

into deep space. Meanwhile, Uka Uka (the evil twin mask of the kindly Aku Aku) and Dr. Nefarious Tropy are devising a master plan for world domination. Dr. N. Tropy, the master of space and time, peers into the future for the answer. He sees that the key to achieving their goal requires the help of one Crash Bandicoot, his sister Coco and the super-bandicoot Crunch... and it just so happens that N. Tropy knows someone who can make this happen.

In his travels through space and time N. Tropy came across a 5th-dimensional being who is a master of hypnotism--the diabolical N. Trance! Together they hatch a plan to use N. Trance's powers to brainwash Crash and the gang and make them do their evil bidding.

The nefarious duo manages to capture Coco and Crunch, and N. Trance brainwashes them to aid in their plan. Now it's up to Crash to rescue his friends and thwart Uka Uka, N. Tropy, and N. Trance's plans for world domination."

So basically, it's the same world domination thing (though in the game Uka Uka mentions universal domination, but one step at a time I suppose) from the last few games. Oh well, better than "save the princess" I guess. Crash would never stoop to that low, of course...

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Crash Bandicoot

Our main hero and the world's top bandicoot. He must be cool cause he's got attitude, and I've never seen a mascot with attitude! You'll take control of him for most of the levels.

Coco

Crash's young, strangely blonde girlfrien...err, sister (but what DID happen to his girlfriend?). She's super smart and quite the inventor. She first appeared in Crash 2 and became playable in Crash 3: Warped. She'll take to the heavens in N-Tranced, flying through space to help Crash collect Crystals once you've umm... unbrainwashed her.

Crunch Bandicoot

No relation to our hero, Crunch was originally created to be the ultimate bandicoot by Neo Cortex. Crash freed him from Cortex's control, and now he fights for the side of good. He first appeared in the Wrath of Cortex, and is playable in Atlasphere levels in this game.

Aku Aku

Crash's elder mask mentor, Aku Aku is always willing to take a hit for him.

Dr. Nefarious Tropy

Okay, so if he can see into the future, why can't he dominate the world?

Uka Uka

Aku Aku's evil twin brother (see what they did with the letters there? Ain't that clever?). Hasn't he figured out by now that if you want something done, you gotta do it yourself?

N. Trance

Not to be confused with the All Around the World musical duo, N. Trance is N-Tranced's (no, I don't know how to say that either) signature new villain. It's with his power that the bandicoots are brainwashed. His egg-shaped appearance surely strikes fear into the hearts of all.

Fake Crash

N. Tropy doesn't succeed in pulling Crash into his vortex, instead getting this lame ripoff of a lame ripoff.

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| |                C O N T R O L S / G A M E P L A Y                | | | |
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Here are the controls for those who don't have the Instruction Booklet, as well as for those who are asking "What's an Instruction Booklet?" Of course, if you're too lazy to read the Instruction Booklet in the first place, I suppose you wouldn't even read this and just e-mail me asking "how doo u make CrAhs muv?! oh, and i need sum coads& cheats btw ur fak sux a lot"

If you listen closely, you can hear the moans of anal-retentive FAQ writers who bemoan including stuff from the manual because they consider it filler. Guess what, guys? You're exactly right ^_^

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          [-----]
[-----Basic Moves-----]
          [-----]
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Menu Screen

Control Pad

- Left - Move Cursor Left
- Right - Move Cursor Right
- Up - Move Cursor Up
- Down - Move Cursor Down

- A Button - Confirm Selection
- B Button - Return to previous screen
- L Button - None
- R Button - None

- Select Button - None
- Start Button - Start Game/Pause/Return to Game

Map Screen

Control Pad

- Left - Move Crash Left on the Map
- Right - Move Crash Right on the Map

Up - Move Crash Up on the Map
Down - Move Crash Down on the Map

A Button - Enter Stage
B Button - None
L Button - None
R Button - None

Select Button - None
Start Button - Menu Screen

Crash Bandicoot

Control Pad

Left - Move Crash Left
Right - Move Crash Right
Up - None
Down - Crouch

A Button - Jump
B Button - Spin
L Button - None
R Button - Crouch

Select Button - Status
Start Button - Menu Screen

*NOTE - For a more detailed explanation of Crash's moves, scroll down a bit and check the section labeled, err... Crash's Moves.

Wake Board Crash

Control Pad

Left - Move Crash Left
Right - Move Crash Right
Up - None
Down - None

A Button - Jump
B Button - None
L Button - Sharp Cut Left
R Button - Sharp Cut Right

Select Button - Status
Start Button - Menu Screen

Magic Carpet Crash

Control Pad

Left - Move Crash Left
Right - Move Crash Right
Up - Move Crash Up
Down - Move Crash Down

A Button - None
B Button - Fire Wumpa
L Button - None

R Button - None

Select Button - Status

Start Button - Menu Screen

Copter Crash

Control Pad

Left - Move Crash Left

Right - Move Crash Right

Up - Move Crash Up

Down - Move Crash Down

A Button - None

B Button - Spin

L Button - None

R Button - None

Select Button - Status

Start Button - Menu Screen

Space Coco

Control Pad

Left - Move Coco Left

Right - Move Coco Right

Up - Move Coco Up

Down - Move Coco Down

A Button - Shoot

B Button - Speed Up

L Button - None

R Button - None

Select Button - Status

Start Button - Menu Screen

Atlas Sphere

Control Pad

Left - Move Crash/Crunch Left

Right - Move Crash/Crunch Right

Up - Move Crash/Crunch Up

Down - Move Crash/Crunch Down

*NOTE: The Atlas Sphere offers 8-way movement, so you can also move to the Upper Left, Upper Right, etc.

A Button - Brake

B Button - Speed Up

L Button - None

R Button - None

Select Button - Status

Start Button - Menu Screen

[-----]

[-----Crash's Moves-----]

[-----]

Jump

Press A to jump. I've got nothing witty to say about it. Use it to defeat most enemies and break crates.

Double Jump

Though the booklet lists it as a special move, the booklet designers must've just used the stuff listed in the Crash XS booklet, since the Double Jump is now a normal move. Press A to jump, then press A again to perform a jump in mid-air.

Spin Attack

Crash's other main form of attack. Press B to spin. Spinning also kills most enemies and breaks crates.

Slide

While Crash is running, press the R Button to slide. Defeats quite a few enemies and is useful for getting into tight spaces.

High Jump

Perform a slide, then press the A Button to jump higher than usual. You don't really have to use this move too often.

Body Slam / Super Body Slam

Jump in the air, then press R to perform a Butt Stom... oh, "Body Slam." The regular Body Slam doesn't actually exist in this game. Instead, Crash starts with the Super Body Slam. Note that you can't perform a Body Slam after you've Double Jumped.

Crouch

Press Down on the Control Pad or press and hold R to Crouch. You can Crawl by pressing Left or Right while Crouching.

[-----]

[-----Special Moves-----]

[-----]

Super Slide

The booklet incorrectly gives the description for the Super Body Slam for the Super Slide. Press and hold L as you're running, then press R to perform a slide that goes further and faster than the normal slide. Essential for fast Time Trial speeds. You get it after defeating Evil Crunch.

Rocket Jump

Press and hold L, then press A to do a really high jump (you can't Body Slam after using it). Generally a useless move. This move is acquired from Evil Coco.

Tornado Spin

Quickly press the B Button 3 times to do a powered-up spin that lasts longer than a regular spin and allows Crash to float for a while after jumping. Needed for certain stages. You get this after beating Fake Crash.

Turbo Run

Press and hold the L Button while running to run ever faster than normal. Not quite as fast as the Super Slide, but very useful for Time Trials. Myself, I would've preferred the Bazooka from Crash 3, but you get the Turbo Run from N. Trance.

[-----]
[-----Crates-----]
[-----]

Normal Crate

Is someone running a shipping company on the inter-dimensional island, cause there sure are a lot of crates there. Normal crates get you a single Wumpa Fruit.

Mystery Crate

The same as Normal Crates, except they either hold 3 Wumpa Fruit or (rarely) a Crash Head.

Bouncy Crate

These can be jumped on up to 5 times before breaking, each time giving you some of that delicious Wumpa Fruit. The manual calls these Spring Boxes, but I'll be calling them Bouncy Crates.

Copter Crate

Break these to make Crash strap on his Heli-Pack for "crazy copter action." Oddly enough, I personally find the Heli-Pack segments to be the most boring of all.

Freeze Crate

Breaking these freezes all of the enemies in the level for a limited period of time. Careful though, because touching the frozen enemies can still harm you. "Insert cold/ice/freeze/completely unrelated pun here."

Magic Carpet Crate

Break these to ride a Magic Carpet. What? I'm not ALWAYS spewing out the funnies, so lay off!

Aku Aku Crate

Break these to free Aku Aku from his horrid captivity. Does PETA know about this?! Or maybe they thing floating mask thingies aren't worth protecting!

Checkpoint Crate

Break these (I'm getting repetitive now, aren't I?) and you'll restart at that point instead of going back to the beginning of the stage.

Crash Crate

These hold Crash Heads, so make with the breakey.

TNT Crate

Jump on these to start a 3 second timer that ends with a blast. Don't spin these unless you want fricasseed (more like blown-apart) bandicoot.

Slot Box

Spin or jump this box to get whatever appears on the side. Act fast, cause it'll soon turn into an unbreakable Steel Box.

Outline Box

These can be any of the other crates/boxes, but you'll only find out which ones when you hit the Switch Box.

Switch Box

These exclamation point boxes trigger Outline Boxes.

Nitro Crate

Just like TNT Crates, except these explode if you even touch them. For the most part, you'll want to wait until you find the Nitro Switch Box to detonate them. Note that if you stay at least a crate-width away from the Nitro Crate (and if it's on the ground), and then perform a Body Slam, you'll detonate the Nitro Crate without being hurt. A very useful move indeed.

Nitro Switch Box

Hit these to detonate all Nitro Crates in a level.

Spring Crate

Not to be confused with Bouncy Crates, these crates with up arrows painted on the sides do work the same, giving you an extra boost. Unlike Bouncy Crates, these can be jumped on as many times as you want but don't give you Wumpa Fruit. They can, however, be destroyed by other means (sliding, spinning, etc.).

Spring Box

The same as Spring Crates, except this steel version cannot be destroyed.

Steel Crate

Regular wooden crates reenforced with steel can only be destroyed by a body slam or explosion.

Steel Box

Indestructible boxes that are mainly just used as platforms.

Time Box

Appearing only during Time Trials, these, when destroyed, stop the timer for the number of seconds indicated on the side.

[-----]
[-----Special Items-----]
[-----]

Aku Aku

Probably the most important item, since they grant Crash the ability to take extra hits. Grab one mask for protection from one hit. Grab a second one for a gold mask that gives you protection from two hits. Grab yet another one for invulnerability for a limited period of time.

Wumpa Fruit

The equivalent of Mario's Coins, can you guess what happens when you collect 100? If you guessed that you turn into Cape Crash, you don't play enough video games (and goodonya for that). Grab 100 Wumpa Fruit to get an extra life. Also, always make sure to follow Wumpa Fruit! Oftentimes they'll lead to secret paths.

Crash Head

Collect these for extra lives.

Crystals

Power Crystals are used by Aku Aku as a cheap plot device to force you to go into different levels to collect them. Oh, yeah, he also needs them to escape the dimensional bubble you're stuck in and blah blah blah-- you get the point. Power Crystals are generally in plain sight near the end of the path on the way to the portal at the end of the level (way too many prepositions, yes).

Clear Gems

Clear Gems are your reward for breaking all of the crates in a level. What does Aku Aku need Clear Gems for? Well, he's actually involved in the secret underground black market for Clear Gems, and is simply using you as his provider, because, well, masks don't have the limbs necessary to break the crates required for a Clear Gem. Okay, maybe not, but the game provides no real explanation.

Gem Shards

In certain levels, different colored Gem Shards may be found. Usually you'll have to stray from the main path to find them, so always look for Wumpa Fruit that are floating in suspicious places, since they generally signal the path to a Gem Shard. The Instruction Booklet has pictures of Orange and Yellow Gems, but only Red, Blue, and Green Gems are present in N-Tranced. 4 Gem Shards nets you one complete gem, as well as a special Gem Level.

Hey, FAQs starts with 'F'! Filler also starts with 'F'... Anyway, here's the section for totally made up questions by myself in anticipation for the questions you guys will inevitably e-mail me with. Of course, from previous experience you'll all skip this section and pester me anyway, which is fine since I delete most of my e-mail anyway ^_^

1) Q. Do I have to collect all of the Clear Gems for 100%?

A. Yes, Clear Gems count towards your percentage.

2) Q. Is there any point to collecting the Relics?

A. I haven't gotten them all yet, so I'm not quite sure. However, Crash 3 for the PSX didn't reward you for the Relics, so I'm assuming they're once again just for "fun."

UPDATE!!! YES, Relics are indeed required for 100%. All you need is at least a Sapphire Relic. Each one adds 1%. It is still unknown if you need all Platinum Relics for 100%.

3) Q. Is a Crash 3 for GBA coming out?

A. Looks like I spoke too soon. Since Crash 2, Crash Nitro Karts and Crash:Purple have been released, but neither is a full-fledged side-scroller like the first two GBA games.

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| | W A L K T H R O U G H | |
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Here it is, the meat of the FAQ (never mind that my signal-to-noise ratio is probably 1:10). Incredibly detailed walkthroughs for all of the levels most likely still won't prevent you from e-mailing me asking "how Do i get past the fiRst board?!", but they'll be here anyway, in hopes that they'll actually help someone.

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 | | Evil Crunch's Inter-Dimensional Island Paradise |
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The first section of the game is naturally the easiest. Enjoy the ease, cause things are gonna ramp up soon enough (well, okay, the rest of the game is still pretty easy). Note that all of island section names are made up by myself and are not official in any way.

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 /|_____|
| | Island Intro |
| /_____|
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Level : 1
Total Crates : 23
Aku Aku Crates : 1
Crash Crates : 1
Nitro Crates : 1

Gem Shard : None

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Deep in the heart of hyperspace...

Uka Uka: That incompetent Neo Cortex. He cannot do anything right! His last scheme to shrink the earth failed miserably! You have been a great asset to the cause of evil over the years N. Tropy.

N. Tropy: Thank you, my lord.

Uka Uka: That is why I trust you with the task of aiding me in universal domination.

N. Tropy: Great Uka Uka, I am honored! And I have the perfect scheme.

~~~~~  
Your adventures begin! This short intro level will help Crash hone his skills (or otherwise bore the hardcore gamer). I hope the rest of my level walkthroughs won't be so wordy, but for this intro stage I'll offer some advice to complement Aku Aku's. Anyway, let's get started! Head right and walk into the spinning '?' icon so Aku Aku can give you some help with how to play.

? Follow the Wumpa Fruit! Collect 100 Wumpa Fruit to earn an extra life.

Okay, so Mario gets coins, Sonic gets rings, and Crash gets... fruit?! Cause nothing says attitude like fruit! Continue right and trigger the next help icon.

? Press B to spin and break crates!

Try out Crash's spin on the crate nearby (these Normal Crates hold 1 Wumpa Fruit), then head right and trigger yet another help icon.

? Press A to jump!

Position Crash underneath the crate (Question Mark Crates hold 3 Wumpa Fruit, or sometimes an extra life) and jump to break it. As is the norm with side-scrollers, continue right to move on.

? Bouncy Crates allow you to bounce on them several times before breaking.

Bouncy Crates are the crates with vertical stripes on their sides, and you can jump on these 5 times before they break. Jump on the one to the right to collect the Wumpa Fruit (3 Wumpa Fruit every time you hit it), then spin into it to break it.

? Crates can be stacked. Spin or jump on them to get past.

Break the 3 crates, and continue right until you reach 2 Bouncy Crates. Jump onto the bottom one and bounce between them until they both break.

? Do not spin TNT Crates or they will explode! Jump on them to start the timer.

Follow Aku Aku's advice and jump on the TNT Crate to start the 3 second timer. Get away quickly so you don't get caught in the blast.

Keep heading right to initiate the next cutscene.

~~~~~  
N. Tropy: Allow me to harness my powers of time and space to peer into the future...

N. Tropy: Of course! Since those wretched bandicoots keep thwarting us, the solution is to get them on our side. And I know just the fellow for the job.

Uka Uka: A new recruit?

N. Tropy: Indeed. Meet my secret weapon.

N. Trance: I am N. Trance, master of hypnotism!

Meanwhile...

Coco: Crash, heeeeeelp!

Aku Aku: Crash! Wake up! Coco and Crunch have been abducted! Find me a Power Crystal so I can look into what's going on! hurry!

~~~~~  
After the cutscene, you'll find a Checkpoint Crate. Hitting it will save your progress in the level, and if you die, you'll restart here with the number of crates that you destroyed when you hit it.

CHECKPOINT! At this point, you should have 10/23 Crates, including the Checkpoint Crate.

? Break the Aku Aku Crate to summon me. I will protect you from one hit.

Break the crate and Aku Aku will now follow you. Now, how a floating voodoo mask can protect somebody is anyone's guess, but then again, you're playing as a bandicoot who wears pants, so it's best not to ask any questions about the game's realism. Continue right.

? Press A two times to jump even higher.

Ah, the requisite double jump. It certainly doesn't get any more original than this. Perform a double jump to get up the ledge, then continue right.

? Press R while jumping to Body Slam. This breaks Steel Crates.

Jump up then, press R to Body Slam onto the Steel Crate. Keep going until you reach the bridge.

? The Crash Crate will give you an extra life.

Jump to break the crate, then collect the life. Continue right, break the Normal Crate on top of the Steel Box, then trigger the help icon.

? Hold A while bouncing to bounce even higher.

Jump on the Bouncy Box and hold A until you break the Bouncy Crate above. When you're done, keep going right and jump across the pit onto the Steel Boxes.

? Press R while running to Slide.

Follow Aku Aku's advice and slide into the crate that's beneath the Steel

Boxes.

? TNT Crates can break other crates. Just jump on one to start the timer.

Do as he says and jump on the TNT Crate (which have a blast radius of 2 crates) , then continue right to the next help icon.

? Spin the Slot Crate before it becomes unbreakable.

Wait too long and the Slot Crate will become a Steel Box, so break it quickly (It doesn't matter if it's blank or a ?. Either one will count towards your total.) Continue right and you'll find your first Power Crystal. Jump over the pit to claim it, then trigger the help icon.

? Do not touch green Nitro Crates or they will explode!

Jump over the Nitro Crate, then trigger the help icon.

? The green Nitro Switch Box destroys all Nitro Crates in a level.

Jump into the Nitro Switch Box to destroy the Nitro Crate, which, incidentally is the final crate in the level. The final help icon offers the following advice:

? Did you collect the purple Crystal? Did you break all of the crates?

If you've been following this walkthrough, then you don't need Aku Aku's advice and the Clear Gem will be in front of the portal. Collect it and exit the level.

