

Crash Bandicoot 3: Warped Gem/Boss/Platinum Relic Guide

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CRASH BANDICOOT: WARPED!

GEM, BOSS, AND PLATINUM RELIC GUIDE

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Sapphire 1:03.00

Rating: 3/10

Try not to get hung up on anything. Get all the time boxes, and you can do this without the shoes. This is a sinch with them. Don't fret if you miss a box or two...or five.

Gold 57.50 (-5.50 Sapphire)

Rating: 4.5/10

Use the same strategy as Sapphire, except now you can use the running shoes. It is possible to do this without them, by doing a lot of sliding. If you do, make sure you jump up before your slide ends.

Platinum 44.03 (-13.47 Gold)

Rating: 8/10

This took me a few tries. You need to use the same strategy as with the Gold, only run along the inside of the corners to save time. You can't go invincible here.

My Time 41.73 (-2.30 Platinum)

I used the Platinum strategy.

Developer Time 39.93 (-4.13 Platinum)

Don't know how they got under 40 seconds.

Level 2: Under Pressure

Boxes: 92

Rating: 3.5/10

It can be tough to get used to the underwater levels. This one is also straightforward. But don't lose the underwater jetscooter(?) or you can't blast the coral and get all 92 boxes.

TIME TRIALS

Sapphire 1:46.00

Rating: 1.5/10

Really easy. You could probably get the gem and this at the same time. Don't forget to boost; if you don't, this is still possible, but very hard.

Gold 1:17.90 (-28.10 Sapphire)

Rating: 5.5/10

Tough gold relic to get. Memorize the locations of the enemies and learn where to boost (R1 or Circle). You can't boost everywhere.

Platinum 1:10.26 (-7.64 Gold)

Rating: 7/10

Easier than the first level, but you need to time the electric gates(?), so it may require a restart or three.

My Time 1:03.80 (-6.46 Platinum)

I used the Platinum strategy. Definitely time the electric gates.

Developer Time 57.83 (-12.43 Platinum)

This is impossible I think.

Level 3: Orient Express

FUN, FUN, FUN!!! This level is so fun, and SO much easier than the previous games' levels like Crash 1's HOG WILD level because you can speed run at will, not constantly.

Boxes: 51

Rating: 9/10

Hardest gem to get in the first 2 warp rooms. You obviously can't tell Coco to turn her tiger around to get a box, so if you're going for this and miss a box, just intentionally lose a life so you go back to the last checkpoint you hit and try again.

TIME TRIALS

Sapphire 41.00

Rating: 0.5/10

I never got this, and you shouldn't either. If you can't get this, just turn off the game right now. (I wanted to give this a 0/10, but I can't.)

Gold 27.80 (-14.20 Sapphire)

Rating: 2/10

The easiest gold relic in the game, just speed through, get most of the boxes and you should get it.

Platinum 18.10 (-9.70 Gold)

Rating: 9/10

Not easy at all to get, but very fun to try. You need to speed run through AND get every time box to do this. If you miss a box start over. The clock usually stays frozen at about 5.03 to 5.16 for a long time when I play this level. Only go on top of the second roof, there's 4 sec. worth of boxes up there and you need them all.

My Time 17.06 (-1.04 Platinum)

I used the Platinum strategy. Also jump a lot, it's a little bit faster.

Developer Time 16.96 (-1.14 Platinum)

This is really hard... I'm only 10 hundredths away!

Level 4: Bone Yard

Remember Crash 1's BOULDER DASH level? Well, this is much the same. Except you're being chased by a dinosaur instead of a boulder.

Boxes: 66

Rating: 2.5/10

The gem is pretty easy because the dino breaks the boxes for you. But you don't get the rewards inside. Unlike in Crash 1, the boxes the dino breaks...they count towards being broken for your 66-box quota!

Rating: 5.5/10

The other gem is in the red gem route after the first chase. You need the red gem from level 12 to enter, though. This route has no boxes in it, but is tougher than the main area. Get to the end of the route and you will receive a

gem. There is an alternate exit in this area right after you get the gem.

TIME TRIALS

Sapphire 1:45.00

Rating: 2.5/10

I never got this, but you might... This is really easy. Just try to hit all the boxes and keep moving.

Gold 1:40.20 (-4.80 Sapphire)

Rating: 3.5/10

An easy gold relic, I did it without the shoes. If you have them this is a sinch.

Platinum 1:21.00 (-19.20 Gold)

Rating: 7.5/10

A hard relic made easier by the dino. During the chases, don't worry about the time boxes, the dinosaur will break them for you and the clock will remain frozen nonetheless. Don't forget to go invincible. I beat this with 1:15.26, can you say developer time!

My Time 1:15.26 (-5.74 Platinum)

I used the Platinum strategy. You want to lean Crash forward right at the end of the level after the second chase so he falls into the exit portal instead of on the ground, which would cost you time.

Developer Time 1:15.36 (-5.64 Platinum)

The trick to this is to stand as far away from the clock as you can before the dino would start chasing you, but there's an Aku box at the beginning of the level that is where you shoot from, so if you do this you don't get invincibility! When you would normally have it, just jump and spin the grass to make up the difference you lose. Actually you can do this with or without invincibility, my best time with it is my 1:15.26, I could probably get about 1:14.33 or so without it...

Level 5: Makin' Waves

Boxes: 37

Rating: 3/10

Your first fully-3D level. Now your gems are hard-earned...NOT! This one is fairly easy. Just follow the path. All 37 boxes are along the main path. Just watch out for the bombs and you should do OK.

TIME TRIALS

Sapphire 1:08.00

Rating: 4/10

Your hardest sapphire yet. If you miss a box or two don't freak out.

Gold 58.23 (-19.77 Sapphire)

Rating: 6.5/10

This is the hardest gold relic in the first warp room. There is a time box on the outside of a corner just after the first ship. Skip the box and go inside on the turn. Going on the inside of turns will save you time.

Platinum 53.26 (-4.97 Gold)

Rating: 9.5/10

Follow the same strategy as for the Gold relic, but you will need a lot of luck

to get this. One thing that helps is after the first cannonball barrage there is a 1 sec. time box on the outside. Skip it and take the corner tight, it will save half a second or so. The trick to getting the last 3 sec. time box on the last ramp is to hit the ramp head on, then press Down on the D-pad. Coco's flip will cause her to reach the time box. Doing this is necessary for a platinum relic.

My Time 51.86 (-1.40 Platinum)

I have no clue how I got this time.

Developer Time 50.66 (-2.60 Platinum)

This is sick...How do they get so lucky?

BOSS 1: TINY TIGER

Rating: 3/10

All bosses in this game have 3 hit points except N. Gin.

Tiny is easy to beat. If you're novice, it can be tough to dodge the lions.

You have to jump on them or over them. When Tiny is attacking, just keep moving until he gets his weapon stuck in the ground, then spin him. Repeat this twice to get the Super Body Slam, which breaks steel-covered boxes. The controls are the same as the normal Body Slam.

SECRET: When you get the Super Tornado Spin from N. Tropy, you can win extra lives here by spinning 5 lions in 1 super tornado spin! Do it again and again!

IV. WARP ROOM 2: TAJ MA HALL

Level 6: Gee Wiz

Boxes: 100

Rating: 3.5/10

The biggest problem on this stage are the wizards (hence the name Gee Wiz!) They cast homing spells. The best way to avoid getting hit is just rush in and don't do anything fancy. Jump the spells and spin them. They aren't really a nuisance in time trial. The 100 boxes are in a straightforward path along the level. Don't forget the boxes in the bonus level!

TIME TRIALS

Sapphire 1:35.00

Rating: 1.5/10

Another easy relic. Plenty of time.

Gold 1:22.73 (-12.27 Sapphire)

Rating: 4.5/10

Go invincible, don't get hung up on obstacles and swordsmen, and get every time box. This shouldn't be a problem either.

Platinum 1:05.90 (-16.83 Gold)

Rating: 7/10

This can take a lot of patience, but I think it's pretty easy. Yes, an easy platinum relic! Just don't get hung up, get all time boxes, and run on the inside of the curves. Don't forget invincibility! You have to spin/slide the last swordsman into the stack of 6 Nitros at the end to get the best time.

My Time 1:01.20 (-4.70 Platinum)

I used the Platinum strategy.

Developer Time 58.66 (-7.32 Platinum)

A little too hard for me, but this is something to try if you got below 1:00.00 on your platinum run (I got 1:03.83 for my platinum). Otherwise don't try it.

