# Crash Bandicoot: The Huge Adventure Walkthrough

by kenb215

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	Crash Bandicoot The Huge Adventure GBA
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	Table of Contents (_)
	arch code, press Ctrl. + F, enter the code, then press taken to the section that you want.
0.00	-
1.00	
3.00	-
4.00	-
5.00	Bestiary
5.1 5.2	
6.00	Items and Boxes
6.1	
6.2	.Boxes
7.00	Walkthrough
7.1	.Warp room 1

7.1.1....Level 1 Jungle Jam 7.1.2....Level 2 Shipwrecked 7.1.3....Level 3 Temple of Boom 7.1.4....Level 4 Frostbite Cavern 7.1.5....Level 5 Just in Slime 7.1.6....Boss 1 Dingodile 7.2.....Warp room 2 7.2.1....Level 6 Snow Crash 7.2.2....Level 7 Rocket Racket 7.2.3....Level 8 Just Hangin' 7.2.4....Level 9 Shark Attack 7.2.5....Level 10 Ruined 7.2.6....Boss 2 N. Gin 7.3..... Warp room 3 7.3.1....Level 11 Snow Joe 7.3.2....Level 12 Ace of Space 7.3.3....Level 13 Sunken City 7.3.4....Level 14 Down the Hole 7.3.5....Level 15 Blimp Bonanza 7.3.6.....Boss 3 Tiny 7.4.....Warp room 4 7.4.1....Level 16 Star to Finish 7.4.2....Level 17 Air Supply 7.4.3....Level 18 No-Fly Zone 7.4.4....Level 19 Drip, Drip, Drip 7.4.5....Level 20 Final Countdown 7.4.6.....Boss 4 Neo Cortex 7.5....Secret Level 8.00.....Colored Gems 9.00.....Extras 7.5....Secret Level 10.00....Copyright 11.00.....Thanks Version History () 0 00 \_\_\_\_\_ 2/21/09 1.0.10- Added times by ntropydude and jeffy!. Sorry for the big delay. 7/7/04 1.0.09-Reworded a part of Level 16 to make it easier to understand. Also added a new tip to the level. Desided to remove the "Final" label, as this guide seems to be updated every few weeks now anyway. 6/18/04 Final-Minor correction. I incorrectly named Snow Joe, Snow Job. Thanks to JARED LYNCH for the correction. 3/4/04 Final-Once more, I believed that the guide was finished, yet it was not. This time, however, all that was done was that I added a few new highscores, thanks to da prenz.

- 1/23/04 Final-Yet again, I believe that the guide is finished. This time I added my contributor name to the top, and updated the copyright notice, as well as deleted a few extra line breaks that MS Word put in a while ago, and made the Version History and FAQ sections look better. I also updated the copyright.
- 11/25-26/03 1.05- Spaced out and slightly reorganized the TOC. Also made the enemy list look better. Finally, got rid of some of the extra lines that Word inserted. Looks like I'll be using notepad from now on.
- 7/16/03 1.04- Added a tip in the red gem path, I was asked the same question a lot.
- 7/11/03 1.03- Minor, technical changes.
- 6/26/03 1.02- Added one best reader's time. Also, added the Thanks section, which I forgot last time.
- 6/25/03 1.01- Added best reader's time for all of the levels.
- 6/24/03 1.0- The walkthrough is complete for now.
- 6/22/03 .85- All of the basic walkthrough is done. Just need the gems. I am also working on relic times. I also need to continue the story.
- 6/19/03 .65- More then half of the walkthrough, and most of the enemies
  sections are complete. Most of the rest of it is finished.
  I still need to correct formatting differences between the
  sections that have come up.

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1.00	Introduction	(_)	

This is my walkthrough for Crash Bandicoot The Huge Adventure, for GBA. The most current version can always be found at www.gamefaqs.com. In its finished form, it shall be a complete and detailed guide for all aspects of the game. If you have any input, contact me at kenbarney@optonline.net, with Crash Bandicoot as the subject, or use the message boards at gamefaqs. All people who contribute will be given credit.

An interesting tidbit about the game. The N. in many of the bosses stands for Nintendo.

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

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2.00	Story	(_)	

As quoted from the instruction manual:

On board a mysterious space station and orbiting high above planet Earth, Cortex is putting the finishing touches on his latest and greatest achievement: A shrinking ray of global proportions, this diabolical tool will literally allow him to minimize the planet to a size barely larger than a grapefruit! The Planetary Minimizer is linked to crystals and gems strategically placed in various locales around the world. When executed, the ray will effectively shrink EVERYTHING, even the Earth! It is a true work of genius, as evil as it may be.

Finally, the time has arrived, and he's done it! A massive bolt jolts across space in a blue arc, enveloping the planet and shrinking it to only a few yard across.

HAS CORTEX FINALLY WON?

As quoted from the game:

On a mysterious space station orbiting high above the earth...

Uka Uka: Cortex, remind me why I keep you around. You have failed me one too many times.

Cortex: Uka Uka! Forgive me... I've been wasting all these years trying to vanquish that brainless bandicoot! He is of no importance to us... We want to take over the world!

Uka Uka: I've heard it all before, little scientist! What is so different this time?

Cortex: Trust me Uka, I have a little plan to bring earth's puny inhabitants down to size...

Cortex: At last, my planetary minimizer is complete! Earthlings will bow to my superior intellect! Muahahahaha! Finally, after all these years of abuse, the tables have turned! Who's the little guy now? I, Neo Cortex, am your ruler. You will look up to me! Hahaha! I have finally won! Now nothing can stop me, not even that little bandicoot!

Aku: Crash, Coco, the world needs your help. Cortex has shrunk our planet to the size of a grapefruit. We must stop him.

Coco: It looks as if Cortex is using the crystals to power his shrinking machine... Crash, if you can find the proper crystals from around the world, I think I can build a device to reverse the effects.

Aku: Good luck crash. You must find the crystals so we can put an end to Cortex's evil scheme.

# Ending

Cortex: You fool! It will take me forever to fix this mess!

Coco: Super! You got all the crystals! Let's hope there's enough power in

these to reverse Cortex's dirty work.

Aku: Crash, you've done well... But Cortex is still a threat to us, as his space station and planetary minimizer have not been destroyed. You must go back and retrieve the gems and relics from each location.

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Final Ending
Cortex: You idiot! What have you done? You have destroyed the stabilizer
crystals! The unrestrained power of the minimizer is highly unpredictable!
All enemies: Arrgh! Ahhh!!
Monster: What have you done to us?
Monster: You will pay little bandicoot!
3.00
                               (_)
                       Controls
_____
Warp room
_____
START.....Bring up/ Exit Load/Save menu
RIGHT/LEFT.....Select Level Number
UP/DOWN.....Select Warp room level
A BUTTON......Start Level Select (in Load/Save menu)
B BUTTON.....Cancel (in Load/Save menu)
_____
General in game
_____
START.....Pause game and bring up pause menu
SELECT.....Bring up Status Panel with number of lives, Wumpa,
                   and Crates
Crash Bandicoot
_____
Normal Moves
_____
CONTROL PAD.....Move
A BUTTON....Jump
B BUTTON.....Spin
A + R.....Body Slam
DOWN or R.....Crouch
CONTROL PAD + DOWN or R....Slide
DOWN or R + CONTROL PAD....Crawl
R + A.....High jump
Special Powers
_____
A + R.....Super Body Slam After 1st boss
A + A.....Double Jump
                                After 2nd boss
R + A + A.....High Double Jump
                                After 3rd boss
B(3).....Tornado Spin
A + A + B(3).....Super Spin Jump
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L.....Turbo Run After 4th boss \_\_\_\_\_ While Hanging \_\_\_\_\_ A BUTTON.....Jump on/Let go B BUTTON.....Spin CONTROL PAD.....Move \_\_\_\_\_ Underwater \_\_\_\_\_ CONTROL PAD.....Move A BUTTON.....Quick dash forward B BUTTON.....Spin, and dash forward R BUTTON.....Spin, and dash forward \_\_\_\_\_ Rocket (Jetpack) \_\_\_\_\_ CONTROL PAD.....Move A BUTTON......Fire Laser Gun R BUTTON.....Roll right L BUTTON.....Roll left \_\_\_\_\_ Hover Bike \_\_\_\_\_ CONTROL PAD.....Move (This is only used in the yellow gem path.) \_\_\_\_\_ Polar Bear \_\_\_\_\_ CONTROL PAD.....Move A BUTTON....Jump B BUTTON.....Turbo Run ----- / -------FAQ/Tips/Glitches ( ) 4.00 \_\_\_\_\_ \_\_\_\_\_ Glitches \_\_\_\_\_ Sometimes you can spin into giant eels, but will die anyway. Underwater, sometimes when you spin out the bottom two boxes, and there are two above it, the bottom box will land normally, but the upper one will fall through the lower box, then instantly settle on top of the box. If the lower

Sometimes when crash moves by himself (ex. Breathing animations) this can cause

box is a TNT one, then this will start its countdown.

you to die when he touches an enemy after you have stopped him.

In the green gem path, at the very beginning where there are 6 boxes hanging from the ceiling, there is a glitch where you will sometimes be stuck up there for a few seconds.

Sometimes you can touch a squid in an underwater level, and not die.

In the red gem path, use the bottom arrow to go up, then press left when you come down. Occasionally you might get stuck under the face-thingy in the wall.

Tips and Extra Help

You don't lose lives in bonus area's or some of the colored gem paths.

The game may make extra checkpoints for you, after you die 7 times with out hitting a checkpoint. It will also start you off with a mask after this time.

You can become invincible in a bonus area, but it wears off when you leave, or when the time runs out.

If you super-body slam to the side of a TNT or nitro box, you can detonate them while you are outside of its explosion. That works because your superbody slam has a greater range then the explosive boxes do.

If you are standing still just outside of an enemy's range, and Crash pulls out his Gameboy the enemy can detect you and attack.

---FAQ

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Q1. How many times do you need to die before you get a mask automatically? A1. You need to die 7 times between hitting checkpoints.

Q2. I got all of the relics and gems but I am not at 100%. What gives? A2. You need to get only gold or platinum relics or they don't count. Also, you don't need to beat the gold relic time, you can get it exactly.

- Q3. What happened, I got three masks in an underwater level but nothing happened?
- A3. In an underwater level, you can't become invincible.
- Q4. I shot a balloon in the flying level, but didn't get the stuff in the box. A4. You only get the contents of a box if you destroy the actual box, not the balloon. This is true for time boxes as well. You do get credit for destroying the box, though.
- Q5. How could I return to a bonus platform when I died in the normal level? A5. The game will count the bonus platform as a checkpoint, like in the first crash game. However, I do not count it as one.
- Q6. The arrow box at \_\_\_\_\_ won't let me go far enough. A6. If you press jump before you land on the arrow box, you can jump farther.

