
PlayStation
NTSC | U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SCUS-94154
94154
CRASH BANDICOOT 2
CORTEX STRIKES BACK
NAUGHTY DOG
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS
SONY
COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

This compact disc is intended for use only with the PlayStation game console.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Crash Bandicoot 2: Cortex Strikes Back™ Tips and Hints

PlayStation™ Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/ min. auto hints, $1.40/ min. live, $6.95 - $16.95 for tips by mail, $5.00 - $20.00 for card recharge

Within Canada: **1-900-451-5757**
$1.50/ min. auto hints

For US callers, game counselors are available 7AM-7PM PST, 7 days a week. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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CRASH BANDICOOT™ 2 CORTEX STRIKES BACK

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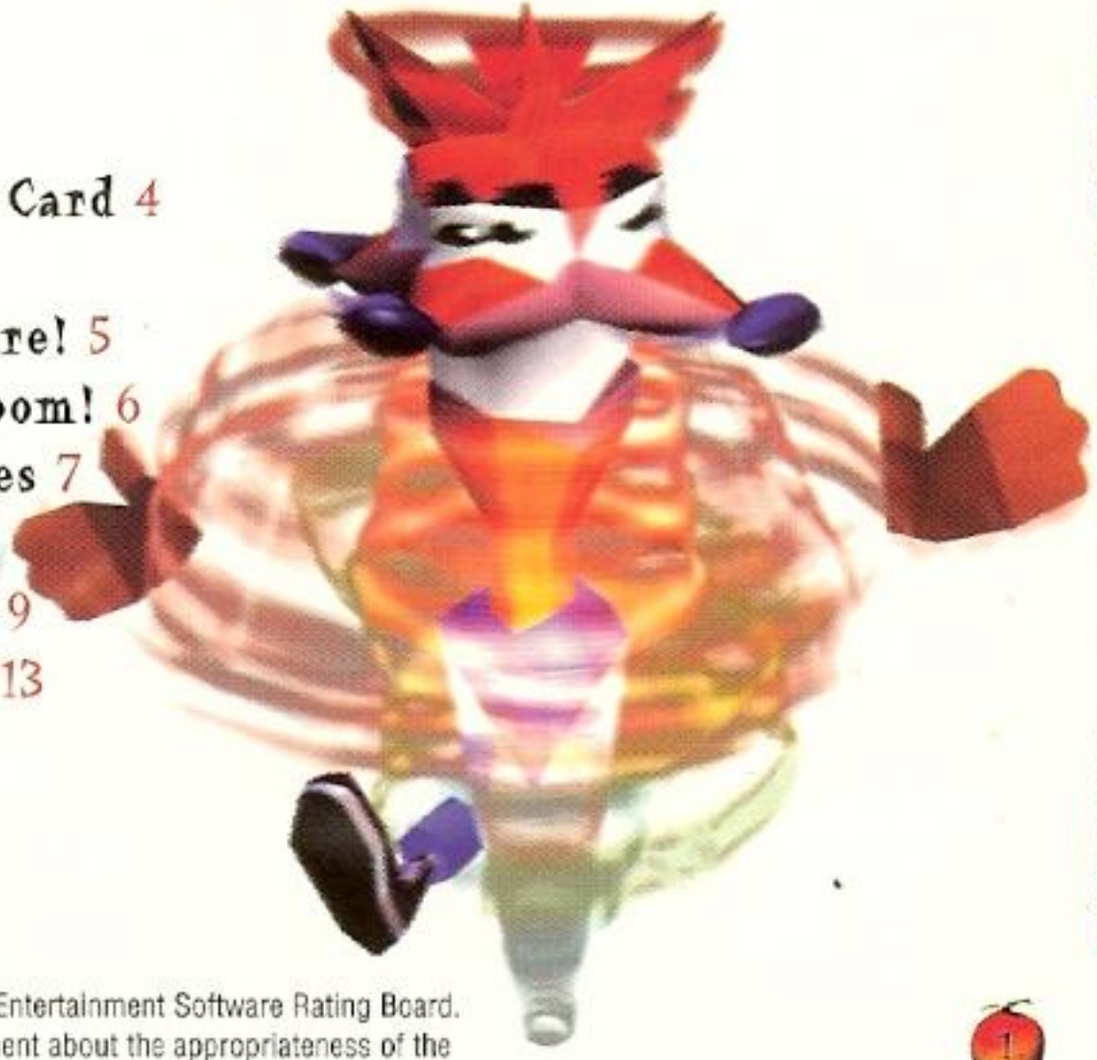
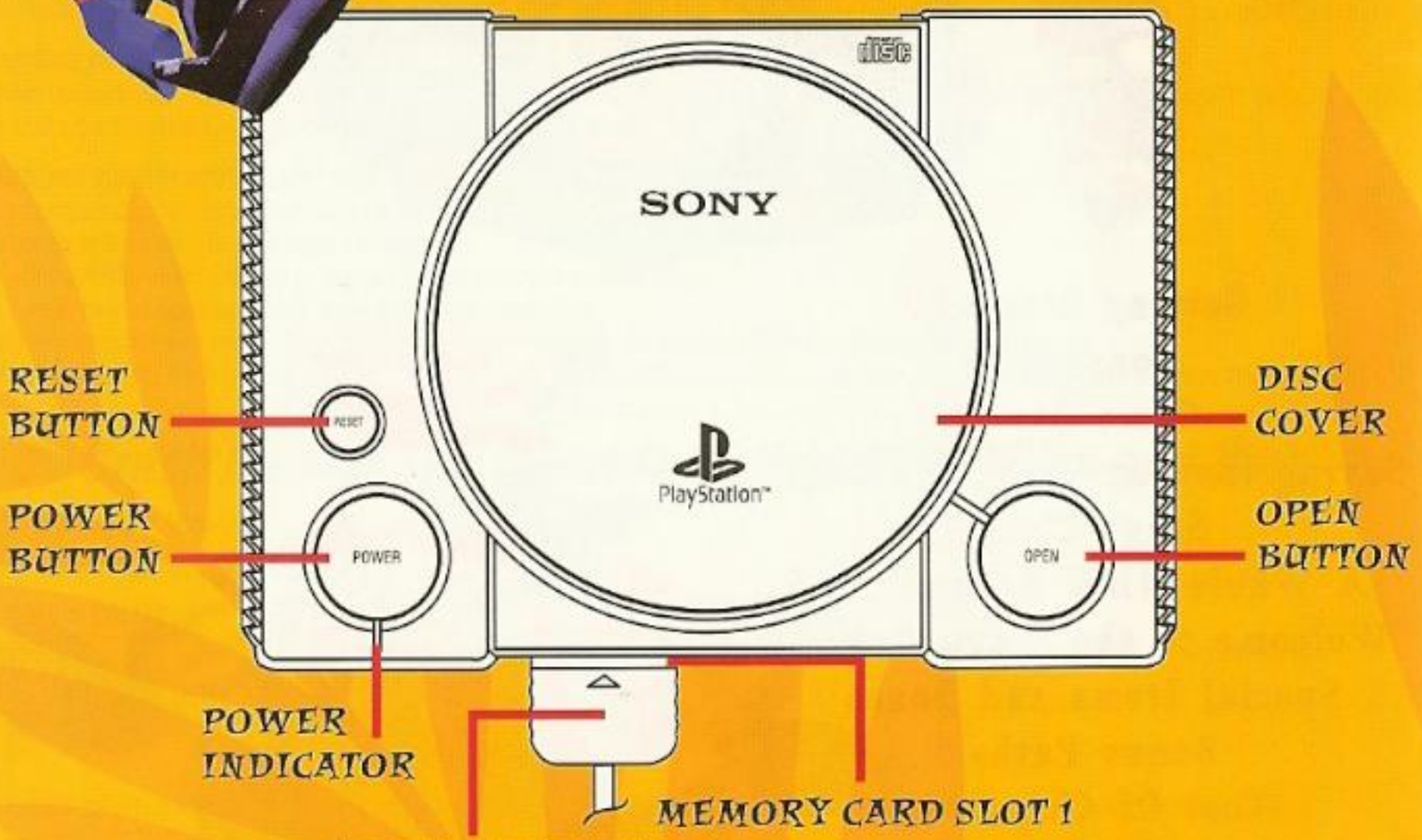


