

# CRASH<sup>®</sup>

MIND OVER MUTANTS



EVERYONE 10+  
**E**  
10+  
CONTENT RATED BY  
ESRB

ACTIVISION<sup>®</sup>



## **⚠️ 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.

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### **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.





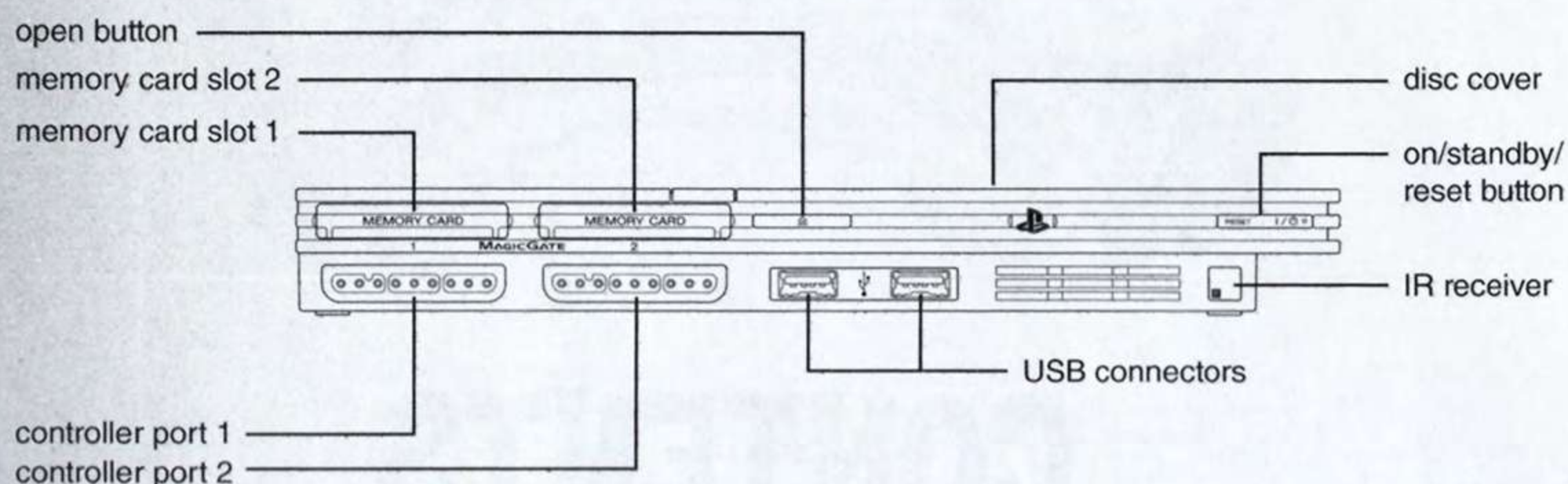
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# GETTING STARTED



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® Mind Over Mutant* 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.

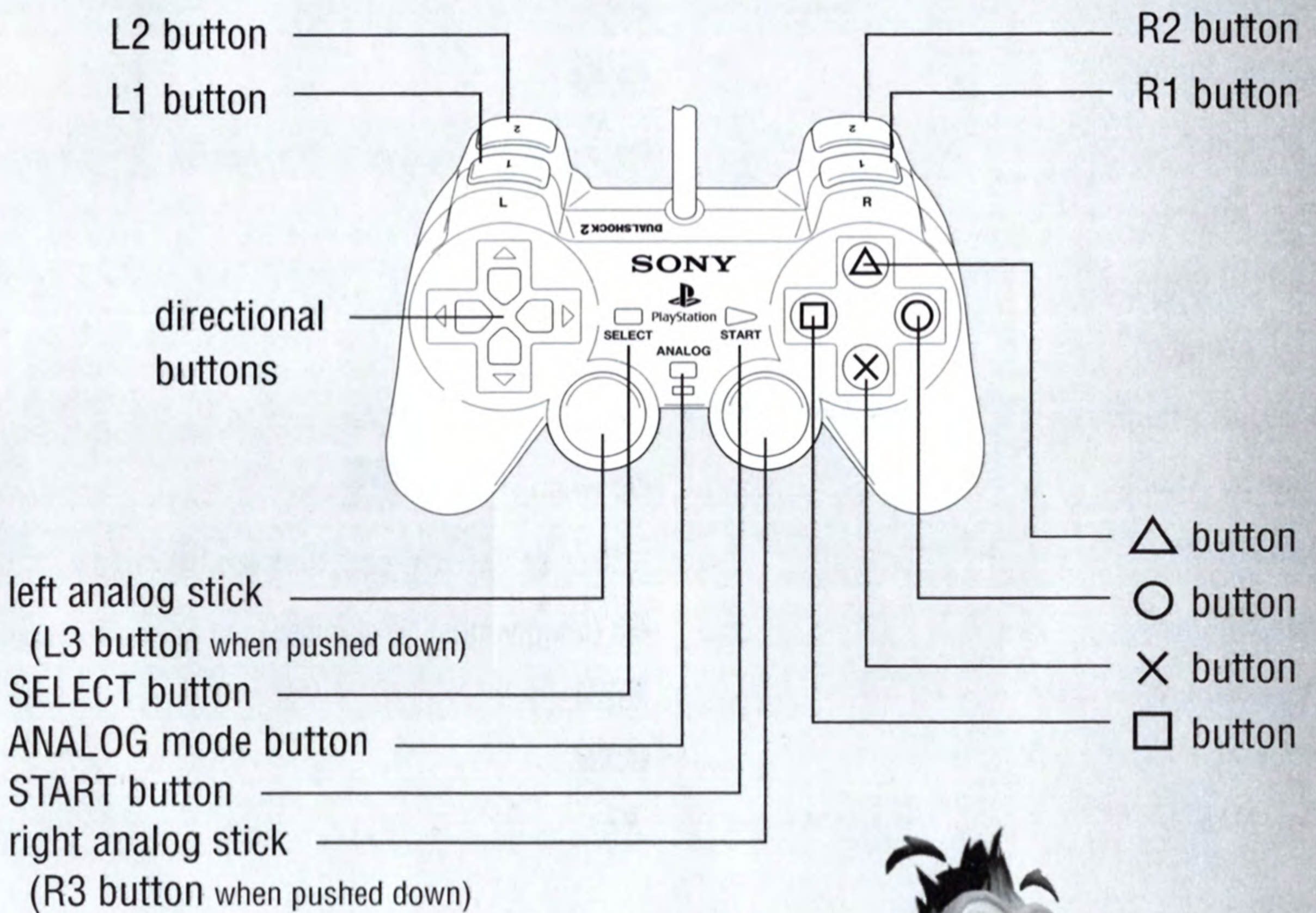
## Memory Card (8MB)(for PlayStation®2)

