your path. Move to one side and Air Grind along the wall to get around these threats.



Eventually you find a row of feathers. Pick them up and jump across a chasm to a short path that ends at these ledges. Climb up them to get to the next area.



At the top of the ledges, jump up onto this metal beam and walk across it.

A couple of Koo-Alas are waiting to attack you. Hit them with light attacks, then follow another metal beam down to the right.





More Koo-Alas are down at the bottom near some logs. Attack them and use a lot of combos to earn the Combo King award while you are in this area. Don't forget to destroy the second

Spybot that is standing to the left of the outhouses.

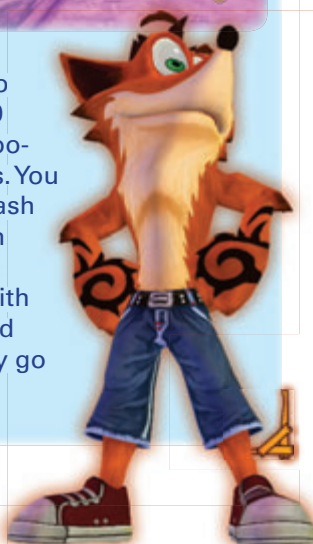
The mystic cloud leading to the Mojo Room is to the right of the outhouses.



### Kick in the Pants!



To complete this Mojo Room, you must kick some Koo-Alas to destroy all the bombs within 80 seconds. At the start are two Koo-Alas and some Free Jack Masks. You must first pick up a mask so Crash is charged up, then hit a minion with a light attack. Come at the Koo-Alas so that they line up with the bombs up above and behind them. When you kick them, they go flying right into the bombs.



## Continued

A couple of Spikes try to make things more interesting. Hit them after picking up a Free Jack Mask to stun them—however, don't jack them. After the first two sets of bombs have been destroyed, three more sets appear. Pick up more masks and kick three Koo-Alas into these bombs to complete the challenge.



Upon exiting the Mojo Room, head left toward some large stacks of crates. A new Titan appears—the Rhino-roller.



This Titan charges you! Jump out of its way, especially while it is rolling. The only way to hit it while it is rolling is with a charged-up heavy attack. Stun the Rhino-roller and then jack it. Use

it to defeat the Koo-Alas that appear next to attack you.

After clearing out the enemies, move forward, and the Rhinoroller begins to roll down the passageway. This Titan can roll right through the mines without taking any damage.





However, the huge saw blades that cut into the path cause a lot of damage to the Rhino-roller. When you see them, start moving in the opposite direction to slow the Titan to a stop.

Wait until the saw blade rises again to continue.



**If the Rhinoroller is killed by the saw blades in this area, Crash must Air Grind the rest of the way down. This means he must also dodge the mines.**



Keep rolling along until you get to a sacrifice orb. Cash in the Rhinoroller for some mojo.



Now you have to Air Grind down a series of chutes. Hit the Koo-Alas along the way. However, watch out for the saw blades that slice through the chutes. They move from one side, then back away. Wait until they back away to move past them. If you have to, move Crash away from them to slow down and even back up the chute if necessary to avoid being hit.



When you finally get to the end, jump down onto solid ground. Backtrack toward the chutes to find the final Spybot and destroy it.



Continue forward into the large machine to complete the level.



## EPISODE 6:

# DON'T EAT THE YELLOW BRICK LOAD

## Voodoo Dolls

### Gold Idol

**Minion Master:** 50

**Spybots:** 3

**Combo King:** 25

### Skins

**Shellephant Skin:** Jack 15

Shellephants

### Others

**Replay Mojo Room:** Complete On a Roller!

**Episode 6 Concept Art:** Find Hidden Idol

**Shellephant Info:** Jack first Shellephant

## Walkthrough



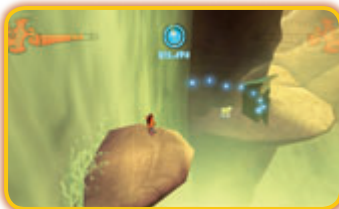
Crash begins this level on top of a giant spinning saw blade platform. A couple of Spikes are on the other side of the platform.

Attack one of the Spikes so you can jack it. Also, a Free Jack Mask is behind the crates on the far-left side of the platform. Take on the other Spike. However, once it is defeated, several more will spawn. Eliminate them all.



Eventually, a couple of Snipes appear. Jack one of them, then attack the other, along with the Koo-Alas that also spawn on the platform.

Four targets are located on the machinery at the end of the platform. Use the Snipe's projectiles to hit all four targets to destroy the machinery and create a way off of the platform.



Jump up onto the ledge, then follow the pathway toward the waterfall. You must jump, then Hover Spin across from platform to platform to get to the other side of the waterfall. Watch out for the logs that come crashing down. They are preceded by a whistling sound. If you are jumping across a gap when a log falls, it knocks you out of the air and you must start this part over again.

When you get to the other side, fight the Koo-Alas there to clear them out. Be sure to destroy the first Spybot located to the left of the outhouse.



Some crates sit near the outhouse, however, leave them alone for now. A Free Jack Mask is inside them. But, save it for a bit later. Instead, advance forward to the mystic cloud that takes you to the Mojo Room.



### On a Roller!



This Mojo Room challenge is not that tough. A Rhinoroller is located in the center of the platform. Move forward to pick up the Free Jack Mask and then go after the Rhinoroller. Try to attack it from the side or back so you can jack it. A couple more Rhinorollers appear. Use the rolling attack to run into each of them in turn and stun them. Jack each of these to earn the Rhinoroller skin reward. In addition, you have to defeat a number of Koo-Alas that spawn in the room. Be sure to use the curved wall at the back to maneuver around the edge as well as to start rolling again if the special attack roll loses power. You have 80 seconds to defeat all the enemies. After you have completed the objective, exchange your Rhinoroller

## Continued



for mojo at the sacrifice orb and restore your health with a piece of fruit found at a crate on the left side of the area.

Upon exiting the Mojo Room, head back toward the waterfall to smash the crates and grab the Free Jack Mask. Then move forward again and jump across the gap to the platform where a Rhinoroller is waiting.



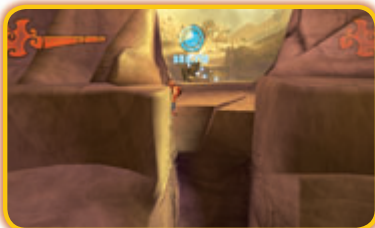
Hit it with a light attack and then jack the Titan. Use it to fight off a bunch of Koo-Alas and to break down the boulders blocking the way out at the rear of the platform.





Some Spikes appear and attack. Use the rolling special attack to defeat these Titans. Some Koo-Alas also spawn. Rather than using the Rhino-roller to attack these minions, jump off and try

to earn your Combo King award here. Start off by hitting the stunned Rhinoroller with lots of light attacks to build up your combos. Then, as the Koo-Alas close in, attack them as well. You can usually get in at least one extra hit even after an enemy has fallen down.



When this area is clear, head over to the steel door for a reminder on how to Tic Tac jump. Use this move to climb up the vertical shaft to get to a higher area.

You now have to get across another chasm. Use the several stone platforms as well as some upright logs to jump across.



Jump on the logs along the left side to get the Hidden Idol. The logs begin to sway and sink when you land on them, so you must quickly jump to the next or you will not be able to get to the higher log.





Bounce along to the other side of the chasm and destroy the second Spybot. Then jump up the ledge to get to the road. Follow the road to a Koo-Ala camp.

At the camp, start attacking the Koo-Alas around the campfire. When all of them are defeated, the Shellephant being held captive in a cage then breaks free.



A Free Jack Mask appears on the truck behind the campfire. Jump up onto the truck to grab it, then go after the Shellephant. Try to hit it from the side or rear to avoid its devastating attacks.



When you have jacked the Shellephant, use it to destroy the buildings and vehicles in this area to collect a lot of mojo. Then move forward to the gate and attack it so you can continue.

On the other side of the gate you face some Spikes and some Koo-Alas. The Shellephant's special attack is a stream of flame called Blaze of Glory. Use it to attack all the enemies. It quickly stuns the Spikes.



Knock down the outhouses to find mojo. The final Spybot can be found behind the outhouses on the right side. Destroy it to complete this objective.



To advance to the other side of this area, you must pass over a saw blade. Stay to the left and wait for it to move across from the right, then retract into the ground. Quickly move

past this spot before the blade comes back again.

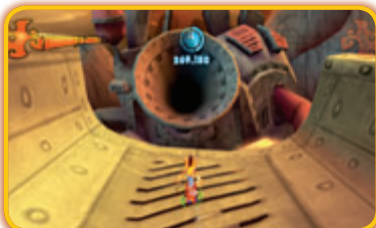


Fight off some Spikes near the gate. Try to stun them quickly before they can use their special Spike attack, Spike's Surprise, against you.



Now that the Spikes are defeated, break through the gate, then walk along the metal pathway until you reach a sacrifice orb. Use it to get rid of the Shellephant as well as earn some more mojo.

Now Crash can slide all the way to the end of the level. Air Grind down the chute, jumping across the gaps. Run into the Koo-Alas you encounter along the way. Finally jump at the end of the chute, then Hover Spin into the pipe leading to the next level.



## EPISODE 7: THE BLIZZARD OF CLAWS

### Voodoo Dolls

#### Gold Idol

**Minion Master:** 50

**Spybots:** 3

**Combo King:** 25

#### Skins

**Magmadon Skin:** Jack 50  
Magmadons

#### Others

**Replay Mojo Room:** Complete Hazardous Habits!

**Episode 7 Concept Art:** Find Hidden Idol

**Magmadon Info:** Jack first Magmadon

### Walkthrough

This level takes place on volcanic terrain where you have to watch out for pools of lava. Touch the lava, and Crash quickly takes damage. Start off by moving forward, then Air Grinding down the chute to the area below.







When you get to the bottom, a couple of Magmadons appear. Instead of going right after them, move back and to the right to find a Free Jack Mask. Pick it up, jump across the stream of lava, and then hit one of the Titans to stun it so you can jack it.



The Magmadon is very powerful and can easily move through lava without taking any damage. Its special attack is the Hellfire Stomp, which causes a fracture in the ground in front of

the Magmadon and stuns any Titan it hits. Use this special attack on the other Magmadon, then move in close so you can jack it, effectively trading one Magmadon for another. This is a good idea since more Magmadons will appear and you want a Titan with its special attack all charged up and ready to go.

Continue to use the Hellfire Stomp against these new enemies. By quickly jacking each one in turn, you can not only use the special attack right away, you also are on your way to unlocking the Magmadon Skin. Since many of these Titans attack in this level, you can usually unlock the skin if you simply jack nearly every Magmadon you come across.





When the area is clear, use the Magmadon's heavy attack to break the rocks blocking the cave entrance. Three Spikes are inside. Use the special attack to take them out, or move back

so you have some room to get away from their Spike special attacks. Don't jack these Titans. You want to stay on the more powerful Magmadon.



After walking through the cave, you emerge on a pathway overlooking a vast lake of lava. A drilling machine is in the distance. However, directly ahead is an electric node guarded by

three Magmadons. If necessary, wait until your special attack is fully recharged before advancing. Use the same tactics as before—use a special attack and then jack a new Magmadon—until you have defeated all three. Then finish off the Koo-Alas that appear.

Finally, destroy the electric node to cause some damage to the drilling machine.



Wade across the lava on your Magmadon toward the next electric node. Be sure to destroy the first Spybot along the way.



Several Magmadons and a Spike guard this electric node. Concentrate on the Magmadons at first, using the tried-and-true tactic.



If for some reason your Magmadon is defeated, don't try jacking a new Magmadon right away. Instead, jack the Spike first, then use it to stun and jack a Magmadon. When you have defeated all the Titans, destroy the electric node and the drilling machine will be destroyed as well. Use the sacrifice orb to get rid of the Titan since you can't take it with you now.



Jump across to the large floating gear. Continue hopping to the other debris left from the drilling machine. The gears do not sink, but the legs and other narrower parts do, so don't stay on them long. Continue jumping all the way across the lava lake until you get to the next area.





A couple of Magmadons are waiting for you. This battle is much tougher since you don't have a Free Jack Mask to help you. The key is to stay away from their attacks and engage only one

Magmadon at a time. As they wind up to attack, jump into the air because Magmadon attacks cause damage to you only while you are on the ground. Get in some quick light attacks and when the Magmadon starts to block, charge up a heavy attack to break through so you can finish stunning it with more light attacks.

