

Crash Bandicoot 3: Warped Platinum Relic Guide

by insane_pyro28

Updated to v1.14 on Sep 29, 2003

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Version 1.14
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i have no idea what's goin on

- Version 1.14

* Same thing as usual. more times on the wall of fame, plus I beat the developer time for Tomb Time! Check out the new offer going on Tomb Time...LoL, plus I just beat the developer time for Tell no Tales also!

- Version 1.13

* Added lots of more times, plus check out my new time for Flaming Passion!!!! I also now have all 30 platinum relics, just got Area 51 and Orange Asphalt.

- Version 1.12

* Did some updating and changed some things, plus I beat the developer time on Dino Might! and Hang'em High!

- Version 1.1

* I just beat another developer time on Flaming Passion with a REALLY good time.

- Version 1.09

* Lots of more times added from carl_byv2000@yahoo.com and I beat the developer time on Bone Yard, plus I got a new really good time on Hang em' High

-Version 1.08-

* I just beat my first developer time on Gone Tomorrow!

-Version 1.07-

* Added more times from Gbness@aol.com and added my new time for Hang'em High on the wall of fame

-Version 1.06-

* Added more of Gbness@aol.com Times

-Version 1.04-

* More wall of fame times

-Version 1.00-

* Finished entire guide

* Special Thanks *

There's a list of people I would like to thank, but I don't feel like putting hundreds of names up here so I'll only list like 3 i guess

Square.....Spin
O or (R1) Button.....crouch
Hold O Button + Directional Buttons.....Crawl
O + X Buttons.....High Jump
Directional Buttons + O or (R1) Button.....Slide
Directional Buttons + O or (R1) Button + X Button....Super Slide High Jump

HANGING

X Button.....Release from hanging
Square.....Spin
O or (R1) Button.....Pull legs up

SWIMMING

X Button.....Swim Faster
O, Square or (R1) Button.....Spin

JET SUB

Square.....Torpedo
O or (R1) Button.....Turbo Boost

MOTORCYCLE

X Button.....Accelerate
O, Square or (R1) Button.....Brake

BI-PLANE

Square.....Barrel Roll
X Button.....Air Brakes
O or (R1) Button.....Machine Gun

JET SKI

X Button.....Accelerate
X Button + Directional buttons (while jumping).....Flip
Directional Buttons or (L3).....Hard Turn

PURA THE TIGER & THE T-REX RIDING

X Button.....Jump
O, Square or (r1) Buttons.....Run Fast (Pura Only)
O or (R1).....Get off T-Rex

SPECIAL ABILITIES AND POWERS

X + O Buttons.....Super Body Slam
X + X Buttons.....Double Jump
Directional Buttons + (R2).....Crash Dash
(L2) + O Buttons (hold L2 and press O to fire).....Bazooka

level is now 0:17:03!

Developer Time 0:16:96- This is pretty hard... I'm only 7 milliseconds away!

Level 4: Bone Yard

Sapphire 1:45:00- Really easy, no need for running shoes.

Gold 1:40:21- Get the running shoes and well RUN. Get all time boxes, you can. Also gat invincibility.

Platinum 1:21:00- This time can be gotten really easy, just make sure you know the path pretty good and get invincibility, my time on this level is 1:14:63! developer time.

Developer Time 1:15:36- There's a trick for this, the thing is you don't get invincibility! At the part where you would normally have it just jump over all the grass, Once you get the hang of it, it's pretty easy.

Level 5: Makin' Waves

Sapphire 1:08:00- Pretty easy, if you miss a box don't freak out.

Gold 0:58:23- A little hard. Get all the boxes and you should do fine.

Platinum 0:53:26- Get all the boxes, and use the last two Aku masks to blast through the bombs, my time is 0:51:86

Developer Time 0:50:66- This is very hard, but at the beginning there is a time box that you should skip actually, at the part where you just got the first time box right on the ramp, hang a sharp left and go through the first orb thing and just head straight to the ramp right ahead of you don't bother getting the 1 sec. time box in between the line of boxes.