ESRB RATING This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

GETTING STARTED





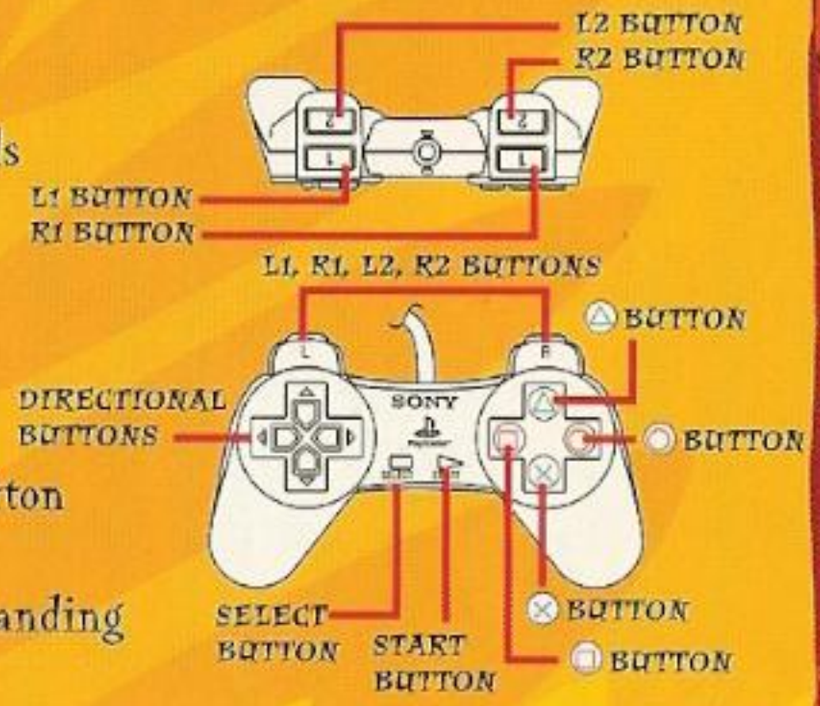
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Crash Bandicoot 2: Cortex Strikes Back™** disc and close the CD door. Insert a game controller, turn ON the PlayStation game console and AWAY we go!

CONTROLS



Directional Buttons

↑ UP	Move Crash forwards
↓ DOWN	Move Crash backwards
→ RIGHT	Move Crash right
← LEFT	Move Crash left
⊗ Button	Jump
	Hold down the ⊗ Button to jump higher
◎ Button or R1	Crouch/Duck while standing
Run + R1 or Run + ◎	Slide
□ Button	Spin
△ Button	Review inventory
⊗ + R1 or ⊗ + ◎	Body Slam
R1 + ⊗ or ◎ + ⊗	High Jump
	Combine with direction (↑, ↓, →, or ←) for Long Jump
R1 or ◎ + ↑, ↓, →, or ←	Crawl in specified direction
Start Button	Pauses the action at any time. Once paused, the game will let you choose between resuming from where you are and returning to the Warp Room.



