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7.1.4.....Level 4 Frostbite Cavern
7.1.5.....Level 5 Just in Slime
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7.2.1.....Level 6 Snow Crash
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7.4.4.....Level 19 Drip, Drip, Drip
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7.5.....Secret Level

8.00.....Colored Gems
9.00.....Extras

7.5.....Secret Level

10.00.....Copyright
11.00.....Thanks

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0.00 Version History ()
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- 2/21/09 1.0.10- Added times by ntropydude and jeffy!. Sorry for the big delay.
- 7/7/04 1.0.09- Reworded a part of Level 16 to make it easier to understand. Also added a new tip to the level. Decided to remove the "Final" label, as this guide seems to be updated every few weeks now anyway.
- 6/18/04 Final- Minor correction. I incorrectly named Snow Joe, Snow Job. Thanks to JARED LYNCH for the correction.
- 3/4/04 Final- Once more, I believed that the guide was finished, yet it was not. This time, however, all that was done was that I added a few new highscores, thanks to da prenz.

- 1/23/04 Final- Yet again, I believe that the guide is finished. This time I added my contributor name to the top, and updated the copyright notice, as well as deleted a few extra line breaks that MS Word put in a while ago, and made the Version History and FAQ sections look better. I also updated the copyright.
- 11/25-26/03 1.05- Spaced out and slightly reorganized the TOC. Also made the enemy list look better. Finally, got rid of some of the extra lines that Word inserted. Looks like I'll be using notepad from now on.
- 7/16/03 1.04- Added a tip in the red gem path, I was asked the same question a lot.
- 7/11/03 1.03- Minor, technical changes.
- 6/26/03 1.02- Added one best reader's time. Also, added the Thanks section, which I forgot last time.
- 6/25/03 1.01- Added best reader's time for all of the levels.
- 6/24/03 1.0- The walkthrough is complete for now.
- 6/22/03 .85- All of the basic walkthrough is done. Just need the gems. I am also working on relic times. I also need to continue the story.
- 6/19/03 .65- More then half of the walkthrough, and most of the enemies sections are complete. Most of the rest of it is finished. I still need to correct formatting differences between the sections that have come up.

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===== _/ =====
1.00              Introduction      ( )
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This is my walkthrough for Crash Bandicoot The Huge Adventure, for GBA. The most current version can always be found at www.gamefaqs.com. In its finished form, it shall be a complete and detailed guide for all aspects of the game. If you have any input, contact me at kenbarney@optonline.net, with Crash Bandicoot as the subject, or use the message boards at gamefaqs. All people who contribute will be given credit.

An interesting tidbit about the game. The N. in many of the bosses stands for Nintendo.

If you liked this walkthrough, you might like my other work. Find it at <http://www.gamefaqs.com/features/recognition/34422.html>

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===== _/ =====
2.00              Story            ( )
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As quoted from the instruction manual:

On board a mysterious space station and orbiting high above planet Earth, Cortex is putting the finishing touches on his latest and greatest achievement: A shrinking ray of global proportions, this diabolical tool will literally

allow him to minimize the planet to a size barely larger than a grapefruit! The Planetary Minimizer is linked to crystals and gems strategically placed in various locales around the world. When executed, the ray will effectively shrink EVERYTHING, even the Earth! It is a true work of genius, as evil as it may be.

Finally, the time has arrived, and he's done it! A massive bolt jolts across space in a blue arc, enveloping the planet and shrinking it to only a few yard across.

HAS CORTEX FINALLY WON?

As quoted from the game:

On a mysterious space station orbiting high above the earth...

Uka Uka: Cortex, remind me why I keep you around. You have failed me one too many times.

Cortex: Uka Uka! Forgive me... I've been wasting all these years trying to vanquish that brainless bandicoot! He is of no importance to us... We want to take over the world!

Uka Uka: I've heard it all before, little scientist! What is so different this time?

Cortex: Trust me Uka, I have a little plan to bring earth's puny inhabitants down to size...

Cortex: At last, my planetary minimizer is complete! Earthlings will bow to my superior intellect! Muahahahahaha! Finally, after all these years of abuse, the tables have turned! Who's the little guy now? I, Neo Cortex, am your ruler. You will look up to me! Hahaha! I have finally won! Now nothing can stop me, not even that little bandicoot!

Aku: Crash, Coco, the world needs your help. Cortex has shrunk our planet to the size of a grapefruit. We must stop him.

Coco: It looks as if Cortex is using the crystals to power his shrinking machine... Crash, if you can find the proper crystals from around the world, I think I can build a device to reverse the effects.

Aku: Good luck crash. You must find the crystals so we can put an end to Cortex's evil scheme.

Ending

Cortex: You fool! It will take me forever to fix this mess!

Coco: Super! You got all the crystals! Let's hope there's enough power in these to reverse Cortex's dirty work.

Aku: Crash, you've done well... But Cortex is still a threat to us, as his space station and planetary minimizer have not been destroyed. You must go back and retrieve the gems and relics from each location.

Final Ending

Cortex: You idiot! What have you done? You have destroyed the stabilizer crystals! The unrestrained power of the minimizer is highly unpredictable!

All enemies: Arrgh! Ahhh!!

Monster: What have you done to us?

Monster: You will pay little bandicoot!

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===== _/ =====
3.00                Controls  (_ )
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Warp room

- START.....Bring up/ Exit Load/Save menu
- RIGHT/LEFT.....Select Level Number
- UP/DOWN.....Select Warp room level
- A BUTTON.....Start Level Select (in Load/Save menu)
- B BUTTON.....Cancel (in Load/Save menu)

General in game

- START.....Pause game and bring up pause menu
- SELECT.....Bring up Status Panel with number of lives, Wumpa,
and Crates

Crash Bandicoot

Normal Moves

- CONTROL PAD.....Move
- A BUTTON.....Jump
- B BUTTON.....Spin
- A + R.....Body Slam
- DOWN or R.....Crouch
- CONTROL PAD + DOWN or R.....Slide
- DOWN or R + CONTROL PAD.....Crawl
- R + A.....High jump

Special Powers

- A + R.....Super Body Slam After 1st boss
- A + A.....Double Jump After 2nd boss
- R + A + A.....High Double Jump
- B(3).....Tornado Spin After 3rd boss
- A + A + B(3).....Super Spin Jump

you to die when he touches an enemy after you have stopped him.

In the green gem path, at the very beginning where there are 6 boxes hanging from the ceiling, there is a glitch where you will sometimes be stuck up there for a few seconds.

Sometimes you can touch a squid in an underwater level, and not die.

In the red gem path, use the bottom arrow to go up, then press left when you come down. Occasionally you might get stuck under the face-thingy in the wall.

Tips and Extra Help

You don't lose lives in bonus area's or some of the colored gem paths.

The game may make extra checkpoints for you, after you die 7 times with out hitting a checkpoint. It will also start you off with a mask after this time.

You can become invincible in a bonus area, but it wears off when you leave, or when the time runs out.

If you super-body slam to the side of a TNT or nitro box, you can detonate them while you are outside of its explosion. That works because your super-body slam has a greater range then the explosive boxes do.

