

NINTENDO
SWITCH

CRASH BANDICOOT N. SANE TRILOGY™



CRASH BANDICOOT™ N. SANE TRILOGY
MANUAL

EVERYONE 10+

E
10+
ESRB

ACTIVISION®
ONLINE MANUAL

The logo for 'Crash Bandicoot N. Sane Trilogy' is displayed on a wooden sign. 'CRASH' is in large, yellow, 3D block letters. 'BANDICOOT' is in smaller, orange, 3D block letters. 'N. SANE TRILOGY' is in blue, 3D block letters with a yellow outline. The sign is decorated with green palm fronds and a small yellow bird.

CRASH BANDICOOT N. SANE TRILOGY™

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INTRODUCTION

Your favorite marsupial, Crash Bandicoot™, is back! He's enhanced, entranced, and ready-to-dance with the N. Sane Trilogy game collection. Now you can experience Crash Bandicoot like never before – in full Fur-K. Spin, jump, wump, and repeat as you take on the epic challenges and adventures through the three games that started it all, Crash Bandicoot™, Crash Bandicoot™ 2: Cortex Strikes Back™, and Crash Bandicoot™ 3: Warped™. Relive all your favorite Crash™ moments in their fully-remastered HD graphical glory and get ready to put some UMPH in your WUMP!

GETTING STARTED

After launching game, you will have the option to choose between Crash Bandicoot™, Crash Bandicoot™ 2: Cortex Strikes Back, or Crash Bandicoot™ 3: Warped. Pick a game, jump into a level, and get ready to play all that remastered glory.



PLAYING THE GAME



- 1 WUMPA FRUIT:** Once you Collect 100 Wumpa Fruit, you earn an extra life!
- 2 BOXES:** Track the number of boxes left on each level.
- 3 LIVES:** View your remaining lives.
- 4 AKU AKU MASK:** Aku Aku will protect you from danger during your adventure. Collect three to temporarily be invulnerable to any damage.
- 5 TNT BOXES:** Jumping on these will start a 3 second fuse and BOOM! Be careful to never Spin attack any of these.
- 6 CHECKPOINT BOXES:** Allows you to return to that checkpoint if something tragic were to happen to Crash.



CRASH BANDICOOT CONTROLS



MOVE

MOVE



X INVENTORY

Y SPIN

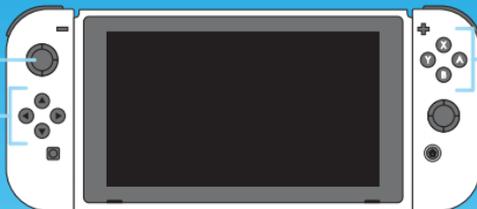
B JUMP

PAUSE



MOVE

MOVE



X INVENTORY

Y SPIN

B JUMP

+ PAUSE



GEMS, KEYS, AND BONUS ROUNDS

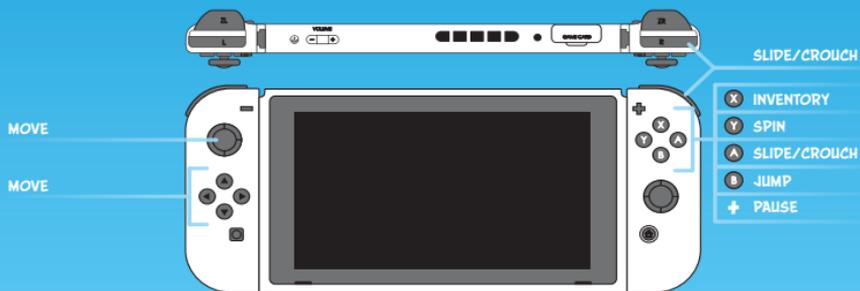
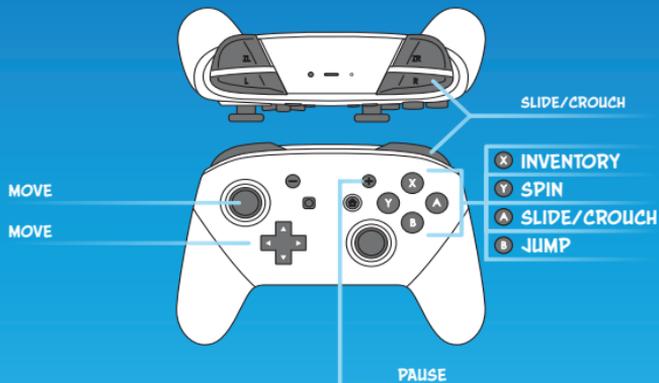
You can earn valuable Gems and Keys throughout your adventure. Clear Gems are awarded in the Stage Clear area by getting through an entire level breaking open all of the boxes. Colored Gems are awarded on certain levels by breaking open all of the boxes in a level and not losing a life. Keys are awarded in the Cortex Bonus Rounds. Gems and Keys allow Crash to access secret areas that were not originally open to him.

Bonus Rounds can be accessed by collecting tokens found inside boxes. These tokens may feature the likenesses of Tawna, Dr. Neo Cortex, or Dr. N. Brio. Once you have collected all 3 tokens, you will be transported to a Bonus Round that features a ton of boxes and Wumpa fruit. If you end up falling off the screen, do not worry you will not lose a life, you simply will be transported back to the level you started from.





CONTROLS



COMBO MOVES

- Run + **A** / **Y** / **R** : Slide
- X** + **A** / **Y** / **R** : Body Slam
- A** / **Y** / **R** + **B** : High Jump



WARP ROOM

Welcome to the ancient Warp Room! As Dr. Cortex explained this was built by an ancient civilization centuries ago and allows you to access points all over the world to find those coveted Crystals. The Portal doors will track your progress and track any gems you collect along your journey.

