

# Crash Bandicoot: The Huge Adventure FAQ/Walkthrough

by Dallas

Updated to v0.98 on Dec 9, 2003

CRASH BANDICOOT: THE HUGE ADVENTURE

A FAQ/Walkthrough, version 0.98  
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Last updated on: August 12, 2002

Latest updates can be found at: [www.dallasmac.com](http://www.dallasmac.com)

Neo Cortex and his cohorts are up to their dirty tricks again. This time, they're using crystals and gems strategically placed throughout the planet to power their powerful shrinking ray, which reduces Earth to the size of a grapefruit! It's up to Crash to play through 20 levels of fun and collect the crystals and gems in an effort to return the planet to its normal size and defeat Cortex and his gang once again. I wrote this guide in hopes to get you through the tough parts of the game, to help you get all gems and crystals and to defeat all the bosses, so enjoy!

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## II. FREQUENTLY ASKED QUESTIONS

- Q. How do I get the second gem in levels with two gems?
- A. The second (clear) gem in certain levels must be found in some hard-to-reach spot in the level. In the later levels, you will collect colored gems, which enable gem platforms in the levels with a second (clear) gem. That said, you won't be able to get the second gem until you get further through the game.
- Q. But I only see the outline of the gem, how do I get it?
- A. You must first find the gem that's the same color as the outline in a later level then come back to get this one.
- Q. Where can I find the [Color] Gem?

A. All colored gem and second clear gem locations can be found in the fifth section of this guide.

Q. Why can't I get better than a sapphire relic in some levels?

A. In order to get gold and platinum relics, you're going to have to acquire the Turbo Run special ability at the end of the game and then return to these levels to beat those times. There's a lot of stuff you can't do or get until after beating the game, which is why I suggest beating it once first then coming back for the relics and gems afterwards.

Q. Is there a limit to how many lives I can get?

A. Yes. The limit is 99. After that, any extra lives you collect won't count toward your total.

Q. How am I supposed to get rid of the nitro crates in bonus areas?

A. When you hit the "!" block in the normal level, it will make all nitro crates, including ones in the bonus area, explode. (Yes, I have seen this one asked more than once on the forum for this game).

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### III. OVERVIEW/ITEMS

#### GAME CONTROLS:

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- \* D-Pad - Move crash; Menu selections
- \* A Button - Jump; Swim faster; Fire shots; Confirmation
- \* B Button - Spin; Cancellation
- \* R Button - Slide; Crouch; Spin (water); Roll (flying)
- \* L Button - Turbo run (special ability)
- \* Start - Pauses game; Confirmation
- \* Select - Show status (top of screen)

#### SPECIAL ABILITIES:

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Every time you defeat a boss, Crash will learn a new special ability. There are a total of four special abilities and each will help you go back and get those relics and gems after beating the game.

- \* Super Body Slam: This may not look different, but it's stronger than Crash's normal body slam. This one will break through strong crates as well as kill enemies.
- \* Double Jump: Allows Crash to jump higher than his normal jump. Press A twice to pull this off once you get it.
- \* Tornado Spin: This one will extend the length and power of Crash's spin move. Repeatedly tap the B button and you'll be able to float across large gaps and kill enemies.

\* Turbo Run: You won't be winning those relics without this ability. Hold the L Button and Crash will run a lot faster. Very useful in time trial mode. (You get this one after beating the game).

#### CRATES AND BLOCKS:

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- \* NORMAL CRATE: Just a normal wooden crate that can be broken for a fruit. A good number of the crates in each level will be these.
  - \* CRASH CRATE: These crates have a picture of Crash's face on them and when broken, an extra life will appear - grab it to keep it. (While going through the instruction manual, I noticed they listed this one twice by mistake).
  - \* MYSTERY CRATE: Another commonly found crate is the one with the "?" on it. These will give you five fruits when broken.
  - \* CHECKPOINT CRATE: A crate with a "C" painted on it. When broken, these will serve as your checkpoint where you'll return if you die.
  - \* AKU AKU CRATE: These have a picture of an Aku Aku mask on them and will give you one Aku Aku Mask when you break them. After getting three Aku Aku masks, you will become invincible for a short time.
  - \* SLOT BOX: These will cycle between a few items and whatever it's on when you break it is what you get. Be quick, though, because they start cycling faster and faster until they eventually stop. The best thing you can get from these is an extra life.
  - \* TNT CRATE: Obviously, these have the letters "TNT" painted on them. When you jump on top of one, it will begin the countdown from 3, then it explodes.
  - \* NITRO CRATE: Much more hazardous than the TNT Crates are these nitro crates which explode at the slightest touch. Avoid them at all costs and make them all explode by hitting a "!" block near the end of the level.
  - \* STRONG CRATE: These decorative crates cannot be destroyed by a simple spin. After getting the Super Body Slam move, use it on these to break them apart.
  - \* SPRING CRATE: The ones with the lines on them are Spring Crates and give out a maximum of 10 fruits. You must jump on them 5 times to break them and each time you do, you get 2 fruits, making 10 in total. These often come in pairs of two and you can jump in between to break them both at the same time.
  - \* BOUNCY BLOCK: Whenever you come by a metal crate with an arrow on it, you can jump on it to bounce up like on a trampoline. Use them to reach items and platforms.
  - \* METAL BLOCK: Just a normal metal block that cannot be broken. Use them to reach platforms and items.
  - \* TIME CRATE: There are three types of Time Crates: 1 second, 2 second and 3 second crates. They are only found in time trial mode and will stop the clock for that many seconds. Very useful for getting those relics.
  - \* OUTLINE BLOCK: From time to time, you'll come along the outline of a crate or block, but it won't be accessible until you hit a switch.
  - \* SWITCH BLOCK: This is the block you need to hit in order to make those outline blocks appear. Switch Blocks are the ones with the "!" on them.