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





# BUTTON LAYOUT

## BASIC CONTROLS

Movement	<b>L</b>
Jump	<b>X</b>
Double Jump	<b>X X</b>
High Jump	Rotate <b>L</b> 360 degrees, then tap <b>X</b>
Light Attack	<b>□</b>
Spin Drill Attack	<b>□</b> (while in the air)
Heavy Attack	<b>△</b>
Charged Attack	Press and Hold <b>△</b>
Counter Attack	<b>△</b> when you see <b>△</b>
Spin Attack	Rotate <b>L</b> 360 degrees, then tap <b>□</b> rapidly
Jack/Un-Jack	<b>○</b> (enemy must be stunned)
Store Mutant	<b>R 2</b>
Block	<b>R 1</b>
View Map	<b>SELECT</b>

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 in more detail.



## MIND OVER MUTANT

A rejuvenated and reinvigorated Dr. Cortex is back! He's feeling old-school and in charge of his evil life again. His new technological gadget is taking the mutant world by storm! The bad kind of storm, not the normal lightning kind. Those that fall prey to Cortex's techno-gadget become ferocious monsters dedicated to Crash Bandicoot's destruction! But how did Cortex build his device? What evil hands have guided Cortex along his new evil path? Only Crash and Aku Aku, and maybe Coco, can save the day!