~~~~~  
Aku Aku: Oh, no! Watch out Crash!

Aku Aku: I've got you Crash!

N. Tropy: Something is holding on to Crash. We need more power!

Aku Aku: This vortex must be the work of N. Tropy.

N. Tropy: I've finally captured that infernal bandicoot!

N. Tropy: I finally got all you obnoxious bandicoots! Would you do the honors, N. Trance!

N. Trance: With pleasure!

Somewhere else in hyperspace...

Aku Aku: That took almost all the power I had, Crash. Good job getting the Power Crystal before you were pulled into the vortex. But, I'll need a lot more crystals if we are to put an end to N. Tropy's plans.

Aku Aku: That floating island up ahead will allow us to go to different worlds and find crystals. Hopefully we can find Coco and Crunch and stop N. Tropy!

~~~~~  
Time Trial

Sapphire Relic Time: 00:26.40

Gold Relic Time : 00:24.00
Platinum Relic Time: 00:12.80
My Best Time : 00:10.20

'1' Time Boxes: 3
'2' Time Boxes: 3
'3' Time Boxes: 2

Enter the level again and you'll see a yellow Stopwatch near the beginning of the level. Jump into it and you'll activate a timer. Your goal is to reach the end of the level with a faster time than the times listed above so you can receive a completely useless Relic. Though I'm not yet sure if you get anything for getting all Platinum Relics (which are hardest to get), Crash 3 gave you nothing for your hard work and I presume the same is true for this case. So what's the point? Apparently Naughty Dog thought these Time Trials were... "fun." They were wrong :(Thankfully, though, most of the Crash 2: N-Tranced Time Trials aren't anywhere near as hard as Sly Cooper's (whose developers apparently wanted to cause physical harm to those who attempted the Time Trials).

When you hit the stopwatch in this level, all of the help icons will disappear. Also, many crates will be replaced with yellow '1', '2', or '3' Time Boxes. These boxes, when broken, will stop the timer for the time indicated on the boxes (1, 2, or 3 seconds). These are ESSENTIAL for getting a good time! Before we start this Time Trial, note that it's recommended that you get the power-ups from the Bosses to make these A LOT easier (or in some cases at least barely possible). In particular, you'll want at least the Super Slide if you want the Platinum Relic, though it's very possible to get at most Gold without it. Once you get the Turbo Run, most of the Time Trials will be a cinch.

Anyway, for this Time Trial, the Super Slide is more than enough to get Platinum (I barely had to try for my time). Using the regular slide should easily get you Gold if you don't have the powered-up version yet. Slide through the '1' box, then quickly jump to break the '2' box. Keep sliding right, then quickly jump and spin to break the '1' and '2' boxes. Slide to the right, but be careful, because a TNT Crate is coming up. Jump over it and keep sliding. Skip the Aku Aku Crate, jump up the cliff, and destroy the '2' box. Hop over the Steel Crate, run across the bridge and destroy the '1' box. Jump over the pit, then slide under the Steel Boxes for the '3' box. Jump over the TNT, slide into the '3' box, and jump over the pit. Jump over the Nitro and slide your way to the end of the level! Easy, no?

Note that while the Turbo Run will be necessary for fast times in later stages, this stage is relatively flat and only the Super Slide will get you the Platinum Relic.

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| | Prints of Persia |  
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Level : 2
Total Crates : 29
Aku Aku Crates : 1
Crash Crates : 1
Nitro Crates : None
Gem Shard : Green

Head right and break the 3 crates along the way. There's a Scorpion on the bridge that you can kill by jumping on it, or spinning/sliding into it

while its back is turned to you. Dispose of the oversized creature and jump on the Bouncy Crate a few times for some Wumpa Fruit. Once you've had your fill of Wumpa Fruit (and really, who can get enough Wumpa Fruit?), make sure you destroy the crate.

Jump on the carpet (what do you think makes them so bouncy? Mine certainly don't give me *that* much height) nearby (and as you do on Bouncy Crates, hold A to jump higher). Destroy the crate and the scorpion, then jump across the ledges (if you fall, just head right and jump on the Bouncy Box to get back up). Hit the Checkpoint Crate.

CHECKPOINT! At the sound of the beep, you should have 6/29 Crates destroyed.
Beeep!

Jump up and Crash will grab on to the grating. While you're hanging like that, Crash can spin when you press the B Button or jump down when you press A. Climb across and destroy the crate. Jump down, then jump up to the next grating. Climb across and let go. Continue going right and destroy another crate on the way. Once you reach some awnings, jump down.

GEM SHARD

These parts of the walkthroughs are entirely optional, and should generally be skipped if you're going for the Clear Gem since there are rarely crates on the way to the Gem Shards.

Anyway, once you've reached the ground, slide beneath the awning on the left. Head all the way left, then perform a double jump up to the Gem Shard. Head back to where you came from.

Jump to the right, then jump on the awning and then double jump up to the crate high above on the left. Once you land on the Normal Crate, make sure you're still holding A so you'll bounce off it. Land on the Crash Crate to the left for a Crash Head. Once done, head back right and hit the Checkpoint Crate.

CHECKPOINT! At the sound of the tone, you should have 12/29 Crates destroyed.
Toooooone!

Jump up to the right and hop on the strangely familiar-looking magic carpet. Break the crate above you, then continue your journey right. Climb across the grating, destroy the crate, then jump down onto the magic carpet. Let it take you to the right, then hop off. Jump to the right and defeat the magic carpet flying man... thing. Keep going right and destroy the Aku Aku Crate once you reach another magic carpet. Defeat another magic carpet man, then keep going unleft (if you don't get the humor, just go right) until you reach a platform with a giant '?' on it. This is a Bonus Level platform. Jump on it to go to the Bonus Level.

BONUS LEVEL

Crates: 12

Bonus Levels are NECESSARY for getting the Clear Gem. The crates in Bonus Levels count toward your total.

Fairly straight-forward. Later Bonus Levels will pose more of a challenge. Destroy the 3 gates in front of you, then hop to the right and break the 2 Bouncy Crates. Break the Mystery Crate before jumping up to the grating, then destroy the crate there. Jump down, then climb across the next grating. Destroy the Crash Crate above, then jump down and slide beneath the Steel Boxes (from both sides if necessary) to break another 3 crates. Make sure you've destroyed 12 crates before hopping on the platform to exit.

If you've just come from the Bonus Level, make sure to remember that when you finish a Bonus Level, it counts as a Checkpoint, so if you die before reaching another Checkpoint Crate, you won't have to do the Bonus Level again. Jump to the right and destroy the crate. If it weren't blatantly obvious enough for you, collect the Power Crystal right above the crate. Jump to the right and destroy the Bouncy Crate (which happens to be the final crate). Run to the portal on the right to finish the level.

Time Trial

Sapphire Relic Time: 00:36.20

Gold Relic Time : 00:32.90

Platinum Relic Time: 00:28.90

My Best Time : xx:xx.xx

'1' Time Boxes:

'2' Time Boxes:

'3' Time Boxes:

Comin soon!

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 | |      Lagoony Tunes      |
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Level : 3
Total Crates : 49
Aku Aku Crates : 2
Crash Crates : 3
Nitro Crates : 14
Gem Shard : None

~~~~~  
Aku Aku: Crash, in this water world you will need to use your wakeboard to collect the Power Crystal. The waters are guarded by a vicious shark so be careful!  
~~~~~

The wakeboard levels are certainly... interesting. Overall they're not too hard, but only if you follow the Wumpa Fruit!! Following the Wumpa Fruit generally leads you to the crates and the quickest path through the waters, so do it often! Remember that if you hear creepy Jaws music, the Shark will be coming up to attack soon, so make use of those L and R buttons to dodge him quickly! Even an Aku Aku mask won't prevent the Shark from killing you!

Follow the Wumpa Fruit to break the first 2 crates. Once you reach a ramp, make sure Crash goes into it so he can fly in the air and break the Aku Aku Crate and 2 Mystery Crates. When you get back down, follow the Fruit once

again to break an additional 5 crates and pass quickly through the sea foliage (it's pronounced foilage, trust me). Head up the ramp to get a crate and a Crash Crate.

Keep following the Wumpa Fruit for a while. You'll see a Nitro Crate on the way. It is NOT necessary to make the Shark go through the Nitro Crate. In some strange form of self-detonation, the Nitro Crate will blow up on its own. Stay towards the middle of the screen (once again following the Fruit) and hit the Checkpoint Crate.

CHECKPOINT! I may not have N. Tropy's mastery over time and space, but my guess is that you should have 14/49 crates at this point.

Stay to the right to destroy a crate in some seaweed, then go to the left of the screen to launch off a ramp for 2 more crates. Stay to the left to avoid 2 Nitro Crates, then immediately lean right for another ramp that leads to a crate and a Crash Crate (also, launching off the ramp is the best way to avoid the 4 Nitro Crates below).

At this point a Seagull will be flying above. DO NOT get in its path, as it will eventually swoop down to attack you! Once again, follow the Fruit, then quickly head left or right and launch off one of the ramps. Destroy the Crash Crate in the air. Stay to the middle of the screen, then launch off the next ramp a bit left of the center of it to make sure you break all 3 crates in the air.

Make your way through the seaweed, and destroy another 2 crates until you reach the Checkpoint.

CHECKPOINT! Psssst! My sources tell me you should have 31/49 crates at this point.

You're nearing the end, so don't become fish food yet! Follow the Fruit to break 2 crates stacked on top of each other, then veer right. When you reach the next crate, break it quickly, then press L to make a sharp cut left to make sure you destroy the next crate. Keep left and launch off another ramp to destroy another crate (how do they float in the middle of the air like that, anyway?). There are another 3 Nitro Crates in front of the ramp, but you should land safely in front of them.

Break the Aku Aku Crate coming up, then keep left to avoid a Nitro Crate and break another 2 crates. Veer right and JUMP up to destroy the 2 crates. Go through the seaweed, then stay right to avoid 3 Nitro Crates. Once past them, IMMEDIATELY head left to destroy the final crate. Pick up the Crystal and (hopefully) Clear Gem, then you'll automatically exit the level.

Time Trial

Sapphire Relic Time: 01:20.70
Gold Relic Time : 01:13:40
Platinum Relic Time: 01:05.70
My Best Time : 01:00.60

'1' Time Boxes: None
'2' Time Boxes: 2
'3' Time Boxes: 1

The Wumpa Fruit are all gone, so you'll have to rely on memory to know the path through the seaweed and such. Also note that any special abilities will

not help you here. ALWAYS HOLD THE B BUTTON! (Note that parts of this strategy may change depending on when/where the Shark attacks).

Stay in the middle of the screen and hold the A Button like crazy. Once you reach the ramp, push Left to make sure you grab the '2' Box. Head left, then right, then left to get through the seaweed quickly, then veer right so you can use the ramp to jump over the seaweed. Stay to the middle of the screen and you'll reach what used to be the Checkpoint Crate. Around 21 seconds is a good time to have at this point.

Head all the way left or right to bypass the seaweed completely. Avoid the Nitro, then head all the way left or right to avoid the Nitro Crates (or use the ramp to jump over them). Veer right, then left to get past the seaweed, then remain in the center. Jump off the ramp, then when you land, move a little to the left, then a bit to the right to avoid the seaweed. Move to the right to avoid more seaweed, then use the ramp to launch over some more seaweed, and aren't I saying seaweed a lot? Maybe I should start calling it "Weed of the Sea" for a change... or not. Once you reach what would have been the second Checkpoint, try to have at least 43 seconds.

Stay a bit to the right of the middle to make sure you hit the '3' Box coming up (if you do miss it, try to make the Shark hit it). Head all the way left or right to avoid more seaweed. Once you pass the Nitros, head left to make sure you grab the '2' Box. Head right after getting it, then go back to the middle. Veer right, left, right, center to get past the seaweed, then stay in the middle until the end of the level.

```
| |      Globe Trottin'      |  
|/_____/  
/|~~~~~|
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Level : 4
Total Crates : 112
Aku Aku Crates : None
Crash Crates : 4
Nitro Crates : 28
Gem Shard : None

~~~~~  
Aku Aku: Crash, these Mayan ruins can only be traversed by using one of your favorite toys, the atlasphere. Look out for nitro traps and ledges.  
~~~~~

Just for the record, I HATE atlasphere stages. Then again, I'm not a huge fan of Marble Madness or Super Monkey Ball either, so you know where I'm coming from. Since atlasphere levels are in that newfangled 3-D view, my directions will consist of North, South, East, West, NW, NE, etc. Since this is your first atlasphere stage, I would recommend ALWAYS pressing the A Button to brake. It'll be slow, but at least you'll stay alive.

Roll south to break a crate. Head into the help icon for controls.

? Roll your atlasphere to the exit. Usa A to brake and B to speed up!

Head east for another crate, then follow the arrows SW. Break the 2 crates along the way, then start rolling SE. Break another 2 crates, then gp NE. Break the 4 crates on the path, then head north, then NE for another 3 crates and a Crash Crate (make sure to avoid the 2 Nitro Crates nearby). Follow the arrow and carefully roll down the quarter-pipe. Hit the Checkpoint Crate.

CHECKPOINT! I'll give you a dollar if you have 15/112 crates now. Okay, maybe not, but you're on track to getting the Clear Gem.

Head SW, then NE, and make sure you get an additional 4 crates. Once you reach a slew of Nitro Crates (4 to be precise), head north and circle around them. In the meantime, break the 5 crates nearby before going down the quarter-pipe. Once you've rolled down the quarter-pipe, break the 2 crates before breaking the Checkpoint Crate.

CHECKPOINT! Okay, that was an entirely useless Checkpoint, but nevertheless you should now have 27/112 crates.

Continue rolling SW, break 2 crates, then start heading NW. Be careful, because a Nitro Crate is coming up at the turn. Break the crate next to that Nitro, then roll SW. Start rolling south when you see another Nitro, then break the crate on the way. Roll west (avoid yet another Nitro Crate), then go down the half-pipe. Break the Checkpoint Crate.

CHECKPOINT! I don't know why these Checkpoints are so close to each other, but you should now have 33/112 crates.

You may want to follow the arrow, but you should take a quick side trip first. Head NW and make your way up the ramp (you don't necessarily have to be going fast). Try to take it slow, cause there's a Nitro Crate on the platform. Head up another quarter-pipe to get to another platform with another Nitro and a Crash Crate. Now go back down to where you came from.

Roll SE, avoiding 2 Nitros and breaking 2 crates. Head NE, then SE until the halfpipe ends. You should have broken an additional 4 crates. Now head NE and destroy another 3 crates. Roll SE (avoiding the 3 Nitro Crates), then break the Checkpoint Crate.

CHECKPOINT! I don't know why these Checkpoints are so close to each other, but you should now have 44/112 crates. And I don't know why I'm repeating myself. And I don't know why I'm repeating myself.

Roll SW and break the crate before going down the ramp. Break another 2 crates, then go down another ramp. Break 3 crates, go down ramp. Break 4 crates, go down ramp. Can you guess what comes next? Nope, you're wrong. Break the 3 crates near the arrow, then break the Checkpoint Crate.

CHECKPOINT! I hope VV realize that this is pretty excessive. By now you should have destroyed 58/112 crates.

Before heading NW, go SW, avoiding the 3 Nitro Crates and breaking the crate and Crash Crate. Backtrack to where the Checkpoint was. Head NW and avoid the 2 Nitro Crates. Break the 6 crates along the way before you change direction and head SW. Break the crate, avoid the Nitro, blah blah blah... am I the only one tired at this point? Start heading NW, avoiding another Nitro and breaking a crate.

When you see the arrow, don't go down the ramp just yet. Break the crate

near the arrow, then keep heading NW. Avoid the 3 Nitro Crates, then carefully make your way up the ramp. Follow the path to 3 crates and a Crash Crate. Go back to the arrow and go down the ramp. Break the Checkpoint Crate.

CHECKPOINT! 74/112

Go down the quarter-pipe, break the 3 crates, then head SE to collect the crystal (there are 2 Nitros nearby). Destroy another 3 crates, then head down the quarter-pipe (don't worry about the path to the NE- it's only useful for the Time Trial). Demolish 3 more crates and go down another ramp. Destroy the lone crate (the final one, not counting Nitros), then follow the half-pipe to an open area. Hit the Nitro Switch Box and you'll get the last crates, which should make the Clear Gem appear. Roll onto the transporter to exit the level.

Time Trial

Sapphire Relic Time: 00:45.20
Gold Relic Time : 00:41.10
Platinum Relic Time: 00:31.50
My Best Time : 00:24.70

'1' Time Boxes: 20
'2' Time Boxes: 11
'3' Time Boxes: 4

This is INCREDIBLY hard to do... so good luck ^_^

...oh, you want a strategy??

Seriously, getting Platinum is VERY hard to do. To even get Sapphire, you must ALWAYS hold the B Button to speed up (and press A to brake only when turning). Getting all (well, most, but more about that later) of the Time Boxes is also necessary for a good time. Note that the following walkthrough, if followed perfectly, will actually get you well below the Platinum time. Since it's doubtful you'll be able to maneuver around perfectly, feel free to add an extra second or two to my suggested target times.

Position yourself NW of the Stopwatch. Roll SE through the Stopwatch to start the timer, then roll into the '1' Box. Brake and quickly change your direction to SW. Once you reach the turn, brake quickly and roll SE through the '2' Box. Make another quick turn and roll NE, making sure you break through the 2 '1' Boxes on the way. Go in between the Nitros and roll down the ramp. This is where the first Checkpoint was, and it'd be good if you have around 3-4 seconds.

Roll SE through the '2' Box, then NE through the '1' Box. DO NOT go around the Nitros. Instead, quickly roll East below the bottom Nitro. Hopefully you'll get the '2' Box on the way. After you do, roll SW down the ramp. There's a '1' Box and a '2' Box here, but it's very much recommended that you stay near the bottom-middle to get just the '2' Box. This is also where the Checkpoint was, and by now 5-6 seconds would be a good time.

Continue rolling SW, and hit the '2' Box as you make the turn NW. Make the next 2 turns avoiding the Nitro Crates, then hit the '1' Box. Make another 2 sharp turns (the Nitro here is relatively hard to avoid), then head SW down the ramp and into the '2' Box. There was a Checkpoint here, and by now you should have 8-9 seconds.

Start rolling SE and break the '1' Box before you head into the half-pipe. Grab the '1' Box in the half-pipe, then when you exit, make your

way NE, grabbing another 2 '1' Boxes and 1 '2' Box (hope that was confusing enough for you :P). Brake before the quarter-pipe (because bouncing around on it will cost you time) and head SE avoiding the Nitros. This is where another Checkpoint was, and it'd be just super if you had 10-11 seconds.

Head SW into the '1' Box, roll down the ramp, break another '1' Box, roll down the ramp, break another '1' Box, roll down the ramp, break the '2' Box, then roll down another ramp to where a Checkpoint was and break the '1' Box to end this extremely long sentence. By now you should have about 14 seconds.

