

# Crash Bandicoot: The Wrath of Cortex Gem/Time Trial Guide

by josher1212

Updated to v1.44 on Dec 11, 2004

This walkthrough was originally written for Crash Bandicoot: The Wrath of Cortex on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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CRASH BANDICOOT 4: THE WRATH OF CORTEX (GCN)

GEM, BOSS, AND PLATINUM RELIC GUIDE

(C) 2004 josher\_1212@sbcglobal.net

v1.44

12/11/2004

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II. LEGAL JUNK  
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Plain and simple.

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Boxes: 147

Rating: 3/10

Fairly easy level. After all, it's the first one!

Most of the 147 boxes are in plain sight. There are a few tricky ones near the end, where the bonus level is.

Checkpoints: 1st - 9/147  
2nd - 40/147  
3rd - 61/147  
Bonus- 74/147

Death Route

Rating: 5/10

Reward: Blue Gem

### TIME TRIALS

Sapphire 1:15.00

Rating: 2/10

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

Gold 45.00 (-30.00 Sapphire)

Rating: 7/10

You really have to haul bandicoot to make this time. Spin and jump as little as possible except on the ice, where spinning will cut your time. By the time you first get to the skiers, around 13.45 is a good time.

Platinum 37.00 (-8.00 Gold)

Rating: 8/10

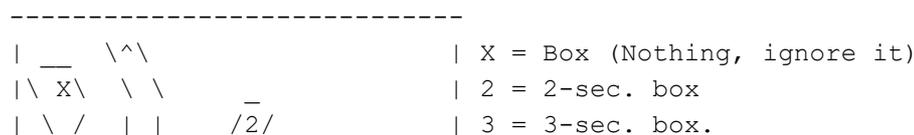
If you struggled with the Gold, this takes a lot of patience. If you got 40.50 or less on your Gold run, this is something to try.

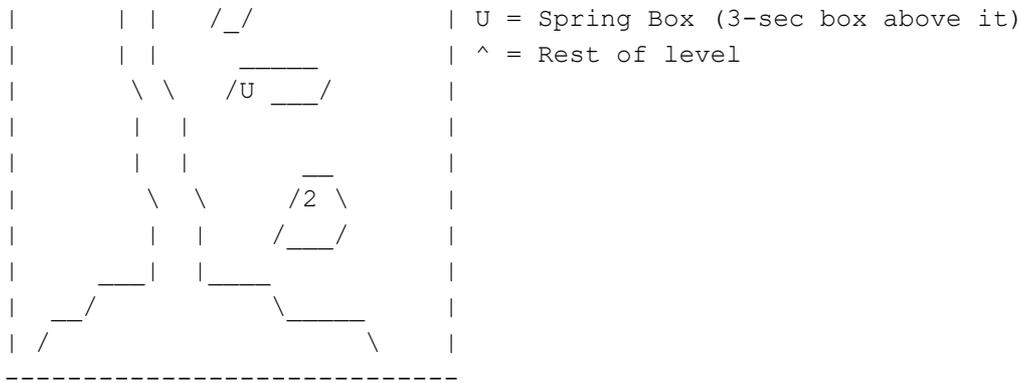
My Time 34.08 (-2.92 Platinum)

First, run up to the set of boxes after the first five Wumpa fruits, then turn around and shoot the clock. You won't be able to see it, so you'll have to listen for the lock-on "beep", then shoot. Try to get the feel for how long it takes for the shot to hit the clock, and spin the boxes at the exact moment when the shot hits the clock. You should have no more than 0.10 on the clock. You can get it down to as low as 0.01 of a second! Anyway, just run and spin all the time boxes. Don't jump or spin unless you have to; otherwise, you lose time.

Once you break the time box in front of the ice, you should have about 6.80 on the clock. Run across the ice. When you get to the point with the 2-sec. box, the jumping fish, and the TNT box, jump across the gap, spinning the 2-sec. box without setting off the TNT. You should now be at the point where the skiers are. About 12.90 would be a good time here. Dodge the skiers (only spin if a collision is imminent), spin the time boxes, and enter the tunnel. About 17.80 would be great here. There are a few gaps you'll need to jump, not to mention some penguins, some TNT, and a few time boxes. Once you get to the first time box on the other side of the tunnel, about 27.50 would be great.

Now, this lake section will make or break your time. Here is a diagram of the lake:





First, jump to the first 2-sec. box. Off the 2-sec. box, double-jump and spin the 3-sec. box. Now jump to the other 2-sec. box, spin it, and move on. It is very easy to miss the 3-sec. box off the double-jump, and just as easy to fall into the water. If you dawdle too long here, it is going to cost you a lot of time. Now, run up until the final ice section. The last time box is just past the very short tunnel. When you break it, about 32.10 is great. From here, just run across the ice, toward the exit. I told you to slide across the ice before; don't do it anymore. Running across the ice will give you a faster time.

#### MY RESULTS

First Ice Patch:	6.83
Ski Section:	12.93
Enter Long Tunnel:	17.78
Exit Long Tunnel:	27.76
Last Time Box:	32.16
-----	
Overall Time:	35.53

#### Level 2: Tornado Alley

Boxes: 15

Rating: 3/10

Just destroy all the balloons. This is a very easy gem.

#### TIME TRIALS

Sapphire 2:00.00

Rating: 2/10

This is plenty of time. If you can't get this, I don't know what to tell you.

Gold 1:20.00 (-40.00 Sapphire)

Rating: 5/10

This is also very easy. Don't forget there are time boxes in these levels, unlike in Crash: Warped!

Platinum 1:00.00 (-20.00 Gold)

Rating: 6.5/10

This is the easiest platinum to me. I got it on the first try, believe it or not! There is no real pattern, just hit time boxes when you can and take out the machines quickly. My first attempt was 59.90. No restarts or anything!

My Time 41.18 (-18.82 Platinum)

The pattern I used to get this time was flying into the clock and shooting the machine directly in front of you (obviously.) From here, turn around and shoot the one right behind you, then shoot the others in a clockwise

order. Shoot down all the time boxes. Try to hit the box instead of the balloon, especially the one by the last machine, because you might not get all of the box's effect. You might not even get any of it at all!

Low Reader Time 39.51 (-20.49 Platinum)

Achieved by: Joe Palmer

Level 3: Bamboozled

Traveller's Tales did a lot better job than Vicarious Visions did with their GBA Atlasphere levels, although time trial is just as frustrating.

Boxes: 125

Rating: 3/10

There's no time limit, so take your time. Be thorough and this should come no sweat.

Checkpoints: 1st - 24/125

2nd - 91/125

TIME TRIALS

Sapphire 1:15.00

Rating: 4/10

Get used to the speed of the Atlasphere time trials with this relic. It's the last easy one you'll get in this level style.

Gold 35.00 (-40.00 Sapphire)

Rating: 7/10

OK, there are a couple of secrets you need to find to get this relic. First of all, you need to be able to jump off of the half-pipes and onto the lower sections of the course to save some time. Second, you need to learn to conserve momentum, even if you need to take a wider turn.