If you are standing still just outside of an enemy's range, and Crash pulls out his Gameboy the enemy can detect you and attack.

FAQ

Q1. How many times do you need to die before you get a mask automatically?

A1. You need to die 7 times between hitting checkpoints.

Q2. I got all of the relics and gems but I am not at 100%. What gives?

A2. You need to get only gold or platinum relics or they don't count. Also, you don't need to beat the gold relic time, you can get it exactly.

Q3. What happened, I got three masks in an underwater level but nothing happened?

A3. In an underwater level, you can't become invincible.

Q4. I shot a balloon in the flying level, but didn't get the stuff in the box.

A4. You only get the contents of a box if you destroy the actual box, not the balloon. This is true for time boxes as well. You do get credit for destroying the box, though.

Q5. How could I return to a bonus platform when I died in the normal level?

A5. The game will count the bonus platform as a checkpoint, like in the first crash game. However, I do not count it as one.

Q6. The arrow box at _____ won't let me go far enough.

A6. If you press jump before you land on the arrow box, you can jump farther.

Q7. How do I get the second clear gem?

A7. To get the second clear gem, first you need to get the right colored gem. When you do this, the outline of a gem will turn solid. Jump on the

outline to go to the colored gem path. The clear gem is in there somewhere.

Q8. How do I get the outline of a gem to fill in?

A8. You need to get that colored gem, and it will fill up. See 0008 to find where all of the colored gems are.

Q9. Where do I get the colored gem from?

A9. Look at section 0008 to find it.

Q10. How do I get the nitro boxes?

A10. You need to hit the green ! box. Usually it is near the end of the level.

Q11. After the third checkpoint, in level 16, there is a wall too high for me to jump over. How do I get around it?

A11. To get over the wall, stand next to it, and crouch down. Then jump, and double jump at the top. This will give you enough height to clear the wall.

-From Philiwily90

Q12. Help me, I can't jump high enough.

A12. There are several ways that you can jump higher. One of them is to crouch first, by pressing the R button, then jump. It will make you jump one "block" higher. Also, if you are on an arrow box, press jump before you land on it, and hold it down, and you will go higher

-sandscorpion

Q13. How do you damage Cortex, the last boss?

A13. To damage him, dodge his shots until the platforms under the gems switch so you can stand on them. Do so, and wait until the targeter changes to solid red. Get down immediately, and Cortex will destroy the gem. Repeat this 2 more times, and you will win.

-Philiwily90

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5.00 Bestiary ()
=====

5.1 Enemies

Name: Abominable Snow Monster
See: Snow Monster

Name: Airplane
See: Fighter

Name: Armored Spike
Description: A blue covered half-sphere creature.
Difficulty: 8
Attacks: Sends spikes out to kill you.
Defeat: Any, but only when spikes are retracted.
Found in: Future Levels

Name: Blimp
Description: A giant, green blimp.
Difficulty: 5
Attacks: Shoots missiles at you.

Defeat: Shoot the N Cortex head in the center.
Found in: Flying levels

Name: Bird
Description: A purple bird that hovers in place.
Difficulty: 4
Attacks: Swoops down to ram into you.
Defeat: Spin or jump on it.
Found in: Earth levels

Name: Bomber
Description: An airplane carrying a large bomb.
Difficulty: 3
Attacks: Rams you with "the bomb."
Defeat: Shoot it, or dodge it.
Found in: Flying levels

Name: Crusher
Description: A giant log that comes down to crush you.
Difficulty: 5
Attacks: Falls down to crush Crash.
Defeat: Time your way past it.
Found in: Snow levels

Name: Eel (large)
Description: Large, green eel that lives in holes in the side of rocks.
Difficulty: 4
Attacks: Strikes out to bite you, they can reach MOST of the way across.
Defeat: Spin into it.
Found in: Underwater levels

Name: Electric Eel
Description: Small, green eel that will sometimes glow yellow with electricity.
Difficulty: 6
Attacks: Electrifies itself
Defeat: Spin into it when it is not electrified.
Found in: Under water levels

Name: Electric Fence
Description: Grey posts, and blue electricity
Difficulty: 5
Attacks: None
Defeat: Dodge it, hit it from the side, or be invincible.
Found in: Chase part of snow levels

Name: Electrified Robot
Description: A hunk of metal with an antenna at the top, and electrodes that come out of the side or top.
Difficulty: 7
Attacks: Electrodes may alternate between being up and down, or may stay in one position.
Defeat: Spin or slide it when the electrodes are up, and jump on it when they are down.
Found in: Future Levels

Name: Fighter
Description: An airplane that shoots you while you are in the flying levels.
Difficulty: 5
Attacks: Cannon

Defeat: Dodge its attacks and shoot it, or just wait until it passes.
Found in: Flying levels

Name: Flamethrower
Description: A suited person, hanging from a grating, that uses a flamethrower.
Difficulty: 3
Attacks: Flamethrower
Defeat: Run straight to it and spin, or wait until just after he has fired.
Found in: Sewer levels

Name: Frog
Description: A green, wart covered frog that jumps about.
Difficulty: 3
Attacks: None, but jumps around.
Defeat: Any, but spin works best.
Found in: Sewer levels

Name: Ice
Description: Not an enemy, but blue and slippery, can make you fall into a pit.
Difficulty: 7
Attacks: None
Defeat: Be careful.
Found in: Snow levels

Name: Jellyfish
Description: A purple jellyfish that bobs slowly up and down.
Difficulty: 4
Attacks: None
Defeat: Spin from the bottom only.
Found in: Underwater levels

Name: Landmine
Description: A landmine that is brown and red.
Difficulty: 7
Attacks: None
Defeat: Try to avoid it.
Found in: Chase section of Snow levels.
Other: They will not kill you, just slow you down so the snow monster can kill you.

Name: Laser
Description: An orange laser beam in the future levels.
Difficulty: 3
Attacks: None
Defeat: Dodge it.
Found in: Future levels

Name: Lizard
Description: Short and purple, crawls along the ground.
Difficulty: 1
Attacks: None
Defeat: Use any attack.
Found in: Earth levels

Name: Mine
Description: Floating yellow mine with red spikes.
Difficulty: 3

Attacks: Floats towards you.
Defeat: Invincible, so swim around it.
Found in: Underwater levels

Name: Mouse
Description: Small mouse that scurries about.
Difficulty: 1
Attacks: None
Defeat: Any attack
Found in: Sewer levels

Name: Penguin
Description: A small penguin.
Difficulty: 3
Attacks: Spins, which will make it temporarily invincible.
Defeat: Any, but don't slide when it is spinning.
Found in: Snow levels

Name: Penguin (Type 2)
Description: A penguin that slide along the ground.
Difficulty: 5
Attacks: None
Defeat: Dodge it.
Found in: Chase section of snow levels

Name: Polar Bear
Description: A white polar bear found in the snow levels.
Difficulty: 1
Attacks: None
Defeat: Any, use spin for fastest result.
Found in: Snow levels

Name: Puffer fish
Description: A small, red fish.
Difficulty: 4
Attacks: Inflates itself to become invincible.
Defeat: Spin it when it is deflated.
Found in: Underwater levels

Name: Rat
See: Mouse

Name: Scrubbing Bubbles
Description: Silver, sponge creature that moves back and forth.
Difficulty: 1
Attacks: None
Defeat: Any
Found in: Sewer levels.