Roll NW into another '1' Box, and keep rolling NW (avoiding the Nitro Crates along the way), until you reach the corner with the '2' Box. SLOW DOWN and break it (though to be honest, this is one of the tougher ones to get, so you may be better off skipping it), then change directions and start rolling SW. When you reach the turn, start heading NW and break the '1' Box. You'll reach what used to be the final Checkpoint. 18-19 seconds is a really good time to have at this point.

NOW, this can be what makes or breaks your Time Trial. If you do have 18-19 seconds, you can skip this part and still be able to get Platinum, but it's very much recommended that you do this anyway. Instead of going down the ramp, roll NW (carefully avoiding the Nitros), then roll up the ramp. Follow the path to 4(!) '3' Boxes!!! Break them, and now comes the tricky part. Go to where the right-most '3' Box was, then roll STRAIGHT DOWN. With any luck, you'll be able to land safely instead of falling off. Roll down the 2 ramps, then break another 2 '1' Boxes. Head SE and break a '1' Box and a '2' Box. You've got a choice now. You can take a quick shortcut by going NE along the narrow path, then falling into the half-pipe and proceeding to the end normally. Though you'll miss out on a few more Time Boxes, using this path will likely end up saving more time than the Time Boxes will. If you do choose to go down the ramp, make sure to grab the '1' Box, then roll SE down another ramp. Break the '2' Box, then just go through the half-pipe until you reach the end. Congratulations on getting your Relic!!!

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 /|~~~~~|  
| |      Pharaoh's Funhouse      |  
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Level : 5
Total Crates : 54
Aku Aku Crates : 2
Crash Crates : 3
Nitro Crates : 2
Gem Shard : Red

Head right and break the Mystery Crate, then defeat the Snake. Continue right and destroy the 3 crates there. Wait for the Alligator to jump up out of the pit before you jump over it. Use the Spring Crate to break the Aku Aku Crate, then spin into the Spring Crate. Run to the right and defeat the Mummy, then jump over the pit, again being careful not to get hit by the Alligator. Grab the Crash Crate, then jump on one of the 2 TNT Crates. The explosion will destroy the Mystery Crate. Continue right and you'll find an oil slick. Walking on these will be extremely slippery! After the oil slick, you'll find the Checkpoint Crate.

CHECKPOINT! Hmmmm... did you notice Neo Cortex's face is still on the Sphinx? Odd since he doesn't really appear in this game (aside from multiplayer). Oh, back to the point, you should now have 11/54 crates.

Enter the Sphinx. Step on the raised part of the floor to bring up the large stone sledge. Once it's up, hurry right. Defeat the Snake, then jump on the Bonus Level platform.

BONUS LEVEL
Crates: 18

Run to the right and jump over the pit. Destroy the 3 crates, then double jump onto the TNT. That'll destroy the 2 Steel Crates, but you'll have to jump on the remaining crate yourself. Continue right and jump on the Spring Box in the middle of the 2 TNT Crates. When in the air, spin to make sure you break all 3 of the crates. Land a bit to the left or right to trigger one of the TNT crates. The explosion will destroy the other TNT Crate as well as the Spring Crate. Continue right and destroy the crate on the way. Hop on the moving platform and jump to break the crate. Spin into the next crate, then jump to the right. Jump onto another moving platform. Jump up to break a crate and a Crash Crate, then land on the next moving platform. Jump off, then head right and get on the Bonus Level platform to return.

Go onto the oil slick and destroy the crate on the ground. Jump over the pit and break the crate in the air. Jump over another pit (wait for the alligator) and break an additional 2 crates. Step on the switch, then jump on the moving platform and jump again past the stone sledge. Destroy the 6 crates upon exiting the Sphinx (which is apparently 2-headed). Continue right and break the Checkpoint Crate.

CHECKPOINT! I checked the tarot cards, and they say that you should have 40/54 crates by now.

Head right and jump on the switch to make the platforms move. Jump on the first platform, then wait for the second one to come and jump onto it. Jump up to break the crate. Now, instead of going past the stone sledge, jump down where you see a Wumpa Fruit. Head right and jump over the Nitro. You can safely walk beneath the other Nitro, but do be careful of falling into the pit since the oil slick can be quite slippery. Jump over the pit to grab the Red Gem Shard and detonate the Nitros. Head back left, using the Spring Boxes to get back up. Jump on the moving platforms again and get past the stone sledge. Spin or slide into the Sarcophagus to uncover a Mummy. Defeat the Mummy and continue right. Break the 3 crates, then jump down when a stone block isn't coming to get an Aku Aku Crate. Quickly use the Spring Box to jump up to the left, then jump over the pit. Make sure you don't get crushed by the stone blocks and defeat the Pharoah to stop them from coming down. Grab the Power Crystal and hit the Switch Box. Jump on the 6 crates and single Crash Crate to complete your total. Continue right to exit the level.

Time Trial

Sapphire Relic Time: 00:33.40
Gold Relic Time : 00:30.40
Platinum Relic Time: 00:18:80
My Best Time : 00:xx.xx

'1' Time Boxes: 5

'2' Time Boxes: 5

'3' Time Boxes: 2

Coming soon!

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/|████████████████████████████████████████████████████████████████████████████████|
| |           Runaway Rug           |
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Level           : 6
Total Crates    : 62
Aku Aku Crates  : 3
Crash Crates    : 3
Nitro Crates    : 2
Gem Shard       : Green

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Head and destroy the crate, then jump on the bouncy crate a few times or simply destroy it with a spin or other attack. Jump onto the awning, but drop down to the right to find a Crash Crate. Jump on the Spring Box to get back up to the awning, then bounce to the left onto another awning, right to another awning, and bounce right again to the roof. Before you destroy the crates, jump onto the steel box. Double jump to the left to find another crate. Crash go smash on crate, then jump back down to the right. Perform a body slam to destroy the steel crate, 2 crates, and 1 Aku Aku Crate. Walk to the right to find a (totally unnecessary this early in the stage) Checkpoint Crate.

CHECKPOINT! 9/62 crates would be nice to have by now.

Move right and jump to the grating to hang from it. Wait for the scorpion to turn its back, then move right and spin it into oblivion. Climb to the right and jump down. Hop onto the TNT to start the countdown, then rush to the right and jump onto the grating. The steel box will block your path, so press A to let go of the grating and fall down onto the Magic Carpet (or if you prefer, rug). Duck under the steel box as the Magic Carpet moves to the right then jump up to grab hold of the grating again. Jump to the steel boxes on the right. Bounce on the bouncy crate a few times to destroy it. After you've had your fill, jump to grating on the right. Climb all the way to the right, then let go to fall down. (If at any point you've fallen off the grating just move to the right and jump on the awning, and you'll reach this point)

Now, you have a choice. If you want to get the Gem Shard, follow the directions in the following section, appropriately called "GEM SHARD." Otherwise, skip it. If you do go for the Gem Shard, once you're finished, head back here, where you are now.

+++++
GEM SHARD

Jump onto the Magic Carpet as in a counter-clockwise motion. As it moves up, jump to the right onto another carpet. From there, hop across another 4 carpets to reach the Gem Shard. Fall straight down from where the Gem Shard is and head back left (to where the first carpet of this section was) to get some more boxes.

+++++

Head right and jump on the spring box to reach a crate and an Aku Aku

crate. Jump to the right for another Checkpoint.

CHECKPOINT! If you don't have 13/62 crates, go back now!

Jump on the spring crate to the right to reach another 2 crates, then perform a body slam to destroy the spring crate. Double jump to the right. Make your way across the 2 Magic Carpets, then jump right to another rooftop. Break the 3 crates there. Defeat the vase-carrying monkey thing (spinning will take 2 hits, while jumping on it or sliding into it will beat him in one hit) and continue to the right. Yay! Completely optional Bonus Level time!

BONUS LEVEL

Crates: 17

(In this next area, if you make a mistake and fall down, simply go all the way to the right to find a spring box to get back up.) Head right and jump onto the awning. Jump again to another awning on the right. Now perform a double jump to the right to land on top of the steel boxes. Break the crate up there for a life, then fall down to the left. Keep the A Button pressed as you fall, so you can bounce off the 4 crates there and onto another awning. From the awning, jump to the right and destroy another 2 crates. Hop onto the rooftop on the right.

(Int this next area, if you make a mistake and fall down, head all the way back to the left and perform a double jump onto the rooftop.) Jump (sigh, I wish there were more than 3 words for me to express "jump") onto the Magic Carpet. As it moves right, jump up and do a body slam to destroy the 2 steel crates. Jump to the steel box, then onto the awning. Jump to the right to destroy a crate, then bounce off that crate onto the Crash Crate for a life. Break the other 2 normal crates or activate both of the TNTs to blow them up for you. After all, laziness is a virtue... isn't it? Bounce onto the awning on the right, then jump to the right two find another 2 crates. Break them and jump onto the rooftop. Continue right and hop on the bonus platform to return to your regularly scheduled side-scroller.

If you don't remember, finishing a Bonus Level counts as a Checkpoint. From where the platform was, continue right to find... yet another unnecessary Checkpoint.

CHECKPOINT! 38/62 crates is the magic number.

Head right and body slam through the 2 steel crates. As you fall, you'll break a Magic Carpet Crate, which will turn you into SUPER ARABIAN CRASH! Okay, it doesn't actually do that, but it does let you ride on a Magic Carpet and shoot fireballs by pressing B. While riding on the Carpet, the screen scrolls automatically, so don't get caught behind any obstacles or you'll die. Oh, and don't touch that flaming coal! Last thing we need now is roasted Bandicoot... Mmmmm... roasted Bandicoot.... Anywho, follow where the Wumpa Fruit are to break 4 crates (you can shoot them or simply move through them). After the 4th, evil Magic Carpet dudes will start appearing. Try to avoid them, or repeatedly fire in hopes of hitting them. Keep following that Wumpa Fruit for an additional 2 crates and 1 Aku Aku Crate (since this is the 3rd one in this stage, getting invincibility at this point would be helpful). Coming up is a Genie, which you should shoot back to his lamp, another crate and 2 Nitro Crates (which you can shoot if you wish, but there will be a Nitro

Switch later). Afterwards is another genie, a single crate, and a Crash Crate. The Magic Carpet will then disappear from under you once you reach solid ground. Break the Checkpoint nearby.

CHECKPOINT! Ignore that this is a cheap Aladdin rip-off, and concentrate on the fact that you should have 53/62 crates by now.

Body slam the first steel crate you see (the TNT on the right won't have a blast radius large enough to break it). Double jump up to the grating, climb a little to the right, then fall onto the TNT to activate it. The TNT will take care of the remaining 2 steel crates, so jump back up to the grating and continue right. Destroy the 2 crates on the way and jump to the rooftop.

Defeat weird monkey guy and keep going right until you reach the Magic Carpet moving left and right. Jump on, then jump onto the carpet moving up and down repeatedly in a strangely hypnotic fashion... From there, jump onto a carpet on the left that's also moving up and down. That carpet will take you to the Power Crystal. Jump on the carpet that's moving left and right, then jump to the grating.

Climb to the right, defeating 2 Scorpions on the way. Fall down onto the Nitro Switch to destroy all of the Nitros, which should give you 62/62 crates. Jump off the grating and head right to finish the level.

Time Trial

Sapphire Relic Time: 01:01.80
Gold Relic Time : 00:xx.xx
Platinum Relic Time: 00:47.60
My Best Time : 00:xx.xx

'1' Time Boxes: 5
'2' Time Boxes: 7
'3' Time Boxes: 2

Coming soon!

/|
| | Evil Crunch |
|/_____/

EASIEST boss ever. Okay, that isn't saying much, since all of the bosses in this game are fairly easy. Evil Crunch comes in 3 different phases. Hit him once during each phase (if you can't do the math, that's a total of 3 hits) to end N. Trance's spell.

You'll battle Evil Crunch on a Magic Carpet. The screen will scroll automatically. Numerous Nitro Crates will be in your path. Do your best to avoid them, or better yet, shoot them. During Phase 1, Crunch won't attack you. Just stay to the left of the screen, avoiding those Nitros until Crunch himself is stupid enough to back into some Nitros. While he's vulnerable, shoot him to deplete his health by 1. Phase 2 will be the same, except this time Crunch will shoot lasers at you. Avoid them and wait until he backs into another Nitro. Shoot him again to inflict more pain. Phase 3 is identical to Phase 2, so just avoid his lasers as well as the Nitros, then shoot him one final time when he backs into yet another Nitro.

Congratulations! You've broken the spell! Now Crash and Crunch can live

happily ever after.... oh wait, this isn't a fairytale.

~~~~~  
Crunch: Oohh man...brainwashed again! Thanks for saving me Crash.

Aku Aku: Good news Crash. The crystals you've collected have allowed me to open up a new area of the island. We can get to new worlds from there.

~~~~~  
|
| [Insert Cool Spinning Icon Here] |
|
| SUPER SLIDE |
|
| Hold L and push R to break |
| crates and go farther as you slide. |
|_____|

Okay, you've saved Crunch and earned a new power (one that will be absolutely essential in earning those Relics). You're far from done, however, because the princess is in another castle!

|
| | Evil Coco's Crazy Crystal Desert |
| |
|_____|

/|
| | Tiki Torture |
|/_____/

Level : 7
Total Crates : 57
Aku Aku Crates : 1
Crash Crates : 2
Nitro Crates : 10
Gem Shard : Blue

Welcome to prehistoric pandemonium (and yes, I agree, too much alliteration already)! This is actually a fairly short stage, even if you do go for the gem shard.

Head right and do a double jump. Spin as you jump to break the high bouncy crate. As you fall, you should break the other bouncy crate and activate the TNT Crate. The TNT will take care of the normal crate below it. Continue right to find strange banana-wielding cavegirl (tm). If you jump on her, you still have to hit her one more time to defeat her. Any other attack (such as spinning or sliding) will kill her in one hit. Double jump to break the crate in the air.

Keep heading right and jump on the normal crate sitting on top of the Nitro. To the right you'll meet strange spear-throwing cavegirl (tm). I'm actually not sure it's a girl, but hey, it's high-time girls get featured more in games. Anyway, she only throws spears high, so the best choice to beat her is to slide into her. After you've finished your woman-bashing (shame on you!) go to the middle of the bridge to find some TNT and a Crash Crate that's

between 2 Steel Crates. Jump over the TNT and Steel Crate and break open the Crash Crate if you wish, or just activate the TNT to blow it all up. Either way, make sure all of them are destroyed. Continue right and beat banana girl, then break the 6 normal crates. A Checkpoint Crate will also be nearby.

CHECKPOINT! Lava keeps you hot on your toes! Get yourself 17/57 crates before moving on to the fiery pits.

Head right and jump onto the platform moving on top of the lava. Break the Aku Aku Crate, and jump back to solid, cool, non-killy ground. As you continue moving right, break the 6 normal crates along the way. Defeat banana girl and spear girl next, and you'll find a pit. A Wumpa Fruit is plainly visible in the middle of this supposedly bottomless pit, which means there's a secret there. Now, you have a choice. You can get the Gem Shard (which, by the way is NECESSARY for the Clear Gem as well) by jumping down the pit and following the next section, or you can skip this next part by jumping over the pit.

+++++
GEM SHARD

Once again, you MUST do this section to be able to get the Clear Gem, because on the way to the Gem Shard is the Nitro Switch Box.

Quick Tip: If you came into this stage with a Gold Aku Aku, after breaking the Aku Aku Crate in this stage you'll become invincible, which will make this next part far easier.

After jumping down the pit, head right and hop onto the platform. Dodge the 2 Nitros by ducking, then jump back to solid ground. Crawl under the 3 Nitros, then jump onto another platform. Duck under the 4 Nitros, then jump to grab the Gem Shard at the end. Jump to solid ground and activate the Nitro Switch Box to destroy all of the Nitros, then make your way back all the way to the left. Jump on the Bouncy Box to get back up to where you previous were.

+++++

Right, where were we? Jump across the pit to find a Bonus Level Platform. Skip it if you wish, but if you're going for the Clear Gem (or could use an extra life), hope on board.

BONUS LEVEL

Crates: 13

Head right and jump on top of the steel boxes. Jump to break the crate, then jump to the left off the steel boxes. Slide under the steel boxes to break another 3 crates (a Super Slide is recommended). Continue right and jump onto the platform. As the platform moves right, jump (or double jump if necessary) to break the 4 crates and 1 Crash Crate above. Jump to the right on to solid ground. Head right and spin jump into the bouncy crate above. Activate the TNT crate so that it will destroy the 2 steel crates, then hop on the Bonus Level Platform to leave.

Continue right and double jump to the steel boxes if you wish to avoid some enemies. Fall down to the right and break 4 crates, then break the Checkpoint Crate.

CHECKPOINT! 52/57 crates you need if you do wish to succeed.

the stone slab has lifted enough for you to be able to fit.

Head right and destroy the 3 crates and 1 TNT crate. Continue right and jump over the pit onto the umm... oily floor. You know, I've always wondered exactly what oil slicks have to do with Egypt, but I guess oil is better as a slippery surface in Egypt than ice. Then again, an ice pyramid would be cool, and... I'm sorry, what was I saying? Oh yes, the oil is slippery. Large stone blocks also drop from the ceiling and will attempt to push you to your doom. To stop the blocks from falling, defeat the Egyptian worker dude who's pulling the switch on the right. After taking care of him, keep going right and step on the switch to make the platforms move. There are alligators in this pit, so be careful as you jump. Jump off the platform and hit the Checkpoint.

CHECKPOINT! The great pharaoh commands that you have 13/71 crates at this point.

Continue right to find another oil slick. Jump over the nitro as you head right. You'll find 2 crates and a Spring Crate. DO NOT destroy these yet. Instead, double jump onto the Spring Crate to find an Aku Aku Crate. Break it, then destroy the other crates. Now you'll meet super sarcophagus guy. Hit him once to break the coffin and reveal a mummy, then hit the mummy to send him to eternal peace for good. Now jump onto the Bonus Level Platform if you wish, or skip it.

BONUS LEVEL
Crates: 22

Head right and break the 2 crates, then jump on the crate over the pit. Be wary as you make your across the oil slick, because there is a Nitro over the next pit. Jump over it, then continue right. You'll find 3 normal crates, but don't break them yet. Instead, jump on them, then double jump to the left on top of the steel boxes. Activate the TNT so that it in turn activates the Switch Box, then fall down to the right and break the crates previously mentioned. There are 3 bouncy crates hovering above the pit. Be patient and bounce on each 5 times to destroy them, then land to the right.

The next part takes some dexterity because of the slippery oil. Jump to break the 2 normal crates, then duck/crawl under the Nitro and break the Crash Crate. Duck under another Nitro and break another 2 crates. Step on the switch to start the moving platforms. Hop on the first platform and destroy 2 crates. Hop onto the next one, then wait on it for a second. As it moves right, you'll see 2 steel crates. Jump on top of them. Wait until a platform is below them, then jump and do a body slam to break the steel crates and land on the platform. Once that's done, jump to the right and exit the Bonus area.