Level 7: Hang 'em High

Boxes: 96

Rating: 3.5/10

Easy gem to get. More than 90 of the 96 boxes are in plain sight; the others are just off the top of the screen. You'll need to use the hanging towels as springboards to get the other some-odd boxes.

TIME TRIALS

Sapphire 1:24.00

Rating: 2.5/10

Not hard at all. No invincibility required.

Gold 52.63 (-31.26 Sapphire)

Rating: 7/10

This was one of the last 5 gold relics I got. This is quite difficult. You should have to try several times to do this. Invincibility is mandatory, as well as getting just about all the boxes. But you actually can do this without the running shoes, my best time without them is just over 50.00, but take into consideration that I've run through this level dozens of times, trying for the developer time.

Platinum 43.80 (-5.87 Gold)

Rating: 8.5/10

You'll have to shave a few seconds off your gold route to get this.

My Time 35.83 (-7.97 Platinum)

I used the Platinum strategy. I replayed this after I got platinum and it will be hard for me to get lower than this.

Developer Time 34.36 (-9.44 Platinum)

Given enough practice, I could probably beat this!

Level 8: Hog Ride

Boxes: 13

Rating: 1.5/10

Harley Davidson fans rejoice! Crash rides a hog! (laughs)

The groovy music might distract you from your goal. The crystal is nowhere in sight--you have to win the race to get it. The gem is easier, you just have to take it slow and make sure you break each box.

TIME TRIALS

Sapphire 45.00

Rating: 3/10

Easy, just break all the time boxes and get all the wheelies. Don't worry about holding them.

Gold 41.46 (-3.54 Sapphire)

Rating: 5.5/10

3 and a half seconds is a big improvement on these levels. Hold the wheelies as long as you can and get all the boxes.

Platinum 35.06 (-6.40 Gold)

Rating: 10/10

Very hard, this takes patience and flat-out mastery of the motorcycle. Drive up to the second Wumpa fruit until you see the clock, then wait for the traffic to finish; there's usually no more than 45 seconds of waiting. If you don't wait long enough, the last car will make you crash when you go over the last jump, erasing your perfect run! The secret to getting Platinum is holding the wheelie for the entire level, still getting all the time boxes. Go into the turns early to stay on course. If you lose the wheelie at any point before the big jump at the end, start over. It took me a couple dozen tries to get.

My Time 34.13 (-0.93 Platinum)

I used the Platinum strategy. Getting under this takes a lot of luck.

Developer Time 33.96 (-1.10 Platinum)

Getting anywhere under 34.30 will take a lot of luck.

Level 9: Tomb Time

Boxes: 95

Rating: 8/10

Don't bother. There are 95 boxes, but you can only get 75 of them right now. To get all 95, you need the purple gem from Level 13: High Time. Go through the purple gem route, then backtrack to get the boxes on the main route. This is a tough gem. Well, I IMAGINE you might be able to get it with a super combo, but you need the Super Tornado Spin from N. Tropy, the third boss, in the same warp room that the purple gem is in... So just get the purple gem and do it the conventional way.

TIME TRIALS

Sapphire 1:42.00

Rating: 3/10

Not that hard, go invincible and don't miss too many boxes. Don't take the purple gem route, it is longer.

Gold 1:10.00 (-32.00 Sapphire)

Rating: 5/10

All the egyptian levels have big margins from sapphire to gold. This seems pretty tough at first, but once you figure out the level, this will be no problem.

Platinum 53.90 (-16.10 Gold)

Rating: 10/10

The hardest platinum in the game, but I have it! The secret is to slide (R1 or Circle) across the oil and land in the path of the buttons. Also make sure you've got enough invincibility to get the last 3 sec. time box in the air (you will likely have just enough left.)

My Time 52.66 (-1.34 Platinum)

Be persistent, this took me a lot of time to get. This level is the hardest

platinum of the running levels.

Developer Time 50.63 (-3.27 Platinum)

I can do platinum, but I can't do this. The gaming god strikes again...
Actually, someone's beaten this. See my Wall of Fame.

Level 10: Midnight Run

Boxes: 35

Rating: 9/10

Now that you have tiger-racing experience, this should be easier, even though Naughty Dog has upped the ante. There are fewer boxes this time, but they are harder to reach, and they all come before the crystal. If you don't have 35/35 boxes when you get the crystal, crash and try again, or restart the level.

TIME TRIALS

Sapphire 51.00

Rating: 0.5/10

This has an absolutely GIGANTIC margin for error. You could miss a dozen time boxes and still get this relic.

Gold 38.23 (-12.77 Sapphire)

Rating: 2.5/10

No trouble at all. You don't have to speed boost, but it helps in case you miss a few boxes.

Platinum 18.20 (-20.03 Gold)

Rating: 7/10

There's actually a fairly easy platinum to be won here. If you jump a lot and get all the boxes, you can get as low as sub-14 seconds here! For those of you that think 16.00 is good, it's not good enough to get on MY Wall of Fame!
How about 13.73?

My Time 13.33 (-4.87 Platinum)

This is really good, trust me!

Developer Time 13.20 (-5.00 Platinum)

This looks easy compared to my time, but it's not. Every time I pass under the hallway with the 3 time boxes, my time is 13.03 and every time I play it's always the same. It may seem easy because it's only a few hundredths off my time, but it's a lot harder than you think.

BOSS 2: DINGODILE

Rating: 5.5/10

Dingodile wants to roast you, but you have to turn the rotisserie on it to win. Dodge the fireballs he shoots upwards before they smack you on the way down. Then he will shoot a heat beam at you, breaking through his crystalline shielding. Rush in and spin him before you get hit. Then back away before his flame thrower blows up or you'll be singed as well. The blast extends to all but the edges of the room. Repeat this process twice more to get the Double Jump, which lets Crash perform a second jump in midair. I will warn you that the fireballs are harder to dodge the second and third times.

V. WARP ROOM 3: ORIENT

Level 11: Dino Might!

Boxes: 112

Rating 1st gem: 7/10

Rating 2nd gem: 7/10

Back to the dinosaur age. But Crash finds a baby T-rex that's willing to give him a ride for the first half of the level. As with Tomb Time, you cannot get all 112 boxes right away unless you got the yellow gem in Level 27, which is the death route for Hang 'em High.

TIME TRIALS

Sapphire 1:34.00

Rating: 2/10

This is easy, aren't all the sapphires? Make sure you get all the boxes and you'll score this easily.

Gold 1:25.76 (-8.24 Sapphire)

Rating: 4.5/10

Harder. Not that bad though. Get all the boxes and use the running shoes. Even if you get hung up on a few obstacles, this is quite possible.

Platinum 1:03.00 (-23.76 Gold)

Rating: 8.5/10

Quite a difference between this and the gold. Shoot the clock, use Gold strategy, but you can't get hung up this time. Oh yeah, don't ride the T-rex, it wastes time.

My Time 53.96 (-9.04 Platinum)

The trick to this is to jump up and spin the 3 sec. time box at the end because the level will end with the clock frozen if the dino breaks it. Yes, a whopping 1.04 seconds better than developer time!!

Developer Time 55.00 (-8.00 Platinum)

Just use the above strategies. Two other people has done it so far, both with 54.96, and I've smoked them.

Level 12: Deep Trouble

Boxes: 83

Rating Reward Gem: 7.5/10

Rating Red Gem: 6.5/10

The secret to getting 83/83 boxes is hit the ! box at the end of the level, then TURN AROUND and go back to the last 3-way crossroads you passed. It's below the spinning electric gates for those of you that can't find it. The outline box will now be a TNT. Touch it and swim away. It will blow up and open another area. Complete the area, getting all the boxes, and you will be rewarded with 2 gems: The regular gem, and the red gem. If you don't take this path, you'll wind up with only 53 of the boxes. Oh by the way, don't forget to go back to Level 4: Bone Yard and get the other gem now that you have the red one!

TIME TRIALS

Sapphire 1:47.00

Rating: 3/10

If you were good at Level 2: Under Pressure, then this won't be hard at all.

Gold 1:25.13 (-21.87 Sapphire)

Rating: 6/10

It's 22 seconds, but it's not a lot if you get everything and learn where to speed boost. You will probably want to use your Aku masks on the whirlpools as well as jet through them before they activate. Saves a lot of time!

Platinum 1:18.36 (-6.77 Gold)

Rating: 8/10

If you got Gold this isn't a lot harder. Just use the same strategy.

My Time 1:08.90 (-9.46 Platinum)

This is my second biggest amount of time from a platinum on any level (the biggest is Level 20: Tomb Wader, with a 15.54 difference from platinum), aside from the secret levels. This is pretty good, but nowhere near the developers...