Platinum 25.00 (-10.00 Gold)

Rating: 9/10

This is a very frustrating challenge, and there's a shortcut at the end that's critical to take. At the point where you would ordinarily make a U-Turn to get on an elevator near the end of the level, turn the other direction, towards the screen. There are four Nitros guarding the entrance I'm talking about. There are tons of time boxes down there, and the route itself is shorter.

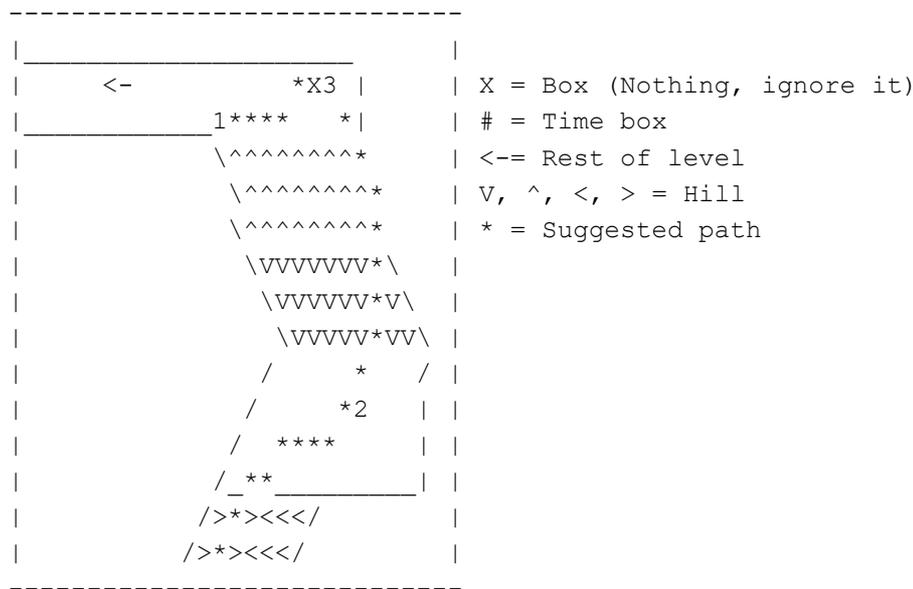
My Time 13.05 (-11.95 Platinum)

This is nearly impossible to get and takes a great deal of luck. Here's what I did.

The timing you get with the first elevator is going to determine your time, and there is no way to get it right every time because it has no guaranteed "start" position every time you restart. The suggested split times assume you got near-perfect timing. Here goes!

At the top of the first elevator, about 1.00 to 1.20 is what we're looking for. When you go into the first half-pipe, head up the near half so your momentum can carry you into the time box on the inside corner of the first turn. Right after that, it will begin to curve the other way. Completely ignore the turn. In fact, TURN THE OTHER WAY, and jump off the half-pipe. The target of your jump is the lower half-pipe. Try to land on top of the 3-sec. time box down there. About 5.80 is great here. Now, follow the half-pipe, breaking all the boxes until it ends. This next part is a bit

tricky. Here's another diagram for you.



The tricky part is getting all the time boxes, conserving your momentum, AND not going out of bounds, all at the same time. What I do is slam into the 2-box while making the turn, then keeping to the right side of the hill, VERY close to the edge. Once I have made it about halfway down the hill, I turn about 45 degrees to the left, bouncing off the wall as I hit the 3-box. That way, I don't lose so much momentum. Then I get the 1-box and continue as before. Anyway, when you get the first box, about 8.80 is good, and the second, 3-box, about 10.30 is good.

Here, the track should turn towards the screen. You will reach a junction. Go left. Carefully hit the 3-box next to the Nitros. Head down the hill, breaking a 1-box on the way down. Once you do, slow down, so you won't go over the edge in the process of breaking the four 3-boxes. Hit the 1-box on the side of the hill opposite the Nitros. Now, shortly, you will see another elevator on the right side. Take that up and you find two 3-boxes and two 1-boxes to break.

At this point, if you have more than the target time, restart. The clock is frozen for the entire last half of the level after this point. The only parts that can make or break your race from here are the second jump and the shortcut.

Right after the jump, there is a hill. If you just go straight at it from the jump, you will not make it. You will roll back down the hill and lose a LOT of time. There is, however, another hill a little ways back from there, sloping down. So what we want to do is after we jump, push the Control Stick upward, in the opposite direction. That way, we catch the hill and get enough momentum to make it over the hill without losing too much speed. Right after this, make sure you stay on the far side, because two time boxes are over there. Follow the rest of the half-pipe. When you exit, break all the time boxes and try to stay to the left side. There is a 2-box that's very easy to miss. From here, dodge the Nitros and head toward the screen. Stay as high as you can on the slope without falling off. Once you get to the other side, there are two 3-boxes stacked in the near-left corner. If you don't get them right away, the clock will unfreeze. I had this happen to me once, and I'd have a new record if I didn't. Still, I got a very respectable time of 13.56.

MY RESULTS

Top Elev. 1: 1.05

End Jump 1: 5.80  
Begin Hill: 8.80  
End Hill: 10.40  
Left Junction: 12.81  
-----

Overall Time: 13.56

Low Reader Time 12.76 (-12.24 Platinum)

Achieved By: Joe Palmer

#### Level 4: Wizards and Lizards

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

Boxes: 129

Rating: 3/10

The gem is pretty easy because the dragon breaks the boxes for you. But you don't get the rewards inside. Unlike in Crash 1, the boxes the dragon breaks... they count towards being broken for your 129-box quota!

Checkpoints: 1st - 12/129

Bonus- 13/129

2nd - 45/129

3rd - 66/129

4th - 81/129

NOTE: On PS2 version of the game, you can hit SELECT when you get the clock and you get an automatic platinum. There is NOT an equivalent of this on the GCN version.

#### Death Route

Rating: 6/10

Reward: Green Gem

#### TIME TRIALS

Sapphire 1:15.00

Rating: 2/10

This is not hard to get at all. Just don't dawdle over any one time box.

Gold 45.00 (-30.00 Sapphire)

Rating: 5.5/10

This is a gold relic of average difficulty. Make sure you don't miss any of the boxes during the dragon chase.

Platinum 35.00 (-10.00 Gold)

Rating: 8/10

This is pretty tough. You don't need to shoot the clock, it'll only save you a half second at most. Do not stop moving. If you need to take out an enemy wearing a shield, slide into it.

My Time 30.95 (-4.15 Platinum)

For once, DON'T shoot the clock. Just run into it and immediately jump up and spin the two boxes. You should have only 0.40 on the clock here. Turn right and spin or dodge the first bat. Slide into all the shield-bearers and spin all the time boxes. If the second enemy you slide hits the time box that was the first checkpoint, you should have around 2.60 or so on the clock. Otherwise, add about a half-second. It won't make

much difference whether you spin it or the enemy hits it.

In the dragon chase sections, if you miss a box, restart. These sections are very simple. The boxes are easy to get. It's just memorizing where everything is. At the end of the first section, you should have about 9.20 on the clock. At the end of the second, 17.80 is good. At the end of the third, and last, section, around 26.40 is good to have. From there, just boogie through the rest of the level, getting all the time boxes. When you reach a stack of 3 boxes with a 2-box on the bottom and a Nitro on the top, slide into the 2-box and you won't get hurt. Unfortunately, the clock will be frozen at the end of this level.