Q7. How do I get the second clear gem? A7. To get the second clear gem, first you need to get the right colored gem. When you do this, the outline of a gem will turn solid. Jump on the

outline to go to the colored gem path. The clear gem is in there somewhere. Q8. How do I get the outline of a gem to fill in? A8. You need to get that colored gem, and it will fill up. See 0008 to find where all of the colored gems are. Q9. Where do I get the colored gem from? A9. Look at section 0008 to find it. Q10. How do I get the nitro boxes? Alo. You need to hit the green ! box. Usually it is near the end of the level. Q11. After the third checkpoint, in level 16, there is a wall to high for me jump over. How do I get around it? All. To get over the wall, stand next to it, and crouch down. Then jump, and double jump at the top. This will give you enough height to clear the wall. -From Philiwily90 Q12. Help me, I can't jump high enough. A12. There are several ways that you can jump higher. One of them is to crouch first, by pressing the R button, then jump. It will make you jump one "block" higher. Also, if you are on an arrow box, press jump before you land on it, and hold it down, and you will go higher -sandscorpion Q13. How do you damage Cortex, the last boss? A13. To damage him, dodge his shots until the platforms under the gems switch so you can stand on them. Do so, and wait until the targeter changes to solid red. Get down immediately, and Cortex will destroy the gem. Repeat this 2 more times, and you will win. -Philiwily90 5.00 Bestiary () \_\_\_\_\_ \_\_\_\_\_ 5.1 Enemies \_\_\_\_\_ Abominable Snow Monster Name: See: Snow Monster Airplane Name: See: Fighter Name: Armored Spike Description: A blue covered half-sphere creature. Difficulty: 8 Attacks: Sends spikes out to kill you. Any, but only when spikes are retracted. Defeat: Found in: Future Levels Name: Blimp Description: A giant, green blimp. Difficulty: 5 Attacks: Shoots missiles at you.

Defeat: Shoot the N Cortex head in the center. Found in: Flying levels Bird Name: Description: A purple bird that hovers in place. Difficulty: 4 Swoops down to ram into you. Attacks: Defeat: Spin or jump on it. Found in: Earth levels Bomber Name: Description: An airplane carrying a large bomb. Difficulty: 3 Rams you with "the bomb." Attacks: Defeat: Shoot it, or dodge it. Found in: Flying levels Crusher Name: Description: A giant log that comes down to crush you. Difficulty: 5 Attacks: Falls down to crush Crash. Defeat: Time your way past it. Found in: Snow levels Name: Eel (large) Description: Large, green eel that lives in holes in the side of rocks. Difficulty: 4 Strikes out to bite you, they can reach MOST of the way across. Attacks: Defeat: Spin into it. Found in: Underwater levels Electric Eel Name: Description: Small, green eel that will sometimes glow yellow with electricity. Difficulty: 6 Electrifies itself Attacks: Spin into it when it is not electrified. Defeat: Found in: Under water levels Electric Fence Name: Description: Grey posts, and blue electricity Difficulty: 5 None Attacks: Defeat: Dodge it, hit it from the side, or be invincible. Chase part of snow levels Found in: Electrified Robot Name: Description: A hunk of metal with an antenna at the top, and electrodes that come out of the side or top. Difficulty: 7 Attacks: Electrodes may alternate between being up and down, or may stay in one position. Defeat: Spin or slide it when the electrodes are up, and jump on it when they are down. Found in: Future Levels Name: Fighter Description: An airplane that shoots you while you are in the flying levels. Difficulty: 5 Attacks: Cannon

Defeat: Dodge its attacks and shoot it, or just wait until it passes. Found in: Flying levels Flamethrower Name: Description: A suited person, handing from a grating, that uses a flamethrower. Difficulty: 3 Attacks: Flamethrower Run straight to it and spin, or wait until just after he has Defeat: fired. Sewer levels Found in: Froq Name: Description: A green, wart covered from that jumps about. Difficulty: 3 Attacks: None, but jumps around. Any, but spin works best. Defeat: Found in: Sewer levels Name: Ice Description: Not an enemy, but blue and slippery, can make you fall into a pit. Difficulty: 7 None Attacks: Defeat: Be careful. Found in: Snow levels Jellyfish Name: Description: A purple jellyfish that bobs slowly up and down. Difficulty: 4 Attacks: None Defeat: Spin from the bottom only. Found in: Underwater levels Name: Landmine Description: A landmine that is brown and red. Difficulty: 7 Attacks: None Defeat: Try to avoid it. Found in: Chase section of Snow levels. They will not kill you, just slow you down so the snow monster Other: can kill you. Laser Name: Description: An orange laser beam in the future levels. Difficulty: 3 Attacks: None Defeat: Dodge it. Found in: Future levels Name: Lizard Description: Short and purple, crawls along the ground. Difficulty: 1 Attacks: None Defeat: Use any attack. Found in: Earth levels Name: Mine Description: Floating yellow mine with red spikes. Difficulty: 3

Attacks: Floats towards you. Defeat: Invincible, so swim around it. Found in: Underwater levels Mouse Name: Description: Small mouse that scurries about. Difficulty: 1 Attacks: None Any attack Defeat: Found in: Sewer levels Name: Penguin Description: A small penguin. Difficulty: 3 Attacks: Spins, which will make it temporarily invincible. Defeat: Any, but don't slide when it is spinning. Found in: Snow levels Penguin (Type 2) Name: Description: A penguin that slide along the ground. Difficulty: .5 Attacks: None Dodge it. Defeat: Found in: Chase section of snow levels Polar Bear Name: Description: A white polar bear found in the snow levels. Difficulty: 1 Attacks: None Defeat: Any, use spin for fastest result. Found in: Snow levels Name: Puffer fish Description: A small, red fish. Difficulty: 4 Attacks: Inflates itself to become invincible. Spin it when it is deflated. Defeat: Found in: Underwater levels Rat Name: See: Mouse Scrubbing Bubbles Name: Description: Silver, sponge creature that moves back and forth. Difficulty: 1 Attacks: None Defeat: Any Found in: Sewer levels. Name: Seal Description: A seal that slides along the ground Difficulty: 2 Attacks: None Defeat: Any Found in: Snow levels Other: They always attack in groups, coming one at a time as long as you are in a certain place. You will hear them before they come. Name: Shark

Description: A shark, swims in a straight line. Difficulty: 2 Attacks: None Spin into it. Defeat: Found in: Underwater levels. Shirt Name: See: Scrubbing Bubbles Name: Snow monster Description: A giant monster that chases you in the forward snow levels. Difficulty: 3 Attacks: Runs into you. Keep ahead of it, use B to dash Defeat: Found in: Chase section of snow levels. Name: Spike Description: A small, grey creature that hands upside down from a grating. Difficulty: 4 Attacks: None Indestructible, use the invincible mask. Defeat: Found in: Sewer Levels Spiked Lizard Name: Description: A two-legged, green, lizard-like creature with a sharp rim around its head. Difficulty: 6 None Attacks: Defeat: Slide into the bottom of it. Earth Levels. Found in: Spikes Name: Description: Grey spikes in a pit beneath you. Difficulty: 2 Attacks: None Defeat: Jump over them. Found in: Earth levels. Name: Squid Description: A purple squid that darts about in a diamond shaped path. Difficulty: 3 Attacks: None Defeat: Spin it Found in: Underwater levels Name: UFO Description: A blue UFO that floats overhead, with a pilot in it. Difficulty: 3 Attacks: Lightning Zap below it. Defeat: Jump on top of it. Found in: Future Levels Name: Venus Fly Trap Description: Has a green stem and leaves, with a purple "head". Difficulty: 3 Attacks: Strikes forward to bite you. Use any attack, but spin works best. Defeat: Found it: Earth levels. Other: It will only attack forward, so you are safe behind it.

5.2 Bosses 0052

Boss 1 Dingodile

This is the first boss that you will face. It is a fairly easy fight. He will walk back and forth, shooting underwater missiles straight up at the ceiling. When it hits, a spike will fall. If either the spike or the missile hit you, it means the end of a life, and the start of a new one, if you can. If you touch him, then you will die, but if you touch his force field, then you will come out intact.

At the start, he will walk across the screen, and then he will shoot missiles. Try to stay in between his shots. When he shoots a missile straight up at the far left, he will just stand there, walking in place. The piece of rock will fall on him, and his force field will go down. He will shake himself, dumbfounded. This is the time for you to move in. Spin him, and then back off quickly.

Sharks will come from the sides and swim across. Attack any that get in your way. He will walk back and forth, and then shoot more missiles. This time make sure that you are either in front of, or behind where he is shooting, because the missile shots are closer together this time. When he is in the corner, again a spike will fall on him. Move in, and whack him again.

Again sharks will attack; so spin any that get in your way. His attack plan won't be any better this time, but the sharks have another idea. They will attack at the same time that he is shooting. Avoid the spikes and missiles, and spin the sharks if needed. You would think by now that he would realize how to dodge a falling spike, but he doesn't. When his force field goes down for the third time, spin his. It will be his doom. Swim to the power up that appears, and grab it. It is the super body slam (A + R). This will destroy nearby crates and enemies.

Boss 2 N. Gin

In all of the other games, N. Gin was the second to last boss, but in this game, he was moved up to the second boss. The idea is the same, though, as in the other games. You need to shoot all of his parts that are attacking you. When all are destroyed, N. Gin will blow up, and you will win.

After a few seconds, and a strange sound, N. Gin will attack. The first weapon that you should take out is the bottom one. Any one attack from it doesn't do much damage, but there are a lot of them, and they move quickly so you can't dodge them easily. It will only take about 7 hits. After that, try to shoot evenly on both of the side weapons. He will try to dodge your attacks by moving from side to side, and by coming closer, and going farther.

When any one of the side cannons are destroyed, the middle weapon at the top will start to fire. Each of the side cannons take 12 hits each. The top bomb layer takes 14 hits. When it opens, N. Gin will defend himself by traveling in a circle, and zooming in on you. When you win, you will earn the double-jump.

Boss 3 Tiny

Tiny, despite his name, is a huge, muscled creature. He hops on the platforms,

relentlessly chasing you. You need to spin him when he gets his spear stuck in the rocks. Periodically, some of the platforms that he jumps on will collapse.

The first thing you need to do is MOVE. Tiny is about to jump on you. After he jumps onto the platform that you were just on, he will jump three more times. You need to keep one platform ahead of him, and can not touch him. After the third jump, he will get is spear stuck in the rock. Use this time to spin him.

After you spin him, he will jump up into the trees. Leaves will fall down showing where he is as he moves to the leftmost platform. When he lands on it, it will collapse. After that, he will jump after you five more times. After the fifth jump, he will get his spear stuck again, so spin him.

He will hide in the trees again. When he falls down, it will be onto the top platform. He will chase you for five times, and again will loose control over him pitchfork. Spin him one final time, and the third power will appear. It is the Tornado Spin. Press the B BUTTON quickly and you will spin for a long time. You can use this to float across distant gaps and holes.

Boss 4 Neo Cortex

The final boss fight. As always, you are after N. Cortex. I think it is an easy fight. Cortex just shoots a laser at you, and you need to dodge it. When he powers up his shot, you need to move to a gem, which he will destroy, partially killing him.

In the first stage, Cortex will shoot many laser pulses across the screen, at the bottom, from right to left. Just jump over it. Then it will go from left to right, at medium height. Duck under it, or high-jump over it. When he reaches the other side, he will track you, and charge the laser. The platforms at the top are now level, so stand on one of them. You will hear the laser charging. As soon as it turns red, MOVE. He will miss you, and instead destroy a gem. If you miss the gem, then he will restart this stage.

In the second stage, Cortex will shoot again from right to left. This time he will alternate between medium and low height. Jump over it when it reaches you. Repeat when he goes from left to right. When he is finished, stand in front of the second gem. He will destroy it.