Developer Time 1:00.46 (-17.90 Platinum)

I have no clue how they got this... not a single clue.

I wish the person in the Wall of Fame who HAS would tell me...

Level 13: High Time

Boxes: 96

Rating Reward Gem: 4/10

Rating Purple Gem: 9/10

Fairly easy gem, but watch out for the molotov cocktails the ninjas throw from the windows. They flame up. Get hit and Crash will fry. The purple gem is located here... It is on a death route. The way to enter is simple. Get to the skull-marked platform without dying in the level. Finish the death route (it's hard as heck) to get the gem. Consider getting the Bazooka from N. Gin so you can shoot the ninjas. Now that you have these gems, go back to Level 9: Tomb Time and get the gems there if you wish (and you do).

TIME TRIALS

Sapphire 2:12.00

Rating: 0.5/10

This is so incredibly easy, you could easily get the gem in this level at the same time if they'd let you into the bonus level.

Gold 1:04.10 (-1:07.90 Sapphire)

Rating: 8.5/10

This is seriously hard. You have to improve by over a minute. This was the last level I got gold on (well, I technically never got it, I got a platinum when I was going for my last gold.) This takes persistence. The trick is shoot the clock when the carpet in back is at the lowest point. From there, everything should fall into place. Easily the hardest gold relic in the game.

Platinum 56.96 (-7.36 Gold)

Rating: 9.5/10

I got this when I was trying for the gold relic. Don't slow down for the ninjas' flame blasts anymore.

My Time 48.56 (-8.40 Platinum)

I don't know how I got this, but I did.

Developer Time 45.10 (-11.86 Platinum)

I don't know who from SCEA or NDI did this, but... I can't say it's impossible because someone's done it... although just barely.

Level 14: Road Crash

Boxes: 25

Rating: 5/10

I'm not writing a strategy because all 25 boxes are time boxes in Time Trials. Get the gem when you get the relic.

TIME TRIALS

Sapphire 1:25.00

Rating: 5/10

Hardest sapphire in the game... But you'll get it with practice.

Gold 1:20.73 (-4.27 Sapphire)

Rating: 7/10

If you got sapphire easily, then try for this; you'll get it in no time at all.

Platinum 1:17.10 (-3.63 Gold)

Rating: 10/10

This is the second to last platinum relic I got.

My Time 1:15.66 (-1.44 Platinum)

Now, to the issue of developer time. I ALMOST beat it, but, the level's platinum is the hardest one to me. It took me a while to get lower than my 1:17.06 I got the first time for the platinum.

Developer Time 1:15.53 (-1.63 Platinum)

You have to be really good but I've seen this time obliterated... Check the Wall of Fame. I'm only 13 hundredths away on this one!

Level 15: Double Header

Boxes: 91

Rating: 6.5/10

It's hard but there are tougher ones, like the one in Level 9: Tomb Time. The reason is that it's pretty tough to get all 30 boxes in the bonus level. If it gives you trouble, come back with the Bazooka and shoot the boxes that are giving you that trouble.

TIME TRIALS

Sapphire 1:27.00

Rating: 2/10

Easy relic. Try to get all three masks.

Gold 1:21.13 (-5.87 Sapphire)

Rating: 4/10

Read the Sapphire relic strategy. You can do this without running shoes. But you must get all three masks either way.

Platinum 59.40 (-12.73 Gold)

Rating: 9/10

This one takes some patience. Go invincible and walk around the inside corner of the pits if you can, it saves time. My time is now 55.93!! Yes, beaten developer time!

My Time 55.93 (-3.47 Platinum)

I actually went in and improved my time a lot after I got platinum.

Developer Time 56.00 (-3.40 Platinum)

Just use the same strategy as above.

BOSS 3: N. TROPY

Rating: 8.5/10

Creator of the Time Twister machine, N. Tropy is a tough boss.

The hard part is getting to N. Tropy when he's vulnerable after the series of beams. The platforms you get are small and some of the jumps are angled.

He begins by firing a circular heat projectile at you. Double-jump over it.

Dodge the heat beams in a similar way, but wait a second if the beam comes from the front before jumping over it or it will hit you anyway. The second time he fires two projectiles. Double jump the first and duck (R1 or Circle) the second one. The beam pattern changes this time. The third time he fires three

projectiles. Double-jump the first, duck the second, and double-jump the third.

The beam pattern changes again the third time. Beat him to get the Death

Tornado Spin, which allows you to spin longer and glide over long gaps.

Press Square quickly four times to use it.

VI. WARP ROOM 4: EGYPTIAN

Level 16: Sphynxinator

Boxes: 105

Rating 1st Gem: 6/10

Rating 2nd Gem: 8/10

I kept getting 101/105 until I discovered where the 4 missing boxes are: behind you when you start the level!!

You need to shoot the clock from there as there are 6 seconds worth of time boxes when you begin the level. You cannot get the other gem unless you played Level 20: Tomb Wader first and got the blue gem. The blue gem route is tough.

It has an extra life, some enemies, and OIL, OIL, OIL!!!

TIME TRIALS

Sapphire 1:42.00

Rating: 3/10

Fairly easy relic. Don't get stuck for a long time behind the walls.

Gold 1:22.63 (-19.37 Sapphire)

Rating: 6.5/10

Don't be so lax about the walls; try to time them so you get stuck rarely.

Get all the boxes and you can do this.

Platinum 56.70 (-25.96 Gold)

Rating: 10/10

You have to find the absolute best timing and get all the time boxes.

Don't forget about the two 3 sec. boxes behind you! If you shoot the clock from where the boxes are, you should have at most 0.10 on the clock, maybe even exactly zero! This one took me nearly 40 tries to get everything right. I've only ever beaten it twice, with 55.20 and 56.23.

My Time 55.20 (-1.50 Platinum)

I don't know how I got this, but I did. I'm not going to try to get lower than this, it's a waste of my gaming time. I always get hung up on something.

Developer Time 50.63 (-6.07 Platinum)

You can't get hung up on anything at all. Hey, notice that this is the same developer time as on Tomb Time, and they're both tomb levels too? Wouldn't it be funny if they were both achieved by the SAME developer? Well, they're not.

Level 17: Bye Bye Blimps

Boxes: 11

Rating: 4/10

After I was going so slow on this level, I realized I was constantly holding the brake down! The brake slows you to 1/3 of your regular speed. If you don't make the same mistake I did this is an easy level and even an easy gem. You're in an airplane and your initial goal is to shoot down 11 boxes and 7 blimps while surviving fire from enemy planes. The blimps don't fight back. Just shoot them a dozen times each.

TIME TRIALS

Sapphire 1:09.00

Rating: 4/10

Tough if you're not used to the plane levels...

Gold 58.40 (-10.60 Sapphire)

Rating: 5/10

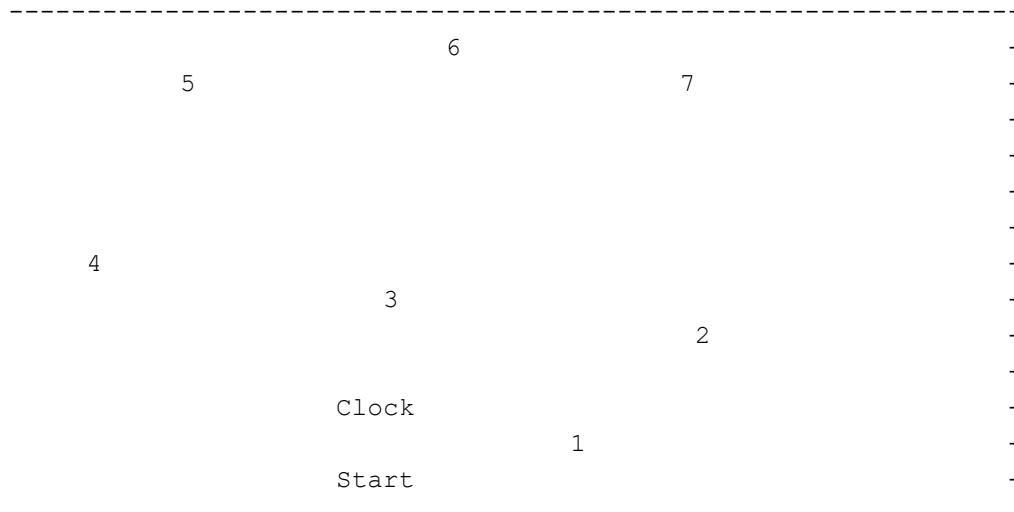
If the sapphire was easy this will be too. Just find a pattern.