#### MY RESULTS

Start 1st dragon:	2.60
Start 2nd dragon:	9.28
Start 3rd dragon:	17.78
End dragon chase:	26.26
-----	
Overall Time:	32.43

#### Level 5: Compactor Reactor

Boxes: 150

Rating: 5/10

The mine cart section will give you fits. Otherwise, it's easy.

Checkpoints: 1st	- 39/150
	Bonus- 53/150
	2nd - 87/150

#### Gold Gem Route

Rating: 9/10

You thought the mining cart section on the regular level gave you fits? Then get a load of this! All you can do here is memorize the pattern and hope your reflexes are quick enough.

#### TIME TRIALS

Sapphire 1:45.00

Rating: 3/10

This is not hard. You don't even need to take any of the alternate routes.

Gold 1:05.00 (-40.00 Sapphire)

Rating: 5/10

This is not very hard either. If you have trouble, take the alternate route(s) and grab the time boxes. They are quite hard, though.

Platinum 58.00 (-8.00 Gold)

Rating: 8/10

This is tough. You should come into the time trial with an Aku or two in case something gets you in the factory section of the level, because odds are that it will.

My Time 44.30 (-13.70 Platinum)

The mine-cart section is the hardest part of the level. Hold Up on the Control Stick the entire time, and take the alternate routes both times. They have more time boxes. If you have a perfect run on the mine cart, you will wind up with a time just over 9.90. From there, you can pretty much ignore most of the machinery and focus on dodging the plutonium the scientists throw at you, the TNT and other obstacles, and breaking all

the time boxes. Once the camera changes from a front view to a side view, about 26.50 is good. Once you get past the first set of lasers on the conveyor belt, you should shortly see an Aku box and two 3-boxes. Do not jump on them; instead spin them both from the platform on the right. It saves a little bit of time.

#### MY RESULTS

End-Cart: 10.33  
Chg View: 26.38

-----  
Overall Time: 44.30

#### BOSS 1: RUMBLE IN THE ROKS

Rating: 4/10

Hit Points: 3

Crunch uses Rok-Ko's power to form an Atlasphere for himself. Don't hit him or you will take a lot of damage. What you want to do is touch all the small balls and turn them blue. When they are all blue, he takes damage. After you beat him, you get the Sneak Shoes. In bonus levels, you can sneak along suspended Nitro boxes by using the Z button and moving.

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IV. WARP ROOM 2: WATER  
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#### Level 6: Jungle Rumble

Boxes: 150

Rating: 2.5/10

This isn't very hard. The last half of the level is much like the chase in the fourth level. The rhinos break the boxes for you.

Checkpoints: 1st - 23/150  
                  2nd - 47/150  
                  Bonus- 47/150  
                  3rd -107/150

#### TIME TRIALS

Sapphire 2:00.00

Rating: 1.5/10

Another easy relic. I never got it.

Gold 1:20.00 (-40.00 Sapphire)

Rating: 4.5/10

Go invincible when possible, don't waste time on any one time box, and run the whole way. This is not hard.

Platinum 1:12.00 (-8.00 Gold)

Rating: 5/10

Guess what? The platinum is EASY! I nearly got it on the first try (missed it by only 1.40, what a drag!)

My Time 1:05.16 (-6.84 Platinum)

The major checkpoint is the jeep, because the time you have when you get in the jeep will determine your overall time. The speed of the jeep is constant, and afterwards, there is no real level left. This level just takes lots of practice. One thing that will help, however: When you get the time box on the river, the one right next to the TNT, you will see some TNT and Nitro guarding some time boxes. Quickly shoot one of the TNTs

or Nitros and all the time boxes back there will break. The following is not one of my better results.

#### MY RESULTS

Jeep: 23.86

-----  
Overall Time: 1:08.31

#### Level 7: Sea Shell Shenanigans

Boxes: 99

Rating: 2/10

Easy gem to get. Take it slow and be thorough.

Checkpoints: 1st - 8/ 99  
2nd - 25/ 99  
Sub - 35/ 99  
3rd - 50/ 99

#### TIME TRIALS

Sapphire 1:23.60

Rating: 4/10

This is of moderate difficulty. It shouldn't give you a lot of trouble.

Gold 1:07.91 (-15.69 Sapphire)

Rating: 6/10

This is a bit harder and will probably take a few tries. If you see any skull-mark bombs, stay low. Go on through; don't wait for them to fall.

Platinum 52.38 (-15.53 Gold)

Rating: 8/10

This is very hard. Do not wait for anything. Keep moving and don't miss very many time boxes.

My Time 44.95 (-7.43 Platinum)

Try to bring two Akus with you, it will make the level a lot easier. The secret to this level is memorizing the locations of the time boxes, especially before you get the submarine, as Crash is very hard to control underwater. As with the previous level, the submarine is a major checkpoint. Once you are in the submarine, shoot torpedoes constantly, only using your depth charges to hit boxes and Nitros on the sea floor.

Low Reader Time 44.46 (-7.92 Platinum)

Achieved By: Joe Palmer

#### Level 8: Banzai Bonsai

Boxes: 154

Rating: 5/10

This is pretty hard. For one thing, you control Coco, so you can't use any of Crash's abilities. Furthermore, you can't slide.

Checkpoints: 1st - 10/154  
2nd - 28/154  
3rd - 43/154  
Bonus- 50/154  
4th - 84/154

## Red Gem Path

Rating: 10/10

I think this is the 2nd hardest gem path in the game. It's been pumped full of nitro and enemies. You do get a double reward at the end: a gem and the "Super Body Slam", an ability for Crash.

## TIME TRIALS

Sapphire 1:30.00

Rating: 5/10

For some reason I find this level very hard to do in time trial. Many players find it easy, but I don't.

Gold 1:00.00 (-30.00 Sapphire)

Rating: 8/10

This took me forever to get. Explore the level to find out where all the time boxes are.

Platinum 45.00 (-15.00 Gold)

Rating: 10/10

Very hard, I've played this dozens of times and I keep screwing up my run somewhere. Oddly enough, it's not always in the same place!

My Time 43.85 (-1.15 Platinum)

Time trial on this level plays really fast. You have to memorize the level completely. Bringing extra Akus helps a little bit. The first part of the level consists of rapid jumps off of narrow platforms and time boxes. Most players will miss the time box hidden in the first large stack of boxes on the right, which comes about a second and a half into the level. Make sure to get that. By the time you reach the mini-maze, about 5.50 on the clock is good. Make your way through the maze, getting the time boxes very quickly. Once you exit the maze, around 16.70 is good.

After you exit, move a little towards the screen, in case the fish in the water jump out at you. If you stay to the outside, they will miss you. From there, try to get the 1-box and 3-box above the Spring box WITHOUT triggering the appearance of the ninja. When going to the rotating platform, the fish can cause a problem. Break the 1-boxes here and move on. Once you reach the 3-box above the steel Spring box, surrounded by Nitro, about 22.70 is great. From there, the path is fairly easy. One final tip. Once you reach the 2-box on top of the TNT near the end of the level, make sure you have an Aku left. Go down into the gap where the Nitro and time boxes are. You will take a hit here from the Nitro, but you'll get the time boxes down there much faster. Spin the TNT while your invincibility lasts--there is another 2-box down there.

