

- 07. Tips & Strategies
- 08. Abilities & Stuff
- 09. FAQ (Frequently Asked Questions)
- 10. Codes
- 11. Credits
- 12. Contact Info

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01. INTRODUCTION

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Crash Bandicoot: Warped is the third game in the popular Crash Bandicoot series by Naughty Dog, and is definitely the best game out of the three games in the series. The platforming elements are superb in the game, and it controls like a dream. The graphics are way above average for a PlayStation game, and it even has special effects, like Z-Buffering (which, until now, was thought to be only possible on the Nintendo 64). Overall, if you love platformers (like me ^_^), then you can do no wrong with Crash 3. You'll love every minute of it, and if you like to get EVERYTHING there is to get in a game, then you'll be here for a while. There is so much to get in the game, it'll take you a while to earn everything and get the "good" ending.

Oh, and if you have any problems with my methods in this walkthrough, feel free to tell me about them, or just go along with what YOU know best, or with whatever methods that you feel are better than mine, or with whatever methods that you are most comfortable or experienced with. Also, if you have any tips or better techniques, then please send them to me so I can share them with everyone else who loves this great game as much as I do. Thanks.

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02. Legal Stuff

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03. UPDATES/REVISION HISTORY

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Version 1.0 (08/06/00)

- Final Version, has everything

Version 0.1 (08/01/00)

- First version of this FAQ

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04. Story

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When we last saw the cool bandicoot, he had left the evil Dr. Neo Cortex

outraged as his dreams of world domination were blown sky high, thanks to Crash.

As we return...

We see huge pieces of Cortex's exploding space station hurtling towards Earth with chunks of metal crashing into a tropical mountain...KABOOM!

And the story unfolds...

Now an even uglier enemy looms, free again! It's Uka Uka, Dr. Cortex's sinister boss-that's right, Cortex has someone he reports to!

Meanwhile, on another part of the planet, we see Crash and Coco at home, relaxing and playing happily. When suddenly, Aku Aku gets a very strange feeling...

Cortex failed to retrieve the Crystals and Gems (the source of world energy and the key to his diabolical plans) in the last show down against Crash Bandicoot and has made Uka Uka very upset!

So, Uka Uka has recruited an old friend, Dr. N. Trophy to join them.

Dr. N. Trophy has created a time machine, the Time Twister that allows them to travel through time to find the Gems and Crystals in their original places. Now it's up to Crash and Coco to beat Cortex's mutants to get to the Gems and Crystals before Cortex and once again foil his evil plans. Oh yeah...Crash is back and he's ready! With his trademark stride and famous prank-filled gameplay, join Crash and his little sister Coco as they warp into a whole new adventure!

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05. Characters

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Crash Bandicoot

The main character in Crash: Warped, and the hero of the game. He is the arch-nemesis (heh) of Dr. Neo Cortex, and has foiled all of his evil doings in the past. Crash ol' boy is back for yet another adventure...

Coco Bandicoot

Crash's sister, Coco is a supporting hero in Crash: Warped. She is playable in some levels, and befriends lots of animals throughout the game. Even though she looks weak, she's got more courage than other lady bandicoots.

Tiny the Tiger

Unleash this roaring Goliath who keeps hungry lions at bay.

Uka Uka

The Big Boss...the rottenest thing in the universe even before Aku Aku locked him up. The years in prison made him even worse. Now he always has time for crime.

Dr. N (Nefarious) Trophy

A master of time -- a minute spent with him seems like a life sentence!

Dr. Neo Cortex

Cortex won't rest until bandicoots are extinct.

Dr. N. Gin

A bad-tempered wacko. Never disagree with someone who has an unexploded nuclear weapon stuck in his head.

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06. Walkthrough

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This isn't a walkthrough in a sense that I guide you step-by-step through the levels. That, my friend, would be pointless, since the levels are linear

and go one way (straight) until you reach the end of the level. Instead, I will show you the requirements for each level, how many boxes there are, the times you need to beat to get the Relics, etc. I will also give you tips and general walkthroughs for some key areas in each level to get you through these tough parts.

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W A R P R O O M 1

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Level 1: Toad Village

Boxes: 42

Sapphire Relic: 1"03"00

Gold Relic: 00"57"53

Platinum Relic: 00"44"06

Since this is the first level in the game, it's probably the easiest level in the entire game. All you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Also, be sure to watch out for the frogs, since they jump right at you at times, and this can lead to a un-needed death fast. As for the knights, just wait for them to swing their swords, then when the sword is stuck in the ground momentarily, spin them away. Oh, and be sure to hop onto the Bonus Platform that is just beyond the first bridge. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. Trust me. The Crystal in this level is on the second bridge, and you can't miss it. At the end of the level, just break the remaining boxes, and the Gem will appear. Grab it, then jump into the portal.

Level 2: Under Pressure

Boxes: 92(!)

Sapphire Relic: 1"46"00

Gold Relic: 1"17"93

Platinum Relic: 1"10"50

This is the first water level in the game, and it's pretty easy for the most part. Some of the things that you need to be aware of are the sharks, the puffer fish, and the floating dynamite balls. To avoid the sharks or kill them without injuring yourself, just wait until the shark has turned around and starts swimming away from you. Quickly swim up behind him and spin to get rid of the shark. As for the puffer fish, just wait until they have stopped puffing, turn small again, then attack them. For the exploding balls, just swim

either above or below them. Pretty easy. Another thing is the electric tunnel. This doesn't sound all that bad, but when you add the element of a fan that blows you towards the electric disc, well, that makes it all the more difficult to avoid. The best advice is to just go on your instincts, and swim past the electric disc whenever you feel the need to.