Head right and step on the switch to make the platform move. Hop on board and wait for the stone slab to move up before jumping to the right. Defeat mummy man, then jump over the nitro and across the pit. When you land on the oil, make sure you jump immediately, because chances are a large block is coming your way. Break the 2 crates (the Mystery Crate here tends to contain an Aku Aku), then jump to the right, break another crate, and take care of the switch guy. Hit the Checkpoint.

CHECKPOINT! You'd do Cleopatra proud if you have 40/71 crates.

| | Barrel Roll |
|/_____/

Level : 9
Total Crates : 101
Aku Aku Crates : None
Crash Crates : 2
Nitro Crates : 45
Gem Shard : None

~~~~~  
Aku Aku: Now it is your turn to use the atlasphere, Crunch. But be careful!  
N. tropy has added some new dangers.  
~~~~~

Have I mentioned my extreme dislike of atlasphere stages? Then I'll say it again- I hate them. Maybe Crash shouldn't have un-brainwashed Crunch, because then we would have been spared this torture. Being able to play as Crunch seems pretty pointless, since he ends up being a bigger target and slower than Crash in an atlasphere.

Once again, I remind you that I will give compass directions (N, S, E, W, NE, NW, etc.) since these stages are pseudo-3Dish.

Roll SE and destroy the 3 crates along the way. Once you reach the end, roll NE and destroy 2 crates at the corner. Now roll NW, then NE again (be careful of the 2 Nitros on the side). Roll SE and break the crate on the way, but DO NOT break the Checkpoint quite yet. Instead, roll NE up the little quarter-pipe, then roll SE. Maneuver past the 2 Nitros and break the Crash Crate for an extra life, then return to the Checkpoint and break it.

CHECKPOINT! CRUNCH SMASH! Crunch have 8/101 crates. Crunch have long way to go!

Roll south a bit and maneuver carefully past the 3 Nitros. Roll SW until you reach a turn. Avoid the 2 Nitros positioned on the outside of the turn and break the 3 normal crates on the inside. Roll SE for a bit, then move NE and break a crate. You'll then see some Nitros (6, to be exact). Make your way NE above them to find 3 crates. After breaking them, move past the Nitros and roll SW down the quarter-pipe. Applying the brakes would be a good idea, or else you may move too fast. Break the crate, then roll down another pipe. There will be 2 Nitros on the platform, so try to stay in the middle. Roll down another quarter-pipe to find a Checkpoint Crate.

CHECKPOINT! Get 17/101 crates. You don't want to be doing this again.

Roll SW into a half-pipe. Stay in the middle, and roll SE until you reach a turn. Roll NE to find a half-pipe with a Crash Crate in the middle. Here you'll also find one of N. Tropy's new obstacles, a Nitro Barrel. Nitro Barrels explode on contact, and roll back and forth on half-pipes. Wait until the Nitro Barrel rolls out of the way, then quickly break the crate. Roll back SW, then NW to where you were before.

Continue rolling NW until you reach another Nitro Barrel. Maneuver past it carefully, then break the crate and continue rolling NW. You'll reach another Nitro Barrel. Go past it and avoid the Nitro Crate in the middle of the half-pipe. Avoid another Nitro Barrel and you'll reach the end of the half-pipe.

Now roll SW and break 2 crates before rolling down the quarter-pipe. You'll end up in a bowlish area. Carefully roll SE. There will be 2 Nitro Barrels, with a Nitro in between them. You'll have to roll on the sides of the pipe to avoid it all. Continue SE and you'll reach another Checkpoint.

CHECKPOINT! When will the tortute end? You should now have 22/101 crates.

Keep moving SE and you'll reach another half-pipe. Avoid the 2 Nitro Barrels, then you'll find 2 crates with a Nitro in between them. Break the crates, then move SE again, avoiding another 2 Barrels. After you reach the end, break another 2 crates and continue SE. Break 3 crates (and avoid 2 Nitros) at the turn, then roll S a bit to find 2 quarter-pipes- one heading SW, and another heading SE. Head down the SE quarter-pipe. Roll S, then SW down another quarter-pipe. Follow either path to a Crash Crate, then return to the other quarter-pipe going SW.

Roll down the SW quarter-pipe to end up in another bowly area. Quickly roll past the 2 Nitro Barrels, then destroy the 2 crates. Continue SW past another Barrel, destroy another crate, then roll past yet another Barrel to a Checkpoint.

CHECKPOINT! 34/101 crates.

Roll NW and avoid the 2 Nitros and the Barrel rolling between them. Break the crate at the end, then roll NE up to a half-pipe. Avoid the 2 Nitro Barrels and Nitro. As you exit the half-pipe, avoid another 2 Nitros (there sure are a lot here, huh?) and break another crate. Roll NW to break another 2 crates, then roll SW down a loooooong half-pipe (with nothing in it). Once you reach the end, roll down the quarter-pipe and break 2 crates. Go S a bit and you'll notice there are 2 paths. One is a narrow path that leads SW and has a Nitro at the entrance and exit. The other path is wider and leads SE. Take the SE path now. The SW path has no crates and is used for the Time Trial. Like I said, roll SE, then S to break a crate, then SE to another crate. Now roll SW (making sure you don't miss another crate off to the side) then NW. Break another crate at the corner, then roll SW, then NW to another crate. As you continue NW, you'll notice a Nitro- this is the exit to the other path I described before. Continue NW, then N to break a crate. Move further north for another 2 crates with 2 Nitros nearby. Head NW for another Checkpoint.

CHECKPOINT! 49/101 crates. Believe it or not, even though you don't even have half of the crates, you're near the end of the level. There really are A LOT of Nitros here.

Roll NE to reach a crate and another fork in the road. The NE path has no boxes and has tons of Barrels and 2 Nitros. The NW path has a few crates and far less obstacles. If I were you, I'd take the NW path ^_^ Head NW and break the crate. Head NE through the half-pipe, being wary of the Barrels. Once you emerge from the half-pipe, continue NE to find another 2 crates. Head NW past the 2 Nitros to find the Power Crystal, then roll up the quarter-pipes NW of you. Now, you have another choice. The NE path is narrow and has 4 Nitros and no crates (this is essentially used for the Time Trial). The NW path has 5 Nitros, 3 crates, and is much wider. NW wins again. Roll NW to break a crate, then roll N and stay in the middle of the path to avoid the 3 Nitros. Now head NE to find another 2 crates, then continue NE past the 2

Nitros. Finally, head E and hit the Nitro Switch Box. The Clear Gem will appear next to it, so grab it and exit this god-forsaken level forever...

Time Trial

Sapphire Relic Time: 01:18.30
Gold Relic Time : 01:11.20
Platinum Relic Time: 01:07.00
My Best Time : 00:48.60

'1' Time Boxes: 9
'2' Time Boxes: 7
'3' Time Boxes: 1

Welcome back to this god-forsaken level. Once again, Platinum is relatively hard to accomplish. Remember to keep that B Button held!

Roll S into the Stopwatch to get the ball rolling (heh, see what I did with that?). Actually, a better tactic is to position yourself NW of the Stopwatch before rolling into it, but it's your choice. As soon as you hit it, head SE, trying to stay on the upper part of the path so you'll hit the '1' Box. Make the turn, then head N and get the '2' Box. Head NW, then NE. Now roll SE and grab the '1' Box in the middle of the path. This is where the first Checkpoint was, and 5-6 seconds would be a great time to have at this point.

Continue SE, then slow down a bit so you don't accidentally hit the Nitros. Roll SW, hit the '2' Box at the turn, and then roll SE. Head NE, hit the '1' Box, then roll SE (don't bother going past the Nitros this time, since there are no time boxes there). Drop the quarter-pipe, staying in the middle so you'll hit another '1' Box and avoid the Nitros. You'll reach where the second Checkpoint was, and 11 seconds would be ideal. Drop into the bowl, then roll NW as fast as possible, grabbing the '1' Box and avoiding the Barrels and Nitro as best you can. Roll SW and grab the '2' Box as you go down the quarter-pipe. Quickly roll SE through the half-pipe, and pray you don't get hit. You'll reach the third Checkpoint, and should have 17-18 seconds.

Continue SE, doing your best to avoid the Barrels. There will be a '1' Box, a Nitro, and a '2' Box. Do your best to grab the Time Boxes and continue SE. Roll S and pick up the '1' Box. Head SW down the quarter-pipe, then head SW as fast as possible (stay at the bottom part of the half-pipe to grab a '2' Box. Once you reach the turn, that's where the fourth Checkpoint was, and around 22 seconds would be good to have.

Roll NW, once again avoiding Nitros of the barrel and crate variety, and grab the '1' Box at the end. Roll NE up the quarter-pipe, then quickly roll NE (stay near the bottom of the path because Nitros will appear later on). Make the turn and roll NW, then roll SW. As you drop down, grab the '2' Box, then roll SE just a bit. This time, roll down the SW narrow path for a quicker route (the wider path is safer, but takes longer to go through and doesn't have any Time Boxes anyway). Be carefully of the Nitros, of course. Now roll north for a '3' Box, then NE for a '1' Box. Roll NW, to where the fifth Checkpoint was. Around 39 seconds would be great now.

Roll NE, but when you reach the fork, head NW since it's a lot safer. After going NW, head NE. Once you exit the half-pipe, make sure to hit the '1' and '2' Time Boxes. Roll NW REALLY fast to get up the quarter-pipes quickly. You'll find another fork, and have a choice. The NW path is wider and has a '1' Time Box, while the NE path is narrow and has no Time Box, but will get you to the exit quicker. If you have around 45 seconds (which you probably don't), I'd suggest the NW path since you can still get to the exit with plenty of time under the 1:07:00 needed for Platinum. If you're in a rush, then take the NE path. Choose a path and say goodbye to this stage forever! Congratulations!

/|~~~~~|
| | Flockful of Seagulls |
|/_____/
/

Level : 10
Total Crates : 30
Aku Aku Crates : 1
Crash Crates : 3
Nitro Crates : 2
Gem Shard : None

I actually find the wakeboarding levels to be a nice diversion from the main game, unlike other levels... This one's not much different from the previous one, except seagulls play a much more prominent role and there are now buoys in the water that will hurt you.

Once again, follow Wumpa fruit to avoid the Buoys and break 5 crates. After that, hit a ramp in the middle of the screen to get to a Crash Crate in the air. After you land, the Nitro Crate behind you should blow up by itself. Continue following fruit for another 6 Crates, then launch off a ramp to break an Aku Akue Crate and a Crash Crate. While in the air, immediately go to the left to break another crate. You have to be pretty quick, or you'll miss it. Land to the left, break a crate, then immediately move to the right for another crate. Follow the fruit to avoid more buoys, then launch off a ramp on the left for a crate (and to avoid a Nitro). Stay to the middle of the screen to break open a Checkpoint.

CHECKPOINT! Kind of a short stage. You should have 21/30 crates already.

Follow the fruit to the left side of the screen to jump off a ramp over some buoys. Next, follow the fruit to the right to get over some seaweed. Launch off another 2 ramps to avoid the seaweed. The shark gets pretty aggressive here, so you can't be hampered by obstacles. Now stay in the middle of the screen and break 4 crates and a Crash Crate. Stay to the right of the screen and you'll hit a ramp. Immediately move to the left to break 3 crates in the air. Move to the left or right to avoid seaweed. Continue to avoid the seaweed, and look out for the final crate on the right side of the screen. The final stretch has a lot of seaweed and seagulls at the side of the screen ready to pick you off. Stay to the middle, moving left or right only to avoid seaweed or the shark. You'll pick up the Power Crystal and Clear Gem automatically as you exit the level.

Time Trial

Sapphire Relic Time: 01:23.50
Gold Relic Time : 01:15:90
Platinum Relic Time: 01:12.50
My Best Time : 01:02.80

'1' Time Boxes: 1
'2' Time Boxes: 2
'3' Time Boxes: None

Once again, all of the Wumpa Fruit are gone, so you'll have to rely on

memory and quick reflexes to remember where the buoys are. As soon as you start, move to the right to hit the Stopwatch. Stay to the middle of the screen to avoid the first set of buoys, then when you see a buoy getting in your way, move to the left for a '2' Box. Next, make sure you hit the ramp to go over the seaweed. Pass through 3 pairs of buoys by staying towards the middle of the screen. For the 4th pair of buoys, you'll want to stay to the left. It's not really necessary to hit the ramp this time, but if you need an Aku Aku, go for it. Otherwise, maneuver through the buoys and stay in the middle. Next you'll go through 3 sets of 3 buoys. Zig-zag your way through and beware, because the shark likes to attack here. After the 2 ramps, move all the way left or right to avoid seaweed in the middle, then go back to the middle. This is where the checkpoint was, and around 32 seconds is what I had.

Go to the left and launch over the buoys. Move to the right to jump over some seaweed. Stay to the right to launch off another ramp over seaweed. Stay in the middle as you go through the boxes, then move to the right and launch off the ramp. While in the air, move to the left to break a '2' Box. When you land, move to the left to avoid seaweed, then quickly move right to avoid more. Move left again to avoid those nasty sea plants, then quickly move right for a '1' Box. I'd actually suggest staying in the middle, even if there is seaweed, because now there are a lot of birds ready to dive at you. Either that, or move all the way left or right. The end is nigh, and the Relic is yours!

```
 /|eeeeeeeeeeeeeeeeeeeeeeeeeeee|
| |      Magma Mania      |
|/_____/\
```

Level : 11
Total Crates : 73
Aku Aku Crates : 2
Crash Crates : 1
Nitro Crates : 15
Gem Shard : Blue

Head right and jump on the rop to slide down it. Jump up to break the crate before sliding all the way down. After getting down, head right and bust open the 3 crates. Continue right, defeat spear lady, then jump on the moving platform. Jump up to break the crate, then get ready for spewing molten rocks. Jump to the steel boxes before the platform falls off. Fall down to the right, then slide to the left to break an Aku Aku Crate. Crawl back right, and jump onto another moving platform. Jump to the steel crates before the platform falls. Jump up to break the crate in the air, then activate the TNT to destroy the 2 steel crates. Jump to the right quickly and break the Checkpoint.

CHECKPOINT! You should now have 11/73 crates.

You now have a choice. You can follow the Gem Shard strategy for the Gem Shard (what'd you think? It leads to a pot of gold?), or you can skip it since it doesn't lead to any crates.

+++++
GEM SHARD

From the Checkpoint, fall down to the left where you see a Wumpa Fruit. Move right and crawl under 4 Nitros, then quickly take out fire woman. Break the Aku Aku Crate, then crawl under 5 more Nitros (you can also Super Slide

under them). Jump on the moving platform, duck under another 2 Nitros, then jump up to get the Blue Gem Shard. Wait until the platform reaches the end, then jump up and land on it again to make it move back left (DO NOT jump to the Spring Boxes, or else you'll miss some crates!). Head all the way back left and hop on the Spring Box there back to where the Checkpoint was.

Jump up to the right and avoid the bird. Jump to the right again and hop on the completely optional Bonus Level Platform.

BONUS LEVEL

Crates: 15

Move right and break the 3 crates. Continue right and fall down to the moving platform. Break 4 crates on the way, then jump up to the steel boxes. Break the crate in the air, the jump on the crate to the right and bounce to the bouncy crate. Bounce on it or just break it and fall straight down. You'll land on another bouncy crate. Bounce on it 5 times to break it, then bounce on the Crash Crate and immediately bounce to the right onto a moving platform.

This next section has spewing molten rock, so be on the lookout for bubbles in the lava. As the platform moves right, jump up for another 3 crates. Finally, hop off the platform and onto the Bonus Level Platform to exit.

Head right and jump onto the moving platform. As it moves right, jump to break 3 crates in the air. Jump to the steel boxes at the right when you see them. Head right and activate the TNT to blow up the 3 steel crates. Fall down then head left and jump on the Spring Box to get to a Crash Crate. Head back right and break another 4 crates. Avoid the bird and jump to the trampoline. Break the bouncy crate, then jump to the right and bounce off the 4 crates there. After bouncing on the last crate, jump to the trampoline. Jump up to hit the Freeze Crate, which will, ironically enough, freeze fire lady. Beat her while she's vulnerable, then head right for the Checkpoint.

CHECKPOINT! 46/73 crates you require unless you want to face the fire. I have no idea what that means, but hey, fire rhymes with require.

Jump to the rope and zip down. Head right and enter the cave. Why are there railroad tracks here? I don't have a clue. The more important question is what a copter is doing in prehistoric times. Then again, I must remind you you're playing as a bandicoot that's wearing pants. Moving on, break the Copter Crate to strap on your heli-pack.

Stay in the middle of the screen and fly straight up to avoid 3 Nitros. Once you reach the top, fly to the right. Go under the Nitro, then continue right to break a crate. Keep going right again (they really need more left-scrolling levels) to find another 3 crates. Continue right to break another 2 crates (careful, rocks will spew out of the lava nearby), as well as the Power Crystal. After the Crystal, head right, break a crate, then head down for another 3 crates (make sure you go all the way down). Now head right, break the crate and hit the Nitro Switch Box to get the remaining boxes. Grab the Clear Gem and exit.

Time Trial

Sapphire Relic Time: 01:00.10
Gold Relic Time : 00:xx.xx
Platinum Relic Time: 00:44.60
My Best Time : xx:xx.xx

'1' Time Boxes: 7
'2' Time Boxes: 7
'3' Time Boxes: 1

Coming soon!

```
| | _____ |  
| | Evil Coco |  
|/ _____/
```

Thought Evil Crunch was easy? Well, Evil Coco is... equally as easy. Her patterned boss behavior is what these games are known for, but it's still pretty boring. This boss battle will feature Copter Crash.

Coco will start by dropping missiles. Wait until she drops one near you, then quickly move to the left. Coco will reach the right wall and turn around, so you'll have to dodge missiles again. Wait until she drops one near you, then quickly move to the right. Once she reaches the left wall, she'll stop and her force field will, for some reason, turn off. She's vulnerable, so hit her now (oddly enough, you don't even have to spin her- just touch her to deplete her health bar).

For Phase 2, she'll fire a giant laser beam downwards. Move all the way to the right to avoid it. After that, she'll start dropping missiles again. Avoid them, then move all the way left because she'll be doing her laser attack again. She'll go back and forth again (repeating the laser and missile attacks), then stop once again and let you hit her. Do so.

Phase 3 is pretty much the same, except she'll move faster. Avoid her attacks and hit her once more to save her.

~~~~~  
Coco: Oh, Crash, thank you. How did you break out of N. Trance's hypnosis?

Aku Aku: Something strange happened when you were being pulled into the vortex, Crash. Coco saw someone in N. Tropy's secret base that looked like you. I'll try to find out who while you go collect more crystals.