In the third stage, Cortex's shots will alternate between low, medium, and very high. The easiest way around this problem is to stand at the far left side, and crouch. When he shoots very high just to the right, double-jump, and super-spin. All of the shots will go under you, then he will start going back. When he is finished, yet again, go to the final gem. Stand in front of it, and Cortex will let loose, killing himself, or so it seems. Run to the power-up, and it will reveal itself to be Turbo Run. Hold the L BUTTON to run very quickly.

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6.00	Items an	nd Boxes	(_)	
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6.1 Items				

Wumpa Fruit- A fruit that is found almost everywhere. It will often times show

you which way you need to go to avoid an obstacle. Collect 100 of them to get a 1-up.

Aku Aku Mask- A mask found in some ? boxes and in mask boxes. The first two will give you one hit point each. Collect a third to become temporarily invincible.

1 Up- An image of Crash. Collect them in ? and Crash boxes. They will give you an extra life.

Crystal- You need to collect one in each level to earn your way through the game.

Gem- You can get these by breaking all of the boxes in a level, or by other special means. They are needed to beat the game with 100%.

Relic- There are 3 varieties. All are gotten by beating a certain time for each level. The easiest to get is sapphire, followed by gold, then platinum, the hardest.

Balloon- A balloon holding up boxes in the flying levels. Shoot it, and the box will fall, but you won't get credit for what was inside.

Clock- A floating clock found in the beginning of each level after you have collected its crystal. Get it to activate time trial mode, and thus be able to earn a relic.

6.2 Boxes

Crate- A normal crate. They will have a random amount of fruit in them. They are often used to reach other, higher levels.

Spring Box- A box that can be jumped on 5 times to earn 10 fruit in total. They are often found in pairs. Sometimes they are used to reach otherwise unavailable areas. If you spin it, you will get nothing.

Mystery Crate- A mystery crate may have either a one-up, or a random amount of fruit in it. In addition, in the bonus levels it might contain an Aku Aku mask.

Aku Aku-Crate- Break it open to earn a single Aku Aku mask.

Checkpoint Crate- Break this crate, and you will start from the most resent one that you destroyed when you die, instead of the beginning of the level.

Crash Crate- Destroy it to get an extra life. Incredible.

Slot box- A box that will switch between having different items in it. Usually it will have a one-up, a blank, and a ?. It will also sometimes have an Aku Aku mask. If it has a TNT in the sequence, then it will always need to be timed to detonate with that. If you wait to long, it will start switching faster and faster, and then turn into a steel crate.

Outline Box- A partially formed box. Hit a ! box to fill it in.

Steel Switch box. A box with a ! on the side. Hit it to fill in the outline boxes.

Nitro Crate- A very volatile explosive. If you touch it, even slightly, it will go off, killing everything around it.

Nitro Switch Box- A crate found at the end of the level. It will destroy all of the nitro boxes in the level, including those in the bonus area.

Bouncy Crate- Jump on it to reach a higher level. Don't forget to destroy it when you are finished.

Steel Arrow Box- Use it like the Arrow Crate, to reach a higher area. It is indestructible.

Iron Crate- A normal wooden crate, reinforced with iron bars. Use a body slam to open it. It can also be destroyed by making it fall on your hard-head.

Steel Crate- A completely indestructible, solid-steel crate. Made in the USA. Like the other steel crates, you do not need to destroy it to get all of the boxes in a level. However, if a slot box turned into one of these, then it will count against your score. They are usually used to reach other, distant areas. If one of these falls on you, you will die.

Health Box- These are found only in the flying levels. Destroy it, not the balloon holding it, and you will gain back 20% of your health.

Time Box- Found only in Time Trial mode, use these to pause the clock for the number of seconds indicated on the side. They are available in three flavors, one, two, and three second pauses.

7.1 Warp room 1

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7.1.1 Level 1 Jungle Jam

Sapphire Relic: 0:35:50My best time: 0:21:50Gold Relic: 0:27:50Platinum Relic: 00:23:30Best reader's time: 0:22:90- Crocomire

0:19:60- Josher1212 0:18:10- ntropydude 0:17:50- jeffy!

=- - - - - - = Checkpoint Check =- - - - - - =

First 8 boxes Second 29 boxes Bonus Area 16 boxes End 42 boxes

Go right and smash the first 2 boxes. Jump on the next one if you want the fruit. Go right and spin the lizard. Continue going right, and spin the flower. Hit the Checkpoint, and you should have 8 boxes. Go right and jump on the ? platform.

#### BONUS STAGE

Go right and smash through the wall of boxes. Continue going right, destroying everything in sight, until you reach the metal arrow box. Use it to get the one-up above you. Continue right until you reach the end of the Bonus Stage, where you should have 16 boxes.

NORMAL LEVEL

Jump on the box floating in the air so you can get onto the steel box to the right. Jump up for a one-up. Go right, and climb up the metal platforms. Use the arrow box to reach the top. Hit the checkpoint for 29 boxes.

Get the Aku Aku mask, which will protect you from one hit. Go right smashing more boxes and killing more plants until you reach the purple crystal floating in the air. Grab it, obviously. Jump on top of the boxes to the right until you fall on the arrow box. Use that to get back up. Go right until the end, where a gem will await you if you got all 42 boxes. Grab it and stand on the platform to exit.

TIME TRIAL

First go forward until you can kill the lizard. Do so, then go back and hit the clock. You will lose any masks that you might have. Race forward with the speed shoes power up, if you have it (L). You get it when you beat Cortex for the first time. Destroy the 1 second box that you encounter. Spin through more boxes and enemies, as needed, without stopping. It is generally better, though, for you to avoid boxes and enemies, because it is faster.

When you get to the BONUS area, double jump onto the steel box, and get the 3 second box above. Drop down to the right, and spin so you kill the lizard. Go right until you reach the steel platform. Double jump onto the medium height one, and then go up and right. Get the mask, but only if you think you need it, and go right. Plow through the stack of boxes with a 3 and 2 second box, and go to the end of the level.

7.1.2 Level 2 Shipwrecked

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Sapphire Relic 1:17:70 My best time: 0:46:80 Gold Relic 1:07:70 Platinum Relic 00:54:40 Best reader's time: 0:50:80- Crocomire 0:46:20- Josher1212 0:45:90- ntropydude

=- - - - - - = Checkpoint Check =- - - - - - =

First 19 boxes Second 28 boxes Third 44 boxes Fourth 52 boxes End 63 boxes

Go right, spinning the boxes and the fish, when it is small. Continue, and go under the mine. Go down, and hit the checkpoint. You should have 19 boxes. Go left, dodging the mines. Go down and kill the eels as you do so. Hit the checkpoint for 28 boxes. Go right for a "long time" and hit the next checkpoint for 44 boxes. Go right, above the mine, then down slightly for a one-up. Go above the next mine, then right for yet another checkpoint. Hit it for 52 boxes, then get the mask. Go right and up, taking out the eels. Grab the crystal floating there. Take out the stack of boxes next to the mine very carefully, by pushing down when you swim so you don't charge into the mine. Go left for the gem and the end of the level.

# TIME TRIAL

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

7.1.3 Level 3 Temple of Boom

Sapphire Relic: 1:02:70 My best time: 0:45:70 Gold Relic: 00:55:70 Best reader's time: 0:48:20- Crocomire 0:45:80- Josher1212 0:44:30- jeffy! 0:37:70- ntropydude

=- - - - - - = Checkpoint Check =- - - - - - =

First 14 boxes Second: 55 boxes Third Checkpoint 68 boxes Bonus: 28 boxes end: 74 boxes

Go right, and turn the flower into plant pulp. Fall down the hole below you. Get the boxes and come back up. Go right, and hop on the TNT. Do not spin it, unless you want to be turned into a pile of ash. Jump over the spikes to the right. Use the spring boxes to get the bouncy box at the top, then destroy the wooden one. Hit the checkpoint for 14 boxes. Go right, and into the bonus area.

# BONUS AREA

Go right. Jump onto the TNT box, and use it's momentum to get the Crash box on top of the column to the right. If you miss, then back off, quickly! Come back and destroy any remaining boxes, then jump to get the Crash box. Go right, and use the pile of two boxes to get to the top of the steel platform. You only need one of them for it to work. Get the Crash box and go right. Bounce to the top of the spring boxes for a ? box with a mask in it. Rare. Go right, and use the lower boxes to reach the higher ones. Go right to end the Bonus Area.

#### NORMAL LEVEL

Go right, across the spike pit. Jump on the boxes to gradually go down. The fruit will tell you the way. Spin the boxes at the bottom, and hit the second checkpoint. Obliterate the lizard. Go right and spin the bird that attacks. Use the steel boxes next to the wall to get onto the elevator. Jump left for a one-up box, then use the elevator to go right. Jump on the TNT, and go right to kill another bird. Use the pile of boxes that you will encounter to get the Crash box at the top.

# RED GEM PATH

If you have the red gem, and are going for the level's second clear gem, then fall down the hole to the right, and go left. Kill the lizard, then jump on the platform. Go left, and jump from one steel box to another. Then, from solid ground, jump to an arrow box, then another, until you reach the red gem.

Go right, and kill the plant. Ride the elevator down, then the next one to the arrow. Jump right, when the platform is there, then continue right. Kill the dart blower, and get the gem that he is guarding. Go back to the arrow, and use it to go up to the platform at the left when it down. Jump on the next arrow, then use the platform to go right. When you land on the platform, get ready to jump to the next one, and slide the spiked lizard when it is safe. Take out the bird, and the next spiked lizard. Ride the platform, and follow the fruit to an arrow. Use the arrows and platforms to go right. Take out the plants, then go down. Jump over the dart, then take down its source.

Ride the next platform, and take out another dart blower and plants. Slide into another spiked lizard, then double-jump onto a platform. Take the arrows up, and to the exit. For you to reach the third arrow, you need to hold the jump button down when you bounce on the second one. This will make you jump higher. Double jump with this, and you can make it. Now you need to backtrack to the entrance of the hole that you used to get into this area. Do so, and join the normal level, in progress.

#### NORMAL LEVEL

If you don't have the red gem, or don't want to go that way, go right instead. Hit the checkpoint for 68 boxes. Get the mask to the right, then ride the platform right. Get the crystal hovering over the steel crate. Then continue right. On the platform that moves up and down, there is a box at the top. Destroy it. Go right, riding on more platforms, until you reach the end and a gem.

#### TIME TRIAL

Take out the boxes and the plant, the hit the clock. Go right, and jump onto the 1 second box. Double jump off of it onto the platform right. Use the arrow boxes to get another time box, and to get to the right. Press right when you fall into the pit, and you will bounce on the box and over the other obstacles. When you get to the elevator, duck, and double jump as soon as you can reach the arrow box.

Get the mask at the pile of boxes, and the 1 second box there. Go right, and jump from one elevator to the next one as quickly as you can. Plow your way through the boxes. When you reach the elevator that moves up and down, jump as high as you need to in order to get the 1 second box at the top. Take the elevators left, super spin jumping to get across quickly.

