

Wii™

CRASH

MIND OVER MUTANT



INSTRUCTION BOOKLET

 SIERRA™

BASIC CHARACTER CONTROLS

BASIC CONTROLS	
Movement	Control Stick
Jump	A Button
Double Jump	A Button + A Button
High Jump	Shake Wii Remote + A Button
Light Attack	B Button
Spin Drill Attack	A Button to jump, then B Button to Attack
Heavy Attack	Z Button
Charged Attack	Hold Z Button
Counter Attack	Z + Z Button when you see dodge arrow (↘)
Spin Attack	Shake Wii Remote
Jack	+Control Pad Down (enemy must be stunned)
Store Mutant	+Control Pad Up
Collect Mojo	Point the Wii Remote at the Screen
Block	C Button
View Map	- Button

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 who 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!



POWER-UPS

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



Whumpafruit

Restores health to Crash & Mutants

Golden whumpafruit permanently upgrades Crash's health bar



Special Fruit

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



Timer Collectible

Initiates timed mojogame 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

Extra large, value = 1000 (rare)

2X, Mojo power-up

Green, collect within time-challenge