But other than that, all you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. Also avoid the eels that come out of the side of the coral reefs, and make sure that you definitely take the underwater sled, since it has missiles that can uncover hidden boxes, as well as kill enemies fast and easy. Be sure to blow up any red coral reefs with the missiles to reveal hidden boxes. The crystal in this level is right before the last tunnel that leads to the Box Gem and the level exit portal. The Gem is at the end of the level, but it only appears if you have broken all of the boxes.

Level 3: Orient Express

Boxes: 51

Sapphire Relic: 00"41"00

Gold Relic: 00"27"80

Platinum Relic: 00"18"10

This is the first level where Coco is playable, and she's riding a tiger to boot! Orient Express is one of the cooler levels in the game, and is damn fun. Beware of the brick layers that can hurt you when you run past them, as well as the flying dragons that swoop across your path many times during the level. Also, when you reach the first small hut with a ramp, you can go one of two ways.

A) Jump on the ramp to get on top of the hut, and to collect a 1-Up

Or...

B) Ignore the ramp, and smash all of the boxes that are inside the hut.

I recommend that you choose B for your first time through the level, then do A after you have earned the Gem for this level. At some points throughout the level you will reach a hard to reach box that is floating on a kite. To get to these boxes, just hit the boost button (square), then the jump button (X). You will jump extra high, and you will be able to smash that floating box. Another annoyance in this level is the fact that sometimes Coco's tiger runs TOO fast. What does this mean? Well it means that you can run past some boxes while trying to smash others. If this happens (and it will), then re-start the level until you get all of the boxes.

At the second hut with a ramp, make sure you hit the ramp so you can get on top of the hut, and smash the boxes that are there. The

Crystal is just past the second hut area, and is behind some boxes. At the third hut area, be sure to MISS the ramp, and get underneath the hut, since there are some boxes inside. On the other hand, there is a 1-Up on top of the hut, so it's your choice. Once again, I recommend that you get the boxes first so you can earn the Gem, then get the 1-Up later on.

Level 4: Bone Yard

Boxes: 66

Special Gem: Red (Can only be earned through Level 12), White Gem

Sapphire Relic: 1"45"00

Gold Relic: 1"40"21

Platinum Relic: 1"21"00

Bone Yard is the first 'pre-historic' level in the game, and boy is it a doozy. Even though it is extremely fun, and a really cool level, Bone Yard can be tough too. Especially when the dinosaur is chasing you for some of the level. For this part, just run as fast as you can, and make sure you know the level well enough that you can judge on-coming obstacles and whatnot. Oh, and don't worry about breaking the boxes that are in your way while the dino is giving chase; The large beast will automatically smash the boxes while he is running at you, thus saving you time and energy.

But other than that, all you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. Oh, and be sure to hop onto the Bonus Platform that is just beyond the red-gem platform (which is inactive BTW at this moment). In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. And for the grassy areas that get in your way during the second half of the chase, spin in them to get through them faster. At the end of the chase, hit the Nitro "!" box to blow up all of the nitro boxes in the level BEFORE exiting, that way you can get the Gem.

Level 5: Makin' Waves

Boxes: 37

Sapphire Relic: 1"08"00

Gold Relic: 00"58"23

Platinum Relic: 00"53"26

Yet another level featuring Coco, but this time it's on a Jet Ski. Damn cool if you ask me. This level is extremely reminiscent of the Nintendo Classic, Waverace 64. Hell, even the water effects are great. The Crystal is just past a row of floating bombs, which is about at the halfway point in the level.

But other than that, all you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. Also, if you miss a box or two in the level while going too fast on your Jet Ski, then just stop and turn around and get it. This happens a lot, so you should always retrieve any boxes you happen to miss.

BOSS: TINY

Tiny is one of the easiest bosses in the game, which is normal, since he is the very first boss in the game. He has multiple attacks, but none of them should pose a problem to you.

First off, he'll come at you and jump towards you. Just avoid him, and soon enough he'll get his trident stuck in the ground, so use this time to spin attack him. When you have done this, he'll send out some lions to eat you. Just stand near the openings where the lions will come out, and spin like crazy. The lions will get spun away right when they come out of the tunnel. Another strategy that is admittedly easier, is to just run around and avoid the lions altogether. This can be easier, but the downside is that you might get trapped by some lions, and be eaten. Repeat this process until you have hit Tiny three times to beat him. After you have defeated him, you will get the Super Belly Flop ability. Nice.

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W A R P R O O M 5

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Level 6: Gee Wiz

Boxes: 100
Sapphire Relic: 1"35"00
Gold Relic: 1"22"73
Platinum Relic: 1"05"93

Gee Wiz is almost exactly like the very first level, Toad Village, only now it has some wizard enemies (hence the name of the level). To defeat these wizards, just get near them, and avoid their magic, then spin them before they shoot the magical balls at you. Pretty simple. All you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Also, be sure to watch out for the frogs, since they jump right at you at times, and this can lead to a un-needed death fast. As for the knights, just wait for them to swing their swords, then when the sword is stuck in the ground momentarily, spin them away.