- \* NITRO SWITCH BLOCK: Same as the normal Switch Block, only these are a different color and will detonate all nitro crates in the level.

#### COLLECTIBLES:

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- \* CRYSTALS: In all, there are 20 crystals: 1 per level. You must find the crystal on your way through in most levels, while in the flying levels, you get it just for finishing the level.
  - \* GEMS: There are 29 gems total, one of them being hidden (see secrets section). Four of these gems are colored gems (Blue, Green, Red, Yellow) while the rest are clear. Every level has at least one clear gem, but some of them have two clear gems or one clear gem and a colored gem. You get one clear gem for breaking all the crates in that level, while the other gems you must find in the level. See the "Gem Locations" section for info. on how to get these.
  - \* RELICS: After finishing a level, you will be given the option to replay that level in time trial mode. In time trial mode, you go through the level as quickly as possible in hopes to get one of three types of relics:
    - Sapphire: The lowest-class relic.
    - Gold: The middle-class relic.
    - Platinum: The highest-class relic.
  - \* WUMPA FRUIT: These resemble apples and are found almost everywhere in the game. Everytime you collect 100 Wumpa Fruit, you get an extra life.

#### HINTS AND TIPS:

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- \* Can't reach a high-up spot even with your double jump ability? If you press down (crouch) then do the double jump, you can jump a little higher. You can also slide and jump to get the same effect.
  - \* In Time Trial mode, turbo run through the whole level, stopping only when necessary (i.e. jumping and killing enemies). Also make sure you get the time crates when you see them and you should be able to get good results. There is no specific strategy for getting all platinum relics: just practice.
  - \* Sometimes if you don't know how to kill an enemy properly, it could slow you down in time trial mode. See the "Enemy Listing" section for info. on how to defeat some of the tougher enemies.
  - \* Try to keep at least two Aku Aku masks with you at all times. You'll find yourself getting more invincibilities that way because after one invincibility wears off, you still maintain your two Aku Aku masks meaning just one more will get you another invincibility.

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#### IV. WALKTHROUGH

Since this is a platformer, a step-by-step walkthrough is not necessary. I've only pointed out certain "hard" parts of each level and explained how to get past them. I've also explained what type of enemies you'll encounter in each level and where to find the crystal in each. At the top of each level

walkthrough, you will find the times required to win relics in time trial mode.

NOTE: A "----" in place of a required time means I have not yet gone through and found that time. I will go back and find these soon.

#### LEVEL 1: JUNGLE JAM

Sapphire Relic: 00:35:50  
Gold Relic: 00:27:50  
Platinum Relic: 00:23:30

The first level is pretty straight-forward; you will only encounter lizard and plant enemies (which are easily killed). Go through, breaking every crate you see until you come to the bonus pad. Step on it to go through the bonus area and when you come out, you should have 26 of the 42 crates broken. Now, stand on the bonus pad and use it to reach the metal block to your right. Jump up to break a Crash crate hidden behind the tree above and continue to the next checkpoint. When you come to the first jump over a waterfall, make sure you grab the CRYSTAL and don't forget to drop down for the crates in the gap after that. The rest of the level needs no explanation: just go to the end and pick up your CLEAR GEM then step on the pad to exit.

#### LEVEL 2: SHIPWRECKED

Sapphire Relic: 01:17:70  
Gold Relic: 01:07:70  
Platinum Relic: 00:54:40

The underwater levels are the easiest in the game because there are fewer crates in them and they are easiest to get platinum relics on. However, it's more difficult to maneuver yourself through them as opposed to the levels on dry land. Look out for blowfish, mines, sharks and eels - use B to spin for defeating enemies and breaking crates and use A to swim faster. Shortly after passing the third checkpoint, swim up and you'll find the CRYSTAL. From there, just swim left, breaking the rest of the crates and pick up the CLEAR GEM before swimming through the pipe to finish off the level.

#### LEVEL 3: TEMPLE OF BOOM

Sapphire Relic: 01:02:70  
Gold Relic: 00:55:70  
Platinum Relic: 00:49:00

Right near the beginning (right after the first plant enemy) if you drop down, you'll find an area which most people miss their first time through. Slide under the wall for three crates (one being an extra life) then get back up to the normal part of the level and continue right. Cross over the spike pits with caution and when you come to the bonus pad, step on it to enter the bonus area. There's really not much that needs explaining for the bonus area, other than that you need to make sure you get up onto the rows of metal blocks when you come to them to get the Crash crate that's up there.

After coming out of the bonus, you should have 42 of the 74 crates for this level. When you come to the next big drop, make sure you hit all three of the crates in mid-air before landing below, because you can't go back and get them. You must also look out for the Stork enemies in this level, as they come at you without warning. Take the moving platform up when you come to it and

go right until you come to (what appears to be) a gap. This is where you can drop down and go left for the second gem in this level. See section 5 for more info. on how to get it.

The rest of the level is pretty simple. Grab the CRYSTAL in between the next set of moving platforms. When you come to the moving platform going up, take it to the top of the screen where a crate is then just continue right to the end and pick up the CLEAR GEM. Step on the pad to leave.

