

CRASH

TWIN SANITY™



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WARNING: READ BEFORE USING YOUR PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM.

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®2 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®2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.

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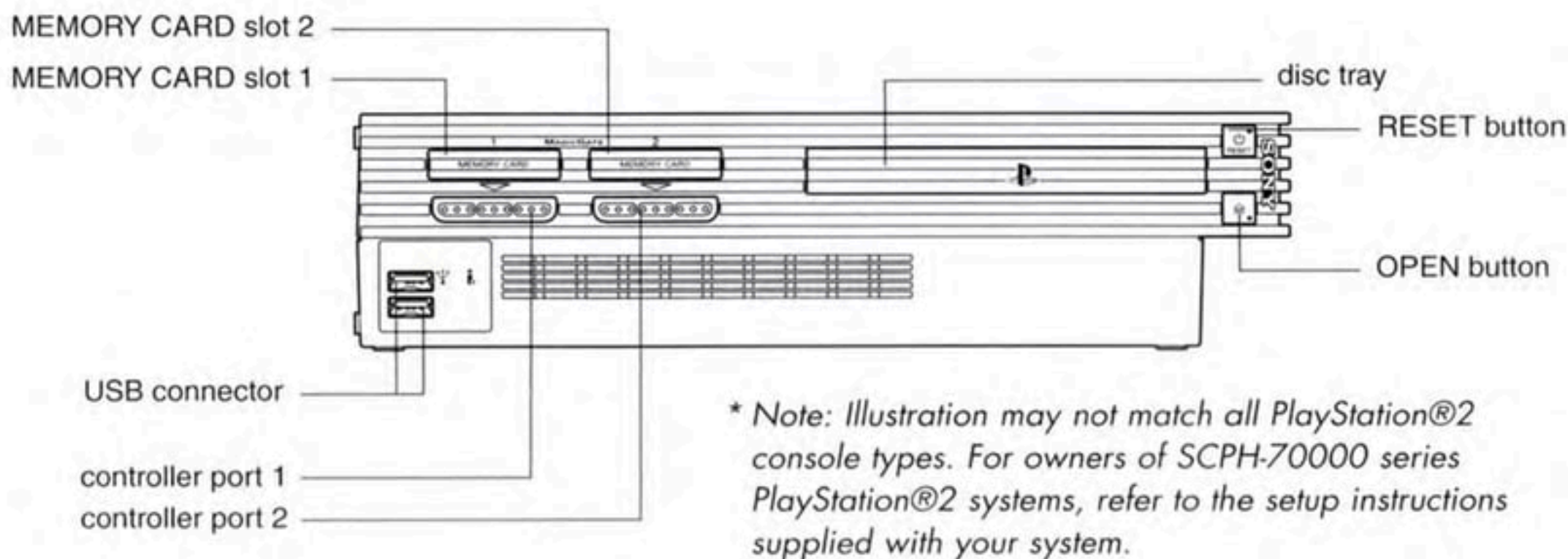
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Getting Started

Using the PlayStation®2 System



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Crash Twinsanity*™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS (8MB) (for PlayStation®2)

You may save your progress while playing *Crash Twinsanity*. In order to do so, you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card (8MB) (for PlayStation®2) while the game is attempting to load or save game data.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION



Wicked Twins have invaded the island home of Crash Bandicoot™, revealing their plans to destroy Dr. Cortex, enslave Crash and his friends, and devastate their world.

To face this great evil, Crash must team up with his creator and archenemy, Dr. Cortex. Also along for the adventure are Dr. Cortex's young niece Nina Cortex, and Crash's sister Coco.

Who are the Twins? They threaten revenge against Dr. Cortex, but why? And where are they from?

Using Dr. Cortex's Psychetron machine, the Crash Team must travel between dimensions in order to solve the mystery of the Twins' identity, before finally confronting the evil duo in person.

MAIN MENU

Upon starting the game, you will be instructed to press the START button to access the Main Menu. The Main Menu will appear with the following options:

- **NEW GAME:** Select a MEMORY CARD slot to create new game data and begin a new game.
- **LOAD GAME:** Choose and continue a previously saved game.
- **OPTIONS:** Change game settings in the Options Menu:

- *Graphic Options*

Center Screen: Adjust center position of the screen.

Widescreen: Turns widescreen television support on/off.

- *Sound Options*

Effects Volume: Adjust the volume of the sound effects in the game.

Music Volume: Adjust the volume of the music in the game.

Output Type: Choose the appropriate sound output for your television audio system.