Oh, and be sure to hop onto the Bonus Platform that is just beyond the second bridge. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. The Crystal in this level is next to the pair of sword swinging knights, just past the Bonus Area drop off point. At the end of the level, just kill the knight, hit the Nitro "!" Box, then grab the gem, and exit the level.

Level 7: Hang 'em High

Boxes: 81

Special Gem: Yellow (But can only be accessed through level 27), White Gem

Sapphire Relic: 1"24"00

Gold Relic: 00"52"66

Platinum Relic: 00"43"80

This level is pretty easy, except for the damn jumpy things and the sword guys. To get across the jumpy things, just use your shadow to see where you will land. As for the sword guys, you need to wait until they are not facing you to attack, or else they'll chop you up fast. The Crystal in this level is near the end of a hanging section, above the Bonus Platform. Grab the Crystal, and hop onto the Bonus Platform. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game.

Beware of the scorpions that are on the hanging sections, as well as the floating carpet guys too. Just spin them away before they get near you, and you will be fine.

Level 8: Hog Ride

Boxes: 13

Sapphire Relic: 00"46"00

Gold Relic: 00"41"46

Platinum Relic: 00"35"06

In Hog Ride, you will be racing some of Cortex's goons with a motorcycle. Don't ask me why, but the level is damn fun. The catch is that in order to get the Crystal, you will need to come in first place. I suggest that you concentrate on getting in first place your first time through, then come back and concentrate on getting all of the boxes to get the Gem your second time though. You can only do one at a time. Be sure to always hit every single booster pad to get as much of an advantage as you can, and pop a wheelie to go even faster. Watch out for those pigs (the cops), and their cars on the sides of the roads.

Level 9: Tomb Time

Boxes: 95

Special Gem: Purple (You can only get it through level 13), White Gem

Sapphire Relic: 1"42"00

Gold Relic: 1"10"00

Platinum Relic: 00"53"93

This level is sort of pointless, since you can only get the Crystal your first time through. Why? Good question. You will need to come back on the Purple Gem Platform in level 13 to get all of the boxes in this level, as well as the Purple Gem. Sort of odd. Anyways, beware of the many hazards in this level. Snakes, slippery floors, traps, falling walkways, jumping alligators, and so on. When you reach the first set of falling platforms, just run across the green platforms that have letters on them. These won't fall. At the end is a Bonus Platform. Now hop onto the Bonus Platform that is just beyond the second bridge. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game.

Eventually you will meet some monkeys in some jars. Just spin them away as fast as you can before they can attack you. The Crystal is near the end of the level, on some falling platforms, so be careful.

Level 10: Midnight Run

Boxes: 35

Sapphire Relic: 00"53"00

Gold Relic: 00"38"23

Platinum Relic: 00"18"20

Midnight Run is almost exactly like the Orient Express level, since you play as Coco, and you are riding a tiger again. It even has most of the same enemies too. The only differences are that it's at night, and some things have been changed. At the first hut, Also, when you reach the first small hut with a ramp, you can go one of two ways.

A) Jump on the ramp to get on top of the hut, and to collect a 1-Up

Or...

B) Ignore the ramp, and smash all of the boxes that are inside the hut.

I recommend that you choose B for your first time through the level, then do A after you have earned the Gem for this level. At some points throughout the level you will reach a hard to reach box that is floating on a kite. To get to these boxes, just hit the boost button

(square), then the jump button (X). You will jump extra high, and you will be able to smash that floating box. Another annoyance in this level is the fact that sometimes Coco's tiger runs TOO fast. What does this mean? Well it means that you can run past some boxes while trying to smash others. If this happens (and it will), then re-start the level until you get all of the boxes.

At the second hut, just hop on the ramp, smash the boxes, then get a super running start and jump off the roof. If you did it well enough, then you should have been able to smash both of the floating 1-Up boxes in the kites. Beware of the bricklayers that can hurt you when you run past them, as well as the flying dragons that swoop across your path many times during the level. The Crystal is just beyond the third hut. Remember that each hut either has some goodies or boxes, so choose wisely.

BOSS: DINGODILE

Dingodile is a pretty tough boss until you can actually figure out what his weakness is, and how to defeat him. He has two phases of attacks: The Air shot, and the laser blast.

The first phase is when he'll shoot balls of fire at you in the sky, and they'll land near you. Just watch the shadows of the balls of fire as you run in one direction, then when one gets near you, stop and run the other way. After this, he'll start to shoot at you.

The second phase is when he starts shooting through the crystals that are surrounding him, and shooting at you. Just run in one direction until he stops to aim, then turn and run into the other direction. After a while there will be some gaps in the crystals, which is your chance to hit him. Wait until he stops shooting, run at him, and spin him. He'll fall over, and his backpack will blow up, so get out of there as fast as you can. Repeat this process three times to defeat him.

NOTE: Even though the phases might change a bit (like the amount of firepower he uses, and the length of his attacks), it doesn't make much of a difference. Just use the same basic techniques to defeat him.

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W A R P R O O M 3
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Level 11: Dino Might!

