

Crash Bandicoot: The Huge Adventure Platinum Relic Guide Final

by kenb215

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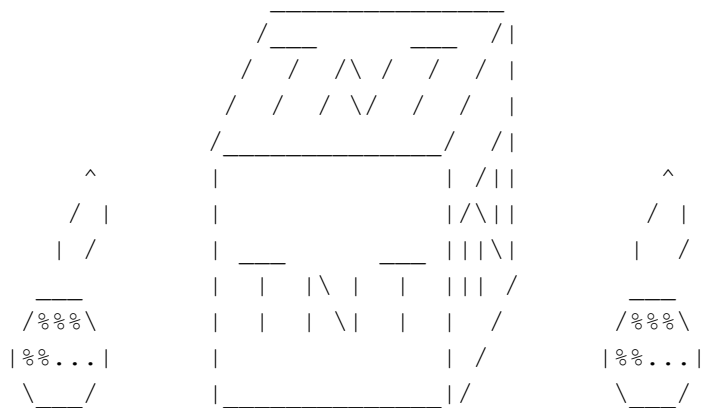
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PLATINUM RELIC GUIDE In-depth Guide

Crash Bandicoot The Huge Adventure GBA



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=====
1.00 Introduction ()
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Hello, and welcome to my platinum relic guide for Crash Bandicoot: The Huge Adventure. With it, I hope to help everybody who plays this game get the best times possible. I will tell you how to beat the levels, and at the end, there is a hall of fame where the best times for all of the levels are posted. Good luck beating those times. Remember, there is often just as much luck as skill involved.

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

=====
2.00 Controls ()
=====

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

L.....Turbo Run After 4th boss

While Hanging

A BUTTON.....Jump on/Let go
B BUTTON.....Spin
CONTROL PAD.....Move

Underwater

CONTROL PAD.....Move
A BUTTON.....Quick dash forward
B BUTTON.....Spin, and dash forward
R BUTTON.....Spin, and dash forward

Rocket (Jetpack)

CONTROL PAD.....Move
A BUTTON.....Fire Laser Gun
R BUTTON.....Roll right
L BUTTON.....Roll left

Hover Bike

CONTROL PAD.....Move
(This is only used in the yellow gem path.)

Polar Bear

CONTROL PAD.....Move
A BUTTON.....Jump
B BUTTON.....Turbo Run

=====
3.00 General Tips ()
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-When on land, or underwater, make sure to press the turbo button constantly.
When in the sky, make sure to get in all of the turbo rings.

-Always go forward, and take out the first few enemies and boxes, then come
back for the clock. This will save valuable fractions of a second once the
clock starts ticking.

-If you have a mask to spare, and there is an enemy, nitro, or TNT box that
takes a lot of time to go around, run through it and sacrifice your mask to
save time. If you are having trouble beating the level, though, you may choose
to skip this one.

-Some large gaps can be cleared by using your super-spin, instead of waiting for a platform to come.

-It is faster to spin through an enemy, or a box, than it is to jump on it.

-You should never body slam, unless you need to get below the boxes (duh).

-Make sure to get every time box that can be gotten in less time than what the box takes off of the clock.

-Always look for little shortcuts to take off your time.

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===== _/ =====  
4.00          Enemies  (_)  
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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 into 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 Level: 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 Level: 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 Level: 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 Level: 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 Level: 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 Level: 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 Level: 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 Level: 7

Attacks: None

Defeat: Be careful.

Found in: Snow levels

Name: Jellyfish

Description: A purple jellyfish that bobs slowly up and down.

Difficulty Level: 4

Attacks: None

Defeat: Spin from the bottom only, or dodge the line of them.

Found in: underwater levels

Name: Landmine

Description: A landmine that is brown and red.

Difficulty Level: 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 Level: 1

Attacks: None

Defeat: Spin into it.

Found in: The earth levels

Name: Mine

Description: Floating yellow mine with red spikes.

Difficulty Level: 3

Attacks: Floats towards you.

Defeat: Invincible, so swim around it.

Found in: Underwater levels

Name: Mouse

Description: Small mouse that scurries about.

Difficulty Level: 1

Attacks: None

Defeat: Spin into it.

Found in: Sewer levels

Name: Penguin

Description: A small penguin.

Difficulty Level: 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 Level: 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 Level: 1

Attacks: None

Defeat: Any, use spin for fastest result.

Found in: Snow levels

Name: Puffer fish

Description: A small, red fish.

Difficulty Level: 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 Level: 1

Attacks: None

Defeat: Spin into it.