- *Game Options*

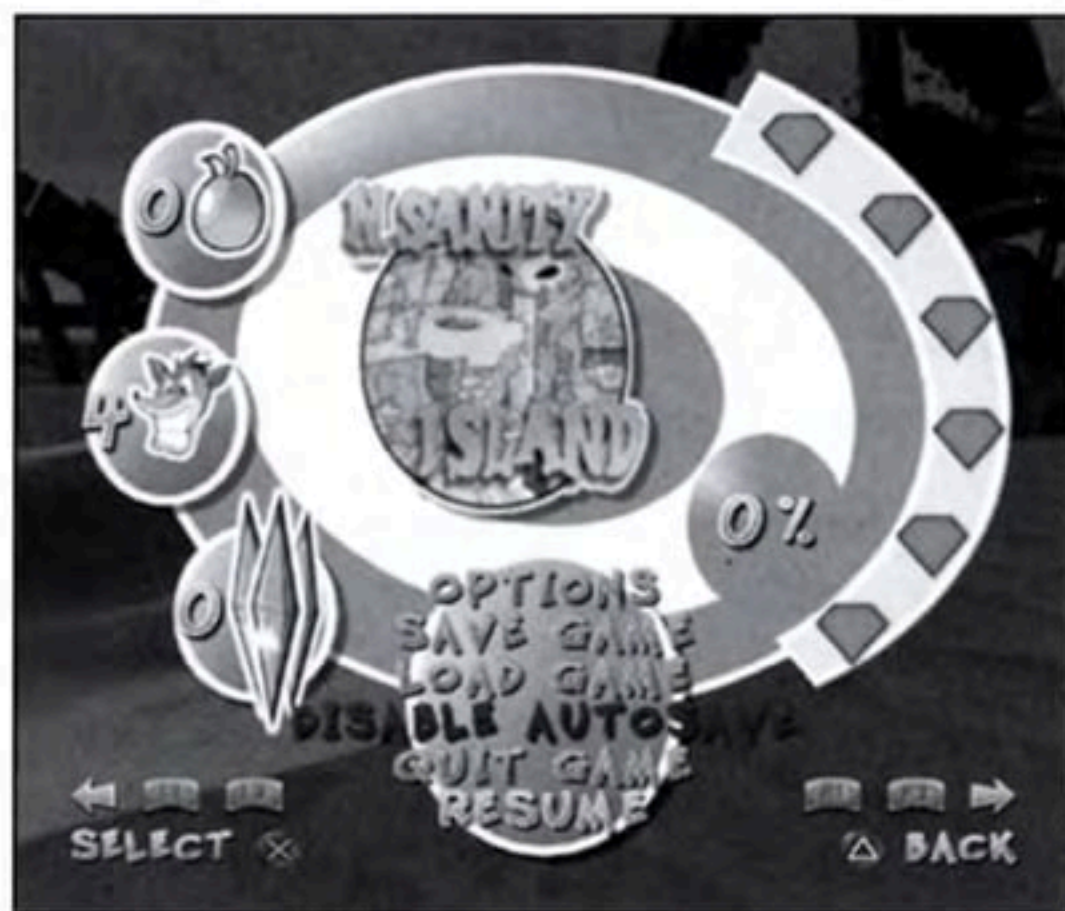
Vibration: Turn controller vibration on/off.



PAUSE MENU

Press the START button anytime during play to access the Pause Menu.

- **OPTIONS:** Change game settings in the Options Menu.
- **SAVE GAME:** Allows you to manually save your progress and disables auto-save.
- **LOAD GAME:** Choose and continue a previously saved game. You will restart at the last World Crate triggered during that saved game.
- **DISABLE AUTOSAVE:** Turn autosave functionality on or off.
- **QUIT GAME:** Allows you to exit your current game and return to the Main Menu. Please note that quitting your game will result in a loss of progress, so make sure you've saved before quitting.
- **RESUME:** Return to game.



Extras Menu (L1 button)

View bonus content that you unlock through play.

Gem Collection Menu (R1 button)

View all of the gems that you've collected throughout the game.