After you have jacked one of the Magmadons, use its special attack to stun the other and then jack it. Defeat any other Titans that appear, as well as the Koo-Alas, and destroy the electric node before continuing.



Follow the path to the next electric node, which is guarded by a Spike and more Magmadons. Lure the Magmadons down the path toward the previous area so you can get several of them

in a line for your Hellfire Stomp. If you do it right, you can stun three or four at once. Then jack them and go after the remaining Titans.

Once again, the Spike is there in case you lose your Magmadon and need to work your way back up onto another of these powerful Titans. Also, don't miss the second Spybot: it is located on the right side of this area.



Destroy the electric node after you have defeated all the enemies, then sacrifice your Titan for some extra mojo.



Now you must jump across to a gear and, from there, to a series of stone platforms. Attack the Koo-Alas along the way.

There is a Snipe about halfway across the series of platforms. Wait until it fires its projectiles before jumping to its platform. If you get hit in midair, Crash falls down into the lava below. Jack the Snipe and then use its Sniper Mode attacks to defeat Koo-Alas and other Snipes in the distance. Since the Snipe can't jump, you must get off it to get to the next platforms.

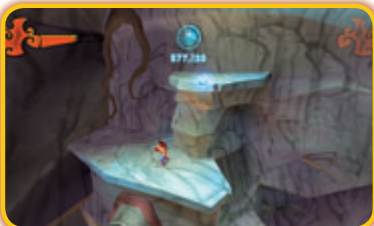






Fight Koo-Alas that spawn along the way and hit crates for goodies. However, watch out for this exploding crate. Hit it once and then back away until it blows up and releases mojo.

After you get across the lava, you must jump up some ledges and fight your way through more Koo-Alas.



Keep going, following the mojo crystals, until you come across a Snipe. Jack it, then destroy the nearby Koo-Alas as well as the last Spybot.

Use the Snipe to hit the target on the side of the rock ledge to lower a bounce platform you can use in a minute to get to the top of this tall cliff. But first, sacrifice the Snipe at the orb.



Before heading up the cliff side, move to the right of this area and jump down into the mystic cloud that takes you to the Mojo Room.



## Hazardous Habits!



This challenge is similar to the first Mojo Room. You must collect 5,000 green mojo crystals within 55 seconds. There are some mines and some flame jets that make this a bit more challenging. Try Air Grinding around the area to move faster. You can also jump up onto the crates to get to a springy platform to find more green mojo. You really have to move fast and watch out for the hazards to get enough green mojo within the time limit.



After leaving the Mojo Room, you can either use the springy platforms or jump up on ridges along the pipe to get to the top of the cliff side.



At the top, fight some Koo-Alas, then continue forward. Watch out for the saw blade that comes across your path from the left. Be sure to pick up the Free Jack Mask along the ridge side before jumping down to the next area.



## PRIMA OFFICIAL GAME GUIDE

Tiny Tiger is waiting for you. He sends a Magmadon to get rid of you. If you still have the charge from the Free Jack Mask, quickly hit and jack the Titan. Otherwise, you must stun it on your own with many attacks. Use its special attack to take on other Magmadons. The Hidden Idol is hovering over some lava on the left side. Position the Magmadon underneath it and jump off of the Titan to grab the Idol. While in midair, jack the same Magmadon again, then continue fighting off Koo-Alas and other Magmadons.



Destroy all the log barriers and the truck on the right side for lots of mojo. Then hit the switch on the right.



The switch causes a Snipe to spawn. Stun it with your Magmadon, then jack it. Fight off the rest of the enemies, including another Snipe, then take aim at the four targets on the metal gate. The Snipe's projectiles break down the gate after you score a hit on each target.



You now face a Magmadon as well as a Shellephant. Use the Snipe's projectiles to stun the Magmadon so you can jack it. Then use the Magmadon's special attack to stun the Shellephant and jack it.

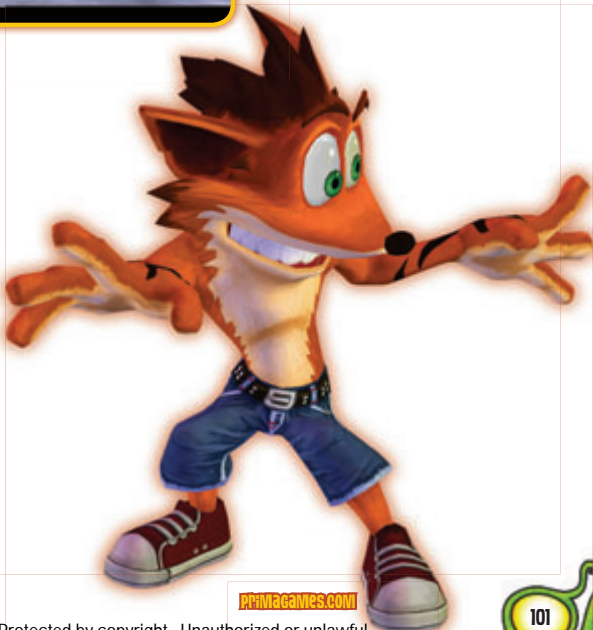


## THE BLIZZARD OF CLAWS

Fight off waves of Magmadons and Koo-Alas. Be sure to use the Shellephant's special flaming attack, Blaze of Glory, to get rid of those Titans.



When it is all clear, ride the Shellephant out the gate and across a series of stone platforms. Keep moving because these platforms drop into the lava below. Break down the rock walls that block your way with the Titan's light attacks. Keep moving until you get to Tiny Tiger to complete the level.





## EPISODE 8: LIFE'S A BEACH

### Voodoo Dolls

#### Gold Idol

**Minion Master:** 15

**Spybots:** 3

**Combo King:** 40

#### Skins

**Doom Monkey Skin:** Defeat  
300 Doom Monkeys

**Stench Skin:** Jack 50 Stenches

#### Others

**Replay Mojo Room:** Complete Rowdy Ruckus!

**Episode 8 Concept Art:** Find Hidden Idol

**Doom Monkey Info:** Defeat first Doom Monkey

**Stench Info:** Jack first Stench

### Walkthrough



Crash begins this level on the beach. All seems peaceful, but don't count on it staying that way for long.

Walk over to the right to pick up the Hidden Idol, then start smashing crates to find mojo.







get the Combo King award right here.

At the end of the beach you come across a group of Doom Monkeys. These are the minions in this level. Lay into them with some light attacks. If you can concentrate on just one at a time, you can



Climb up the ledges, defeating a Doom Monkey along the way, to get to the next area.

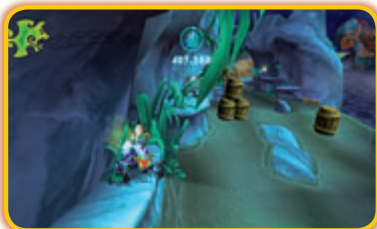
You now face a new Titan—the Stench. It acts a lot like a Snipe but instead of throwing feather projectiles, the Stench lobbs clouds of noxious gas. Move in to attack and jack the first Stench. Its special attacks function like the Snipe's. The

Stink Bomb can be shot at long range at a single target, while the Stench Cloud can lock onto multiple targets.



Target the first Spybot near where you jack the Stench.

More Stenches are up ahead along the sides of the area. Use the Stink Bomb attack to hit and stun them from long range. Then move in to jack one Stench at a time to start working toward earning the Stench Skin. Once you have a new Stench, move back and repeat the tactic on the other Stenches.

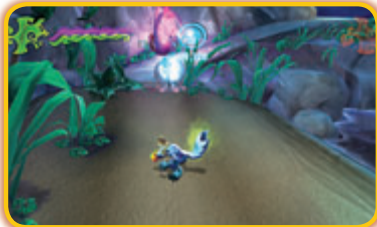


There is a Spike near the end of the area. You can stun it and jack it if you want. Then use it to break open all the crates full of goodies.



The second Spybot is hiding behind the crates at the end of the area. Destroy the crates to find it.

Finally, use the sacrifice orb to get rid of your jacked Titan so you can continue.



Follow the path alongside the ocean until you come across some mushrooms. These are not the springy type, so just jump across a couple of these until you get to another path. The mushrooms tip a bit, so don't stay on them too long.



Along the path, you run into some more Doom Monkeys. Defeat them and continue moving.



This mystic cloud along the left side of the path takes you to the Mojo Room and the Rowdy Ruckus challenge.

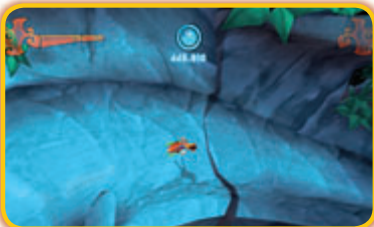
### Rowdy Ruckus!



For this challenge, you must defeat all the enemies in only 60 seconds. While that may seem like a lot of time, you have to eliminate a Goar, three Rhinorollers, and four Stenches. At the start, quickly pick up the Free Jack Mask. Go and jack one of the Rhinorollers first thing. Use its special Thunder Bowl rolling attack. Then all you have to do is roll around the area crashing into the other Titans. It only takes a single hit to stun the Stenches and the other Rhinorollers. After they are stunned, keep rolling to hit the remaining Titans. The Goar may take a couple of hits. If you are running out of time, finish off any stunned Titans that are still around. Then head to the right side to sacrifice your Rhinoroller at the orb for some more mojo before leaving this room. If you happen to lose your Rhinoroller during this challenge, you can also Air Grind around the area to crash into the Titans. A single hit like this stuns the Stenches.



After exiting the Mojo Room, Air Grind down a chute to a pool next to a waterfall.





The pool contains a couple of Spikes. Jack one of them, then get rid of the other, as well as Doom Monkeys that appear.



More Titans appear. Use the special Spike attack to stun a Magmadon so you can jack it. Keep going after the other Titans, jacking only the Magmadons for now.



If you need a Free Jack Mask, one is waiting for you above the stack of crates.

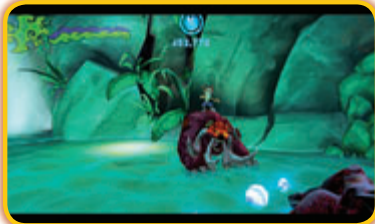


Eventually some Goars begin to spawn. Stay at a distance from them and use the Magmadon's special attack to stun them.



The last Spybot is located inside the waterfall. Destroy it as well as the barrel to score some mojo.





Keep fighting against the Titans as they appear in waves. Just be sure to jack new ones if your current Titan is getting weak. Eventually a single Goar spawns. You definitely want to jack this

one. If you defeat it instead of jacking it, another spawns in its place.

Use your jacked Goar to break through the rocks on the right side to open up a cave. Enter it to complete the level.



## EPISODE 9: OPERATION OVERBOARD

### Voodoo Dolls

#### Gold Idol

**Minion Master:** 40

**Spybots:** 3

**Combo King:** 50

#### Skins

**Scorporilla Skin:** Jack 15

Scorporillas

**Sludge Skin:** Jack 50 Sludges

#### Others

**Replay Mojo Room:** Complete Smells Like Green Spirits!

**Episode 9 Concept Art:** Find Hidden Idol

**Scorporilla Info:** Jack first Scorporilla

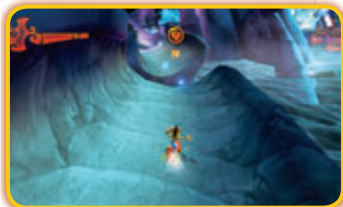
**Sludge Info:** Jack first Sludge

### Walkthrough



On this level you will meet two new Titans. However, to begin with, Crash is on the beach and must make his way forward.

Jump up a couple of stone ledges to get to a point overlooking the water below. Jump across using two mushrooms to get to the other side.



There is a chute that Crash slides down. Jump over the gaps and collect mojo as you go.



When the sliding ends, jump across to a platform where several Doom Monkeys are waiting. Defeat all of them and then jump across another gap.



Follow the path to another chute, then Air Grind down to the entrance to the temple of the Scorporilla.



At this next area, fight off another group of Doom Monkeys. They are not too tough. Watch out for the exploding crate in the middle of the area.

When all of the Doom Monkeys have been defeated, four Titans appear—two Stenches and two Magmadons. Quickly attack and jack a Stench and use its gas clouds to stun a Magmadon. However, before you jack the Magmadon, target and destroy the Spybot on the ledge to the left side of the area by using the Stench's Stink Bomb attack. Now use the Magmadon to defeat the other two Titans.