7.1.4 Level 4 Frostbite Cavern

Sapphire Relic: 1:31:70 My best time: 1:01:60 Gold Relic: 1:17:10 Platinum Relic: 1:06:00 Best reader's time: 1:01:10- Crocomire

0:57:40- Josher1212 0:53:60- ntropydude

=- - - - - - = Checkpoint Check =- - - - - - - =

First 11 boxes Second 39 boxes Third 77 boxes Bonus 22 boxes End 114 boxes

Go right, and jump over the nitro. Counter the penguin's spin with one of your own. Grab the box, and jump over the next nitro. Jump between the two bounce boxes for 20 fruit. Be careful when sliding on the ice to the right. Grab the mask and kill the seal to the right. Fall down into a chase section. You will be chased by a giant snow monster. He will crush anything in his path. If you miss a box, then he will get it if it is in front of him. He will always be just behind you, so stand about in front of the box and he will destroy it.

Stay to the right at first. Smash through the boxes, and you will get a mask. After that, stay to the center to avoid a penguin. Follow the fruit, to the right, to dodge an electric fence. Don't want "Criminal Crash Caught by Cataclysmic Catalyzing Electric Fence" to happen, not do we. After some boxes and mines, go to the left, right, left. Then stay in the middle. Run into the second checkpoint. Go to the right, then left after the stack of nitro. Stay in the middle after that. When you get to a wall of nitro, jump over it, slightly to the right, and you will get a one-up. If you miss it, then big guy can still destroy it for you. Stay in the center, and you will reach the end of this section.

You will fall, and land on the third checkpoint box. Go right, and jump over the nitro on ice. Jump right, spin the penguin, and still yourself on the ice. Jump onto the mask, if you want it, and then jump right. Carefully jump over the nitro box, and onto dry snow. Get the crystal. As you go right, you will be attacked by seals. It is your job to seal the fate of the seal. Kill it, or them, and keep going. Hop on the Bonus platform.

# BONUS AREA

Go right, and jump onto the arrow to get a bouncy box. You can just make it to the platform if you press right, but can get farther if you press jump just before you land, and hold it as you bounce on the box. Time your jump on the switching box so you will hit it when it changes to a Crash face, and use it to get the box above. If you wait to long, it will become a steel box, which will keep you from earning the gem. Go right, and jump on the TNT. Get the one-up box, and quickly go right.

Don't hit the ! box yet. Destroy the bouncy box, then hit it. Use, and abuse the arrow box, then abandon it (get the normal box above, destroy the arrow box, and leave the bonus area.)

#### NORMAL LEVEL

Jump right, and over the nitro box, then hit the nitro !. Jump right, and kill the seals that attack. End the level with a gem.

#### TIME TRIAL

Take out the penguin, then come back for the clock. Use speed shoes whenever

you can, as always. Hit it, then jump over the nitro box, and the next nitro box. Get the one second box. Go right, and get the mask, jump right, and plow through the seal and boxes for a 2 second box. Fall down the hole.

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

When you fall, press right so you don't waste time on the box. Go right, jumping over the nitro's, and get the mask. You might become invincible again. Continue to go right, spinning away seals. Ignore the Nitro detonator, and keep moving forward until you reach the end.

7.1.5 Level 5 Just in Slime

Sapphire Relic: 1:39:40 My best time: 01:04:40 Gold Relic: 1:15:60 Platinum Relic: 1:06:50 Best reader's time: 1:06:40- Crocomire 1:02:70- Josher1212

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0:53:20- ntropydude
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=- - - - - - = Checkpoint Check =- - - - - - =

First 63 boxes Second 83 boxes Third 129 boxes Bonus 47 boxes

Go right, smashing through boxes. You will come to a mouse, which is an easy enemy. Continue right until you reach the Bonus platform.

BONUS LEVEL

Smash the boxes, and jump across the gap. DON'T hit the ! box yet. Smash the box inside of the line boxes, then hit it, if you want. All it makes are steel boxes, which are worthless. Get the boxes there. If you can't reach the space in between the bouncy boxes, use R + A to jump higher. Jump across the gap. Quickly and carefully jump over the ! Box, or jump on the boxes to get over all of it, and smash the timer box in the outline boxes. Then go back and hit this ! box, and any others that you might have missed.

Go right some more. Destroy the lower box in the stack with the bounce boxes so you can jump inside of them. Destroy the two stacks of TNT boxes to the right, while getting the one-up if you think it is worth the risk. On the staircase of TNT and miscellaneous boxes in front of you, jump on the TNT to reach the arrow box, then jump right. The TNT will take care of the rest. Destroy the TNT without sliding into it, which I did. From here it should be to simple even for this FAQ to reach the end of the Bonus Level.

NORMAL LEVEL

Go right, and spin the scrubbing bubbles creature. Use high jump (once again R

+ A) to get in between the bouncy boxes to destroy them. Jump on the TNT boxes to the right. To get under the small gap, press RIGHT (optional) then press R. Press RIGHT to keep moving. Hit the first checkpoint. Go right, and slide under the pipe, being sure not to hit the mouse when your slide runs out. Go right, and jump over the first nitro box. Stand to the side of the nitro's and jump and spin to destroy the box hovering above. Then jump over them. Go right, destroying boxes and enemies.

Jump carefully over the two nitro's. Slide under the pipes, and don't stand up where the nitro is. We will come back for the box above it. Get the timer box in the middle of the nitro's before time runs out. Spin the boxes and get to checkpoint two. Go right, again destroying more boxes and enemies until you reach the nitro !. Get the one-up box if you want it, or just hit the !. Backtrack to the pipes, and get the two boxes there.

Go right, smashing through boxes and enemies until you come to a timer box and TNT boxes. Jump over the stack, and smash the normal box to the right. Then spin the timer box. Use the stack of boxes to the right to reach the Crash box in the air (how is this thing kept suspended?). Go right until you reach the third checkpoint. Continue going right. When you reach the boxes suspended above you, use the high jump (for a final time R + A) to reach the highest ones. Grab the crystal to the right in a shower of purple sparks. Slide under the low hanging platform and go to the end of the level.

# TIME TRIAL

Destroy the two boxes in front of you, and hit the clock. You should be able to keep the speed shoes on (L) for nearly all of the level. Go right, and jump over the stack of boxes. Smash the 2 second one at the end. Continue going right. Slide under the low hanging box, and jump over the TNT. When you reach the pipes, wait half a second, then slide under and you will take out the mouse. Get the three second box (duh). Spin and jump over boxes and enemies. When you reach the pipes, you will get a mask. If you want to kill some time, use it to hit the second nitro box so you can slide. It will shave a second or two off of your time. This is yet another thing that I discovered accidentally, through my many mistakes.

Continue to go right, and double jump over the TNT box, and get the mask. Continue to go right, and jump over obstacles, and get time boxes. When you reach the grey platforms, you can just make it with a normal jump form one to the next. You will reach the end with, hopefully, plenty of time to spare.

7.1.6 Boss 1 Dingodile

This is the first boss that you will face. It is a fairly easy fight. He will walk back and forth, shooting underwater missiles straight up at the ceiling. When it hits, a spike will fall. If either the spike or the missile hit you, it means the end of a life, and the start of a new one, if you can. If you touch him, then you will die, but if you touch his force field, then you will come out intact.

At the start, he will walk across the screen, and then he will shoot missiles. Try to stay in between his shots. When he shoots a missile straight up at the far left, he will just stand there, walking in place. The piece of rock will fall on him, and his force field will go down. He will shake himself, dumbfounded. This is the time for you to move in. Spin him, and then back off quickly. Sharks will come from the sides and swim across. Attack any that get in your way. He will walk back and forth, and then shoot more missiles. This time make sure that you are either in front of, or behind where he is shooting, because the missile shots are closer together this time. When he is in the corner, again a spike will fall on him. Move in, and whack him again.

Again sharks will attack; so spin any that get in your way. His attack plan won't be any better this time, but the sharks have another idea. They will attack at the same time that he is shooting. Avoid the spikes and missiles, and spin the sharks if needed. You would think by now that he would realize how to dodge a falling spike, but he doesn't. When his force field goes down for the third time, spin his. It will be his doom. Swim to the power up that appears, and grab it. It is the super body slam (A + R). This will destroy nearby crates and enemies.

----- 7.2 Warp room 2

7.2.1 Level 6 Snow Crash

Sapphire: 1:43:00 My best time: 1:20:50 Gold: 1:36:70

Platinum: 1:28:00 Best reader's time: 1:27:50- Crocomire 1:26:70- Josher1212 1:13:50- ntropydude

=- - - - - = Checkpoint Check

First 14 boxes Second 35 boxes Third 50 boxes Bonus 31 boxes End 92 boxes

Go right and jump on the penguin to reach the box. Continue going right, and grab the mask. Slide across the ice, and kill the seal.

BLUE GEM PATH

If you are not going for the second gem, then skip ahead to the normal level. Slide across the ice, and kill the seal. Jump to the next platform, and stand at its edge, wait for the penguin to walk to the edge. When it is at the edge, jump on it. Then double-jump to reach the blue gem suspended above.

Go right, and jump over the pit. Kill the penguin, and repeat for the second one. Jump onto the ice. Continue until you reach the edge. Follow the fruit down, and spin the bear. Bounce on the arrows, and land at the very edge of the ice. When it is save, go past the crushers, and kill the two penguins. Jump across the gap, and carefully slide and jump on the ice. Kill the polar bear, and jump again. As you land on the blind jump, spin to take out a penguin. Jump up and right, on the alternating ice and steel, until you reach solid ground.

Go right, past the crunchers when it is safe, and bounce on the arrows. Follow the fruit down, and spin a bear as you go. Go right, and past the final super Crash crunching killer of the section. Grab the gem, and exit. You will drop down, and continue the level until it ends.

# NORMAL LEVEL

Kill the penguin if you need to, and continue right. When you reach the snow, you will see a wooden pole that crashes into the ground. If you hit it, it will be crushed Crash. Carefully go past them, and jump to the arrow box. Hold the jump button to reach the bouncy box at the top. Go right and fall down the hole.

Run into the checkpoint for 14 boxes. Quickly go right to get 4 more boxes, then go to the id left and run over the speed pad. Go right, left, then center. Jump over the penguin, then get more boxes. Stay in the center, getting more boxes, until you reach the second checkpoint. Get more boxes, and speed some (B) in order to prevent the hulking Crash killer behind you from catching up. Jump over the three row of landmines, and stay in the center.

Dodge the penguins, then speed for a second time. Speed some more to avoid tall, light, and ugly behind you. Go past the electric fences, and speed some more, staying just to the right of center. Then go to the middle, then quickly right.

Fall on the third checkpoint. Go right and carefully doge the crunchers again. Jump on the bouncy boxes that are partially hidden behind the ice. Bouncy, bouncy, bouncy. Jump onto the stack of boxes, and body slam (A + R) them, to shatter them into thousands of pieces. Jump right, and onto the bonus platform.

#### BONUS

Go right, then left. Carefully jump The Path of the Fruit, and onto the bouncy box. When it breaks, follow the fruit trail. When you reach the platform with the TNT on it, activate it, then jump to the arrow box at the left. Carefully jump exactly in the middle of the ! Nitro to safely detonate all of the Nitro's. Go right, and down. Jump exactly where the fruit is, then body slam the stack. Exit.

#### NORMAL

Go right, and up to the arrow boxes. Use them to go right. Snatch the crystal, and exit with a shiny new gem.

TIME TRIAL

Take out the penguin, and the group of four boxes, then go back and hit the clock. Sprint forward, and jump the gap. Double-jump right, and hit the box that gets in your way. Jump over the TNT box, and spin the mask, then plow your way right. Slide quickly on the ice, and jump and spin past the penguins. Dart past the crunchers before they go down, then take the arrow right in one bounce.