Name: Seal
Description: A seal that slides along the ground
Difficulty: 2
Attacks: None
Defeat: Any
Found in: Snow levels
Other: They always attack in groups, coming one at a time as long as you are in a certain place. You will hear them before they come.

Name: Shark

Description: A shark, swims in a straight line.
Difficulty: 2
Attacks: None
Defeat: Spin into it.
Found in: Underwater levels.

Name: Shirt
See: Scrubbing Bubbles

Name: Snow monster
Description: A giant monster that chases you in the forward snow levels.
Difficulty: 3
Attacks: Runs into you.
Defeat: Keep ahead of it, use B to dash
Found in: Chase section of snow levels.

Name: Spike
Description: A small, grey creature that hangs upside down from a grating.
Difficulty: 4
Attacks: None
Defeat: Indestructible, use the invincible mask.
Found in: Sewer Levels

Name: Spiked Lizard
Description: A two-legged, green, lizard-like creature with a sharp rim around its head.
Difficulty: 6
Attacks: None
Defeat: Slide into the bottom of it.
Found in: Earth Levels.

Name: Spikes
Description: Grey spikes in a pit beneath you.
Difficulty: 2
Attacks: None
Defeat: Jump over them.
Found in: Earth levels.

Name: Squid
Description: A purple squid that darts about in a diamond shaped path.
Difficulty: 3
Attacks: None
Defeat: Spin it
Found in: Underwater levels

Name: UFO
Description: A blue UFO that floats overhead, with a pilot in it.
Difficulty: 3
Attacks: Lightning Zap below it.
Defeat: Jump on top of it.
Found in: Future Levels

Name: Venus Fly Trap
Description: Has a green stem and leaves, with a purple "head".
Difficulty: 3
Attacks: Strikes forward to bite you.
Defeat: Use any attack, but spin works best.
Found it: Earth levels.
Other: It will only attack forward, so you are safe behind it.

5.2 Bosses 0052

Boss 1 Dingodile

This is the first boss that you will face. It is a fairly easy fight. He will walk back and forth, shooting underwater missiles straight up at the ceiling. When it hits, a spike will fall. If either the spike or the missile hit you, it means the end of a life, and the start of a new one, if you can. If you touch him, then you will die, but if you touch his force field, then you will come out intact.

At the start, he will walk across the screen, and then he will shoot missiles. Try to stay in between his shots. When he shoots a missile straight up at the far left, he will just stand there, walking in place. The piece of rock will fall on him, and his force field will go down. He will shake himself, dumbfounded. This is the time for you to move in. Spin him, and then back off quickly.

Sharks will come from the sides and swim across. Attack any that get in your way. He will walk back and forth, and then shoot more missiles. This time make sure that you are either in front of, or behind where he is shooting, because the missile shots are closer together this time. When he is in the corner, again a spike will fall on him. Move in, and whack him again.

Again sharks will attack; so spin any that get in your way. His attack plan won't be any better this time, but the sharks have another idea. They will attack at the same time that he is shooting. Avoid the spikes and missiles, and spin the sharks if needed. You would think by now that he would realize how to dodge a falling spike, but he doesn't. When his force field goes down for the third time, spin his. It will be his doom. Swim to the power up that appears, and grab it. It is the super body slam (A + R). This will destroy nearby crates and enemies.

Boss 2 N. Gin

In all of the other games, N. Gin was the second to last boss, but in this game, he was moved up to the second boss. The idea is the same, though, as in the other games. You need to shoot all of his parts that are attacking you. When all are destroyed, N. Gin will blow up, and you will win.

After a few seconds, and a strange sound, N. Gin will attack. The first weapon that you should take out is the bottom one. Any one attack from it doesn't do much damage, but there are a lot of them, and they move quickly so you can't dodge them easily. It will only take about 7 hits. After that, try to shoot evenly on both of the side weapons. He will try to dodge your attacks by moving from side to side, and by coming closer, and going farther.

When any one of the side cannons are destroyed, the middle weapon at the top will start to fire. Each of the side cannons take 12 hits each. The top bomb layer takes 14 hits. When it opens, N. Gin will defend himself by traveling in a circle, and zooming in on you. When you win, you will earn the double-jump.

Boss 3 Tiny

Tiny, despite his name, is a huge, muscled creature. He hops on the platforms,

relentlessly chasing you. You need to spin him when he gets his spear stuck in the rocks. Periodically, some of the platforms that he jumps on will collapse.

The first thing you need to do is MOVE. Tiny is about to jump on you. After he jumps onto the platform that you were just on, he will jump three more times. You need to keep one platform ahead of him, and can not touch him. After the third jump, he will get is spear stuck in the rock. Use this time to spin him.

After you spin him, he will jump up into the trees. Leaves will fall down showing where he is as he moves to the leftmost platform. When he lands on it, it will collapse. After that, he will jump after you five more times. After the fifth jump, he will get his spear stuck again, so spin him.

He will hide in the trees again. When he falls down, it will be onto the top platform. He will chase you for five times, and again will loose control over him pitchfork. Spin him one final time, and the third power will appear. It is the Tornado Spin. Press the B BUTTON quickly and you will spin for a long time. You can use this to float across distant gaps and holes.

Boss 4 Neo Cortex -----

The final boss fight. As always, you are after N. Cortex. I think it is an easy fight. Cortex just shoots a laser at you, and you need to dodge it. When he powers up his shot, you need to move to a gem, which he will destroy, partially killing him.

In the first stage, Cortex will shoot many laser pulses across the screen, at the bottom, from right to left. Just jump over it. Then it will go from left to right, at medium height. Duck under it, or high-jump over it. When he reaches the other side, he will track you, and charge the laser. The platforms at the top are now level, so stand on one of them. You will hear the laser charging. As soon as it turns red, MOVE. He will miss you, and instead destroy a gem. If you miss the gem, then he will restart this stage.

In the second stage, Cortex will shoot again from right to left. This time he will alternate between medium and low height. Jump over it when it reaches you. Repeat when he goes from left to right. When he is finished, stand in front of the second gem. He will destroy it.

In the third stage, Cortex's shots will alternate between low, medium, and very high. The easiest way around this problem is to stand at the far left side, and crouch. When he shoots very high just to the right, double-jump, and super-spin. All of the shots will go under you, then he will start going back. When he is finished, yet again, go to the final gem. Stand in front of it, and Cortex will let loose, killing himself, or so it seems. Run to the power-up, and it will reveal itself to be Turbo Run. Hold the L BUTTON to run very quickly.

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6.00 Items and Boxes ()
=====

----- 6.1 Items -----

Wumpa Fruit- A fruit that is found almost everywhere. It will often times show

you which way you need to go to avoid an obstacle. Collect 100 of them to get a 1-up.