GAME OVER

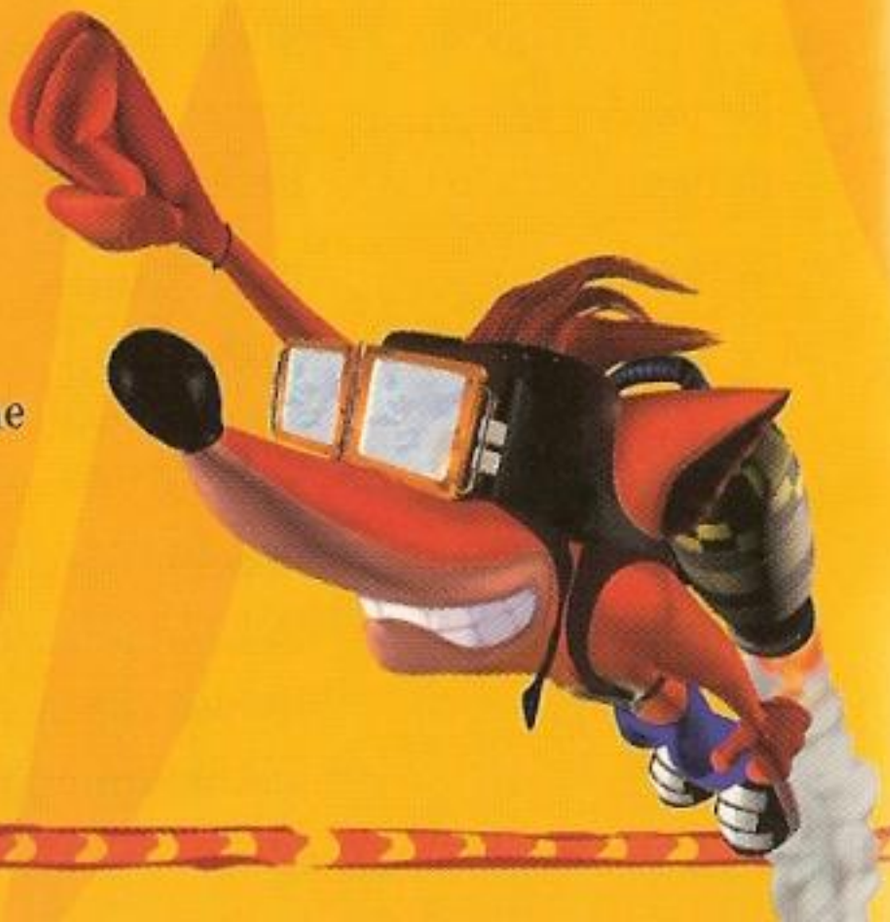
If you see this screen, you've used up all your lives and gone to the great Bandicoot beyond. But not to worry - select YES to continue at the last Warp Room door you entered with five brand new lives.

SAVING THE GAME/MEMORY CARD

The in-game save system lets you record data to a memory card any time you go to a SAVE WALL. Each Warp Room has one Save Wall. Pause to get to the Warp Room, then just stand in front of a Save Wall to activate the save system.

STAGE CLEAR

Once you collect each crystal, go to the end of the path and transport back to the Warp Room where Dr. Cortex may give you hints to help you in your travels.



A WHOLE NEW ADVENTURE!

Thanks to Crash, the evil Dr. Neo Cortex finds himself hurtling earthward at terminal velocity, his maniacal bid for world-domination – thwarted...or so the story goes.

But, as it turns out, the world's problems are really only beginning. Cortex awakens to find himself in a dark cavern filled with glowing crystals. Convinced that they hold tremendous power, he retrieves one and crawls back to his laboratory to examine it.

The crystal leads him to a terrible discovery: soon the planets will align to create a catastrophic solar flux – and only the crystals provide a means to contain this incredible force. Determined to redeem himself for his past evil deeds, Cortex sets out to develop a new, crystal-powered Cortex Vortex that will capture the stellar energy and harmlessly dissipate it. He enlists the aid of his old colleague and infamous physicist, Dr. N. Gin, to help him design such a device.

25 crystals are needed to provide the necessary power matrix. Cortex knows there's only one hero with any chance of success – Crash Bandicoot!

Crash saved the planet from Cortex before...but can he save it again, this time *for* Cortex?



WELCOME TO THE WARP ROOM!



Totally oblivious to Cortex's discoveries, Crash is laying out soaking up the sun. His little hacker sister Coco is typing furiously on her laptop, trying to finish her program before the battery runs down. She yelps - her screen has gone black - and she pleads with Crash to get her a new battery. On his way home to get her power pack, Crash is suddenly blinded by a flash of light. Next thing he knows, a holographic projection of Cortex is talking to him in an ancient Warp Room!

Cortex tells him about the impending disaster, and urges Crash to help him find the 25 crystals needed to power the only means of survival the Earth has left - the new Cortex Vortex. He explains that an ancient civilization built the Warp Rooms centuries ago, and that their doors provide instant access to points all over the world - places hiding the coveted crystals! Of course, Cortex doesn't know that the Earth also contains valuable gems - 42 clear and 5 colored - which may hold the key to his downfall!