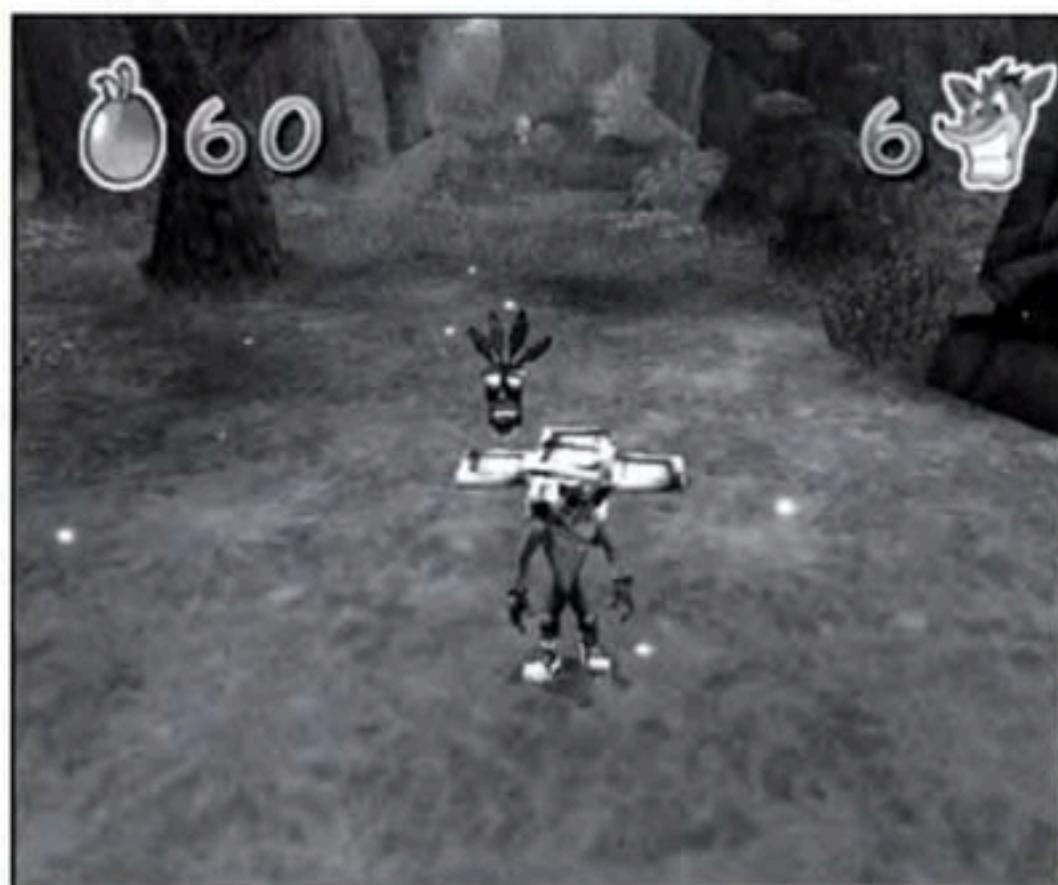
HUD (HEADS-UP DISPLAY)

Pressing the  button during game play will bring up the HUD. The HUD displays the following information for Crash, Neo Cortex and Nina Cortex.

WUMPA COUNTER

Displays the number of Wumpa fruit collected.

You will be rewarded with an extra life every time you collect 100 Wumpa.



LIVES COUNTER

Displays the number of lives that the Crash Team members have left.

AMMO COUNTER (Cortex only): Displays the number of shots remaining in Cortex's ray gun.

GENERAL CHARACTER MOVEMENT

Directional Movement

The left analog stick controls the direction of character movement; this movement is relative to the camera.

The speed of the character's movement depends on the amount of pressure applied to the left analog stick. Pushing the stick halfway out from the center will make the character begin walking, whereas pushing the stick as far as possible in any direction will make the character run.

Camera Control

The right analog stick controls the camera.

CHARACTER CONTROLS



CRASH BANDICOOT

Crash was an ordinary bandicoot whose life was forever changed in a failed experiment performed upon him by the evil Dr. Cortex. He would be happy to spend his days basking in the warm sun, but adventure will not leave him alone.

Walk/Run

Spin

Jump

Double Jump

Crouch

Crawl

Body Slam

Jump Spin

Knee Slide

Slide Jump

left analog stick

□ button

× button

× + × buttons

○ button

○ + left analog stick

× + ○ buttons

× + □ buttons

left analog stick + ○ button

left analog stick + ○ + × buttons

DR. NEO CORTEX

Dr. Neo Cortex is an evil scientist—the creator of Crash Bandicoot and also his sworn enemy, for Crash has ruined every one of Cortex's wicked schemes. Now Cortex has to swallow his pride and work with that meddling marsupial, at least until the opportunity arises to turn things to his advantage. This is the worst day of his life...