Found in: Sewer levels.

Name: Seal

Description: A seal that slides along the ground

Difficulty Level: 2

Attacks: None

Defeat: Spin into it.

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 Level: 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 Level: 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 Level: 4

Attacks: None

Defeat: Indestructible, use the invincible mask, or sacrifice a normal one.

Found in: Sewer Levels

Name: Spiked Lizard

Description: A two-legged, green, lizard-like creature with a sharp rim around its head.

Difficulty Level: 6

Attacks: None

Defeat: Slide into the bottom of it.

Found in: Earth Levels.

Level 2 Shipwrecked

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Sapphire Relic 1:17:70 My best time: 0:46:80
Gold Relic 1:07:70
Platinum Relic 00:54:40 Best reader's time: 0:45:90

Press the A button continuously, for the entire level, if you can. Hit the clock, and go right. Dodge the fish, and go below the mine. Destroy the time and mask boxes in the stack. Do down, dodging the fish, then left. Spin the eels when you need to, but dodge them, by going all of the way to the other side if you can. Go right, avoiding and spinning enemies, and take out the 2 second box in the stack. Go right and get the mask, then up, taking out the eels. Go left to end the level.

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Level 3 Temple of Boom

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Sapphire Relic: 1:02:70 My best time: 0:45:70
Gold Relic: 00:55:70
Platinum Relic: 00:49:00 Best reader's time: 0:37:70

Take out the boxes and the plant, then 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.

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Level 4 Frostbite Cavern

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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: 0:53:60

Take out the penguin, then come back for the clock. Use speed shoes whenever you can, as always. Hit it, then jump over the nitro box, and the next nitro box. Get the one second box. Go right, and get the mask, jump right, and plow through the seal and boxes for a 2 second box. Fall down the hole.

If the big guy gets a time box, then it won't count, so you need to get all of them yourself, lazy. Also, if you can, hold B, turbo, the entire time. Get the two time boxes to the right. Then the mask and box, also right. Dodge obstacles, and get two 3 second boxes, again to the right. Stay in the center to avoid the barrage of penguins. Dodge the nitro box, and stay center. Go to the right for a one-second box, then stay in the center for a mask. If you managed to hold onto all of them, then you will be invincible now, and can just plow straight through everything. If so, then it will last you to the end of the section. If not, then stay in the center to avoid most obstacles.

When you fall, press right so you don't waste time on the box. Go right,

jumping over the nitro's, and get the mask. You might become invincible again. Continue to go right, spinning away seals. Ignore the Nitro detonator, and keep moving forward until you reach the end.

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Level 5 Just in Slime
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Sapphire Relic: 1:39:40 My best time: 01:04:40
Gold Relic: 1:15:60
Platinum Relic: 1:06:50 Best reader's time: 0:53:20

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 form one to the next. You will reach the end with, hopefully, plenty of time to spare.

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5.20 Warp Room 2 ()

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Level 6 Snow Crash
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Sapphire: 1:43:00 My best time: 1:20:50
Gold: 1:36:70
Platinum: 1:28:00 Best reader's time: 1:13:50

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.

As you fall down, back into a normal level, press forward so you don't land on the box. Dart past more crunchers, then body slam a stack of iron crates for the 2 second box they protect. Go up the steel boxes, and from the rightmost

one, double-jump directly onto the snow. Jump over the boxes, and onto the exit pad.

=====
Level 7 Rocket Racket
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Sapphire: 2:30:20 My best time: 2:05:00
Gold: 2:17:50
Platinum: 2:05:00 Best reader's time: 2:01:30

Run into the clock, as opposed to shooting it. If you shoot the balloon holding a time box, you don't get any credit, so make sure to shoot only the box. Later, when you reach the blimp, make sure that you are shooting the face before it is possible, and keep your sight in the face, even if you are moving. You need all of the time boxes and you need to shoot all of the blimps almost as quickly as possible in order to get the platinum relic. Keep shooting the blimp, ignoring any of the missiles to get the best time. Do the same thing to the second blimp.

When you reach the wall of floating bombs, go in the upper right corner. You need to go through this, and all of the other speed pads, in order to get a good time. Keep going until you reach the third and final balloon. Defeat it the same way you defeated the other ones, and you will be victorious.

=====
Level 8 Just Hangin'
=====

Sapphire: 1:49:40 My best time: 1:19:80
Gold: 1:43:00
Platinum: 1:27:00 Best reader's time: 1:08:60

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.

