

Crash Bandicoot 3: Warped Extra Item Glitch FAQ Final

by psxdriverplayer

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CRASH BANDICOOT 3: WARPED
EXTRA ITEM GLITCH GUIDE
Created by: PSXDRIVERPLAYER

Any questions, comments, corrections or some more-or-less great feedback: email me at dave.snooper@gmail.com

If possible include something other than just "Help" so I know what game is the subject about, this is because I know some similar glitches in other games.

Also I make sure you won't be Morshu'd, just look at the end of the FAQ, I give credit to people.

Sites that are authorized to show this FAQ:

gamefaqs.com

neoseeker.com

sites.google.com/site/psxdriverplayerssite

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NOTE: This guide was made and updated with experimenting, mostly using the PAL version. A few things have been done with NTSC/J and one with NTSC/U. Certain few things apply to PAL only.

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|Person known as "psxdriverplayer" explains how we got here:|
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Hi to all of you. Been a Naughty Dog Crash game player since around 2000, played the first three games a lot. Then one day...

I found out about this glitch at CrashMania, though it wasn't quite detailed as in how it works. That was when I stepped in. This was around 2014 as that's when the first revision of Crash 2 Extra Item Glitch FAQ was made, which I did first.

I noted the range a certain item type appears in, and which value is which level and that job was made easier due to the fact that the first value determines the item and the other two the technical level. Since finding out all this, I've taken notes about how this alters the game. It's been very useful with things as well. (One proof image for a thing has the Level 31 button from the glitching.) I also have briefed CrashMania more about this, so it has more accurate description of it. (Some people have seemingly updated Bandipedia as well.) Finally, I seemed to have completed all this on around 2018 as I haven't gotten the number of Powers past 31. Meanwhile also getting all region versions of the games for further analysis on console. Some time after that I took notes of a save file made available on a German demo disc series in 1999. It's really interesting.

Well, that's the end to that story. This file has evolved during those years and what you're looking at right now is seemingly the final revision of the FAQ for now - unless someone finds something new regarding this or finds an error. So, without any further things, happy reading.

1. Introduction

So you have this game and a console and you have 105% on it. Think you can't get more? Wrong. You can get up to 92% more. Using a glitch that involves you jumping on an arrow box and then onto an enemy and hearing a 'click'.

The game counts percentage as follows:

CRYSTAL 1%

GEM 1%

COLOURED GEM 1%

RELICS 1%

BOSSSES 1%

(IF YOU GET ALL ITEMS EXCEPT THE SECRET ITEMS YOU REACH 100%, OTHERWISE IT GOES TO 99% AND AFTER BEATING CORTEX IT JUMPS TO WHAT IT WOULD BE IN THE RANGE OF 101% TO 105%.)

When keeping this in mind, we can calculate:

Normally you get:

25 Crystals = 25%

45 Gems = 45%

30 Relics = 30%

Bosses = 5%

Added together = 105%

With this glitch:

64 Crystals = 64%

64 Gems = 64%

64 Relics = 64%

Bosses = 5%

Added together = 197%

'INVALID' here means the item won't be in any of the item slots.

The following information is confirmed using a real console and an emulator. This guide tells you what is in slots 200-263, 300-363, 400-463, 500-563, & 600-663. There are more stuff but it's just repeated items from earlier.

Because every item is in a certain slot, you can use this information to get certain items for a certain level. For example you want to get items of level

22. Because level's items are always 100 bounces from each other, 232 bounces for crystal, 332 items for the gem, and 432, 532 or 632 depending on the relic. The same rule applies to Crash 2. If the level has more than one gem, it is in place of otherwise invalid item when done 100 more or less. Keep this in mind.

Only going into those secret levels increases TOTAL gem and relic counters by 1 unit, by a total of 2 (42 gems to 44, 28 relics to 30). In a similar fashion, getting all relics at least to Gold increases total gem count to 45.

UPDATE: The hundreds define the item, right? The tens and ones define the level slot the item goes in, this is what the game considers based on the technical position of the level, using these values one could make a trainer for a level warp, as X11 gives items to Toad Village, and Toad Village is technically level 11. Though only crystals work exactly this way, secondary gem positions feel odd in here.

