



THE  
**CRASH**  
BANDICOOT  
FILES

HOW WILLY THE WOMBAT  
SPARKED MARSUPIAL MANIA



# Willy The Wombat

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Version 3.1

## B. THE STORY - Continued

NEO CORTEX  
REJECT!

A trap door opens under Willie. He holds for a moment in mid-air and starts to speak then drops out of sight.

WILLIE  
(Arnold Voice)  
I'll be . . . BAAAACK . . .!

CARMEN  
(distressed)  
Willie!

NEO CORTEX  
(suavely)  
Do not fret my princess! I WILL create your ultimate mate! Then together, we shall CONQUER THE WORLD! And I, NEO CORTEX, shall be it's RULER!

CARMEN  
But I don't care about your silly war games! I just want Wil . . .

NEO CORTEX  
Willie is doomed! He will soon be destroyed by the hordes of deadly animals, natives, mutants, and traps that infest these islands!

**Wipe To:**

**Ext. Island Beach**

WILLIE lays face down in the sand at the water's edge. He jumps to his feet.

WILLIE  
(heroic, Dudley Doornight voice)  
Don't worry my love, I . . . (contorts) . . . Shall return!

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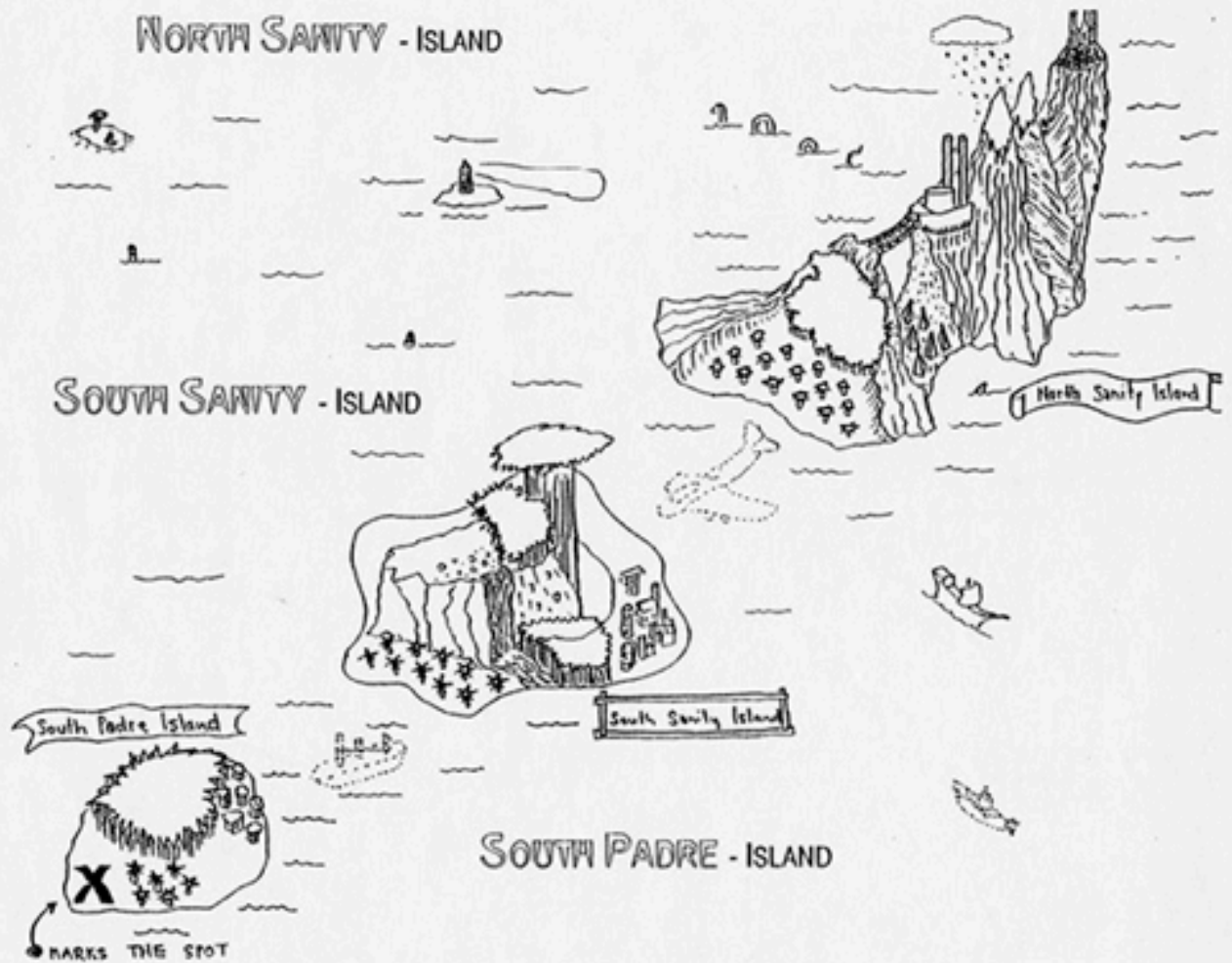
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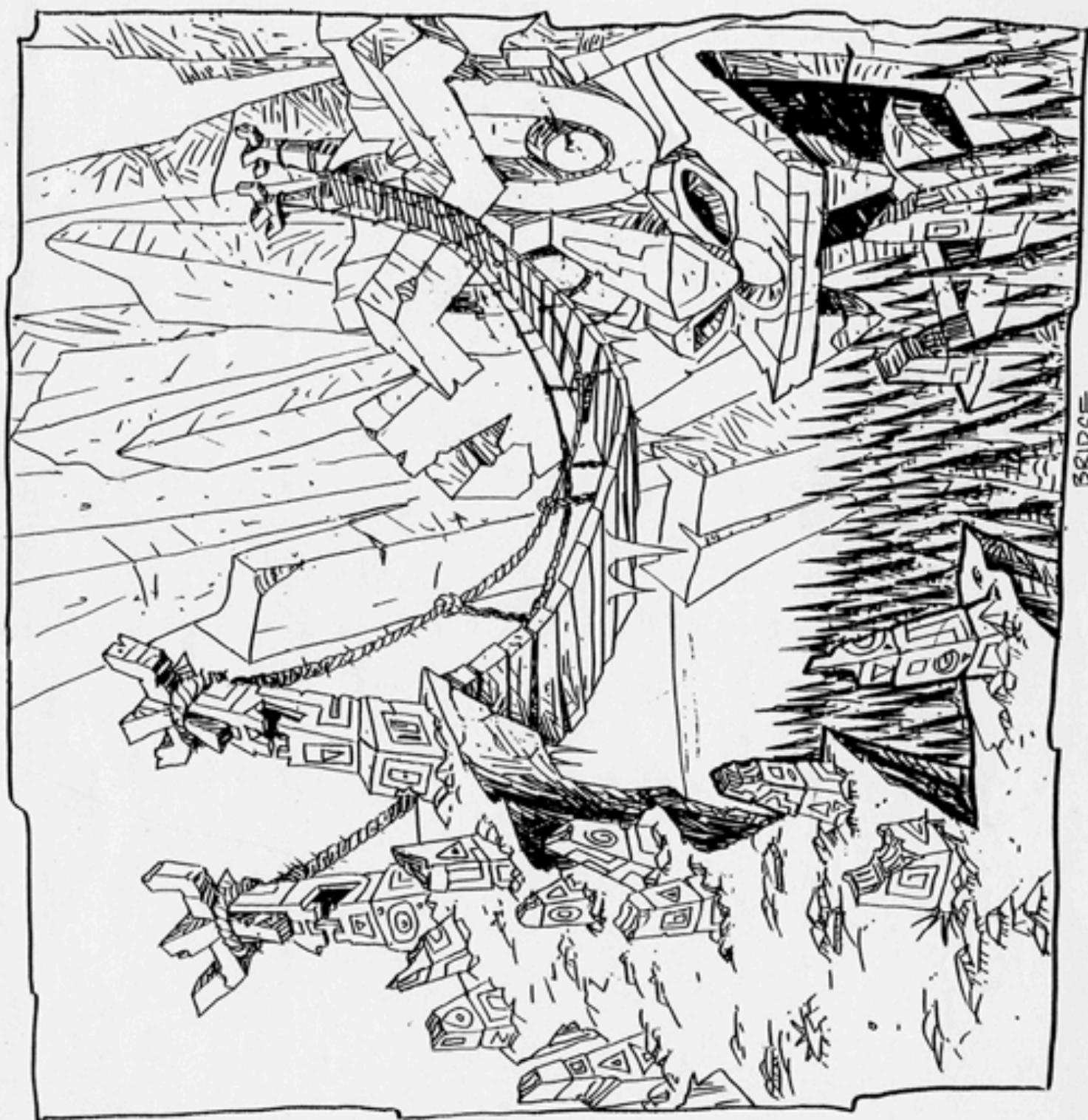
## C. MAPS

### MAP OVERVIEW



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BRIDGE









BUT ON FIRE.



