

# Crash Bandicoot 3: Warped Boss FAQ

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Crash Bandicoot: Warped

Boss FAQ

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Introduction: Welcome to my Crash Bandicoot 3: Warped Boss FAQ. At the moment, Gamefaqs does not have a Boss FAQ for this popular game, and since this game has several challenging bosses I thought to lend a hand.

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## ----- 1) DISCLAIMER -----

Disclaimer: I wrote this FAQ and I don't want anyone to rip off my hard work. If you want to have this on you're website, then please E mail me asking so, and if I give you permission, keep it updated often, I don't want people E mailing me with a question in the newer version of the walkthrough, and the F.A.Q/Walkthrough has to REMAIN THE SAME! That means no name swapping, changing in writing. If you do, make sure you have a good lawyer. I have listed some DO'S and Don'ts here.

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DO'S!  
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Print this F.A.Q, and use it for help.

E mail me if you have a question or tips which are NOT listed in here.

Direct friends to here for help.

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DON'TS  
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Try and make any profit off this

Take credit for of this

E mail me with a question which has been answered someone here.

Put this on a website WITHOUT permission

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If you E mail me with a question, please list the game you are talking about. (I write F.A.Q's for quite a few games you know) Also, please be specific with the questions / tips. Don't E mail me and say "How do you get past the thing near the thing"

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2) BOSSES  
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First Boss: Tiny the Tiger

Tiny the Tiger's Health: 3

Tiny is back from his defeat from the last game. This time he serves his purpose as the first boss and he is tricky... at first. He jumps around with his weapon trying to stab you, he is fast so keep running. He will jump around four or five times, to avoid him, keep away from his shadow rather than Tiny himself, when he is dazed, spin attack him. He will then send around twenty lions from the holes to attack you, there is no way to defeat them except for jumping on them, or just avoid them until they disappear. Then he will jump for about five or six times, attack once again and avoid his lions. Tiny will now attack at full force, a whopping seven jumps at major speed. Once he has finished his attack, strike. If you keep dying, after the third time or so, you will get a free mask which should be more then enough to help defeat Tiny.

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Second Boss: Dingo Dile

Dingo Dile's Health: 3

I am sure that this boss, Dingo Dile is the cloned voice of Steve Irwin. Oh well. To defeat this... thing you need to run around his prison whilst he shoots at you. The first time is easy, just keep away from the round circles on the ground. When Dingo Dile has finished his attack, he will aim at you and fire, this causes some of the prison to break down, he does this about three times but don't worry as there is a slim chance you will be caught in the beam. When you can get a decent path to him, quickly spin attack him or do a belly flop, you have to run away as close to the screen as possible in about three seconds, be careful not to be caught in the prison. Dingo Dile will then explode, taking just one piece of energy from him. Now he

will fire many more bullets at you, faster too so keep running around avoiding them, it is best if you run 180 degrees then run in the other direction. Once he has finished, he will fire his beam once again, so make your way through his Armour, then strike and run away to avoid his explosion.. Finally, he will fire around five times but in sets of three, run like crazy then hit him one more time, remembering to avoid the blast.

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Third Boss: N. Trophy

N. Trophy's Health: 3

The third boss is N. Trophy. He has a life-force of three and he has many attacks. For those who have played The Wrath of Cortex, you will be familiar with the style, but for those who don't; N. Trophy uses several attacks which can either be countered with a double jump or a duck/slide attack. Once you make it across the several raised platforms, spin attack N. Trophy. You need to do this three times in order to win. Just like Dingo Dile or Tiny the Tiger, he becomes for vicious once you have hit him twice.

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Fourth: N-Gin

N-Gin's Health: 6(?)

This is quite possibly the hardest boss in the game. Instead of controlling Crash Bandicoot, you fight the boss with Coco in a space ship. N. Gin appears in a giant robot, just like he did in the last game and he reveals his weak spots as he does. The first time you hit him involves hitting the revealed colored parts on him when he fires rockets at you. First dispatch of the rockets by firing/avoiding them and then hit him. Then N.Gin will reveal around six areas for you to shoot, but they shoot back causing big damage. When it seems to be over at this point, Tiger comes to Coco's rescue and attaches himself on to the spaceship, now here's your chance to fire more powerful shots at the holes. N.Gin could still be alive, however if he still show signs of life carry on shooting his robot suit. Sorted!

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Fifth Boss: Dr. Neo Cortex

Cortex's Health: 3

The final battle! Rather than you just fighting Dr. Neo Cortex like you usually do, most of the fighting is between the two masks, Aku Aku and Uka Uka. For the fight, you cannot touch the fighting masks, if you do you must start over with one less life. Whilst avoiding them, both you and Cortex will fight, he will send weapons of destruction to get you, avoid them then knock him in to the pit. Repeat this three times whilst avoiding the two fighting masks to complete the game. Well done!

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3) CREDITS

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James Wardle - For writing this Boss FAQ  
CjayC - For hosting Gamefaqs and for posting this FAQ

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4) VERSION HISTORY  
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1.0 This is the first version, I have typed strategies for all five bosses.

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5) CONTACT  
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If you wish to contact me about this FAQ, please send an e mail with "Crash Bandicoot 3 Boss" or something like it in the subject to james@planter.karoo.co.uk and I will try my best to answer E mails. If you send me Spam or anything, you will be blocked.

Alternatively you can get me on AIM. My username is Lagunathemoron. Again, abuse this privilege and I will block you.

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