2. Where can I do this glitch and how?

You can do this glitch in locations involving ANYTHING YOU CAN JUMP ON and an enemy. Level 21, Gone Tomorrow is generally considered the best place of doing this. Go to the part where is a bounce box and on top an enemy.

Another location is in the beginning of level 7 before the 1st hanging part. Yet another location is at the part of level 7 before the last checkpoint where an enemy circles around between bouncing platforms.

Though I prefer the very end of level 7 with them 2 bounce thingys and the enemy before the nitro exploder box.

And then there's many other useful locations to do this in the game. Such as the start of level 13, at the very top. I'd say this is the easiest, as you don't have to deal with an enemy that moves back and forth or an enemy changing its appearance, both of which may ruin your exact jump plans.

You can get many items if the enemies repeatedly appear from somewhere or you die so the enemy can respawn.

How much time it takes?

This is more important in here than in Crash 2 because there's more items. 100 bounces takes about 01:36:00 in real time (in PAL, NTSC is slightly faster).

Knowing this, we can see that...

BOUNCES:

PAL

100 BOUNCES = 01:36:00 (110 BOUNCES 01:45:60)
200 BOUNCES = 03:12:00
300 BOUNCES = 04:48:00
400 BOUNCES = 06:24:00
500 BOUNCES = 08:00:00
600 BOUNCES = 09:36:00
700 BOUNCES = 11:12:00

NTSC

100 BOUNCES = 01:33:33 (110 BOUNCES 01:42:67)
200 BOUNCES = 03:07:66
300 BOUNCES = 04:40:39
400 BOUNCES = 06:14:12
500 BOUNCES = 07:47:45
600 BOUNCES = 09:21:18
700 BOUNCES = 10:54:51

For some reason, after syncing my console with a video I made, my video slowly got ahead of the console. This may be because I didn't use the same spot, or because I use PS2 Slim with "enhancements". Though I made the 700 bounce video using an emulator...

NOTE: If one plans to get every item, make yourself a checklist and mark all the items you have and count your bounces. Anything can go wrong with these and it makes a lot of confusion of "DO I HAVE THIS ITEM?" and stuff. And no, you can only have one of each relic type so 64 is the max. Also about warning that says: inaccessible levels in secret warp room by having too many relics, never happened to me at any amount, I think it's false information floating around. Also I haven't experienced any Memory Card corruption.

DISCLAIMER: Item from one slot can be gotten only once. When you get it, the slot has nothing to give you. The only sort-of exception is Relics, though you need to get any other type than the current to get one more than once. This is probably the reason why people report "bounced around 2-3 minutes, works half the time". Count your bounces, people.

3. Memory slots: Crystals

First off we're going to see the list of crystals.

After 200 bounces you start to receive crystals. They are as follows:

200 BOUNCES + ENEMY = INVALID CRYSTAL
201 BOUNCES + ENEMY = INVALID CRYSTAL
202 BOUNCES + ENEMY = INVALID CRYSTAL (WARP ROOM)
203 BOUNCES + ENEMY = INVALID CRYSTAL (BOSS 2)
204 BOUNCES + ENEMY = INVALID CRYSTAL (BOSS 3)
205 BOUNCES + ENEMY = INVALID CRYSTAL (BOSS 4)
206 BOUNCES + ENEMY = INVALID CRYSTAL (BOSS 1)
207 BOUNCES + ENEMY = INVALID CRYSTAL (BOSS 5)
208 BOUNCES + ENEMY = INVALID CRYSTAL
209 BOUNCES + ENEMY = INVALID CRYSTAL
210 BOUNCES + ENEMY = LEVEL 03 CRYSTAL
211 BOUNCES + ENEMY = LEVEL 01 CRYSTAL
212 BOUNCES + ENEMY = LEVEL 04 CRYSTAL
213 BOUNCES + ENEMY = LEVEL 18 CRYSTAL
214 BOUNCES + ENEMY = LEVEL 02 CRYSTAL
215 BOUNCES + ENEMY = LEVEL 06 CRYSTAL
216 BOUNCES + ENEMY = LEVEL 11 CRYSTAL
217 BOUNCES + ENEMY = LEVEL 10 CRYSTAL
218 BOUNCES + ENEMY = LEVEL 09 CRYSTAL
219 BOUNCES + ENEMY = LEVEL 17 CRYSTAL
220 BOUNCES + ENEMY = LEVEL 14 CRYSTAL
221 BOUNCES + ENEMY = LEVEL 08 CRYSTAL
222 BOUNCES + ENEMY = LEVEL 07 CRYSTAL
223 BOUNCES + ENEMY = LEVEL 24 CRYSTAL
224 BOUNCES + ENEMY = LEVEL 20 CRYSTAL
225 BOUNCES + ENEMY = LEVEL 05 CRYSTAL
226 BOUNCES + ENEMY = LEVEL 13 CRYSTAL
227 BOUNCES + ENEMY = LEVEL 19 CRYSTAL
228 BOUNCES + ENEMY = LEVEL 12 CRYSTAL
229 BOUNCES + ENEMY = LEVEL 15 CRYSTAL
230 BOUNCES + ENEMY = LEVEL 16 CRYSTAL
231 BOUNCES + ENEMY = LEVEL 30 CRYSTAL (NORMALLY THERE IS NOT ANY)
232 BOUNCES + ENEMY = LEVEL 22 CRYSTAL