# MAIN MENU

## New Game

- Start the game from the beginning

## Load Game

- Load a previously saved game

## Credits

- See who made and produced this game

## Pause Screen

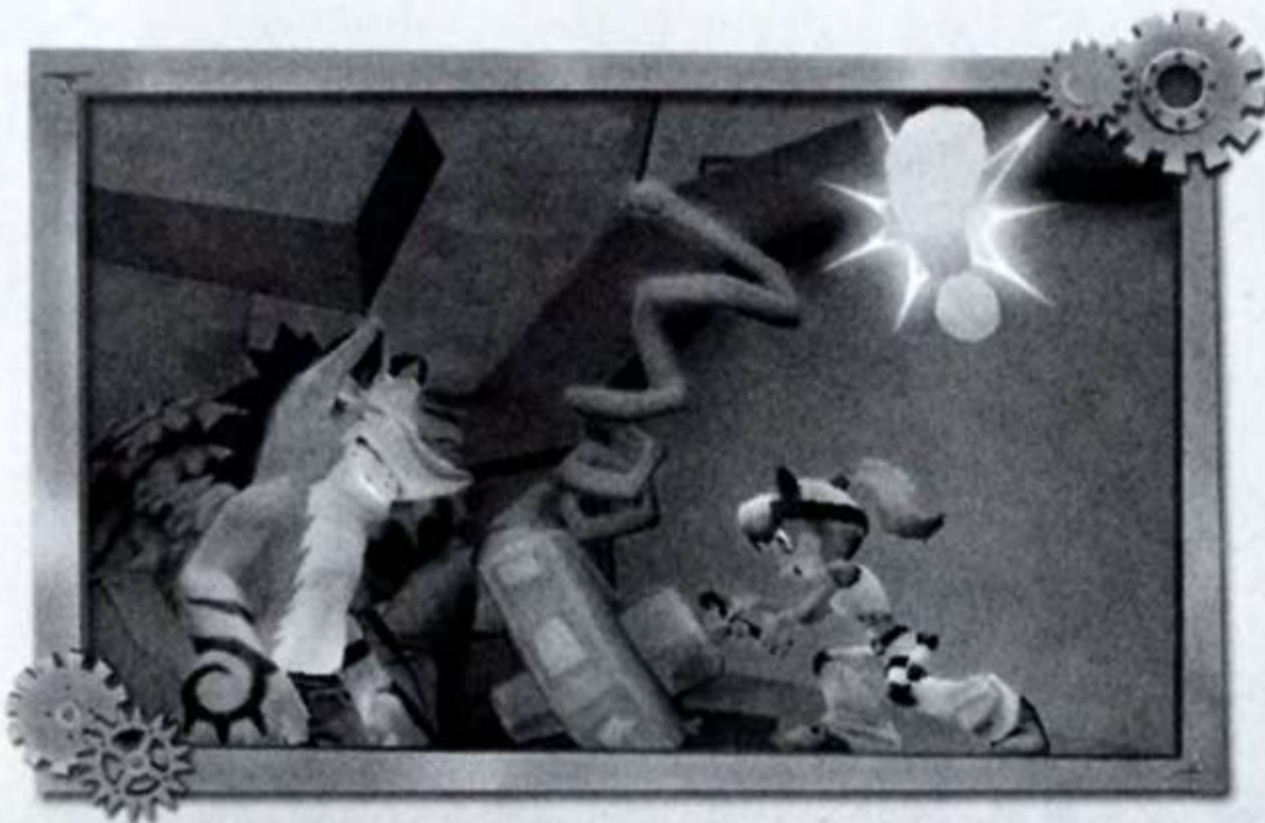
- **Resume Game** - Return to the game in progress
- **Missions** - Missions and game map
- **Tutorials** - Review Crash and enemy moves
- **Options** - Adjust sound effects, music and control options
- **Quit Game** - Quit the game
- **Save Game** - Save the game at any time


## Saving Your Game


Walk up to a Save Tiki Mask and interact with it to save your game.




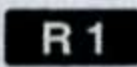
# HOW TO PLAY



Explore Wumpa Island and the surrounding environments to uncover the mystery behind the NV. When you see characters with  over their heads, talk to them. They have important information that you need to continue your journey.

If you're not sure what to do next—or if you want to explore your optional missions—press  to go to the missions and map screen.

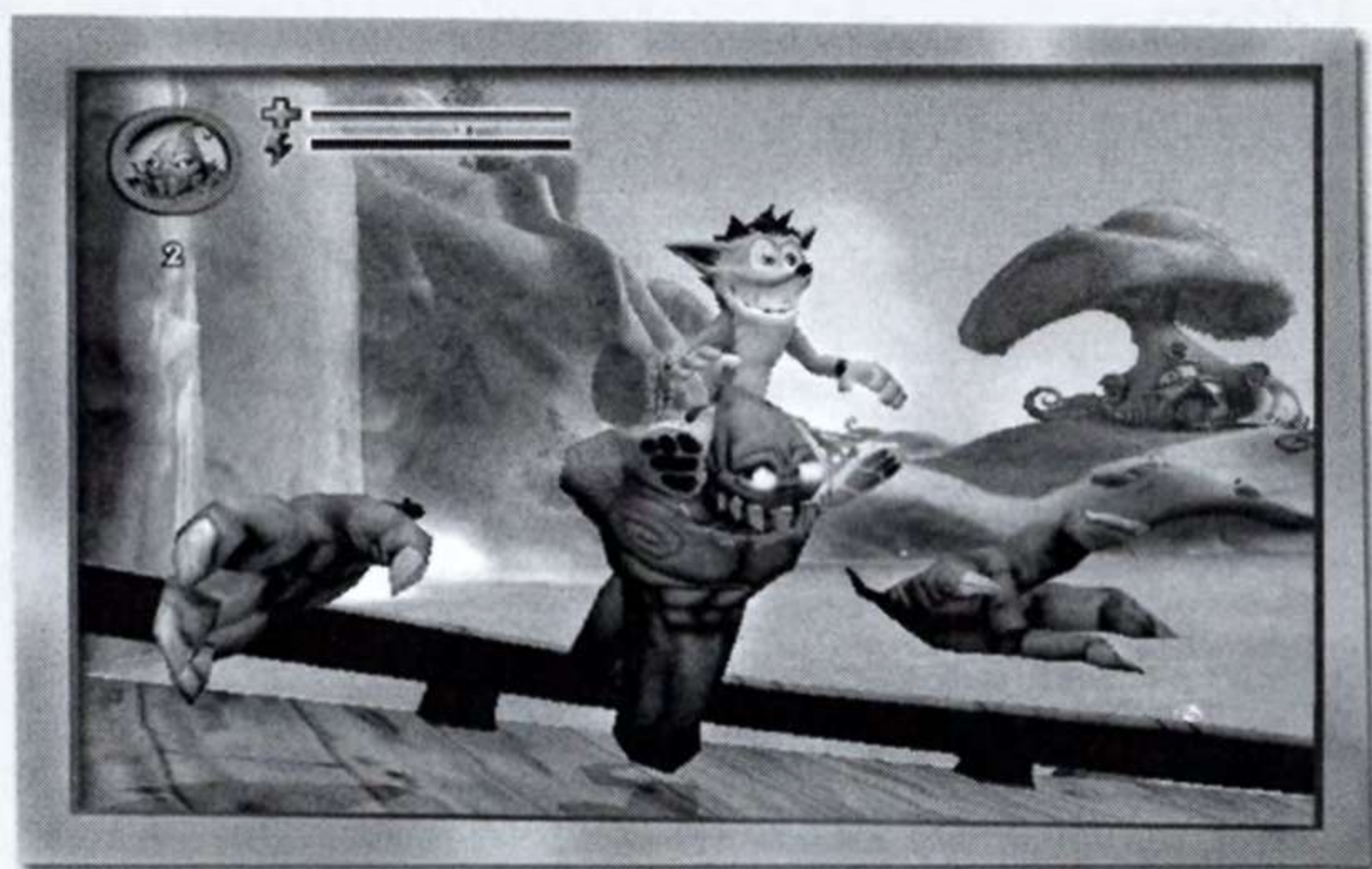
The first selection is always your current story mission. Press  to learn more about it or scroll through the optional missions.