Platinum 51.50 (-6.90 Gold)

Rating: 8.5/10

You need very good accuracy and a good pattern. I got a time of 45.30 on this level and this was my pattern.

THE BLIMPS ARE NUMBERED IN THE ORDER I SHOT THEM.



Now you know why I don't draw maps in ASCII...

My Time 45.30 (-6.20 Platinum)

I suggest using a different pattern, perhaps shooting #2 first and #1 second. You just have to experiment, experimentation is what the plane levels are about.

Developer Time 38.63 (-12.87 Platinum)

No clue...

Level 18: Tell No Tales

Boxes: 61

Rating: 8/10

This gem... you'll need to scavenge the 61 box locations, as some are well out of the way.

TIME TRIALS

Sapphire 1:42.00

Rating: 2/10

Easy relic, just avoid getting hung up on tight turns and get all the boxes.

Gold 1:25.63 (-16.37 Sapphire)

Rating: 7/10

Hard. Get all the time boxes, go on the inside of the turns, and hurry, hurry, hurry!!!

Platinum 1:05.23 (-20.43 Gold)

Rating: 9/10

This takes persistence, but once you find and practice the route this one is easier than you think. Don't go to the right side of the ship to get the 15 sec. worth of time boxes, I know it sounds tempting but it actually won't save you any time at all.

My Time 1:04.60 (-0.63 Platinum)

...

Developer Time 1:01.70 (-3.53 Platinum)

I don't know how you do this...

Level 19: Future Frenzy

Boxes: 133

Rating 1st Gem: 9.5/10

Rating 2nd Gem: 5/10

Lots of boxes in this level, but you can only get 96/133 at this point. You can't get either gem until you have 20 relics, then you enter the level from the Level 29 entrance. This gem is HARD!

TIME TRIALS

Sapphire 2:01.00

Rating: 1.5/10

You will get this in no time at all, believe me...

Gold 1:34.00 (-27.00 Sapphire)

Rating: 4/10

Not a lot harder, just get all three masks and avoid the lasers.

Platinum 1:19.63 (-14.37 Gold)

Rating: 9/10

This is pretty tough. You need to figure out where to skip a time box so everything falls into place.

Don't try to jump around the lasers--you can't do it on this level.

My Time 1:13.80 (-5.83 Platinum)

See the Platinum strategy.

Developer Time 1:07.47 (-12.16 Platinum)

No clue... I wonder if they did this on a prototype version, because the time doesn't end in a 0, 2, 3, 4, 6, or 8.

Level 20: Tomb Wader

Boxes: 88

Rating Reward Gem: 7/10

Rating Blue Gem: 10/10

(laughs) This level is not at all based on the Tomb Raider franchise.

But if you fall into deep water Crash will drown and you'll try again with one less life left in reserve. There are a LOT of Nitros here (more than 25!)

and a Blue Gem. The death route is so hard, you'll feel like calling the programmers a bunch of jerks trying to get the reward Blue Gem at the end.

The regular gem is tough, too.

TIME TRIALS

Sapphire 2:44.00

Rating: 1/10

This is the most time given to beat any level, so you betcha it's easy.

Gold 1:45.03 (-58.97 Sapphire)

Rating: 6/10

The correct timing at this point is when the bug is at the far left, then go, go, go! Don't try this until you get the shoes, I got a time of 2:09.00 or so without them...

Platinum 1:24.00 (-21.06 Gold)

Rating: 8/10

Watch out for the dudes with the shields. You have to either go above them to spin them or slide into them, or they bounce you back. I prefer sliding into them.

My Time 1:08.46 (-15.54 Platinum)

I got through two cycles quicker than what is required for the platinum.

To do this you have to take a lot of INSANE risks, but if you do it right, you'll crush the developer time, like I did! Yes, 2.70 seconds better than developer time!

Developer Time 1:11.16 (-12.84 Platinum)

I'm finally giving a strategy for this developer time, and if you do it right, I guarantee you that you'll get it on the first correct try! This is long and very detailed, so pay close attention. Most guides have the timing for this level at when the bug is at the far right. The timing for this strategy is when the bug is just right of the far left. Perhaps a crude ASCII diagram will help:

```
|XXXXXX123456XXXXXX| B = ideal position of bug
|XXXXX      XXXXX| C = gold clock
|  BB              | numbers = tile position (left to right)
|  BB              | X = pits
|XXXXX      XXXXX|
|XXXXX      XXXXX|
|XXXXX      C XXXXX|
```

When you first enter the level, hit restart right away or this won't work. You will want to shoot the clock just before the bug walks onto the far left tile of the set of four. From there, shoot the clock while aligning yourself with the fourth column of floor tiles (see diagram). You break a 1 sec. time box and should have 4.96 to 5.13 on the clock right now. Don't worry about the second water section, just run through it. Slide into the shield guy, then spin the switch underwater. About 18.80 would be good now. You will need to double-jump to reach the first Aku box. 21.50 to 21.90 is good here. Run through the rest of this section.

Now, here's the trickiest part. The water should be high now. You will need to double-jump onto the second Aku box, then double-jump and super tornado spin over the shield guy. Ignore the 1-sec. box on the right, where the Aku crate is. Then either double jump or spin the 2-sec. time box up high. 32.00 to 32.60 is good at this point. The next water area has two pushing sections that pop out of the walls.

When you get past the first one, you should have about 40.00 on the clock. Then, you'll see three 1-sec. boxes. Break them. You should have about 43.00 here. The water should be about ready to recede. Double-jump, then super tornado spin over the pushing section (if you can without losing time, land on it), then slide into the shield guy (or jump over him if you landed on the pushy wall.) For the lowest time, you have to break the third Aku box before the water starts to rise. If you don't, you'll have to wait until the water recedes. (Even if you don't, you'll still be able to get developer time--I did it with 1:10.60 and missed this.) When you break the 1-sec. box, you should have around 52.40 on the clock. From there, just run. The water won't rise while you're invincible. Make sure you have enough invincibility to get the last 2-sec. box without being hit by the Nitros at the end. Follow this strategy and you'll get around 1:08.00 to 1:09.50, depending on your skill.

BOSS 4: N. GIN

First Form: 5 Hit Points

Second Form: 7 Hit Points

Rating: 10/10

Very tough fight. If you lose in Phase II, the battle goes back to Phase I.

You can't recover your health at all in the fight.

PHASE I

N. Gin, Phase I, attacks with missiles that do 10% damage and a rapid-fire laser that does a LOT of damage. Hit anything that flashes yellow and any missiles. 3 hits destroy the missiles.

PHASE II

N. Gin, Phase II, attacks with missiles that do 10%, a purple, hard-to-dodge blast that does 6% damage, and a slow-moving gold particle that takes a lot of hits to destroy and does about 20% damage. The bottom area is always vulnerable and it shoots out the gold stuff. Destroy it first then destroy the side weapons. The missile launchers come last. Beat him to get the Bazooka. Hold L2 to raise the gun, aim with the D-Pad, and fire with Circle. You'll use this a lot in the gem routes you gave up on earlier.

VII. WARP ROOM 5: FUTURE

Level 21: Gone Tomorrow

Boxes: 87

Rating 1st Gem: 8.5/10

Rating 2nd Gem: 8/10

Go get the Green Gem from Level 23: Flaming Passion first.

That's the only way you can get either of the gems in this level.

If you see outline boxes, don't break any of the nearby boxes or blow up nearby TNT boxes; if you do, you'll come up 3 boxes short of the 87 needed for the gem. The green gem route is pretty tough...

TIME TRIALS

Sapphire 2:05.00

Rating: 1/10

This is plenty of time, but don't take too long on the robots.

Gold 1:25.60 (-39.40 Sapphire)

Rating: 5/10

Another easy relic, just don't get hit. You can go invincible twice in this level.

Platinum 1:02.10 (-23.50 Gold)

Rating: 8.5/10

Go invincible twice, jump around the inside corner of the lasers and robots, and shoot the clock of course! Onemore thing...wait a little while after you go invincible the first time because if you try to jump down to get a 2-sec. box, you'll fall through it. You may also want to shoot it from the right with the bazooka.

My Time 58.16 (-3.94 Platinum)

You definitely have to jump around the robots and lasers to get this.

Really, only the first part of the level matters, because for the side-scrolling part on, you are invincible.

Developer Time 55.46 (-6.64 Platinum)

No clue at all...

Level 22: Orange Asphalt

Boxes: 20

Rating: 7.5/10

This is the toughest mororcycle level to hold wheelies on.