All in all, this is a simple layout, and very easy to see the strategy here, but it's one of the hardest levels in the game to get a platinum on. Here are the places that players tend to screw up:

- 1) Missing a jump before the maze.
- 2) Getting hit by a fish just after the maze.
- 3) Getting hit by one of the men attending the gongs.
- 4) Missing a jump or getting hit by fire in the last third of the level.

## MY RESULTS

Start Maze: 5.21

End Maze: 17.38

Nitro 3-box: 22.38

-----

Overall Time: 47.85

### Level 9: That Sinking Feeling

Boxes: 12

Rating: 1/10

To be honest, I think this is the most fun level in the game.

Shoot all the boxes and conserve the health boxes, using them only when you need to do so or you're about to win.

#### TIME TRIALS

Sapphire 3:30.00

Rating: 2/10

To be honest, I think this is WAY too much time.

Gold 2:20.00 (-1:10.00 Sapphire)

Rating: 4/10

I still think this is WAY too much time.

Platinum 1:15.00 (-1:05.00 Gold)

Rating: 7/10

This is more like it. Make sure you hit the time boxes and when you release your shot, begin charging the next immediately.

My Time 58.41 (-16.59 Platinum)

Anything under 1:00.00 is very good here. You can get under the platinum time by a large margin. There isn't a pattern, just begin charging your next shot immediately after you fire, and be sure to hit the time boxes in the center of the level. Other than that, practice.

Low Reader Time 54.63 (-20.37 Platinum)

### Level 10: H2 Oh No

Boxes: 165

Rating: 4/10

Geez, I hate this level. There's a underwater section that's pretty hard, and afterward, you emerge in a factory section full of electrified water. Aku will save you if you have him and you fall in.

Checkpoints: 1st - 16/165

2nd - 38/165

3rd - 54/165

4th - 74/165

Bonus- 90/165

#### TIME TRIALS

Sapphire 1:35.00

Rating: 3.5/10

This level has a lot of places you can screw up, so come with extra Akus.

Gold 1:00.00 (-35.00 Sapphire)

Rating: 7/10

This is not easy at all. The underwater section is very hard, and nine times out of ten, you will take a hit somewhere.

Platinum 50.00 (-10.00 Gold)  
Rating: 9.5/10

My Time 47.36 (-2.64 Platinum)  
Took me enough time...

#### MY RESULTS

End Submarine: 20.86  
2nd Camera Change: 50.20  
-----  
Overall Time: 53.50

#### BOSS 2: DRAIN DAMAGE

Rating: 10/10

Arguably the hardest boss in the game. He has 3 attacks:

Low water blast (jump over it)

High water blast (duck under it)

Water Bubbles (don't jump into them, they appear between platforms)

You have to hit him four times. Thing is, you have to start over if you're hit. No Aku either! Here's his attack pattern:

1st hit: Low Water Blast

2nd hit: Low Water Blast

High Water Blast

3rd hit: Low Water Blast

High Water Blast

Water Bubbles

4th hit: Low Water Blast

Water Bubbles

High Water Blast

Water Bubbles

-----  
V. WARP ROOM 3: FIRE  
-----

#### Level 11: The Gauntlet

Boxes: 146

Rating: 5/10

There are a few tricky boxes here, namely near the end. The death route is hard as heck, but you get the purple gem at the end.

Checkpoints: Bonus- 45/165

1st - 83/165

2nd - 92/165

#### TIME TRIALS

Sapphire 1:30.00

Rating: 3/10

This can be tricky because of all the mechanical junk at the end that screws you over if you're not careful. At this point, you can afford to take a little extra time.

Gold 50.00 (-40.00 Sapphire)

Rating: 6.5/10

Quite hard. You can't afford too many errors. Running shoes are necessary.

Platinum 40.00 (-10.00 Gold)

Rating: 8.5/10

The time has dropped down another 10 seconds. You really need to book it now. Do not get hung up on any obstacles.

My Time 19.48 (-20.56 Platinum)

Mike P. turned in a very good time for this level. Too bad for him I crushed it! And here's how I did it.

This level isn't too hard once you memorize it. Just run straight through until you reach the first staircase. About 4.80 is good here. Now, double-jump the stairs. It should only take you two double-jumps to make it to the top. Just run through this next section. If the platforms haven't extended yet, don't worry--just super tornado spin to the lower-right corner. There are lots of time boxes. Don't bounce around too much on the two steel Spring boxes, it wastes time. When you get to the large column of boxes just afterward, spin the two lowest ones, and that will set off the TNT counter to break the other two. While that's going on, head behind the TNT and break all the time boxes back there. At the end, jump down to a time box that was previously a checkpoint. 14.00 is good to have here.

Dodge all the machinery here. After the two sets of spinning blades, you will find two 3-boxes on top of a row of Nitros. Quickly shoot the Nitro and you get the time boxes. From here, super tornado spin the approaching Aku (you'll make it across the gap) and up the stairs. At the bottom of the staircase, about 17.20 will suffice. After this, just run and break the time boxes. At the last section, make sure to break the high-valued time boxes on top of the higher platform and hope that the crushing device is in the "up" position. The exit will be just ahead.

#### MY RESULTS

Stair 1: 4.53

Checkpoint: 13.56

Stair 2: 16.80

-----

Overall Time: 28.01

This section showed you to get a time of around 28.00. In the future, I will write a strategy on how to get 22.00. To get my 19.48, I got extremely lucky, and I will probably never beat this time. With a run like that, I could do it in double that time and still get platinum.

Low Reader Time 33.70 (-6.30 Platinum)

Achieved By: Mike P.

Level 12: Tsunami

Boxes: 101

Rating Reward Gem: 4/10

Rating Hidden Gem: 10/10

The regular gem is not hard at all because the tsunami destroys any boxes you miss on that side of the level. The gem on the blue gem route is the hardest gem in the game. It took me about 50 attempts to get everything right. It's filled with jumps you can barely make.

Checkpoints: 1st - 17/101

Bonus- 21/101

TIME TRIALS

Sapphire 1:30.00

Rating: 1/10

Good Lord, this is easy.

Gold 45.00 (-45.00 Sapphire)

Rating: 4/10

They cut the time in half, but this isn't very hard at all. Just book it through the water section and don't miss too many time boxes.

Platinum 40.00 (-5.00 Gold)

Rating: 6/10

If you got Gold this isn't a lot harder. Just use the same strategy. This one is fairly easy and I got it on my second try.

My Time 34.76 (-5.24 Platinum)

This is pretty good.

Level 13: Smokey and the Bandicoot

Boxes: 34

Rating Reward Gem: 3.5/10

This is an easy gem. Just take it slow, like the motorcycle levels in Crash 3 and you should get it.

TIME TRIALS

Sapphire 1:20.00

Rating: 2/10

Guess who got platinum on the first try AGAIN?!