Fall down the hole, and keep the dash button down the entire time, or when it is easy if you are not going for a good relic. Take the speed pad at the level, then stay in the center to avoid some obstacles, and get another speed pad. Stay in the center, and jump over the penguins. Continue in the center, and jump over more penguins that just barely get in the way sometimes. Continue going again, for a while, then jump over several rows of mines. After that, jump over some penguins, then more penguins. Go slightly right to avoid a mine, then go all of the way right, so you aren't electrified. As you fall down, back into a normal level, press forward so you don't land on the box. Dart past more crunchers, then body slam a stack of iron crates for the 2 second box they protect. Go up the steel boxes, and from the rightmost one, double-jump directly onto the snow. Jump over the boxes, and onto the exit pad.

# 7.2.2 Level 7 Rocket Racket

Sapphire: 2:30:20 My best time: 2:05:00 Gold: 2:17:50 Platinum: 2:05:00 Best reader's time: 2:03:30- Crocomire 2:02:20- Josher1212 2:01:30- ntropydude

Checkpoint Check

Note: The checkpoints work automatically when you destroy a blimp.

First: 5 boxes Second: 19 boxes End: 37 boxes

In this level, you are flying with a jetpack. Your job is to destroy all of the blimps so you can reach the end. As you go forward, boxes will gradually appear. Shoot them, NOT THE BALLOONS. You will eventually encounter two airplanes. Shoot each of them out of the sky with a single shot per plane, or dodge them. Two more airplanes will attack. After that, you will encounter a blimp. When the blimp gets into range, the head in the center will start to flash. That is your cue to start shooting. Only the head is vulnerable, so you need to stay aimed at that part.

When it falls, you will be ambushed by more airplanes. Shoot or dodge them, and hit all of the boxes that appear. The last one is a health box, which will restore some of your health. Later, a nitro box hanging from a parachute will slowly fall into your path. I'd hate to be the person flying the plane that dropped that. There is no nitro detonator, so you will need to shoot it. Continue, not that you have a say in the matter, and you will be attacked by airplanes again. This time there are three of them. One more time, dodge or shoot them. After that will come the bombers. Dodge them, or shoot them in a vast fireball. Then destroy the second blimp for the second checkpoint.

Blow up the boxes, and defeat the airplanes that come after you, being careful not to run into the nitro unless you need run out of time to shoot them, and want the gem. Eventually you will come to a wall of bombers. Looks like cortex used all of his military resources here. Keep shooting, and dodging the fighters that are mixed in, and go to the top right corner. Go through the boxed in area, and you will get a speed boost. Do this five more times, and you will encounter bombers. Destroy them, and then go after the blimp. This one is tougher, but you can do it. When it erupts in a fountain of flames, the level will end.

# TIME TRIAL

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

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

7.2.3 Level 8 Just Hangin'

Sapphire: 1:49:40 My best time: 1:19:80 Gold: 1:43:00 Platinum: 1:27:00 Best reader's time: 1:22:70- Crocomire 1:14:00- Josher1212 1:08:60- ntropydude

Checkpoint Check

First: 59 boxes Second: 70 boxes Third: 106 boxes End: 154 boxes

Go right, and jump on the TNT. Continue right, and you will reach the bonus area.

### BONUS AREA

Jump from stack to stack to reach the box above the arrow. The TNT will take care of the nitro and the box below it. Spin the bottom box of the next stack o' boxes, and high jump to reach the one hovering high above. Hit the !. Jump on the arrow, and keep RIGHT and jump pressed down hard until you reach solid ground. Knock out the bottom box, and jump to the top of the steel boxes to get a 1-up. Slide jump right, onto the upper level, and hit the !. Jump right, and if you hold jump and right, you can just make it across.

Body slam the crates, and go left. Destroy all of the boxes until you reach the group of bouncy ones. Jump left on them, then shatter all of them as you go right. Continue to go right, and exit the bonus area.

#### NORMAL

Go right, and cross the grate. Jump over the killer slime, and hit the first checkpoint. Go right more, and spin the flamethrower when his fire shooter is out. Go right and body-slam the iron-plated, super boxes. Go right to the second checkpoint. Go right, along the bottom, to avoid the spike above. To take out the iron crates, you need to body-slam next to them, rather then attacking them from above. Continue right, then hop up at the nitro. Drop down where the spike is, then hop up when it passes, and go over the nitro. Go right, jump on the TNT, and stay up until it blows. Jump to the next platform when the spike is to the left. Go right, destroying boxes and eliminating enemies to the third checkpoint.

Go right more. Slide under the pipes when the rat is right. Do the same thing for the third, fifth, and sixth sets of pipes. Nab the crystal after the sixth

set of pipes, then go right, yet again, at the bottom. End the level, or super jump right for the green gem path, if you have it.

# TIME TRIAL

Go right, spinning enemies, and jumping over TNT boxes. Get the mask, and hop onto the grating. Spin as you go forward and off so you don't bounce slowly off of the mouse. When you get to the flamethrower, charge him and spin before he can let loose with a flame burst. At the next grating, jump over the mouse, then go down. Stay at the bottom until you reach the nitro. If you have a mask, run into the spike to save time. If you have a second mask, run into the second spike to save more time. Jump on the TNT if you need to, then jump on the next one for a time box. Keep going right. Slide under the pipes almost immediately to take out the fat. Keep at the right until you reach the end.

# GREEN GEM PATH

Destroy the frog, and take out all of the boxes above. There is a glitch where you will sometimes be stuck up there for a few seconds. Spin the scrubbing bubbles, then hop onto the grating. Get the box, spin the flamethrower, and get down. Wait for the spike to pass, then go forward and get the boxes. Wait for the next spike to be all of the way to the left before jumping, then sliding the boxes out. Be sure to stay out of the range of the flamethrower, then kill it.

Go back to the left, and make sure to not touch the spike. Walk slightly off of the edge, and you will land on an arrow box. From there go a bit more then slightly right (two box widths), and you will land on a bouncy box. Shatter it, and go right. Jump on a TNT box, and the slot box, then go right more. Jump on all of the bouncy boxes, then the normal ones, and then grab the grating. To get the box in the air, when the spike is to the right, let go, and push forward. You will land on the boxes.

Hop onto the platform to the right, then hit the !. Get the boxes that appear, then hop onto the grating when the spike is right. Slide underneath the spike, and takeout the bubble creature. Get the boxes, then double-jump over the slime. Take out the top box by spinning. Use the TNT to take out the iron box, and any of the other boxes in range that you don't want, then bounce on the boxes to go right. Make sure not to bounce on the bouncy box when a spike is above. When it has passed to the left, grab onto the grating, and go right. Let go, and let the next spike pass, then hop right, onto the platform.

Get the boxes, and go right. Spin the flamethrower when it is safe, then get on the grating, and go right. Let the spike pass, then run up to another flamethrower, and spin him after his flame is extinguished. Hop on the arrow box, and get the gem floating above it. Spin out the arrow box, and two enemies. Go right, and be prepared to spin a frog into oblivion. Continue right, and exit the area. Then exit the level with two new gems.

#### TIME TRIAL

Take out the bubble creature then get the clock. Go right, jump over the mouse, and repeat for several stacks of TNT. Go right more, get the mask, then hop onto the grating. Get the 2 second box, then spin as you get down so you can take out the mouse. Jump right, then get onto a second grating. Spin the flamethrower, and get off. Go right, spinning enemies, and get the second mask. Don't jump up and grab the grating. Instead, walk along the bottom, and take out a mouse as you go. Hop onto the grating when you need to, and go past the spike, and over the iron boxes.

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

7.2.4 Level 9 Shark Attack

Sapphire: 1:31:60 My best time: 1:01:30 Gold: 1:17:00 Platinum: 1:09:40 Best reader's time: 1:09:20- Crocomire 0:58:00- ntropydude 0:57:50- Josher1212

Checkpoint Check

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First: 7 boxes Second: 8 boxes Third: 17 boxes end 26 boxes

Go right, above the mine. Get the boxes, and go between the stalagmites and stalactites. Nab the first checkpoint. Go down and dodge the mine. Swim above the floating jellyfish. Get the second checkpoint. Go under the next jellyfish. Go down, but don't crash into the nitro. Go above the mine, and get the third checkpoint. Go above the line of jellyfish, but carefully get the nitro ! that is tucked in the middle of the line. Go right, and above the mines, then down quickly for a 1-up box. Keep right for the crystal, then go up, killing eels for the gem, and the end.

TIME TRIAL

Keep pressing the A BUTTON the entire time for the quickest time. Spin any enemies that get in your way. Get the mask, and keep going right. Navigate between the spikes, a delicate procedure, then go down, and left. Then go down again, and get the 2 second box in the back of a stack. Go right, then up, to the end.

Go right, and slide the spiked lizard out. Go up, and right. Ride the elevators, then jump through the stack. Ride more elevators to the first

checkpoint. Slide the supped-up super lizard out, and ride, guess-what, even more elevator platforms. Duck under the stack of nitro's. Go right, and get the mask. Ride more elevators, and get the ! box below. Jump up back onto the platform, or it will knock you off on the return trip. Hit the second checkpoint, and go right, and up. When you reach the stack of TNT and iron boxes, jump on the TNT, then back off. Body-slam the rest of the boxes, then slide the forked lizards. Jump up, then get the nitro!. If you aren't going for the blue gem, then go right, and onto the bonus platform.

#### BLUE GEM

If you aren't going for the blue gem, then skip this section. If you are, then stand on the nitro !. Stand all of the way to the right, then slide, double-jump, super-spin left. You will land on a platform of three iron boxes. Repeat this and you will land on two steel boxes. Repeat again, and you will land on two more boxes. You can now see an arrow box all of the way to the left. Slide-jump to it, and bounce up to get the blue gem. Now go right, and up the platforms. Go right more, and onto the bonus platform.

#### BONUS LEVEL

Go right, and jump on the boxes. High jump onto the iron boxes, and when a platform is blow, body slam them. Go right, and destroy all of the boxes. Jump on each of more boxes, then get the 1-up. Slide jump right. Time your jump on the TNT so you can land on the getaway platform when it arrives, before the TNT blows. Go right, and exit.

#### NORMAL

Go right, and take out the stack of boxes. Ride the platforms down and right. Take out more boxes, and nab the crystal. Continue right, and you will reach a sliver gem, and the end of the level.

# TIME TRIAL

Go right, and take out the box. Wait until the platform is just at the bottom and walk back to the clock. Hit it, and dash to the rising platform. Double-jump over the stack with a TNT box, then single jump and spin through the stack with an iron box in it. Slide-super jump at the edge of the platform, then jump and spin through the 2 second box. Go right, and ride the platform. Get off of the second platform as soon as you can reach the edge of the cliff. Stand just to the right of the pile of two boxes with the iron box in it, and slide-super jump as far as you can. With a little luck, you will land on a platform. From there, super-jump right.

Kill enemies, and jump over the TNT and nitro. Jump over the lizard while getting the mask, and go right, onto the platforms. You need to get the ! box, so do so. Double jump over the stack with TNT, and spinout the 3 second box. Jump up to the platform with the TNT and iron stack. Double-jump over it, and continue. Slide the lizards out, and go up. Double jump over the stack of nitro and, yet again, go right. Ignore the platform, and slide-super jump right. Do that a second time. Jump on the TNT, and when it detonates, it will give you a 2 second box. Double jump right, then go right more. Continue right to the end.

