

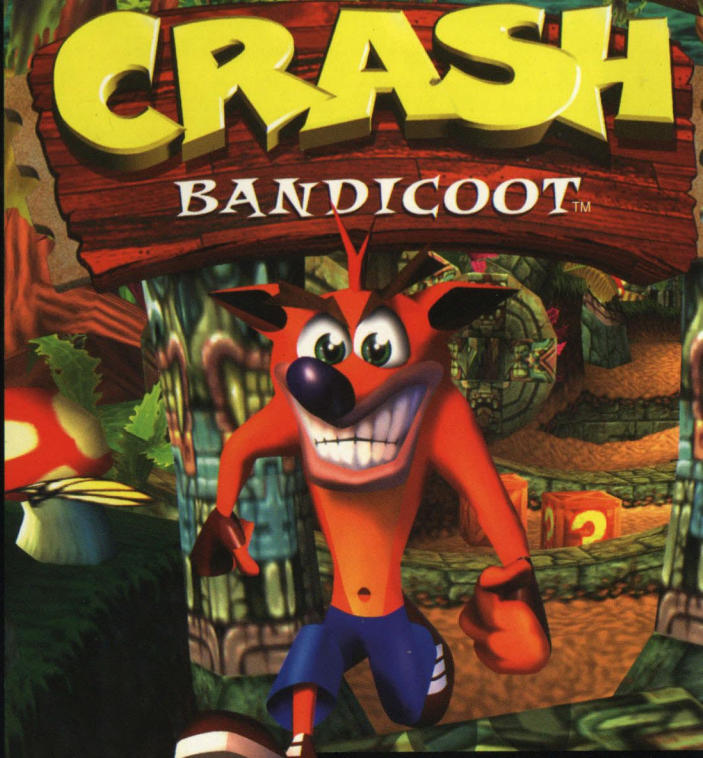


PlayStation

PAL

CRASH

BANDICOOT™



NAUGHTY DOG™

universal interactive studios®

SONY



COMPUTER
ENTERTAINMENT

CRASH BANDICOOT™



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COMPACT
disc

For Ages - Pour Ages - Para Años - Für Jahre - Per Anni

3-10 ✓

11-14 ✓



15-17 ✓


18+ ✓


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ATTENTION

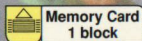
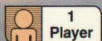
Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice jointe



 Take a spin with the hyper-active island-hopper Crash Bandicoot! Cross flaming pits, sail the river, and ride the wild piggy as you battle all manner of antipodean beasts and militant marsupials.

 Allez faire un tour dans les îles avec Crash Bandicoot, le bandicoot hyperactif! Traversez des gouffres enflammés, naviguez sur le fleuve et battez-vous, à cheval sur le petit cochon sauvage, contre toutes sortes de bestioles et de marsupiaux militants des antipodes.

 Auf ins Gefecht mit dem hyperaktiven, von Insel zu Insel Wüstenfuchs Beuteldachs Crash Bandicoot! Das Überqueren von Flammengraben, eine wilde Flußfahrt und ein Ritt auf einem wilden Schwein sind nur drei der Prüfungen im Kampf gegen die wilden Tieren vom land "Down under" und um das Leben seiner Freundin Tawna.



This software is only compatible with hardware displaying "PS" and PAL

SCES-00844



PlayStation

PAL

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CRASH

BANDICOOT™

ENGLISH



WELCOME TO THE LANDS DOWN UNDER!

It's safe to say you may not know much of the local real estate around here, so we'll bring you up to speed. For starters, there's this creep named **Dr. Neo Cortex** who owns three of the nicest little islands just south-east of Australia. He's up to some strange experiments with the local marsupials and other critters, and he's even had the nerve to mess with a bandicoot! **Dr. Cortex** up and altered the genes of **Crash**, and now we have a perfectly good hero waiting for an opportunity to shine.

HEROES ARE MADE, NOT JUST BORN

Now, **Crash Bandicoot**, although he was made (sort of), by the demented **Dr. Cortex**, he was dismissed as "unworthy" to be in the Doctor's growing army of animal-based soldiers. It seems that **Cortex** has grander plans than **Crash** could fulfill, so he up and booted **Crash** off his main island and goes back to his schemes of world conquest.

THAT WAS A VERY BIG MISTAKE.