Boxes: 112
Special Gems: White Gem
Sapphire Relic: 1"34"00
Gold Relic: 1"25"76
Platinum Relic: 1"03"00

This is yet another level that is very similar to the Bone Yard level, in that the entire level is almost the same design, and has the same enemies, plus some extras. Also, this is the first level where Crash himself gets to ride a animal...in this case it's a baby dino. You will find the Dino Egg near the beginning of the level, and it should hatch. Hop on and go at it. You will find the Crystal near where the Dino throws you off of him, and it's right before the Bonus Platform.

Now hop onto the Bonus Platform that is just beyond the second bridge. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. For the newer spinning enemies, just wait until they have stopped spinning to attack. This is very easy BTW, so you should have no trouble getting rid of these pests.

Also once again, the big ol' dinosaur will give chase again. For this part, just run as fast as you can, and make sure you know the level well enough that you can judge on-coming obstacles and whatnot. Oh, and don't worry about breaking the boxes that are in your way while the dino is giving chase; The large beast will automatically smash the boxes while he is running at you, thus saving you time and energy.

A cool secret here is when you come back with the Yellow Gem. Head through the level as normal, but let the second Pterodactyl (flying dino) pick you up, and he'll fly you over to a secret level.

Level 12: Deep Trouble

Boxes: 88

Special Gem: Red

Sapphire Relic: 1"47"00

Gold Relic: 1"25"16

Platinum Relic: 1"18"36

Here is another underwater level similar to Under Pressure, only this time it's tougher, and you will get the Red Gem in this level. Also, you will be able to access the underwater sled right off the bat. Beware of the new elements in this level: The Whirlpools. These things can get very annoying, and will kill you fast if you're not careful.

Some more of the additional elements that you need to be aware of are the sharks, the puffer fish, and the floating dynamite balls. To avoid the sharks or kill them without injuring yourself, just wait until the shark has turned around and starts swimming away from you. Quickly swim up behind him and spin to get rid of the shark. As for the puffer fish, just wait until they have stopped puffing, turn small again, then attack them. For the exploding balls, just swim either above or below them. Pretty easy. Another thing is the electric tunnel. This doesn't sound all that bad, but when you add the element of a fan that blows you towards the electric disc, well, that makes it all the more difficult to avoid. The best advice is to just go on your instincts, and swim past the electric disc whenever you feel the need to.

But other than that, all you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. Also avoid the eels that come out of the side of the coral reefs, and make sure that you definitely take the underwater sled, since it has missiles that can uncover hidden boxes, as well as kill enemies fast and easy. Be sure to blow up any red coral reefs with the missiles to reveal hidden boxes.

The Crystal in this level is near some more sharks, and isn't hard to find. If you want to get all of the boxes and the Red Gem, take the upper route into the last tunnel near the end, where there are some steel boxes blocking your way to the right. Head to the end, and break the steel "!" box, then head back to where your path was blocked. Swim near the TNT Box, and let it explode. Now take this route, and be sure to avoid all the Nitro Boxes, sharks, puffer fish, and whirlpools. At the end you should get the White Gem for the boxes, and the Red Gem is just beyond it.

Level 13: High Time

Boxes: 89

Special Gem: Purple Gem

Sapphire Relic: 2"12"00

Gold Relic: 1"04"12

Platinum Relic: 00"56"96

Here is another variation of the Hang 'em High level, only this time it takes place at night, and contains more enemies and obstacles.

NOTE: If you want the Purple Gem, then you need to make it to the clear platform WITHOUT dying. If you die, then restart the level.

Take the Purple platform to get to the Purple Gem. Along the way throughout the level, you will find many elements that get in your way. Some are like the scorpions on the hanging sections, the monkey's with the jars, the sword men, and the fire guys. These are the toughest, since you must watch them and how they toss the fire jars onto the walkways.

Other enemies need strategies too. As for the sword guys, you need to wait until they are not facing you to attack, or else they'll chop you up fast. The Crystal in this level is near the Bonus Platform. Grab the Crystal, and hop onto the Bonus Platform. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game.

Beware of the scorpions that are on the hanging sections, as well as the floating carpet guys too. Just spin them away before they get near you, and you will be fine. This level is pretty tough, but you must get all of the Gems and Crystals your first time through so you can save time and energy.

Level 14: Road Crash

Boxes: 29

Sapphire Relic: 1"25"00

Gold Relic: 1"20"73

Platinum Relic: 1"17"10

This level is EXACTLY like the Hog Ride level. You will be racing some of Cortex's goons with a motorcycle. Don't ask me why, but the level is damn fun. The catch is that in order to get the Crystal, you will need to come in first place. I suggest that you concentrate on getting in first place your first time through, then come back and concentrate on getting all of the boxes to get the Gem your second time though. You can only do one at a time. Be sure to always hit every single booster pad to get as much of an advantage as you can, and pop a wheelie to go even faster. Watch out for those pigs (the cops), and their cars on the sides of the roads.

For a cool secret, look near the diner, near some barriers. Look for a yellow road sign that has an Alien Face on it, and ram into it to find a secret level.

Level 15: Double Header

Boxes: 91

Sapphire Relic: 1"27"00

Gold Relic: 1"21"16

Platinum Relic: 00"59"43

Once again, here is another Toad Village clone level. The difference? There are some two-headed enemies in this level. Big whoop. Anyways, to defeat these monstrosities, just get near them, and do a super belly flop to squish them into the ground. Now you can even use their bellies as a trampoline! Then there are the wizards...