7.2.6 Boss 2 N. Gin

In all of the other games, N. Gin was the second to last boss, but in this

game, he was moved up to the second boss. The idea is the same, though, as in the other games. You need to shoot all of his parts that are attacking you. When all are destroyed, N. Gin will blow up, and you will win.

After a few seconds, and a strange sound, N. Gin will attack. The first weapon that you should take out is the bottom one. Any one attack from it doesn't do much damage, but there are a lot of them, and they move quickly so you can't dodge them easily. It will only take about 7 hits. After that, try to shoot evenly on both of the side weapons. He will try to dodge your attacks by moving from side to side, and by coming closer, and going farther.

When any one of the side cannons are destroyed, the middle weapon at the top will start to fire. Each of the side cannons take 12 hits each. The top bomb layer takes 14 hits. When it opens, N. Gin will defend himself by traveling in a circle, and zooming in on you. When you win, you will earn the double-jump.

----- 7.3 Warp room 3

7.3.1 Level 11 Snow Joe

Sapphire: 2:12:10 My best time: 1:51:50 Gold: 2:08:00 Platinum: 2:04:40 Best reader's time: 2:02:40- Crocomire 1:48:20- Josher1212 1:30:70- da prenz

Checkpoint Check

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first: 20 boxes second: 41 boxes third: 44 boxes fourth: 51 boxes bonus: 18 boxes end 96 boxes

1:22:40- ntropydude

Go right, and kill the polar bears. Keep at it, past the penguin, past the boxes, past the bouncy boxes, past the ice, past the mask, and onto more ice. Be careful jumping on the bouncy box in between the sheets of ice. After you get it, and get on the ice to the right, it might be easier to slide and jump right, rather then just jump, to get to the next platform. After that, you will need to slide jump to get from the snow platform to the ice platform. Then jump right, but be wary of the nitro. Go right more, and fall down the pit of despair.

Get the first checkpoint, which is directly in front of you as is always true when you switch into this view. Get the boxes to the right and avoid the mines, then get the mask to the left. Go onto the speed pads (feel the speed) then go back and forth through the electric fences. Jump over the row of mines, and the walls, while staying to the left. Hit the next, second, checkpoint. Quickly dodge the mine field of obstacles, and speed when you can so the yeti won't injure the polar bear (and thus kill you.) Hit the third checkpoint, then jump over the walls. Dodge the obstacles, and you will reach the end.

Fall on the forth checkpoint. Go right, and jump on the TNT. Double jump on the box floating high in the air, and keep on going. Hit the nitro ! above the

bear. You should now have 74 boxes. Go right more. Sliding carefully on the ice and dodging the Crunchers.

# BONUS AREA

Jump on the TNT, then take the arrows up. Nab the box just after the apex of the fruit parabola. Detonate the TNT box at the left, then go up more. Take out 2 groups of 4 boxes, the 1-up box above the far right arrow, and continue up to the end.

#### NORMAL

Go right to the crystal, and make sushi of the seals. Continue right. You will reach the end of the level shortly, with a gem waiting for you if you managed to get all of the boxes.

# TIME TRIAL

Take out the bears, then hit the clock. Plow through the boxes and enemies, and get the mask. Keep going until you reach the final ice platform. Double-jump over the nitro, and on to the arrow box. Fall down into the black hole. When you reach the bottom, if you are going for platinum, turbo the entire time. Otherwise, just use turbo when it is safe. The first time box is right, then a mask is left. After that it's turbo time. There is a 2 second box just past an electric fence. When you reach the walls, sprint jump immediately when you land each time to get through fastest. Dodge obstacles, and continue to the end of the section.

Go right, and jump to the 2 second box at the end of the TNT. Double-jump off of that onto the box to the right. Continue to sprint right. You can just barely make it through the last two falling pillars in one drop. After that it's basically straight line sprinting to the end.

7.3.2 Level 12 Ace of Space

Sapphire: 1:58:40 My best time: 1:14:30 Gold: 1:55:80 Platinum: 1:39:50 Best reader's time: 1:39:10- Crocomire 1:16:80- Josher1212 1:06:00- ntropydude

Checkpoint Check

first: 18 boxes second: 36 boxes third: 47 boxes bonus: 51 boxes

Go right, and get the boxes. Jump over the laser, and the pit. Jump on top of the UFO and it will disappear. Keep right until you get to the floating platforms. It will turn green, then red. As soon as it turns green, jump on it, then double-jump right. When it turns red it also turns sideways, and you will fall off of it. Continue right, and you will encounter an armored spike. If you touch it when the spikes are out you will die, so wait for them to retract before you kill it. Hit the first checkpoint.

Go right on more platforms, and kill more armored spikes, and destroy more boxes, and jump over more lasers, and kill more UFOs. Jump right over a set of

two turning platforms, and continue. Take out the switch box, and the trinity of armor. As you jump right, and land, you will notice the floor move below you. Sometimes this is helpful, like now, but most of the time it will get in the way, so be careful. Body-slam the boxes and go right. Carefully take out the slot box without disturbing the TNT. Then disturb the TNT in a better way. Hit the second checkpoint for 36 boxes.

Go right, and you will notice fruit going down. You need the super spin to do this so come back later when you have it. Is it later yet? If so read on. If not skip to the normal section.

# YELLOW GEM PATH.

Go down the hole, while super-spinning right. If you are lucky, then you will land on a steel platform. If not, then, well let's not go there. From the steel platform, jump on an !. Then double-jump, super-spin right, onto another steel box. Repeat. Then double-jump onto a spinning platform, then another. Jump onto another steel box, then onto a normal platform. Hop onto the yellow gem.

Here you are riding a quickly moving hover bike. You need to dodge the nitro and lasers, while getting all of the boxes. This is more of a mastery of timing, and experiencing what is coming up, so I will not go into much detail on this part. There are 2 masks, and a 1-up. When you reach the end, there will be a gem at the bottom. Grab it before the opportunity passes, then the end will happen automatically. You will be back at the yellow gem.

Jump on the boxes right, then use the arrow to propel yourself onto the platform when it is level. You will need to backtrack, but above, not below, in order to get all of the boxes. Jump over a laser as you are doing so. When you jump over the next one, be sure to time it so you don't land on the spikes when it is open. Double-jump over the nitro, then take out the UFO. Continue to go right, and you will see where you went down. Now you are ready to join the normal section below. However, you need to ignore the enemies, until you get to where you came up.

#### NORMAL

Take out the armored spike, then go right. Now the floors are hindering, aren't they. It WILL get much worse later. Hahahahaha. Sorry, lost it there for a second. Double jump over the nitro boxes, and later over the lasers. Go right, and get the 1-up if you want it. If not, then just detonate the TNT. Hit the third checkpoint and continue. Carefully take out the enemies with out getting killed until you reach the bonus platform.

#### BONUS AREA

Go right, and high-double jump over the TNT(press crouch first). Grab the 1-up, then go back using another super jump, and hit the TNT. Continue right, using the box to get across the gap, then smash more boxes. Destroy the row of bouncy boxes, and super high jump to get the ? box above where the left one was. Double-double bouncy right and take out boxes until you reach the mask. Get it and take out more boxes. Let the TNT blow up, then exit the bonus area.

#### NORMAL

Continue right. Time your jump across the gap so you will land on the spinning platforms when they are up, instead of when they are sideways. Don't forget to get the crystal above the arrow box. Go right until you reach the four steel boxes. Double-jump on top of them, and jump right, you might land on the nitro

! box. If not, detonate it. Carefully navigate in the tight confines of armored spikes and orange lasers. You will then reach the end of the level.

# TIME TRIAL

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

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

7.3.3 Level 13 Sunken City

Sapphire: 1:39:60 My best time: 1:07:90 Gold: 1:21:70 Platinum: 1:14:20 Best reader's time: 1:08:90- Crocomire 1:02:20- ntropydude 0:59:80- Josher1212

Checkpoint Check

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First: 21 boxes Second: 33 boxes Third: 47 boxes End: 54 boxes

If you go left, instead of right, you will see an extremely difficult (note heavy sarcasm) puzzle to get the green gem. To get it we will need to backtrack through most of the level, so if you want it, make sure to kill all of the enemies. Go right, and take out the enemies and boxes. Graze the TNT to set it to timed detonation, then go right. Go down, past giant eels, and activate the TNT. Then go up. Hit the first checkpoint.

Go right and you will encounter your first squid. Spin it into oblivion, then do the same to the local boxes. As you go right, you will encounter more squids and a shark. Kill them, then go down, killing two puffer fish. Hit the ! box. If you aren't going for either gem, then skip ahead.

GREEN AND BOX GEM

If you are going for either gem, then you will need to backtrack to the beginning of the level to get some boxes and the green gem. Do so now. Touch the one TNT box in reach, then back off. Get the green gem inside, then go all of the way back.

NORMAL

Your back, good, I was getting worried. Go left, and smash through the first boxes you might have seen in a while, besides TNT ones that is. Kill the shark, and nab the check point, your second for 33 boxes. Go down, and you will see squids and mines. The easiest thing to do is to go below the first mine, then up, above the second mine while killing a squid. It can be tricky to spin without propelling yourself into the back mine. Either way, continue left, making sure not to run into the squid, and hit the third checkpoint.

Go down, then right. Dodge or kill the animals that get in your way, and smash the boxes. Go past the puffer fish, and get the box that is sort of hidden if you went above them. Also, you might want to get the crystal. As you continue, you will find a mine. Go above it, and carefully spin the shark. Then touch the TNT and go right. Get the gem, and exit the level. Congrats, you got three items at once, the first time cheers for you.

TIME TRIAL

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

7.3.4 Level 14 Down the Hole

Sapphire: 1:32:40 My best time: 1:07:40 Gold: 1:23:40 Platinum: 1:07:40 Best reader's time: 1:04:80- Crocomire 1:02:50- Josher1212 0:58:30- ntropydude

Checkpoint Check

\_\_\_\_\_

first: 18 boxes second: 37 boxes third: 60 boxes bonus: 21 boxes End: 97 boxes

Double-jump on to the platform at the right, then do the same left. Go down and take out the spiked lizard. Double-jump right. Get the mask and the TNT. Carefully take out all of the floating boxes, except the nitro, of course. Go right and hit the first checkpoint. Jump on the stack, then go left. Get the boxes, then take out the stack. Carefully get the one box floating above the nitro, then go right. Duck below the darts, and take out the dart blower.

Duck and double-jump just next to the iron crates to get the mask above. Body-slam the iron crates, then take out the TNT and 1-up boxes in the basement. Take out the plant, and the dart blowers as you go up. From the platform next to the arrow, jump right and get a 1-up. Then take the arrow up. Shatter the iron crates, and go back up again. Hit the second checkpoint, and dodge the darts. If you get hit by one, crash will pop. Take out the dart blower, and go right. Get the crystal, then go a body slam on the right part of the iron crates. High double jump back up and take out the remaining box. Go to take out the next group of iron crates, and you will get more boxes on the way down. Go right, and take out the bouncy boxes. Go left, and destroy the stack of boxes, and the two spiked lizards. Carefully get the boxes above the nitro, then hit checkpoint number 3. Take out enemies and boxes, then ride the bonus platform.