SPECIAL ITEMS AND BOXES



Wumpa Fruit - Collect 100 pieces of Wumpa Fruit and earn a free life (1-up).



Aku Aku (Witch Doctor's Mask) - When possessing a Mask, Crash is shielded from one enemy's attack or contact. Collect three Masks to earn a temporary invulnerability from all minor dangers.



Arrow Crates - Boxes with arrows (pointing "up"), let you know that there is something good waiting for you when you Jump on top of this box. You can only open an Arrow box by using the Spin Attack.



Bounce Boxes - Like Arrow Boxes, Bounce Boxes can be jumped upon several times to earn multiple prizes. They look almost like regular boxes except...



? Boxes - Who can say what's in these boxes? You'll just have to find out for yourself.



! Boxes - These boxes may cause something in the background to change.



Green ! Boxes - Spin or jump on these boxes to detonate ALL of the Nitro Boxes on that level. This is important for Box Completion.



TNT Boxes - Jump on these to start the 3 second fuse. Don't hang around for the explosion or Crash will need more than glue to be reassembled.



Nitro Boxes - NEVER EVER touch a NITRO box. (Just a suggestion).



Crash Boxes - If you see a box with a heroic-type mug on it, it usually contains a 1-UP for Crash. Collect this to earn a free life.

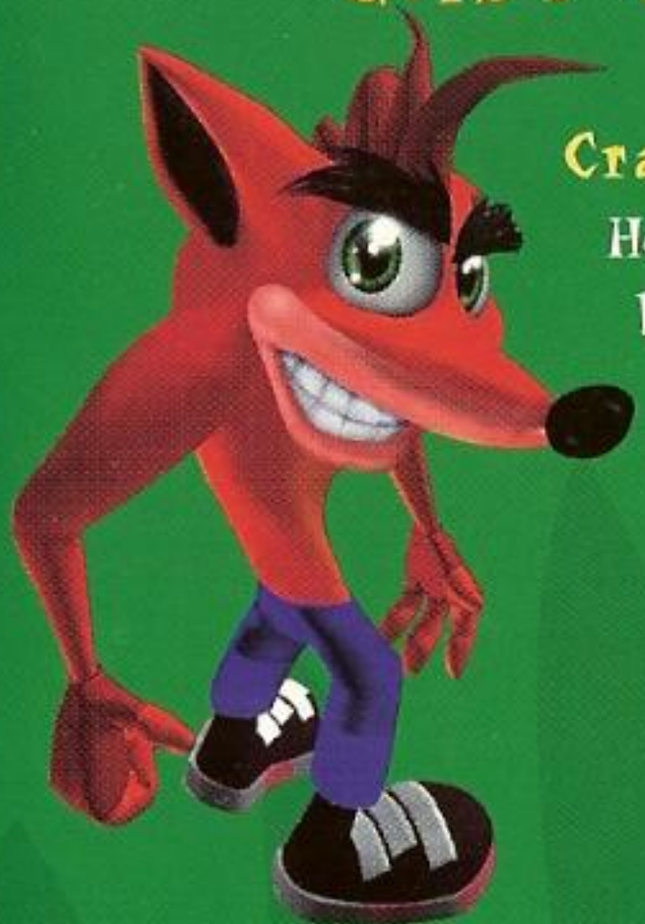


C Boxes - Check Point. Allows you to return to the stage where you opened the first C Box. If you opened more than one C Box in a stage, you'll return to the location of the last opened C Box.

BONUS PATHS

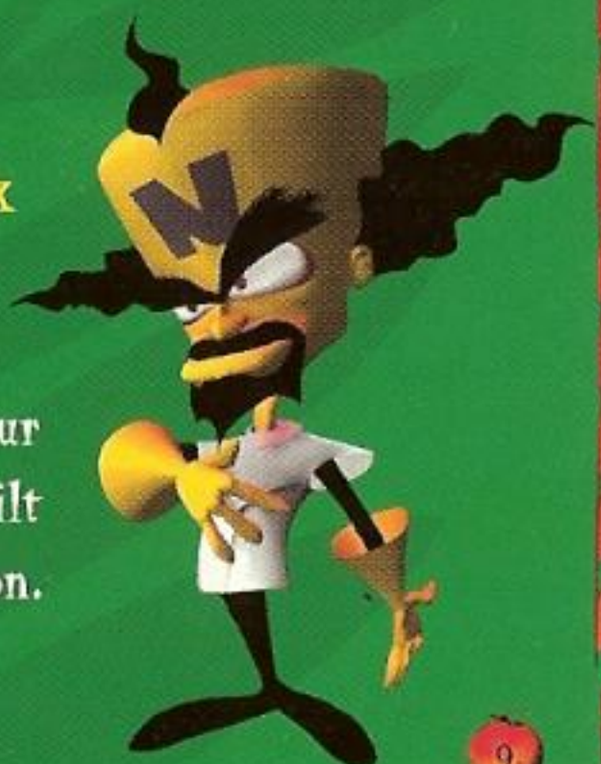
Bonus paths (marked by a ?) lead Crash to secret regions of that path. In these areas, you can earn lots of goodies if you carefully navigate to the end of the path, but only if you're successful. If you don't, then you won't get to keep any of your hard-earned bonuses.