Hold  to scroll around the map.



# THE GAME SCREEN

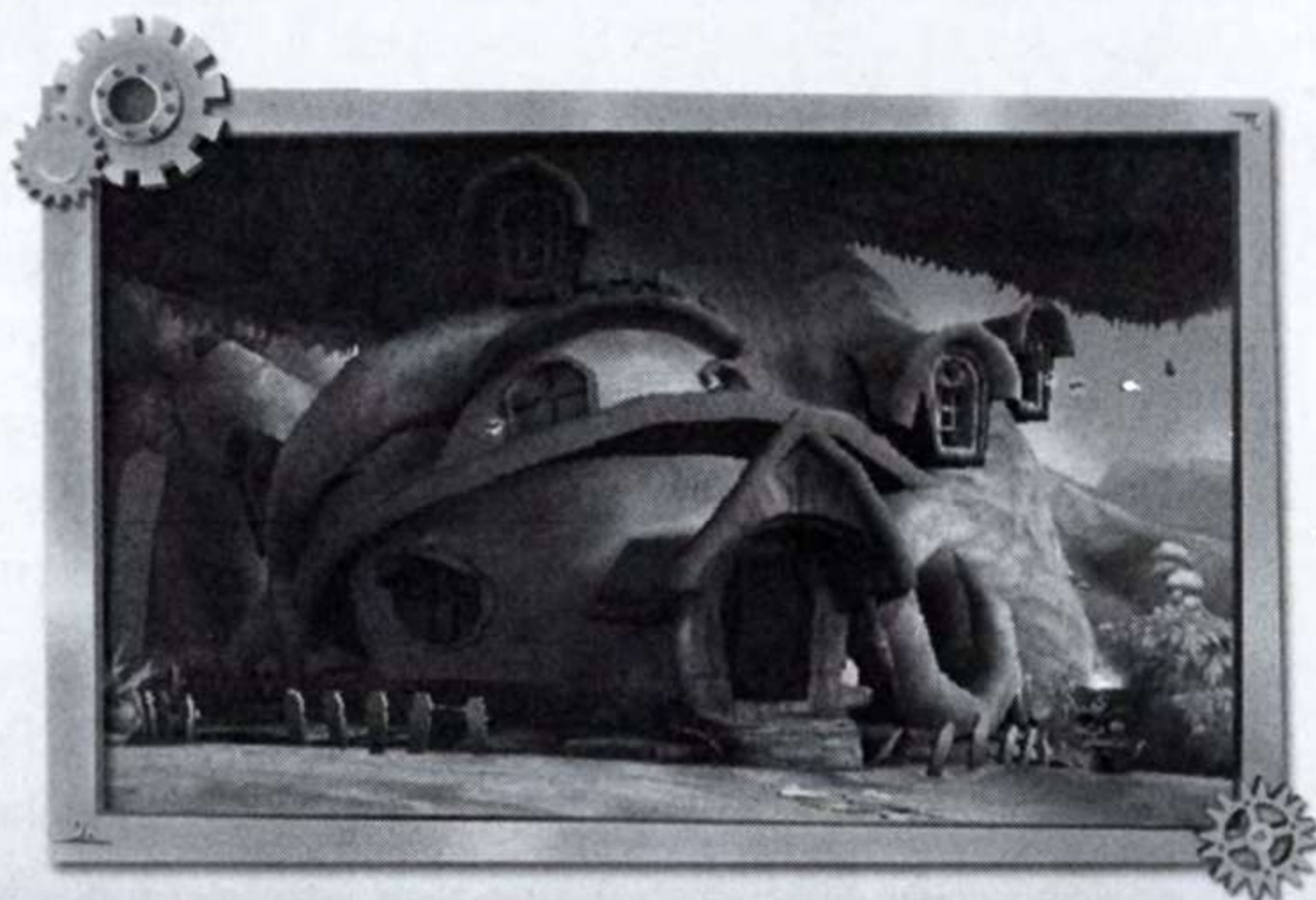
- Crash Health
- Crash Upgrade Bar
- Mutant Health
- Mutant Special Meter
- Mutant Upgrade Bar