To defeat these wizards, just get near them, and avoid their magic, then spin them before they shoot the magical balls at you. Pretty simple. All you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Also, be sure to watch out for the frogs, since they jump right at you at times, and this can lead to a un-needed death fast. As for the knights, just wait for them to swing their swords, then when the sword is stuck in the ground momentarily, spin them away.

Once more, be sure to hop onto the Bonus Platform that is just beyond the second bridge. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. The Crystal in this level is near the end of the level, near a goat, and just before the third bridge with a wizard. At the end of the level be sure to hit the Nitro "!"

box to get all of the nitro boxes, and to collect your White Gem.

BOSS: N. TROPHY

N. Trophy is the toughest boss so far in the game, and you will need to be pretty quick to defeat him. There are three phases total, but in each one of these phases he will have two attacks: The first is a Fireball attack, where he'll shoot fireballs at you. The second is a laser wave, where some lasers roll across the area in a wave. To dodge the fireballs, just double jump over the lower ones, and try to run or duck under the higher ones. Pretty simple.

For the waves of lasers, just hop over the lasers as they pass by. The number of laser waves will increase as you defeat each phase of N. Trophy. After you have dodged his phase of attacks, the platforms will re-arrange, allowing you access to N. Trophy while he recharges. Jump across these platforms and hit him. Repeat this 3 times to defeat him, and to get the Death Tornado Spin ability from him.

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W A R P R O O M 4

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Level 16: Sphynxinator

Boxes: 104

Special Gem: White (Need Blue Gem from level 20, Tomb Wader)

Sapphire Relic: 1"42"00

Gold Relic: 1"22"66

Platinum Relic: 00"56"70

Sphynxinator is another "inner-tomb" level, and is a pretty easy one at that. There is also a fork in the road, and you can get across the path to the other side to the left, although it does seem impossible. You have to run, then double jump, then do a Death Tornado Spin to the other side. This is a slightly easier path than the one to the right. You will get some extra 1-Ups at the end of this path as a reward too. The Crystal is towards the end of the level, near some platforms.

Now hop onto the Bonus Platform that is just outside of a tunnel. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. Eventually you will meet some monkeys in some jars. Just spin them away as fast as you can before they can attack you.

A note: You cannot get the second White Gem until you get the Blue Gem from level 20, Tomb Wader.

Level 17: Bye Bye Blimps

Boxes: 11

Sapphire Relic: 1"09"00

Gold Relic: 00"58"43

Platinum Relic: 00"51"50

This is one of the easiest, and most straightforward levels in the game. The basic premise of the level is to blow up all of the golden balloons with the boxes attached, fend off the enemy planes, and shoot down the Enemy Blimps, all at the same time. To avoid the other planes, just barrel roll, or fly past them. If you get hurt (which you probably will), then shoot down the white balloons with the Red Cross on them, and your health will be increased by a good margin.

Level 18: Tell No Tales

Boxes: 61

Sapphire Relic: 1"42"00

Gold Relic: 1"25"66

Platinum Relic" 1"05"26

Here is another water level, with you playing as Coco Bandicoot, while racing on a Jet Ski. Tell No Tales is almost exactly like the previous water level, Makin' Waves, except this one is a lot harder. You will have to face a lot more floating bombs, and more enemies like the Boatmen, sharks, and anchor men. There are also multiple paths, so be aware that there are hidden boxes behind islands, some trees, and pirate ships. Watch out for flying cannon balls from the ships as well. The Crystal is just past a row of floating bombs, which is about at the halfway point in the level, or just near one of the pirate ships.

But other than that, all you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. Also, if you miss a box or two in the level while going too fast on your Jet Ski, then just stop and turn around and get it. This happens a lot, so you should always retrieve any boxes you happen to miss.

Level 19: Future Frenzy

Boxes: 134

Sapphire Relic: 2"01"00

Gold Relic: 1"34"00

Platinum Relic: 1"19"66

Ahhhh...an new level that is original, and actually DIFFERENT from the

levels before it. But beware, because there are more levels where this one came from. Future Frenzy is a pretty easy level, except that it is longer than usual, and has TONS of boxes that you need to break, and you need to break them all, which can be tough at times. The Crystal is just past some rows of lasers, near a platform where you have to jump across. Some cool things about this level are the spinning platforms, and the elevators.

Be sure to hop onto the Bonus Platform that is halfway through the level. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game.

But other than that, all you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game.

Level 20: Tomb Wader

Boxes: 88

Special Gem: Blue Gem

Sapphire Relic: 2"44"00

Gold Relic: 1"45"06

Platinum Relic: 1"24"00

Ack. Yet another "inner-tomb" clone level, and this one is irritating as they come, since the rising water levels are a pain in the ass sometimes. But this can be overcome by sheer patience. Just be patient, and wait for the water to lower and run to the next set of stairs or platform. But be wise when doing this, because if you get greedy and try to make a long run while the water is down, then the water will rise while you are running, causing you to drown.

Watch out for the enemies like the water bugs, the spiky mummies, and the unblockable statue guys. To get past these guys, just slide into their legs and they will get out of your way fast. The Crystal in this level is near some water, and at the top of some stairs.