**If you need it, a Free Jack Mask is up on the ledge by the Spybot.**



Save the small crates around the outside of the area for when you need some health. They contain fruit.

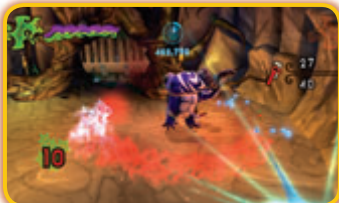
A wave of Doom Monkeys appears after you clear the first group of Titans. They should be no trouble for Crash on top of a Magmadon.





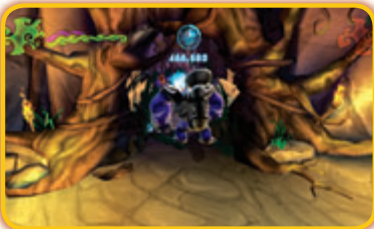
More waves of Magma-dons and Stenches appear. Use the Magma-don's special attack to stun the other Titans, then jack another Magma-don so you can use this special attack again.

After you have defeated all the waves of enemies in front of the temple, the Scorporilla jumps down from the top of the structure. Use your Magma-don's special attack to stun the Scorporilla, then jack it.



Now you must fight off some Doom Monkeys as well as Magma-dons. Use the Tail Whip combo (two light attacks in a row) to clear out nearby enemies and the Ground and Pound special attack when several Titans are around. It usually stuns all of them.

If you have not done so already during the fight, break down the wooden door at the back of the area. After defeating all of the enemies here, move through the doorway to use the sacrifice orb to get rid of the Scorporilla and earn some mojo as well—possibly even an extra life.





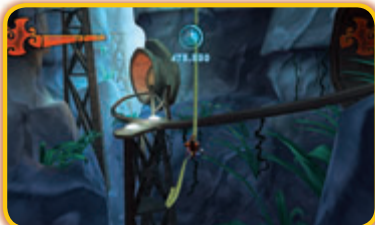


When Crash is on his own again, take a right at the orb and follow the pathway.

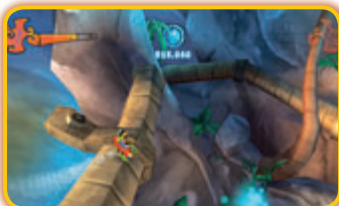


Air Grind down the chute, hitting Doom Monkeys that stand in your way. Try to get as many as possible to earn the Minion Master reward.

At the end of the chute, jump across to a vine and swing over to a rail. Air Grind along the rail and into a tunnel.



Dodge the mines inside the tunnel as you slide through it. At about halfway, you come across a fork. Head to the left to find the second Spybot.



If you want to get the Hidden Idol, go down the right fork. As soon as you get near the tunnel's exit, slow down and go to the left when exiting rather than dropping to the path below. You can then slide into the exit of the other fork of the tunnel and Air Grind back up the tunnel to get the Spybot. This is tougher since you have to be careful when exiting the tunnel if you want to go back in the other side.



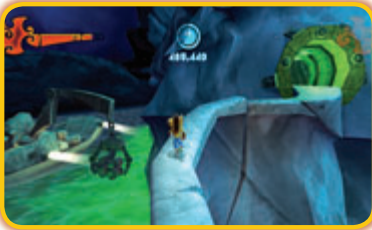
When you get down to the path at the tunnel's exit, move to the mystic cloud to enter the Mojo Room.

## Smells Like Green Spirits!



The objective of this challenge is to jack the Stench and destroy all the bombs within 60 seconds. Right at the start, move forward and pick up the Free Jack Mask so you can quickly jack the Stench. A couple of Spikes appear. It is easiest to deal with these Titans first. Take aim and stun each with several blasts of gas. Then you can fire individual shots at each of the bombs to destroy them within the time limit. When you are done, smash the crates for goodies, then take the Stench to the sacrifice orb off to the right side for some more mojo.

After exiting the Mojo Room, follow a path to an area where a Magmadon awaits. A Free Jack Mask is up in a palm tree to the right of the sacrifice orb. Jump to avoid the Titan's attacks and grab the mask. Then use it to jack the Magmadon. Another Magmadon appears along with some Doom Monkeys. Use the special attack on the Magmadon, then finish off the minions. Sacrifice the Titan you are riding, then hop up the stone ledges to the left of the orb.



Slide down a chute, then walk along a narrow stone path to enter the cave where the level's final area awaits.



Air Grind down a stone rail into the cave interior. Green toxic goo surrounds a safe patch of ground in the middle. A couple of Sludges arise from the goo to attack. To stun one of

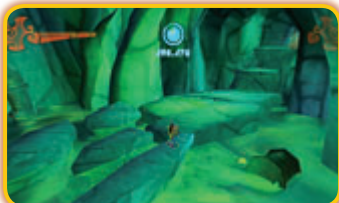
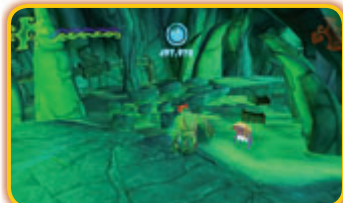
these Titans, use the Chin Ticker attack, which is two light attacks followed by a heavy attack. Repeat this attack a few times until you can jack one of the Sludges. Be careful to stay out of the goo. It damages Crash just like lava does.



Attack the other Sludge. A good tactic is to use two light attacks (a long-armed slap) followed by the Goopy Louie attack where the Sludge goes down into the ground and then pops back up for an uppercut.



More Sludges appear. Try using the Toxic Vom special attack. The Sludge sprays out a stream of poison that causes a lot of damage. After stunning another Sludge, jack it so you can then use this great special attack again. Keep up the attacks until you have cleared out this area.



The last Spybot is located near the room's exit. You can hit it with a Sludge attack.

Finally, jump off the Titan, then jump across a series of small stone platforms to get to the exit and the end of the level.





## EPISODE 10: A SLUDGE TOO FAR

### Voodoo Dolls

#### Gold Idol

Minion Master: 20

Spybots: 3

Combo King: 15

#### Others

**Replay Mojo Room:** Complete Where Beagles Dare!

**Episode 10 Concept Art:** Find Hidden Idol

### Walkthrough



Crash begins on a ledge overlooking a war-torn beach. Bombs are dropping all over.

Jump down and Air Grind all the way across the beach to get to the other side as quickly as possible. Avoid the shell holes since bombs regularly drop there.







At the far side of the beach, jump up onto this rocket, then jump down into the next area. Be sure to get the Free Jack Mask as you jump.



The next area is another beach with bombs falling. Sludges are here to stop you. Since you have the Free Jack Mask, rush up to one and get in a quick hit, then jack the Titan. Fight off other Sludges that appear in this area. It is a good idea to jack each of these as they are stunned to work your way toward earning the Sludge Skin.



In addition to the Sludges, you also have to defeat some Doom Monkeys as well as a couple of Stenches that appear at the end of the waves of enemies. A good tactic for attacking

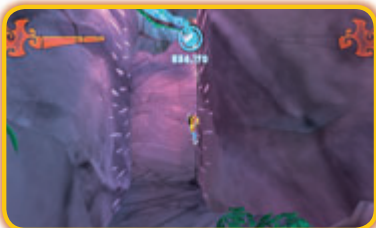
Stenches is to block so your Sludge drops down to the ground, then slide up next to the Stench and hit it with a light attack to perform the Gooey Louie attack. This allows you to avoid the Stenches' attacks while you get in close.



When both Stenches have been defeated along with all the other enemies, the Uka Uka barrier disappears and you can proceed to the next area.

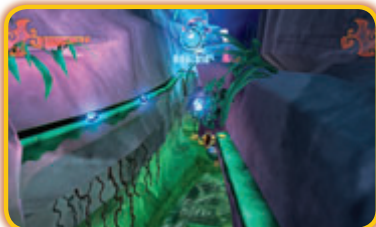


Take your Titan across another beach to the opposite end, where you can use the sacrifice orb to convert it into valuable mojo.



Jump up onto a ledge, then head around to the left to a vertical shaft where you must Tic Tac jump to the top.

Grab onto a ledge on the left side and shimmy forward. Watch out for the mines that are moving around here. Some move up and down while others go left and right. At the end of this ledge, you must jump to another ledge to the right. Shimmy along it, then jump back to a new ledge on the left. Take it all the way to a platform with a large flowering plant.





The Hidden Idol can be found just behind the flower. Watch out for the two mines that hover over this platform.

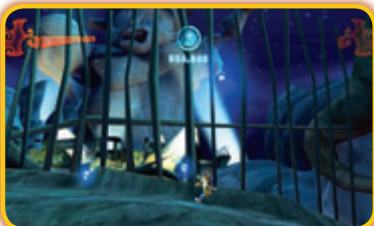
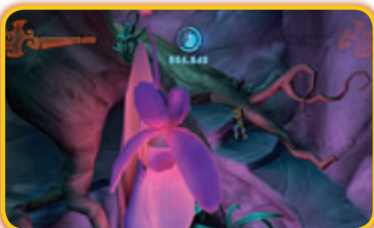


Jump across to a series of tilting stone platforms. Don't stay on them too long, or they tip you right off into the sea below.



Jump down onto an area where a group of Doom Monkeys are hanging out. Defeat all of them with light or spinning attacks.

Move to the right side, then jump up these stone steps to get to a walkway that leads around to the left. At the end, slide down the chute to get to the next area.



Here you must fight against more Doom Monkeys as well as Sludges. Jack a Sludge as quickly as possible and then take on all the other enemies. Be sure to smash all the crates and barrels here to collect lots of mojo and fruit.

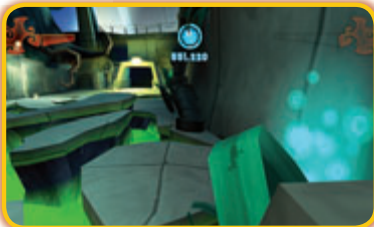


Work your way to the end of the area where a Stench is waiting by a sacrifice orb. Use the Gooley Louie attack to get in close, then jack the Stench.



Use the Stench's Stink Bomb attack to target and defeat the Doom Monkeys on the stone platforms behind the orb. Then you don't have to fight them later.

Use the orb to cash in the Titan for mojo, then jump over to the right where a mystic cloud takes you to the Mojo Room.



### Where Beagles Dare!



This challenge requires you to defeat all the enemies within 145 seconds. Start off by moving forward to pick up the Free Jack Mask and use it to quickly jack

the closest Sludge. Begin attacking the other Titans in the area, jacking others as necessary. Remember to use each Titan's special ability since you are pressed for time. When a Rhinoroller appears, jack it and roll around the area, crashing into the other Titans to stun them. Eventually some Goars spawn. It takes a few hits to stun the Goars. Jack one, then finish off the rest. Next, take your Titan to the sacrifice orb on the right side of the area to get some more mojo. Free Jack Masks are hidden to the left and right sides of this area. They are behind large walls. Try to destroy the walls while your jacked Titan is near them so you can easily pick up one of those masks if you lose a Titan later on.



After exiting the Mojo Room, jump across the stone platforms to get to a doorway. It takes you to an arena where you face a Scorporilla and many Sludges.



You need to quickly jack a Sludge. Since two come at you right at the start, try to hit one while avoiding being hit by the other. When you have the Sludge, use it to attack the other Sludges that constantly enter from doorways around the arena's edges, along with the occasional groups of Doom Monkeys.



The Scorporilla is in the center and does not bother Crash as long as you stay around the edges of the arena. This allows you to take on an endless supply of Sludges if you want to earn the Sludge Skin.



This can be a very tough level—mainly since Sludges can be difficult to stun and jack. However, once you have one, use it to jack others. If you can't complete this level, play it again focusing on jacking

enough Sludges to earn the Sludge Skin. Then save and exit the game, and when you get to the screen where you select a level to play, choose to wear the Sludge Skin. While wearing this skin, Crash only needs to hit a Sludge once to stun it, making jacking Sludges a lot easier.



## PRIMA OFFICIAL GAME GUIDE



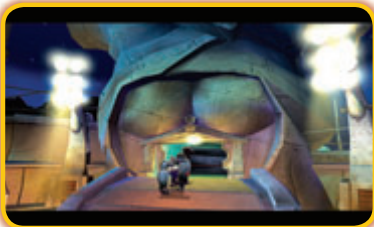
When you are ready to take on the Scorporilla, hit it with light attacks followed by the Goey Louie attack. It can take a lot of hits to stun this huge Titan. A Free Jack Mask is located on the

arena's left side, up on a ledge. Take a Sludge over there and jump off it to pick up the mask. Then head over to the Scorporilla to stun it with a single hit. Jack it and start attacking the rest of the enemies in the arena.