```
| | _____ |  
| [Insert Cool Spinning Icon Here] |  
| | | | |  
| ROCKET JUMP |  
| | | | |  
| Hold L and push A to |  
| jump even higher. |  
| _____ |
```

Yay, you've saved Coco and received a completely useless power! I love how the game doesn't really explain why you get the powers, but whatever. You're almost halfway there!

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| \ |
| | Fake Crash's Nondescript Domain (Oh, it has a craazy door) |
| \ |
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/ |
| | Run from the Sun |
| /
```

Level : 12  
Total Crates : 21  
Aku Aku Crates : None  
Crash Crates : None  
Nitro Crates : None  
Gem Shard : None

~~~~~  
Aku Aku: The next power crystal is located in space, Coco. You must use your space suit and rocket tug to retrieve it. N. Tropy has sent a huge fireball that will destroy the crystal if you do not move fast enough, but i have created turbo gates to help you stay ahead of the danger.
~~~~~

Remember how I said I hated Atlasphere levels? Well, I hate the Space Race levels even more. The controls are shoddy and I just don't find them that much fun. Basically, you'll want to move as fast as possible through the level since there's a huge fireball following you. To accomplish this, press B rapidly whenever there aren't crates or enemies on the screen to perform small speed boosts. Note that when you press B, it will be very hard to move around, so again, make sure you manually boost only when there's nothing on the screen. Also, take the turbo gates whenever possible. If the fire reaches up to you (a red exclamation point will appear on the screen, and the flame will be close to Coco on the little bar on the lower right of the screen to warn you), you'll instantly die. Enemies will show up in the form of UFOs, asteroids and space mines. It's best if you shoot them down before they have a chance to deplete your health. You start off with 100% health.

Follow the Wumpa Fruit to a turbo gate. After the turbo boost finishes, there will be a crate near the middle-left of the screen. Next will be 2 UFO enemies. Shoot them before they shoot you! Appearing just after the UFOs are another 2 crates. 3 space mines will show up next. Once again, shoot them, as they're pretty hard to avoid. 3 crates will come up soon, with 1 on the left and 2 on the right. After those, hit the first Checkpoint near the bottom left.

-----  
CHECKPOINT! 7/21 crates.  
-----

There'll be 2 crates approaching- 1 near the left then 1 near the right. After the crates, follow the Wumpa Fruit to a turbo gate and another Checkpoint.

-----  
CHECKPOINT! Is it just me or is this checkpoint totally unnecessary? 10/21 crates.  
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|/ \_\_\_\_\_ /  
Level : 13  
Total Crates : 92  
Aku Aku Crates : 4  
Crash Crates : 5  
Nitro Crates : 13  
Gem Shard : Green

Head right to meet Mr. Slicey-Dicey. No, that's not his official name, and yes, that's the best I could do. Since he has those blades, you won't be able to spin or slide into him while he's facing you. Instead, jump on him or just wait until he turns around. Continue to the right to find a rope. Jump to it and Crash will grab it automatically. While on these ropes, keep Up held down, or else you'll start to slide down automatically after a while. For some reason you can't actually climb up these ropes, so instead just repeatedly jump to "climb" up. Once you reach the top, you'll want to go to the rope on the left. You \*could\* jump to the left, but there's a better way to do it. Hold Left on the D-Pad, then press B to spin. Use this move to get across ropes safely. Spin another 2 ropes to the left and break the crate there. Now spin all the way to the right-most rope and press Down to slide down the rope and break a crate. Before you fall off, press Up to stop sliding down. Jump to the rooftop on the right. Break the crate, then stand where it was. Hold L then press A to perform a rocket jump up to the Crash Crate. Jump to the rope on the right, then spin your way to the right-most rope (don't worry about the scorpion- if you spin into it you'll defeat it). On the final rope, slide all the way down to land on a steel box. Hop onto the flying carpet, then jump up to the grating. Climb to the middle of the grating. Now you have a choice. If you want the Gem Shard and/or Clear Gem, you MUST follow the GEM SHARD strategy below. Again, you need to follow the Gem Shard strategy to break an additional number of crates.

+++++  
GEM SHARD

From the middle of the grating, drop straight down. Hit the Checkpoint Box, then jump to the rope. Spin across 3 ropes, then on the final rope, jump to the magic carpet. Stay on the right edge of the carpet, and as it approaches the rope (and scorpion on it), spin to beat the scorpion. Jump on to the rope, then spin all the way to the right and jump onto the steel boxes. Jump up to the grating, then fall down onto the Aku Aku Crate between the 2 Nitros. Bounce back up to the grating, then climb all the way right. Drop down to the carpet and wait for it to bring you to the right (don't jump too early or you'll hit the Nitro). Jump up to another grating, climb to the right and break the crate. Drop to the carpet, wait for it to go right (past the 2 Nitros), then jump up and break the Crash Crate. Drop back down to the carpet, then jump to another carpet on the right. The carpet will take you to the Gem Shard. Jump to the steel boxes on the right, activate the TNT, then jump back to the carpet on the left. The TNT will cause a chain reaction that will blow up the 2 steel crates and 3 Nitros. Now you have a choice. If you're going for the Clear Gem, you MUST backtrack all the way back to the left. If not, jump to the steel box again, then jump on the spring box and jump to the right. Skip the next few sections up to and including BONUS LEVEL strategy.

+++++

Continue climbing the grating all the way to the right. Jump to the carpet, then jump to the right and hit the Checkpoint Crate.

-----  
CHECKPOINT! You should now have 16/92 crates. If you don't, make sure you

followed the GEM SHARD strategy.

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Continue right and break the partially hidden Aku Aku Crate. Jump to the right and activate the TNT to blow up a steel crate and normal crate. Before the TNT detonates, jump to the top-most steel crate, then jump to the magic carpet on the left. Jump to another magic carpet, then jump to the rooftop on the left. Defeat the scorpion and continue left for a Crash Crate. Hop back across the magic carpets, the jump down and destroy the remaining steel crate.

Continue right, defeat vase-carrying monkey...thing, then bounce up to the right and defeat blade guy. Drop down, break 3 crates, then hop on the Bonus Level Platform.

\*\*\*\*\*

BONUS LEVEL

Crates: 26

Head right and jump to the rope. Slide down carefully until you're level with the crate, then spin to the right to break it (avoid the Nitro above). Spin right to another rope then jump all the way up that rope to avoid another Nitro. Spin to the right twice to break another 2 crates, then spin right to the rooftop.

Activate the TNT to blow up the 2 steel crates and crate. Quickly jump to the 4 crates to the right. Break the one on top of the Slot Box, then destroy the Slot Box, other crates, and TNT. Jump to the rope and position yourself at the middle of the rope. There are 4 Nitros between the ropes in this next area, so beware. Spin to the right twice, then slide down a bit to destroy a crate. Spin to the right, then jump all the way up. Spin to the right twice and bounce across the 3 crates, then bounce to another rope. Jump all the way up, then spin right twice to land on the steel boxes. Jump up and break the Crash Crate, then fall straight down. Head right, jump up across the 2 crates, then head all the way right and hop on the platform to return.

\*\*\*\*\*

Head right and jump to the right. This is where you should be if you followed the GEM SHARD strategy but skipped the previous. Head right and destroy the 6 crates. Slide or crawl to the right. Activate the TNT to destroy the 3 Nitros and 2 steel crates. Quickly jump to the carpet, then jump on the bouncy crate 5 times to destroy it. Jump to the right and walk right until you see someone looking out a window. This guy is going to spit fire straight down, so be careful as you move right. Hop on the carpet, destroy the crate, then jump up and grab onto the rope. Spin to the right and defeat the scorpion. Jump up and destroy the 2 crates and Aku Aku Crate, the jump to the rooftop on the right. Defeat blade guy, slide under the 3 Nitros, then defeat yet another blade-wielder. Jump to the right and hit the Checkpoint.

---

CHECKPOINT! Long stage, huh? Almost over, though. 67/92 crates.

---

Head right and break the Magic Carpet Crate. For the Magic Carpet area, just follow Wumpa Fruit to the crates. There will be a crate near the bottom of the screen, followed by a genie, a crate at the top of the screen (with a genie right below), then a crate in the middle of the screen. Next is another genie and an Aku Aku Crate at the top of the screen. Make sure to grab the Aku Aku Crate quickly, as it's easy to get stuck at that point. Next is another crate near the top (be careful here, since there's a magic carpet flying guy nearby), a crate near the bottom, a crate near the top, then another crate near the bottom. There are tons of enemies, so coming into that section with invincibility is a good idea. Near the end will be 2 Nitros,

followed by 3 flamethrowers in a row. Grab the Power Crystal, shoot the genies and break a crate the a Crash Crate. The carpet will disappear soon. When it does, jump up to break a Freeze Crate. Quickly jump across the carpets and spin to defeat the flamethrowers. On the final carpet, jump up to hit the Nitro Switch Box. Jump to the rooftop and exit the level.

Time Trial

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Sapphire Relic Time: 01:10.60  
Gold Relic Time : 01:04.20  
Platinum Relic Time: 00:58.30  
My Best Time : 00:53.10

'1' Time Boxes:  
'2' Time Boxes:  
'3' Time Boxes:

Coming soon!

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 /|eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee|  
| |      Mister Lave Lava      |  
|/_____/  
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Level : 14  
Total Crates : 89  
Aku Aku Crates : 1  
Crash Crates : 4  
Nitro Crates : 17  
Gem Shard : Blue

Head and set off the TNT to activate the Switch Box. A box will appear in the outline, so break it. Spin jump to the right to defeat the bird and land on the platform. Once you see the zip line rope, jump to it. Jump up to break 2 crates as you slide down. Once you reach the bottom, head right and jump on the 5 normal crates. Set off both TNTs to break the 3 steel crates in the middle, then quickly jump to the bouncy crate on the right. Make sure you hold A so you bounce up and hit the upper bouncy crate. After both of those are broken, land on the crate below then bounc to the right. Avoid the bird and continue right to the Bonus Level Platform.

\*\*\*\*\*

BONUS LEVEL  
Crates: 12

Not too many crates here for some reason. Jump onto the moving platform and be prepared for some burning hot fun. Break 3 crates as the platform moves across the lava. Wait for the platform to stop. When it does, jump to break the crate then hop onto the next platform. Spin jump another 2 crates as this platform moves to the right. When it stops, spin jump to the right to break another crate and land on another moving platform. Break another 4 crates as you move to the right, then jump to the steel grating over the lava. Bounce on the bouncy crate a few times to break it, then continue to the right but DO NOT jump on the Bonus Level Platform. Instead, jump over it to find a Crash Crate. Break it, and then exit the bonus level.

\*\*\*\*\*

Hop onto the platform to get it moving. Jump to break an Aku Aku Crate, then jump to avoid a rock shooting out of the lava. When you encounter a normal crate sitting on top of a Nitro, jump up and bounce off the crate then land back on the platform. Jump to break another crate and avoid more flying rocks, then duck under another Nitro. When the platform reaches the end, jump to the right and destroy a crate. There are 2 steel crates directly below, so perform a body slam to break them. After that, bounce up to the right and hit the Checkpoint.

-----  
CHECKPOINT! 36/89 Crates  
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Jump to the zip line and break a crate as you zip down. When you reach the bottom, be careful of the bird that's ready to pounce at you. Immediately head right and grab on to the fireworks rocket. The rocket will take you up then explode. You'll land and grab on to another zip line. Just slide all the way down, then you'll fall and break a Copter Crate automatically. Fly into the 4 steel crates on the left, then fly all the way back up to find a Crash Crate. Fly back down, then head right. Be careful, as rocks tend to shoot out of the lava here. Break the 5 crates as you head right, then up, then left then up again. Head right and break the crate while avoiding the 2 Nitros below. Next, head down and break an additional 4 crates. Head right and hit the Checkpoint.

-----  
CHECKPOINT! 54/89 Crates Enjoying that Copter action? Get used to it, because the path to the Gem Shard can be a doozy. Doozy?? Who uses that word anymore? Oh, well...  
-----

Break the Copter Crate, but instead of heading right, first fly up. Stay in the middle to avoid 3 Nitros, then you'll find a Crash Crate to the left with a Nitro right next to it. Break the Crash Crate, then head back down. This time, head right. Stone slabs will fall behind you, so don't delay. Keep going right and break 6 crates on the way. When you land, hop on the rocket to go up. Land to the right. Before you continue right however, you can go for the Gem Shard (Note: You must at least perform the first part of the Gem Shard strategy (super sliding into the steel crates), to get the Clear Gem on this level).

+++++  
GEM SHARD

Jump to the left, then super slide beneath the narrow opening to break 2 steel crates. This next area has plenty of lava with rocks shooting out, so be cautious. Continue left and jump down to a moving platform. Jump to another moving platform to the left, then jump again to solid ground. Next, jump onto a, you guessed it, moving platform. Jump to another moving platform to the left, then jump again to solid ground (ah, the marvels of Cut and Paste). Jump down to a moving platform, then jump to the left for the Gem Shard. Now head all the way back right and slide underneath the narrow opening, then jump across the pit to the right.

+++++  
Jump to the zip line, jump up to break a crate, then slide down to another zip line. Again, jump to break a crate, then fall down. Hit the Switch Box to make some (okay, a lot) of Nitros appear. Crawl under them, then hit the Freeze Crate to freeze the spear-throwing enemy. Defeat her, then quickly head right and Super Jump up to the steel boxes on the left. Quickly destroy the



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Stay near the middle (the problem here is the shark may attack) to launch off a ramp. While in the air, make your way to the left to break 2 crates and an Aku Aku Crate. Make your way through some more buoys, then launch off another ramp in the middle to break a crate in the air. When you land, move a little to the right to break a crate in the water. Wait until you pass the buoy, then immediately move left for another crate. Follow the Wumpa Fruit for the final 2 crates, then just avoid the shark until you reach the end.

Time Trial

-----  
Sapphire Relic Time: 00:58.10  
Gold Relic Time : 00:52:80  
Platinum Relic Time: 00:46.10  
My Best Time : 00:42.20

'1' Time Boxes: 1  
'2' Time Boxes:  
'3' Time Boxes: 1

Once again, memory plays a crucial role, since there are no longer any Wumpa Fruit to guide you. In the first buoy section, staying near the middle is advisable to you have an easier time moving left or right should the need arise. There will be a '3' Crate in the first section. By the time you reach where the first checkpoint was, you should have about 10 seconds.

The next section is hardest. There's really nothing I can say except avoid the seaweed as much as possible. Even getting slowed down by it once can put an end to your dreams of Platinum. By the time you reach where the second checkpoint was, you should have roughly 24 seconds.

Make sure you launch off the ramp for a '1' box and a much needed Aku Aku. Skip the next ramp since it's faster to just go around it. After avoiding a few more buoys, you're pretty much done. Jam on that B Button and race to the finish!

/|eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee|  
| | Slip-n-slidin' Sphinx |  
|/\_\_\_\_\_/

Level : 16  
Total Crates : 91  
Aku Aku Crates : 4  
Crash Crates : 3  
Nitro Crates : 23  
Gem Shard : Red

Head right and jump on the bouncy crate. As you bounce up, you'll activate the TNT. When you get down, destroy the bouncy crate, then head right and wait for the water to recede. If Crash gets completely covered by water, he'll drown. Do you really think it's safe for him to go wakeboarding if he doesn't know how to swim? I guess we know why Coco did the jetski levels in Crash 3... Back to the game, break the 2 crates submerged under water, then continue to the right. Jump on the scarab beetle to defeat it, then break the Aku Aku Crate BUT DO NOT break the steel crate just yet. Now you can go for the Gem Shard... or not. It's entirely up to you. Note that it's not necessary to go for the Gem Shard if you just want the Clear Gem.

+++++  
GEM SHARD

Stand on the steel crate and perform a super jump up and to the right. Get ready for slip-slidin', spear-skewin' action. It'd be a good idea to come here with some Aku Aku masks already so you can have invincibility.

Head right and hit the Checkpoint Box. Continue right and jump over 2 Nitros. Drop down, then jump over another 2 Nitros. Continue right (be careful of the 2 Nitros above), then jump over another Nitro. As you make your right even more, you'll find a Crash Crate, a Nitro, and an Aku Aku Crate in the air. Break the ones that won't kill you (Hint: Anything that isn't a Nitro), then continue right. Head right, jump over another 2 Nitros, then continue right and jump over another 2 Nitros. Jump over the Spears, duck under 2 Nitros, then jump over another set of Spears. Duck under another Nitro, then wait for the Spears to retract and head right. Hit the Aku Aku Crate by sliding into it, then jump over the Nitro to get the Gem Shard. Now, if you've gotten all of the Aku Akus, you should be invincible by now, so run all the way back to the left and drop down.

+++++

Break the steel crate, then head right and defeat the mummy. Step on the switch to make the platform move, the jump down onto it. Break the crate in the air, then, when the water is down, jump down and break 2 Crates and a Crash Crate. Continue right, jump over the Spers, and hit the Checkpoint.

-----  
CHECKPOINT! Ra will frown upon you if you don't have 14/91 crates.  
-----

Head right, defeat snake-in-a-vase (tm), then jump up and break the Freeze Crate. Hurry to the right, defeat the mummies while they're still frozen, and break 3 crates. Jump on another snake to defeat it. Jump on the 4 normal crates, then CAREFULLY spin next to the mystery crate (which tends to have a 1-Up) to break it without accidentally activating the TNT or Nitro. Then activate the TNT and continue right.

Quickly jump over the spikes and onto the platform that's above the water. When the water subsides, bounce between the 2 bouncy crates to break them and defeat the scarab. Run to the right, break 3 crates, and try not to drown. Defeat the sarcophagus and hit the Checkpoint.

-----  
CHECKPOINT! 31/91 crates would be good right about now.  
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Jump across the pit, and be ready to jump over a sliding block. Run to the right when you have a chance, and break the 3 crates in the air. Make quick work of switch-pulling guy, then continue right and jump on the Bonus Level Platform.

\*\*\*\*\*  
BONUS LEVEL  
Crates: 26

Run to the right, wait for the water to recede, then break the 2 bouncy crates. Continue right and break another 4 crates. Again, wait for the water to recede, head right, and break the 6 crates in the water. Quickly jump up to the platform. Do a double jump to the right and break the Crash Crate and bouncy crate in the air. Land on the TNT to activate it, then quickly break the 3 crates on the left and hop back onto the platform if the water's rising.





jump to the platform at the upper-left. This will make Fake Crash jump to the platform at the upper-right. Now, when the Spears next to you are down, but the Spears next to Fake Crash are ready to go up, move to the left to make Fake Crash walk into the Spears. Now jump up a few levels or fall down a few until you find more Spears to repeat the strategy with. Also, be careful of blocks falling from the sky. Sometimes you'll get lucky and they'll hit Fake Crash, but other times they may hit you. DO NOT go all the way down, either because there's a pit at the bottom. Note that touching Fake Crash will hurt you as well.