233 BOUNCES + ENEMY = LEVEL 26 CRYSTAL (NORMALLY THERE IS NOT ANY)
 234 BOUNCES + ENEMY = LEVEL 23 CRYSTAL
 235 BOUNCES + ENEMY = LEVEL 21 CRYSTAL
 236 BOUNCES + ENEMY = LEVEL 25 CRYSTAL
 237 BOUNCES + ENEMY = LEVEL 28 CRYSTAL (NORMALLY THERE IS NOT ANY)
 238 BOUNCES + ENEMY = LEVEL 32 CRYSTAL (NORMALLY THERE IS NOT ANY + *)
 239 BOUNCES + ENEMY = LEVEL 31 CRYSTAL (NORMALLY THERE IS NOT ANY + *)
 240 BOUNCES + ENEMY = INVALID CRYSTAL (OPENING CUTSCENE)
 241 BOUNCES + ENEMY = INVALID CRYSTAL (END 1)
 242 BOUNCES + ENEMY = INVALID CRYSTAL (END 2)
 243 BOUNCES + ENEMY = INVALID CRYSTAL
 244 BOUNCES + ENEMY = INVALID CRYSTAL
 245 BOUNCES + ENEMY = INVALID CRYSTAL
 246 BOUNCES + ENEMY = INVALID CRYSTAL
 247 BOUNCES + ENEMY = INVALID CRYSTAL
 248 BOUNCES + ENEMY = INVALID CRYSTAL
 249 BOUNCES + ENEMY = INVALID CRYSTAL
 250 BOUNCES + ENEMY = INVALID CRYSTAL
 251 BOUNCES + ENEMY = INVALID CRYSTAL
 252 BOUNCES + ENEMY = INVALID CRYSTAL
 253 BOUNCES + ENEMY = INVALID CRYSTAL
 254 BOUNCES + ENEMY = INVALID CRYSTAL
 255 BOUNCES + ENEMY = INVALID CRYSTAL
 256 BOUNCES + ENEMY = INVALID CRYSTAL
 257 BOUNCES + ENEMY = INVALID CRYSTAL
 258 BOUNCES + ENEMY = INVALID CRYSTAL (TIME TWISTER CUTSCENE)
 259 BOUNCES + ENEMY = INVALID CRYSTAL (GAME OVER)
 260 BOUNCES + ENEMY = INVALID CRYSTAL (TITLE)
 261 BOUNCES + ENEMY = INVALID CRYSTAL
 262 BOUNCES + ENEMY = INVALID CRYSTAL
 263 BOUNCES + ENEMY = INVALID CRYSTAL
 * = Getting the crystal for this level makes it show Time Trial times, which normally won't show on these secret levels.

4. Memory slots: Gems

Want to jump straight to the gems or had enough with crystals?
 Here's the gem list.