CAST OF CHARACTERS



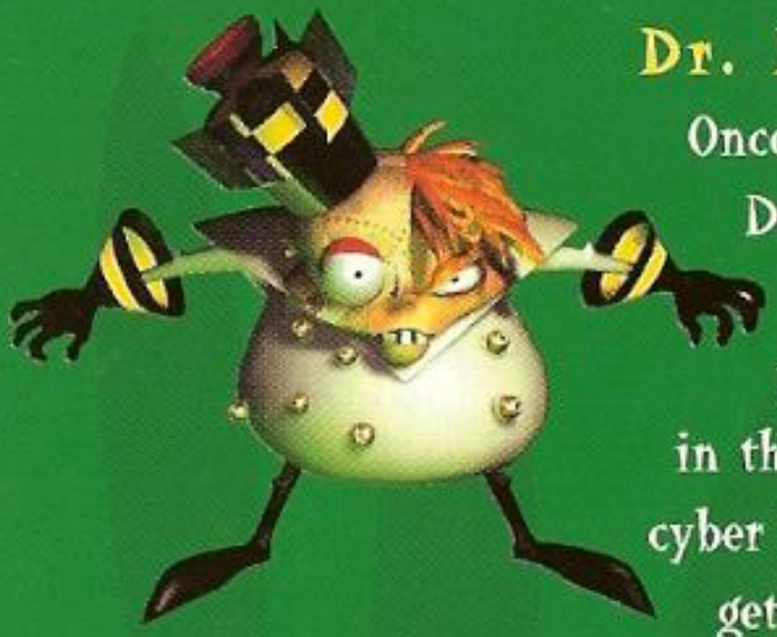
Crash Bandicoot

He's a marsupial on a mission! He's cool, he's brave and he's ready for action! He's a hero who believes, but he's no fool!



Dr. Neo Cortex

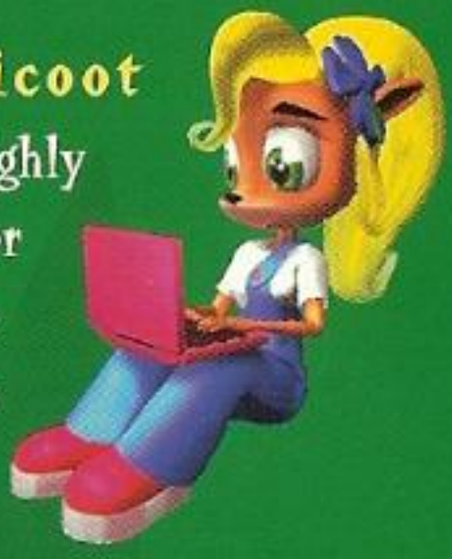
Cortex claims to have learned his lesson. He says he's out to save the world. But a word of advice no matter what you do, don't turn your back on this guy unless you're running full tilt in the opposite direction.



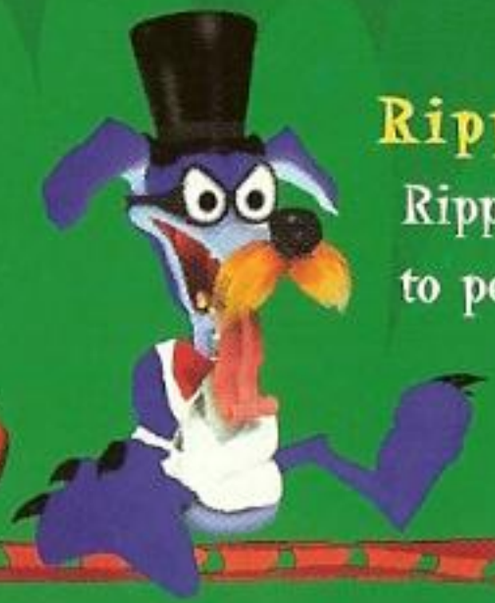
Dr. N. Gin

Once a world-renowned physicist within the Defense industry, Dr. N. Gin was taken in by Cortex shortly after one of his missile projects went terribly wrong and hit him in the head. The missile was reconstructed as a cyber life support system but is still live so don't get him upset or he'll literally blow his top!

Coco Bandicoot



Coco is the spirited younger sister of Crash and is highly intelligent. When her face isn't glued to a computer screen, she's trying to get Crash's relaxed life more organized. Count on Coco to hack into Cortex's plans to warn Crash with some important information.