Now hop onto the Bonus Platform that is just outside of a tunnel. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game.

But other than that, all you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game.

NOTE: If you want the Blue Gem, then make it to the clear platform WITHOUT dying at all. If you die, then restart the level. You will know that you

have done this correctly if you see an odd looking platform to the right somewhere in the level. Take this route to get a much harder route, complete with Nitro Boxes and lots of enemies, but at the end you will find the Blue Gem.

BOSS: N. GIN

The fight with N. Gin is reminiscent of yet another Nintendo Classic: Starfox 64. You fight N. Gin as Coco Bandicoot, inside a space ship in space. N. Gin is inside of a large space ship, and you have to defeat him without losing all of your health percentage. Be careful though, since you cannot replenish your health at all during the fight.

The first phase of N. Gin is his robot's Machine Gun arms and shoulder cannons. At certain times throughout the fight, these will open, revealing a yellow area. When you see yellow that means you can damage it. So whenever something opens, then you blast it with as much firepower as you can. To get rid of the machine guns, wait for him to start shooting, dodge the fire, then blast it until it closes up. Do the same for his shoulder cannons. Be sure to blow up all of the rockets that he shoots at you or else you will be severely damaged.

The second phase begins when you get rid of his first life bar, and Coco's tiger joins the fight, and latches on to your back. This part is the hardest, since N. Gin has about 6-7 different yellow areas to destroy, and they're all firing at you. Dodge the fire, missiles, and purple balls of fire, and blast the yellow exposed parts until they blow up one at a time.

When you have defeated N. Gin, he'll blow up, and you will receive the infamous Fruit Bazooka. This is one of the coolest abilities in the game, and is damn cool and useful at the same time.

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W A R P R O O M 5

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Level 21: Gone Tomorrow

Boxes: 88

Special Gem: White Gem (Can only get after getting Green Gem from level 23)

Sapphire Relic: 2"05"00

Gold Relic: 1"25"60

Platinum Relic: 1"02"13

Gone Tomorrow is a futuristic level that is just like the previous one, Future Frenzy, only it has newer enemies, more hidden boxes, and has some areas where you must implement the Fruit Bazooka to get all of the boxes and to kill certain enemies, like the giant robots you find in the level.

To beat these robots, you'll have to wait for them to stop firing their missiles at you (they are shot in a pattern if you didn't notice), then shoot the green target that they so idiotically reveal to you, with your Fruit Bazooka. Pretty easy stuff. Be sure to hit the floating steel "!" Boxes that activate normal boxes. Oh, and you cannot get the second White Gem until you get the Green Gem from level 23.

Be sure to hop onto the Bonus Platform that is halfway through the level. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game.

The Crystal in this level is near the halfway point in the level, but is before the Bonus Platform. All you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level.

Level 22: Orange Asphalt

Boxes: 20

Sapphire Relic: 1"36"00

Gold Relic: 1"31"30

Platinum Relic: 1"21"80

Once again, here is a motorcycle racing level, featuring Crash. Ugh. This level is EXACTLY like the Road Crash level. You will be racing some of Cortex's goons with a motorcycle. Don't ask me why, but the level is damn fun. The catch is that in order to get the Crystal, you will need to come in first place. I suggest that you concentrate on getting in first place your first time through, then come back and concentrate on getting all of the boxes to get the Gem your second time though. You can only do one at a time. Be sure to always hit every single booster pad to get as much of an advantage as you can, and pop a wheelie to go even faster. Watch out for those pigs (the cops), and their cars on the sides of the roads.

Watch out for the cop cars though, since they now drive back and forth through the road, and can sometimes block your way. Just anticipate where they will move, and go into the opposite direction as not to ram into them.

Level 23: Flaming Passion

Boxes: 76

Special Gem: Green Gem

Sapphire Relic: 1"43"00

Gold Relic: 1"31"10

Platinum Relic: 00"59"40

The Crystal is just past a set of TNT Boxes, right after a carpet ride to your location. When you get to the Green Gem path, be very careful, since there is only one Checkpoint box in this path. Also, the sword throwers are the worst enemies here, and the very last one that comes before the Green Gem is a real pain in the ass. Just time him right, and eventually you will get to him to attack. To get across the trampolines, just use your shadow to see where you will land. As for the sword guys, you need to wait until they are not facing you to attack, or else they'll chop you up fast. Or you can just blast them with your Fruit Bazooka. Hop onto the Bonus Platform that is just past the checkpoint that you get after getting the Green Gem.

In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game. All you need to do is make sure you break open each and every box in order to get the Gem, and make sure you also get the Aku Aku boxes in this level, so you have some insurance if someone or something DOES hit you. :)

Level 24: Mad Bombers

Boxes: 11

Sapphire Relic: 2"08"00

Gold Relic: 1"55"23

Platinum Relic: 1"38"16

Mad Bombers is still one of the most straightforward levels in the game. The basic premise of the level is to blow up all of the golden balloons with the boxes attached, fend off the enemy planes, and shoot down the Enemy Places, all at the same time. To avoid the other planes, just barrel roll, or fly past them. If you get hurt (which you probably will), then shoot down the white balloons with the Red Cross on them, and your health will be increased by a good margin. One more thing. This level is considerably harder than the Bye Bye Blimps level, since you have to aim and blow up the two engines on each biplane, of which there are 5 total biplanes.