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## E. CHARACTERS - Continued

### N. BRIO - BIO

A calm center in the vortex of insanity that is Castle Cortex, Brio is a man of few words, but great devotion to his "master". He is Neo Cortex's chief assistant, fall guy, and the closest thing the mad genius has to a "friend". N. Brio possesses a taciturn personality. Logical and deadpan to a fault, devoid of normal human emotions, his is the logical "voice of reason" to N. Cortex's manic highs and lows. Not a coward, not brave, he is Mr. Spock to N. Cortex's Captain Kirk (though neither one of them gets laid). His life long study of biology is an ideal compliment to N. Cortex's expertise in the more mechanistic sciences. He was instrumental in developing the "Evolvo Ray", but its continued malfunctions are not his fault and are more likely the result of the egomaniacal Cortex's tampering with the original design.

Treated with contemptuous affection by Cortex, Brio suffers greatly, and gladly when he fails Neo. Brio has implanted massive "Head Screws" into his cranium and voluntarily tightens them when he feels that he has let his master down. This is often, as Neo Cortex tends to use N. Brio as his "whipping boy" when things go horribly awry (as they tend to do in Castle Cortex). That this may not be his fault, doesn't matter to the humble N. Brio, as he worships N. Cortex as his intellectual superior. In his eyes N. Cortex can do no wrong. It was not always this way...

### N. BRIO - HISTORY

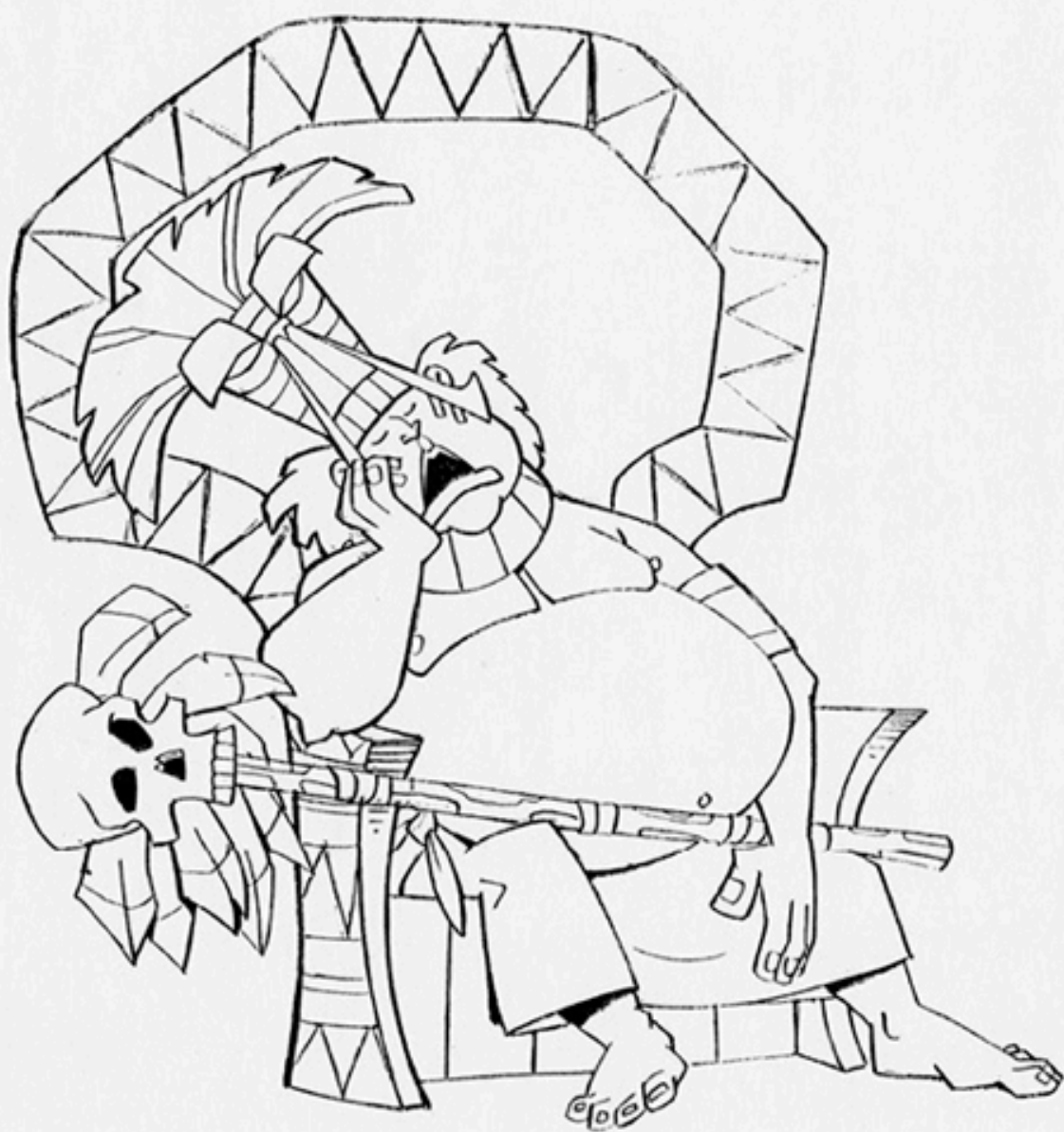
Born the only child of two research scientist parent, Brio was doted upon and singled out at an early age for the fast track to success. Nobel Prizes and large Medical Center directorates. The valedictorian of his Jr. High class in Greenville, he developed a smug and superior attitude toward those that he perceived to be his intellectual inferiors—EVERYONE. All this changed the next year in High School when Brio met his intellectual superior in the diminutive N. Cortex. Over the course of the semester, N. Brio competed intensely with Cortex and lost every time. In time, he regressed because of his failures losing his former confidence. He never became a doctor. He never became a scientist. he never even became an accountant. By the end of that long first semester, Brio was a shattered shell of his former self. He became slavishly devoted to his perceived superior—Neo Cortex. His devotion became even greater when he was spared during the destruction of Sunnyville. In gratitude he implanted the Head Screws.