#### LEVEL 4: FROSTBITE CAVERN

Sapphire Relic: 01:31:70  
Gold Relic: 01:17:10  
Platinum Relic: 01:06:00

The penguins can be pretty annoying in this level, as can the icy platforms. Just go right until you reach the end then drop down where the arrows point to enter your first "chase" scene. You'll be riding on a polar bear, being chased by a Yeti. Don't worry about the Yeti catching you - he never will. Press B to go faster and use the d-pad to move left and right. Avoid the otters, electrical fields and geysers on the ground and make sure you break EVERY crate. It's best to not charge through here unless you're going for a relic, because you need to get all the crates for the gem.

By the end of the chase, you should have 76 of the 114 crates for this level (including the checkpoint crate you break when you land). Continue going right and when you see the Aku Aku crate in the gap, drop down to get it. After the next gap, grab the CRYSTAL (it sort of blends in with the background). When you come to the bonus pad, step on it. The bonus area isn't too tough - but when you come to the "!" block, make sure you jump into the gap to get the spring crate before you hit it. After the bonus area, you should have 107 crates broken. Hit the nitro "!" switch next to detonate all nitro crates in the level then break the last crate and snag the CLEAR GEM. Step on the pad to exit.

#### LEVEL 5: JUST IN SLIME

Sapphire Relic: 01:39:40  
Gold Relic: 01:15:60  
Platinum Relic: 01:06:50

The bonus pad comes early in this level. In the bonus area, just after the first "!" block, make sure you jump on the tops of each crate so that you can get in between the two spring crates at the end. At the second "!" block, make sure you don't hit it before getting the slot box next to it. When you get to the arrow crate at the top of the stack, use it to cross the large gap and get to the other side. After coming out of the bonus area, you should have 57 of the 134 crates in this level. When you come to the shirt enemy up ahead, wait for it to move back then jump on it to get in between the two spring crates.

Keep going until you get to the pipe with the nitro crates in between them. You must crawl under these carefully then come back to get the blocks above them once the nitro crates have been detonated. Just after the set of 6 TNT crates, you'll come to the nitro "!" block - hit it to detonate all nitro crates in the level then backtrack to the pipes and get those crates you couldn't get earlier. When you come to the part where there are a few crates that go upward, just jump to break most of them and Body Slam to reach the last two. Grab the CRYSTAL, slide under the wall and continue right to the

end where your CLEAR GEM awaits.

#### BOSS 1: DINGODILE

The first boss fight takes place underwater. Dingodile is equipped with a large gun and has a protective force field around him. He will pace back and forth along the ocean floor, shooting missiles up above his head. These missiles then either hit you or the caves above, causing stalactitic pieces of rock to come falling down. The best way to avoid being hit is to stay on the opposite side of the screen from where Dingodile is standing or walking.

When he gets to the left side, a stalactite will fall on his head, making his shield disappear for a moment; this is when you need to attack. Swim down and spin attack his head to do damage. Look out for the sharks that appear after you attack and repeat two more times to finish him off. You'll be rewarded with the SUPER BODY SLAM special ability after you win.

#### LEVEL 6: SNOW CRASH

Sapphire Relic: 01:43:00

Gold Relic: 01:36:70

Platinum Relic: 01:28:00

Bounce off the penguin's head in the beginning to reach the crate above then go through until you come to the gap with the gem outline above it. This is where you can go for the second gem later on in the game. See the "Gem Locations" section to see how to get it. Right after the gap with the bouncy block in it will be the arrows that lead down into another "chase" scene, so follow them down. Nothing really new here - just dodge the otters, electrical fields, nitro crates, etc. and break every normal crate you come to. By the end of the chase, you should have 50/92 crates (including the checkpoint you break when landing).

When you get to the bonus pad, step on it. This is my favorite bonus area for some reason. Just follow the fruit down to the bottom, breaking crates as you come to them. At the bottom, jump to the left to hit the nitro "!" switch which detonates all the nitro crates in the level, then go back over and drop down on the right side. Follow the fruit down to the bottom again and step on the pad to leave. You should now have 86/92 crates destroyed. Climb up the metal blocks (hit the Crash crate at the top), go right for the CRYSTAL, break the last four crates, pick up your CLEAR GEM and step on the pad to exit.

#### LEVEL 7: ROCKET RACKET

Sapphire Relic: 02:30:20

Gold Relic: 02:17:50

Platinum Relic: 02:05:00

This is your first flight level in the game, and it's pretty easy. To get the gem, you must shoot all the crates (which are attached to balloons). Shooting the balloons will not get the crate, so make sure you shoot the crate itself. Crates attached to a medical balloon give you health. Use the shoulder buttons to roll which helps avoid enemy fire and when you encounter planes, take them down quickly before they have a chance to shoot at you. There are three blimps in the level that become active when you come near - shoot the flashing Cortex face in the center of them to do damage and when they get down to 0%, they'll be destroyed and serve as a checkpoint.

If you want the gem, you'll have to just ignore the enemy fire around you and focus on getting all those crates. Alternatively, you can also just smash into the crates as they come flying by if you don't have a chance to shoot them. After all three blimps have been defeated, the level ends and you will automatically get the CRYSTAL and if you got all the crates, the CLEAR GEM will be yours too.