# BONUS

Take out the stack of boxes, then go right. Use the arrow to go right more. Jump once on the bouncy box, and continue. Get the box in the pit, below an outline box, and jump left. Hit the ! box, and go back left. Get the one-up and go back right. Exit.

# NORMAL

Go left, and take out two spiked lizards. Continue left. Jump on the dart blower. Directly above it is a nitro !, hidden in the leaves. Double-jump to get it, then continue along the beaten path. Carefully go past the steel crates and dart blowers. Go right to end the level.

#### TIME TRIAL

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

7.3.5 Level 15 Blimp Bonanza

Sapphire: 2:58:20 My best time: 2:35:20 Gold: 2:44:90 Platinum: 2:36:30 Best reader's time: 2:35:40- Crocomire 2:32:90- Josher1212 2:30:80- ntropydude

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Checkpoint Check

First: 13 boxes Second 25: boxes end: 41 boxes

A sunset, jetpack level. The first few boxes are a no brainer, then a set of speed boosters. After that comes a barrage of bombers and fighters. Take them out, and roll (L or R) to avoid significant damage. Soon after that will come fire crackers. Shoot them, or dodge them or you will experience heavy damage. Destroy all of the boxes that come into your path, including the nitro ones, while you are being attacked. Soon you will reach the blimp. Shoot the head many times and it will self-destruct (well not really, because you did it.)

Get the health and other boxes, and shoot enemies. You will be attacked by six fighters. Shoot them all out of the sky. Destroy more boxes, and shoot down more enemies. Eventually you will encounter the second blimp. Shoot it, and continue. Destroy the armada of planes, bombers, and firecrackers. Eventually you will go through more speed pads. After that, an even larger armada of fighters will attack. Destroy them, and dodge everything that they throw at you, and approach the blimp. Shoot it down, and the level will end.

# TIME TRIAL

Run into the clock, and shoot the time boxes as they come up. Make sure to go through all of the speed pads. Shoot as many enemies that you can while dodging bullets (not matrix style), and getting all of the time boxes. When you come to the blimp, start shooting in advance, and continue shooting, in the head, until it falls. Continue shooting enemies and time boxes until you reach the next blimp. Shoot it and repeat until you reach the speed pads. Hit all of them, and shoot everything until you reach the final blimp. Destroy it, and get a relic.

7.3.6 Boss 3 Tiny

Tiny, despite his name, is a huge, muscled creature. He hops on the platforms, relentlessly chasing you. You need to spin him when he gets his spear stuck in the rocks. Periodically, some of the platforms that he jumps on will collapse.

The first thing you need to do is MOVE. Tiny is about to jump on you. After he jumps onto the platform that you were just on, he will jump three more times. You need to keep one platform ahead of him, and can not touch him. After the third jump, he will get is spear stuck in the rock. Use this time to spin him.

After you spin him, he will jump up into the trees. Leaves will fall down showing where he is as he moves to the leftmost platform. When he lands on it, it will collapse. After that, he will jump after you five more times. After the fifth jump, he will get his spear stuck again, so spin him. He will hide in the trees again. When he falls down, it will be onto the top platform. He will chase you for five times, and again will loose control over him pitchfork. Spin him one final time, and the third power will appear. It is the Tornado Spin. Press the B BUTTON quickly and you will spin for a long time. You can use this to float across distant gaps and holes.

------ 7.4 Warp room 4

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7.4.1 Level 16 Star To Finish

Sapphire: 2:07:60 My best time: 1:25:10 Gold: 1:59:50 Platinum: 1:44:10 Best reader's time: 1:34:70- Crocomire 1:40:40- Josher1212 1:15:00- ntropydude \_\_\_\_\_

First: 8 boxes second: 70 boxes third: 80 boxes bonus: 47 boxes end: 113 boxes

Go right and take out the saucer, then the boxes. Jump over the laser. Bounce down on the three boxes, then approach the green, spinning thing. Run onto it, and hold right. It will propel you high into the air and over the stack of nitro to the right. Double-jump right, and ride the flat escalators. Take out the enemies, and hit the first checkpoint. Ride more of the spinners, and you will see an electrified robot. Jump on it when the electrodes are down, or spin or slide it when they are up. Do the same to the one on the other side of the laser. Continue past the TNT, and take out the next robot, which may stay in the same position. Go into the bonus area.

# BONUS AREA

Spin through the boxes, then slide underneath the metal ones to get more of them. High double-jump to get on top of the five high stack. Do the same to get the 1-up, and continue right. When you get to the platform with a box below it, spin the bottom box, (the one on top of it) and let the TNT take care of it. Continue right, and carefully jump over the arrow. If you land on it, you will be propelled into nitro. Definitely not a good thing. Smash through the boxes, then hit only the bottom !. Get the box, then hit the top !. Smash through the boxes, then carefully get the ones that are suspended over air. Just to the left of the iron boxes, there is a floor with a box at the bottom, not a pit like it looks at first. Get the box there, then body-slam the iron crates and leave the area.

# NORMAL LEVEL

Go up, then right. Time it when you kill the energetic electric robot, then body-slam through the first platform. Kill the next enemy when it is encased, and body-slam again. Time this robot, and body-slam a third and final time. Go right and hit the second checkpoint. Go right, and double-jump over the nitro, and continue to hit right, or you will be driven into them. Carefully jump onto the timed platforms, and go right again. Knock the bottom box from the stack, and the TNT will take care of most of the rest. Destroy the one remaining box with a body-slam, despite what I said before about it being the last one. Go right, and slide under the laser so you can take out the armored spike below it when the spikes are retracted.

Go right, and hit the third checkpoint. High double-jump up. A high doublejump is when you crouch down, using the R button, then do a regular doublejump. Doing this will allow you to jump higher than a regular double-jump. After getting to the top of the wall, go left. Spin the spike away when it is safe, and get the box above using another high double-jump. Go right, and jump over the nitro. Jump over the next nitro when the spikes to the right are retracted.

# RED GEM

If you aren't going for the red gem then skip ahead to where you hit the nitro !. If you are going for the red gem, then drop down at the very left of the pit where the nitro ! box is. You will fall onto an arrow. Bounce with it to the arrow next to it, then follow the fruit right. Double-jump right, and land on a steel box. Time your jumps on the spinning platforms so you can get across safely. Go right more, and grab the red gem. Now go back to the pit that you fell into in order to get here.

#### NORMAL LEVEL

First hit the green ! in the pit, then go back for the normal ! above. Get the crystal, and go right. Take out the electrified robots and spikes when it is safe, and exit the level with another gem.

TIME TRIAL

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

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

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

7.4.2 Level 17 Air Supply

Sapphire: 2:09:30 My best time: 1:31:20 Gold: 1:50:40 Platinum: 1:41:70 Best reader's time: 1:39:60- Crocomire 1:27:90- Josher1212 1:26:60- da prenz 1:10:10- ntropydude

Checkpoint Check

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first: 11 boxes second: 12 boxes third: 44 boxes

Go down, past the large eels and sharks, and get the boxes. Go right, and you will see a small electric eel. They certainly like to add electric enemies in this warp room now don't they. Anyway, if you die then the box to the far left will turn into a mask, which might help you. Go down, and shatter more boxes. Spin the electric eel as soon as it goes out, and hit the first checkpoint. Go right, through either the top or the bottom path, then go up. Go left, then up again, killing more giant eels. Take the top paths to avoid more electric eels, the spin past the squid. Go down, and get the second checkpoint.

Get the box right next to it, and go right. Spin the boxes, and go down, past the eels and squids, then left. Spin the 1-up and normal box, then touch the TNT to set it off. Go left, then down and right. Get the mask, and continue.

Hit the third checkpoint. Get the 1-up to the left of the ! box, then hit the !. Go up, and get the crystal. Hit the nitro !, get the gem, and exit.

# TIME TRIAL

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

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

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7.4.3 Level 18 No-Fly Zone \_\_\_\_\_

Sapphire: 3:26:30 My best time: 3:08:50 Gold: 3:17:10 Platinum: 3:09:60 Best reader's time: 3:10:30- Crocomire 3:08:30- Josher1212 3:08:10- da prenz

\_\_\_\_\_ Checkpoint Check \_\_\_\_\_

First: 22 boxes Second: 45 boxes End: 56 boxes

3:08:00- ntropydude

Start out with guns blazing, destroying the bombers that are coming after you. (Ha, I knew they were after me, not so paranoid now then am I.) Go through the speed pads, then take out more bombers. Some clear flying, with a health box, then fighters that fly back and forth to quickly for you to shoot. Your best bet is to dodge the shots as best as you can, then shoot them when they stop. Hit the health balloon, then more bombers. A mix of fighters and bombers will then attack. Then some bombers will attack you while you are in range of the blimp. Seems like cortex is finally developing a descent strategy to attack us, but to late. Take everything down, and activate the first checkpoint.

INCOMING!, a barrage of firecrackers, and health balloons. Shoot everything that you can, and continue. More bombers will attack. During the end of the bomber run, you will see fighters in the distance that rapidly rise above the screen. Brace yourself, because they will come down right in front of you. Shoot and dodge. Then more fireworks, and a health balloon. Next, an onslaught of enemies. Keep moving, and stop only to get the two health balloons. Next, take out the enemies guarding the blimp, and the blimp itself.

Shoot the firecrackers and nitro boxes that will get in your way. Zoom through the speed pads, then start shooting enemies. Once again, keep moving, stopping only to shoot down the health box. Take out the third and final blimp to end the level.

TIME TRIAL

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

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

7.4.4 Level 19 Drip, Drip, Drip

Sapphire: 2:28:40 My best time: 1:26:30 Gold: 1:37:00 Platinum: 1:29:60 Best reader's time: 1:35:80- Crocomire 1:26:60- Josher1212 1:24:10- da prenz 1:18:50- ntropydude

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Checkpoint check

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first: 72 boxes second: 80 boxes third: 113 boxes bonus: 65 boxes end: 125 boxes

Body-slam the boxes in front of you, then spin the frog and jump over the nitro. Go forward, kill more frogs, jump over more nitro, destroy more boxes, and go on the bonus platform.

# BONUS AREA

Get the mask, and go right. Use the arrow box to get on top of the stack, then double-jump right and on top of the middle box to get the 1-up box above. Shatter the box below, then jump on the TNT to the right. Continue right, then fall down next to the iron crates. Spin one of the boxes above the TNT to set it off, then come back for the rest of them. Repeat that for the stack to the right. To the next pile, double-jump on the TNT, then hit the box above it. Double-jump and spin slightly right to get the box to the right, then back off. The explosives will take care of all of these boxes.

Go right, and you will see outline boxes. Get the two boxes below, then use the ones above to go right. Carefully walk below the nitro boxes, then get the two boxes below two outlines. Go back, and use the remaining boxes to clear the gap. Hit the !, and get the boxes below the now isolated nitros. Carefully jump off of the bouncy boxes, then go right. Get the boxes, and hit another !. Get the box above the arrow, then use the TNT, right, to get the final mask. NORMAL AREA

Go right, then spin a frog. Hit the first checkpoint. Go right, and spin two bubbleizers, then slide beneath the pipes. Slide beneath the spike, and the low-hanging ceiling. Spin the boxes, and the second checkpoint. Go right, and spin two frogs. Keep going, and jump over the small gap over the slime before the platform changes to a grating type. Get the TNT, then double-jump right. Get the mask and more TNT, then hang from the grating above. Spin the flamethrowers, and get the bouncy box below (three word alliteration).