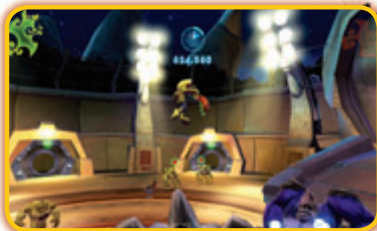
All three Spybots are on the ledges around the arena. There are also several targets that you must destroy. Although you can't throw projectiles at these objects, the Scorporilla's special Ground and Pound attack destroys them if performed near your targets. Walk around the edges of the arena to locate all Spybots and targets, then use Ground and Pound.



When all the targets are destroyed, a door in the backside of the giant N-Gin statue opens and another Scorporilla walks out.



Use the Ground and Pound attack near this other Scorporilla to stun it so you can jack it.



Finish off any remaining enemies in the arena, then take the Scorporilla up the ramp and into doorway to complete the level.



## EPISODE 11: SHOCK AND AWESOME

### Voodoo Dolls

#### Gold Idol

**Minion Master:** 130

**Spybots:** 3

**Combo King:** 20

#### Skins

**Ratcicle Skin:** Jack 50 Ratcicles

#### Others

**Replay Mojo Room:** Barbarians at the Gate!

**Episode 11 Concept Art:** Find Hidden Idol

**Ratcicle Info:** Jack first Ratcicle

### Walkthrough



Crash begins this level in a corridor full of large metal crates. There are some smaller wooden crates you can smash to find mojo.



Advance through this area and attack all the Doom Monkeys you come across along the way.



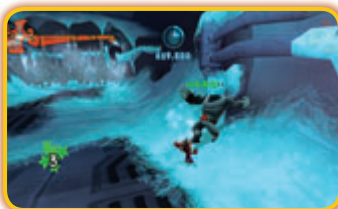
Continue until you come to the end of this long and winding corridor. The first Spybot is in the right corner. Destroy it and any remaining enemies.



Jump up this series of metal pipes to get to the platform at the top. Then walk through the doorway to enter the next room.



Follow this chilly hallway until you get to a wall of ice. A new type of Titan—a Ratcicle—breaks down the wall for you.



Perform a Triple Dragon attack on the Ratcicle (three heavy attacks in a row). This stuns the Ratcicle and allows you to jack it.

Another Ratcicle and some Doom Monkeys now spawn into the area. Use the Ratcicle's special attack—Freeze Punks—on the other Titan. This launches a line of ice that freezes everything in its path. While the target Ratcicle is frozen, attack it so you can jack it and begin earning the Ratcicle skin.





Continue to fight all the enemies that appear. Jack each Ratcicle after it is stunned. When the area is clear, break the ice wall blocking the way to advance farther down the corridor. Be sure to pick up all the mojo from the ice wall.



Repeat the same tactics you used at each section of the corridor. Defeat the enemies before breaking through an ice wall to continue. When you reach the end of the corridor where a sacrifice orb is located, turn to the left and break another ice wall and enter the next room. Fight some more Ratcicles and Doom Monkeys.



Return to the corridor and sacrifice your Ratcicle. Now Tic Tac jump up the shaft.

At the top, jump up to some pipes and shimmy along to collect mojo before jumping up through a doorway on the right side.

The next room requires you to jump up a series of platforms. As you stand on any platform, it begins to descend, so you must jump quickly from one platform to the next to get to the top.



Now move forward through a room, stopping to smash crates for mojo. Jump and Hover Spin across a wide gap to get to the other side. Enter an office area when a glass wall rises.

In the office, advance until you come across a group of Doom Monkeys. Defeat them and hit the switch on the right side of the room to spawn a Rhinoroller. Hit it with a Triple Dragon attack so you can jack it.



Use the Rhinoroller's Thunderbowl special attack to roll around the office hitting Doom Monkeys as well as all the furniture to release mojo. As you clear the minions from one area, metal doors open to allow you to continue through the office area.



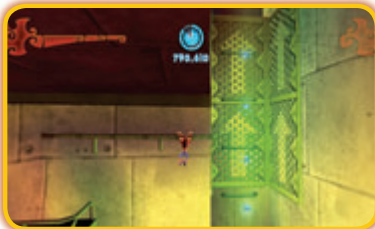


When entering one of the new rooms that leads to the left, look to the right to find an ice wall. You won't see it unless you move to the right. Break it down, then hit the file cabinet inside to find the Hidden Idol.



Keep rolling through the office until you get to the last room. A Spybot is hiding behind a desk. Destroy it as well as all the furniture before you pass through the doorway.

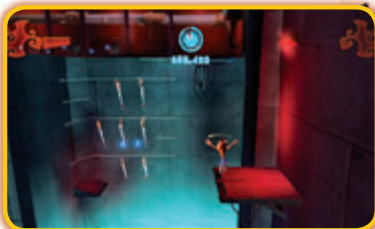
Roll down a long hallway until you reach a room with a sacrifice orb. Thunderbowl around to wipe out all the Doom Monkeys in this room.



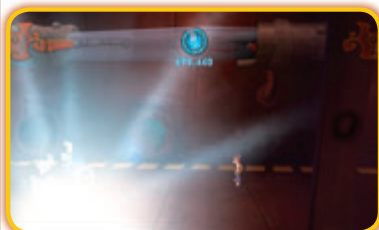
When it is all clear, sacrifice the Rhinoroller, then jump up onto a platform along the back wall. Walk to the right and jump up onto a pipe and shimmy to the left toward the furnace. Jump and Hover

Spin into the shaft and jump from pipe to pipe to get to the top.

Now jump across a wide open area to a small platform illuminated with red light on the right side. From there, jump to another small platform down to the left.



Jump up onto a pipe and shimmy to the right, timing your movement to avoid the flame jets. Jump up to the next long pipe and shimmy to the left. Then jump to the highest long pipe and shimmy back to the right again. At the end, jump up onto a platform and enter the next area.



As you walk to the left, watch out for rockets that come shooting out of the large holes in the wall. Time it so you don't get hit as you move across.



As you turn a corner to go to the right, watch for more rockets coming at you from the right. Wait until one passes very close, then move out into this corridor. Dodge the rockets as they shoot

out of three holes in the wall at the end. Go through the doorway.



Crash is now in a locker room. Take on the Doom Monkeys closest to you, then jump up on the lockers on the right-hand wall to destroy the last Spybot. Finally use the mystic cloud to go to the Mojo Room.



## Barbarians at the Gate!

For this challenge, you must jack the Shellephant, then break down the gate at the far end of the arena within 90 seconds. At the start, pick up the Free Jack Mask and hit the Shellephant to stun and then jack it. Use the Titan's Blaze of Glory attack to hose down the nearby Magmadons to stun them. Watch out for the Ratcicle because it tries to freeze you. Break through rock barriers to collect mojo, then move on to the wooden gate. A light attack or two by the Shellephant breaks down the gate and completes the challenge. Jump off the Titan and exit the Mojo Room after collecting all the mojo you can.





Back in the locker room, clear out all the Doom Monkeys as you advance to the far side. There, hit the Ratcicle with a Triple Dragon attack, then jack it. Use it to destroy all the toilets and lockers in the room for lots of mojo. Exit through the doorway at the far end.



Exit through the doorway at the far end.



Crash and his Ratcicle are in a shower where other Ratcicles are cleaning up. Use the Freeze Punks attack to freeze the first Ratcicle, then hit it so you can jack it. Repeat this as you advance through the

showers, jacking all the Ratcicles one after another.



Finally, exit the level through the door at the end of the showers.



By the end of this level, you will earn the Halloween Skin for completing 50 percent of the game and should also get the Doom Monkey Skin since there are so many in this level.

## EPISODE 12:

# WEAPONS OF MASS CONSTRUCTION

## Voodoo Dolls

### Gold Idol

Minion Master: 35

Spybots: 3

Combo King: 20

### Others

Replay Mojo Room: Mo' Mojo,  
Mo' Mojo

Episode 12 Concept Art: Find  
Hidden Idol

## Walkthrough



This level consists of several elevated walkways and platforms. At the start, the Hidden Idol is right above Crash's head. Jump up to grab it.

Follow the walkway down to a larger platform where a Ratcicle and some Doom Monkeys are waiting. A red Uka Uka barrier prevents you from advancing any farther until you destroy the three generators on this platform.





Go after the Ratcicle first. If it tries to use its Freeze Punks attack, jump up into the air and Hover Spin until it passes so Crash is not trapped in ice. Then move forward to use the Triple Dragon attack to jack the Ratcicle.

Attack the Doom Monkeys. After they are defeated, several more Ratcicles spawn on the platform. Use the Freeze Punks attack, then jack each of them in turn to get closer to unlocking the Ratcicle Skin.



Destroy the three generators after all enemies have been defeated, then walk onto the elevator that appears when the barrier is down. The elevator takes you up to another platform.



Destroy the two machines on this platform to collect mojo, then sacrifice the Ratcicle at the orb.

Crash now has to jump across a series of floating platforms. Around the edges of this area are larger square, stationary platforms. Smaller, turning platforms are in the middle of the area.

Jump across to the first small platform, then to the left to the square platform with the first Spybot. Destroy it.



Now jump across to the next platform where a Snipe is waiting. If it starts throwing projectiles at you, time it so you don't get hit in midair and fall. Jack this Snipe and use its

Sniper Mode attack to defeat the other Snipe and some Stenches at the area's far end so you can continue jumping from platform to platform without the threat of enemy attacks.

Now jump across the middle platforms to the right side, then continue to the end where a second Spybot is hiding behind some crates. Hit it and then jump over to the larger platform at the end of this area.



You can see a Stench and some Doom Monkeys ahead on a green gear platform. Jump over to it and jack the Stench. Use it to finish off the minions.





After the enemies on this platform are defeated, another gear platform lowers. Use the Stench's Stink Bomb attack to stun the Ratcicle on the other platform. Then jump off the Stench and quickly jump over to the other platform to jack the Ratcicle.



Use the Ratcicle to fight off the Doom Monkeys as well as other enemies that appear. Jack a Stench and use it to stun the Titans on the next gear platform that appears. Keep up this tactic to clear out a series of these gear platforms.

On the next to last platform, there are no Stenches and you are stuck with a Ratcicle. This is unfortunate since the last gear platform is filled with Ratcicles.



Leave your Ratcicle behind and jump over to the next platform. Rather than trying to jack one of the Ratcicles—and most likely being killed by the rest—move across this gear platform, staying

in the air as much as possible to avoid the Freeze Punks attacks. Continue onto the square platform on the other side to get away from these Titans.





An elevator comes down to the square platform. Jump onto it and ride it to another platform. Jack the Ratcicle here and fight off any minions that come after you.

Follow the walkway to the right and start attacking the Ratcicles there. Jack it and all of those that spawn in this area until it is clear.



Destroy the machine in front of the mystic cloud, then sacrifice the Ratcicle at the orb. Now you can use the cloud to get to the Mojo Room.



## Mo' Mojo, Mo' Mojo!



To complete this challenge, you must collect 10,000 green mojo crystals in 60 seconds. At the start, advance to pick up the Free Jack Mask, then jack the Rhinoroller. Use its Thunderbowl attack to roll quickly around the area, picking up the green mojo that falls from the sky. The gutter along the back wall usually has quite a bit and more is in the center of this arena. Use the sacrifice orb off to the arena's right side to earn some blue mojo as soon as the challenge is complete.



When you return from the Mojo Room, you must fight off more Ratcicles. Jack one as quickly as possible. If you don't want to fight these Titans, just jump

onto the conveyor belt to the right, which is where you go even if you decide to fight the Ratcicles first.

As the conveyor belt carries you along, watch out for flame jets as well as mines. Jump over the jets and stay near the middle of the belt to avoid the mines. The last Spybot is waiting alongside the conveyor belt, so jump up on the ledge and destroy it.



The conveyor belt ends at a platform. Jump up onto it and attack the lone Ratcicle so you can jack it.

Fight off the Doom Monkeys and the many Ratcicles that spawn in here. Use the Freeze Punks attack to try to freeze several at once. Keep jacking one Ratcicle after another and you may be able to earn the Ratcicle skin by the end of this level—or at least be very close to unlocking it.