After 300 bounces you start to receive gems. They are as follows:

300 BOUNCES + ENEMY = INVALID GEM *
 301 BOUNCES + ENEMY = LEVEL 04 RED GEM PATH GEM
 302 BOUNCES + ENEMY = LEVEL 09 PURPLE GEM PATH GEM
 303 BOUNCES + ENEMY = LEVEL 11 YELLOW GEM PATH GEM
 304 BOUNCES + ENEMY = LEVEL 16 BLUE GEM PATH GEM
 305 BOUNCES + ENEMY = LEVEL 19 DEATH ROUTE GEM
 306 BOUNCES + ENEMY = LEVEL 21 GREEN GEM PATH GEM
 307 BOUNCES + ENEMY = LEVEL 25 COLOR GEM PATH GEM
 308 BOUNCES + ENEMY = LEVEL 28 RACE WIN GEM
 309 BOUNCES + ENEMY = LEVEL 30 RACE WIN GEM
 310 BOUNCES + ENEMY = LEVEL 03 BOX GEM
 311 BOUNCES + ENEMY = LEVEL 01 BOX GEM
 312 BOUNCES + ENEMY = LEVEL 04 BOX GEM
 313 BOUNCES + ENEMY = LEVEL 18 BOX GEM
 314 BOUNCES + ENEMY = LEVEL 02 BOX GEM
 315 BOUNCES + ENEMY = LEVEL 06 BOX GEM
 316 BOUNCES + ENEMY = LEVEL 11 BOX GEM
 317 BOUNCES + ENEMY = LEVEL 10 BOX GEM
 318 BOUNCES + ENEMY = LEVEL 09 BOX GEM

319 BOUNCES + ENEMY = LEVEL 17 BOX GEM
 320 BOUNCES + ENEMY = LEVEL 14 BOX GEM
 321 BOUNCES + ENEMY = LEVEL 08 BOX GEM
 322 BOUNCES + ENEMY = LEVEL 07 BOX GEM
 323 BOUNCES + ENEMY = LEVEL 24 BOX GEM
 324 BOUNCES + ENEMY = LEVEL 20 BOX GEM
 325 BOUNCES + ENEMY = LEVEL 05 BOX GEM
 326 BOUNCES + ENEMY = LEVEL 13 BOX GEM
 327 BOUNCES + ENEMY = LEVEL 19 BOX GEM
 328 BOUNCES + ENEMY = LEVEL 12 BOX GEM
 329 BOUNCES + ENEMY = LEVEL 15 BOX GEM
 330 BOUNCES + ENEMY = LEVEL 16 BOX GEM
 331 BOUNCES + ENEMY = LEVEL 30 BOX GEM
 332 BOUNCES + ENEMY = LEVEL 22 BOX GEM
 333 BOUNCES + ENEMY = LEVEL 26 BOX GEM
 334 BOUNCES + ENEMY = LEVEL 23 BOX GEM
 335 BOUNCES + ENEMY = LEVEL 21 BOX GEM
 336 BOUNCES + ENEMY = LEVEL 25 BOX GEM
 337 BOUNCES + ENEMY = LEVEL 28 BOX GEM
 338 BOUNCES + ENEMY = LEVEL 32 GEM ****
 339 BOUNCES + ENEMY = LEVEL 31 BOX GEM ****
 340 BOUNCES + ENEMY = INVALID BOX GEM
 341 BOUNCES + ENEMY = INVALID BOX GEM
 342 BOUNCES + ENEMY = INVALID BOX GEM
 343 BOUNCES + ENEMY = INVALID BOX GEM
 344 BOUNCES + ENEMY = INVALID BOX GEM
 345 BOUNCES + ENEMY = INVALID BOX GEM
 346 BOUNCES + ENEMY = INVALID BOX GEM
 347 BOUNCES + ENEMY = INVALID BOX GEM
 348 BOUNCES + ENEMY = INVALID BOX GEM
 349 BOUNCES + ENEMY = INVALID BOX GEM
 350 BOUNCES + ENEMY = INVALID BOX GEM
 351 BOUNCES + ENEMY = INVALID BOX GEM
 352 BOUNCES + ENEMY = INVALID BOX GEM
 353 BOUNCES + ENEMY = INVALID BOX GEM
 354 BOUNCES + ENEMY = INVALID BOX GEM
 355 BOUNCES + ENEMY = INVALID BOX GEM
 356 BOUNCES + ENEMY = INVALID BOX GEM
 357 BOUNCES + ENEMY = INVALID BOX GEM
 358 BOUNCES + ENEMY = RED GEM (LEVEL 12)
 359 BOUNCES + ENEMY = GREEN GEM (LEVEL 23)
 360 BOUNCES + ENEMY = PURPLE GEM (LEVEL 13)
 361 BOUNCES + ENEMY = BLUE GEM (LEVEL 20)
 362 BOUNCES + ENEMY = YELLOW GEM (LEVEL 07)
 363 BOUNCES + ENEMY = 105% GEM * ** ***
 * Shows nothing on HUD when obtained (when triangle is pressed during gameplay)
 ** Gives % instantly
 *** CRASH TAKES NOTHING OUT WITH 363!
 **** Does not increase the TOTAL gem count by one

5. Memory slots: Relics

Want to jump straight to the relics or had enough with crystals or gems?
 Here's the relic list.