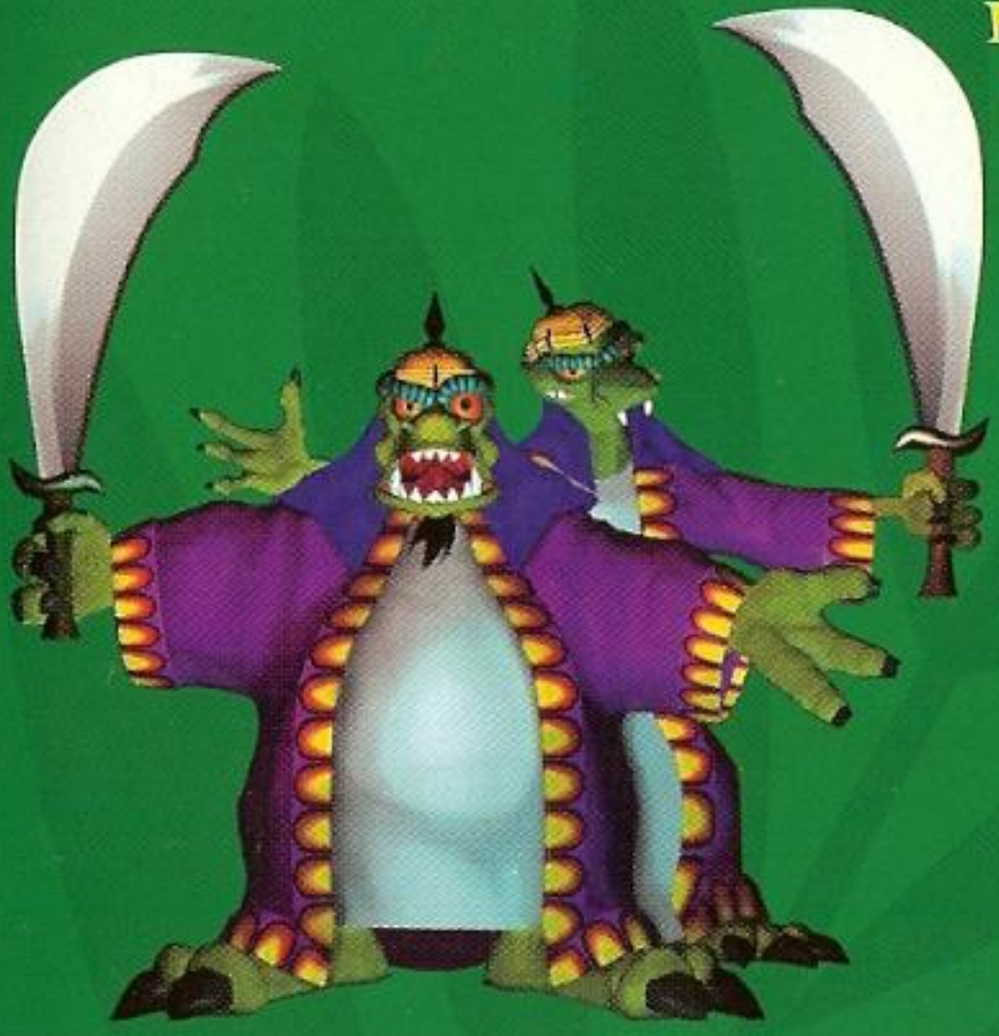
Ripper Roo

Ripper Roo is back, madder than ever. He's had time to perfect his attack so make sure you don't try to stand toe to toe with this one.

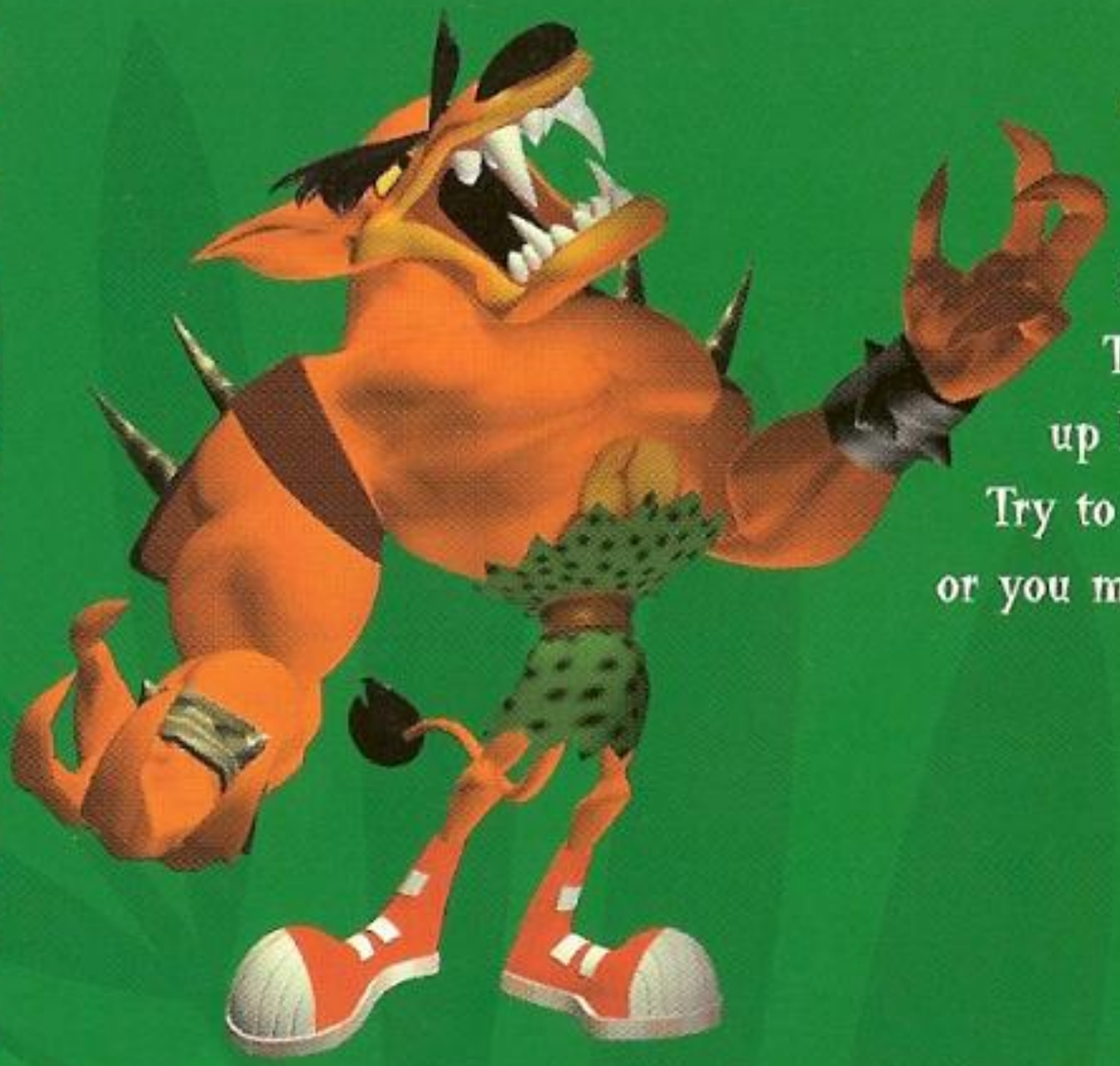
Komodo Joe & Komodo Moe

Cold-hearted and cold-blooded, the brothers form a dangerous combination of brains and brawn, speed and strength, loyalty and leadership.