Gold 1:10.00 (-10.00 Sapphire)

Rating: 4.5/10

Platinum 1:00.00 (-10.00 Gold)

Rating: 5.5/10

My Time 49.48 (-10.51 Platinum)

Low Reader Time 48.40 (-11.60 Platinum)

Achieved By: Joe Palmer

Level 14: Eskimo Roll

Boxes: 82

Rating: 5/10

There are two tricky boxes. One is a free life on top of a hill about halfway through, and the other is another life near the end, on the smallest moving platform.

Checkpoints: 1st - 15/ 82

2nd - 43/ 82

3rd - 57/ 82

TIME TRIALS

Sapphire 1:25.00

Rating: 4/10

I do NOT like the AtlaspHERE levels because you can screw up too easily. This one took me a while.

Gold 45.00 (-30.00 Sapphire)

Rating: 7.5/10

This is pretty tough because you can't dawdle on the moving platforms. The trick is memorizing the locations of the time boxes.

Platinum 34.00 (-11.00 Gold)

Rating: 9.5/10

My Time 33.31 (-0.69 Platinum)

Finally a platinum relic!

Low Reader Time 28.35 (-5.65 Platinum)

Achieved By: Joe Palmer

Level 15: Fahrenheit Frenzy

Boxes: 147

Rating: 7/10

This is very hard because some of the boxes are right in the middle of Nitros.

Checkpoints: 1st - 9/147

2nd - 21/147

3rd - 48/147

Bonus- 56/147

4th -104/147

TIME TRIALS

Sapphire 2:00.00

Rating: 2.5/10

This is not very hard. Take it slow around the beginning with the Crash Copter.

Gold 1:20.00 (-40.00 Sapphire)

Rating: 6/10

Quite a bit of time to make up here. The copter is the toughest part of the level.

Platinum 1:10.00 (-10.00 Gold)

Rating: 8/10

If you're flawless in the copter, this isn't a lot of trouble. The tricky part is grabbing the 2 sec. time box just behind one of the green beams. If it hits you, you die.

My Time 55.30 (-14.70 Platinum)

I went back in and improved a lot. This won't be easy to beat.

BOSS 3: CRASHES TO ASHES

Rating: 9/10

This is quite hard. Powered by Py-Ro, Crunch chases after you, throwing magma balls. Dodge them until you get to the mech. Get in it and turn around. Hit Crunch with the ice blast (B button) before he makes it all the way back. On the third trip, watch out for balls that split in two directions. You get the Super Tornado Spin for winning. It lengthens your Spin and lets you glide over long gaps by pressing the B button repeatedly.

-----  
VI. WARP ROOM 4: WIND  
-----

Level 16: Avalanche

Boxes: 113

Rating 1st Gem: 5/10

Rating 2nd Gem: 8/10

This is a Coco level.

The first gem can be tough, especially near the end. To get the second gem, you have to pass through all 22 gates. If you do, the gem appears at the end of the level.

Checkpoints: Bonus- 16/113

1st - 17/113

2nd - 60/113

3rd - 67/113

TIME TRIALS

Rating: 3/10

Sapphire 1:35.00

Fairly easy relic. Hold down the R button the whole time.

Gold 1:05.00 (-30.00 Sapphire)

Rating: 6.5/10

Don't be so lax about missing time boxes now. You need to shave a lot of seconds this time around.

Platinum 50.33 (-14.67 Gold)

Rating: 9/10

This is pretty hard. You have to floor it the whole time and don't miss any time boxes.

My Time 49.91 (-0.42 Platinum)

This was my platinum relic time and it wasn't a picnic.

Low Reader Time 49.76 (-0.57 Platinum)

Achieved By: Mike P.

Just a little more hustle...

Level 17: Droid Void

Boxes: 169

Rating 1st gem: 6/10

Rating 2nd Gem: 7/10

This is a pretty tough level because you have to use the mech in the last two thirds of it. If you have the purple gem, you can take the purple gem route. It is full of Nitros and hazards.

Checkpoints: 1st - 10/169

Bonus- 21/169

2nd - 42/169

3rd - 75/169

4th -110/169

TIME TRIALS

Sapphire 2:00.00

Rating: 5.5/10

This is by far the hardest sapphire in the game. It took me a few tries to get. On the bars, don't go for the two 2 sec. boxes on the left, you lose time getting them. On the electric bars, the trick at the end is to jump right before the bottom becomes electrified. In the mech, don't waste time shooting the Nitros that you have to.

Gold 1:25.00 (-35.00 Sapphire)

Rating: 9/10

For only a gold relic, this is HARD.

Platinum 1:15.00 (-10.00 Gold)

Rating: 10/10

My Time 1:12.15 (-2.85 Platinum)

Low Reader Time: 1:13.93 (-1.07 Platinum)

Achieved By: Mike P.

Level 18: Crashteroids

Boxes: 14

Rating: 4/10

"Crashteroids"...another nice pun from the creators of Crash Bandicoot... Easy, just take out the stations in the process. If you don't shoot one for an extended period of time, you automatically die and you have to start over.

TIME TRIALS

Sapphire 1:54.36

Rating: 4/10

There's no pattern for shooting these, just shoot as many of the time boxes as you can and take out the three bases quickly.

Gold 1:22.83 (-31.53 Sapphire)

Rating: 8/10

Hard. But the same idea as before.

Platinum 1:16.65 (-6.18 Gold)

Rating: 9.5/10

Even harder.

My Time 1:09.76 (-6.89 Platinum)

The only way to get this is to take out the three satellites surrounding each base, then start on another base so you aren't stunned for flying too close when you go back and shoot down the first base. It doesn't look like it, but it will save you a bit of time.

Low Reader Time: 1:01.60 (-15.05 Platinum)

Achieved By: Joe Palmer

Level 19: Coral Canyon

Boxes: 85

Rating: 4.5/10

Take it slow and watch out for the bombs. You'll make it.

Checkpoints: 1st - 31/ 89

2nd - 49/ 89

3rd - 67/ 89

4th - 72/ 89

## TIME TRIALS

Sapphire 1:14.17

Rating: 4/10

This is by far the hardest water level. You've got to memorize this level to the point where you can write/sketch it all out.

Gold 56.37 (-17.80 Sapphire)

Rating: 7.5/10

Platinum 48.58 (-7.79 Gold)

Rating: 9/10

My Time 53.81 (+5.26 Platinum)

Good Lord this is a hard level...

Level 20: Weathering Heights

Boxes: 140

Rating: 5.5/10

The music for this level is awesome. I love it. The level is fairly hard, but if you take it slow and have plenty of lives, you should get this. If you're challenging my times, let me warn you--I'm awesome at this level.

Checkpoints: 1st - 33/140

Bonus- 40/140

2nd - 96/140

## TIME TRIALS

Sapphire 1:37.34

Rating: 2/10

This is a lot of time. You should be able to make this without a problem.

Gold 1:01.65 (-35.69 Sapphire)

Rating: 6.5/10

Now we're getting into the hard stuff. Come into the level with 2 Aku masks and you'll be able to go invincible often enough to do well. On the monkey bar section, if there are steel boxes below, fall and run across them, and jump back up. It saves time. Also, if you missed the timing of a propellor, try to slide through it. You will succeed often.