Fake Crash has 4 bars of health. So just force him into Spears four times to deflate him... literally.

~~~~~  
N. Tropy: N. Trance, you blundering idiot! That was not Crash! It was some sort of... fake Crash!

N. Trance: How was I supposed to know? He fooled you too. Besides, they will never find our hideout. Not in a million years!

Aku Aku: Good job Crash! With a few more crystals, I'll be able to open the vortex to N. Tropy's hideout!

~~~~~  
|  
| [Insert Cool Spinning Icon Here] |  
| |  
| TORNADO SPIN |  
| |  
| Push B repeatedly to spin |  
| longer and temporarily float. |  
|\_\_\_\_\_|

Okay, umm... how stupid do you have to be to confuse Fake Crash with Real Crash? No wonder these guys still haven't achieved world domination. Anyway, the Tornado Spin is now yours, even though it's really not too necessary now that there are only a couple of levels left.

|  
| | N. Trance's Abstract Art Clockwerk |  
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/|  
| | Rocks Can Roll |  
|/\_\_\_\_\_/

Level : 17  
Total Crates : 114  
Aku Aku Crates : 0  
Crash Crates : 3  
Nitro Crates : 32  
Gem Shard : None

Well, at least you can rest assured that this is the last Atlasphere

level. This one's tougher than the previous ones, mostly because there are less railings, more Nitros, and narrower paths. Oh, and don't forget the new lasers...

Start things off by rolling SE, breaking a crate, and then continue rolling down a large ramp. Once you reach the bottom, continue SE and break another 2 crates. Next, roll SW down a quarter-pipe, then once you break the crate, roll NW and NOT SW down the ramp. Carefully roll between the 2 Nitros then break a crate and start rolling SW. Break another crate as you turn and roll SE down a series of quarter-pipes. At the bottom, destroy the 4 crates there and roll SE (ignore the ramp to the upper-right) down another series of quarter-pipes. As you go around the turn, break 3 more crates, then roll SW. Stay near the upper-left edge of the path, because there will be 2 crates there while there are 3 Nitros in the middle of the path. After you pass the Nitros, roll SW and break another 2 crates. Instead of going South, go NW up the quarter-pipes. Roll N past the 4 Nitros and break the Crash Crate. Roll S and back down the quarter-pipes. This time, roll S, then SE (careful of the 3 Nitro rates on the upper-right edge). Break 2 crates as you round the turn, then roll SW down the quarter-pipes and hit the Checkpoint.

-----  
CHECKPOINT! Took a while to get to the first Checkpoint, huh? You should now have 21/114 crates.  
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Roll SW, then S for another 3 crates. Now you'll face a new obstacle-lasers. Wait for the laser to turn off, then quickly roll SE, break another 2 crates, and pass another laser. Roll NE and break 2 more crates, then roll N, then NW and squeeze between the 2 Nitros. Break 2 crates as you go around the turn, then roll NE and break another 2 crates as you enter the half-pipe. There will be Nitro Barrels here, so be careful. Carefully roll NE then up the ramp. Break the 2 crates nearby, then, before rolling SE, roll NW up the ramp and avoid the Nitro Barrel to reach a Crash Crate. Now roll SE until you reach and break a crate. You'll notice there are 2 paths- one heading SE that's blocked off by a laser, and a ramp heading SW. Since you're going for the Clear Gem, head SW down the ramp. The other path is really just for the Time Trial and contains no crates (except 4 Nitros that you can blow up later anyway). Roll SW and break 2 crates. You'll notice again that there are another 2 paths. The one that heads SE is really just another alternative path for the Time Trial, so roll SW down the ramp instead. Once at the bottom, break the crate and start rolling SE. Break an additional 4 crates and a Crash Crate, then roll NE up the quarter-pipe. Break the crate, then avoid the Barrel as you head SE out of the half-pipe. Continue rolling SE until you break a crate, then roll NE, then N to break another crate. Roll up the ramp and hit the Checkpoint.

-----  
CHECKPOINT! 48/114 crates means you're almost halfway there!  
-----

Roll NE and break the crate nearby, then continue NE past 2 Nitros and break 2 more crates. Roll NW and break 3 crates as you avoid the Nitro Barrels that appear out of nowhere. Next, head N and break 4 crates. Roll up the large ramp, then roll N and squeeze past the 2 Nitros. Quickly roll NW and avoid the barrels. Next, there will be a series of 3 lasers. They're all synchronized, so while one is off, they'll all be off. Wait for the first one to turn off, then roll as quickly as possible to the SW while breaking a crate and avoiding 2 Nitros on the sides. Slow down at the end and break another 2 crates. Next, roll NW, break a crate and roll up the ramp. Roll NE and break an additional 2 crates before you enter the half-pipe. Avoid the 2 Nitro Barrels then roll up the ramp and hit the Checkpoint.

-----  
CHECKPOINT! 67/114 Crates.  
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Roll N a bit, then roll NW and break 3 crates. Roll SW a bit, then roll NW again and break 3 crates before going up the ramp. Roll SE and break 2 crates. Continue SE until you break another crate. There will be 2 paths yet again. Going NE up the ramp is only for the Time Trial, so roll SE instead. Go past the 4 Nitros and 3 lasers, then break 3 crates. Roll NE past 2 lasers and 2 Nitros, then break the Crash Crate and 2 normal crates. Don't worry about the ramp going NW, and instead go down the ramp going SW. Be careful as you roll SW through the half-pipe because your controls will get messed up if you go too fast and start bouncing around. Grab the Power Crystal and hit the Nitro Switch Box to blow up the remaining crates needed, then carefully roll down the long ramps and SE through the half-pipe. Once you see an opening, go SW and exit the level.

#### Time Trial

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Sapphire Relic Time: 01:10.40  
Gold Relic Time : 01:04.00  
Platinum Relic Time: 00:55.70  
My Best Time : 00:42.86

'1' Time Boxes: 13  
'2' Time Boxes: 8  
'3' Time Boxes: 2

Atlasphere time trials suck >\_< Here, you'll be at the mercy of the lasers, so do your best to get by them quickly. Thankfully, there are a couple of shortcuts you can take to make up for time.

When you start, roll straight S to hit the Stopwatch, then roll directly to the East to hit a '1' Box. Roll down the ramp, then hit the '2' Box as you round the turn and head SW down another ramp. Roll SW down another ramp, then hit the '1' Box and '2' Box at the bottom before rolling SE and down another ramp. Hit a '1' Box as you go around a bend, then roll SW and stay near the upper-left edge of the path to avoid Nitros. Hit a '1' Box, then roll S, then SE, then SW down yet another ramp. This was where the first Checkpoint was, and around 6-7 seconds would be good.

Roll S a bit, then QUICKLY roll SE and hit a '1' Box and '2' Box as you pass through the lasers as they're (hopefully) still off. Go around the corner and squeeze through the Nitros, then continue NW and hit a '1' Box. Roll N a bit, then head NE and stay near the bottom to hit a '2' Box. Quickly roll NE out of the half-pipe. Hit the '1' Box, then roll SE. There will be a fork in the road. Choose the SE path and pray the lasers aren't on. Stay near the bottom or upper edge because there will also be plenty of Nitros. After the last laser, you'll reach where the second checkpoint was. 14-15 seconds is good to have here.

Immediately roll NE and break a '3' Box. Go around the corner then quickly head NW and avoid the Barrels as best you can. Make sure you hit the '1' Box on the way, too. Hit the '2' Box as you turn at the corner, then go NE up the ramp. Head NW and hit the '1' Box, then turn and quickly move SW to get past the lasers. Hit the '1' Box at the corner if you wish, then roll NW then N up the ramp. Break the '2' Box and continue NE through the half-pipe, then roll up the ramp to where the third checkpoint was. 24-25 seconds is good to have at this point.

Zig zag through the path and hit the '1' and '2' Boxes before you go up another ramp. Roll SE and break a '1' Crate, then you'll have a choice

of paths. You can go SE through the lasers and Nitros, or you can go NE up the ramp to go through a half-pipe full of Nitro Barrels. Both are equally dangerous, so take your pick. If you decide to go SE, there will be another '2' Box. After you pick either path, there will be a '3' Box and a '1' Box. Roll down the SW ramp nearby, and again, be careful in the half-pipe. If you have a really good time, you may want to slow down to prevent launching out. Do your best to stay in the middle and roll as straight as possible. Roll down another ramp, then through another half-pipe. Finally, roll SW to the exit.

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/|████████████████████████████████████████████████████████████████████████████████|  
| |           Rock the Casaba           |  
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Level : 18  
Total Crates : 109  
Aku Aku Crates : 3  
Crash Crates : 4  
Nitro Crates : 20  
Gem Shard : Green

Yes, that's 109 crates, and this isn't an Atlasphere level. On the plus side, this will be the final Green Gem Shard you need if you've gotten all of the other ones so far.

First, head left and drop down to break a bouncy crate. Bounce back up, then run to the right and jump up to the first rope you see to break a crate. Continue right and jump onto a crate, then grab onto the rope. Wait until the scorpion is next to you, then spin right to the next rope. Slide all the way down to break a crate, then slide down again to activate some TNT while will blow up a Nitro. Climb back up the rope, then jump to the grating. Defeat the scorpion, then continue right and drop onto the steel crates. Hit the TNT, which will blow up the 2 Nitros and 4 steel crates. Quickly jump to the next grating and defeat the scorpion. Climb to the right, then jump off to the right. Immediately jump on the TNT to blow up the steel crate, slot box, and normal crate. Hop on top of the highest steel box, then perform a Rocket Jump up and to the right. DO NOT hit the box on your way up. Instead, perform the jump so you land on it and bounce off to the right.

Up above, hit the Switch Box to make a normal crate, Crash Crate and Aku Aku Crate appear. Perform a Super Slide to break all 3, as well as 3 Nitros at the end. If you're still flashing, feel free to spin the TNT to blow up the steel crates. Otherwise, just activate the TNT and get away. Drop straight down to hit a Checkpoint.

-----  
CHECKPOINT! 29/109 crates.  
-----

Now it's time for some backtracking. Before heading right, go left and defeat the fire-throwing enemies. Jump to the ropes and break the 3 crates there, then go back right to where the Checkpoint was. Now head right and drop down onto the Switch Box to make some crates appear. Jump on the bouncy box up to the gratings. Climb to the right, then fall down and bounce off a crate. Move a little to the right and fall down and bounce off another crate. Climb to the right once more and fall down to another crate. This time, after you bounce off it, bounce to the right, defeat the scorpion, and grab onto the rope. Jump to the right and grab onto the grating. Wait for the flames to be

thrown, then carefully climb to the right and drop down to the rooftop. Jump to another grating and climb to the right (again, waiting for the flames) until you see some TNT. Move one space to the right of it and drop down for a Crash Crate. Jump back up to the grating and activate the TNT to blow up 3 Nitros and a Switch Box. Move to the right and jump to the roof. Jump right to the steel crates. Break the Aku Aku Crate, then activate the 2 TNTs to blow up the 4 steel crates. Next, fall down and break the Freeze Crate. Jump on the bouncy box and up to the right. Defeat the flame-throwers if you wish, then hop on the Magic Carpet. Hop to the rooftop and hit the Checkpoint.

-----  
CHECKPOINT! 49/108 crates. Tired yet?  
-----

Spin jump to the right to break a Carpet Crate. This next Magic Carpet section can be tough, because there are many enemies and other obstacles to get in your way. Head up and break the Aku Aku Crate, then quickly go down a bit and shoot the Genie, followed by 2 Nitros and a normal crate near each other. Next, move up and fire wildly at another genie, a Crash Crate, and a normal crate. Move down and hit another 2 Nitros in the way. Shoot a normal crate in the center, then move up, shoot a magic carpet rider and quickly move down to smash another crate. Move up a bit to shoot another crate, then a carpet rider, and 3 Nitros. After the third Nitro, there will be another crate near the middle of the screen. Shoot it, then move up to avoid being crushed. Shoot another carpet rider, then a crate behind him. Move down (but not all the way down), avoid a carpet rider, then shoot another carpet rider and move up to break another crate. Once your carpet disappears, head right and hit the Checkpoint.

-----  
CHECKPOINT! What a rush, huh? You should now have 68/109 crates.  
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You now have a choice. You can go for the Gem Shard now, or wait until later. I'd definitely recommend going for it later, especially if you want the Clear Gem. If you want it now (and want to go through A LOT of crazy back tracking), head left and fall down. Otherwise, this strategy will assume you'll go for it later, so continue right.

Jump to the rope, then jump to the grating and defeat the scorpion. Drop down to the steel boxes, then quickly spin jump to break the slot box and 2 normal crates on the rope. Jump to the grating on the right, then wait for the flames to go down before jumping to the platform. Jump to another grating and be careful of the flame-throwers. Drop down to break a crate, then bounce back up to the grating and climb all the way right. Drop down, break another crate, and hop on the Bonus Level Platform.

\*\*\*\*\*  
BONUS LEVEL  
Crates: 24

This can be a tough Bonus Level, mostly because it requires good timing and very good control.

Move right and jump on the slot box when it's TNT. Quickly jump on the spring crate to the ropes before it explodes. Break the box on the rope, then slide down a bit until you're on the middle of the rope. Spin to the right and pray you don't hit the 2 Nitros. Spin again to the right and break another crate, then jump all the way up and spin right to another rope and avoid the 2 Nitros. Spin to the right once more and land on the bouncy crate. Bounce on it until it breaks, then break the crate next to it and land on the steel box. Jump up to the grating and climb right until you're next to the Nitro. Fall

down then move to the right to land on some bouncy boxes. Bounce off the one on the right carefully to a crate on the right. Bounce off that crate to another spring box, then use the spring box to bounce across 3 crates and back to solid ground.

Move right, then jump over the Nitros onto a bouncy crate. Bounce till it breaks, then grab onto the rope. Slide down and break the crate, then spin all the way to the right. On the last rope, climb all the way up, then spin all the way left (careful of the Nitro), for a crate and a Crash Crate. Spin all the way to the right onto solid ground, then hop on the platform to leave.

\*\*\*\*\*

Move right and drop down onto a Freeze Crate. Bounce to the Magic Carpet and let it take you to the right. Jump to the grating, climb right, then fall down and break the 2 crates. Bounce to the rope, spin across, and grab the grating. Climb right and avoid the flame-thrower. Wait for the flames to go down, then jump to the ground. Move right a bit and jump to another grating. Carefully climb across and grab the Power Crystal, then continue to the right and bounce off the bouncy crate until it breaks, then bounce on the normal crate below it to the rope. Spin all the way right and land on the carpet. Jump to more grating and defeat another scorpion. When you see a rope, jump to it and defeat the scorpion. Jump all the way up and break the crate. Now slide all the way down the rope. You'll find the Nitro Switch Box, so hit it. You now have a choice. If you already have the Gem Shard, climb all the way back up, then jump to the right and exit the level. Otherwise, follow the Gem Shard strategy.

\*\*\*\*\*  
GEM SHARD

Head left and jump to the grating. Defeat the 2 scorpions then climb all the way left and drop down. Walk left and wait for the carpet to appear. Jump down to it and let it take you right. Normally there would be plenty of Nitros here, but you don't have to worry about them since you already hit the Switch Box. Jump up the the grating, then climb to the left and defeat another scorpion. Drop down to another carpet and let it take you to the left. Wait for the flames to go down and run to the left to grab the Gem Shard. Now you can either continue to the left for a Checkpoint, or just backtrack to the right to exit the level.

\*\*\*\*\*

#### Time Trial

-----

Sapphire Relic Time: 01:20.90  
Gold Relic Time : 00:xx.xx  
Platinum Relic Time: 00:xx.xx  
My Best Time : 00:xx.xx

'1' Time Boxes:  
'2' Time Boxes:  
'3' Time Boxes:

Coming soon!

Level : 19  
Total Crates : 108  
Aku Aku Crates : 1  
Crash Crates : 4  
Nitro Crates : 22  
Gem Shard : Blue

Another ton of crates. On the plus side, this is the final Blue Gem Shard.

Head right past the bird and drop down to the moving platform. Break the 4 crates along the way as the platform moves right, and make sure to avoid the shooting rocks (which tend to appear right after a crate). Before the platform falls down, jump on top of a crate, then bounce onto another crate next to it, and finally, jump back to solid ground. It's still early, but you already have a choice. It's necessary to follow the Gem Shard strategy to get all of the crates in the stage.

++++  
GEM SHARD

Head left and drop off the face of the cliff. Hit the Checkpoint Box, then hop onto the moving platform and get ready for Nitro and lava fun. Duck under the first Nitro, then get ready to jump over a shooting rock. Quickly duck under another Nitro, then duck under another 4 Nitros. Before the platform falls, jump to the right and break the Copter Crate.

Fly to the right over a Nitro. When you see another Nitro, wait before flying past it, because there will be 2 shooting rocks next to it. Fly over another 2 Nitros, wait for a shooting rock, then fly under 2 more Nitros. Next, fly over a Nitro, avoid 2 shooting rocks, and fly over another Nitro to get the Gem Shard. Now carefully backtrack all the way to the left (note that you must land on the moving platform) and jump on the Spring Box to where you were before.

++++

Head right past the bird and jump up to the ledge. Break 4 crates and step on the moving platform. As the platform moves right, jump up to avoid the rocks and to break 2 crates and a Crash Crate. When the platform stops, jump to the crate on the right. Defeat the bird, then bounce on the 2 bouncy crates until they break. Bounce to solid ground, then hop on the Bonus Level Platform if you so wish.

\*\*\*\*\*  
BONUS LEVEL

Crates: 31

Head right and bounce on the 3 crates, then land on solid ground. Jump to the right and activate the TNT. Quickly jump over the steel boxes and spin the Crash Crate, then jump to the right before the TNT explodes and destroys the 2 steel crates and Nitro. Bounce across another 4 crates, then land. Jump on the spring crate and bounce into the bouncy crate until it breaks, then activate the TNT to blow up the spring crate. Quickly jump to the right, then quickly bounce between the 2 bouncy crates until they break. Land on the crate and bounce to the slot box and break it as quickly as possible. Bounce to solid ground.

This next part can be tricky. Bounce on the normal crate, then bounce to the right and activate the TNT. Immediately jump up and break the normal crate, then jump over the steel boxes and activate another TNT. Bounce off another crate onto a ledge. Next, carefully bounce to the right and land only on the 3 crates and Crash Crate. Obviously, you don't want to land on the





Gem Shard : None

Ugh.. another Space Coco level. Thankfully this is the only other one. This one's a lot harder than the previous one, though.

Follow the Wumpa Fruit to a Turbo Gate. Quickly move to the lower-right to smash a crate. Next, shoot the crate in the middle of the screen and get ready to avoid a lot of obstacles. Shoot the space mines and asteroids, then move to the top of the screen to avoid the umm... comets? There'll be another crate near the center, then 2 Turbo Gates. Shoot the 3 space mines, then stay near the right and go through another gate. Follow the Wumpa Fruit to break a crate, then a Checkpoint.