After all the enemies have been defeated, destroy the machinery to find mojo, then hit the two large buttons on the sides of the doorway to lower the Uka Uka barrier.



Finally, walk through this passageway to complete the level.



## EPISODE 13: DOOMRAKER

### Voodoo Dolls

#### Gold Idol

Minion Master: 35

Spybots: 3

Combo King: 15

#### Others

**Replay Mojo Room:** Complete Like Fish in a Basket

**Episode 13 Concept Art:** Find Hidden Idol

### Walkthrough



Crash begins right near a Free Jack Mask. Move back to the right to pick it up.

Then move to the left and use Aku Aku to Air Grind down the pathway to the next area. Although it is not a chute that requires you to slide, by Air Grinding you can get there before the Free Jack ability wears off.







Jack one of the Ratcicles when you arrive, then take on the other two. Some Doom Monkeys join in the fun, so hit them as well.

A couple of Stenchies spawn on the balconies at the front of this area. The first Spybot is on the balcony to the right.



Destroy this machine to get to the Hidden Idol behind it and collect a lot of mojo.



Finally, walk through this open doorway to continue.



The next area requires you to jump down onto a conveyor belt and advance along it. Flame jets shoot out and large saw blades swing across your path, so time your movement to avoid them. At the end of the conveyor belt, jump up onto a platform.

The next area requires you to jump down onto a conveyor belt and advance along it. Flame jets shoot out and large saw blades swing across your path, so time your movement to avoid



The mystic cloud leading to the Mojo Room is along the right side of the wall.

### Like Fish in a Basket



This challenge requires you to collect six Free Jack Masks within 60 seconds. Three Ratcicles stand in your way. One of the masks is in the center of this arena. Rush in to pick it up, then jack a Ratcicle. Defeat the other two Ratcicles so they don't attack while you are trying to get the masks. There are two masks along each side of the arena behind the machines at the back as well as above the stacks of crates. To get those masks up high, smash the crates and position the Ratcicle right under the mask. Jump off the Titan, then jump again to get the mask. Then jack the Ratcicle again. After you get the masks from each side, the final one is at the rear of the arena. Don't forget to use the sacrifice orb to the right of the arena to get some extra mojo.



Crash must now get across a pool of lava. Jump on the platforms sticking out from the wall. Since they retract back into the wall, you must time your jumps so you are not left without something to stand on. Continue to the larger rotating platforms.



Jump into the next area where you face three Ratcicles. Jack one of them, then take on the other two.

More Ratcicles spawn along with some Doom Monkeys. Use the Freeze Punks attack to stop groups of Titans so you can concentrate on one at a time. Be sure to destroy the second Spybot on the right side of the area. If you don't have the Ratcicle Skin yet, be sure to jack each Ratcicle you stun.



Eventually, a couple of Stenches spawn. Jack one of them and finish off the remaining enemies. Then use the Stench Cloud attack to hit the two targets on the wall to open the door out of this area. Stay on the Stench and exit.



You return to the first platform from this level. Move around to the left to enter through a door that is now open.

Ride the Stench through the conveyor belt section. Again, watch out for flame jets and saw blades. However, if they hit you, the Stench takes the damage rather than Crash. At the end of the conveyor belt, jump off the Titan and not the platform.



This looks familiar! You have to jump across a pool of lava by using retracting platforms.



Move across to the large platform, attack one of the four Ratcicles, and then jack it. Use it to fight against the rest.

Keep fighting against the Ratcicles that spawn. Don't forget to destroy the third Spybot on the left side of this area. Eventually a group of Sludges spawns. Use the Ratcicle to stun them, then jack one of these gooey Titans.



While riding the Sludge, clear the area of all remaining enemies. Remember to use the Gooley Louie uppercut attack to cause a lot of damage to the other Titans. When you are the last one standing, use the Sludge's heavy attack against the wall of slime to open a door out of here. Stay on the Sludge and exit.



Once again you are brought back out to the first area. Walk to the door in the middle that is now open to enter the final area of this level.

This arena has three doors. Each has a target near it. Hitting a target closes the door next to it. To complete this level, you must shut all three doors and clear the remaining enemies from the arena.





You must fight against Sludges, Ratcicles, Stenches, and even Doom Monkeys. If you have not yet earned the Minion Master award, hold off on closing the doors until you have defeated enough Doom Monkeys. While two of the targets are low enough to hit with a light attack, the target on the left is above the door. If you are on a Sludge, use the Goopy Louie uppercut attack to hit the target.



When the arena is clear of all enemies, Crash and Aku Aku have a little chat with N-Gin to find out where Coco is being held captive by Nina.



## EPISODE 14: FAMILY TREE

### Voodoo Dolls

#### Gold Idol

**Minion Master:** 55

**Spybots:** 3

**Combo King:** 35

#### Skins

**Voodoo Bunny Skin:** Defeat  
200 Voodoo Bunnies

**Battler Skin:** Jack 35 Battlers

#### Others

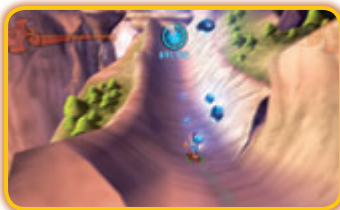
**Replay Mojo Room:** Complete Trouble  
Underfoot

**Episode 14 Concept Art:** Find Hidden Idol

**Voodoo Bunny Info:** Defeat first Voodoo Bunny

**Battler Info:** Jack first Battler

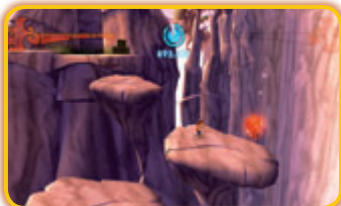
### Walkthrough



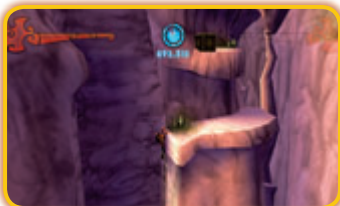
This level begins with a slide. Walk forward to the start of the chute and slide down, picking up mojo as you zoom. There are no threats in the first part of this level, so concentrate on grabbing mojo and not falling through gaps.



At the end of the slide, you must jump across a series of tilting platforms. Don't stay on one too long or you may fall off.



The Hidden Idol is near the top of this series of platforms, on the right-hand side.



Tic Tac jump up this shaft, then jump up a series of ledges. Break open the crates to find mojo.

When you get to the top of the ledges, you must once again jump across a series of tilting platforms. Some of these are high jumps, so be sure to double jump and Hover Spin to cross the distance.



At the end of the platforms, you make it to solid ground. Walk forward a bit to enter a chute and begin Air Grinding down. Dodge the mines to avoid taking damage.

This chute has a tough gap to cross. Stay to the right and keep your speed up. At the edge, jump and try to land on the right side of the chute on the other side. If you land too far to the left, you will fall. Don't jump more than once or you may start to Hover Spin, which will slow down your forward motion and cause you to fall short.



Keep sliding and hitting the crates to collect mojo. Some of the mines can be tough to dodge, especially after you pick up a feather that gives you a speed boost. Try to Air Grind all the way up

one side of the chute to keep some distance between you and a big explosion.



When the chute ends, pick up some fruit to restore your health, then jump across a gap to get to the mystic cloud that takes you to the Mojo Room.

### Trouble Under Foot



This challenge requires you to smash 25 minions with the Scorporilla in 45 seconds. At the start, move to pick up the Free Jack Mask, then jack the Scorporilla. When it is under your control, waves of Voodoo Bunnies appear. Just use the Scorporilla's light attack to clear out several of these minions at once. As long as you defeat every minion in each wave, you will complete this challenge. The minions make it easy by coming at you to attack. When you have completed the objective, jump off the Titan and keep back until it falls over and releases its mojo. If you are next to it when it falls, you might take damage.



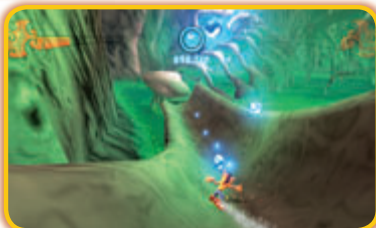
Return to the regular world and continue up a series of steps to a Voodoo Bunny camp. Hit these minions with a spin attack or light attacks until you have defeated them all. If you want to earn the Minion Master award, make sure to defeat every Voodoo Bunny you come across.





Keep moving along the path to the Uka Uka tree. You have to fight some more Voodoo Bunnies along the way—but only one at a time.

Go inside the huge tree, slide down a chute, and jump across to a platform.



Jump up a series of platforms that together form what looks like the spine of some giant animal. Voodoo Bunnies are on some of the platforms, so fight each one as you come upon it.

Continue all the way to the top, where you must jump to a large platform with a new type of Titan—the Battler. Rush up to one and give it a Triple Dragon attack to stun it, then jack the Battler.

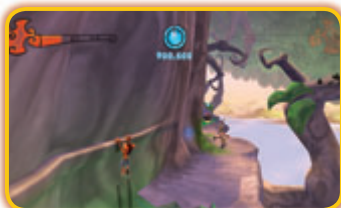


The Battler's special attack is the Cyclone Storm, which creates mini tornadoes that stun other Titans and get rid of minions. The downside is that this attack has a windup that can be interrupted if you are attacked.



If another Battler moves in close, use the Bat Slash combo. This is a three attack combo—light, heavy, light.

This alone often stuns another Battler so you can jack it. Defeat all the Battlers, jacking each one in turn to work toward unlocking the Battler Skin, as well as the Voodoo Bunnies that spawn here. When this area is clear, the Uka Uka barrier rises. The first Spybot is along the right side of this platform, near the back. Destroy it and move through the doorway.

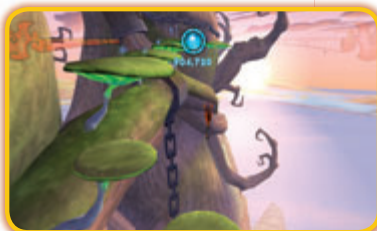


You have to get rid of the Battler to get across some gaps in the pathway. Get rid of minions on your way, then jump up onto a ledge, and shimmy across to the other side. You must do this three times, fighting minions in between each gap.

At the end of the path, jump across to a platform where some Voodoo Bunnies and a Battler are waiting. Defeat the Bunnies, then use a Triple Dragon attack to stun the Battler and jack it. Destroy the crates to get some mojo and then hit the second Spybot to get rid of it.

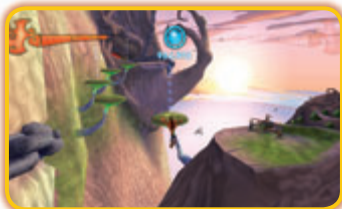


Continue up the path, attacking Voodoo Bunnies as you advance. At the end, sacrifice the Battler at the orb to get some more mojo. Then jump across to the first mushroom.



These mushrooms allow you to perform springy jumps to get higher. You must perform this type of jump as you hop from mushroom to mushroom. The larger, oval shaped mushrooms

are not springy, and instead act as tilting platforms, so watch out. Move across them and onto the next series of springy mushrooms.



Eventually, you see a hilltop where some Voodoo Bunnies are dancing. Jump down onto it and defeat these minions. Then continue on your way as you jump across some more mushrooms to a platform leading back into the tree.



As you get to the last mushroom, jump up high to get a Free Jack Mask, then land on the platform. Quickly jack one of the Battlers and begin fighting off the rest. Don't forget to destroy the third

Spybot along the left side of this platform.



More Battlers spawn on the platform. It is tough to use the Cyclone Storm special attack since they often charge in close to you. However, the Bat Slash Combo works great. If they try to block you, use a charged-up heavy attack to break the block.



After you have defeated all the Battlers, the red Uka Uka barrier disappears. However, stay on the platform as Voodoo Bunnies start dropping in. Fight each wave to earn the Minion Master award and work toward unlocking the Voodoo Bunny Skin.



Finally, after all enemies have been defeated, walk into the cave to complete the level.



# EPISODE 15: CALAMITY VILLE HORROR

## Voodoo Dolls

### Gold Idol

Minion Master: 40

Spybots: 3

Combo King: 20

### Others

Replay Mojo Room: Complete Wishful Blinking

Episode 15 Concept Art: Find Hidden Idol

## Walkthrough



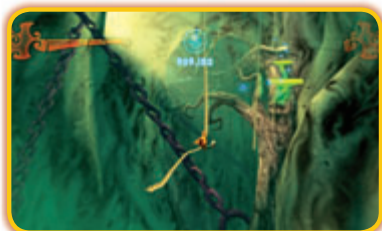
This level contains a lot of platform jumping as well as fighting against Titans and minions. Crash begins on a bank overlooking an acid lake.