CRYSTALS

Crash must collect all 25 Crystals to power the Cortex Vortex and save the world from a catastrophic solar flux. For each level you play there will be one Crystal for you to collect and place on the Portal door.



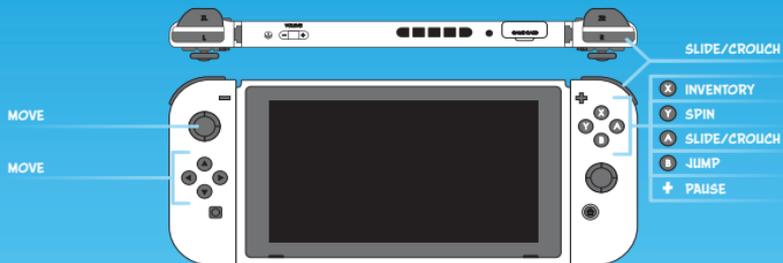
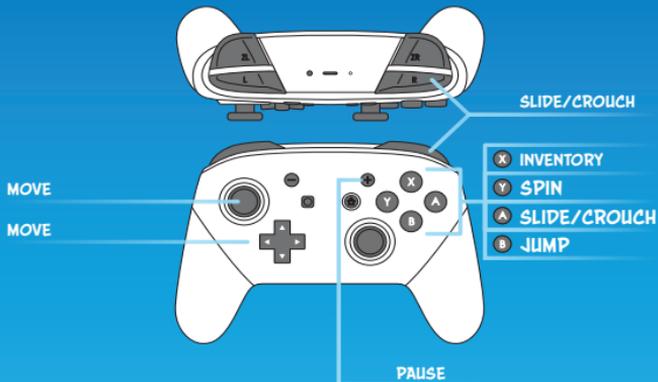
BONUS PATHS

Bonus Paths are marked by a giant '?' platform that leads Crash to a secret path. In these areas, you can earn lots of goodies, but only if you complete it. If you fall or die, then you will return back without any of your hard-earned bonuses.



CRASH BANDICOOT WARPED

CONTROLS



ACTION CONTROLS

COMBO MOVES

- Run + **A** / **X** / **R** : Slide
- B** + **A** / **X** / **R** : Body Slam
- A** / **X** / **R** + **B** : High Jump

HANGING

- B** / **X** : Release from Hang
- X** / **R** : Spin
- A** / **X** / **R** : Pull Legs Up

SWIMMING

- B** / **X** : Fast Kick Swim
- X** / **R** / **A** / **X** / **R** : Swim & Spin

SPECIAL POWER MOVES

- B** / **X** + **A** / **X** : Super Body Slam
- A** / **X** + **A** / **X** (at top of first jump) :
Super Double Jump
- D-pad/Left-Stick + ZR : Crash Dash
- ZL + **A** / **X** : Bazooka
- A** / **X** (repeatedly) : Death Tornado Spin

VEHICLE CONTROLS

JET SUB

- X** / **X** : Torpedo
- A** / **X** / **R** : Turbo Boost

MOTORCYCLE

- B** / **X** : Accelerate
- A** / **X** / **X** / **X** / **R** : Brake

BI-PLANE

- X** / **X** : Barrel Roll
- B** / **X** : Air Brakes
- A** / **X** / **R** : Machine Gun

T-REX

- B** / **X** : Jump
- A** / **X** / **R** : Jump Off

PURA THE TIGER

- B** / **X** : Jump
- A** / **X** / **X** / **X** / **R** : Fast Run

JET SKI

- B** / **X** : Accelerate
- B** / **X** + D-pad/Left-Stick
(while jumping) : Flip

CRYSTALS

Crystals are the most important items in the game. Find all 25 Crystals to finish the game (there's one hidden in every level except the Boss levels). In some levels, you will earn the Crystal at the end or after completing a specific challenge.

GEMS

There are two types of Gems:



Clear Gems are mainly awarded for breaking all the boxes in a level but can be awarded by other means in select levels.



Colored Gems unlock hidden paths in levels different from where the gem is found.

RELICS

You can win relics by re-entering the level after collecting the Crystal. You can play in Time Trial mode and if you beat the level under the pre-designated time (shown before you enter the level), you will be rewarded either a Sapphire, Gold, or Platinum Relic.

The first five Relics you receive will open up a Secret Warp Room and one secret level. Every five relics thereafter will open up another secret level. You must go through these secret levels to get 100% completion of the game.

TIME TRIALS

After you finish a level the first time, race through it again in Time Trial mode. You can win a Sapphire, Gold, or Platinum Relic depending on how fast you go. Sapphires are fairly easy to win and Platinum means you really “hailed bandicoot.”

To make a Time Trial run:

- 1** The pre-designated time appears on the level button in the Time Warp chamber. This is the time you must beat.
- 2** Touch the stopwatch near the beginning of a level to activate the timer; otherwise you will play the level in regular mode.
- 3** Speed through the level as fast as you can. When you break a box with a number on it, the clock freezes for that amount of time.
- 4** In the Time Trial mode, you do not lose lives so play through as many times as you like.

PLAYING AS COCO BANDICOOT

Coco Bandicoot has used her Time Machine to travel back in time and help Crash! Look for her as you play through each of the three games. Once you find her, you will gain the ability to swap in Coco before you select certain levels, using the ZR trigger. Note: some levels are Crash or Coco specific.

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