Level 25: Bug Lite

Boxes: 120

Special Gem: White Gem (Need all 5 colored Gems)

Sapphire Relic: 1"49"00

Gold Relic: 1"34"86

Platinum Relic: 1"14"93

Here is another similar level to the "inner-tomb" levels, and it is one of the hardest ones in the game, since you must be fast in order to keep up with the firefly that provides you with light. So basically

you rely on a bug, hence the name, Bug Lite. Another catch to this level is that you cannot get the second White Gem until you have all 5 of the colored Gems. Anyways, beware of the many hazards in this level. Snakes, slippery floors, traps, falling walkways, jumping alligators, and so on. When you reach the first set of falling platforms, they are red, and will fall. Towards the end is a Bonus Platform. Now hop onto the Bonus Platform that is just beyond a tunnel. In this bonus area, be sure to get all of the boxes, since these too count towards your Gem at the end of the level. Make sure you collect as many peaches as you can so you can get some easy 1-Ups and extra lives, which you will need later on in the game.

BOSS: N. CORTEX

This boss fight is one of the hardest, if not THE hardest boss battles in the entire game. You see, it's not Cortex who's a pain for people to beat. Oh no. It's Uka Uka and Aku Aku who are the trouble. The fight during the time you and Cortex are duking it out, and their fighting leads to death for you. If you touch them at all, then you're history. For the entire battle, make sure you do not touch them PERIOD. Anyways, Cortex and the masks have 3 phases.

The first phase is the same for Cortex for the entire battle. He'll start to shoot balls of fire at you, then he'll toss mines. Avoid both of these, and when he's done with the mines, his shield will disappear, allowing you to spin him. After you have done this, a hole will appear, so spin him into the hole.

The second phase is the same for Cortex, only this time the masks are spinning around the platform. A key strategy is to stay as far back as you can, so you can see the entire platform, and know when the masks are coming. Avoid Cortex's attacks as usual, then spin him into the hole once again.

The last phase is, once more, the same for Cortex, only this time the masks are battling, then blowing up in a certain area. Again, stay back so that you can see everything, and move out of the way when the two masks blow up. Spin Cortex into the hole for a third time to finally defeat him.

After beating Cortex, you will get a new ability: The Super Run. This allows you to run Extra fast, which lets you earn more Relics easier, and make farther jumps easier than before. Very useful indeed.

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S E C R E T W A R P R O O M

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For these special levels, I will not give any type of walkthrough, or any tips or strategies. I will only tell you if there is a special Gem in here, as well as the Relic Times you will need to either meet or beat to get a Relic. Why you ask? Simple. Because these levels are almost the same as previous levels, and I would be wasting my time and energy if I re-wrote

more walkthroughs for these levels.

Level 26: Ski Crazy

Boxes: 100

Special Gem: None

Sapphire Relic: 1:16:00

Gold Relic: 00:50:50

Platinum Relic: 00:33:33

Level 27: Hang 'em High

Boxes: 81

Special Gem: Yellow Gem

Sapphire Relic: N/A

Gold Relic: N/A

Platinum Relic: N/A

Level 28: Area 51?

Boxes: 24

Special Gem: White Gem

Sapphire Relic: 1:53:00

Gold Relic: 1:49:83

Platinum Relic: 1:44:50

Level 29: Future Frenzy

Boxes: 134

Special Gem: None

Sapphire Relic: N/A

Gold Relic: N/A

Platinum Relic: N/A

Level 30: Rings of Power

Boxes: 33

Special Gem: None

Sapphire Relic: 1:20:00

Gold Relic: 1:01:46

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07. Tips & Strategies

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GET TO KNOW THE LEVELS WELL

If you know the levels well enough, then you can run through them fast, and without running into obstacles that would otherwise slow you down. By playing through the levels a lot before attempting to grab that Platinum or Gold Relic, you will know everything that is coming, and you can pass that obstacle with relative ease, and you can beat the levels much faster than if you played it for the first time and tried to get a fast time.

BREAK ALL OF THE AKU AKU BOXES

Each time you break a Aku Aku box, you get a Aku Aku mask or spirit on your side and it joins you. This mask acts as a "extra life" in a sense, since it takes a hit for you if you take any damage. If you get 3 Aku Aku Masks, then you become invincible for a short time. This is great, and these Masks can help you a lot throughout the game.

USE YOUR BAZOOKA

You should always use your Bazooka to break boxes ahead of you to save time and to get additional health if you need it. Also, blow up any enemies that are in your way from afar, because those enemies can become dangerous at close range. It's better to just get rid of them as fast as possible.

HIT THE TIMER CLOCKS AS LATE AS YOU CAN

You should run forward in the levels with the clock timer (to get Relics), and attempt to clear as much of the level as you can before activating the timer, so that you can just basically run through the level without worrying about enemies, and traps and whatnot. One thing though: DO NOT BREAK THE BOXES, since these can be used as time-stoppers to help you get a faster time. But you should kill enemies and stuff though. Use your Bazooka to activate the timer from afar, so you don't have to run all the way back, then all the way through the level again; Make sure it's in your range though.