-----  
CHECKPOINT! 5/25 crates  
-----

Another crate appears right after the Checkpoint, so make sure you get it. Also appearing are 3 UFOs. Shoot them out of the sku... err, space. Stay near the center and boost past the comets. Go through the gate and break the crate. Stay near the bottom to avoid some comets, then quickly go back up and enter a Turbo Gate. Break the crate, then move right and go through a series of 5 Turbo Gates. 4 space mines will appear, then 2 UFOs. Break a crate near the center of the screen, then move down to break another crate. Avoid the comets, then avoid A LOT of space mines. Just fire wildly and hope you hit most of them. Follow the Wumpa Fruit to a Checkpoint.

-----  
CHECKPOINT! 11/25 crates. Is it just me, or is it getting hot in here?  
-----

Go through the gate and avoid a heckuva lot of asteroids. Follow the Wumpa Fruit to another crate, then boost past some comets. Go through a series of 3 gates, break a crate, then go through another 2 gates. After you slow down, shoot 2 space mines and avoid some comets. Shoot the Nitro to the left and go through another gate. Now comes a hard part. Quickly move to the right for a Coco Crate, then shoot the UFOs and space mines. Next, do your best to avoid more comets and asteroids. Go through another 2 gates and stay near the center to break a crate. Skip the next gate and shoot the crate to the right of it. Go through the next gate and stay in the middle of the screen. Shoot as many space mines as possible, then hit the Checkpoint in the center.

-----  
CHECKPOINT! 19/25 crates  
-----

More space mines and comets. Stay near the center for another crate. Go through 2 more gates, shoot more mines, then move to the bottom to hit a Coco Crate. Skip the next gate, because this next part can be very tricky. Shoot the 2 crates, Nitro, and Coco Crate as quickly as possible, then go through the gate and turbo boost to the end and get your Power Crystal.

Time Trial

-----  
Sapphire Relic Time: 03:06.20  
Gold Relic Time : 02:49:30  
Platinum Relic Time: 02:30.90  
My Best Time : 02.30.90

'1' Time Boxes: 2

'2' Time Boxes: None

'3' Time Boxes: None

Uggh, the only thing worse than Space stages are Space Time Trials. Head left at the beginning to hit the Stopwatch. The rest of the time trial is really just doing your best to avoid the obstacles and hitting as many gates as possible. Make sure you boost whenever possible, as well. Unlike the previous space stage, the Platinum here is VERY tough. Going through every gate is pretty much mandatory. Boost like crazy!

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/|eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee|
| |      King Too Uncommon      |
|/_____/\
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Level : 21  
Total Crates : 91  
Aku Aku Crates : 5  
Crash Crates : 2  
Nitro Crates : 30  
Gem Shard : Red

NOTE: It's recommended that you go through this stage twice- once for the Clear Gem and again for the Gem Shard. If you want both in one visit, you have to do a lot of difficult backtracking, so it's not really worth it.

Stomp on the scarab, then break the crate and bounce on the bouncy crate until it breaks. Land to the right of the Nitro, then drop down to the flowing water. Head right and break the 2 crates in the air, then jump out of the water. Defeat the 2 mummies and break the crate in the air. Continue right and defeat the scarab. Jump ON TOP of the crate nearby, then bounce right across 4 more crates. At the final crate, bounce up and to the right for an Aku Aku Crate. Land and hit the Switch Box to make some crates appear to the right. Bounce across the 2 crates, then hit the Checkpoint.

-----  
CHECKPOINT! 13/91 crates  
-----

You've got a choice now. The Gem Shard isn't at all necessary to get the Clear Gem. In fact, it's VERY hard to get both the Clear Gem and Gem Shard in one visit. This guide assumes you will get them in separate visits. If you don't want the Gem Shard, skip the following.

+++++  
GEM SHARD

Head left and drop down (follow the Wumpa Fruit). Hit the Checkpoint Box, then jump to the right. The flowing water will be a big hindrance here, so be careful! Jump over the Nitro, then push Right on the Directional Pad and jump and spin into the shield guy until you beat him. After you do, hit the Aku Aku Crate and jump over another Nitro. Jump over another pit, then over yet another Nitro. Wait for the spears to retract, then jump over them and duck under 2 Nitros. Jump on the spring box, then jump to the right.

Jump over a Nitro, then over some spears. Duck under 3 Nitros. Next, jump to the spring box to reach the Red Gem Shard. Bounce to the right onto (yay) an oil slick. Crawl up the incline to avoid the 2 Nitros, then wait for the spears to go down. Slowly walk past them and jump to get the Aku Aku Crate

(be careful of the Nitro right next to it). Go past another set of spears, then crawl under 2 more Nitro. Drop into the water, avoid the 2 Nitros, then hit the Switch Box to make some spring boxes appear. Jump up across them, then head all the way right to exit the level.

+++++

Head right and defeat the mummy. Destroy the 3 crates, then double jump to hit the Freeze Crate. Wait for the water to start going down, then rush to the right, jump over the spears, and defeat Mr. Shieldy. Jump and break the crate, jump over spears, and step on switch. Jump to break another crate, then defeat another shield guy. Run to the right past the stone slab (which should have gone up by now). Destroy the 6 crates, then jump up and break the Aku Aku Crate. Jump over the 2 Nitros and defeat another shieldman. Jump into the water and destroy the 2 crates there quickly. Jump to the spring box and jump to the ledge on the right. Bounce off the 2 scarabs onto a spring box, then jump up to the Checkpoint.

-----  
CHECKPOINT! You should have 29/91 crates at this point.  
-----

Jump down and step on the switch. Run past the stone slab and defeat shield guy. Run to the right, jump over the spears, and hop on the Bonus Level Platform.

\*\*\*\*\*

BONUS LEVEL

Crates: 28

Head right into the water. Head right, breaking 4 crates in the air and avoiding 3 Nitros. Jump over the pit and break the 3 crates there. Jump over another pit and bounce on the crate up to the spring crate. Jump to the left to break a Crash Crate. Jump back to the right and break the 8 crates. Continue right and jump over the Nitro to the TNT. Activate any of the 3 TNTs, then quickly break the crate in the air and jump to the right over a Nitro. Bounce on the spring crate up to the bouncy crate until you destroy the bouncy crate. Once you do, destroy the spring crate and continue heading right and exit the Bonus Level.

\*\*\*\*\*

Head right and break the 2 crates and Crash Crate in the air while avoiding the 2 Nitros up there. Jump up and grab the last Power Crystal, then bounce across the 2 crates until you land safely. Jump over the Nitro and defeat the mummy. Jump over another Nitro then drop into the moving water. Take care of the scarabs and break the 3 crates and Aku Aku Crate in the air. Jump to the right (be careful of the gator) and activate the Nitor Switch Box to get the rest of the crates. Exit the level.

Time Trial

-----

Sapphire Relic Time: 00:58.40

Gold Relic Time : 00:xx.xx

Platinum Relic Time: 00:xx.xx

My Best Time : 00:xx.xx

'1' Time Boxes:

'2' Time Boxes:

'3' Time Boxes:

Coming soon!

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 /|~~~~~|  
| |      N. Trance      |  
|/_____|\
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~~~~~  
Aku Aku: Yes! We've made it to N. Ttropy's secret base.

N. Tropy: N. Trance, you fool! They have found us! Destroy them!

N. Trance: It should have taken a million years to find us... How?

Aku Aku: Time does not pass in the vortex... I had all the time I needed to find you!

N. Tropy: You have one last chance to stop them. Do not disappoint me again!

N. Trance: Destroy all bandicoots!
~~~~~

Okay, this is just about the cheapest copy of Donkey Kong Country's final battle that I've ever seen. If you've had the fortune of fighting King K. Rool then this battle should be a breeze. If you haven't, then it's still easy.

N. Trance, like Fake Crash, has 4 bars of health. In phase 1, he'll jump to the left. Make sure to move underneath him while he's jumping. When he reaches the left side, he'll toss out his hand. The hand will home in on where you are, so make sure to jump over it. His hand will get stuck in the floor or wall, and he'll struggle to free it. He's vulnerable now, so this is your chance to spin into him to deplete some health. Once you do, be prepared to jump over his hand when he retracts it.

Phase 2 is similar to phase 1, except his jumps have a much wider arc. When he reaches the right side, he'll toss his arm again, signaling you to hit him once more.

Phase 3 is again similar to phase 2, except with an even wider arc. When he reaches the left side, jump over his hand and hit him again.

The final phase is again the same. When he reaches the right side, jump over his hand and hit him to defeat him...

Wow, that was extremely easy, wasn't it? Too bad it's not over yet... Just like DKC, he comes back to life and you must face another set of his predictable patterns.

His second form is a bit tougher. Note that if you die here, you'll have to start all over again, beginning with his first form. This time you fight N. Trance with the Crash Copter. You'll notice that Fake Crash is at the upper left, commanding a switch. Do NOT go to the area underneath him. If you do, he'll pull the switch, causing lava rocks to fall on you. The objective here is to push N. Trance into that area since Fake Crash is too stupid to distinguish between N. Trance and Crash.

N. Trance has 5 bars of health this time. He has a few attacks that he'll use randomly. To prevent him from using his attacks, make sure you spin into him as much as possible. Try to spin him so that he bounces to the lower left where Fake Crash will pull the switch and hurt him. If N. Trance starts glowing, he's ready to attack. Don't touch him when he's glowing. He can either send out small rings that sort of circle around him, or a glowing red ball that reverses your controls or makes lots of Crash Clones appear (which

can confuse you). Anyway, this form is still relatively easy, so have fun.

~~~~~  
N. Tropy: Noooo! I can't defeat all these wretched bandicoots myself!

N. Tropy: But mark my words. I'll be baaaack!

DON'T HAVE ALL GEM SHARDS:

Aku Aku: Good job, Crash! You've rescued the other bandicoots from N. Tropy and defeated N. Trance! Too bad N. tropy got away. If only we had all of the gem shards, I could re-open his space vortex and you could go after him!

The End??

HAVE ALL GEM SHARDS:

Aku Aku: Good job, Crash! You've rescued the other bandicoots from N. Tropy and defeated N. Trance! Lucky thing you collected all of the gem shards. I can use them to re-open his space vortex and you can go after him!

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|~~~~~|  
| [Insert Cool Spinning Icon Here] |  
| |  
| Turbo Run |  
| |  
| Hold L for a burst of speed |  
|\_\_\_\_\_|

Hope you have all the Gem Shards by now. If you don't, go back and find them!

|~~~~~\  
| | N. Tropy's Gem Levels (What? YOU come up with something better!) |  
\|\_\_\_\_\_|\

/|~~~~~|  
| | Wild Nile Ride |  
|/\_\_\_\_\_/

Level : 22  
Total Crates : 97  
Aku Aku Crates : 2  
Crash Crates : 1  
Nitro Crates : 47  
Gem : Red

Welcome to the Red Gem Level. This time, instead of looking for the Gem Shard, you're looking for the whole Gem. Also, remember that you still need to break all of the crates for a Clear Gem in each of the Gem Levels.

Head right and defeat the scarab. Fall into the water, and let it take you to the right. Destroy 4 crates, then duck under 3 Nitros. Next, destroy the 2 crates and activate the TNT. Fall down where the Wumpa Fruit are. When you land, head right and perform a body slam when the slot box ISN'T TNT to

destroy it and the 3 surrounding steel crates. Head left into the water and don't jump so you'll avoid hitting the 4 Nitros. Defeat the scarab, destroy 3 crates in the air, and defeat another scarab. The next part can be VERY tricky, so I'd suggest bringing an Aku Aku before you enter the stage. You must double jump over the 3 Nitros. Your best bet is to follow the Wumpa Fruit. As you fall, follow the Wumpa Fruit down to make sure you avoid hitting the Nitro in the air. You'll land on a crate. After you do, destroy the 3 other crates, bouncy crate, and Aku Aku Crate nearby.

Head right and spin jump the crate in the air (try not to land on the Nitro below). Carefully double jump over the pit and 2 Nitros. Fall down and hit the Checkpoint.

-----  
CHECKPOINT! Get ready, because things are going to get confusing. You should have 22/97 crates at this point.  
-----

Head left and fall straight down. Continue left, jump over the Nitro, and destroy the 6 crates there. Fall down, and here is one of many different paths in the stage. You can slide beneath the 3 Nitros on the right, or jump over the Nitro on the left. Jump to the left for now.

When you land, you'll have another choice. For now, head left and bounce on the bouncy crate until it breaks. Bounce to the left. Now here comes a hard part. Carefully jump over the Nitro, then jump over another Nitro. The moving water can make it hard, but do your best. Now jump on the spring crate to hit a Crash Crate in the air. When you come back down, destroy the spring crate and normal crate. Jump back over the Nitros, then jump right across the pit. This time, head right and jump down. Head right to find 2 Nitros and 4 bouncy crates. Bounce between the crates until they break, but be careful not to land on the Nitros. When done, head left and jump down.

Try not to land on the Nitro as you fall. Before heading right, head left and jump over a pit. Jump over 3 more Nitros, then bounce off a crate and break an Aku Aku Crate high in the air. Jump back over the 3 Nitros, jump over a pit, jump over another Nitro, then jump over another pit. Duck under a Nitro and jump over yet another pit. Head right and body slam into the 2 crates and 2 steel crates. You'll notice as you fall there's an area to the left you haven't explored yet. Ignore it- there's nothing there but 6 Nitros. Continue falling and you'll fall into 2 more crates and the Checkpoint.

-----  
CHECKPOINT! 45/97 crates. It's very easy to miss crates, here, so make sure you're following my strategy exactly.  
-----

Head left and get ready for a difficult jump. You must jump over 4 Nitros that are right next to each other. The trick is to double jump, then perform a turbo spin in the air to safely float above the Nitros. This is really the only way to do it. Continue left, duck under 2 Nitros then jump over 2 Nitros. Now fall straight down. Yet another choice of paths. Heading left leads to a pit and your death, while going right... doesn't. Not a hard choice to make, right? Head right and do your best to jump to the spring crate. Jump up to grab the Red Gem, then double jump over the Nitros. Activate either of the 2 TNTs to blow up the spring crate. Now comes another tricky part. Jump to the right but DO NOT hit the Switch Box. Land on the bouncy crate until it breaks. Once it breaks, bounce up and perform a double jump to hit the Switch Box. Pray that the steel boxes appear by the time you land.

Jump to the right and step on the switch to make the platform move. Hop on, then jump to the TNT to activate it. It will blow up and activate the Nitro Switch Box, which should give you the remaining crates. Jump to another moving platform, then jump to the right and exit the level.

Time Trial

-----

Sapphire Relic Time: 01:24.60  
Gold Relic Time : 00:xx.xx  
Platinum Relic Time: 00:xx.xx  
My Best Time : 00:xx.xx

'1' Time Boxes:  
'2' Time Boxes:  
'3' Time Boxes:

Coming soon!

/|~~~~~|  
| | 101 Arabian Kites |  
|/\_\_\_\_\_/

Level : 23  
Total Crates : 64  
Aku Aku Crates : 1  
Crash Crates : 2  
Nitro Crates : 24  
Gem : Green

64 crates... not too bad, eh?

Head right and jump on the crate, then bounce to the TNT to activate it. Jump to break the crate above, the jump to the left or right before the TNT explodes, taking the Nitro with it. Bounce on the bouncy crate until it breaks, then jump to the right. Wait for the flames to disappear, the run to the right. Drop down and break the 2 crates, the jump up to the grating. Climb right until you reach the Nitro, then jump down to the carpet. Let it take you right, then jump back up to the grating and defeat the scorpion. Climb to the right and jump down to the rooftop.

Head right and jump on the spring crate. Bounce right to the grating. Destroy the crate, jump down to the carpet, duck under the Nitro, and jump back up to the grating. Destroy another crate, jump down to another carpet, duck under another Nitro, and once again, jump back to the grating. Destroy yet another crate, then drop down to the steel box. Carefully jump over the 2 Nitros (don't worry about the 2 steel crates- the Nitros will blow them up later), then jump to the rooftop and hit the Checkpoint.

-----  
CHECKPOINT! 11/64 crates.  
-----

Head right and jump over the Nitro to a spring box. Jump over another Nitro to another spring box. Next, jump to the rooftop. You now have a choice of heading right or dropping down to the left. Since you're probably going for the Clear Gem, drop down to the left. Head right and jump on the TNT to activate it. Wait for the carpet to appear then immediately jump on it. The TNT will explode and destroy the 3 Nitros nearby. It will also hit a Switch Box that causes an Aku Aku Crate, 3 Nitros, and a TNT to appear. Jump and break the Aku Aku Crate. You have no choice but to sacrifice the Aku Aku by going through the Nitros. Once you land, destroy the 3 crates and Crash Crate, then activate the TNT to cause another 2 Nitros to explode. Jump to the spring

boxes, then jump up to a magic carpet. Wait for the carpet to go up, then jump to another carpet to the upper-left. Wait for that carpet to move up, then jump to the rooftop on the left. Head left and spin jump over the flames to break a crate. Head back right and drop down to the carpets. Now jump up to the grating.

Climb right, destroy a scorpion, then destroy a crate. Drop down to destroy another crate, then drop down again to hit a Freeze Crate. Bounce back up to the grating and defeat the scorpion nearby. Climb right and drop down to the rooftop. Jump on the carpet when it appears, then duck under the 2 Nitros. Jump to the next rooftop when there are no flames, then jump up to the grating. Carefully climb right, making sure the flame-throwers won't throw flames at you. Bounce on the bouncy crate a few times to break it, then continue right and drop to the carpet. Perform a double jump over the 2 Nitros, then land on the spring boxes and jump up for a Crash Crate. Jump up to the right. Defeat the monkey, then activate the TNT to blow up the Nitro under it. Jump to the carpet, then break a crate and another crate in the air. Next, jump to the rooftop.

Run to the right when there are no flames. Break the slot box quickly then jump to the right and break another box. Head right and jump to the grating. Defeat a carpet enemy, continue right, and destroy another crate. Jump down to the rooftop when it's safe, then quickly jump to another grating. Break the crate, defeat another carpet guy, then drop down to a carpet. Let the carpet take you right, then jump over a Nitro and bounce onto a crate to the rooftop. Hit the Checkpoint.

-----  
CHECKPOINT! Almost done, but the hardest part is coming up. 43/64 crates.  
-----

Wanna see a secret? Head right and fall straight down. Head left and hop across a series of carpets for TONS of Wumpa Fruit. The secret? Look closely and you'll notice the Wumpa Fruit form letters backwards. What does it spell? CHRISDP Who is Chris DP.? A quick skim over the credits shows one of the programmers is named Chris Pruett and a game designer is Chris Degnan. Chances are they snuck it in. Anyway, once you're done, head all the way back right, then jump up and across the series of spring boxes until you see some crates. Jump to one, then bounce up to the gratings. Quickly dispatch carpet guy, then drop down and break another 2 crates. Climb right, then drop to a carpet. Be careful of the genie here. Let the carpet take you down, then jump right to another carpet, then right to another carpet, grabbing the Green Gem on the way. Jump right to another carpet, wait for it to take you up, then jump to another carpet. Jump right to yet another carpet, defeat the genie, then jump to the spring boxes. QUICKLY hit the slot box when it's TNT so that it explodes and activates the Nitro Switch Box, which should give you the remaining crates. Bounce up and to the right to exit the level.