The Evolve Ray's continued series of misfirings and failures has prompted much self-anguish on Brio's part, and many screw tightening sessions. Logic dictates that the Ray's flawed creations—The Henchmen—are doomed in their attempt to stop Willy, so Brio turns the ray on himself in an attempt to evolve into an even more brilliant scientist. Instead, the ray DEVOLVES, turning Brio into the primitive and powerful BRIO-MONSTER. The Brio-Monster is a deadly opponent, larger than Koala Kong, more vicious than the Tasmanian Tiger, quicker than Kimono, and stupider than Kimodo

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## H. PLAY TECHNIQUE - Continued

### WILLY THE WOMBAT - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

1. Willy walks until he reaches full momentum movement.
2. If "jump" button is pressed, Willy jumps up or in the direction he is moving.
3. If Willy touches/collides with an enemy, he is damaged one "unit".
4. If Willy jumps and lands on an enemy, then the enemy is defeated.
5. If Willy touches a fruit(lime, pineapple, mango, strawberry or coconut), he collects it and is stored in a register(#1). (see registers)
6. If Willy touches a "ying yang yuk", then he collects it and it is stored in register(#2).
7. If Willy touches a "special" flower, then he collects it and his running speed increases until he is damaged.
8. If Willy touches a "spring" flower, then he collects it and he can now jump higher until he suffers damage.
9. If Willy touches a "pepper" flower, then he collects it and he can now increase the strength of his attack, until he suffers damage.
10. If Willy touches a small skull, he suffers damage.
11. If Willy jumps on a small skull, then it is destroyed, and is stored in a register(#3).
12. If Willy touches a large skull, then he suffers damage.
13. If Willy jumps on a large skull, then it is destroyed and he is immediately awarded "invincibility" for a certain time. Invincibility allows Willy to defeat all enemies and suffer no damage.
14. If Willy touches a "stone block", it will be destroyed and a "Witch Doctor" will join with Willy.
15. If Willy touches more stone blocks while in possession of the Witch Doctor, then the Witch Doctor will increase in strength.

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