Blow a mask on each of the next spikes so that you can shave several seconds off of your time. Jump on the TNT box to take out the 2 second box, and continue right. Spin enemies, and you will reach a bunch of pipes. Slide under them, waiting a second on the ones with a mouse under them so it can be taken out with your slide. Continue right, navigating under the grating, and exit the level.

=====
Level 9 Shark Attack
=====

Sapphire: 1:31:60 My best time: 1:01:30
Gold: 1:17:00
Platinum: 1:09:40 Best reader's time: 0:57:50

Keep pressing the A BUTTON the entire time for the quickest time. Spin any enemies that get in your way. Get the mask, and keep going right. Navigate between the spikes, a delicate procedure, then go down, and left. Then go down

Level 12 Ace of Space

=====

Sapphire: 1:58:40 My best time: 1:14:30
Gold: 1:55:80
Platinum: 1:39:50 Best reader's time: 1:06:00

First take out the stack of TNT, then hit the clock and sprint with all you have. Jump over the laser. When you see the 2 second box under the TNT, just jump on the TNT, then spin through the UFO. Jump right, then immediately onto, and off of the spinning, floating, platform. Jump over the stack of 4 boxes, while spinning to take out the 1 second one. If you hurry, which you should be doing, you can just make it across another switching platform. Continue right, and go under the UFO. Yet again, they give you just enough time to get across the platforms before they switch.

Spin through the armor. Double-jump over the stack of iron boxes, and get the 2 second box on the way down. Plow through everything right. When you get to the part where the floor goes backwards, it is quicker for you to jump to the right. Jump over the lasers, and continue right, jumping over the TNT. Go right as quickly as you can, and you will eventually encounter the first platform that you can't cross quickly enough. Instead, spin double jump to the arrow box, then go right. Hit the TNT to shatter 3 one second boxes, then double-jump to the top of the stack of steel. Jump right, carefully over the lasers and end the level.

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Level 13 Sunken City

=====

Sapphire: 1:39:60 My best time: 1:07:90
Gold: 1:21:70
Platinum: 1:14:20 Best reader's time: 0:59:80

Hit the clock and go right. As always, for the best time continuously press the A BUTTON. Swim past the enemies, spin any that get in your way, and go to the TNT box. Spin the wooden crate in front of it, let it blow a path for you, then continue. Spin through the squids and the shark, then go past the ! box, which you don't need to get. Go below the first mine, then spin through the squid and go above the second mine. Get the one second box, then spin through the boxes guarding the second one. Get the two that is right near it, and continue. Follow the path, dodging enemies, until you reach the end.

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Level 14 Down the Hole

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Sapphire: 1:32:40 My best time: 1:07:40
Gold: 1:23:40
Platinum: 1:07:40 Best reader's time: 0:58:30

Detonate the TNT, then go back and hit the clock. Double-jump onto the platform, then hop off so you go over the spiked lizard. Jump right, and get the mask and 1 second box. Stop to get both time boxes next to the nitro, and continue right. Double-jump over the iron crates and TNT, then go right. Jump on top of the box near the nitro, and continue. Spin the weirdly dressed person, then get the mask. Continue going up, then body-slam your way down as quickly as you can. Pick yourself up, and go right. Fall down, and get the mask, then jump over the stack. If you are invincible, dash as quickly as you can. If not, then take out or dodge enemies, and jump over the nitro. Spin

the TNT to save time, if you have a mask and need the time, then keep going.

=====
Level 15 Blimp Bonanza
=====

Sapphire: 2:58:20 My best time: 2:35:20
Gold: 2:44:90
Platinum: 2:36:30 Best reader's time: 2:30:80

Run into the clock, and shoot the time boxes as they come up. Make sure to go through all of the speed pads. Shoot as many enemies that you can while dodging bullets (not matrix style), and getting all of the time boxes. When you come to the blimp, start shooting in advance, and continue shooting, in the

head, until it falls. Continue shooting enemies and time boxes until you reach the next blimp. Shoot it and repeat until you reach the speed pads. Hit all of them, and shoot everything until you reach the final blimp. Destroy it, and get a relic.

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5.40 Warp Room 4 ()

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Level 16 Star To Finish
=====

Sapphire: 2:07:60 My best time: 1:25:10
Gold: 1:59:50
Platinum: 1:44:10 Best reader's time: 1:15:00

Take out the box and the UFO, then race forward. Plummet straight to the bottom, without jumping on the boxes, then run onto the spinner. Jump right, and plow through the mask. Double-jump, and take out another UFO. Jump over the armored spike. Go forward, and take the first two spinners up. Jump the last leg of the path, then go right. Take out or jump over the two electrified ones, then jump on the TNT to get both time boxes.