Time Trial

-----  
Sapphire Relic Time: 01:52.10  
Gold Relic Time : 00:xx.xx  
Platinum Relic Time: 00:xx.xx  
My Best Time : 00:xx.xx

'1' Time Boxes:  
'2' Time Boxes:  
'3' Time Boxes:

Coming soon!



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 /|????????????????????????????????|
| |      Fire Walker      |
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Level : 24  
Total Crates : 115  
Aku Aku Crates : 1  
Crash Crates : 3  
Nitro Crates : 51  
Gem : Blue

You know, the back of the box for Crash 2 says there are "More than 40 action-packed levels." Well, this is the final level, and it's Level 24... I guess they included the Bonus Levels, but still, how cheap.....

Anyway, welcome to the final level. Your huge adventure is almost over!!! Too bad this is easily the hardest level in the game. Not saying much in a game like this, but still...

Head right and defeat fire-breathing gal quickly. Jump up to break the crate, but be careful of the Nitro above it. Continue right and drop down to the platform. Jump over the lava rock and land on top of a crate. Bounce to the right back onto the platform before you hit the Nitro. Jump over another lava rock, then jump and bounce on 2 crates on top of a Nitro. Do this quickly or else you may miss the platform. Jump over yet another lava rock, then jump on the Crash Crate and bounce to the crate on top of the steel boxes. Fall down to the right to land on more steel boxes. Head right and activate the TNT so it blows up the steel crate and Nitro next to it. Double jump to the right onto another TNT so that it blows up the crate, steel crate, and 2 Nitros next to it. Hop to the right and activate another TNT to blow up the 2 steel crates 2 Nitros, and normal crate nearby. Jump to solid ground and immediately duck in case the spear-thrower threw a spear. Defeat fire-gal and spear-gal quickly, then jump up and activate the TNT to blow up the crate and Nitro next to it.

Head right and double jump to the steel boxes. Spin the 2 crates, which should cause the steel boxes to fall and blow up the Nitro. Jump on top of the steel box, then jump to the right. Stand on the left-most steel box and perform a body slam to destroy the 2 steel crates and Crash Crate. Don't worry about the Nitro for now. Jump over the Nitro and hit the Checkpoint.

-----  
CHECKPOINT! We're almost finished! 30/115 crates.  
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Head right and grab hold of the rocket. Avoid the 4 Nitros to the side as it goes up. Once you reach the top, land to the right and break the 3 crates there. Continue right and hop on the moving platform. Jump over the lava rock, then jump to the right to break a crate and activate a TNT Crate. Head right and defeat spear-gal, then jump up and break the Freeze Crate. Quickly jump to the right and defeat fire-gal. Spin into the bouncy crate, then jump up and to the right and defeat another fire-gal. Walk to the right and jump to the zip line. Jump over the Nitro, then fall to another zip line. Jump over another 2 Nitros, then fall down to the right. Next, super slide beneath the 4 Nitros to break 5 crates, then hit the Checkpoint.

-----  
CHECKPOINT! Almost there! Don't give up yet! 43/115 crates.  
-----

Head right and take the rocket up. When you reach the top, land on the bouncy crate and bounce on it until it breaks (DO NOT spin any of the boxes here). Land on a crate, then bounce on another crate to the right and bounce up for an Aku Aku Crate. Land on another crate to the right, then land on the steel boxes. Jump to the right. Now, you must jump on the slot box when it's TNT so that it blows up the 2 steel crates next to it. After that, continue right and jump on the spring crate to reach a Copter Crate.

Fly down and break the spring crate. Next, fly right and destroy 2 more crates, all while avoiding the 6 Nitros nearby. Fly up and over the Nitros, then fly down, break a crate, and fly right underneath 7 Nitros. Now fly up and left for a Crash Crate. Fly back right, then down and break 2 more crates (while avoiding 2 Nitros to the sides). Fly right as fast as possible, breaking 2 crates and flying under 3 Nitros while you avoid lots of lava rocks. Break another 2 crates, then fly up and break another crate. Fly right, then down between the 8 Nitros. Next, fly right, then up for another 2 crates and Crash Crate. Continue right until the copter disappears. Head right and defeat spear-gal. Jump and break the crate, then jump to the right over a Nitro and land on the steel box. Jump over another Nitro to solid ground and pick up the Blue Gem. Jump across the 2 moving platforms and you'll see the exit. DON'T leave yet!!! Instead, double jump over the exit to find some 4 steel crates and a Nitro. Hop on top of the steel crates and jump to the right to activate the Nitro Switch Box. This should get you the remaining crates. Now comes the tricky part. Double jump back to the left, performing a turbo spin if necessary. Leave the level.

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| |      N. Tropy      |  
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Arggh, if you thought N. Trance's 2 forms were annoying, get ready for this overlong boss battle.

N. Tropy's first "form" has 3 bars of health. You'll notice you're fighting him in the Arabian theme. Anyway, jump over a fireball, duck under a wave, jump over another fireball, then duck under another wave. N. Tropy will retreat to the right, drained, and some gem platforms will appear. Hop across them to find N. Tropy. Hit him while he's still vulnerable to deplete a bar of health. After that, J(ump), D(uck), J, D, J, D, J, D, and wait for him to go left. Hop across the platforms (you'll notice there are fewer now) and hit him again. Jump and Duck, and repeat another 4 times, then he'll go back to the right. Hop across the platforms to defeat him... forever!

Or not... Is it just me or does final bosses having multiple forms seem just a bit cliché by now? The worst thing is N. Tropy doesn't even really have multiple forms. You just repeat the same thing over and over and over and over again. Again, if you die at any time while fighting N. Tropy, you'll start back at the first form. You'll fight this form in an Egyptian setting. Jump over a fireball, then duck under 2 waves. Jump over one more fireball, and then N. Tropy will go right. The platforms are more spread apart, so be careful when jumping. Hit N. Tropy, then wait for another attack. J, D, D, J, J, D, D, J. Hop across the platforms and hit him again. J, D, D, J, J, D, D, J, J, D, D, J. Hop across the platforms and hit him to defeat him... forever!!

Ok, not yet, apparently. This is his final form, I promise. This time it's the tropical prehistoric setting. Once more, he has 3 bars of health. J, D, D, J. Hop across the platforms and hit him. J, D, J, D, J, D, J, J. Jump across and hit him. J, D, J, D, J, D, J, D, J, J, D, D. The platforms are now at different heights, so be careful as you hop across to hit him one last time. That's it! You're done!!!

~~~~~  
Aku Aku: Congratulations everyone, for defeating N. Tropy and capturing him!
Let's take a picture to celebrate!

Uka Uka: That's it! No more underlings! Next time you will face a real
adversary!

The End... For now...
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Why boss strategies again? Because people are lazy! People who use the level walkthroughs will complain if I tell them to go here, and yet people who only want boss strategies will complain that they have to go through the level walkthroughs to find them. So here I am, trying to please everyone... does that mean I'm pleasing no one? If I try to please no one, then do I please everyone? Either way, here they are.

#### Evil Crunch

-----

EASIEST boss ever. Okay, that isn't saying much, since all of the bosses in this game are fairly easy. Evil Crunch comes in 3 different phases. Hit him once during each phase (if you can't do the math, that's a total of 3 hits) to end N. Trance's spell.

You'll battle Evil Crunch on a Magic Carpet. The screen will scroll automatically. Numerous Nitro Crates will be in your path. Do your best to avoid them, or better yet, shoot them. During Phase 1, Crunch won't attack you. Just stay to the left of the screen, avoiding those Nitros until Crunch himself is stupid enough to back into some Nitros. While he's vulnerable, shoot him to deplete his health by 1. Phase 2 will be the same, except this time Crunch will shoot lasers at you. Avoid them and wait until he backs into another Nitro. Shoot him again to inflict more pain. Phase 3 is identical to Phase 2, so just avoid his lasers as well as the Nitros, then shoot him one final time when he backs into yet another Nitro.

#### Evil Coco

-----

Thought Evil Crunch was easy? Well, Evil Coco is... equally as easy. Her patterned boss behavior is what these games are known for, but it's still pretty boring. This boss battle will feature Copter Crash.

Coco will start by dropping missiles. Wait until she drops one near you, then quickly move to the left. Coco will reach the right wall and turn around, so you'll have to dodge missiles again. Wait until she drops one near you, then quickly move to the right. Once she reaches the left wall, she'll stop and her force field will, for some reason, turn off. She's vulnerable, so hit her now (oddly enough, you don't even have to spin her- just touch her to deplete her health bar).

For Phase 2, she'll fire a giant laser beam downwards. Move all the way to the right to avoid it. After that, she'll start dropping missiles again. Avoid them, then move all the way left because she'll be doing her laser attack again. She'll go back and forth again (repeating the laser and missile

attacks), then stop once again and let you hit her. Do so.

Phase 3 is pretty much the same, except she'll move faster. Avoid her attacks and hit her once more to save her.

#### Fake Crash

-----

Since Fake Crash is just an ugly carbon copy of Regular Crash (tm), he'll know all of your moves. Basically, in this fight, he'll move in the opposite direction that Crash does. There are different levels of platforms here, each with Spears on opposite sides. The key is to trick Fake Crash into moving into a set of Spears while the ones near you are down. For example, when you start, jump to the platform at the upper-left. This will make Fake Crash jump to the platform at the upper-right. Now, when the Spears next to you are down, but the Spears next to Fake Crash are ready to go up, move to the left to make Fake Crash walk into the Spears. Now jump up a few levels or fall down a few until you find more Spears to repeat the strategy with. Also, be careful of blocks falling from the sky. Sometimes you'll get lucky and they'll hit Fake Crash, but other times they may hit you. DO NOT go all the way down, either because there's a pit at the bottom. Note that touching Fake Crash will hurt you as well.

Fake Crash has 4 bars of health. So just force him into Spears four times to deflate him... literally.

#### N. Trance

-----

Okay, this is just about the cheapest copy of Donkey Kong Country's final battle that I've ever seen. If you've had the fortune of fighting King K. Rool then this battle should be a breeze. If you haven't, then it's still easy.

N. Trance, like Fake Crash, has 4 bars of health. In phase 1, he'll jump to the left. Make sure to move underneath him while he's jumping. When he reaches the left side, he'll toss out his hand. The hand will home in on where you are, so make sure to jump over it. His hand will get stuck in the floor or wall, and he'll struggle to free it. He's vulnerable now, so this is your chance to spin into him to deplete some health. Once you do, be prepared to jump over his hand when he retracts it.

Phase 2 is similar to phase 1, except his jumps have a much wider arc. When he reaches the right side, he'll toss his arm again, signaling you to hit him once more.

Phase 3 is again similar to phase 2, except with an even wider arc. When he reaches the left side, jump over his hand and hit him again.

The final phase is again the same. When he reaches the right side, jump over his hand and hit him to defeat him...

Wow, that was extremely easy, wasn't it? Too bad it's not over yet... Just like DKC, he comes back to life and you must face another set of his predictable patterns.

His second form is a bit tougher. Note that if you die here, you'll have to start all over again, beginning with his first form. This time you fight N. Trance with the Crash Copter. You'll notice that Fake Crash is at the upper left, commanding a switch. Do NOT go to the area underneath him. If you do, he'll pull the switch, causing lava rocks to fall on you. The objective here is to push N. Trance into that area since Fake Crash is too stupid to distinguish between N. Trance and Crash.

N. Trance has 5 bars of health this time. He has a few attacks that he'll use randomly. To prevent him from using his attacks, make sure you spin into him as much as possible. Try to spin him so that he bounces to the lower left where Fake Crash will pull the switch and hurt him. If N. Trance starts glowing, he's ready to attack. Don't touch him when he's glowing. He can

either send out small rings that sort of circle around him, or a glowing red ball that reverses your controls or makes lots of Crash Clones appear (which can confuse you). Anyway, this form is still relatively easy, so have fun.

## N. Tropy

-----

Scratch what I said about Evil Crunch; N. Tropy gets the trophy for easiest boss ever. Easy, but super annoying. If you thought N. Trance's 2 forms were annoying, get ready for this overlong boss battle.

N. Tropy's first "form" has 3 bars of health. You'll notice you're fighting him in the Arabian theme. Anyway, jump over a fireball, duck under a wave, jump over another fireball, then duck under another wave. N. Tropy will retreat to the right, drained, and some gem platforms will appear. Hop across them to find N. Tropy. Hit him while he's still vulnerable to deplete a bar of health. After that, J(ump), D(uck), J, D, J, D, J, D, and wait for him to go left. Hop across the platforms (you'll notice there are fewer now) and hit him again. Jump and Duck, and repeat another 4 times, then he'll go back to the right. Hop across the platforms to defeat him... forever!

Or not... Is it just me or does final bosses having multiple forms seem just a bit cliché by now? The worst thing is N. Tropy doesn't even really have multiple forms. You just repeat the same thing over and over and over and over again. Again, if you die at any time while fighting N. Tropy, you'll start back at the first form. You'll fight this form in an Egyptian setting. Jump over a fireball, then duck under 2 waves. Jump over one more fireball, and then N. Tropy will go right. The platforms are more spread apart, so be careful when jumping. Hit N. Tropy, then wait for another attack. J, D, D, J, J, D, D, J. Hop across the platforms and hit him again. J, D, D, J, J, D, D, J, J, D, D, J. Hop across the platforms and hit him to defeat him... forever!!

Ok, not yet, apparently. This is his final form, I promise. This time it's the tropical prehistoric setting. Once more, he has 3 bars of health. J, D, D, J. Hop across the platforms and hit him. J, D, J, D, J, D, J, J. Jump across and hit him. J, D, J, D, J, D, J, D, J, J, D, D. The platforms are now at different heights, so be careful as you hop across to hit him one last time. That's it! You're done!!!

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u wAnT COADS?! i gotz coAdS!!! Actually, I don't, and Crash 2 doesn't really have any cheats. However, it does have a few secrets for you to unlock.

## Unlock Gem Levels

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This one's not so much a secret since Aku Aku tells you about it. Nevertheless, if you collect all 4 Gem Shards of each Colored Gem, you'll open up the Gem Level of that color.

## Fight N. Tropy

-----

Collect all of the Gem Shards and complete the Gem Levels to fight N. Tropy.

## Unlock Multiplayer Extras

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Link up with the original Crash Bandicoot to unlock extra characters and such in the multiplayer game. Here's what you can unlock:

Unlocked Neo Cortex  
Unlocked Dingodile  
Unlocked Tiny  
Unlocked N. Gin  
Unlocked Megamix

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### Level Progression

Level 1

Level 2                      Level 3  
Level 4                      Level 5  
Level 6  
    Evil Crunch

Level 7

Level 8                      Level 9  
Level 10  
    Level 11  
    Evil Coco

Level 12                      Level 13  
Level 15                      Level 14  
                                Level 16  
    Fake Crash

Level 17                      Level 18  
Level 19                      Level 20  
    Level 21  
    N. Trance

Level 22   Level 23   Level 24  
            N. Tropy

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This FAQ definitely could not have been possible without the following filler, err... people and/or deities:

Myself - Ummm, I'm like, so cool cause I like write FAQs and FAQs are kewl. Make sure to check out my other FAQs cause I'm so great and all, and I'm like one of teh bestest FAQ writers out there. I'm like REALLY REALLY proud

of my Wario Land 3 FAQ because it's the best FAQ ever and way better than anyone else's FAQ for anything ever. Anywayz, remember that I'm a sooper FAQ writer cause I post on boards and write FAQs for big name games and, wait, I don't do either, which probably means I don't mean jacksh!#. :( Oh, I can benchpress 20 tonnes with my pinky, and can run a hundred metres in under 10 seconds, and what does that have to do with FAQs? I dunno, but I know I is betta than U!

God - For being there for me, always.

Vicarious Visions - Yet another great job by one of the best GBA developers out there.

Universal - For releasing Crash 2.

Sig Software - For their super-cool E-mail Effects software, which helped me create the ASCII logo that single-handedly added an extra 1.39 KB to my FAQ. Woot! That's right, I'm cheating my way onto that Prolific Contributors list!

AstroBlue - For being one of the only "veteran" FAQ writers out there who isn't a complete and total @\$\$ (he's just partially one ;) ).

Toshiba-EMI - Dancemania keeps me going strong ^\_^

CJayC - Once again, for maintaining THE best video game site out there.

Ray Cheung and his Brother - For various Platinum times and other Time Trial info. Thanks a lot!

Jeffrey Black - For correcting the "Rock the Casaba" stage name.

If you see something incorrect or wish to contribute info, feel free to e-mail me at shdwrlm3 (at) yahoo (dot) com You'll be credited if I use your info. Or, I'll use it and not credit you in an effort to make myself look smarter and less lazy than I really am.

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Wanna know what's been added since the last version? Check here every time I update to find out what's new and what's coming up.

V 0.1 - June 2, 2003 - First release. First set of levels (1-6) and Evil Crunch done and basic FAQ structure set. I've actually been working on this since Crash 2 first came out, but don't worry, future updates will be much more frequent.

V 0.2 - June 4, 2003 - I told you updates would come quickly. All it means is me failing out of university. Not a bad trade, eh? Levels 7 and 8 are done.

V 0.3 - June 6, 2003 - Levels 9-11 and Evil Coco done.

V 0.4 - June 9, 2003 - Levels 12-13 done.

V 0.5 - June 19, 2003 - Levels 14-16 done.

- V 0.6 - June 20, 2003 - Fake Crash and Levels 17-18 done.
- V 0.7 - June 27, 2003 - Levels 19-21 done. Almost complete!
- V 0.8 - June 28, 2003 - N. Trance and Levels 22-23 done. Almost there!
- V 0.9 - June 29, 2003 - Level 24 and N. Tropy done!!! Complete! The remaining Time Trials will be done eventually, but I'm currently hard at work on wariocompany.com, my site dedicated to the masterpiece that is Wario Ware, Inc.!!
- V 1.0 - November 28, 2003 - A couple of touch-ups here and there. I'm still not sure if I'll ever complete the other Time Trials.
- V 1.1 - June 9, 2004 - Added some more Time Trials times courtesy of Ray Cheung and his brother.
- V 1.2 - January 6, 2005 - Small update with corrected stage name and changed e-mail address.

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GameFAQs- <http://www.gamefaqs.com>

Also, make sure to visit Shdw's site dedicated to Wario Ware, Inc.:

Wario Company- <http://www.wariocompany.com>

"They got them hoppy legs and twitchy little noses."

"You honor us."

"Don't patronize me."

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