Area 51?: Level 28 is a very close 2nd. To get a box over a ramp you will need to almost stop or perform a risky jump over the pit. If you fail you'll have to start over because the game restarts you in front of the box...

TIME TRIALS

Sapphire 1:36.00

Rating: 4/10

A tough sapphire. Just get all the boxes and hold the wheelies as long as you can. This is more or less a general strategy. Remember you can't hold a wheelie through sharp turns.

Gold 1:31.80 (-4.20 Sapphire)

Rating: 7.5/10

All the relics on this level are hard.

Platinum 1:21.80 (-10.00 Gold)

Rating: 10/10

My Time 1:17.36 (-4.44 Platinum)

Developer Time 1:16.70 (-4.90 Platinum)

Level 23: Flaming Passion

Boxes: 75

Rating Reward Gem: 4/10

Rating Green Gem: 7/10

Another Arabian-style level. No boxes along the death route. Very straightforward and an easy gem. Death route is not so hard this time.

TIME TRIALS

Sapphire 1:43.00

Rating: 2.5/10

A pretty easy relic, make sure you don't get hung up on any one section.

Gold 1:13.10 (-29.90 Sapphire)

Rating: 6/10

This is relatively hard. Get all the time boxes and run and you should be fine.

Platinum 59.40 (-13.70 Gold)

Rating: 9/10

Tough to get. There are so many corners you have to cut to get this, it just takes practice. I've had enough practice to get 50.93 on this level!

Developer time!

My Time 50.93 (-8.47 Platinum)

The timing mechanism is simple to understand once you find it, but complicated to explain, so you'll have to find it on your own. HINT: The reference object is the first enemy in the level.

Developer Time 51.10 (-8.30 Platinum)

If I didn't mess up a jump on my run, I'd have beaten this by 4 or 5 seconds!

Level 24: Mad Bombers

Boxes: 11

Rating: 9/10

I HATE THIS LEVEL!!! Only 5 planes to take down, but you have to hit 10 tiny engines to win! And enemy fire does double damage! I hate it. The trick is to barrel roll a lot to avoid their shots.

TIME TRIALS

Sapphire 2:08.00

Rating: 3/10

Just finish with a decent pace and you'll get this.

Gold 1:55.23 (-12.77 Sapphire)

Rating: 6.5/10

Don't know nothing, never got it.

Platinum 1:38.16 (-17.07 Gold)

Rating: 9.5/10

I got really, really lucky to get this; it's hard.

My Time 1:32.16 (-6.00 Platinum)

This takes a great deal of luck and I've never come within 10 seconds of it any other time after I got it. I'm not very good at the plane levels except MAYBE Level 30: Rings of Power. And that's a BIG maybe.

Developer Time 1:24.10 (-14.06 Platinum)

This is just sick...

Level 25: Bug Lite

Boxes: 120

Rating 1st Gem: 8/10

Rating 2nd Gem: 9/10

If you run out of light the screen will black out except for Crash and the gem lift. Oh for your information you need every colored gem to make it to the 2nd regular gem. It might be possible without the green gem but I don't think you can make the leap even with a Super Combo. There are 40 boxes in the usual bonus level, but nothing along the all-gem path.

TIME TRIALS

Sapphire 1:49.00

Rating: 1.5/10

A pretty easy relic, don't get hung up for a long time, though.

Gold 1:34.86 (-14.14 Sapphire)

Rating: 5/10

Not hard at all. There are 3 Aku crates stacked on top of one another, so you will go invincible every time.

Platinum 1:14.93 (-23.93 Gold)

Rating: 7.5/10

I almost got this on my first try. Get all the boxes, don't forget to shoot the clock. One more thing, when you go invincible, try to make it to the coffin

enemy near the end of the interior section of the level as your invincibility runs out.

My Time 1:08.60 (-6.33 Platinum)

It gets really hard to improve from this, but I can do it. This is almost a developer time.

Developer Time 1:08.00 (-6.93 Platinum)

This isn't impossible by any means, but you can't get hung up behind any of the walls.

BOSS 5: NEO CORTEX

Rating: 9/10

The real fight is between Aku and Uka. Dodge all of their attacks, and spin Cortex when his shield is down. From there, spin him into the open vent. Do this three times to win the Running Shoes. With the shoes, hold down R2 to make Crash run faster. This ability has Time Trial written all over it...

VIII. SECRET WARP ROOM 6: NEODYNE

This one is in the instruction manual. When you get 5 relics, jump on the platform near the LOAD/SAVE monitor and you'll go to a secret warp room.

Level 26: Ski Crazed

Boxes: 100

Rating: 9/10

The toughest jetski level to get the gem on. Some of the boxes require you to break away from bombs and even Nitros. Time Trial is fun because you can freeze the clock for half the level!

TIME TRIALS

Sapphire 1:16.00

Rating: 1/10

For once, I'd say that this sapphire is TOO easy. This one should be about 1:09.00 or so. You will have plenty of time to beat this in, but make sure to get the majority of the time boxes in the second half of the level.

Gold 50.50 (-25.50 Sapphire)

Rating: 4.5/10

Yet another easy relic.

Platinum 33.30 (-17.20 Gold)

Rating: 9/10

If you have more than 33.30 by the time you reach the 7 sec. worth of time boxes huddled between the bombs, hit restart. The clock is frozen for the entire last half of the level after this point.

My Time 31.20 (-2.10 Platinum)

Platinum takes persistence to get, but you can go pretty low on this level. You don't have to get all the boxes on the second half to keep the clock frozen. You can miss about 3 seconds' worth, I think.

Developer Time 28.63 (-5.50 Platinum)

The red and yellow booeys on these courses are hollow, you can go right through them. When you have a choice to go for a 2 or a 3 sec. time box, go for the 2; the 3 will put you outside and won't save time. It IS possible to get both of the 2 sec. boxes above the ramp after the clock starts to freeze for the second half of the level, but it's hard. And one more thing, ignore the 1 and 2 sec. time boxes on the outside ramp, you actually lose a second getting them.

Level 27: Hang 'em High (10 relics required for entry)

Boxes: 0 (There are Nitros, but the Nitro Switch is in the main level)

Rating Yellow Gem: 8/10

This is the death route for Hang 'em High: Level 7. All this is for is the yellow gem. It would waste your time to try to get anything else, and you probably wouldn't have 10 relics by level 7 anyway. But it is possible to have ten of them! For the time trial and regular gem, go up to Level 7.

Level 28: Area 51? (15 relics required for entry)

Boxes: 24

Rating 1st Gem: 2.5/10

Rating 2nd Gem: 10/10

If you think Level 22: Orange Asphalt was hard, try racing against 6 UFOs, not cars, in the DARK! WITH ONLY YOUR HEADLIGHTS!! This is a tough race, but you get a gem instead of a crystal for winning this race. The gem for breaking 24 boxes is really easy. Just run through the course to learn where they are because you can't see them right away. Go slow and you'll get it.

TIME TRIALS

Sapphire 1:53.00

Rating: 4.5/10

The relic times are pretty huddled up in this level, which means you'll get them easily or miss them by a lot.

Gold 1:49.80 (-3.20 Sapphire)

Rating: 7/10

It's only 3.20 seconds but this is very tough actually. Time is hard to make up on this level.

Platinum 1:44.50 (-5.30 Gold)

Rating: 10/10

This was the last platinum I got.

My Time 1:43.00 (-1.50 Platinum)

Developer Time 1:38.96 (-5.54 Platinum)

To beat this you have to swerve around the pit where the second big jump is and not hit the ramp, still keeping the wheelie. I've done all of that but keeping the wheelie. None of the times on the Wall of Fame do this trick.

Level 29: Future Frenzy (20 relics required for entry)

Boxes: 37

This is the gem route for Level 19: Future Frenzy. To get either gem you'll need to take this route, so just get them both at once. Time trial is on Level 19.

Level 30: Rings of Power (25 relics required for entry)

Boxes: 33

Rating 1st Gem: 4/10

Rating 2nd Gem: 2/10

Both gems are easy. The airplanes race slow, and the boxes aren't that hard to shoot down. Get the gems when you do the time trial for the sapphire. The only thing that can mess this up is if you miss a ring or two and have to turn around...

TIME TRIALS

Sapphire 1:20.00

Rating: 2/10

Easy relic, but I got 3:21.16 my first time through because I was holding the brake down by mistake the entire time!

Gold 1:01.46 (-18.54 Sapphire)

Rating: 5.5/10

Fairly hard. Don't forget that you only need to hit the side of the ring to make it count. Also you can barrel roll through a ring to get even more of a speed boost.