Ride the arrows up, and spin the 1 second box. Jump over the other ones, and body-slam the iron boxes, taking out the robot if needed. Do the same thing two more times, and you will reach ground level. Jump over the spike if it is open, or spin it if it isn't, and proceed right. Double-jump over the nitros, and jump onto the spinning platform as soon as you can. Jump over the obstacles, and dart past the UFO.

At the tall stack, double-jump to get the 2 second box, then take out the bottom box, and jump over the stack. Slide out the armored spike under the laser, and dart right. High double-jump right, then go left. Get the three second box, and go right again. Double-jump over the nitro, then do the same over the second one, with a super-spin if the spike is deployed. Hit the !, and go across the now filled pit. Go right, and jump over the enemies.

=====
Level 17 Air Supply
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Sapphire: 2:09:30 My best time: 1:31:20
Gold: 1:50:40
Platinum: 1:41:70 Best reader's time: 1:10:10

Grab the clock, and plow your way down. Like in the other swimming levels, pressing A continuously will get you through the level the fastest. Get the mask and the two second box. Go right, and down. If possible, swim past the eels because they could electrify themselves, and kill you, at any moment. Go right, spinning past the eel, and up, past the much easier large eel. Go up, and left more.

Take the lower route, and go below the eels, then go down in between the spikes coming out from the side. Go right, and get the three second box. Go down, and spin through the squids. Spin through the boxes, then touch the TNT, and back off. Spin through more boxes, then go down and around. Grab the mask and the one second box. Hit the !, then the TNT and let it explode. Go right, and up. Go left, below the eels, and exit the level.

=====
Level 18 No-Fly Zone
=====

Sapphire: 3:26:30 My best time: 3:08:50
Gold: 3:17:10
Platinum: 3:09:60 Best reader's time: 3:08:00

Run into the clock (make sure you actually hit it, unlike me :(), and begin shooting. Take out the first time box, then go through every one of the speed pads. Shoot down more enemies, and time and health boxes. Take out any enemies that you can that are right in front of the blimp, but be sure to be shooting it as soon as N. Cortex's head turns red. Shoot your way through the firework display, then take out the airplanes as soon as they come down in front of you. Dodge them right after that so you won't get hit. Another barrage of firecrackers, then more bombers. Keep moving, at all costs, except for getting time and health boxes.

Once again, ignore the airplanes as you concentrate on the blimp. Blast the firecrackers out of existence, and take out the time box. Go through all of the speed pads, then follow your religious practices for death before the final wave. Shoot as much as you can, and keep moving. Take out the blimp, as usual, and hopefully you will get the relic.

=====
Level 19 Drip, Drip, Drip
=====

Sapphire: 2:28:40 My best time: 1:26:30
Gold: 1:37:00
Platinum: 1:29:60 Best reader's time: 1:18:50

Take out the first five boxes, then hit the clock. Spin the frog, and jump over the nitro. Double-jump over the next set of nitro, then spin through frogs and boxes. Dash right, through more enemies, and side just as you reach the pipes. Slide under the spike so you can take out the box at the same time, and crawl right until you can safely get up. Slide again, and jump over the next set of boxes. Plow your way through frogs, then jump over slime. Double-jump right, then spinout the bottom 2 second box. Jump right, and spin the mask as you come down. Spin the three flamethrowers with out waiting, if you can. If you have a mask, then use it to plow through the spike with out waiting, if you need the time.

Go right, and ignore the nitro !. Jump right, and bounce on the box. You can just make it to the platform to the right, without super-spinning, which will

Level 12	Ace of Space	1:06:00	ntropydude
Level 13	Sunken City	0:59:80	Josher1212
Level 14	Down the Hole	0:58:30	ntropydude
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Level 17	Air Supply	1:10:10	ntropydude
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Level 19	Drip, Drip, Drip	1:18:50	ntropydude
Level 20	Final Countdown	1:23:10	ntropydude

=====
7.00 Copyright
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8.00 Credits
=====

JARED LYNCH
[JAREDD104@msn.com]- For correcting my mistake of naming Snow Joe as Snow Job.

=====
9.00 Conclusion
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In conclusion, I would like to thank everybody who helped me in the making of my guide. Namely Crocomire, and now everyone else who has posted their level times. Much appreciated. I thank all of you for using my guide, and wish you all good luck in beating those times. So long for now. Signing out kenb215.