Jump from lily pad to lily pad to get across the lake. At the other end, jump onto a platform and fight a couple of Voodoo Bunnies.





To get to the next platform, you must swing across on two vines. Jump onto the first and swing back and forth to gain momentum before jumping to the second vine, then onto another platform.



Defeat the minions here, then use three more vines to get to some springy mushrooms.



Jump up the series of mushrooms to get to the top of a chute. Slide down it while picking up mojo and dodging mines.



At the end of the chute, you land on a platform with some mushrooms and ledges. Jump up to the first ledge and walk to the mystic cloud to enter the Mojo Room.



## Wishful Blinking



For this challenge, you must use a Scorporilla to defeat all the enemies within 160 seconds.

Quickly grab the Free Jack Mask and jack the Scorporilla. Then fight

your way through waves of Titans. Use light attacks as well as the Ground Pound special attack. The first wave consists of Spikes and Goars. Following waves contain Magmadons, Sludges, Ratcicles, and finally Battlers. Even the powerful Scorporilla will take some damage, so be sure to pick up any fruit you find to restore your health. If the Scorporilla dies, then the challenge ends in failure.



After exiting the Mojo Room, jump up the rest of the way to the top of the ledges to enter a chute and slide down to the next area. Watch out for those mines as you go. You eventually land on a round, green platform.



Jump down to the next platform and use the spin attack to defeat the Voodoo Bunnies. This is a great place to earn the Combo King award since it is one of the few places you have enough minions around to perform the required number of combos. If your spin attack is interrupted, fall off the side of the platform before all the minions are gone. You will lose some health, but get to start this engagement over—with all the minions respawning for you to try again.



Next jump across a series of tree-trunk platforms. Several of these contain Voodoo Bunnies, so deal with them before continuing on.



A springy green mushroom along the left side is directly under the Hidden Idol. Jump on this mushroom to get high enough to get the idol. Then jump over to the walkway and follow it to a doorway leading to the next area.



Crash must slide down another chute. As you Air Grind, be sure to run into all the Voodoo Bunnies along the way. There are not too many more minions in this level and you need to defeat 40 to earn the Minion Master award. If you come up short at the end, it is usually because you missed some of them during this slide.



The chute drops you off on a platform overlooking another acid lake. Pick up the Free Jack Mask on a lily pad to the right.



Then quickly jump across the other lily pads to get to the opposite platform to jack the Stench before the Free Jack ability wears off.



Use the Stench to fight against Voodoo Bunnies and some Sludges. Jack a Sludge for some more power and defeat the other Sludges.



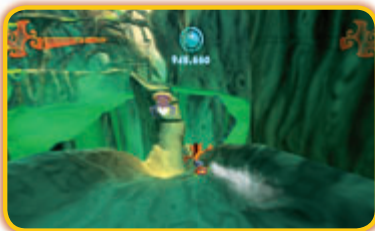
Eventually, Battlers appear. Jack each of these in turn. When all of them have been defeated, the red Uka Uka barrier at the far end of this area disappears. However, a Shellephant spawns to fight you. Although you can run for it if you want, try using the Battler's Cyclone Storm ability to stun the Shellephant so you can jack it.





Use the Shellephant to fight off the Battlers that now drop in to battle. As your Shellephant takes damage and is almost dead, jack a Battler and continue the fight. Jack as many Battlers as

possible to work toward earning the Battler Skin. When the area is clear, or if you want to escape before being killed, head to the orb and sacrifice your Titan. Then jump up the staircase and follow the path to the next area.



As you slide down a short chute, jump to hit the first Spybot and destroy it.

Jump across a few platforms and slide down another chute. Then jump up some rails and shimmy to the left to drop onto a platform with a couple Voodoo Bunnies in need of a fight.



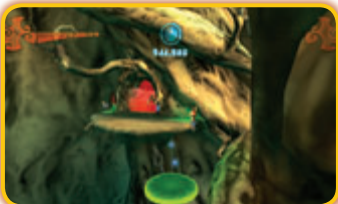
Jump across to the next platform to trounce some more minions, then destroy the second Spybot.







Jump up a series of springy mushrooms to a platform where Voodoo Bunnies are waiting. Attack and defeat them, and then continue your mushroom jumping.



As you jump from the last mushroom to the platform, be sure to pick up the Free Jack Mask suspended in midair. Use it to jack one of the Battlers on the platform.

Attack the second Battler and stun it so you can jack it as well. Destroy the last Spybot in the back-left corner of this platform. When the Battlers have been defeated, the red barrier vanishes.



Fight off all the Voodoo Bunnies that spawn here to get the Minion Master award, then exit the level through the tunnel.



## EPISODE 16: TIMBER TRIALS

### Voodoo Dolls

#### Gold Idol

Minion Master: 70

Spybots: 3

Combo King: 25

#### Others

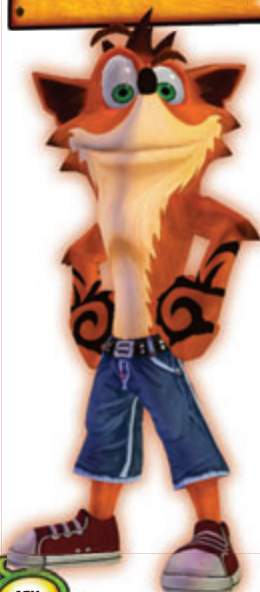
Replay Mojo Room: Complete Have Monster,  
Will Trample

Episode 16 Concept Art: Find Hidden Idol

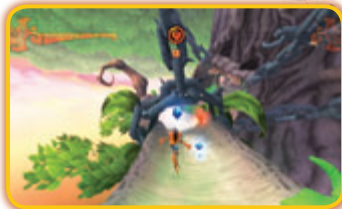
### Walkthrough



Crash is once again in for a level of sliding, jumping, and Titan jacking. At the start, move back to the right to pick up a large mojo crystal.



## TIMBER TRIALS



Move to the left to enter the chute and begin Air Grinding down, picking up mojo along the way. When you come across the first acid pit, jump over it to pick up the Hidden Idol.



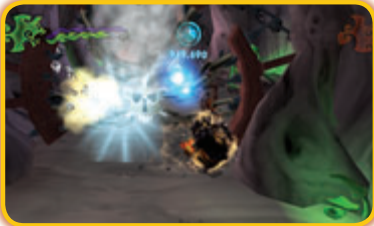
Continue down to the end of the chute and jump across to a platform where enemies are waiting. Quickly move over to the right side to pick up a Free Jack Mask.

Now move toward one of the Rhinorollers and jack it.

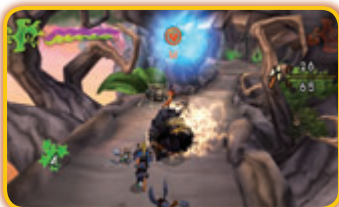


Use the Thunderbowl special attack to roll around, hitting the other enemies. When you stun the other Rhinorollers, jack them to work toward unlocking the Rhinoroller Skin.

When all enemies have been defeated, smash all the cauldrons to collect mojo and then run into the skull gate a few times to break it down and move forward.



As you move through the opening, be sure to destroy this Spybot along the wall on the right side.



Continue rolling down the path, hitting Voodoo Bunnies along the way as well as cauldrons for some additional mojo.



Crash and his Titan eventually roll to an area with four Battlers. Roll right into them before they can hurt your Rhinoroller. When all are stunned, jack one of them. A Scorporilla and

a couple Battlers spawn next. Use your Battler's Cyclone Storm ability to stun the Scorporilla and then jack it.



If you lose your Titan for some reason, head to the rear of this area to the left of the skull gate to find a Free Jack Mask. Then use it to jack the Scorporilla.

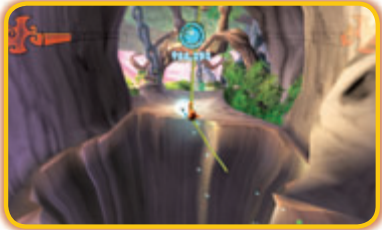


## TIMBER TRIALS

While riding the Scorporilla, attack the Battlers and Voodoo Bunnies. Defeat them all. Now, more Battlers spawn. Stun them and then head to the skull gate and break it open with attacks before more even Battlers spawn.



Destroy the Spybot on the other side of the gate, then sacrifice the Scorporilla at the orb. Next, jump onto the vine and swing across a deep pit to the other side.



Slide down a chute, attacking Voodoo Bunnies as you go, and then jump across a gap to another area with Titans and a locked skull gate.



You face a couple of Stenches and a Scorporilla. Attack one of the Stenches and jack it. The Triple Dragon attack works well if the Stench tries to block your attacks. Once you are on the Stench, more of them spawn. Stun and then jack all but one of these Stenches so that more enemies, such as Battlers, won't drop in on you.



Stay at a distance from the Scorporilla and throw Stink Bomb attacks at the Scorporilla until it is stunned. Then move forward to jack this Titan.



Defeat the other Stench now as well as the other enemies that spawn. You face some Voodoo Bunnies and a couple of waves of Battlers. Defeat them all. Use your Titan's Ground and Pound

special attack to stun all of the Battlers with a single hit. After the enemies have been defeated, use the Scorporilla to break through the skull gate.



Move forward and destroy the cauldrons for mojo. The final Spybot is hidden by the mystic cloud on the left. Destroy it and then sacrifice the Scorporilla at the orb before using the cloud to go to the Mojo Room.



## Have Monster, Will Trample

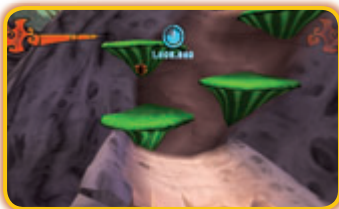
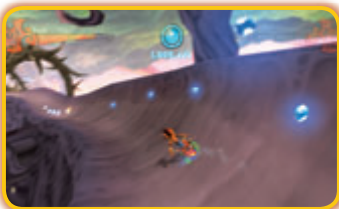


This challenge is fairly simple. You must use a Scorporilla to defeat all enemies in 70 seconds. Move forward right at the start to pick up the Free Jack Mask and jack the first Scorporilla. Then use light attacks to stun the three other Titans in the arena—a Shellephant and two other Scorporillas. Keep hitting them until

they are defeated to complete your objective. Then walk around destroying objects to collect mojo.



After returning from the Mojo Room, jump across to a couple of vines and swing across a deep pit to get to the opposite side.



Slide down a chute and pick up as much mojo as you can. At the end of the chute, jump up to the next area using some green mushrooms

Air Grind down another chute. Be sure to attack all the Voodoo Bunnies along the way to get the Minion Master award. If you miss one, you can always turn around and slide back up the chute to defeat them.

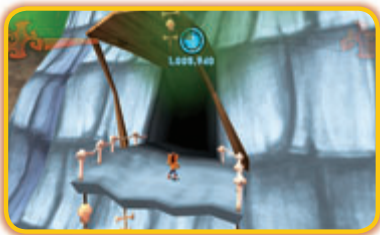


Jump over the slime pits on the way down the chute and continue hitting minions.



At the end of the chute, walk up a slope and then jump over to some vines. Swing across the vines and land on the giant clothesline. Air Grind down the line.

At the end of the clothesline, jump up onto a platform to enter the enormous house and complete the level.



# EPISODE 17: ADOLT EDUMACTION

## Voodoo Dolls

### Gold Idol

**Minion Master:** 25

**Spybots:** 3

**Combo King:** 30

### Skins

**Ee-lectric Skin:** Jack 50

Ee-lectrics

### Others

**Replay Mojo Room:** Complete Shocking Encounter

**Episode 15 Concept Art:** Find Hidden Idol

**Ee-lectric Info:** Jack first Ee-lectric

**Uka Uka Info:** Jack first Uka Uka

## Walkthrough



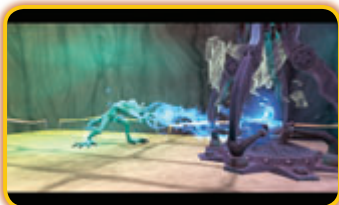
Crash begins at the end of a long hallway. Walk to the end of the hallway—or Air Grind if you are in a hurry.