WARP ROOM 2: TAJ MA HALL

Level 6: Gee Wiz

Sapphire 1:35:00- This is pretty easy, aren't they all! Just run and get invincibility

Gold 1:22:73- Try and get all the time boxes, and get all three masks. Don't forget the running shoes!

Platinum 1:05:93- This is a pretty easy platinum relic. Just get all the boxes, become invincible, and at the end just jump around the stack of nitros. Actually, when I got my time I did not become invincible, my time is 1:00:70

Developer Time 0:58:66- A little too hard for me

Level 7: Hang'em High

Sapphire 1:24:00- Really easy. You don't have to become invincible for this

Gold 0:52:66- A bit harder, make sure to become invincible, and get most of the time boxes.

Platinum 0:43:80- At the beginning stand along the first wood plank thing and

shoot the clock with the bazooka. Instead of jumping on the bouncy boxes, just do a quick double jump onto the ledge. Then at the part when you encounter the first thing with those pottery bowls slide it and make it hit the 1 sec. box, then spin the 2 sec. box and jump off the first bouncy rug and hold down X and do a spin at the very top to hit the 3 sec. box. I beat this level with 0:33:93, beat the developer time

Developer Time 0:34:36- I know how to beat this! Use the same strategy as above , then at the end when you see the green ! box and the gray ! box, spin the gray ! box and it will fill in the two wire framed boxes. The second wire framed box is actually a hidden 1 second box!

Level 8: Hog Ride

Sapphire 0:45:00- Not too hard just get the wheelies if you can.

Gold 0:41:46- Get as many wheelies as you can and be sure to get all the time boxes

Platinum 0:35:06- Kinda Hard. Wait at the beginning until all the cars are gone and then go. But warning drive right until you see the clock and then stop, because if you don't then it will disappear. The secret to getting platinum is you have to hold the wheelie for the entire level! and of course get all the boxes. I got a 0:34:26 on this level.

Developer Time 0:33:96- It may look easy, but this is actually pretty hard to beat!

Level 9: Tomb Time

Sapphire 1:42:00- Not too bad just try and get all three masks and don't take the left path when you get to the fork in the level.

Gold 1:10:00- This is pretty easy it will be accomplished in zip, zoom, zap outta here.

Platinum 0:53:93- This might be the hardest platinum relic to get, just try not to do very many double jumps and make sure you get invincibility...duh and don't forget about the last 3 sec. time box suspended in the air, make sure you enough invincibility left to get it. Also try cutting corners when you jump, it always helps out. I have the first known beaten developer time now on this level which is.....0:50:23!!!

Developer Time 0:50:63- This used to be my most hated despised level ever, and within about an hour and a half I beat the developer time! wow pretty weird. You can beat it too if you donate your \$4.00 dollars now, if you order within the next five minutes you'll also receive the platinum relic for Sphynxinator! Just call (1-800-I'm a Loser cause I have to pay my way to beat the game!)

*call while supplies last, no money back gurantees, valid until never.

*warning may cause lower self-esteem, dumbness, and retardation.

Level 10: Midnight Run

Sapphire 0:53:00- You could probably make 10 mistakes on this level and still get this relic. It has a huge margin of time for an error...or two.

Gold 0:38:23- Just run and get all the time boxes. I don't think you have to use the speed boost but you can.

Platinum 0:18:20- This is the easiest level to get platinum on to me. If you know all around...like me then this level is real easy. Make sure to get the very first Aku Aku and use it to blast through stuff. Also use the strategy where you jump instead of run.I got 0:13:43 here.

Developer Time 0:13:20- It might look really easy compared to my time but its not. When I get the 1 and 2 second boxes under that hallway thing my time is 0:13:06 and every time I play it's always the same. It might seem easy because it's only a few milliseconds off of my time but its a lot harder than you think.

WARP ROOM 3: ORIENT

Level 11: Dino Might!

Sapphire 1:34:00- Not too hard. Just get all the time boxes.

Gold 1:25:76- This is a bit harder, just watch out for those spinny fish things.