## CRASH'S HOUSE

**Go inside Crash's house to**

- Change skins
- View the mutants you've met
- View concept art
- Watch an in-game movie
- See Crash's stats, including Percentage of Game Complete





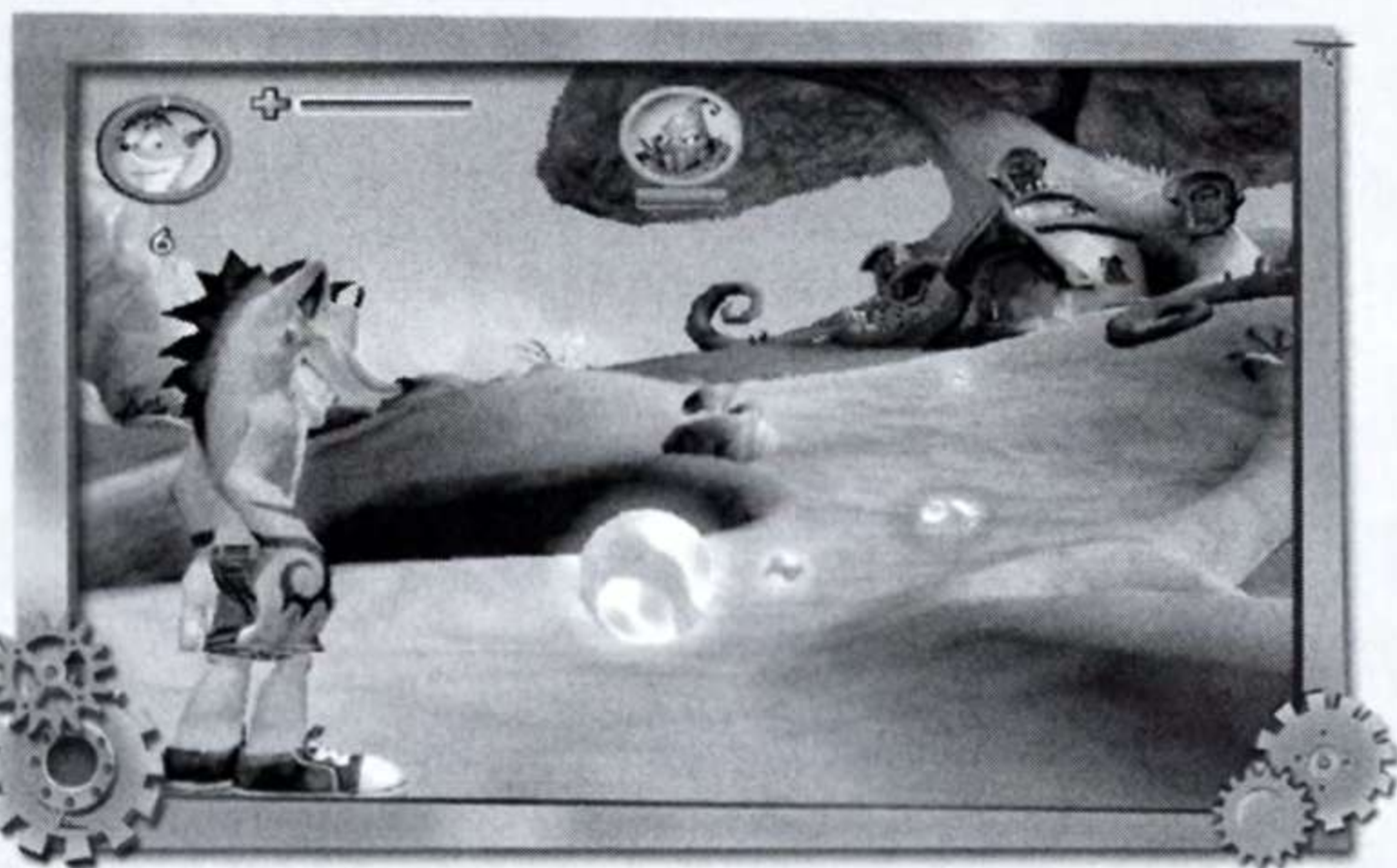
## HINT

Whoever collects the mojo, Crash or the mutant he is riding, earns the mojo. So if you want to upgrade your favorite mutant, use it often!

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# UPGRADES

When you defeat enemies or destroy objects, they release magical Mojo. Collect Mojo to upgrade Crash and mutants.



## HINT

Don't forget you can store (and retrieve) mutants by pressing the **R2** button when riding a mutant.

# MOJO TO THE MAX

## HINT

The key to maximum multipliers is to avoid taking hits, which cancels the multiplier. You'll want to master the arts of defense as well as offense. Remember that you can block many attacks with **R1**.