#### LEVEL 8: JUST HANGIN'

Sapphire Relic: 01:49:40  
Gold Relic: 01:43:00  
Platinum Relic: 01:31:40

Go through the level as normal until you get to the bonus pad (which is pretty close to the start). In the bonus area, when you get to where the row of metal blocks are, use the TNT crates to get up on top of them for a Crash crate then do a running jump off the right side to reach another metal block. Jump to the next metal block then up to hit the "!" switch which will make some crates appear to the right. Now, jump over to the first crate then just hold right on the d-pad while jumping from crate to crate until you reach the end. Body slam through the strong crates here to break them as well as the Crash crate below them then go back to the left to take care of the remaining crates.

Leave the bonus area and you should have 53/154 crates destroyed. Go through the rest of the level normally (there's nothing that really needs explanation) and near the exit pad is where the second gem can be found later on in the game. See the "Gem Locations" section for info. on how to get it. Combining the crates you break in the gem area with the ones broken in the normal level, you should have all 154 which gets you the CLEAR GEM. Step on the pad to finish off this level.

#### LEVEL 9: SHARK ATTACK

Sapphire Relic: 01:31:60  
Gold Relic: 01:17:00  
Platinum Relic: 01:09:40

Another simple underwater level. This time, there's a new enemy in the sea - the Jellyfish. Avoid it or spin to kill it; they travel in rows. When you come to the third row of Jellyfish, hit the nitro "!" switch in between (just touch it, don't spin or you'll hit the Jellyfish too) to detonate all nitro crates in the level - this should give you 22/26 crates broken. Go right, break the last four crates, snag the CRYSTAL and swim up past the the eels. Get the CLEAR GEM at the top and swim right up through the pipe to finish off this easy level.

#### LEVEL 10: RUINED

Sapphire Relic: 02:41:80  
Gold Relic: 02:30:30  
Platinum Relic: 02:00:00

The spike head enemies in this level can be killed by sliding into their legs. Go through the level and just after the first set of moving platforms, use the wooden bouncy block to break the spring crate above and don't forget to destroy the bouncy crate when you're done. When you come to the moving platforms where



the stack of nitro crates are, make sure you duck down when going past the nitros so you don't get hit. When going across the next bunch of moving platforms, drop down to hit the "!" switch when you see it then jump back up and hop off to the right.

Ride the next moving platforms up to the top and jump off to the left to hit the nitro "!" switch to get the nitros out of your way. At this spot, you can go to get the Blue Gem, but not until later. See the "Gem Locations" section to learn how to get it. Hop off and continue going right to the bonus pad. Since you can't really get through the bonus area with the double jump ability, you're best off coming back to it later. Continue going right, taking the moving platforms until you come to the CRYSTAL - grab that. The last two moving platforms lead over to the exit pad where the CLEAR GEM will be waiting after you get the crates in the bonus area once you have the double jump.

#### BOSS 2: N. GIN

N. Gin... engine... get it? Err.. yeah, anyway... There are four parts of this machine you need to attack in order to kill it: the bottom part, the two side parts, and the main top part. Each part fires out weapons at you, so be careful. The top part will not be active until you destroy the bottom and at least one of the two sides. So, using logic, you should take out the bottom part first then balance your attacks between the two sides so you can destroy them at roughly the same time. That way you can avoid taking heavy fire from the top part while struggling to get the other side gone.

Throughout the whole battle, he will be moving from side to side, back and forward making it difficult to aim, but it shouldn't be too hard. After you destroy the last (top) part, he'll be completely destroyed and you'll get the DOUBLE JUMP special ability as your reward. Now it's on to the third hub!

#### LEVEL 11: SNOW JOB

Sapphire Relic: 02:12:10  
Gold Relic: ----  
Platinum Relic: ----

You'll be introduced to the polar bear enemies in this level, but they really aren't anything special. Go right, jumping from ledge to ledge, breaking all the crates until you come to the end where the arrows are pointing down. Drop down to enter another "chase" scene. It's really just more of the same here. Dodge the otters and electrical fields; there's also some bridges you'll need to jump over. Make you get EVERY normal crate before you get to the end, at which point you should have 58 of the 96 crates in this level (including the Checkpoint crate you break when landing).

Go right and when you come to the bunch of TNT crates, use them to get up on top of the crate to the right then safely over to the next piece of land. On the next piece, jump up and hit the nitro "!" block to detonate all nitro crates in the level then continue going right. Look out for the smashers that come down in this next area then step on the bonus pad when you come to it. This bonus area is pretty straightforward - just make your way up and break every crate you see. After going up once, you can either continue going up or go left some and then continue going up: go left first to get the TNT crate that people often miss.

After leaving the bonus area, you should have all the crates broken. Go right a bit more to get the CRYSTAL then just past the seal is the exit pad which

should have the CLEAR GEM waiting for you. Grab it and leave.

#### LEVEL 12: ACE OF SPACE

Sapphire Relic: 01:58:40  
Gold Relic: 01:55:80  
Platinum Relic: 01:39:50

This is the first outer-space level of the game, and there are some things you will need to watch out for. First are the beams - jump over them whenever you see them unless you want Crash to be burnt to a crisp. Also, whenever you come to a circular platform, you can only cross when it's in the horizontal position. When it starts flashing, it's about to turn into the vertical position, so be careful when crossing them. For the most part, this level really isn't that complicated.

When you come to the third checkpoint, go right a bit and you'll notice some Wumpa fruit down in the gap. This is where you can go to get the second gem for this level, but not until later in the game. See the "Gem Locations" section of the guide for info. on how to get it. Continue going right some more until you reach the bonus pad and step on it. In the bonus area, when you activate the first TNT crate, quickly get up and over the metal blocks so you can break the Crash crate on the other side for an extra life before it's destroyed in the blast.