When you get to the end of the hallway, you see a series of cages hanging from the ceiling. Jump across on the tops of these cages to get to a platform.



Destroy the first Spybot hovering along the left side of the platform.

Crash discovers a new type of Titan. The Ee-lectric can fire blasts of electricity at enemies.



Walk onto a moving platform and ride it across to the platform where the first Ee-lectric is waiting.

Hit the Ee-lectric with a Triple Dragon attack to stun it and then jack it. Its light attack, Lightning Bolt, can be aimed for long-distance shots just like those of a Snipe or Stench. The Heavenly Blast special attack can lock onto multiple targets.





Take aim at the floating mines between you and the next platform, and use the Lightning Bolt attack to destroy them. Climb onto the small moving platform, then destroy the electric coil on the far platform to get moving.



There is another Ee-lectric on the platform, so fire at it to stun it before you arrive. Then jack it to start earning your Ee-lectric Skin.



Walk across the platform to another small moving platform. Target the floating mines up ahead and after they are destroyed, target the electric coil to get moving again.

After you reach a small stationary platform, walk over to the other moving platform and fire at the next electric coil to continue advancing to a long platform. Fire at the Voodoo Bunnies as you approach.



Finish off any remaining minions and then walk forward. Up ahead is a Shelleshphant trapped in a cage. Take aim and hit it with Lightning Bolt attacks until you get 30 combos and earn the Combo King award. As you continue, destroy the second Spybot under the cage.



When you get to the end of the platform, jump off the Ee-lectric and walk to the mystic cloud to enter the Mojo Room.

### Shocking Encounter



This challenge requires you to destroy 8 bombs with an Ee-lectric within 75 seconds. At the start, move to pick up the Free Jack Mask and then jack the Ee-lectric. Fire Lightning Bolts at the Rhino-

rollers to stun them, then use the Heavenly Blast special attack to take out the five visible bombs with a single volley. You can find one bomb on the left side of the arena and another to the right side. The final bomb is behind the crates on the right side. Just blast the crates and then fire at the bomb to complete the objective. Finish off any enemies to earn some mojo before exiting the room.



After exiting the Mojo Room, stun and jack an Ee-lectric that spawns nearby. Use it to destroy the mines up ahead and then fire at and destroy the electric coil to move to the next platform. You have to fight another Ee-lectric on this platform, so jack it after it is stunned.



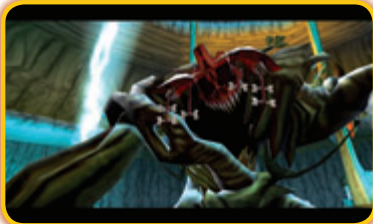
The final leg of this area requires you to hit several moving mines. Aim at one end of a mine's movement path, and then constantly fire at that spot until you destroy the mine. Then take out the electric coil to send the small platform moving forward.



Fight off the Voodoo Bunnies on this platform, then destroy the last Spybot to the right side. Pick up the Hidden Idol along the left side behind the remnants of the electric coil.



Descend these stairs to get to the final area of the level.



Uka Uka is waiting for you. He uses the evolvo-ray on himself to add a body to his mask. As a result, he becomes a powerful Titan.

You begin at one end of the arena with Uka Uka at the other. To complete this level, you must destroy the three large electric coils in the room. Only Uka Uka can do this, so you will have to stun him and jack the Titan to accomplish it.



Stay at the far end with your Ee-lectric. Fire Lightning Bolt attacks at the Voodoo Bunnies to clear them out, and then aim at Uka Uka. The Ee-lectrics in the area usually leave you alone as long as you are away from them; however, the Battlers come at you. As they approach, hit them with Lightning Bolt attacks to stun them, and then keep firing at Uka Uka.



**This part of the level can be very difficult. If you die, try wearing a Battler Skin, which you should be able to unlock during this segment. The skin allows you to stun a Battler with a single hit. Also, if a Battler tries to hit you with a cyclone Storm attack, use the block move to prevent any damage to yourself.**



Uka Uka fires Optic Blast attacks at you. When you see them coming, move out of the way to dodge them. You can also hide behind the electric coil on the arena's left side for protection.



Keep attacking Uka Uka until he is stunned. Then move forward to jack him. Use his Heavy Hitter combo of two light attacks to beat the other Titans in the area.

Now attack one of the electric coils to destroy it. The blast will knock you off Uka Uka.



Use the spin attack to deflect the Ee-lectrics' bolts right back at them to stun them for an easy jack.





You now have to repeat the tactic again. Jack an Ee-lectric and then move away from Uka Uka and begin to fire at him. This time, it is tougher since more Battlers spawn into the arena at a time. Each

time you jack Uka Uka and destroy a coil, you fall off and have to start again. Keep at it until you destroy all three coils.

There is another way to complete this level, which is tricky, but saves you from having to fight so many Battlers. After you jack Uka Uka for the first time, hit each electric coil with two light attacks. That damages but does not destroy them. Then move away from them to the end of the arena where you entered and use the Optic Blast attack to target all three coils at once.



Now that Uka Uka is no longer a threat, it is time to go after Nina and her giant robot.

# EPISODE 18: WAR OF THE WHIRLS

## Voodoo Dolls

### Gold Idol

Minion Master: 25

Spybots: 3

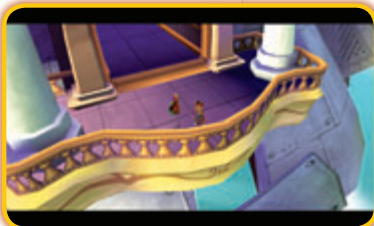
Combo King: 35

### Others

Replay Mojo Room: Complete Eight Is Enough

Episode 21 Concept Art: Find Hidden Idol

## Walkthrough



Crash and Aku Aku arrive at the entrance to Dr. Cortex's mansion. Time to get the party started.



Advance down the hallway and starting fighting Nina's minions—the Brat Girls. Use the spin attack to try to score 35 combos and earn the Combo King Award.



Jack the Ee-lectric, then go through the doorway on the left into Nina's bedroom. Destroy the first Spybot on the left side of the room. Then hop off the Titan and enter the Mojo Room through the mystic cloud.



## Eight Is Enough



To complete this challenge, you must collect all 8 Free Jack Masks in 80 seconds. One is located in the middle of the arena. Move forward, jumping past the Battler, to grab the

mask. Then attack one of the Battlers to jack it. Pick up the other mask in the middle, then another behind the machine on the right side. Head over to the left side to find the fourth behind another machine. The fifth mask is above the crates on the left side. Smash the crates and jump up off the Battler to get it. Then jack the Battler again and move farther to the left. Jump off the Battler and jump up onto the small platform to get the sixth mask. If the Battler is still stunned, jack it again and head to the bouncy platform toward the rear of the arena. Jump up onto the platform and up to a square platform high above the arena to get the seventh mask. The final mask is located near the Mojo Room's exit. As you move through the arena, you must fight Battlers. If yours is getting weak, jack another one to keep going after the masks.





When you return to the mansion, jack the Ee-lectric in the bedroom and destroy all the furniture, busts of Dr. Cortex, and even the Titan heads on the wall to collect lots of mojo.

Exit the bedroom and move down the hallway to the right. Fight off any Brat Girls and destroy the breakable objects for some additional mojo as you advance.



As you approach the gate, be ready for a surprise. When you destroy each of the benches along the wall to either side, an Ee-lectric appears. Stun and jack each Ee-lectric in turn.



Now that the area is clear, break through the gate, collecting the mojo that's released, and pass through the doorway at the end of the hall.

Just past the doorway, the floor drops away to a lower room. Don't drop down just yet. Three Ratcicles are down below. Use the Lightning Bolt attack to stun two of the Ratcicles.



Then jump down with the Ee-lectric and jack one of the stunned Ratcicles. Use it to stun the third.



More Ratcicles spawn into the room. Keep fighting them off. Remember to use the Freeze Punks special attack to keep groups of them immobile while you attack them.



A couple of Ee-lectrics also spawn—each atop a raised platform on either side of the room. Use heavy attacks to hit and stun them, but stay on your Raticle since it is one of the more powerful Titans. Also destroy the second Spybot located on the room's right side.

If your Titan dies, use the trusty Triple Dragon attack to stun another for jacking. Also, if you need it, a Free Jack Mask can be picked up at the rear of the room over the doorway that is blocked by a red barrier.







When you have cleared out all enemies and no more spawn, take the Ratcicle up the ramp and through the door at the back of the room.



Advance down another hallway, destroying furniture and attacking Ratcicles that stand in your way. As your Ratcicle's health decreases, jack new ones to keep going strong.

Some Ratcicles may try to block your attacks. If that happens, charge up a heavy attack and let 'em have it. Follow up with a couple of light attacks to stun them.



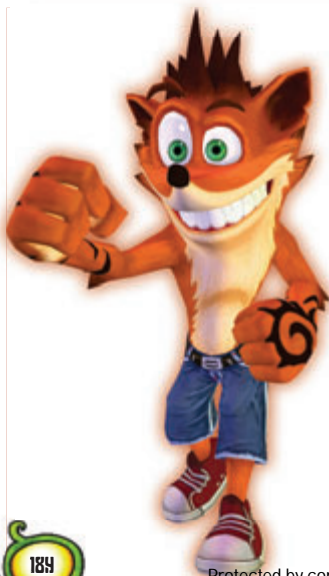
At the end of the hallway, break through another gate to continue as well as collect some goodies.



Walk through the door to enter Dr. Cortex's office. A group of Brat Girls is here. Clear them out. Use the Ratcicle to do the job and destroy all the furniture as well. The last Spybot is along the right side of the room, so be sure to get it.



The Hidden Idol can be found in Dr. Cortex's chair behind the desk. Pick it up.



Defeat all the enemies. Now a doorway to the right side of the desk opens up on its own. Walk through it to complete the level.

# EPISODE 19: MINORITY RAPPORT

## Voodoo Dolls

### Gold Idol

Minion Master: 65

Spybots: 3

Combo King: 80

### Others

Replay Mojo Room: Complete Time  
Bomb Ticking

Episode 19 Concept Art: Find Hidden  
Idol

## Walkthrough



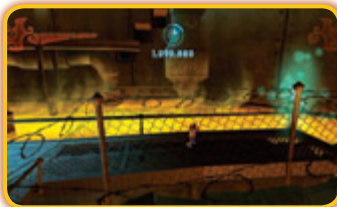
Crash is about to leave the mansion and enter the factory complex. Walk to the right down the hall and exit out onto a catwalk. Follow the catwalk to the end and enter another room on the right.



Advance to the right and hit the Ee-lectric with a Triple Dragon attack to stun it, then jack the Titan.



Head down the ramp and move forward, using the Lightning Bolt attack to clear out the Brat Girls along the way.



Move to the end of the catwalk and turn to the right. Jump off the Ee-lectric and enter the Mojo Room through the mystic cloud.

## Time Bomb Ticking



This is another shooting gallery-type challenge where you must destroy eight bombs in 75 seconds. Rush forward to pick up the Free Jack Mask right at the start and jack

the Ee-lectric. Several other projectile-firing Titans are in the arena—another Ee-lectric, two Stenches, and two Snipes. Fire Lightning Bolt attacks to stun all of them, then get to work destroying the bombs. Four bombs are visible at the back of the arena. Two more are hidden behind the crates, so blast the crates to destroy the bombs. One more is on the far left side of the arena, and the final one can be found on the far right side. When you have completed the objective, sacrifice the Ee-lectric at the orb on the right side for some more mojo before leaving the Mojo Room.



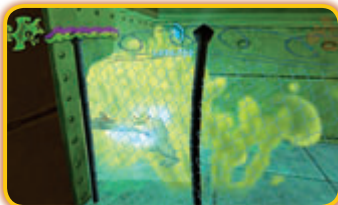




After leaving the mystic cloud, head to the left and jump up on a platform. A couple of Ee-lectrics are on the other side of the lava. Use the spin attack to deflect their Lightning

Bolt attacks back at the closer one, then jump across to the platform it is standing on and jack it. Use it to attack the other Ee-lectric. If the first dies before you can get to it. Jump on across and hit the remaining Ee-lectric with a Triple Dragon attack.

After the far platform is clear, move to the right and jump up a series of small platforms that retract into the wall. Time your jumps so you don't fall.



Once across, jump up to another platform and attack a Sludge. You need to jack it, then use its heavy attack to break through the slime wall to the left.