It will take forever to earn upgrades unless you learn how to multiply your mojo. As you hit mutants without taking any hits yourself, your hit counter increases. This adds to the mojo multiplier shown over your character. The better you fight, the higher your multiplier. It can go as high as 20x, earning you twenty times the mojo you'd normally get.

## HINT

Small mutants can really pay off with big multipliers. Learn how to fight them without taking hits.



# POWER-UPS

Keep an eye out for the many special items and power-ups hidden on Wumpa Island.



## Wumpa Fruit

Restores health to Crash and Mutants

Golden wumpa fruit permanently upgrades Crash's health bar



## Special Fruit

Restores Mutant's special bar (comes in small and large)



## Timer Collectible

Initiates timed mojo game challenge



## Keys

Open locked doors



## Treasure Chest

Collect a special item



## Voodoo Dolls

Collect a set to unlock bonus content



## Quad Damage

Multiplies damage 4x for a short time



## Red Shoe

Gives Crash a super-kick attack for a short time

## Mojo

Small, value = 1

Medium, value = 5

Golden Mojo, value = 100 (rare)

2x, Mojo power-up

Green, collect within time challenge





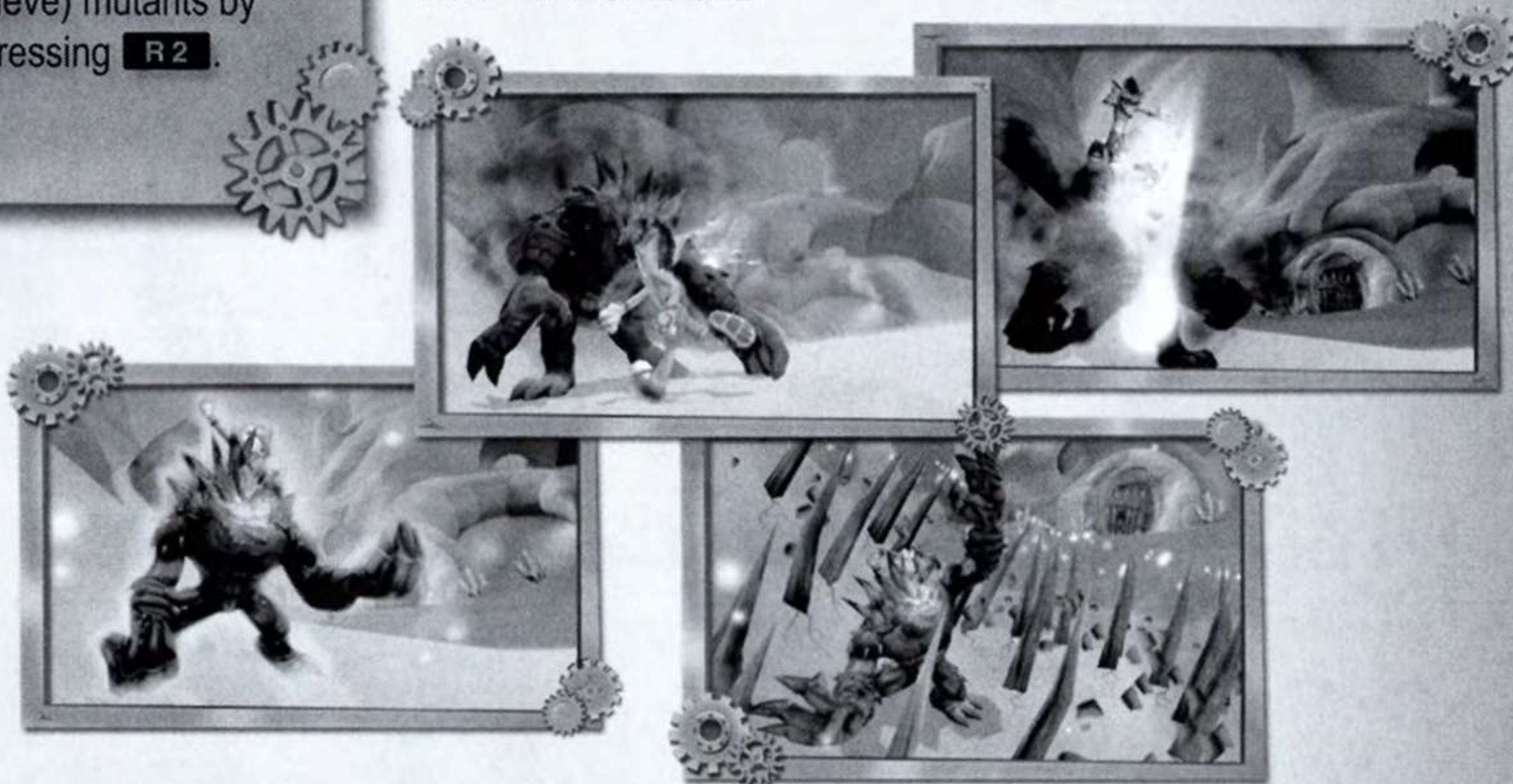


# HOW TO JACK A MUTANT

## HINT

You can store (and retrieve) mutants by pressing **R2**.