Let go, get the 1-up, and hang onto the next one. Spin an all-to-eager to die flamethrower, and go right. When the spike is all of the way to the right, bounce off of the box, then drop down. Let the spike pass, and go up and right. Spin two frogs, and get the switch box before it becomes unbreakable. Get the nitro !. Jump right, and body-slam the crates. Double-jump onto the box, then onto the checkpoint, number 3.

Double-jump, super-spin to get across the gap, and continue right. Get the 1-up, and detonate the detonate prone TNT. Go right, and spin through boxes and frogs. Hit the TNT, and nab the crystal. Hit more frogs, and body-slam the stack. Double-jump right, and end with a gem.

TIME TRIAL

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

Go right, and ignore the nitro !. Jump right, and bounce on the box. You can just make it to the platform to the right, without super-spinning, which will slow you down. Do so, then spin the frog. Go right, and take out any frogs or boxes that get in your way. Double-jump over the slime, shatter two final frogs, then end the level.

\_\_\_\_\_ 7.4.5 Level 20 Final Countdown \_\_\_\_\_ Sapphire: 2:30:40 My best time: 1:49:80 Gold: 2:13:80 Platinum: 1:58:20 Best reader's time: 2:11:10- Crocomire 1:57:20- Josher1212 1:23:10- ntropydude \_\_\_\_\_ Checkpoint Check \_\_\_\_\_ First: 10 boxes Second: 26 boxes third: 27 boxes fourth: 118 boxes Bonus: 44 boxes End: 134 boxes Get the boxes in front of you, then jump on the ? box, and ride the boxes down. Go right, and double-jump over the nitro stacks. Take out the robot, and continue. Jump over the laser, and take out the UFO. Go right, and get another mask. Carefully jump over two lasers, while not hitting the one in between and above them. Double-jump right, and take out another UFO. Jump onto the rotating platform when it is safe, then hit the first checkpoint.

Take out the enemies, then use the arrows to go up. Get past another robot, and keep going. Take out two groups of TNT, and fall down the hole. Slide right, and KEEP down, lest you be victim of another nitroglycerin accident. Dart past the piston, and slide. Again, jump on the platform when it is time, and repeat until you reach solid ground again. Take out the enemies when it is safe, and jump over the lasers. Continue. Take out more TNT and enemies, and you will reach an arrow. Keep jumping up and down until the timing is right to go onto the platform to the right. Jump right, and take out the armored spike, if you can. Hit the second checkpoint.

Use the floater to cross over the armor, and slide under the low-hanging ceiling. Go past the piston, and slide again. Notice the 1-up above the nitro. We'll be back, o yes we will. Fall down, but don't shatter any of the bouncy boxes. Go past the pistons, and super-spin right. Continue right, and hit the third checkpoint. Stand as far to the right as you can, while being left of the iron and steel boxes. Body-slam, and you will take out the TNT without making one of Crash's lives commit suicide. Get the 1 remaining box, and go right. Take the arrows up, and you will see the next checkpoint. Don't get it yet. If you are going for the yellow gem, then read-on. If not, then skip ahead.

# YELLOW GEM

Stand at the very left edge of the platform, and you can see a platform spinning near the top of the screen. As soon as it turns red, jump over the checkpoint, and onto the spinner. Push left for the entire time you are in the air, and you will land on the platform when it is green. Quickly jump to the box to the right. From there, jump to an arrow. When you are on the arrow, hold jump to go as high as possible, and double-jump super-spin left. From that platform, slide-jump left, and you will get the yellow gem. Now go right, on the ground, until you reach the arrows. Stand next to the checkpoint, but don't get it yet.

#### NORMAL LEVEL

Instead of getting the checkpoint, wait for the spikes to the right to go out, then ride the spinning platform. By the time you land, the spikes will have retracted. Go right, and slide under the low ceilings, and jump over the lasers. Hop on the bonus track.

#### BONUS AREA

Get the boxes, and continue right. Get the 1-up, then detonate the TNT. Hit the next TNT, and it will activate a ! box. Jump right, and land exactly on the TNT. After that, go right. Jump over the nitro. Let the fruit be your guide, and jump. Go right, and take out the bouncy boxes. Slide-super-spin jump over the nitro. Take out the boxes, and jump over the exit platform. Get the nitro ! in the pit, then exit.

#### NORMAL LEVEL (BOX GEM)

If you are going for the box gem, then read on, if you aren't going for it, then skip this paragraph. Backtrack past the lasers, and go up. Continue past the checkpoint, which should still be there hole. Go left, to the platforms that move. Double-jump, super-spin left, then carefully go past the pistons. Climb up using the bouncy boxes. Get the life-up, then go down, and shatter the bouncy boxes. Make sure not to fall off of the edge to the left. Go forward, past the pistons, and double-jump, super-spin right again. Go past the used up checkpoint, and use the arrows to reach another one. Hit it. Proceed right, back past the lasers, to where the bonus platform was.

#### NORMAL LEVEL

Go slightly forward when you drop down, or you will fall in a pit. Jump over the laser, and destroy the bouncy box. Shatter the UFO, and jump over another laser. Jump to the next platform when it is level, then jump between the lasers to get the crystal. Jump to the next platform only when the spikes are retracted. Go right and exit, maybe with a gem.

# TIME TRIAL

Destroy two boxes, then hit the clock. Now it is safe to get the mask. Spin through the 1 second box, then go right. Double-jump over the nitro, then jump over the robot. Spin through the UFO, then get the box with the mask. Navigate through the lasers, then go right. You can just make it past the platform before it turns. Double-jump over the armored spike, and onto the middle arrow. Slide out the robot, and go through the UFO. Bounce over the armor, and fall down. Slide, and use up a mask on the nitro to save several seconds. Go past the piston, then ignore the 1 second box. In the time it takes you to get it, you will miss your opportunity at the platform.

Ride the first platforms, then use the arrow to quickly go right. Take out the enemies as needed, and continue right. Use the super-spinner to go over the armored spike, then slide right. Again, use a mask on nitro, then go down. Go past the pistons, and continue right. Super-spin-jump right. Do that again while standing on TNT to get across the nitro. Use the spinner to go over the nitro, then continue right. Jump over each of the lasers. Carefully jump over the lasers, and to the platform when it is safe. Continue to the end.

7.4.6 Boss 4 Neo Cortex

The final boss fight. As always, you are after N. Cortex. I think it is an easy fight. Cortex just shoots a laser at you, and you need to dodge it. When he powers up his shot, you need to move to a gem, which he will destroy, partially killing him.

In the first stage, Cortex will shoot many laser pulses across the screen, at the bottom, from right to left. Just jump over it. Then it will go from left to right, at medium height. Duck under it, or high-jump over it. When he reaches the other side, he will track you, and charge the laser. The platforms at the top are now level, so stand on one of them. You will hear the laser charging. As soon as it turns red, MOVE. He will miss you, and instead destroy a gem. If you miss the gem, then he will restart this stage.

In the second stage, Cortex will shoot again from right to left. This time he will alternate between medium and low height. Jump over it when it reaches you. Repeat when he goes from left to right. When he is finished, stand in front of the second gem. He will destroy it.

In the third stage, Cortex's shots will alternate between low, medium, and very high. The easiest way around this problem is to stand at the far left side, and crouch. When he shoots very high just to the right, double-jump, and

super-spin. All of the shots will go under you, then he will start going back. When he is finished, yet again, go to the final gem. Stand in front of it, and Cortex will let loose, killing himself, or so it seems. Run to the power-up, and it will reveal itself to be Turbo Run. Hold the L BUTTON to run very quickly.

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8.00	Colored Gems	(_)	

#### BLUE GEM

The blue gem is found in Level 10, Ruined. To get to it, from the start of the level, go right, and slide the spiked lizard out. Go up, and right. Ride the elevators, then jump through the stack. Ride more elevators to the first checkpoint. Slide the supped-up super lizard out, and ride, guess-what, even more elevator platforms. Duck under the stack of nitro's. Go right, and get the mask. Ride more elevators, and get the ! box below. Jump up back onto the platform, or it will knock you off on the return trip. Hit the second checkpoint, and go right, and up. When you reach the stack of TNT and iron boxes, jump on the TNT, then back off. Body-slam the rest of the boxes, then slide the forked lizards. Jump up, then get the nitro!. If you aren't going for the blue gem, then go right, and onto the bonus platform.

Stand on the nitro !. Stand all of the way to the right, then slide, double-jump, super-spin left. You will land on a platform of three iron boxes. Repeat this and you will land on two steel boxes. Repeat again, and you will land on two more boxes. You can now see an arrow box all of the way to the left. Slide-jump to it, and bounce up to get the blue gem. Now go right, and up the platforms. Go right more, and onto the bonus platform.

# GREEN GEM

To get the green gem, follow the walkthrough at 7.3.3 Level 13 Sunken City. Basically, you need to go through the level until you reach a ! box. Once you hit it, you need to backtrack all of the way to the beginning of the level. Touch the TNT to open a path, then go in and grab the gem. Follow the rest of the level to the end.

# RED GEM

To get the red gem, follow the walkthrough at 7.4.1 Level 16 Star To Finish until you reach the nitro !. Drop down at the very left of the pit where the nitro ! box is. You will fall onto an arrow. Bounce with it to the arrow next to it, then follow the fruit right. Double-jump right, and land on a steel box. Time your jumps on the spinning platforms so you can get across safely. Go right more, and grab the red gem. Now go back to the pit that you fell into in order to get here.

#### YELLOW GEM

Follow the walkthrough at 7.4.5 Final Countdown until you reach a checkpoint next to a spinning platform. It is next to a double-stack of nitros, and the edge of a platform.

Stand at the very left edge of the platform, and you can see a platform

spinning near the top of the screen. As soon as it turns red, jump over the checkpoint, and onto the spinner. Push left for the entire time you are in the air, and you will land on the platform when it is green. Quickly jump to the box to the right. From there, jump to an arrow. When you are on the arrow, hold jump to go as high as possible, and double-jump super-spin left. From that platform, slide-jump left, and you will get the yellow gem. Now go right, on the ground, until you reach the arrows. Stand next to the checkpoint, but don't get it yet.

		= _/	
9.00	Extras	(_)	

7.5 Secret Level

Once you beat the game with 100%, and defeat Cortex again, all of the bosses on the space station will fuse into one monster. After that, a new level will begin. It is called Mega-mix. You will be chased by a giant monster made of parts of all of the bosses on the station. If you can make it to the end, you will get a gem, and complete the game with 101%.

Crash's Gameboy

If you are still for a while Crash will pull out his Gameboy. He will play it for a few seconds, then put it away.

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10.00	Copyright	(_)	
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 11.00 	//
ntropydude-	For added user times and some stragtegies that I may try out.
Crocomire-	For giving me his best times for all of the levels, and thus making my guide feel complete.
Philiwily90-	For his insightful question, number 11 in the FAQ (code 4.00) Also, question number 13.

Sandscorpion- For his question, number 12 in the FAQ.
Josher1212- For giving me a lot of good reader times, a lot of them better
than mine.
JARED LYNCH- For correcting my misnaming of Snow Joe as Snow Job, as well as
JAREDD104(at) helping me improve the wording of a part of Level 16, and telling
msn.com me to put TNT in the tip about detonating nitro from a safe
distance.
-= EOF (End Of FAQ) =-

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