Platinum 54.08 (-7.57 Gold)

Rating: 8/10

Just use the same strategy as above.

My Time 29.83 (-24.25 Platinum)

The only way you're going to come even close to this time is by exploiting the following glitch in the game:

When you are on the bars, normally you move very slowly. Well, take an extra Aku into this level, and get hit by the enemy on the side-scrolling section of the bars, and drop down from the bars. You will run along an invisible floor which is supposed to be where you die. As long as you're flashing, you can run across this "floor". Your temporary invincibility will last long enough for you to run across the gap to the solid platform with the next few time boxes on it! This easily will save you 5 or more seconds! You can also do the same thing on Droid Void, but you'll run into trouble trying to get back up to the bars. Save it for the end of the section.

## BOSS 4: ATMOSPHERIC PRESSURE

Rating: 10/10

Very tough fight. If you lose, he regenerates all his health. Crunch, powered by the wind elemental (golly, I forgot her name), shoots a lot of crap at you. He's got several different attacks. First, he throws an energy ball at you. It's easy to dodge, just fly to the other corner of the screen. If you do get hit, you'll lose a little HP, about 6. Second, he shoots a beam out of his right hand, and it takes off a lot of HP. Just move around the edges of the screen. His third attack is an electrical barrier that has one escape point. When he fires this attack, you'll see briefly where the point is. Head for it and you should be fine. If you get hit, it takes off HP in increments of 5. Exactly how much HP depends on how long you were in there. His last attack consists of several energy balls that are very hard to dodge due to great numbers. They take off 5 HP each. Now, how to beat him? Shoot him where his shots come from. If he uses his hand to attack, shoot that hand. Any other attack, he's vulnerable everywhere. You have to hit him over 200 times before you beat him. This is not as hard as Drain Damage but still hard. When you beat him, you get the Fruit Bazooka. (Hold down L to bring up the gun, then press B to fire.)

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## VII. WARP ROOM 5: FUTURE

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Level 21: Crash and Burn

Boxes: 138

Rating 1st Gem: 4/10

Rating Red Gem: 9.5/10

Be very careful in this level. If you fall to the lava, you die, even if you have invincibility. If you can make it to the cavern without dying, you can take a very hard death route for the red gem. The camera angle makes it tough to judge your XY, or ground, position when you have to super tornado spin. This is particularly evident during the part when you have to jump over lava between tiny platforms. To get the gem at the end, you either must shoot it (preferred) or execute a perfectly timed super tornado spin.

Checkpoints: 1st - 23/138

Bonus- 36/138

2nd - 81/138

3rd - 94/138

4th -101/138

### TIME TRIALS

Sapphire 1:45.00

Rating: 3/10

This is plenty of time. Super tornado spin over large gaps of lava, it'll save you lots of time.

Gold 1:25.00 (-20.00 Sapphire)

Rating: 6/10

This isn't too hard, just don't dawdle in the middle third of the level.

Platinum 1:15.00 (-10.00 Gold)

Rating: 8.5/10

Now it becomes hard. You definitely have to find a way to get across the lava without losing too much time.

My Time 1:10.66 (-3.84 Platinum)

## Level 22: Gold Rush

Boxes: 209

Rating: 7/10

Rating Gold Gem: 9/10

This is very tough to get the gem on due to the sheer number of boxes. Too many boxes in this level! This level is also super-long. Ignore the birds, they are invincible to everything except invincibility. If you can make it about halfway through the level, there is a death route leading to the gold gem. You're going to run into the same problems here as you did on the previous death route: awkward camera angle, nitro, and annoying enemies.

Checkpoints: 1st - 21/209

Bonus- 34/209

2nd - 81/209

3rd -110/209

4th -141/209

### TIME TRIALS

Sapphire 2:15.00

Rating: 5/10

The time trial is hard because the level is just plain too LONG!

Gold 1:45.00 (-30.00 Sapphire)

Rating: 8/10

Platinum 1:35.00 (-10.00 Gold)

Rating: 10/10

My Time 1:42.43 (+7.43 Platinum)

## Level 23: Medieval Madness

Boxes: 167

Rating: 6/10

Another Atlasphere level. Explore all junctions fully or odds are you'll miss some boxes. Time trial at the end can be quite frustrating. Memorize the final third of the level.

Checkpoints: 1st - 50/167

2nd - 76/167

3rd - 86/167

Maze -107/167

### TIME TRIALS

Sapphire 1:40.00

Rating: 4/10

As with Bamboozled, explore the level for time boxes before making a championship run. The path is quite straightforward up until the end.

Gold 1:20.00 (-20.00 Sapphire)

Rating: 6.5/10

Platinum 1:10.00 (-10.00 Gold)

Rating: 8.5/10

My Time 46.03 (-23.97 Platinum)

#### Level 24: Crate Balls of Fire

Boxes: 110

Rating: 8/10

Very funny title.

This is a very tough level to FINISH, let alone get the gem. After you get the mech, you're running away from a huge fireball. Book it and get to the end. If you miss any boxes, the fire will get them for you.

Checkpoints: 1st - 11/110

Bonus- 11/110

2nd - 71/110

3rd - 84/110

4th - 99/110

#### TIME TRIALS

Sapphire 2:20.00

Rating: 2.5/10

This is a lot of time, so it's fairly easy. Just hurry through the fire section as usual and break the time boxes yourself or they won't count.

Gold 1:50.00 (-30.00 Sapphire)

Rating: 8/10

This one is quite tough. On the side-scrolling mech areas, take your time when you eliminate the enemies.

Platinum 1:40.00 (-15.00 Gold)

Rating: 10/10

You can't take your time anymore. Just book it through most all sections and hope you have Akus--you'll need them.

My Time 1:35.91 (-4.09 Platinum)

#### Level 25: Cortex Vortex

Boxes: 155

Rating 1st Gem: 7/10

Rating 2nd Gem: 9.5/10

This level scares the living daylights out of me. It's quite hard, and supports another good music theme. The green gem route has a bridge of Nitro boxes, and you cannot use the Sneak Shoes. You have to shoot the Nitros and execute a perfectly timed super tornado spin. Only 2 checkpoints and no bonus level!

Checkpoints: 1st - 17/155

2nd - 33/155

#### TIME TRIALS

Sapphire 1:45.00

Rating: 3/10

A pretty easy relic if you can get through the level.

Don't get hung up in any one place for a long time, though.

Gold 1:05.00 (-40.00 Sapphire)

Rating: 8/10

There are 3 Aku crates stacked on top of one another, so you will go invincible every time. I will warn you that this takes a lot of practice to get,

so bring some refreshments.

Platinum 58.00 (-7.00 Gold)

Rating: 10/10

My Time 57.96 (-0.04 Platinum)

I finally got platinum here. Even if it was only by two frames...

