

CRASH[®] OF THE TITANS



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

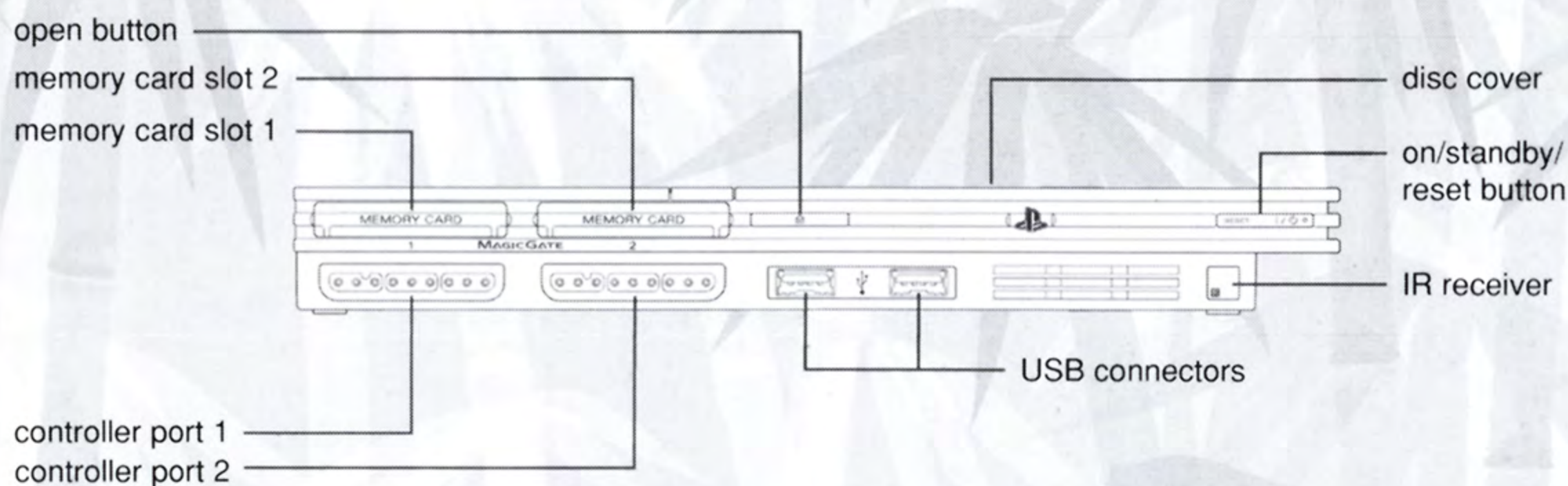
CRASH[®] OF THE TITANS

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GETTING STARTED



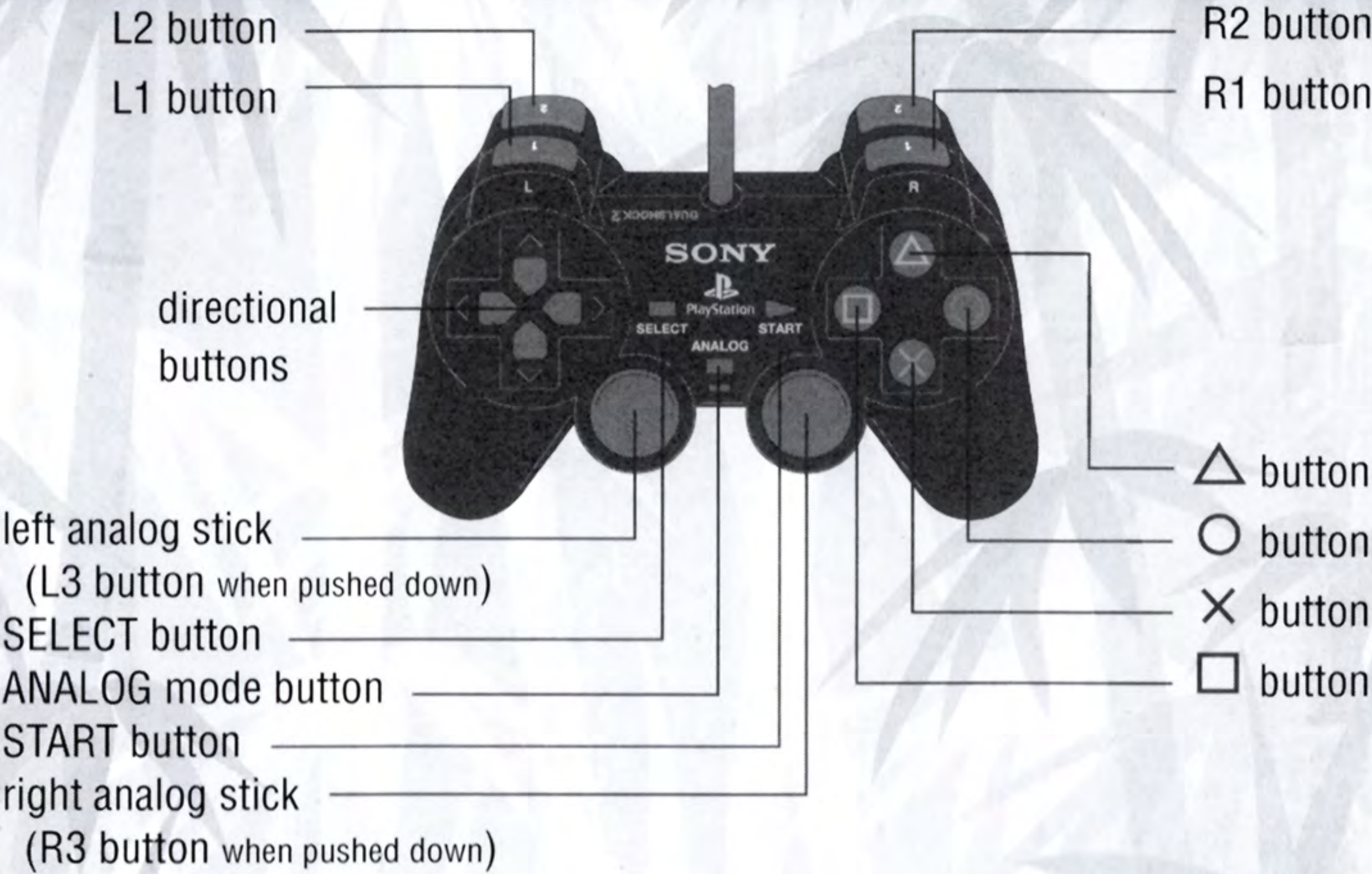
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Crash® of the Titans disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