It turns out that before **Crash** was ejected from the island fortress, he made an attachment to another one of **Cortex's** experiments - a wonderful she-bandicoot named **Tawna**. **Crash** is rather upset about being distanced from his new love and he's going to prove just how wrong **Dr. Cortex** was in making a Bandicoot (new and improved, at that!) as an enemy for life. Stick around for the fireworks, the fun is just starting!

GETTING STARTED

Set up your **PlayStation™** and insert the **Crash Bandicoot** CD as described in your **PlayStation™** manual (it is advised that you do not insert or remove Controllers once the power is turned on). At the **Main Menu**, use the **UP** and **DOWN** Directional buttons to move the pointer to one of the following choices, and press the **X** button to select it.

START	Begins the game from the beginning.
LOAD GAME	The contents of the Memory card inserted in Memory card slot 1 appears at top. Use the Directional buttons to move the pointer to any Crash Bandicoot saved game (look for his cheeky little face on the icon) and press the X button to load it - after loading you then go the Map Screen . Press the Δ button to cancel.
PASSWORD	Enter a password using a combination of the □, Δ, O and X buttons . When you're finished press the X button - if it's real password you haven't made-up you'll go to the Map Screen , otherwise you'll be returned to the Main Menu in disgrace.
OPTIONS	Use the UP and DOWN Directional buttons to highlight either EFFECTS VOLUME, MUSIC VOLUME or MONO/STEREO and LEFT and RIGHT to change the setting. Set the last one depending on your TV, and the first two depending on your ears. Highlight EXIT and press the X button when you're done.

MAP SCREEN

This shows you how far you've come in the adventure. The name of the current stage is shown at top left - press the **X button** to enter the stage. If you've already completed some of the adventure you can use the **Directional buttons** to move **Crash** back to an earlier stage for another crack at it.

Fans of the **Map Screen** should note that you can use the **□ button** and **O button** to rotate the map and survey the island.

PLAYING THE GAME

So there you are, washed up on the shore of **N. Sanity Beach**, surrounded by wicked death-traps and fierce monsters just waiting to add **Bandicoot** to their dietary menu. Keep this in mind as you begin your journey.

CONTROLLING CRASH

Crash can run, jump and spin, and he can do it facing in any direction. For instance, he can move left and right (you've seen that, right?), well, he can also move into the screen (away from you), as well as directly towards you.

This may get a bit confusing because the Directional button controls don't change when the viewpoint does, but if you just experiment a bit at the start of each stage you'll soon get the hang of it.

DIRECTIONAL BUTTONS

UP

Move Crash forward (into the screen)



LEFT

Move to the left

RIGHT

Move to the right

DOWN

Move him back (out of the screen)

INVENTORY STATUS

This displays the Status Bars showing how many pieces of fruit and bonus tokens you've collected, and how many lives you have left.



START Button Pauses/resumes the game

DEFENDING YOURSELF

Crash has two types of attacks, Jumping and Spinning. Press the **Jump Button** to launch **Crash** into the air and aim his landing on an enemy character. Use his shadow to help you determine where to land. Some enemies need more than a successful jump attack to knock them off the screen, but you'll figure them out when you run into them.

The **Spin Attack** is more powerful than the **Jumping Attack**. When **Crash** makes a successful **Spin Attack**, the critters get knocked right off the screen. If you're particularly skilful you can sometimes knock them into other enemies and take them out. Master this to earn some big bonuses!

BOXES

Half the fun of any adventure is the stuff you get to collect along the way. Use a well-timed spin or jump to release them from their crates, and then run into them to pick them up. Many boxes contain **Wumpa Fruit**, which sounds a bit dull until you realise that you get a free life for every 100 you collect. Look out for these other boxes:

Crash

If you see a box with a heroic-type mug on it, open it for a free life.

Witch Doctor's Mask

This box contains the best pick up (after the extra life, obviously). When shadowed by this floating talisman, **Crash** is shielded from one enemy's attack or contact. Collect three Masks to earn a temporary invulnerability from all minor dangers.

Arrow

There's often something good waiting for you when you Jump on top of this box. Keep jumping to earn more bonuses or fruit.

- Bounce** Like arrow boxes, bounce boxes can be jumped upon several times to earn multiple prizes.
- ?** Who can say what's in these crates? You'll just have to smash them and see.
- I** Similar to the above entry, but these boxes may cause something in the background to change.
- TNT** Jump on this to start the 3 second fuse but don't hang around for the explosion. NEVER, EVER Spin Attack a TNT box. (Just a suggestion.)
- C** **Check Point.** If you lose a life in a stage after you've opened one of these boxes, you'll return to the part in the stage that has this opened box.