Platinum 1:03:00- My plan is too pull out the bazooka at the beginning and shoot all that grass and the spinny fish, then shoot the clock behind you, then the rest should be pretty easy. Oh, and you don't have to go on the t-rex, it waste time. I beat this with 0:54:96 can you say developer time!

Developer Time 0:55:00- To be honest, I have no idea how I beat this, i beat it in less than an hour though, when I started I wasn't even trying to beat the developer time...i just did, I guess this level must be pretty easy then seriously.

Level 12: Deep Trouble

Sapphire 1:47:00- If you were pretty good at the first under water level, then this shouldn't be too hard.

Gold 1:25:16- This is a little hard, if you aren't that good at the underwater levels like me!

Platinum 1:18:36- Use the Aku masks to blast through the whirl pool things, it will save a lot of time. I got 1:16:13 on this level.

Developer Time 1:00:46- This is the biggest amount of time from a platinum that the developer's have. I have no clue how they got it...not a single clue.

Level 13: High Time

Sapphire 2:12:00- This is psycho. You could probably go and make yourself a sandwich come back and still beat it.

Gold 1:04:12- This is the last level that I got a gold on, and then I got platinum but that's besides the point. This, to me is the hardest gold relic to get.If you time it right everything will fall into place though. You should start running when the carpet in the back is at its lowest point.

Platinum 0:56:96- I think Tomb Time is harder than this to be honest. But this is still pretty hard. Use the same strategy as above and don't forget to shoot the clock to save time. Also don't slow down for the guys who throw down the molotov cocktails anymore. I have 0:47:13 here.

Developer Time 0:45:10- Go right when the carpet is at its lowest point and when you reach the platform with the stack of boxes and a 3 sec. box jump off the bars quickly

and super spin everything, by now your time should be 16 seconds something. Plus make sure you don't waste time waiting for the fires right after the monkey with the pots thing.

Level 14: Road Crash

Sapphire 1:25:00- This is probably the hardest sapphire to get. It's not really that hard though.

Gold 1:20:73- This requires more skill than sapphire obviously, but still isn't too hard. This won't take long to accomplish.

Platinum 1:17:10- You have to hold the wheelies for as long as possible, but that's pretty hard on this level. But you'll get it hopefully. This is the second to last level that I got platinum on. I now have 1:14:70 which is developer time!

Developer Time 1:15:53- At the part where it has the turbo pad and a 1 sec. time box right after it, drop your wheelie right after you get the time box cause it's impossible to make the sharp turns holding a wheelie, then on the next turbo pad dodge the ramp and the barrier thing and hold your wheelie all the way until you get to the time box in between the two cop cars.

Level 15: Double Header

Sapphire 1:27:00- This shouldn't be too hard, but try to get all three masks.

Gold 1:21:16- Look up to find the answers.

Platinum 0:59:43- This is pretty easy just dodge your way between the enemies and stuff, and at the part with the one sec. time box and the three sec. time box stacked in the TNT's just jump and spin in the middle of both time boxes so you'll get them both at the same time. Also stay on the sides, use the same strategy as Toad Village and Gee Wiz. My time is 0:56:63, almost a developer time.

Developer Time 0:56:00- I'm almost there now.

WARP ROOM 4: EGYPTIAN

Level 16: Sphynxinator

Sapphire 1:42:00- This is pretty easy, just don't get held up by the closing walls for too long.

Gold 1:22:66- Try to time the closing walls so you don't get stuck. And don't forget about the two 3 second boxes behind you at the beginning.

Platinum 0:56:70- Definitely time the closing walls, and stand by the boxes behind you at the beginning then shoot the clock, but don't spin the boxes before the clock goes off. Once you shoot the clock and spin the first two three sec. time boxes you should have about up to 10 milliseconds at the most on your time, maybe even exactly zero. I have 0:52:06 on this level.

Developer Time 0:50:63- You can't get stuck at all. Did you notice that this is the same developer time as Tomb Time? and there both egyptian levels too! Pretty cool huh.

Level 17: Bye Bye Blimps

Sapphire 1:09:00- This is a little hard if you aren't used to the plane levels.