BOSS 5: CRUNCH TIME

Rating: 10/10

This is a tough fight. Aku will be preoccupied with Cortex at this point, so if you get hit, you start the battle over. Here are Crunch's attacks:

1. Earth Elemental: A series of rocks falls on the field. If you run laps around the outside edge of the room, you won't get hit by \*this\* attack.
2. Water Elemental: Three ice balls bounce from one side of the room to the other.
3. Fire Elemental: One at a time, several of the vents become very hot.
4. Wind Elemental: Electric current flows between several pairs of pylons.

Here's his attack pattern and what you're supposed to do:

1st hit: Earth, shoot Crunch, spin Cortex.

2nd hit: Water, Earth, shoot Crunch, spin Cortex.

3rd hit: Fire, Earth, Water, Fire, shoot Crunch, spin Cortex.

4th hit: Wind, Earth, Water, Wind, Earth, Fire, Wind, shoot Crunch, spin Cortex.

Once you beat him, you get the Running Shoes, which let you run faster. Hold down the R button to use them. This item has time trial written all over it...

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VIII. SECRET WARP ROOM 6  
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To get here, stand on the platform by the LOAD/SAVE screen after you beat Cortex.

Level 26: Knight Time

Relics Needed: 5

Boxes: 115

Rating: 7/10

Another Coco level, it's basically a carbon copy of "The Gauntlet" (Level 11). The second gem is located near the end, on top of one of the hazards in the level that can crush you.

TIME TRIALS

Sapphire 1:20.00

Rating: 4/10

Only because it's a Coco level is it hard.

Gold 1:05.00 (-15.00 Sapphire)

Rating: 6.5/10

Not too bad, just don't stop running.

Platinum 50.11 (-14.89 Gold)

Rating: 8/10

This isn't what I would call "Hard", but it isn't easy either.

My Time 31.26 (-18.85 Platinum)

You gotta be pretty much flawless to get this.

Low Reader Time 34.76 (-15.35 Platinum)

Achieved By: Mike P.

Level 27: Ghost Town

Relics Needed: 10

Boxes: 65

Rating: 6/10

You have to take the three different routes, one each lap. Take the far right on the last lap. Do it any other lap and you'll never catch up. To get the 2nd gem or make your time trial count, you have to win the race.

TIME TRIALS

Sapphire 1:10.00

Rating: 2/10

Just win the race and get a couple of time boxes.

Gold 40.00 (-30.00 Sapphire)

Rating: 4/10

Easy, just get a few more boxes.

Platinum 30.00 (-10.00 Gold)

Rating: 5/10

Guess what?! The Platinum is EASY!

My Time 15.05 (-14.95 Platinum)

To get this, you'll need to break every box on the level.

Level 28: Ice Station Bandicoot

Relics Needed: 15

Boxes: 20

Rating 1st Gem: 5/10

Rating 2nd Gem: 3/10

These are an easy couple of gems. The first isn't very hard if you take your time, and the second is for winning the race. The time trial rule from the last level also applies here.

TIME TRIALS

Sapphire 1:08.00

Rating: 2.5/10

This is not hard at all. Just break some boxes and keep moving.

Gold 55.00 (-13.00 Sapphire)

Rating: 4.5/10

This is not hard. Just break more boxes than before.

Platinum 51.23 (-3.77 Gold)

Rating: 6.5/10

I won't repeat myself.

My Time 44.30 (-6.93 Platinum)

Level 29: Solar Bowler

Relics Needed: 20

Boxes: 86

Rating 1st gem: 3.5/10

Rating 2nd gem: 2.5/10

The final Atlasphere level is kind of fun and kind of frustrating at the same time. Examine the area carefully for the second gem.

TIME TRIALS

Sapphire 1:00.00

Rating: 3.5/10

Time trial here is fun to figure out. Take it easy for this relic.

Gold 40.00 (-20.00 Sapphire)

Rating: 7/10

Memorizing the turns at the start is the key to doing well. This isn't long.

Platinum 30.00 (-10.00 Gold)

Rating: 9/10

Not too bad for a 9 difficulty. I've only made three runs at it, so I should be able to do it.

My Time 14.41 (-15.59 Platinum)

NO ONE IS EVER GOING TO BEAT THIS TIME. EVER. When I do this level in-depth, I will explain how to get a time of around 17.00. I don't know for sure, but my 14.41 could be very close to, if not, an NTSC record.

Level 30: Force of Nature

Relics Required: 25

Boxes: 111

Rating 1st Gem: 9/10

Rating 2nd Gem: 2.5/10

The second gem is behind Nitros near the end. Take it slow on the first gem, because there are a lot of boxes and no checkpoints.

TIME TRIALS

Sapphire 1:15.00

Rating: 1.5/10

Just hold B down the entire time and don't miss a lot of boxes. There aren't any tricks to this level, just lots of practice.

Gold 50.00 (-25.00 Sapphire)

Rating: 8/10

Platinum 43.00 (-7.00 Gold)

Rating: 9.5/10

My Time 39.83 (-3.17 Platinum)

Low Reader Time 41.31 (-1.69 Platinum)

Achieved By: Mike P.

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## IX. TIME TRIAL TIPS

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### 1. Shoot the clock!

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

### 2. Go invincible if you can!

When you are invincible, you can blaze through a section of the level.

### 3. Come in with extra Akus!

If a level gives you trouble, come in with two extra Akus.

### 4. Go inside!

Cutting corners saves time. Do it when you can.

### 5. Don't double jump or super spin!

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

### 6. Videotape your runs!

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

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## X. BEST TIMES/WALL OF FAME

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

Level 1:	Arctic Antics	34.08
Level 2:	Tornado Alley	41.18
Level 3:	Bamboozled	13.05
Level 4:	Wizards & Lizards	30.95
Level 5:	Compactor Reactor	44.30
Level 6:	Jungle Rumble	1:05.16
Level 7:	Sea Shell Shenanigans	44.95
Level 8:	Banzai Bonsai	43.85
Level 9:	That Sinking Feeling	58.41
Level 10:	H2 Oh No	47.36
Level 11:	The Gauntlet	19.48
Level 12:	Tsunami	34.76
Level 13:	Smokey and the Bandicoot	49.48
Level 14:	Eskimo Roll	33.31
Level 15:	Fahrenheit Frenzy	55.30
Level 16:	Avalanche	49.91
Level 17:	Droid Void	1:12.15
Level 18:	Crashteroids	1:09.76
Level 19:	Coral Canyon	53.81
Level 20:	Weathering Heights	29.83

Level 21: Crash and Burn	1:10.66
Level 22: Gold Rush	1:42.43
Level 23: Medieval Madness	46.03
Level 24: Crate Balls of Fire	1:35.91
Level 25: Cortex Vortex	57.96
Level 26: Knight Time	31.26
Level 27: Ghost Town	15.05
Level 28: Ice Station Bandicoot	44.30
Level 29: Solar Bowler	14.41
Level 30: Force of Nature	39.83

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WALL OF FAME TIMES  
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I have read several other Crash Bandicoot FAQs and these are the best times I've found. If you have a better time than any of the listed times, e-mail me with the level name and the time.

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

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

Only 1 time per level per person is kept. If you send a better time for a level than the one you have on the Wall of Fame already, it will be replaced by the faster time. If two or more individuals have the same exact time on a level and it qualifies for the Wall of Fame, they will all be recognized.