From there, just go through as normal but when you come to the six spring crates, ONLY destroy the top-left one first - there is a crate above it that you won't be able to reach if you break them all first. With the top-left one out of the way, use the bottom-left one to reach the crate above then break the rest of them as normal. The next gap is a big one, so you'll have to double-jump over to the crate then double-jump off of it to get to the other side. The rest is a piece of cake.

After the bonus area, you should have 98 of the 194 crates for this level broken. Continue right and grab the CRYSTAL in between the circular platforms (above the bouncy block). When you come to the stack of metal blocks, jump over and you'll land on the nitro "!" block which detonates all the nitros in the level. Carefully make your way through this next batch of beams and porcupines and you'll come to the end. Notice that you won't be able to get the CLEAR GEM until you come back for the second gem later (as there are many crates in the gem area that need to be broken as well).

#### LEVEL 13: SUNKEN CITY

Sapphire Relic: 01:39:60  
Gold Relic: ----  
Platinum Relic: 01:14:28

The second (Green) gem in this level can actually be found right near the start of this level. See the "Gem Locations" section for info. on how to get it. The whole level is really a cinch since none of the crates are hidden. A new enemy appears here: the squid, which can be very annoying. Go through the level as normal and grab the CRYSTAL just before a slope. Hit the last TNT crate, snag the CLEAR GEM and swim through the pipe to finish it up.

#### LEVEL 14: DOWN THE HOLE

Sapphire Relic: 01:32:40  
Gold Relic: 01:23:40  
Platinum Relic: 01:07:40

Don't forget to jump up to the two ledges near the start of the level for a few crates. Shortly after, you'll need to double-jump to get across a big spike pit. Still after that is a nitro crate surrounded by normal crates in mid-air. Break all the normal crates and leave the nitro alone then land on the platform to the right. Just after the first checkpoint, use the strong crates to get up onto the ledge above where two spring crates can be found. After breaking them, drop down and keep going right. Oh, and remember, this guide can always be found at [gamefaqs \(dot\) com](http://gamefaqs.com).

When you come to more strong blocks, jump up to get an Aku Aku crate (beware of the shooter enemies that fire darts at you) then body slam through the strong crates and go left to find three more crates. As you go up the metal blocks, make sure you jump off to a small ledge on the right wall where a Crash crate is, then continue going up and body slam through the two strong blocks at the top. Go back up again but this time keep going right. Snag the CRYSTAL when you see it and break through the strong blocks. Go right, drop down again and go all the way left, avoiding the spike heads and nitro crates.

When you come to the bonus pad, step on it to enter the bonus area. Go through until you reach the "!" block, but don't hit it just yet. Jump over and break the crate in the gap first, then hit it. Backtrack to where the three outlines were and use the now-solid metal blocks to reach a Crash crate up above. This should give you all 21 crates, so make your way to the exit pad. You should have 84 of the 97 crates broken after leaving the bonus area. Now go left and when you come to the first shooter guy, bounce off of his head to hit the nitro "!" block above which will detonate all nitro crates in the level, giving you 97. Now just go left to the end where your CLEAR GEM waits.

#### LEVEL 15: BLIMP BONANZA

Sapphire Relic: 02:58:20  
Gold Relic: ----  
Platinum Relic: 02:36:30

Time for another flying level! Once again, your main focus should be on the crates if you want the gem - get the enemy planes after the crates are gone. You will also have to deal with missiles in this level that come up from the bottom of the screen and blast into you. Avoid them as best as possible. The blimps in this one tend to stick to the left side of the screen to begin with, moving to the right once they become active. Just before you come to the second blimp, you'll have to deal with a whole row of planes, but it shouldn't be too tough. Once the third blimp is gone, the level is over. You'll automatically get the CRYSTAL for finishing the level and if you got all the crates, the CLEAR GEM will be yours as well.

#### BOSS 3: TINY

I know, he doesn't look all that tiny to me either. The playing field is just a bunch of platforms and Tiny will jump around on them a bit before stabbing at you with the spear he's carrying. When he jumps down, jump to the nearby platform and when he jumps to that, jump back to the one you were on. Continue this until he eventually stabs then go up and spin to hit him. Each time you hit him, he will jump up and crash down, breaking one of the platforms. You can tell which one he'll land on by the feathers he drops. Repeat the steps

above to hit him twice more and that'll do it. Grab the TORNADO SPIN special ability as your reward and move on to the last Hub!

#### LEVEL 16: STAR TO FINISH

Sapphire Relic: 02:07:60  
Gold Relic: 01:59:50  
Platinum Relic: 01:44:10

At the first drop, make sure you jump on the top of each of the three crates in mid-air so you don't miss them. You can use the spinners on the ground to get over things like stacks of nitro crates, so keep that in mind as you play through. Keep going through until you come to the bonus pad and step on it to enter the bonus area. When you come to the bouncy block, DO NOT jump on it. It'll just bounce you up into some nitros. Just after this block are two "!" blocks. Hit the bottom one first to make a crate appear in the gap, break it then hit the top one.

After going past the next series of gaps (just before you come to the four strong crates) drop down into the alcove below and break the crate there (it's easily missed) then body slam the strong crates and step on the pad to leave. You should have 58/113 crates destroyed after coming out of the bonus. After two more checkpoints, you will come to a wall that seems impossible to jump up to even using your double-jump. Stand up against the wall, crouch down, then do your double-jump to reach the top.