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09. Abilities & Stuff

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ABILITIES

Super Body Slam: Press the X and the O buttons at the same time to perform a cool ass body slam. Very useful.

Super Double Jump: Press X then X again at the peak of your jump to perform a double jump that comes in handy A LOT.

Crash Dash: Hit R2, then use your control pad or analog stick to control Crash, who is now running faster than a er...normal bandicoot.

Bazooka: Hold R2, then use the O button to fire peaches at enemies and boxes. It even has a aiming mechanism, which makes hitting targets easy as hell.

Death Tornado: Tap the [] button rapidly to spin like mad, and to take out multiple enemies at once. Also very useful and deadly.

BOXES and CRATES

BOX TYPE	WHAT IT IS
Normal (most common box)	Jump on these to get 10 of one thing
Timer Boxes	Changes items in a certain time
Arrow Boxes	Let's you jump higher than normal
? Boxes	Surprise in each box
Steel "!" Box	Changes something in the level
Aku Aku Boxes	Crash gets the Aid of Aku Aku

Crash Boxes	Contain 1-Ups	
Checkpoint Boxes	Break these to save your level progress	
TNT Boxes	Jump on these to set a fuse for 3 sec...	
Nitro Boxes	Touch these and they'll blow up	
Green "!" Boxes	Blows up every Nitro Box in the level	

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10. FAQ (Frequently Asked Questions)

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1) Q: Is this the 3rd game in the series? I don't think it is, since there is no "3" in the title.

A: Yes it is, and even though it doesn't have the "3" in the title, it continues where Crash Bandicoot 2 left off.

2) Q: How many secret levels are there in the game?

A: There are 2 Super Secret levels, and 7 if you include the ones that are located in the secret Warp Room.

3) Q: Secret Warp room? How do I get that?

A: Simple. Just get at least 5 Relics to access the room itself, and you will need a certain amount of Relics to enter each extra level, each needing more Relics than the previous one.

4) Q: Why can't I ride onto the sandy beaches in the water levels with my Jet Ski.

A: Because you can't. Go ask the developers.

5) Q: Can I get over 100% completed?

A: Yes. You can get a maximum of 105% done if you get all 44 Gems, all Crystals, and all 30 Relics (as many Platinum's as possible, although it is not required).

11. Secrets

MULTIPLE ENDINGS

There are 2 different endings to Crash 3. One is the "bad" ending, which you get if you just beat the game without getting 105%. The other is the "good" ending, which you get if you get EVERYTHING in the game, and get a 105% completion rating.

SECRET WARP ROOM

Just get at least 5 Relics to access the room itself, and you will need a certain amount of Relics to enter each extra level, each needing more Relics than the previous one.

SECRET EGGIPUS REX LEVEL

This can only be accessed through level 11: Dino Might!

A cool secret here is when you come back with the Yellow Gem. Head through the level as normal, but let the second Pterodactyl (flying dino) pick you up, and he'll fly you over to a secret level.

SECRET HOT COCO LEVEL

This can only be accessed through level 14: Road Crash.

For a cool secret, look near the diner, near some barriers. Look for a yellow road sign that has an Alien Face on it, and ram into it to find a secret level.

105% COMPLETION

You can get a maximum of 105% done if you get all 44 Gems, all Crystals, and all 30 Relics (as many Platinum's as possible, although it is not required).

HIDDEN SPYRO THE DRAGON DEMO

At the Main Menu screen (with the Load and New options), press up, up, down, down, left, right, left, right, SQUARE to unlock a Spyro the Dragon demo.

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12. CREDITS

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CJayC- For accepting all of my FAQs, and for creating the best web site on the net!

Me- For making this FAQ! :p

Naughty Dog Studios- For making such a kick ass game series, and one of the best platformers ever, and definitely the best platform game on the PlayStation, bar none.

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11. CONTACT INFO

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Shameless Self-Promotion: Other FAQs by me:

PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Dino Crisis
- Gran Turismo 2
- Hot Shots Golf 2
- Legend of Mana
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- Resident Evil 2
- Resident Evil 3
- R4: Ridge Racer Type 4
- Rollcage
- Syphon Filter 2
- Vagrant Story

NINTENDO 64:

- NBA Live 2000
- Mario Party 2
- Perfect Dark
- Resident Evil 2

DREAMCAST:

- Carrier
- Crazy Taxi
- Dead or Alive 2
- Hydro Thunder
- MDK 2
- Nexus/Interact 4MB Card FAQ
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica

.....

My Resident Evil Code Veronica site: www.geocities.com/residentevilcv
 My website: <http://faqdomain.cjb.net>
 E-Mail Address: nemesis@flipmode.com

E-MAIL RULES:

Types I WILL respond to / accept:

- Small questions that are NOT answered in the FAQ
 - Comments
 - Any types of contributions that can be HELPFUL to others
 - Corrections for this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details.

Types I will NOT accept / respond to:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ

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Franklin

This FAQ can only appear on the following sites (w/out having to ask me):

-GameFAQS <www.gamefaqs.com>

-Cheat Code Central <www.cheatcc.com>
-GameSages <www.gamesages.com>
-Vgstrategies.com <<http://vgstrategies.about.com>>
-GameShark.com <www.gameshark.com>

One final word:

"Don't Do Drugs!"

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