Please note that on Level 4 (Wizards and Lizards) I will not accept times that used the time trial trick.

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NTSC WALL OF FAME  
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Level 1	1ST	34.08*	Josher_1212@sbcglobal.net
Arctic Antics	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	

Level 2	1ST	39.51	Joe Palmer
Tornado Alley	2ND	41.18*	Josher_1212@sbcglobal.net
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	

Level 3	1ST	12.76*	Joe Palmer
Bamboozled	2ND	13.05*	Josher_1212@sbcglobal.net
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	

Level 4	1ST	30.95*	Josher_1212@sbcglobal.net
Wizards and Lizards	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	

Level 5	1ST	44.30*	Josher_1212@sbcglobal.net
Compactor Reactor	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	

Level 6	1ST	1:05.16*	Josher_1212@sbcglobal.net
Jungle Rumble	2ND	1:08.20	Clyde Sherman III
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 7	1ST	44.46	Joe Palmer
Sea Shell Shenanigans	2ND	44.95*	Josher_1212@sbcglobal.net
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 8	1ST	43.85*	Josher_1212@sbcglobal.net
Banzai Bonsai	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 9	1ST	54.63	Joe Palmer
That Sinking Feeling	2ND	58.41*	Josher_1212@sbcglobal.net
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 10	1ST	47.36*	Josher_1212@sbcglobal.net
H2 Oh No	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 11	1ST	19.48*	Josher_1212@sbcglobal.net
The Gauntlet	2ND	33.70*	Mike P.
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 12	1ST	34.76*	Josher_1212@sbcglobal.net
Tsunami	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 13	1ST	48.40	Joe Palmer
Smokey and the Bandicoot	2ND	49.01*	Mike P.
	3RD	49.48*	Josher_1212@sbcglobal.net
	4TH	EMPTY	
	5TH	EMPTY	
Level 14	1ST	28.35	Joe Palmer
Eskimo Roll	2ND	33.31*	Josher_1212@sbcglobal.net
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 15	1ST	55.30*	Josher_1212@sbcglobal.net
Fahrenheit Frenzy	2ND	EMPTY	
	3RD	EMPTY	

	4TH	EMPTY	
	5TH	EMPTY	
Level 16	1ST	49.76*	Mike P.
Avalanche	2ND	49.91*	Josher_1212@sbcglobal.net
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 17	1ST	1:12.15*	Josher_1212@sbcglobal.net
Droid Void	2ND	1:13.93*	Mike P.
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 18	1ST	1:01.60	Joe Palmer
Crashteroids	2ND	1:09.76*	Josher_1212@sbcglobal.net
	3RD	1:13.26*	Mike P.
	4TH	EMPTY	
	5TH	EMPTY	
Level 19	1ST	53.81*	Josher_1212@sbcglobal.net
Coral Canyon	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 20	1ST	29.83*	Josher_1212@sbcglobal.net
Weathering Heights	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 21	1ST	1:10.66*	Josher_1212@sbcglobal.net
Crash and Burn	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 22	1ST	1:42.43*	Josher_1212@sbcglobal.net
Gold Rush	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 23	1ST	46.03*	Josher_1212@sbcglobal.net
Medieval Madness	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 24	1ST	1:35.91*	Josher_1212@sbcglobal.net
Crate Balls of Fire	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 25	1ST	57.96*	Josher_1212@sbcglobal.net

Cortex Vortex	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 26	1ST	31.26*	Josher_1212@sbcglobal.net
Knight TIme	2ND	34.76*	Mike P.
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 27	1ST	15.05*	Josher_1212@sbcglobal.net
Ghost Town	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 28	1ST	44.30*	Josher_1212@sbcglobal.net
Ice Station Bandicoot	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 29	1ST	14.41*	Josher_1212@sbcglobal.net
Solar Bowler	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 30	1ST	39.83*	Josher_1212@sbcglobal.net
Force of Nature	2ND	41.31*	Mike P.
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
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PAL WALL OF FAME			
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Level 1	1ST	EMPTY	
Arctic Antics	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 2	1ST	EMPTY	
Tornado Alley	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 3	1ST	EMPTY	
Bamboozled	2ND	EMPTY	
	3RD	EMPTY	
	4TH	EMPTY	
	5TH	EMPTY	
Level 4	1ST	EMPTY	
Wizards and Lizards	2ND	EMPTY	
	3RD	EMPTY	

	4TH	EMPTY
	5TH	EMPTY
Level 5	1ST	EMPTY
Compactor Reactor	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 6	1ST	EMPTY
Jungle Rumble	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 7	1ST	EMPTY
Sea Shell Shenanigans	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 8	1ST	EMPTY
Banzai Bonsai	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 9	1ST	EMPTY
That Sinking Feeling	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 10	1ST	EMPTY
H2 Oh No	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 11	1ST	EMPTY
The Gauntlet	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 12	1ST	EMPTY
Tsunami	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 13	1ST	EMPTY
Smokey and the Bandicoot	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 14	1ST	EMPTY

Eskimo Roll	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 15 Fahrenheit Frenzy	1ST	EMPTY
	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 16 Avalanche	1ST	EMPTY
	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 17 Droid Void	1ST	EMPTY
	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 18 Crashteroids	1ST	EMPTY
	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 19 Coral Canyon	1ST	EMPTY
	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 20 Weathering Heights	1ST	EMPTY
	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 21 Crash and Burn	1ST	EMPTY
	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 22 Gold Rush	1ST	EMPTY
	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 23 Medieval Madness	1ST	EMPTY
	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY

Level 24	1ST	EMPTY
Crate Balls of Fire	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 25	1ST	EMPTY
Cortex Vortex	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 26	1ST	EMPTY
Knight TIme	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 27	1ST	EMPTY
Ghost Town	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 28	1ST	EMPTY
Ice Station Bandicoot	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 29	1ST	EMPTY
Solar Bowler	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY
Level 30	1ST	EMPTY
Force of Nature	2ND	EMPTY
	3RD	EMPTY
	4TH	EMPTY
	5TH	EMPTY

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## XI. CREDITS

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Traveller's Tales - for creating this game

Myself - For writing this document and doing necessary research

Vicarious Visions - For continuing the Crash Bandicoot series

All sites currently hosting this document.

All who have submitted times, including:

Mike P. - 7 times

Joe Palmer - 7 times

You - For reading this.

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XII. VERSION HISTORY  
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- v1.44 - Added 7 reader times to WOF.
- v1.43 - Updated times, plus check out my new times for The Gauntlet, Knight Time, and Solar Bowler!
- v1.41 - Updated times, plus check out my new time on Weathering Heights!
- v1.40 - Detailed strategies added for Warp Room II. New times added.
- v1.30 - Detailed strategies added for Warp Room I.
- v1.23 - Added 1 reader time to WOF.
- v1.22 - Added 6 reader times to WOF.
- v1.20 - Updated times. All my relics are Gold or better.
- v1.10 - Many corrections made. New times added.
- v1.00 - All levels complete. More detailed strategies to be added.

---END OF FILE---

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