Attack your mutants with ferocity! The star meters over their heads show how close they are to being stunned. When they are stunned,  appears over their heads. Press  to Jack them and put them under Aku Aku's magic spell, allowing complete control of the mutant.







# HOW TO BE A GREAT PLAYER

To be a successful fighter, you need to know that Crash and all Jackable mutants have different fighting strategies:

**Block** - Protect yourself from light attacks by blocking with **R1**.

**Light Attack** - If a mutant is winding up for a slow, heavy attack, hit them quickly by pressing  to interrupt their attack.

**Block Breaker** - If your opponent is blocking, use your heavy attack () to break through.

**Counter Attack** - (as Crash only) When you see  with a red star around it on the screen, quickly double-tap the heavy attack button () to dodge and execute a powerful counter-attack. This is Crash's most powerful move!

## ADVANCED TIP


If a mutant 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 MUTANTS

## Melee Mutants – Up close and personal

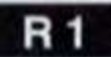
While Jacked, your controls are very similar to Crash's:


Light (quick) Attack - 

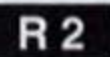
Jump - 

Heavy (slow) Attack - 

Special Attack - Pause game, select Tutorials

Block - Hold 


Jack/Unjack - 




Store/Retrieve - 




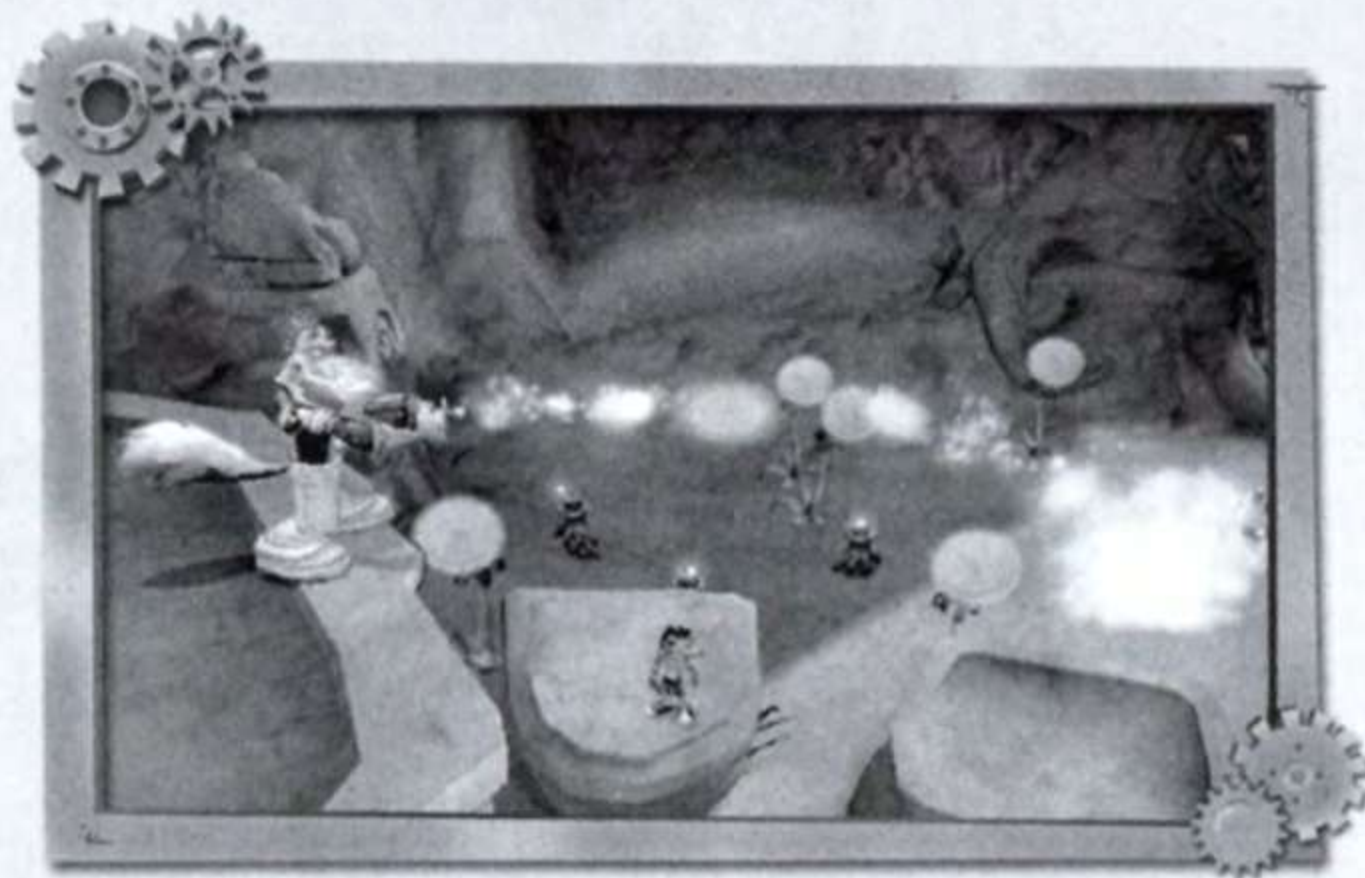
## Projectile Mutants – Take them down from afar

Keep in mind that some mutants can shoot.