Aku Aku Mask- A mask found in some ? boxes and in mask boxes. The first two will give you one hit point each. Collect a third to become temporarily invincible.

1 Up- An image of Crash. Collect them in ? and Crash boxes. They will give you an extra life.

Crystal- You need to collect one in each level to earn your way through the game.

Gem- You can get these by breaking all of the boxes in a level, or by other special means. They are needed to beat the game with 100%.

Relic- There are 3 varieties. All are gotten by beating a certain time for each level. The easiest to get is sapphire, followed by gold, then platinum, the hardest.

Balloon- A balloon holding up boxes in the flying levels. Shoot it, and the box will fall, but you won't get credit for what was inside.

Clock- A floating clock found in the beginning of each level after you have collected its crystal. Get it to activate time trial mode, and thus be able to earn a relic.

6.2 Boxes

Crate- A normal crate. They will have a random amount of fruit in them. They are often used to reach other, higher levels.

Spring Box- A box that can be jumped on 5 times to earn 10 fruit in total. They are often found in pairs. Sometimes they are used to reach otherwise unavailable areas. If you spin it, you will get nothing.

Mystery Crate- A mystery crate may have either a one-up, or a random amount of fruit in it. In addition, in the bonus levels it might contain an Aku Aku mask.

Aku Aku-Crate- Break it open to earn a single Aku Aku mask.

Checkpoint Crate- Break this crate, and you will start from the most recent one that you destroyed when you die, instead of the beginning of the level.

Crash Crate- Destroy it to get an extra life. Incredible.

Slot box- A box that will switch between having different items in it. Usually it will have a one-up, a blank, and a ?. It will also sometimes have an Aku Aku mask. If it has a TNT in the sequence, then it will always need to be timed to detonate with that. If you wait too long, it will start switching faster and faster, and then turn into a steel crate.

Outline Box- A partially formed box. Hit a ! box to fill it in.

Steel Switch box. A box with a ! on the side. Hit it to fill in the outline boxes.

Nitro Crate- A very volatile explosive. If you touch it, even slightly, it will go off, killing everything around it.

Nitro Switch Box- A crate found at the end of the level. It will destroy all of the nitro boxes in the level, including those in the bonus area.

Bouncy Crate- Jump on it to reach a higher level. Don't forget to destroy it when you are finished.

Steel Arrow Box- Use it like the Arrow Crate, to reach a higher area. It is indestructible.

Iron Crate- A normal wooden crate, reinforced with iron bars. Use a body slam to open it. It can also be destroyed by making it fall on your hard-head.

Steel Crate- A completely indestructible, solid-steel crate. Made in the USA. Like the other steel crates, you do not need to destroy it to get all of the boxes in a level. However, if a slot box turned into one of these, then it will count against your score. They are usually used to reach other, distant areas. If one of these falls on you, you will die.

Health Box- These are found only in the flying levels. Destroy it, not the balloon holding it, and you will gain back 20% of your health.

Time Box- Found only in Time Trial mode, use these to pause the clock for the number of seconds indicated on the side. They are available in three flavors, one, two, and three second pauses.

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===== _/ =====  
7.00 Walkthrough (_)  
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=====  
7.1 Warp room 1  
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-----  
7.1.1 Level 1 Jungle Jam  
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Sapphire Relic: 0:35:50 My best time: 0:21:50  
Gold Relic: 0:27:50  
Platinum Relic: 00:23:30 Best reader's time: 0:22:90- Crocomire  
0:19:60- Josher1212  
0:18:10- ntropydude  
0:17:50- jeffy!
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== - - - - - ==  
Checkpoint Check  
== - - - - - ==
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```
First 8 boxes Second 29 boxes Bonus Area 16 boxes End 42 boxes
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Go right and smash the first 2 boxes. Jump on the next one if you want the fruit. Go right and spin the lizard. Continue going right, and spin the flower. Hit the Checkpoint, and you should have 8 boxes. Go right and jump on the ? platform.

one-up box, then use the elevator to go right. Jump on the TNT, and go right to kill another bird. Use the pile of boxes that you will encounter to get the Crash box at the top.

RED GEM PATH

If you have the red gem, and are going for the level's second clear gem, then fall down the hole to the right, and go left. Kill the lizard, then jump on the platform. Go left, and jump from one steel box to another. Then, from solid ground, jump to an arrow box, then another, until you reach the red gem.

Go right, and kill the plant. Ride the elevator down, then the next one to the arrow. Jump right, when the platform is there, then continue right. Kill the dart blower, and get the gem that he is guarding. Go back to the arrow, and use it to go up to the platform at the left when it down. Jump on the next arrow, then use the platform to go right. When you land on the platform, get ready to jump to the next one, and slide the spiked lizard when it is safe. Take out the bird, and the next spiked lizard. Ride the platform, and follow the fruit to an arrow. Use the arrows and platforms to go right. Take out the plants, then go down. Jump over the dart, then take down its source.

Ride the next platform, and take out another dart blower and plants. Slide into another spiked lizard, then double-jump onto a platform. Take the arrows up, and to the exit. For you to reach the third arrow, you need to hold the jump button down when you bounce on the second one. This will make you jump higher. Double jump with this, and you can make it. Now you need to backtrack to the entrance of the hole that you used to get into this area. Do so, and join the normal level, in progress.

NORMAL LEVEL

If you don't have the red gem, or don't want to go that way, go right instead. Hit the checkpoint for 68 boxes. Get the mask to the right, then ride the platform right. Get the crystal hovering over the steel crate. Then continue right. On the platform that moves up and down, there is a box at the top. Destroy it. Go right, riding on more platforms, until you reach the end and a gem.

TIME TRIAL

Take out the boxes and the plant, the hit the clock. Go right, and jump onto the 1 second box. Double jump off of it onto the platform right. Use the arrow boxes to get another time box, and to get to the right. Press right when you fall into the pit, and you will bounce on the box and over the other obstacles. When you get to the elevator, duck, and double jump as soon as you can reach the arrow box.

Get the mask at the pile of boxes, and the 1 second box there. Go right, and jump from one elevator to the next one as quickly as you can. Plow your way through the boxes. When you reach the elevator that moves up and down, jump as high as you need to in order to get the 1 second box at the top. Take the elevators left, super spin jumping to get across quickly.

7.1.4 Level 4 Frostbite Cavern

Sapphire Relic: 1:31:70 My best time: 1:01:60
Gold Relic: 1:17:10
Platinum Relic: 1:06:00 Best reader's time: 1:01:10- Crocomire

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Checkpoint Check
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First 11 boxes Second 39 boxes Third 77 boxes Bonus 22 boxes
 End 114 boxes

Go right, and jump over the nitro. Counter the penguin's spin with one of your own. Grab the box, and jump over the next nitro. Jump between the two bounce boxes for 20 fruit. Be careful when sliding on the ice to the right. Grab the mask and kill the seal to the right. Fall down into a chase section. You will be chased by a giant snow monster. He will crush anything in his path. If you miss a box, then he will get it if it is in front of him. He will always be just behind you, so stand about in front of the box and he will destroy it.