Attack the Brat Girls on the other side, then advance along the walkway to an elevator that takes you down to the next area.

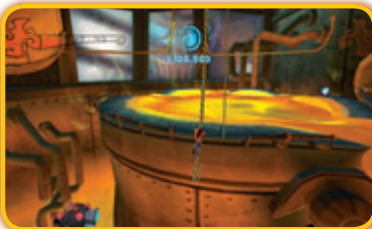




Follow a walkway around the edge of a large cauldron of molten lava. Attack a Sludge along the way and jack it if you need one with more health.



Continue moving around the edge of the lava cauldron to attack and jack a Magmadon. Then keep moving as you defeat more Sludges and Magmadons. At the end, sacrifice the Titan you are riding at the orb. If your Titan dies, rush forward to the orb instead of fighting against these strong Titans that could cost you health or even one of your lives.



Near the orb, get over the large gap by swinging across on four ropes. You end up near another large lava cauldron.

Quickly jack the Ee-lectric and use it to attack the Brat Girls that come after you. Stun the nearest Magmadon and jack it. You can then walk across the lava gaps in the walkway around the edge of the pool, attacking the other Magmadons as you go. If your Titan dies, use the ropes to swing across the gaps and just keep moving past the Magmadons rather than trying to jack them and risk falling into the lava.



When you get to the large tube at the end, defeat the Brat Girls waiting there, then sacrifice your Titan at the orb.

Jump up into the tube and Air Grind down it. Jump over lava-filled gaps while dodging mines and flame jets. Although mojo is in the tube, don't go out of your way to get it. Instead, concentrate on getting through without taking any damage.



At the end of the tube, jump and grab onto a rope. Swing across a series of five ropes to get over to another lava cauldron.



Move around the edge to the right. Avoid the first Sludge and fight off the Brat Girls near the floating gear. After they are defeated, jump onto the gear and onto a platform in the center of the cauldron of lava.

Quickly stun the Sludge and jack it. Then attack the Brat Girls as well as another Sludge that spawns here. Finish off any more Brat Girls that arrive and a gear floats up to the top of the lava. Get off the Sludge and jump onto the gear, then jump to the cauldron's edge.



Jump up onto a platform and a series of girders. The girders tip, so keep moving.



Continue all the way up to yet another large lava cauldron.

Move to the right so you can see some Ee-lectrics ahead of you around the edge. Spin attack to deflect the Lightning Bolt back at one of these Titans, then jump across the lava gap to jack it. Use the Ee-lectric Lightning Bolt attack to stun the remaining Ee-lectrics. You have to get off the Titan to jump across the lava gaps. Jack another Ee-lectric and destroy the machine for some extra mojo.



The second Spybot is behind the machine. Destroy it and continue around to the large tube.



Slide down the tube. Be sure to pick up the Hidden Idol as you jump over the last lava pit. Then be ready to jump at the end of the tube and grab onto a rope.

Swing over to an L-shaped platform that rotates. Jump across two more of these platforms to get to a larger platform with some Brat Girls on it.



Attack the Brat Girls and destroy the last Spybot here. Keep fighting these minions as they appear.



When this platform is clear, another with more Brat Girls lowers to the left. You can jump across and start fighting to try to get the Combo King award if you have not already done so.

However, if you want to get through easier, just stand at the edge of your platform and watch the Brat Girls come running to get you and fall off the edge and die. After they stop spawning, jump across to the other platform to finish off any that might remain.

Another platform with Brat Girls lowers. Use the same tactics you did on the previous one. Keep advancing until you reach a final, large lava cauldron.







Rather than fighting all the Magmadons along the edge, bypass most of them by jumping across the lava on the floating gears.

You must jump back to the edge and move past a couple Magmadons. When you get to the end, jump up onto a girder and walk across it to the platform on the right.



Destroy the last Spybot on the right side of this platform, then walk through the doorway to complete the level.

## EPISODE 20:

# REVENGEANCE 2: THE REVENGICIDE

## Voodoo Dolls

### Gold Idol

**Minion Master:** 35

**Spybots:** 3

**Combo King:** 35

### Skins

**Valentine Skin:** Collect 20  
Gold Idols

### Others

**Replay Mojo Room:** Pipe Down!

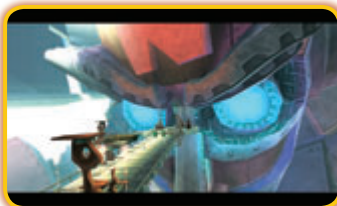
**Episode 20 Concept Art:** Find Hidden Idol

**Arachnina Info:** Jack Arachnina

## Walkthrough



This is a tough level. If you have unlocked the Battler Skin, it is a good idea for Crash to wear it during this level.

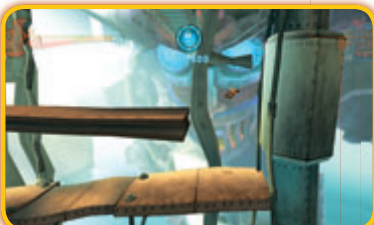
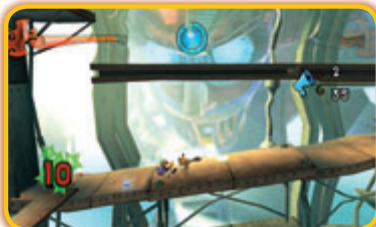


At the start, watch the overview of the first part to see the area through which Crash will be moving and fighting.

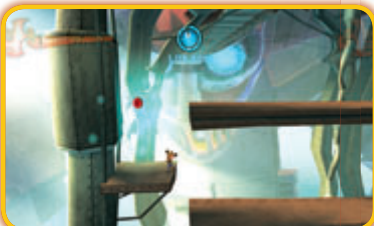


Crash starts on a small platform. Move forward along the metal walkways. Be careful not to get burned by the flame jets.

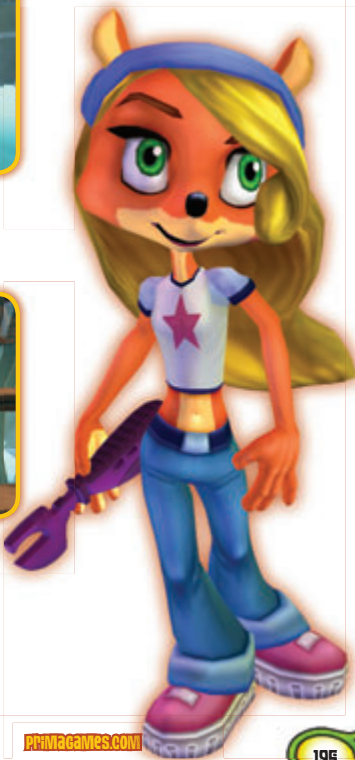
Brat Girls try to stop you from getting to the robot's control room to stop Nina and save Coco. Use a spin attack or light attacks to clear them out of your way.



Jump up to the next metal walkway and head back to the left.



The mystic cloud takes you to the Mojo Room.



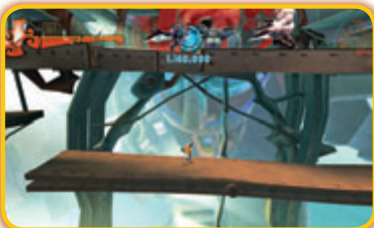
### Pipe Down!



This final Mojo Room requires you to defeat all enemies in 150 seconds while using a Scorporilla. At the start, move forward to pick up the Free Jack Mask and jack the Scorporilla. Then turn to face and attack the two Shellephants that move in toward you. Hit them with several light attacks to stun them, then smash the structures around the arena to collect some mojo. More Titans spawn, including other Scorporillas, Raticles, and more Shellephants. Use the Ground and Pound special attack to stun large groups of these enemies, then attack those Titans not stunned without worrying about others attacking you from the sides or behind. Keep on the attack to complete the objectives.



After exiting the Mojo Room, continue making your way up the series of parallel metal walkways to a platform where several enemies await.





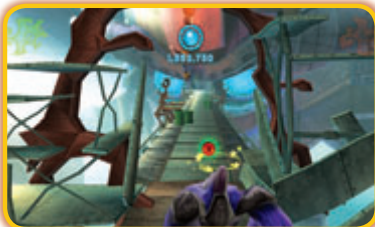


Jack one of the Battlers and attack a second Battler to stun it. Use the Cyclone Storm attack on the Scorporilla to stun it and jack it.



Fight off any remaining Titans as well as the waves of Brat Girls that spawn. After all enemies have been defeated, the red Uka Uka barrier lowers.

Bust down the gate blocking your way. Before you leave, move the Scorporilla to the spot where the barrier was and jump off the Titan, perform a double jump to pick up the Hidden Idol, and jack the Scorporilla again.



Advance along the walkway toward the robot. Destroy all of the structures as well as the green barrels to collect mojo. There is enough along the way to earn an extra life. If you can pick

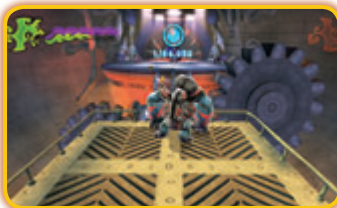
up some 2x mojo, you might even get two extra lives—which really come in handy during this level. Brat Girls also try to attack you along the way, so use light attacks to get rid of them.



When you get to the next platform, use the Ground and Pound special attack. It can take care of the Battler there as well as destroy the machinery and all three Spybots. Pick up all the mojo and finish off anything not completely destroyed by the special attack.



Walk to the left to climb onto an elevator platform that takes you down to the mouth of the robot.



Upon arriving, advance along a walkway to a larger platform where three Battlers and a Scorporilla are waiting.



Use the Ground and Pound special attack to do as much damage to the Titans as you can. It usually stuns the Battlers and partially stuns the Scorporilla. Move in to finish them off. Stay here while Brat Girls spawn. Defeat each wave of them to earn the Minion Master award.



When all the enemies have been defeated, continue through the flame jets and follow the walkway to the robot's control room. While you are on the Scorporilla, the flame jets do not hurt you or the Titan.



At the control room, Nina decides to finish Crash off herself. She has her own Titan to control called an Arachnina. This is one tough Titan, so be careful as you engage it.

Move forward and use the Ground and Pound special attack to at least stun the Battlers before they can use their Cyclone Storm special attack on you. Then attack the Scorporilla in the room and jack it so you can then use its Ground and Pound attack against the Arachnina.



The Arachnina occasionally uses the Robotomize special attack, which fires a beam of energy at you. Block this to avoid taking damage. If you fail to block, it will kill your Titan.

If your Titan dies during this part of the level, move away from the Arachnina and jack a Battler. Use its Cyclone Storm special attack to stun a new Scorporilla and jack it.



Move your Scorporilla right next to the Arachnina and use light attacks. Keep pushing toward it. Your light attacks often spoil the Arachnina's attacks since you can execute them quicker. You can't block the Arachnina's attacks and just a few hits can kill your Scorporilla, so stay on the offensive.



Keep hitting the Titan until you stun it. Then Crash can jack the huge Arachnina and start destroying the robot.

Use the Robotomize special attack to cause the Arachnina to change from a robot to a spider and fire a powerful laser. Aim at one of the three gears in the control room to destroy it. You must destroy all three gears to complete this level.



After you destroy the first gear, Crash is knocked off the Arachnina and must start the process again.



A couple Rhinorollers spawn into the room this time instead of Battlers. Try to isolate one and hit it with the Triple Dragon attack to stun it. Jack the Rhinoroller and use its Thunderbowl special

attack to roll around the room and stun the Scorporillas that show up.



Once again, go on the attack, moving in close and hitting the Arachnina with continuous light attacks.



Destroy a second gear and get knocked off the Titan again. This time, jack a Battler and use its special attack to jack a Scorporilla. Then use it to stun and jack the Arachnina for a third time.

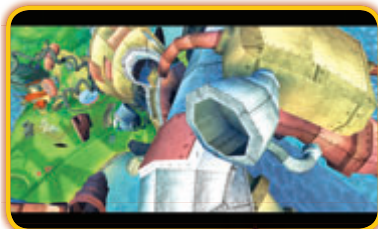


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Destroy the third and final gear to defeat Nina.



Now that Coco is free, she can disable the robot before it destroys Whumpa Island.



The robot just misses the Bandicoot house—and Crunch, who finally breaks free from his ice containment. It is time for the Bandicoots to celebrate—and have some pancakes!







# CRASH OF THE TITANS



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## THE ETERNAL NIGHT

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## Notes