Make sure you jump up to the small ledge to the left where a Crash crate is hovering above then drop down and keep going right. When you get to the next "!" block, first jump over to hit the nitro "!" block in the gap to detonate all the nitro crates. At this spot, you can get the Red Gem. See the "Gem Locations" section for info. on how. Get back up and hit the normal "!" block to cross over, grabbing the CRYSTAL as you do so. Break the last four crates up ahead, snag the CLEAR GEM for getting them all and step on the pad to finish off the level.

#### LEVEL 17: AIR SUPPLY

Sapphire Relic: 02:09:30  
Gold Relic: 01:50:40  
Platinum Relic: ----

The final (and longest) underwater level of the game really isn't that hard. There is one new enemy, the electric eel (smaller than a normal eel but just as dangerous) but other than that, there's really nothing new here. Go through the whole thing until you swim up past the last set of eels and grab the CRYSTAL at the top. Also hit the nitro "!" switch to detonate the nitro crates in the level which should give you all 49 of the crates. Swim left, avoiding the last two electric eels and grab the CLEAR GEM before swimming through the pipe to finish it up.

#### LEVEL 18: NO-FLY ZONE

Sapphire Relic: 03:26:30  
Gold Relic: ----  
Platinum Relic: 03:09:60

Since this is the last flying level in the game, it's going to be the toughest.

Bombs will take off 10% of your health per hit and the blimps take a lot more firepower to defeat than in the previous two flying levels. You'll also find that the blimps are also spread out more, making the level longer than the last two. The missiles make a return as well, only now there are a whole lot more and they can be very damaging if you get in the middle of a large patch of them. As always, concentrate on the crates (especially the health ones) if you're going for the gem. Finishing the level will get you the CRYSTAL and breaking all 56 crates will net you the CLEAR GEM.

#### LEVEL 19: DRIP, DRIP, DRIP

Sapphire Relic: 02:28:40  
Gold Relic: ----  
Platinum Relic: 01:29:60

There are a bunch of frogs in this level. When you come to the bonus pad, step on it. Go through until you come to the first "!" block, but don't hit it just yet. Instead, use the crates to the right to get across the gap (don't break all of them, only two) then bounce off the TNT crate to the next platform to the right. Go right a bit more and break the crates below the outline, then go back and hit the "!" switch. Hit the second "!" switch to make a crate appear to the right and use it to reach the Aku Aku crate further to the right. Drop down, hit the TNT crate and leave.

You should have 71/125 crates destroyed at this point. Go right and look out for the flamethrower enemies when you come to them. Hit the nitro "!" switch to detonate all the nitro crates then continue all the way right to the end, killing frogs and breaking the remaining crates until you come to the exit pad. Grab the CLEAR GEM for getting all the crates then step on the pad to finish.

#### LEVEL 20: FINAL COUNTDOWN

Sapphire Relic: 02:30:40  
Gold Relic: ----  
Platinum Relic: 01:58:20

The final level in the game, and it's really not that tough. Go through as normal until you come to the long line of nitro crates. Crouch down and crawl under them all carefully (don't want to let up on the d-pad or you'll be hit). On the other side, look out for the smasher that comes down and slide under the next wall then continue going right. Use the circular platforms to cross over the gap and continue. Crawl under the next row of nitro crates when you come to them then drop down but don't break the three spring crates (you'll use them to come back later after you detonate the nitro crates).

Carefully go under the smashers and tornado spin to get across the gap. Hit a TNT crate to make all the adjacent nitro crates explode then use the bouncy boxes to get up to the next ledge. Here, you can use the spinner to get the Yellow Gem. See the "Gem Locations" for more info. on how to get it. Spin over the stack of nitros (be careful because on the other side there are porcupines and a beam). A bit further up is the bonus pad, so step on it to enter the bonus area. Go through it until you get to the TNT crate above the "!" block. After detonating the TNT, jump right but make sure you land on the TNT crate which is in between the two nitros, then bounce over to safety on the other side.

When you get to the long row of nitro crates, double jump over them and start your tornado spin after you've already started going over the crates. You

should make it safely to the other side. Continue to the exit pad, but jump over it and hit the nitro "!" switch to detonate all nitro crates in the level. After leaving the bonus, you should have 112 of 119 crates. Now you'll want to backtrack to where those nitro crates were earlier and get the crates that were above them (as well as the three spring crates you left behind as stairs). Continue right to the end, pick up your CLEAR GEM and leave.

#### FINAL BOSS: NEO CORTEX

Neo is behind a big gun and (fortunately for you) only fires in certain patterns. He will start by going across the screen twice - you can easily avoid these shots. Afterwards, the circular platforms in the background will move into the horizontal position. Jump up on one and wait for Neo to target you. After hearing the sound of him getting ready to fire for a couple of seconds, jump out of the way and he'll shoot the gem behind you instead. His second wave of shots zig-zag, but you can easily just double jump over them. The last wave of shots is the hardest to avoid, but nothing you can't handle.

Once all three gems have been shot, Cortex will be defeated (anyone else think this was too easy of a fight?) and that's the end of the game. Grab the TURBO RUN special ability and watch the ending. If you had 100% on your save file before fighting him (unlikely) you'll get the better ending (see Secrets section), otherwise you get the normal one. Congratulations on beating the game! Now go back and get the rest of the gems and relics you missed the first time through.