Stay to the right at first. Smash through the boxes, and you will get a mask. After that, stay to the center to avoid a penguin. Follow the fruit, to the right, to dodge an electric fence. Don't want "Criminal Crash Caught by Cataclysmic Catalyzing Electric Fence" to happen, not do we. After some boxes and mines, go to the left, right, left. Then stay in the middle. Run into the second checkpoint. Go to the right, then left after the stack of nitro. Stay in the middle after that. When you get to a wall of nitro, jump over it, slightly to the right, and you will get a one-up. If you miss it, then big guy can still destroy it for you. Stay in the center, and you will reach the end of this section.

You will fall, and land on the third checkpoint box. Go right, and jump over the nitro on ice. Jump right, spin the penguin, and still yourself on the ice. Jump onto the mask, if you want it, and then jump right. Carefully jump over the nitro box, and onto dry snow. Get the crystal. As you go right, you will be attacked by seals. It is your job to seal the fate of the seal. Kill it, or them, and keep going. Hop on the Bonus platform.

BONUS AREA

Go right, and jump onto the arrow to get a bouncy box. You can just make it to the platform if you press right, but can get farther if you press jump just before you land, and hold it as you bounce on the box. Time your jump on the switching box so you will hit it when it changes to a Crash face, and use it to get the box above. If you wait to long, it will become a steel box, which will keep you from earning the gem. Go right, and jump on the TNT. Get the one-up box, and quickly go right.

Don't hit the ! box yet. Destroy the bouncy box, then hit it. Use, and abuse the arrow box, then abandon it (get the normal box above, destroy the arrow box, and leave the bonus area.)

NORMAL LEVEL

Jump right, and over the nitro box, then hit the nitro !. Jump right, and kill the seals that attack. End the level with a gem.

TIME TRIAL

Take out the penguin, then come back for the clock. Use speed shoes whenever

+ A) to get in between the bouncy boxes to destroy them. Jump on the TNT boxes to the right. To get under the small gap, press RIGHT (optional) then press R. Press RIGHT to keep moving. Hit the first checkpoint. Go right, and slide under the pipe, being sure not to hit the mouse when your slide runs out. Go right, and jump over the first nitro box. Stand to the side of the nitro's and jump and spin to destroy the box hovering above. Then jump over them. Go right, destroying boxes and enemies.

Jump carefully over the two nitro's. Slide under the pipes, and don't stand up where the nitro is. We will come back for the box above it. Get the timer box in the middle of the nitro's before time runs out. Spin the boxes and get to checkpoint two. Go right, again destroying more boxes and enemies until you reach the nitro !. Get the one-up box if you want it, or just hit the !. Backtrack to the pipes, and get the two boxes there.

Go right, smashing through boxes and enemies until you come to a timer box and TNT boxes. Jump over the stack, and smash the normal box to the right. Then spin the timer box. Use the stack of boxes to the right to reach the Crash box in the air (how is this thing kept suspended?). Go right until you reach the third checkpoint. Continue going right. When you reach the boxes suspended above you, use the high jump (for a final time R + A) to reach the highest ones. Grab the crystal to the right in a shower of purple sparks. Slide under the low hanging platform and go to the end of the level.

TIME TRIAL

Destroy the two boxes in front of you, and hit the clock. You should be able to keep the speed shoes on (L) for nearly all of the level. Go right, and jump over the stack of boxes. Smash the 2 second one at the end. Continue going right. Slide under the low hanging box, and jump over the TNT. When you reach the pipes, wait half a second, then slide under and you will take out the mouse. Get the three second box (duh). Spin and jump over boxes and enemies. When you reach the pipes, you will get a mask. If you want to kill some time, use it to hit the second nitro box so you can slide. It will shave a second or two off of your time. This is yet another thing that I discovered accidentally, through my many mistakes.

Continue to go right, and double jump over the TNT box, and get the mask. Continue to go right, and jump over obstacles, and get time boxes. When you reach the grey platforms, you can just make it with a normal jump from one to the next. You will reach the end with, hopefully, plenty of time to spare.

7.1.6 Boss 1 Dingodile

This is the first boss that you will face. It is a fairly easy fight. He will walk back and forth, shooting underwater missiles straight up at the ceiling. When it hits, a spike will fall. If either the spike or the missile hit you, it means the end of a life, and the start of a new one, if you can. If you touch him, then you will die, but if you touch his force field, then you will come out intact.

At the start, he will walk across the screen, and then he will shoot missiles. Try to stay in between his shots. When he shoots a missile straight up at the far left, he will just stand there, walking in place. The piece of rock will fall on him, and his force field will go down. He will shake himself, dumbfounded. This is the time for you to move in. Spin him, and then back off quickly.

super Crash crunching killer of the section. Grab the gem, and exit. You will drop down, and continue the level until it ends.

NORMAL LEVEL

Kill the penguin if you need to, and continue right. When you reach the snow, you will see a wooden pole that crashes into the ground. If you hit it, it will be crushed Crash. Carefully go past them, and jump to the arrow box. Hold the jump button to reach the bouncy box at the top. Go right and fall down the hole.

Run into the checkpoint for 14 boxes. Quickly go right to get 4 more boxes, then go to the id left and run over the speed pad. Go right, left, then center. Jump over the penguin, then get more boxes. Stay in the center, getting more boxes, until you reach the second checkpoint. Get more boxes, and speed some (B) in order to prevent the hulking Crash killer behind you from catching up. Jump over the three row of landmines, and stay in the center.

Dodge the penguins, then speed for a second time. Speed some more to avoid tall, light, and ugly behind you. Go past the electric fences, and speed some more, staying just to the right of center. Then go to the middle, then quickly right.

Fall on the third checkpoint. Go right and carefully doge the crunchers again. Jump on the bouncy boxes that are partially hidden behind the ice. Bouncy, bouncy, bouncy. Jump onto the stack of boxes, and body slam (A + R) them, to shatter them into thousands of pieces. Jump right, and onto the bonus platform.

BONUS

Go right, then left. Carefully jump The Path of the Fruit, and onto the bouncy box. When it breaks, follow the fruit trail. When you reach the platform with the TNT on it, activate it, then jump to the arrow box at the left. Carefully jump exactly in the middle of the ! Nitro to safely detonate all of the Nitro's. Go right, and down. Jump exactly where the fruit is, then body slam the stack. Exit.

NORMAL

Go right, and up to the arrow boxes. Use them to go right. Snatch the crystal, and exit with a shiny new gem.

TIME TRIAL

Take out the penguin, and the group of four boxes, then go back and hit the clock. Sprint forward, and jump the gap. Double-jump right, and hit the box that gets in your way. Jump over the TNT box, and spin the mask, then plow your way right. Slide quickly on the ice, and jump and spin past the penguins. Dart past the crunchers before they go down, then take the arrow right in one bounce.