Button Layout

The basic character controls for the game are:

Basic Controls	
Movement	L
Jump	X
Double Jump	X X
Spin Hover (long jump)	Tap □ or X rapidly while in the air
Light Attack	□
Heavy Attack	△
Charged Attack	Press and hold △
Spin Attack	Rotate L 360 degrees, then tap □ rapidly (must be unlocked)
Jack	○ (enemy must be stunned)
Block	R1
Air Grind	R1 while in the air (must be unlocked)
Tutorial Help	■ (SELECT)

These are the basic moves, but there are more advanced moves that Crash learns once he starts to take over creatures. These are explained later on in more detail.



HINT: Look for “Tutorial” stones located throughout the world. As you approach one, ○ appears. When you press ○, a tip is displayed. The complete list can be reviewed at any time by pressing ■ (SELECT).

JACK THE ENEMY AND THEIR POWER IS YOURS

An evil force is stripping Wumpa Island of its resources and turning its innocent citizens into vicious mutant soldiers. If that's not bad enough, Crash's sister Coco has been kidnapped and an enormous robot of mass destruction is being pieced together gear by devastating gear. It looks like Crash's island paradise is about to become history – the BAD kind!

Could Dr. Neo Cortex really be smart enough to harness all this evil power, or is someone smarter working behind the scenes? Crash and Aku Aku must harness the strength of the malevolent mutants with the power of Mojo Magic, or the world will pay a terrible price.

MAIN MENU

NEW GAME

- Start the game from the beginning

LOAD GAME

- Load a previously saved game

OPTIONS

- Widescreen – Turn widescreen option on/off
- Sound – Mono, Stereo and Dolby
- Vibration – Turn the controller vibration on/off
- Credits – See who made and produced this game

PAUSE SCREEN

- Resume Game – Return to the game in progress
- Options – Adjust Co-op mode, dialogue, music, sound effects, invert axis, vibration and auto-save.
- Save and Exit – Quit the game mode, save progress and return to the main menu

Auto-Save

With Auto-Save turned on, you don't have to manually save the game on your memory card (8MB)(for PlayStation®2). Saving is done automatically each time you complete or exit an episode.

HOW TO PLAY

The object of the game is to rescue Crash's sister Coco, stop the enormous robot of doom and save Crash's island paradise! Easy, huh?

As your journey begins, your first goal is to rescue Aku Aku, Crash's trusted friend and ally. From there, your major goals are to complete fights against groups of enemies or simply progress through the level as you attempt to stop Dr. Neo Cortex's nefarious plans. Along the way, Crash will encounter many fierce creatures. You can choose to defeat them or use Aku Aku's Mojo Magic to control them, turning them into your weapons of mass destruction!

Crash starts the game with three lives. Keep an eye on the health bar – if Crash loses his last life, it's Game Over and you'll have to start the level over. Don't worry too much though. You can find additional lives along the way.





THE GAME SCREEN

While playing, make note of Crash's health meter. When Crash takes damage, the meter decreases. Eating Wumpa fruit, which, by the way, are very good for bandicoots, replenishes Crash's health!

Jacked enemies shield Crash from losing health. But when your jacked enemy runs out of health, you lose your ride.

THE END LEVEL SCREEN

When you beat a level, you earn a voodoo trophy rank of: no medal awarded, bronze, silver or gold. You improve your rank one level by accomplishing one of three things:

- Defeat a set number of minions in the episode
- Find Cortex's three spy toilets
- Score a minimum combat hit combo



THE GAME HUB SCREEN

After you receive your voodoo trophy, there are many options to choose from:



Continue Story

Continue playing the game from the latest level that you've unlocked.