BONUS ROUNDS - A CHANCE TO SAVE CRASH

You can also find tokens inside boxes. These tokens may feature the likenesses of **Tawna**, **Dr. Neo Cortex** or **Dr. N. Brio** (two uglier mugs you'll be hard-pressed to find). Once you collect three matching tokens in one stage, the action freezes and **Crash** is immediately transported to a **Bonus Round**. Once there, the wily bandicoot can Jump and Spin Attack a ton of boxes to earn bonus fruit and items. If **Crash** makes it to the end of the **Bonus Round** then the percentage of the adventure you've completed is displayed. You can then save your progress by making **Crash** jump onto the **Sparkling Transport Pad**.



This is the **Save Screen**, the contents of the Memory card inserted in Memory card slot 1 will appear at top. Use the **Directional** buttons to move the pointer to an empty saved game slot and press the **X** button to save. You can also save over an unwanted slot but you first have to confirm the overwrite: press the **X** button with the pointer next to the word **YES**.

Alternatively, if you don't own a Memory card but you do have a pen and paper, press the **△ button** to display the password. Write it down quick then press the **X button** to continue.

GEMS AND KEYS

You can earn valuable Gems and Keys on certain stages in the game. Once you do, the levels that offer these items display the Gem or Key icons on the **Map Screen** at the top. Collect Gems to enable **Crash** to return to stages that he has previously defeated to enter new areas (that were not originally open to him). Keys allow **Crash** access to secret areas as well. Good luck in hunting down these rewarding areas!

Hint: Gems can only be earned by getting through a level without losing one **Crash** and by breaking open all of the boxes.

STAGE CLEAR

Once you've completed a stage you'll return to the **Map Screen**. If you make it all the way through a level without losing a life, **Crash** will first visit the **Stage Clear Area**. This area lets you know if you earned any particularly keen bonuses and shows how many boxes you missed along the way (they drop on your head). Press the **X button** to move on to the **Map Screen**.

GAME OVER


If you lose all of your lives at any point in the game, you see this screen. Never mind, press the **X button** while the pointer is on **YES** to continue where you left off.

PAUSING OR QUITTING A GAME

During the game press the **START** button while **Crash** is standing to freeze the gameplay. Press the **START** button again to return to the action or press the **SELECT** button to jump to the **Map Screen**. Press the **START** then **SELECT** buttons on the **Map Screen** to quit to the **Main Menu**.


CAST OF CHARACTERS

DR. NEO CORTEX



His early years truly moulded this wretched creature into the Mad Scientist he is today. Ridiculed by the scientific community for his outlandish (yet nearly workable), theories, **Dr. Cortex** is motivated by one driving force - to shut those know-it-alls up once and for all. Now if he can do this by creating a mutated army of once-animals, now-armored beasts, then that will just make his day. It will also make him supreme ruler of the planet.

DR. N. BRIO



Not as pushy or driven as his boss, **Dr. N. Brio** has relegated his position to chief henchman of **Dr. Cortex**. Actually, it was **Dr. N. Brio** who created the **Evolvo-Ray**, but his lack of self-esteem let the other (more twisted), **Mad Scientist** take the credit. Maybe we'll see a battle of the Docs...

PAPU PAPU

This animated mountain of a fella has a fuse as short as he is big. He swings a club that really smarts! Avoid the big guy's swings and do your best to find a weak spot.



RIPPER ROO

Crazy, demented, not-all-there, and not much of a conversationalist either, we hear. Do your best to avoid contact with his razor-sharp toe nails.



KOALA KONG

So much for a steady diet of peaceful eucalyptus leaves. When **Dr. Cortex** made this bruiser, he dedicated way too many protons to the muscle department and too few to the brains. He likes to throw rocks. Fine. Do your best to return the favour.



PINSTRIPES

A cross between a local furry omnivore and several cheesy Gangster movies, **Pinstripe** is loyal to **The Don of Doctors** and makes no bones about protecting his employer with his wits, his skills and a fully loaded Tommy gun.



AKU AKU

Legend has it the spirit of an ancient Witch Doctor named **Aku Aku** looks over the islands as a benevolent protector. Sensing **Crash's** mission to thwart **Dr. Cortex's** plans (and thereby cleaning up the pollution that he's caused), **Aku Aku** has scattered masks throughout the islands to help **Crash** succeed. With luck, the old Witch Doctor's faith in the **Bandicoot** won't be misplaced.



CRASH BANDICOOT

SCES-98344

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