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#### V. GEM LOCATIONS

There are two types of gems: clear gems and colored gems. Every level has at least one clear gem that you get for breaking all the crates in that level. Some levels have two clear gems, and some levels have a clear gem and a colored gem. In order to get the second clear gem in levels that have two, you must first find the colored gem that matches the color of the gem outline in that level. Confused yet? It's kind of hard to explain, but I detail the locations of all 4 colored gems as well as the second clear gems here.

##### BLUE GEM (Level 10):

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You must have the Tornado Spin special ability to get this one. When you come to the nitro "!" switch, stand on it then Tornado Spin to the left to land on three metal blocks. Do this a couple more times, killing stork enemies as you go. You will soon come to the Blue Gem which is hovering above a bouncy block. Use the block to reach it then finish the level as normal to keep it.

##### GREEN GEM (Level 13):

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The Green Gem is actually the easiest one to find in the game. Right to the left of where you start in this underwater level is where the gem is, but you'll notice it's blocked by metal crates. Go through the level some until you reach the "!" switch and hit it, then swim back to where the gem is. A TNT crate now appears where the outline was. Detonate it and it will destroy the TNT crates behind the metal blocks as well. Now just swim on through and grab the gem! In order to keep it, though, you must finish the rest of the level.

RED GEM (Level 16):

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When standing on the nitro "!" switch (the one that detonates all the nitro crates in the level) drop off to the left and you'll land on a bouncy block below. Drop down twice more onto the metal blocks. Use the platforms to cross over and get to the other side where the Red Gem is waiting. Now you have to safely make it back across and back up to the main part of the level. As always, you must finish the rest of the level to keep the gem.

YELLOW GEM (Level 20):

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Where the spinner is next to the stack of nitros, use it to spin left and land on the circular platform (it make take a few tries to time it right). From there, quickly double jump over to the metal block to the left then over to the bouncy block. Jump up as high as possible and press left when you do so then quickly tap B to tornado spin over to the three metal blocks (it make take a few tries to get it right). From there just double jump over to the bouncy block where the Yellow Gem is. You must finish the rest of the level in order to keep it.

LEVEL 3 (Second Gem):

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Once you've got the Red Gem from level 16, the gem platform in level 3 will be solid. From the gap in the main path, drop down and go left across three spike pits until you come to the red gem platform - step on it. When you're on the platform going up, hop onto the bouncy block and wait for the platform going right to arrive. Take it right, killing the two storks and the shooter guy at the end then pick up the SECOND GEM and ride the moving platform back to the bouncy block. Go up and through the rest of the area as normal until you reach the exit pad which takes you back into the main level. Finish the level to keep the gem.

LEVEL 6 (Second Gem):

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Near the start of the level, you will notice the blue gem platform above a penguin. You will only be able to step on it if you got the Blue Gem from level 10 first. Wait for the penguin to stand right along the left side of the ledge then bounce off of his head to reach the gem platform (it may take a few tries). Now just go through the whole thing (there are no crates). After the first drop, look out for a polar bear that's on the platform below. Make your way to the end of the area where the SECOND GEM waits in front of the exit pad. Once you have it, finish the rest of the level to keep it.

LEVEL 8 (Second Gem):

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After getting the Green Gem from level 13, you will be able to get the second gem from level 8. Beyond the exit pad in this level, over in the lava will be a green gem platform - double-jump over to it to enter the gem area. Go right until you come to a gap in the floor where the climbing bar is up above. Drop down in this gap and you'll land on a bouncy block below. Drop down a bit to the right to land on a spring crate and break that. Take out the rest of the crates while you make your way back up to the climbing bar then MAKE SURE YOU CLIMB BACK TO THE LEFT. There are two crates on the platform you didn't go across that you need to break. Once they're gone, continue right.

When you come to the blocks sitting on the lava, detonate them via the TNT crates, jump up onto the climbing bar and wait there until the spike enemy moves out of your way. Get past the second spike enemy then just go right until you reach the wooden bouncy block. Use it to reach the SECOND GEM then break the bouncy block to get all 47 of them. Combine that 47 with the crates you got from the main level and you'll have them all for the CLEAR GEM as well.

LEVEL 12 (Second Gem):

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After getting the Yellow Gem from level 20, you'll be able to get the second gem from level 12. After one of the checkpoints, you will notice some Wumpa fruit leading down into the gap. Jump down here to land on a block then double jump over to the next. Tornado spin over to the next and use the circular platforms to reach the gem platform. Step on it to enter the gem area. You'll be on a hoverbike the whole time and there are 85 crates that count towards your total in the main level (so break them all), also make sure you dodge the nitro ones. At the end, stay close to the bottom of the screen and snag the SECOND GEM just before the stage is over. Finish the level to keep it.

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VI. ENEMY LISTING

LIZARD: A very basic enemy that really has no attacks. It just crawls along the ground and if you touch it you get hit. Spin or jump on its back to get it out of your way. These are found in the jungle levels.

PLANT: This looks like a Venus flytrap, but I'll just call it a plant. It's found in the jungle levels and will snap at you when you come near. As with the lizards, you can kill them by spinning or jumping on their heads.

BLOWFISH: Obviously found only in the water levels are these blowfish. They will puff up as these type of fish tend to do, exposing their prickly exterior. You can only attack them (by spinning) when they aren't puffed up.

MINES: Also found in the underwater levels are these large mines. They have spikes on them, so don't bother trying to destroy them. If you accidentally touch one, it explodes, so look out.