Go to a Different Level

Select another level that you have unlocked to play again.



Replay Level

Replay the current level in order to find any items that you might have missed or beat up on some of the baddies again.



Choose a Different Crash Skin

Select from the list of Crash skins that you have unlocked.



Replay a Mojo Room Game

Replay the current Mojo Room Game in order to accumulate more Mojo.



View Concept Art

View the concept art created for the game. Collect the hidden voodoo doll in each episode to unlock concept art sets.



Enemy Information

After defeating a set number of enemies, you unlock more detailed information about them.



Locked Voodoo Doll

Read more about what you need to do to unlock these.



UPGRADES

When you defeat enemies or destroy objects, they release magical Mojo. Collect enough Mojo, and Crash will earn an ability upgrade or even a new move!



There are many moves that you can unlock by earning Mojo:

Triple Dragon	Chin Tickler	Board Slam	Spin Dismount
   while timing each button press as Crash touches the ground	  	   plus a well-timed  adds the board slam finisher	Rotate  360 degrees and then press  to instantly finish off a jacked enemy



9,876,540

HINT: You earn a free life for every 25,000 mojo collected.

POWER-UPS

There are lots of things to find as you explore and fight.



Wumpa Fruit – Yummy! Look for these when Crash is low on health.

2x



Mojo Multiplier – All objects and enemies will give double the amount of Mojo for a short period of time. So get to work, quick!



Free-jack – This golden mask temporarily gives Crash incredible strength. Knock out any enemy with a single blow!



Feather – Feathers boost your board-sliding speed. Collect them to blast over canyons and other dangers.



Golden Wumpa Fruit – Eating one of these rare fruits earns Crash an extra life.

OTHER REWARDS

Keep your eyes open for hidden voodoo dolls. They will unlock concept art for each episode.



HOW TO JACK AN ENEMY

Attack your enemies with ferocity! The star-meter over their heads shows how close they are to being stunned. When the enemy is stunned,  appears over it. Press  to jack it and put it under Aku Aku's magic spell, giving you complete control of the enemy.

HINT: If you don't keep up your attacks, the star-meter will empty. Don't give your enemy a chance – fight hard and fast.

HOW TO BE A GREAT FIGHTER

To be a successful fighter, you need to know that Crash and all jackable enemies have different strategies available to choose from:

Block	Light Attack	Block Breaker	Dodging
You can protect yourself from light attacks by blocking with R1 .	If an enemy is winding up for a slow heavy attack, hit them quickly by pressing □ to interrupt their attack.	If your opponent is blocking, use your heavy attack (△). Just remember, if they are bigger than you, you have to hold the button until it's charged up to break through their block.	If you are blocking (R1) and the enemy is winding up for a heavy block-breaking attack, use L to perform a quick roll.

Advanced Tip: If an enemy blocks while you are mid-way through a light attack combo, quickly tap your block key to interrupt the attack, then use your block breaker on them.

CONTROLLING ENEMIES

Melee Enemies – Up close and personal. While jacked, your controls are very similar to Crash's.	
Light (quick) Attack	Press □
Heavy (slow) Attack	Press △
Special Attack	Press X
Block	Press and hold R1 to block
Un-Jack/Jack	Press ○ to dismount/jack directly to another stunned enemy.
Projectile Enemies – Take them down from afar. Beware – Some enemies can shoot.	
Quick Fire	Press □
Precision aiming mode	Hold R1 to bring up the aiming reticule Aim with L , lock on with X , and press □ to shoot
Melee attack	Press △ to attack nearby enemies

Using Enemy Special Attacks

When your Titan Meter is fully charged, you can unleash a terrifying special attack: Press **X** to activate the enemy's special power. In-game tutorials will provide detailed explanations of these abilities.

On Projectile enemies, hold **R1** to activate aiming mode and aim, then assign targets with **X** .

The Power of Destruction

To break large objects, you will need the power of the enemies. If you attack an object and it shakes but remains undamaged, it means you do not have the power – you'll need to jack a bigger enemy.

MULTIPLAYER CO-OP MODE

Press  on controller 2 at any time to join the game in Co-op play. Player 2 will appear in Player 1's backpack. Press  to enter or exit your friend's backpack. If the situation is too dangerous, a sound will be heard and you won't be able to get out at that time.

Use the power of teamwork to overpower enemies and collect Mojo faster. Jump out of the backpack when enemies appear for twice the punchy-punch! Jump into your friend's backpack when precise jumping is needed. You know what they say about too many bandicoots in the kitchen!

Choose between two modes of Co-op play:

Leapfrog Mode:

Work together as you swap control each time you tackle a new jump, swing or slide. It's truly the most co-operative platform game ever!

Piggyback Mode:

Use your skills and weaknesses to conquer the game your way. Take a break from the challenge and hide out in your buddy's backpack whenever the action gets too intense or leap to your friend's aid when the going gets tough. Talk to your partner. Communication is the key!

CAST OF CHARACTERS

The Heroes



Crash Bandicoot



Coco



Crunch



Aku Aku

The Villains



Uka Uka



Dr. Neo Cortex



Nina Cortex



N-Gin



Tiny

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