Platinum 51.76 (-9.70 Gold)

Rating: 9.5/10

Try to keep the trail purple the entire level. There are no time boxes, just shoot down the Nitros so they don't get in your way.

My Time 50.93 (-0.83 Platinum)

This was the time I got platinum with. It's hard. If you want proof, look at the Wall of Fame...

Developer Time 47.93 (-6.93 Platinum)

I can't see how this is possible. This is just sick... so sick...

IX. SUPER SECRET LEVELS

These two levels are accessed through other levels and are the key to getting 105%. My favorite thing about these two levels is that platinum relics are virtually automatic on these levels! The other thing I like is on Level 32, Crash rides baby T-rex for entire level and it is a great extra life loop!

Level 31: Hot Coco

This is accessed through Level 14: Road Crash. Look for a sign with an alien's face on it. Run into it and you'll find this secret level.

Boxes: 70

Rating: 10/10

This gem is one of the toughest in the game. The 70 boxes are scattered throughout the level, and there's no particular direction you have to go. After you get some tough boxes, break open one of the four checkpoint boxes.

TIME TRIALS

Platinum Automatic

Rating: 0.5/10

Just go clockwise from the start, find the nitro switch, come back, and get to the exit. You'll find the pattern I'm talking about. I did this in over 1:30.00 initially and I still got platinum. You'd have to go ridiculously slow on these levels to get any other relic.

My Time 29.80

It gets hard to improve from this because I think there's a special pattern to get the super-low times like sub-20 seconds.

Developer Time 14.60 (-15.20 My Time)

Honestly, I don't see another pattern for this level. Maybe you have to break just about every box in the level and have the clock frozen for say, 2 minutes? Still, I can't see the pattern they used... My guess is you have to go right from the start and find the right boxes to break to get the detour that saves you time, but I don't see how this is possible... Only a select few have found this correct balance and two of their times are on the Wall of Fame. The other time is my 29.80.

Level 32: Eggipus Rex

This is accessed through the yellow gem route on Level 11: Dino Might! The secret is: After the first checkpoint in the yellow gem route, make sure you lose Aku, then let the second pterodactyl carry you up. He will drop you off in this secret level. This is a fun level and a good extra life loop.

Boxes: 0

Rating: 1/10

You get the level's gem at the end.

NOTE: The following times are my estimates of what the time trials' relic times actually are.

TIME TRIALS

Sapphire 1:32.00

Rating: 0.5/10

No one should ever get this relic unless he/she is curious about what the time for the relic is.

Gold 1:18.56 (-13.44 Sapphire)

Rating: 0.5/10

I actually got this relic, but most players don't. Most players don't even find this level.

Platinum 1:11.30 (-7.26 Gold)

Rating: 0.5/10

This is what most people get on their first attempt.

My Time 49.53 (-21.77 Platinum)

Once you get under 50 seconds it's hard to improve. I imagine you have to really take some risks or find a timing factor somewhere in this level, but there is no reference object to watch in the vicinity of the clock...

Developer Time 41.10 (-30.20 Platinum)

You have to find some kind of shortcut.

X. TIME TRIAL TIPS

1. Shoot the clock!

Use the bazooka to shoot the clock from ahead, it can save a lot of time.

2. Go invincible if you can!

When you are invincible, you can blaze through a section of the level. Also on levels like Hang 'em High, you seem to go a lot faster on the bars when you're invincible.

3. If you can't go invincible, use your Akus at the end!

Especially on troublesome levels, it helps to use up your Akus at the end or in troublesome spots.

4. Slide across the oil!

In levels like Tomb Time, it saves you a lot of time if you slide (Circle) across oily spots.

5. Go inside!

Cutting corners saves time. Do it when you can.

6. Don't double jump or super spin!

They generally waste your time. Only do it if you need to cross an obstacle or I tell you to do so. If I do, there's a very good reason!

7. Wait for the traffic to clear!

On the motorcycle levels, it's important to wait for the traffic to finish their run before you go for even a gold relic.

8. Videotape your runs!

For console users, you can put an empty tape into your VCR and hit record while you have the game on, and it might tape your game play! Then when you need to watch your run, just play the tape, find out where you did wrong, and do it right!

XI. BEST TIMES/WALL OF FAME

I listed my best times in the Time Trials sections for each level, but for your convenience I'll list them all here.

Level 1:	Toad Village	41.73	
Level 2:	Under Pressure	1:03.80	
Level 3:	Orient Express	17.06	
Level 4:	Bone Yard	1:15.26	-- DEVELOPER TIME --
Level 5:	Makin' Waves	51.86	
Level 6:	Gee Wiz	1:01.20	
Level 7:	Hang 'em High	35.80	
Level 8:	Hog Ride	34.13	
Level 9:	Tomb Time	52.66	
Level 10:	Midnight Run	13.33	
Level 11:	Dino Might!	53.96	-- DEVELOPER TIME --
Level 12:	Deep Trouble	1:08.90	
Level 13:	High Time	48.56	
Level 14:	Road Crash	1:15.66	
Level 15:	Double Header	55.93	-- DEVELOPER TIME --
Level 16:	Sphynxinator	55.20	
Level 17:	Bye Bye Blimps	45.30	
Level 18:	Tell No Tales	1:04.60	
Level 19:	Future Frenzy	1:13.80	
Level 20:	Tomb Wader	1:08.46	-- DEVELOPER TIME --
Level 21:	Gone Tomorrow	58.16	
Level 22:	Orange Asphalt	1:17.36	
Level 23:	Flaming Passion	50.93	-- DEVELOPER TIME --
Level 24:	Mad Bombers	1:32.16	
Level 25:	Bug Lite	1:08.60	
Level 26:	Ski Crazyed	31.20	
Level 28:	Area 51?	1:43.00	
Level 30:	Rings of Power	50.93	
Level 31:	Hot Coco	29.80	
Level 32:	Eggipus Rex	49.53	

WALL OF FAME TIMES

I have read several other Crash Bandicoot FAQs and these are the best times I've found. If you have a better time than any of the listed times, e-mail me with the level name and the time. Due to some ridiculously low times I have been e-mailed, I am now setting "proof thresholds" for each level. If your time is lower than any of the "threshold times", then I must have a screenshot in order to officially post your time. If you do not send me a screenshot within 60 days of submission, I will erase your submitted time from the Wall of Fame. Times submitted before 10/22/03 are excluded from this rule.

An * after the time means that I have a screenshot of that time.

A ? after the time indicates I need a screenshot, but don't have one.

A "D" after the time indicates a beaten or matched developer time.

Only 1 time per level per person is kept. If you send a better time for a level than the one you have on the Wall of Fame already, it will be replaced by the faster time. If two or more individuals have the same exact time on a level and it qualifies for the Wall of Fame, they will all be recognized. The only prerequisites are that your time is at least a gold relic time and you play on the NTSC version of the game. All times from the PAL version are moved to the PAL Wall of Fame.

---NTSC WALL OF FAME---

Level 1: Toad Village 1ST 41.13 insane_pyro28@yahoo.com
Threshold: 40.46 2ND 41.33 Lee Ratzu
3RD 41.73* Josher_1212@sbcglobal.net
4TH 43.16 Claude Rena
5TH EMPTY

Level 2: Under Pressure 1ST 59.90 crustin@muw.edu
Threshold: 58.13 2ND 1:01.80 carl_byv2000@yahoo.com
3RD 1:03.80* Josher_1212@sbcglobal.net
4TH 1:06.60 insane_pyro28@yahoo.com
5TH 1:07.06 nickwhiz1@aol.com

Level 3: Orient Express 1ST 16.90 D Claude Rena
Threshold: 16.90 2ND 17.03 insane_pyro28@yahoo.com
3RD 17.06* Josher_1212@sbcglobal.net
4TH 17.36 nickwhiz1@aol.com
5TH EMPTY

Level 4: Bone Yard 1ST 1:14.63*D insane_pyro28@yahoo.com
Threshold: 1:13.10 2ND 1:15.23 D Gbness@aol.com
3RD 1:15.26*D Josher_1212@sbcglobal.net
4TH 1:16.60 laurams@super.net.uk
5TH EMPTY

Level 5: Makin' Waves 1ST 51.70 nickwhiz1@aol.com
Threshold: 49.33 T 2ND 51.86* Josher_1212@sbcglobal.net
insane_pyro28@yahoo.com
3RD 52.63 Claude Rena
4TH EMPTY
5TH EMPTY