Fall down the hole, and keep the dash button down the entire time, or when it is easy if you are not going for a good relic. Take the speed pad at the level, then stay in the center to avoid some obstacles, and get another speed pad. Stay in the center, and jump over the penguins. Continue in the center, and jump over more penguins that just barely get in the way sometimes. Continue going again, for a while, then jump over several rows of mines. After that, jump over some penguins, then more penguins. Go slightly right to avoid a mine, then go all of the way right, so you aren't electrified.

set of pipes, then go right, yet again, at the bottom. End the level, or super jump right for the green gem path, if you have it.

TIME TRIAL

Go right, spinning enemies, and jumping over TNT boxes. Get the mask, and hop onto the grating. Spin as you go forward and off so you don't bounce slowly off of the mouse. When you get to the flamethrower, charge him and spin before he can let loose with a flame burst. At the next grating, jump over the mouse, then go down. Stay at the bottom until you reach the nitro. If you have a mask, run into the spike to save time. If you have a second mask, run into the second spike to save more time. Jump on the TNT if you need to, then jump on the next one for a time box. Keep going right. Slide under the pipes almost immediately to take out the fat. Keep at the right until you reach the end.

GREEN GEM PATH

Destroy the frog, and take out all of the boxes above. There is a glitch where you will sometimes be stuck up there for a few seconds. Spin the scrubbing bubbles, then hop onto the grating. Get the box, spin the flamethrower, and get down. Wait for the spike to pass, then go forward and get the boxes. Wait for the next spike to be all of the way to the left before jumping, then sliding the boxes out. Be sure to stay out of the range of the flamethrower, then kill it.

Go back to the left, and make sure to not touch the spike. Walk slightly off of the edge, and you will land on an arrow box. From there go a bit more then slightly right (two box widths), and you will land on a bouncy box. Shatter it, and go right. Jump on a TNT box, and the slot box, then go right more. Jump on all of the bouncy boxes, then the normal ones, and then grab the grating. To get the box in the air, when the spike is to the right, let go, and push forward. You will land on the boxes.

Hop onto the platform to the right, then hit the !. Get the boxes that appear, then hop onto the grating when the spike is right. Slide underneath the spike, and takeout the bubble creature. Get the boxes, then double-jump over the slime. Take out the top box by spinning. Use the TNT to take out the iron box, and any of the other boxes in range that you don't want, then bounce on the boxes to go right. Make sure not to bounce on the bouncy box when a spike is above. When it has passed to the left, grab onto the grating, and go right. Let go, and let the next spike pass, then hop right, onto the platform.

Get the boxes, and go right. Spin the flamethrower when it is safe, then get on the grating, and go right. Let the spike pass, then run up to another flamethrower, and spin him after his flame is extinguished. Hop on the arrow box, and get the gem floating above it. Spin out the arrow box, and two enemies. Go right, and be prepared to spin a frog into oblivion. Continue right, and exit the area. Then exit the level with two new gems.

TIME TRIAL

Take out the bubble creature then get the clock. Go right, jump over the mouse, and repeat for several stacks of TNT. Go right more, get the mask, then hop onto the grating. Get the 2 second box, then spin as you get down so you can take out the mouse. Jump right, then get onto a second grating. Spin the flamethrower, and get off. Go right, spinning enemies, and get the second mask. Don't jump up and grab the grating. Instead, walk along the bottom, and take out a mouse as you go. Hop onto the grating when you need to, and go past the spike, and over the iron boxes.

checkpoint. Slide the supped-up super lizard out, and ride, guess-what, even more elevator platforms. Duck under the stack of nitro's. Go right, and get the mask. Ride more elevators, and get the ! box below. Jump up back onto the platform, or it will knock you off on the return trip. Hit the second checkpoint, and go right, and up. When you reach the stack of TNT and iron boxes, jump on the TNT, then back off. Body-slam the rest of the boxes, then slide the forked lizards. Jump up, then get the nitro!. If you aren't going for the blue gem, then go right, and onto the bonus platform.

BLUE GEM

If you aren't going for the blue gem, then skip this section. If you are, then stand on the nitro !. Stand all of the way to the right, then slide, double-jump, super-spin left. You will land on a platform of three iron boxes. Repeat this and you will land on two steel boxes. Repeat again, and you will land on two more boxes. You can now see an arrow box all of the way to the left. Slide-jump to it, and bounce up to get the blue gem. Now go right, and up the platforms. Go right more, and onto the bonus platform.

BONUS LEVEL

Go right, and jump on the boxes. High jump onto the iron boxes, and when a platform is blow, body slam them. Go right, and destroy all of the boxes. Jump on each of more boxes, then get the 1-up. Slide jump right. Time your jump on the TNT so you can land on the getaway platform when it arrives, before the TNT blows. Go right, and exit.

NORMAL

Go right, and take out the stack of boxes. Ride the platforms down and right. Take out more boxes, and nab the crystal. Continue right, and you will reach a sliver gem, and the end of the level.

TIME TRIAL

Go right, and take out the box. Wait until the platform is just at the bottom and walk back to the clock. Hit it, and dash to the rising platform. Double-jump over the stack with a TNT box, then single jump and spin through the stack with an iron box in it. Slide-super jump at the edge of the platform, then jump and spin through the 2 second box. Go right, and ride the platform. Get off of the second platform as soon as you can reach the edge of the cliff. Stand just to the right of the pile of two boxes with the iron box in it, and slide-super jump as far as you can. With a little luck, you will land on a platform. From there, super-jump right.

Kill enemies, and jump over the TNT and nitro. Jump over the lizard while getting the mask, and go right, onto the platforms. You need to get the ! box, so do so. Double jump over the stack with TNT, and spinout the 3 second box. Jump up to the platform with the TNT and iron stack. Double-jump over it, and continue. Slide the lizards out, and go up. Double jump over the stack of nitro and, yet again, go right. Ignore the platform, and slide-super jump right. Do that a second time. Jump on the TNT, and when it detonates, it will give you a 2 second box. Double jump right, then go right more. Continue right to the end.

7.2.6 Boss 2 N. Gin

In all of the other games, N. Gin was the second to last boss, but in this

two turning platforms, and continue. Take out the switch box, and the trinity of armor. As you jump right, and land, you will notice the floor move below you. Sometimes this is helpful, like now, but most of the time it will get in the way, so be careful. Body-slam the boxes and go right. Carefully take out the slot box without disturbing the TNT. Then disturb the TNT in a better way. Hit the second checkpoint for 36 boxes.

Go right, and you will notice fruit going down. You need the super spin to do this so come back later when you have it. Is it later yet? If so read on. If not skip to the normal section.

YELLOW GEM PATH.

Go down the hole, while super-spinning right. If you are lucky, then you will land on a steel platform. If not, then, well let's not go there. From the steel platform, jump on an !. Then double-jump, super-spin right, onto another steel box. Repeat. Then double-jump onto a spinning platform, then another. Jump onto another steel box, then onto a normal platform. Hop onto the yellow gem.

Here you are riding a quickly moving hover bike. You need to dodge the nitro and lasers, while getting all of the boxes. This is more of a mastery of timing, and experiencing what is coming up, so I will not go into much detail on this part. There are 2 masks, and a 1-up. When you reach the end, there will be a gem at the bottom. Grab it before the opportunity passes, then the end will happen automatically. You will be back at the yellow gem.