Jump - 

Shoot - To aim, hold ,  
aim with  and press 

Melee attack - 



## Using Mutant Special Attacks

When riding on a mutant, pause the game and select Tutorial for instructions on how to do the mutant's special attacks. You can only do a special attack when your mutant's special bar is full.





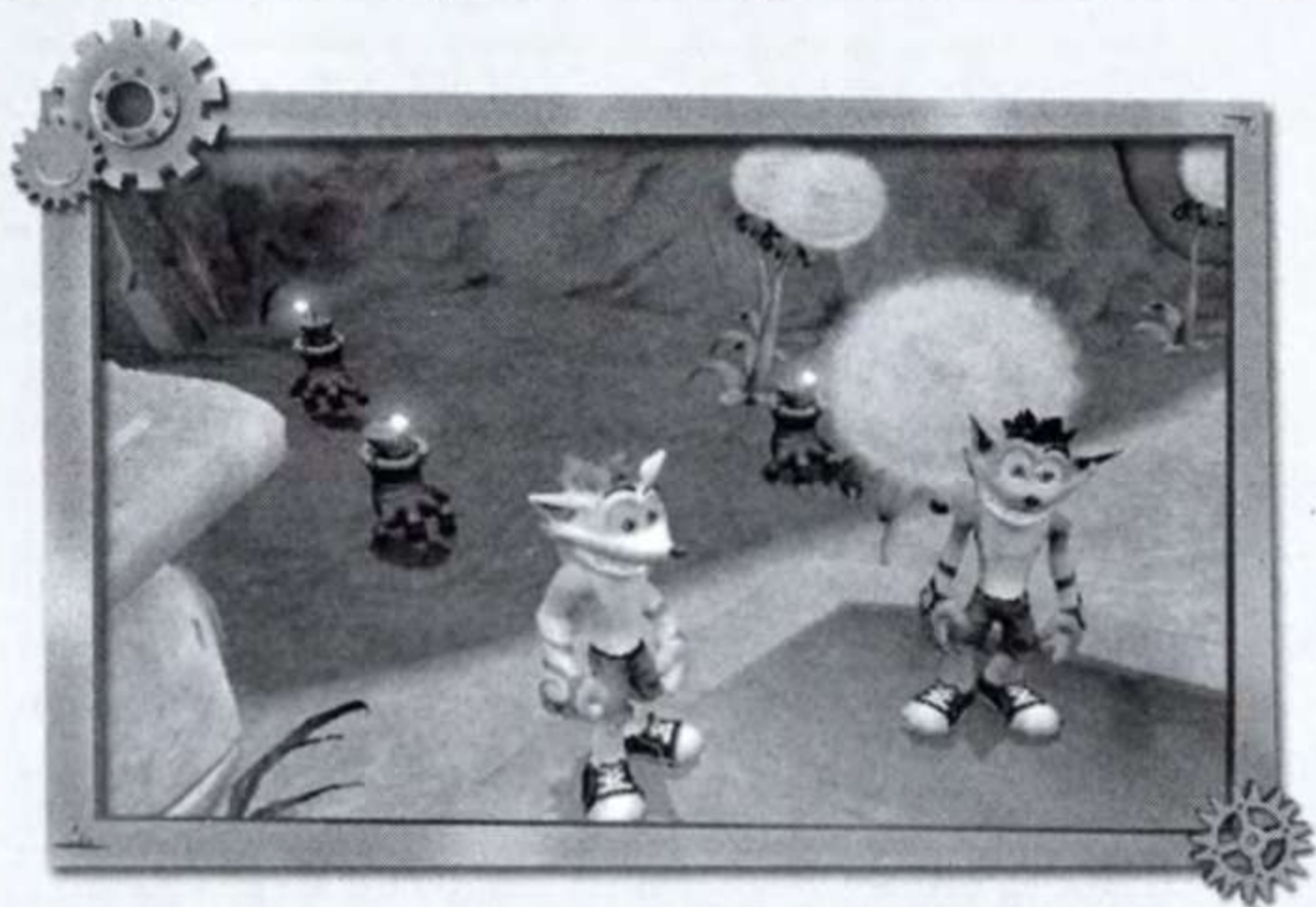
## The Power of Destruction

To break large objects, you will need the power of the mutants. 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 mutant.



# MULTIPLAYER CO-OP MODE

Press  on controller 2 at any time to join the game in co-op play. Player 2 will appear as a mask floating around Player 1. Press  to enter or exit the mask.



Use the power of teamwork to overpower mutants and collect mojo faster. Jump out of the mask when mutants appear for twice the punchy-punch, or use the mask's magic to shoot those dastardly mutants.

## HINT

When in the mask, you can acquire a more powerful projectile by spinning your controller's analog stick around five times. When you feel the rumble, let loose the engines of destruction!

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