Level 6: Gee Wiz 1ST 58.13 D carl_byv2000@yahoo.com
Threshold: 59.00 2ND 1:00.70 insane_pyro28@yahoo.com
3RD 1:01.20* Josher_1212@sbcglobal.net
4TH 1:01.93 nickwhiz1@aol.com
5TH 1:04.03 Claude Rena

Level 7: Hang 'em High 1ST 33.93?D insane_pyro28@yahoo.com
Threshold: 34.13 2ND 35.80* Josher_1212@sbcglobal.net
3RD 35.90 england@netlinkcorp.com
4TH 42.23 Claude Rena
5TH EMPTY

Level 8: Hog Ride 1ST 33.93 D nickwhiz1@aol.com
Threshold: 33.70 2ND 34.06 FFfreak987@aol.com
T 3RD 34.13* Josher_1212@sbcglobal.net
Claude Rena
4TH EMPTY
5TH EMPTY

Level 9: Tomb Time 1ST 50.23 D insane_pyro28@yahoo.com
Threshold: 50.00 2ND 52.63 David Kososki
3RD 52.66* Josher_1212@sbcglobal.net
4TH 52.70 Claude Rena
5TH 53.00 nickwhiz1@aol.com

Level 10: Midnight Run	T	1ST	13.23	D	Gbness@aol.com
Threshold: 13.23					D hello1732@netzero.com
					D nickwhiz1@aol.com
		2ND	13.33*		Josher_1212@sbcglobal.net
		3RD	13.43*		insane_pyro28@yahoo.com
		4TH	13.46		nickwhiz1@aol.com
		5TH	13.73		Claude Rena
Level 11: Dino Might!		1ST	53.96*	D	Josher_1212@sbcglobal.net
Threshold: 53.60	T	2ND	54.96	D	insane_pyro28@yahoo.com
					D england@netlinkcorp.com
		3RD	56.20		nickwhiz1@aol.com
		4TH	1:00.63		Claude Rena
		5TH	EMPTY		
Level 12: Deep Trouble		1ST	59.63	D	carl_byv2000@yahoo.com
Threshold: 1:01.00		2ND	1:06.93		nickwhiz1@aol.com
		3RD	1:08.90*		Josher_1212@sbcglobal.net
		4TH	1:10.26		nickwhiz1@aol.com
		5TH	1:16.13		insane_pyro28@yahoo.com
Level 13: High Time		1ST	47.13*		insane_pyro28@yahoo.com
Threshold: 45.26		2ND	48.56*		Josher_1212@sbcglobal.net
		3RD	53.20		Claude Rena
		4TH	EMPTY		
		5TH	EMPTY		
Level 14: Road Crash		1ST	1:14.06	D	carl_byv2000@yahoo.com
Threshold: 1:14.36		2ND	1:14.70	D	insane_pyro28@yahoo.com
		3RD	1:15.66*		Josher_1212@sbcglobal.net
	T	4TH	1:16.43		nickwhiz1@aol.com
					Claude Rena
		5TH	EMPTY		
Level 15: Double Header		1ST	53.80	D	carl_byv2000@yahoo.com
Threshold: 53.13		2ND	55.93*	D	Josher_1212@sbcglobal.net
		3RD	56.60		nickwhiz1@aol.com
		4TH	56.63		insane_pyro28@yahoo.com
		5TH	59.26		Claude Rena
Level 16: Sphynxinator		1ST	51.93		carl_byv2000@yahoo.com
Threshold: 50.63		2ND	52.06		insane_pyro28@yahoo.com
		3RD	52.56		Claude Rena
		4TH	53.96		nickwhiz1@aol.com
		5TH	55.20*		Josher_1212@sbcglobal.net
Level 17: Bye Bye Blimps		1ST	38.46	D	carl_byv2000@yahoo.com
Threshold: 38.60		2ND	38.53	D	acru@home.com
		3RD	45.30*		Josher_1212@sbcglobal.net
		4TH	46.40		insane_pyro28@yahoo.com
		5TH	48.36		Claude Rena
Level 18: Tell No Tales		1ST	1:01.10	D	nickwhiz1@aol.com
Threshold: 1:00.30		2ND	1:01.33	D	insane_pyro28@yahoo.com
		3RD	1:03.20		Claude Rena
		4TH	1:04.60*		Josher_1212@sbcglobal.net
		5TH	EMPTY		

Level 19: Future Frenzy	1ST	1:08.80	nickwhiz1@aol.com
Threshold: 1:06.70	2ND	1:09.66	Gbness@aol.com
	3RD	1:13.80*	Josher_1212@sbcglobal.net
	4TH	1:13.93	insane_pyro28@yahoo.com
	5TH	1:17.43	Claude Rena
Level 20: Tomb Wader	1ST	1:08.46*D	Josher_1212@sbcglobal.net
Threshold: 1:10.40	2ND	1:11.06 D	skye_zero@hotmail.com
	3RD	1:13.83	nickwhiz1@aol.com
	4TH	1:17.20	Claude Rena
	5TH	EMPTY	
Level 21: Gone Tomorrow	1ST	54.20 D	carl_byv2000@yahoo.com
Threshold: 53.83	2ND	55.10*D	insane_pyro28@yahoo.com
	3RD	55.43	nickwhiz1@aol.com
	4TH	58.43*	Josher_1212@sbcglobal.net
	5TH	59.06	Claude Rena
Level 22: Orange AsphaltT	1ST	1:17.36	nickwhiz1@aol.com
Threshold: 1:16.50			insane_pyro28@yahoo.com
		*	Josher_1212@sbcglobal.net
	2ND	1:19.73	acru@home.com
	3RD	1:20.00	Claude Rena
	4TH	EMPTY	
	5TH	EMPTY	
Level 23: Flaming Passion	1ST	46.80 D	insane_pyro28@yahoo.com
Threshold: 48.20	2ND	50.66 D	nickwhiz1@aol.com
	3RD	50.93*D	Josher_1212@sbcglobal.net
	4TH	56.30	Claude Rena
	5TH	EMPTY	
Level 24: Mad Bombers	1ST	1:21.63 D	nickwhiz1@aol.com
Threshold: 1:20.73	2ND	1:24.76	insane_pyro28@yahoo.com
	3RD	1:32.16*	Josher_1212@sbcglobal.net
	4TH	1:33.30	Claude Rena
	5TH	1:35.00	DrrNic300@netscape.net
Level 25: Bug Lite	1ST	1:06.72 D	ice666@geocities.com
Threshold: 1:07.06	2ND	1:07.56 D	Ross Apostolov
	3RD	1:08.60*	Josher_1212@sbcglobal.net
	4TH	1:09.03	insane_pyro28@yahoo.com
	5TH	1:12.46	Claude Rena
Level 26: Ski Crazyed	1ST	28.50 D	insane_pyro28@yahoo.com
Threshold: 28.80	2ND	31.20*	Josher_1212@sbcglobal.net
	3RD	31.50	nickwhiz1@aol.com
	4TH	32.56	Claude Rena
	5TH	EMPTY	
Level 28: Area 51?	1ST	1:41.06	nickwhiz1@aol.com
Threshold: 1:40.26	2ND	1:42.40	carl_byv2000@yahoo.com
	3RD	1:42.46	insane_pyro28@yahoo.com
	4TH	1:43.00*	Josher_1212@sbcglobal.net
	5TH	1:44.30	Claude Rena
Level 30: Rings of Power	1ST	49.50	nickwhiz1@aol.com

Threshold: 49.13	2ND	49.53	carl_byv2000@yahoo.com
	3RD	50.53	insane_pyro28@yahoo.com
	4TH	50.93*	Josher_1212@sbcglobal.net
	5TH	51.13	Claude Rena

Level 31: Hot Coco	1ST	17.33	Claude Rena
Threshold: 16.00	2ND	18.53	insane_pyro28@yahoo.com
	3RD	19.70	nickwhiz1@aol.com
	4TH	29.80*	Josher_1212@sbcglobal.net
	5TH	EMPTY	

Level 32: Eggipus Rex	T 1ST	41.80	carl_byv2000@yahoo.com
Threshold: 42.90			JABandicoot@aol.com
	2ND	42.46	Claude Rena
	3RD	43.03	nickwhiz1@aol.com
	4TH	43.80	insane_pyro28@yahoo.com
	5TH	49.53*	Josher_1212@sbcglobal.net

---PAL WALL OF FAME---

Level 1: Toad Village	1ST	37.88*D	Red Neo B
Threshold: 40.46	2ND	39.64?D	Beau Sexton
	3RD	41.28	Jeroen Van Lent
	4TH	42.28	Tom Yang
	5TH	EMPTY	