Gold 0:58:43- All you have to do is find a pattern for the blimps

Platinum 0:51:50- Follow your pattern, and accuracy helps a lot. Don't waste time trying to shoot down one blimp when you could have already had two shot down. I got a time of 0:46:40 on this level and this was my pattern.

THE BLIMPS ARE NUMBERED IN THE ORDER I SHOT THEM.

5.

4.

6.

3.

7.

2.

start

1.

Developer Time 0:38:63- You just have to find the best pattern, and have really good accuracy also.

Level 18: Tell no Tales

Sapphire 1:42:00- This is easy, just avoid things that can slow you down.

Gold 1:25:66- Get all the time boxes, and take the left path when the path first splits up because it's quicker.

Platinum 1:05:26- At first this can be pretty hard, but don't worry you'll get it, you can probably skip a 1 sec. time box but I'm not telling you too, you'll get this is no time. I beat this with 1:01:33, yes it's a beaten developer time!

Developer Time 1:01:70- This developer time actually isn't very hard to beat, but also don't take the hidden path where it has about 4 three sec. time boxes. I know it seems tempting but it doesn't save as much time as you think, its faster to just go the regular way. Also at the part where it has the aku mask, the two sec. time box and the three sec. time box, make sure you already have an aku mask before you get there and only get the two time boxes. Use your last aku mask to blast through the bombs near the right of the ramp so you can jump the other ramp straight ahead of you with the two sec. time box on it.

Level 19: Future Frenzy

Sapphire 2:01:00- You will beat this in no time, believe me

Gold 1:34:00- Just make sure to get all three masks, and watch out for the lasers

Platinum 1:19:66- To time it right, well not really time it but anyway at the beginning when you see the row of two 1 sec. boxes and then the single 1 sec. box only spin the row of two 1 sec. boxes and then all the lasers should be timed

correctly. Don't forget to shoot the clock with the bazooka to save time. I beat this with a time of 1:13:93

Developer Time 1:07:47- No clue...

Level 20: Tomb Wader

Sapphire 2:44:00- This is the most time given to beat any level, so you could assume it's pretty easy.

Gold 1:45:06- This isn't too hard, but to time it correctly you'll have to go when the bug is at the far right.

Platinum 1:24:00- Start running when the bug is at the far right at the beginning, and when you get to the part where the water rises and there's two TNT's placed in the water, just do a double jump and super spin and by the time you're done the water will be low enough so that it doesn't kill you, and oh yeah definitely watch out for the dudes with the shields that bounce you back.

Developer Time 1:11:16- This is definitely gonna take some practice.

WARP ROOM 5: FUTURE

Level 21: Gone Tomorrow

Sapphire 2:05:00- This is plenty of time, just don't waste tons of time trying to kill those giant robots.

Gold 1:25:60- You can beat this really easy, but just don't waste any of your masks. You can become invincible twice in this level.

Platinum 1:02:13- Okay, my plan is to shoot the clock at the beginning of course, and when you get to the robots just jump around them! And make sure to get invincibility twice. My time on this level is 0:55.10!!! which is a beaten developer time!

Developer Time 0:55:46- Just use the same strategy as above.

Level 22: Orange Asphalt

Sapphire 1:36:00- This isn't too hard just keep wheelies as long as you can.

Gold 1:31:30- Use same strategy above and get all the time boxes. This will be pretty easy to beat

Platinum 1:21:80- Once you get the hang of this level it isn't very hard actually, on some parts you'll have to stop the wheelies purposely, you'll know when...Also when you get to the ramp with the giant pit over the road, you dodge the pit on the right, still holding the wheelie. I have about 29 seconds at that point. Also at the part where there's the turbo pad right after the ramp point, even though there's a sharp turn directly after it, don't let go of the wheelie cause the turbo pad on the edge of the sharp turn will transfer you to the left. My time on this level is 1:17:36!

Developer Time 1:16:70- I think I know how to get this actually...just make sharp turns and stuff will save time.

Level 23: Flaming Passion

Sapphire 1:43:00- You shouldn't have too much trouble beating this.