Jump on the boxes right, then use the arrow to propel yourself onto the platform when it is level. You will need to backtrack, but above, not below, in order to get all of the boxes. Jump over a laser as you are doing so. When you jump over the next one, be sure to time it so you don't land on the spikes when it is open. Double-jump over the nitro, then take out the UFO. Continue to go right, and you will see where you went down. Now you are ready to join the normal section below. However, you need to ignore the enemies, until you get to where you came up.

NORMAL

Take out the armored spike, then go right. Now the floors are hindering, aren't they. It WILL get much worse later. Hahahahaha. Sorry, lost it there for a second. Double jump over the nitro boxes, and later over the lasers. Go right, and get the 1-up if you want it. If not, then just detonate the TNT. Hit the third checkpoint and continue. Carefully take out the enemies with out getting killed until you reach the bonus platform.

BONUS AREA

Go right, and high-double jump over the TNT(press crouch first). Grab the 1-up, then go back using another super jump, and hit the TNT. Continue right, using the box to get across the gap, then smash more boxes. Destroy the row of bouncy boxes, and super high jump to get the ? box above where the left one was. Double-double bouncy right and take out boxes until you reach the mask. Get it and take out more boxes. Let the TNT blow up, then exit the bonus area.

NORMAL

Continue right. Time your jump across the gap so you will land on the spinning platforms when they are up, instead of when they are sideways. Don't forget to get the crystal above the arrow box. Go right until you reach the four steel boxes. Double-jump on top of them, and jump right, you might land on the nitro

First: 8 boxes second: 70 boxes third: 80 boxes bonus: 47 boxes
end: 113 boxes

Go right and take out the saucer, then the boxes. Jump over the laser. Bounce down on the three boxes, then approach the green, spinning thing. Run onto it, and hold right. It will propel you high into the air and over the stack of nitro to the right. Double-jump right, and ride the flat escalators. Take out the enemies, and hit the first checkpoint. Ride more of the spinners, and you will see an electrified robot. Jump on it when the electrodes are down, or spin or slide it when they are up. Do the same to the one on the other side of the laser. Continue past the TNT, and take out the next robot, which may stay in the same position. Go into the bonus area.

BONUS AREA

Spin through the boxes, then slide underneath the metal ones to get more of them. High double-jump to get on top of the five high stack. Do the same to get the 1-up, and continue right. When you get to the platform with a box below it, spin the bottom box, (the one on top of it) and let the TNT take care of it. Continue right, and carefully jump over the arrow. If you land on it, you will be propelled into nitro. Definitely not a good thing. Smash through the boxes, then hit only the bottom !. Get the box, then hit the top !. Smash through the boxes, then carefully get the ones that are suspended over air. Just to the left of the iron boxes, there is a floor with a box at the bottom, not a pit like it looks at first. Get the box there, then body-slam the iron crates and leave the area.

NORMAL LEVEL

Go up, then right. Time it when you kill the energetic electric robot, then body-slam through the first platform. Kill the next enemy when it is encased, and body-slam again. Time this robot, and body-slam a third and final time. Go right and hit the second checkpoint. Go right, and double-jump over the nitro, and continue to hit right, or you will be driven into them. Carefully jump onto the timed platforms, and go right again. Knock the bottom box from the stack, and the TNT will take care of most of the rest. Destroy the one remaining box with a body-slam, despite what I said before about it being the last one. Go right, and slide under the laser so you can take out the armored spike below it when the spikes are retracted.

Go right, and hit the third checkpoint. High double-jump up. A high double-jump is when you crouch down, using the R button, then do a regular double-jump. Doing this will allow you to jump higher than a regular double-jump. After getting to the top of the wall, go left. Spin the spike away when it is safe, and get the box above using another high double-jump. Go right, and jump over the nitro. Jump over the next nitro when the spikes to the right are retracted.

RED GEM

If you aren't going for the red gem then skip ahead to where you hit the nitro !. If you are going for the red gem, then drop down at the very left of the pit where the nitro ! box is. You will fall onto an arrow. Bounce with it to the arrow next to it, then follow the fruit right. Double-jump right, and land on a steel box. Time your jumps on the spinning platforms so you can get across safely. Go right more, and grab the red gem. Now go back to the pit that you fell into in order to get here.

Go right, and double-jump over the nitro stacks. Take out the robot, and continue. Jump over the laser, and take out the UFO. Go right, and get another mask. Carefully jump over two lasers, while not hitting the one in between and above them. Double-jump right, and take out another UFO. Jump onto the rotating platform when it is safe, then hit the first checkpoint.

Take out the enemies, then use the arrows to go up. Get past another robot, and keep going. Take out two groups of TNT, and fall down the hole. Slide right, and KEEP down, lest you be victim of another nitroglycerin accident. Dart past the piston, and slide. Again, jump on the platform when it is time, and repeat until you reach solid ground again. Take out the enemies when it is safe, and jump over the lasers. Continue. Take out more TNT and enemies, and you will reach an arrow. Keep jumping up and down until the timing is right to go onto the platform to the right. Jump right, and take out the armored spike, if you can. Hit the second checkpoint.

Use the floater to cross over the armor, and slide under the low-hanging ceiling. Go past the piston, and slide again. Notice the 1-up above the nitro. We'll be back, o yes we will. Fall down, but don't shatter any of the bouncy boxes. Go past the pistons, and super-spin right. Continue right, and hit the third checkpoint. Stand as far to the right as you can, while being left of the iron and steel boxes. Body-slam, and you will take out the TNT without making one of Crash's lives commit suicide. Get the 1 remaining box, and go right. Take the arrows up, and you will see the next checkpoint. Don't get it yet. If you are going for the yellow gem, then read-on. If not, then skip ahead.

YELLOW GEM

Stand at the very left edge of the platform, and you can see a platform spinning near the top of the screen. As soon as it turns red, jump over the checkpoint, and onto the spinner. Push left for the entire time you are in the air, and you will land on the platform when it is green. Quickly jump to the box to the right. From there, jump to an arrow. When you are on the arrow, hold jump to go as high as possible, and double-jump super-spin left. From that platform, slide-jump left, and you will get the yellow gem. Now go right, on the ground, until you reach the arrows. Stand next to the checkpoint, but don't get it yet.

NORMAL LEVEL

Instead of getting the checkpoint, wait for the spikes to the right to go out, then ride the spinning platform. By the time you land, the spikes will have retracted. Go right, and slide under the low ceilings, and jump over the lasers. Hop on the bonus track.

BONUS AREA

Get the boxes, and continue right. Get the 1-up, then detonate the TNT. Hit the next TNT, and it will activate a ! box. Jump right, and land exactly on the TNT. After that, go right. Jump over the nitro. Let the fruit be your guide, and jump. Go right, and take out the bouncy boxes. Slide-super-spin jump over the nitro. Take out the boxes, and jump over the exit platform. Get the nitro ! in the pit, then exit.