Level 2: Under Pressure	1ST	58.64 D	Tom Yang
Threshold: 58.13	2ND	1:08.52	Jeroen Van Lent
	3RD	1:09.88	Red Neo B
	4TH	EMPTY	
	5TH	EMPTY	

Level 3: Orient Express	1ST	16.40*D	Hannah Diprose
Threshold: 16.90	2ND	17.40	Red Neo B
	3RD	17.42	Jeroen Van Lent
	4TH	EMPTY	
	5TH	EMPTY	

Level 4: Bone Yard	1ST	1:08.32*D	Red Neo B
Threshold: 1:13.10	2ND	1:13.96 D	Tom Yang
	3RD	1:17.80	Jeroen Van Lent
	4TH	EMPTY	
	5TH	EMPTY	

Level 5: Makin' Waves	1ST	49.98 D	Tom Yang
Threshold: 49.33	2ND	52.88	Jeroen Van Lent
	3RD	53.16	Red Neo B
	4TH	EMPTY	
	5TH	EMPTY	

Level 6: Gee Wiz	1ST	54.92*D	Red Neo B
Threshold: 59.00	2ND	1:03.32	Jeroen Van Lent
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	

Level 7: Hang 'em High	1ST	30.88*D	Red Neo B
Threshold: 34.13	2ND	40.68	Jeroen Van Lent
	3RD	EMPTY	

	4TH	EMPTY	
	5TH	EMPTY	
Level 8: Hog Ride	1ST	33.72*D	Red Neo B
Threshold: 33.70	2ND	33.92 D	Jeroen Van Lent
	3RD	34.63	Tom Yang
	4TH	EMPTY	
	5TH	EMPTY	
Level 9: Tomb Time	1ST	46.92*D	Red Neo B
Threshold: 50.00	2ND	49.76*D	Jeroen Van Lent
	3RD	50.14 D	Tom Yang
	4TH	EMPTY	
	5TH	EMPTY	
Level 10: Midnight Run	1ST	14.36	Red Neo B
Threshold: 13.23	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 11: Dino Might!	1ST	47.72*D	Red Neo B
Threshold: 53.60	2ND	56.64	Jeroen Van Lent
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 12: Deep Trouble	1ST	1:16.52	Red Neo B
Threshold: 1:01.00	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 13: High Time	1ST	45.78	Tom Yang
Threshold: 45.26	2ND	52.64	Red Neo B
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 14: Road Crash	1ST	1:16.64	Tom Yang
Threshold: 1:14.36	2ND	1:16.80	Red Neo B
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 15: Double Header	1ST	52.20*D	Red Neo B
Threshold: 53.13	2ND	56.16	Jeroen Van Lent
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 16: Sphynxinator	1ST	45.80*D	Red Neo B
Threshold: 50.63	2ND	51.32	Tom Yang
	3RD	55.24	Jeroen Van Lent
	4TH	EMPTY	
	5TH	EMPTY	
Level 17: Bye Bye Blimps	1ST	48.12	Jeroen Van Lent
Threshold: 38.60	2ND	49.84	Red Neo B
	3RD	EMPTY	

	4TH	EMPTY	
	5TH	EMPTY	
Level 18: Tell No Tales	1ST	1:01.00	Tom Yang
Threshold: 1:00.30	2ND	1:02.96	Red Neo B
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 19: Future Frenzy	1ST	1:05.56*D	Red Neo B
Threshold: 1:06.70	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 20: Tomb Wader	1ST	1:02.88*D	Red Neo B
Threshold: 1:10.40	2ND	1:20.64	Jeroen Van Lent
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 21: Gone Tomorrow	1ST	53.68*D	Red Neo B
Threshold: 53.83	2ND	53.92 D	Tom Yang
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 22: Orange Asphalt	1ST	1:16.56 D	Tom Yang
Threshold: 1:16.50	2ND	1:19.08	Jeroen Van Lent
	3RD	1:20.48	Red Neo B
	4TH	EMPTY	
	5TH	EMPTY	
Level 23: Flaming Passion	1ST	42.80*D	Red Neo B
Threshold: 48.20	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 24: Mad Bombers	1ST	1:21.34 D	Tom Yang
Threshold: 1:20.73	2ND	1:25.00	Red Neo B
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 25: Bug Lite	1ST	1:00.92*D	Red Neo B
Threshold: 1:07.06	2ND	1:12.24	Jeroen Van Lent
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 26: Ski Crazed	1ST	31.76	Red Neo B
Threshold: 28.80	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 28: Area 51?	1ST	1:43.12	Jeroen Van Lent

Threshold: 1:40.26	2ND 1:43.84	Red Neo B
	3RD 1:46.80	Tom Yang
	4TH EMPTY	
	5TH EMPTY	
Level 30: Rings of Power	1ST 49.38	Tom Yang
Threshold: 49.13	2ND 53.24	Red Neo B
	3RD 53.52	Jeroen Van Lent
	4TH EMPTY	
	5TH EMPTY	
Level 31: Hot Coco	1ST 16.96	Tom Yang
Threshold: 16.00	2ND 17.24	Red Neo B
	3RD 40.20	Jeroen Van Lent
	4TH EMPTY	
	5TH EMPTY	
Level 32: Eggipus Rex	1ST 37.84*D	Red Neo B
Threshold: 42.90	2ND 45.88	Jeroen Van Lent
	3RD EMPTY	
	4TH EMPTY	
	5TH EMPTY	

XII. CREDITS

Naughty Dog - for creating this game

Brad - For showing me this game

Myself - For writing this document and doing necessary research

Vicarious Visions - For continuing the Crash Bandicoot series.

GameFAQs.com - For hosting this document.

Neoseeker.com - For hosting this document.

insane_pyro28@yahoo.com - For his Wall of Fame times.

God - I wouldn't be here without Him.

Jeroen Van Lent - For convincing me to make a seperate WOF for PAL players.

All of you who have submitted me times, including

crustin@muw.edu - 1 time

insane_pyro28@yahoo.com - 4 times

Claude Rena - 30 times

DrrNic300@netscape.net - 1 time

Beau Sexton - 1 time

Lee Ratzu - 1 time

Jeroen Van Lent - 18 times

Red Neo B - 30 times

Tom Yang - 16 times

David Kososki - 1 time

You - For reading this.

XIII. VERSION HISTORY

- v1.28 - Added more Tom Yang times.
- v1.27 - Updated times.
- v1.26 - Updated times.
- v1.25 - Updated times. Error fixed in PAL WOF.
- v1.24 - Updated times.
- v1.23 - Updated times.
- v1.22 - Updated times.
- v1.21 - Corrected more errors.
- v1.20 - Made a PAL Wall of Fame. Corrected spelling errors.
- v1.13b- My email changed, so I had to submit an update.
- v1.13 - Someone finally beat the developer on the first level. More times.
- v1.12 - Sorry for the wait, I have updated the best times list.
- v1.11 - More times, plus I finally beat the developer time on Tomb Wader with a REALLY good time. I also am accepting only NTSC version times from now on (sorry PAL players...)
- v1.10 - More times. Some corrections made, and anti-cheating measures added. Policy on file attachments has been created. Wall of Fame expanded to keep the best FIVE times.
- v1.09 - More times, and the anonymity of the Wall of Fame times has been eliminated.
- v1.08 - More updates, plus I beat the developer time on Flaming Passion, my 4th developer time!!
- v1.06 - Now I have a Crash Bandicoot WALL OF FAME!!! And it keeps the best THREE times!!!
- v1.05 - More updates, plus I beat the developer time on Dino Might! And check out my time on Tomb Wader!!
- v1.04 - I have updated times, and I'm closing in on two new developer times, check out my time on Double Header!!!
- v1.03 - I beat my first developer time on Bone Yard!
- v1.02 - Updated times. I now have all 30 platinum relics.
- v1.01 - Added new times and updated strategies for certain levels.
- v1.00 - Initial guide was finished.

That's all! Now go ahead and use this to get better times!

What?! You're still here?

Oh, you're looking for the secret for getting all the gold relics?

Okay, here it is...

When you get 30 relics, all gold or better, go near Coco and an ultra-secret gem will appear. Grab it and you'll see a fireworks show. That is the secret to 105% completion. Unfortunately, you don't get anything for getting all 30 platinum relics except tons of bragging rights and a position in the Crash Bandicoot elite (and possibly the Wall of Fame.)

I had to find that out the hard way :(

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