Gold 1:13:10- This is harder but still not real hard, get all the time boxes, okay dude.

Platinum 0:59:40- I don't think this is really hard. When you first start the level, restart the trial, then it will go smooth, make sure to get invincibility, Okay you are about to hear the greatest beaten developer time ever!... (drumroll playing) 0:46:80!!! yes that's right, exactly four seconds and 30 milliseconds. better than developer time! I can skip the 3 sec. time box and still beat the developer time.

Developer Time 0:51:10- You can beat this with or without getting invincibility actually, my best time without getting it is 0:47:10. On this level there are so many shortcuts you can find. If the path is shaped like an L just cut the corner, also try and not do very many double-jumps as possible. When I play this level I literally don't stop for anything, I'm always running.

Level 24: Mad Bombers

Sapphire 2:08:00- This is plenty of time to beat it with. Just use pretty good accuracy.

Gold 1:55:23- Try and follow a pattern and do barrel rolls to avoid the enemies

Platinum 1:38:16- Most people think this is really hard, but I think it's easy. All you have to do is definitely have a pattern, good accuracy and some barrel rolls. I really like the plane levels. I beat this with 1:33:06

Developer Time 1:24:10- I almost beat this one time then I accidentally made one small mistake and ended up not beating it. But I know a pattern on how to beat it, but it's complicated so I'm not going to explain how.

Level 25: Bug Lite

Sapphire 1:49:00- If you get stuck behind the walls for a little bit of time don't worry it won't matter, and try to get all three masks.

Gold 1:34:86- This is really easy, just use the same strategy as above. But you must get all three masks.

Platinum 1:14:93- I actually got this on my first try, so obviously it shouldn't be too hard. I got this with 1:09:03. I'm trying for the developer time.

Developer Time 1:08:00- This isn't really impossible to get, just make sure you don't get stuck behind the closing walls at all.

4. SECRET WARP ROOM 6: NEODYNE

Guess what, when you get your first 5 relics a platform in the middle of the warp areas will rise. If you hop on the platform you will go to Warp Room 6 containing 3 more levels and the add-ons to Hang'em High and Future Frenzy. After you get the five relics it requires another five to get to every other level after that.

Level 26: Ski Crazed

Sapphire 1:16:00- This is definitely more than enough time to beat this in.

Gold 0:50:50- Blast through the bombs with the Aku masks to save time.

Platinum 0:33:33- If you have more than the platinum time when you hit the 3 time boxes huddled in between the bombs, then hit restart. The clock is frozen for the entire last half of the level after that point. At the point when there's the two ramps, one facing north and the other facing west. The 1 and 2 second boxes are facing from the west ramp, so you would normally slow down to face left. But you don't have to slow down. Just keep on riding forward then make a sharp turn left and jump off the ramp and get the boxes. At that point I usually have about 0:16:20. Also right at the beginning you can either turn staright left or go forward where there will be a ramp with a time box at the end of it, it's actually faster if you just stick to the left though. My time is now 0:28:50!!! Yes, beaten developer time!

Developer Time 0:28:63- P.S. Did you know that the red and yellow orb things that are a shield are hollow, you can ride straight through them, it will save some time believe me. I have now beaten this time, it isn't very hard to beat actually. Just make sure at the part where it has the two 2 sec. time boxes right on top of the ramp to get them both it's kinda hard but it can be done.

Level 27: Hang'em High

This is just to get the yellow gem. For the time trial read level 7

Level 28: Area 51?

Sapphire 1:53:00- This isn't too hard, just try it.

Gold 1:49:83- This will be obliterated in no time at, just don't try to skip many time boxes.

Platinum 1:44:50- This will take a little more skill, you have to get all the time boxes here, and also keep the wheelies as long as possible. I got a time of 1:42:46 in heah!

Developer Time 1:38:96- The thing to beating this is the second turbo pad on this level, you'll have to swerve around the pit and not jump the ramp still keeping the wheelie.

Level 29: Future Frenzy

This is just to get the second clear gem. Time trial is on level 19

Level 30: Rings of Power

Sapphire 1:20:00- This is plenty of time, you can hit square when you enter the rings to give you a speed boost.