NORMAL LEVEL (BOX GEM)

If you are going for the box gem, then read on, if you aren't going for it, then skip this paragraph. Backtrack past the lasers, and go up. Continue past the checkpoint, which should still be there hole. Go left, to the platforms

that move. Double-jump, super-spin left, then carefully go past the pistons. Climb up using the bouncy boxes. Get the life-up, then go down, and shatter the bouncy boxes. Make sure not to fall off of the edge to the left. Go forward, past the pistons, and double-jump, super-spin right again. Go past the used up checkpoint, and use the arrows to reach another one. Hit it. Proceed right, back past the lasers, to where the bonus platform was.

NORMAL LEVEL

Go slightly forward when you drop down, or you will fall in a pit. Jump over the laser, and destroy the bouncy box. Shatter the UFO, and jump over another laser. Jump to the next platform when it is level, then jump between the lasers to get the crystal. Jump to the next platform only when the spikes are retracted. Go right and exit, maybe with a gem.

TIME TRIAL

Destroy two boxes, then hit the clock. Now it is safe to get the mask. Spin through the 1 second box, then go right. Double-jump over the nitro, then jump over the robot. Spin through the UFO, then get the box with the mask. Navigate through the lasers, then go right. You can just make it past the platform before it turns. Double-jump over the armored spike, and onto the middle arrow. Slide out the robot, and go through the UFO. Bounce over the armor, and fall down. Slide, and use up a mask on the nitro to save several seconds. Go past the piston, then ignore the 1 second box. In the time it takes you to get it, you will miss your opportunity at the platform.

Ride the first platforms, then use the arrow to quickly go right. Take out the enemies as needed, and continue right. Use the super-spinner to go over the armored spike, then slide right. Again, use a mask on nitro, then go down. Go past the pistons, and continue right. Super-spin-jump right. Do that again while standing on TNT to get across the nitro. Use the spinner to go over the nitro, then continue right. Jump over each of the lasers. Carefully jump over the lasers, and to the platform when it is safe. Continue to the end.

7.4.6 Boss 4 Neo Cortex

The final boss fight. As always, you are after N. Cortex. I think it is an easy fight. Cortex just shoots a laser at you, and you need to dodge it. When he powers up his shot, you need to move to a gem, which he will destroy, partially killing him.

In the first stage, Cortex will shoot many laser pulses across the screen, at the bottom, from right to left. Just jump over it. Then it will go from left to right, at medium height. Duck under it, or high-jump over it. When he reaches the other side, he will track you, and charge the laser. The platforms at the top are now level, so stand on one of them. You will hear the laser charging. As soon as it turns red, MOVE. He will miss you, and instead destroy a gem. If you miss the gem, then he will restart this stage.

In the second stage, Cortex will shoot again from right to left. This time he will alternate between medium and low height. Jump over it when it reaches you. Repeat when he goes from left to right. When he is finished, stand in front of the second gem. He will destroy it.

In the third stage, Cortex's shots will alternate between low, medium, and very high. The easiest way around this problem is to stand at the far left side, and crouch. When he shoots very high just to the right, double-jump, and

super-spin. All of the shots will go under you, then he will start going back. When he is finished, yet again, go to the final gem. Stand in front of it, and Cortex will let loose, killing himself, or so it seems. Run to the power-up, and it will reveal itself to be Turbo Run. Hold the L BUTTON to run very quickly.

=====
8.00 Colored Gems ()
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BLUE GEM

The blue gem is found in Level 10, Ruined. To get to it, from the start of the level, go right, and slide the spiked lizard out. Go up, and right. Ride the elevators, then jump through the stack. Ride more elevators to the first checkpoint. Slide the supped-up super lizard out, and ride, guess-what, even more elevator platforms. Duck under the stack of nitro's. Go right, and get the mask. Ride more elevators, and get the ! box below. Jump up back onto the platform, or it will knock you off on the return trip. Hit the second checkpoint, and go right, and up. When you reach the stack of TNT and iron boxes, jump on the TNT, then back off. Body-slam the rest of the boxes, then slide the forked lizards. Jump up, then get the nitro!. If you aren't going for the blue gem, then go right, and onto the bonus platform.

Stand on the nitro !. Stand all of the way to the right, then slide, double-jump, super-spin left. You will land on a platform of three iron boxes. Repeat this and you will land on two steel boxes. Repeat again, and you will land on two more boxes. You can now see an arrow box all of the way to the left. Slide-jump to it, and bounce up to get the blue gem. Now go right, and up the platforms. Go right more, and onto the bonus platform.

GREEN GEM

To get the green gem, follow the walkthrough at 7.3.3 Level 13 Sunken City. Basically, you need to go through the level until you reach a ! box. Once you hit it, you need to backtrack all of the way to the beginning of the level. Touch the TNT to open a path, then go in and grab the gem. Follow the rest of the level to the end.

RED GEM

To get the red gem, follow the walkthrough at 7.4.1 Level 16 Star To Finish until you reach the nitro !. Drop down at the very left of the pit where the nitro ! box is. You will fall onto an arrow. Bounce with it to the arrow next to it, then follow the fruit right. Double-jump right, and land on a steel box. Time your jumps on the spinning platforms so you can get across safely. Go right more, and grab the red gem. Now go back to the pit that you fell into in order to get here.

YELLOW GEM

Follow the walkthrough at 7.4.5 Final Countdown until you reach a checkpoint next to a spinning platform. It is next to a double-stack of nitros, and the edge of a platform.

Stand at the very left edge of the platform, and you can see a platform

spinning near the top of the screen. As soon as it turns red, jump over the checkpoint, and onto the spinner. Push left for the entire time you are in the air, and you will land on the platform when it is green. Quickly jump to the box to the right. From there, jump to an arrow. When you are on the arrow, hold jump to go as high as possible, and double-jump super-spin left. From that platform, slide-jump left, and you will get the yellow gem. Now go right, on the ground, until you reach the arrows. Stand next to the checkpoint, but don't get it yet.

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9.00 Extras ()
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7.5 Secret Level

Once you beat the game with 100%, and defeat Cortex again, all of the bosses on the space station will fuse into one monster. After that, a new level will begin. It is called Mega-mix. You will be chased by a giant monster made of parts of all of the bosses on the station. If you can make it to the end, you will get a gem, and complete the game with 101%.

Crash's Gameboy

If you are still for a while Crash will pull out his Gameboy. He will play it for a few seconds, then put it away.

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10.00 Copyright ()
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11.00 Thanks ()
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- ntropydude- For added user times and some strategies that I may try out.
- Crocomire- For giving me his best times for all of the levels, and thus making my guide feel complete.
- Philiwily90- For his insightful question, number 11 in the FAQ (code 4.00) Also, question number 13.

Sandscorpion- For his question, number 12 in the FAQ.

Josher1212- For giving me a lot of good reader times, a lot of them better than mine.

JARED LYNCH- For correcting my misnaming of Snow Joe as Snow Job, as well as
JAREDD104(at) helping me improve the wording of a part of Level 16, and telling
msn.com me to put TNT in the tip about detonating nitro from a safe
distance.

-- EOF (End Of FAQ) --

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