Komodo Joe is the brains of the operation. While not physically powerful, he relies on speed and cunning in a fight and is a master of the deadly art of Samurai swordplay.

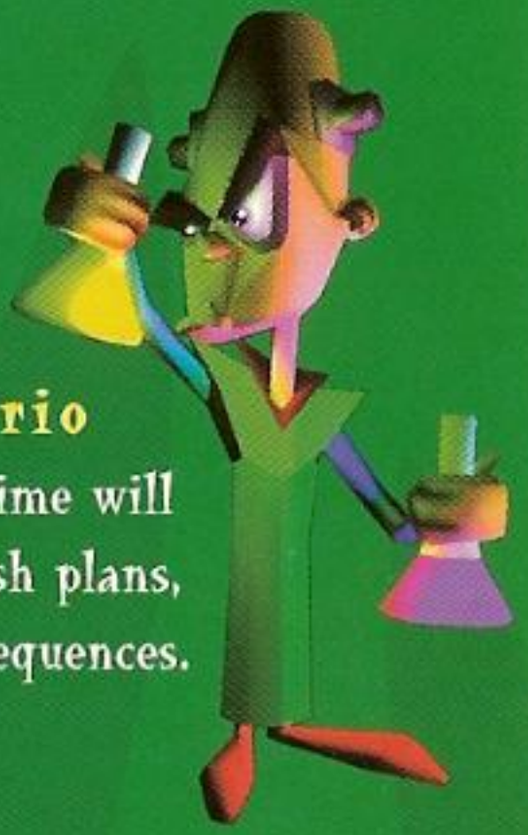


Komodo Moe is not necessarily the most intelligent. But, what he lacks in brain power, Komodo Moe makes up for with size, unbelievable strength, and the force of a runaway freight train.



Tiny

A fearsome opponent
if ever there was one,
Tiny has a few tricks
up his enormous sleeves.
Try to stay one step ahead
or you might get crushed.



N. Brio

Doublecrossed by Cortex, this one-time partner in crime will now do anything to stop Cortex and his fiendish plans, regardless of the consequences.

SOME HELPFUL HINTS

Each enemy warrants careful consideration when trying to beat them. Here are some helpful hints to guide you through this adventure:

You can use any of your attacks for enemies like these.





Watch out for enemies with deadly topsides. Only spin or slide attacks will conquer these guys.



Jumping on enemies with side spikes or those that attack from the front may be your only chance.





Keep an eye out for enemies with sharp necklines. Sliding into these enemies is highly recommended.