Walk/Run	left analog stick
Fire	□ button
Charge-Up Blast	□ button + Hold
Jump	× button
Crouch	○ button
Crawl	○ button + left analog stick
Radial Blast	× + ○ buttons
Body Slide	left analog stick + ○ button
Strafe Move	L1 or R1 buttons



NINA CORTEX

Nina is Dr. Cortex's beloved niece. When she began to show disturbing signs of a kind heart, Dr. Cortex made a few modifications and sent her to study at the Academy of Evil. Nina still has warm feelings for cute animals, but now they avoid her hugs for fear of being crushed by her spring-loaded, steel-trap hands. Now she's skipping school to lend her uncle a bionic hand against the Evil Twins.

Walk/Skip	left analog stick
Punch/Wall Reel	○ button
Jump	× button
Spin	□ button
Jump Grab/Reel	× + ○ buttons



CRASH & CORTEX

Danger can bring together the most unlikely of allies...

When they're bound together by circumstance, the player must control Crash and Cortex as one combined entity. Crash is in control and Cortex is his reluctant partner.

If Cortex is holding a crystal, Crash may attach to him by spinning into him. Now Crash and Cortex are both "crystal crazy" and will fight relentlessly over the crystal, keeping them joined together. When they're joined, Crash takes full advantage of the situation, turning Cortex into a lethal weapon.

Walk/Run	left analog stick
Spin	□ button
Slam	○ button
Jump	× button
Twin Spin	□ + ○ buttons
Twin Throw	× + ○ buttons



HumiliSkate

Cortex takes a dive and Crash jumps onto his back, transforming him into a makeshift sled. Did Cortex trip, or was he pushed?

Doc Amok

A terrified Dr. Cortex runs blindly through the scene, his vision obscured by something terrible stuck on his head. Crash must clear the way of TNT crates and enemy creatures before Cortex runs afoul of them.



RollerBrawl

When Crash and Cortex don't see eye to eye, players will have to manage the mayhem that explodes when these two duke it out in a rollerbrawl. Control the two characters as they careen downhill, bound together as a ball of flying fists and feet.

COLLECTIBLES & CRATES

There are various collectibles scattered throughout the game. Crash can collect these items to earn extra lives and unlock bonus content.



Wumpa

There are lots of Wumpa fruit in the world. Collecting 100 Wumpa earns the player an extra life. The Wumpa Counter on the HUD then resets to zero.



Gems

Each level in *Crash Twinsanity* contains 6 multicolored gems. If you collect all 6 of these gems in each level, you may unlock bonus content in the Extras Menu. To check your progress, enter the Pause Menu and press the L1/L2/R1/R2 buttons to cycle through the Gem Collection Menu. Here you can track your progress for collecting gems in every level. Make sure to look for them all!

Wumpa Crates



BASIC CRATE — When broken, gives the player 1 Wumpa.



SURPRISE CRATE — When broken, gives the player between 5 and 10 Wumpa.



REINFORCED WOODEN CRATE — Can only be broken by a slam move; when broken, gives the player between 5 and 10 Wumpa.



MULTIPLE-HIT CRATE — If broken, it does nothing. If jumped on or head butted, it will give you two Wumpa for each hit.

Harmful Crates



TNT CRATE — Explodes immediately if broken, or counts down from 3 before exploding if jumped on.



NITRO CRATE — Explodes when touched.

Platform Crates



IRON CRATE — Completely inert, can be used as a platform.



IRON-SPRING CRATE — When landed on, propels the player into the air. Cannot be broken.



WOODEN-SPRING CRATE — When landed on, propels the player into the air. Can be broken by spinning, slamming, or any damage.

Special Crates



AKU AKU CRATE — Gives player 1 extra hit-point.



OUTLINE CRATE — This crate is only visible as outlines until you activate a nearby iron-switch crate. Once triggered, the outline crates will become solid, allowing you to stand or walk on them.



IRON-SWITCH CRATE — When landed on or spun, activates any outline crates linked to it.



CHECKPOINT CRATE — Triggered by proximity, these crates record Crash's position. If you lose a life, you will restart at the last Checkpoint that you've activated.



DETONATOR CRATE — When landed on or spun, will detonate nearby nitro crates linked to it.



WORLD CRATE — Triggered by proximity, these crates represent saving points. If you have auto-save on, the game will automatically save your progress when you trigger a World Crates. You can also manually save your progress through the Pause menu after hitting these crates. If you run out of lives or load a saved game, you can continue at the previously triggered World Crates.

Go to www.crashbandicoot.com for more fun tips and tricks!

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COMING FALL 2007

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