Gold 1:01:46- You should get this pretty soon, you only have to hit the tip of the ring for it to count.

Platinum 0:51:76- Make sure to hit square when you go through the rings. Try to keep the trail purple throughout the whole level. I got this with 0:50:53

Developer Time 0:47:93- This is sick...just sick I mean? How can they do this?

5. SECRET LEVELS

There are only two secret levels in the game. Hot Coco is accseded through Road

time, so that I could see it, but it is not required.

Here is a list of people I would like to thank for their given times

Gbness@aol.com
hello1732@netzero.com
Lucas Worwag
Ross Apostolov
carl_byv2000@yahoo.com
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Hannah Diprose
JABandicoot@aol.com
skye_xero@hotmail.com
suckerfish2003@ i forgot?
and last of all me, insane_pyro28@yahoo.com

If you see this (*) by a time it means I had a screenshot of that time.

Level	Time	E-Mail Address
Toad Village	0:38:80	suckerfish2003@i forgot? - -DEVELOPER TIME- -
Under Pressure	1:01:80	carl_byv2000@yahoo.com
Orient Express	*0:16:40	Hannah Diprose - -DEVELOPER TIME- -
Bone Yard	1:09:12	manuscriptreplica@hotmail.com - -DEVELOPER TIME- -
Makin'Waves	*0:48:16	Lucas Worwag - -DEVELOPER TIME- -
Gee Wiz	0:58:13	carl_byv2000@yahoo.com - -DEVELOPER TIME- -
Hang'em High	*0:33:93	insane_pyro28@yahoo.com - -DEVELOPER TIME- -
Hog Ride	0:33:68	suckerfish2003@ i forgot? - -DEVELOPER TIME- -
Tomb Time	*0:50:23	insane_pyro28@yahoo.com - -DEVELOPER TIME- -
Midnight Run	0:13:23	Gbness@aol.com / hello1732@netzero.com
Dino Might!	*0:54:96	insane_pyro28@yahoo.com - -DEVELOPER TIME- -
Deep Trouble	0:59:63	carl_byv2000@yahoo.com - -DEVELOPER TIME- -
High Time	*0:47:13	insane_pyro28@yahoo.com
Road Crash	1:14:06	carl_byv2000@yahoo.com - -DEVELOPER TIME- -
Double Header	0:53:80	carl_byv2000@yahoo.com - -DEVELOPER TIME- -
Sphynxinator	0:51:93	carl_byv2000@yahoo.com
Bye Bye Blimps	0:38:46	carl_byv2000@yahoo.com - -DEVELOPER TIME- -
Tell no Tales	*1:01:33	insane_pyro28@yahoo.com - -DEVELOPER TIME- -
Future Frenzy	1:09:66	Gbness@aol.com
Tomb Wader	1:11:06	skye_xero@hotmail.com - -DEVELOPER TIME- -
Gone Tomorrow	0:54:20	carl_byv2000@yahoo.com - -DEVELOPER TIME- -
Orange Asphalt	*1:17:36	insane_pyro28@yahoo.com
Flaming Passion	*0:46:80	insane_pyro28@yahoo.com - -DEVELOPER TIME- -
Mad Bombers	1:24:76	Gbness@aol.com
Bug Lite	1:07:56	Ross Apostolov - -DEVELOPER TIME- -
Ski Crazyed	*0:28:50	insane_pyro28@yahoo.com - -DEVELOPER TIME- -
Area 51?	1:42:40	carl_byv2000@yahoo.com
Rings of Power	0:49:53	carl_byv2000@yahoo.com
Hot Coco	*0:18:53	insane_pyro28@yahoo.com
Eggipus Rex	0:41:80	JABandicoot@aol.com

OUTRO

I hope you got those platinum relics using the help of my guide..I doubt it.
But it's fun to pretend. Have fun playing Crash 3 and try to beat these times so

your name can be on the wall of fame!...it's over now so you can leave...
GET OUTTA HEAH!!!

CoPyRiGhT 2o03

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