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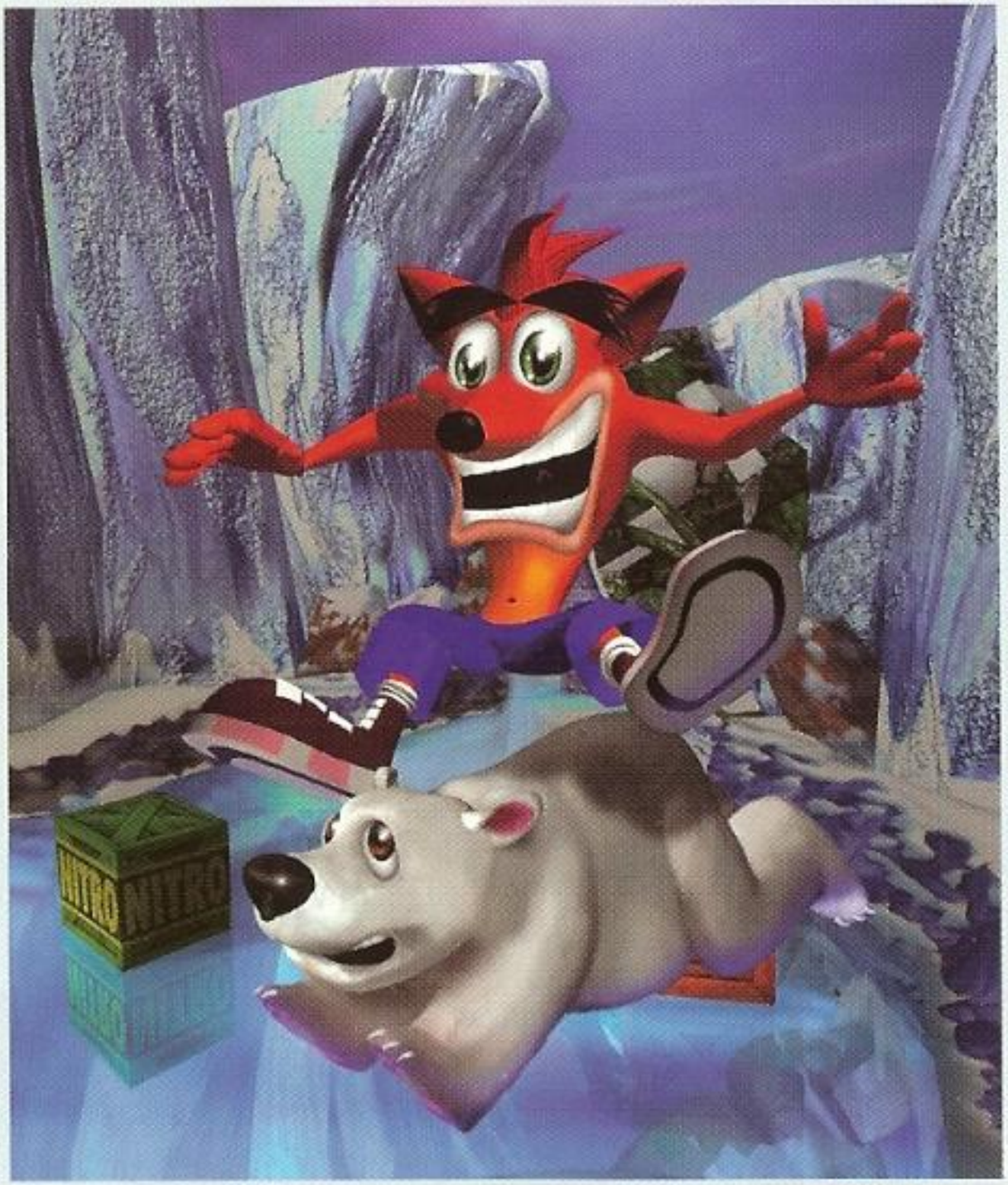
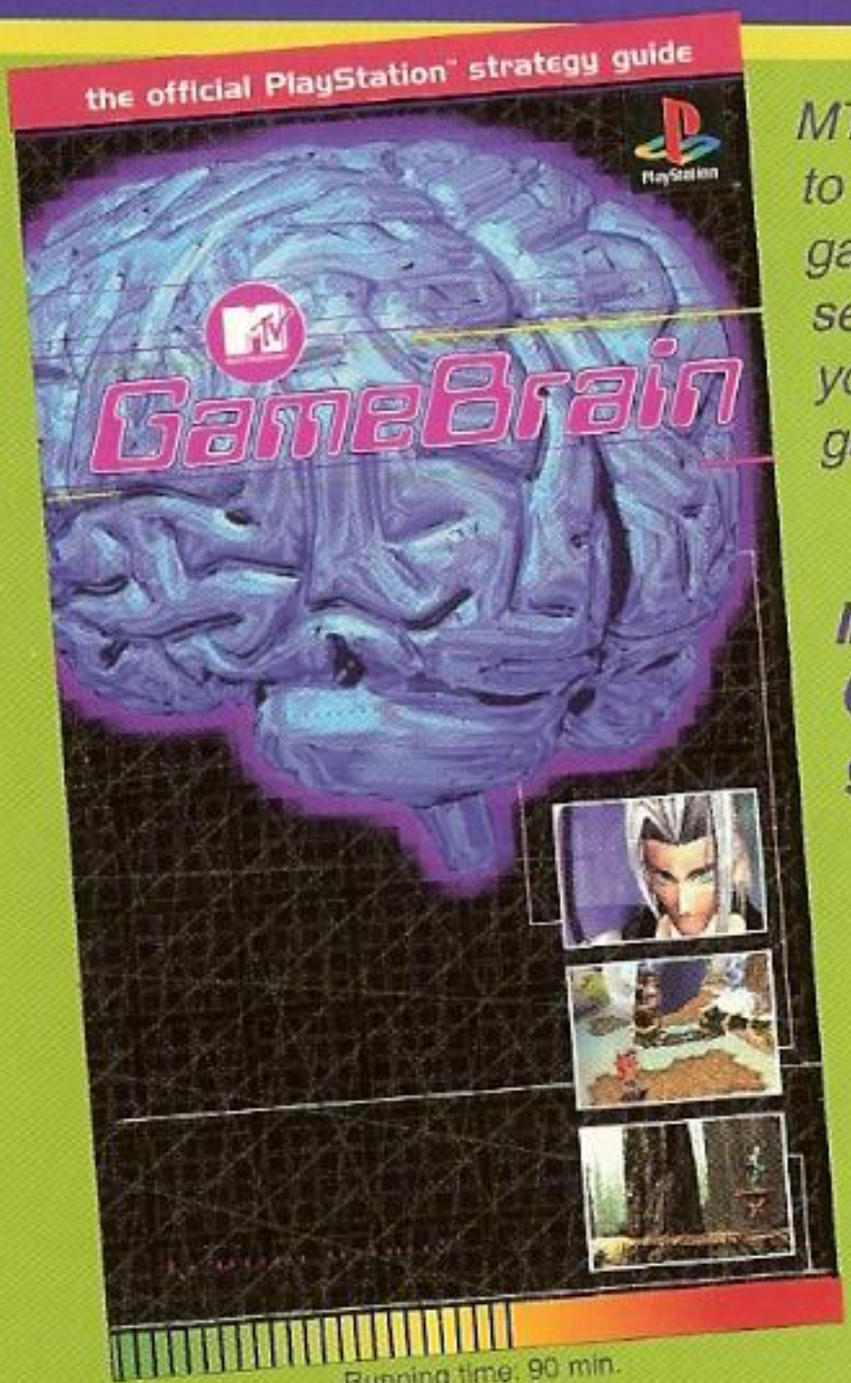


GameBrain

The Official PlayStation™ Strategy Guide

PlayStation

on home video



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