SHARK: You guessed it, another underwater enemy. They swim back and forth waiting to eat you up. A quick spin will take care of them.

EELS: Yet another underwater enemy. These long eels will stick their heads out of holes in the sides of the walls, so make sure you don't get caught by one. Just spin to take them out like any other underwater enemy.

STORK: They probably really aren't storks, but that's what they look like. These large birds reside in the jungle levels and will come swooping down at you without warning, so be careful. Spin to kill them.

PENGUIN: Found in the snow levels, these penguins don't look very dangerous, but they can be pretty annoying. From time to time, they will spin around just like crash and you can't counter this attack, meaning even if you're spinning while they are, you'll still get hit. Kill them when they aren't spinning and you'll be fine.



SEAL: These are also found in the snow levels and are as annoying as the storks. They will just come running from off-screen when you least expect it and run into you. Spin quickly at the first glimpse of one to destroy it.

OTTER: I'm not sure if these are really otters, but I can't think of another name to give them. You will find them in the "chase" parts of the snow levels and they often travel in packs of three. Don't run into one or you'll be hit. Just jump over them since you can't do anything else while on the back of a polar bear.

RATS: You will find these in the sewer-like levels, and they really aren't much of a threat (about the same as the Lizards). Just spin or jump on them to kill them but don't touch them otherwise.

SHIRTS: To be perfectly honest, I have no clue what these enemies really are. But at first glance, they look like moving shirts with a feather attached to the top. Spin to kill them like any other enemy. They are found in the sewer-like levels.

PLANES: In the flying levels, the main enemy you'll encounter are Neo Cortex's planes. Upon approaching them, they'll begin firing at you - either take them out before they have a chance to get close to you or just roll to avoid the shots they fire.

BLIMPS: Also in the flying levels are three blimps. These blimps remain inactive until you approach them, which is when they begin firing at you. Avoid their shots and shoot your own at the flashing Cortex head in the center of the blimp to damage it. Once it's down to 0%, it's gone.

FLAMETHROWERS: In some of the sewer-like levels, you will come across these guys that are perched on climbing rails. Every so often, they will shoot out a flame from their flamethrowers. Just spin when they aren't firing flames to kill them.

SPIKES: Also in the sewer levels are these spiked enemies. They crawl along the climbing bars and (AFAIK) cannot be killed. Just avoid them when climbing or you'll take damage.

JELLYFISH: Another sea creature is the jellyfish. These come in rows and swim up and down trying to hit you. Spin to kill them like most other enemies or just avoid them while swimming by.

SPIKE HEADS: In some of the jungle levels, you will come across these skinny walking enemies with large spiked shells for heads. Logic should tell you that you can't touch them from the top without taking damage, so just slide to take out their legs, which kills them.

POLAR BEAR: Found in the later snow levels are these polar bears. They really aren't too much of a threat. Just spin to kill them.

FLYING SAUCERS: In the space levels, you will encounter these. From time to time, they'll shoot out some rays, but other than that, they aren't too dangerous. Jump up and spin to kill them.

PORCUPINE: I suppose these are futuristic porcupines. Found in the space levels, they will open their shell and expose their needles. Do not attack when they are in this form (obviously), but once they retract the needles.

SQUID: Yet another underwater enemy, these swim diagonally and always seem to get in your way. As always, spin to kill this one.

SHOOTER: In the later jungle levels, you will come across these guys who shoot darts at you through straws. They can get pretty annoying since you don't see the darts before they hit you. Kill them with a spin quickly before they have a chance to shoot any more at you.

FROGS: Also found in the later sewer-like levels are these frogs. They sometimes just jump at you from off-screen which is real annoying. If you touch one, you'll turn green and die (without an Aku Aku mask, that is). Spin to kill them just like you would any other enemy.

LONG ARMS: Who knows what these things really are. They are found in the later space levels and will randomly open and close their arms. When the arms are open, jump on their heads. When closed, spin to kill them.

ELECTRIC EELS: Much smaller than the normal eels you'll find in underwater levels, but these are just as deadly. They will electrify themselves from time to time, which is when you cannot attack. Just spin while they're not electrified to get rid of them.

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## VII. SECRETS

After getting 100% (all crystals, gems, and at least gold relics), if you go back and defeat Cortex again, you will get to play an extra level where a monster (mutated bosses) chases you. Make it to the end and pick up the gem to get 101% on your save file!

Having trouble breaking all the crates in the flying levels? If you shoot the balloon that carries the time trial clock and let the clock fall, it will count as a crate. This allows you to miss one during the level. (Thanks to Jesse Booth for this secret).

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## VIII. INFORMATION

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If you need to contact me about this FAQ or any of my others, I am always open to hearing from you. Though I do not reply to all of the e-mail I receive, I do read it all. So feel free to send questions, comments, suggestions, or anything else, and I'll try to get back to you ASAP.

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Thanks to Vicarious Visions and Universal for bringing Crash to the GBA!

If you are a webmaster who wants to post this guide on your web site, you may do so, but only if: you do not alter it in any way, you leave it in text format just as it appears here, no banners or advertisements will be placed on it,

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FAQ Version History:

v0.98 (8/12/2002) - Added a new secret to section 7 thanks to Jesse Booth (jesse@vvisions.com).

v0.97 (4/2/2002) - Initial release. Walkthrough and all other sections are complete. I still need to go back and find a few required relic times.

Thanks for reading!

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