Be warned though, as getting a SAPPHIRE RELIC from the slot that would equal a GOLD or PLATINUM RELIC and YOU HAVE EITHER GOLD or PLATINUM IN THAT SLOT, it WILL GET DOWNGRADED. This is recommended if you want to get some other relic again, otherwise be careful or you can just load your save. If downgrade to Sapphire, your TOTAL gem count decreases (!).

The normal requirements are listed, but before you complain, I'll let you know that those are PAL times, since I'm from PAL territory, they don't differ much when compared to NTSC times, but still. I actually got all platinums before figuring all this out. Go ahead if you want to do it the cheat way.

(I found it was easier to put photos me best times, so if you want to see those go to the documents section on me page. They are now in display. On 2017-12-05 I got a world record tie on Hot Coco apparently (0:01:48).)

(To see relic times for your region, see section 12.)

After 400 bounces you start to receive relics. They are as follows:

SAPPHIRE:

400 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
401 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
402 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
403 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
404 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
405 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
406 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
407 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
408 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
409 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
410 BOUNCES + ENEMY = LEVEL 03 SAPPHIRE RELIC (Normal time 0:41:00)
411 BOUNCES + ENEMY = LEVEL 01 SAPPHIRE RELIC (Normal time 1:02:00)
412 BOUNCES + ENEMY = LEVEL 04 SAPPHIRE RELIC (Normal time 1:43:00)
413 BOUNCES + ENEMY = LEVEL 18 SAPPHIRE RELIC (Normal time 1:42:00)
414 BOUNCES + ENEMY = LEVEL 02 SAPPHIRE RELIC (Normal time 1:46:00)
415 BOUNCES + ENEMY = LEVEL 06 SAPPHIRE RELIC (Normal time 1:34:00)
416 BOUNCES + ENEMY = LEVEL 11 SAPPHIRE RELIC (Normal time 1:33:00)
417 BOUNCES + ENEMY = LEVEL 10 SAPPHIRE RELIC (Normal time 0:53:00)
418 BOUNCES + ENEMY = LEVEL 09 SAPPHIRE RELIC (Normal time 1:41:00)
419 BOUNCES + ENEMY = LEVEL 17 SAPPHIRE RELIC (Normal time 1:09:00)
420 BOUNCES + ENEMY = LEVEL 14 SAPPHIRE RELIC (Normal time 1:25:00)
421 BOUNCES + ENEMY = LEVEL 08 SAPPHIRE RELIC (Normal time 0:45:00)
422 BOUNCES + ENEMY = LEVEL 07 SAPPHIRE RELIC (Normal time 1:23:00)
423 BOUNCES + ENEMY = LEVEL 24 SAPPHIRE RELIC (Normal time 2:08:00)
424 BOUNCES + ENEMY = LEVEL 20 SAPPHIRE RELIC (Normal time 2:44:00)
425 BOUNCES + ENEMY = LEVEL 05 SAPPHIRE RELIC (Normal time 1:08:00)
426 BOUNCES + ENEMY = LEVEL 13 SAPPHIRE RELIC (Normal time 2:12:00)
427 BOUNCES + ENEMY = LEVEL 19 SAPPHIRE RELIC (Normal time 2:01:00)
428 BOUNCES + ENEMY = LEVEL 12 SAPPHIRE RELIC (Normal time 1:47:00)
429 BOUNCES + ENEMY = LEVEL 15 SAPPHIRE RELIC (Normal time 1:27:00)
430 BOUNCES + ENEMY = LEVEL 16 SAPPHIRE RELIC (Normal time 1:42:00)
431 BOUNCES + ENEMY = LEVEL 30 SAPPHIRE RELIC (Normal time 1:22:00)
432 BOUNCES + ENEMY = LEVEL 22 SAPPHIRE RELIC (Normal time 1:36:00)
433 BOUNCES + ENEMY = LEVEL 26 SAPPHIRE RELIC (Normal time 1:16:00)
434 BOUNCES + ENEMY = LEVEL 23 SAPPHIRE RELIC (Normal time 1:42:00)
435 BOUNCES + ENEMY = LEVEL 21 SAPPHIRE RELIC (Normal time 2:03:00)
436 BOUNCES + ENEMY = LEVEL 25 SAPPHIRE RELIC (Normal time 1:47:00)
437 BOUNCES + ENEMY = LEVEL 28 SAPPHIRE RELIC (Normal time 1:53:00)
438 BOUNCES + ENEMY = LEVEL 32 SAPPHIRE RELIC (Normal time 0:55:00* **)
439 BOUNCES + ENEMY = LEVEL 31 SAPPHIRE RELIC (Normal time 1:00:00* ** ***)
440 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
441 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
442 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
443 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
444 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
445 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
446 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC

447 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
448 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
449 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
450 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
451 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
452 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
453 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
454 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
455 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
456 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
457 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
458 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
459 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
460 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
461 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
462 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC
463 BOUNCES + ENEMY = INVALID SAPPHIRE RELIC

* = NTSC/U users, see levels 14 and 11 for levels 31 and 32.

** = Does not increase the TOTAL relic count by one

*** = Intended NTSC/U time (1:00:00) activates with a level 31 button

GOLD:

500 BOUNCES + ENEMY = INVALID GOLD RELIC
501 BOUNCES + ENEMY = INVALID GOLD RELIC
502 BOUNCES + ENEMY = INVALID GOLD RELIC
503 BOUNCES + ENEMY = INVALID GOLD RELIC
504 BOUNCES + ENEMY = INVALID GOLD RELIC
505 BOUNCES + ENEMY = INVALID GOLD RELIC
506 BOUNCES + ENEMY = INVALID GOLD RELIC
507 BOUNCES + ENEMY = INVALID GOLD RELIC
508 BOUNCES + ENEMY = INVALID GOLD RELIC
509 BOUNCES + ENEMY = INVALID GOLD RELIC
510 BOUNCES + ENEMY = LEVEL 03 GOLD RELIC (Normal time 0:27:80)
511 BOUNCES + ENEMY = LEVEL 01 GOLD RELIC (Normal time 0:56:52)
512 BOUNCES + ENEMY = LEVEL 04 GOLD RELIC (Normal time 1:38:20)
513 BOUNCES + ENEMY = LEVEL 18 GOLD RELIC (Normal time 1:25:64)
514 BOUNCES + ENEMY = LEVEL 02 GOLD RELIC (Normal time 1:17:92)
515 BOUNCES + ENEMY = LEVEL 06 GOLD RELIC (Normal time 1:21:72)
516 BOUNCES + ENEMY = LEVEL 11 GOLD RELIC (Normal time 1:24:76)
517 BOUNCES + ENEMY = LEVEL 10 GOLD RELIC (Normal time 0:38:20)
518 BOUNCES + ENEMY = LEVEL 09 GOLD RELIC (Normal time 1:09:00)
519 BOUNCES + ENEMY = LEVEL 17 GOLD RELIC (Normal time 0:58:40)
520 BOUNCES + ENEMY = LEVEL 14 GOLD RELIC (Normal time 1:20:72)
521 BOUNCES + ENEMY = LEVEL 08 GOLD RELIC (Normal time 0:41:44)
522 BOUNCES + ENEMY = LEVEL 07 GOLD RELIC (Normal time 0:51:64)
523 BOUNCES + ENEMY = LEVEL 24 GOLD RELIC (Normal time 1:55:20)
524 BOUNCES + ENEMY = LEVEL 20 GOLD RELIC (Normal time 1:24:00)
525 BOUNCES + ENEMY = LEVEL 05 GOLD RELIC (Normal time 0:58:20)
526 BOUNCES + ENEMY = LEVEL 13 GOLD RELIC (Normal time 1:04:12)
527 BOUNCES + ENEMY = LEVEL 19 GOLD RELIC (Normal time 1:34:00)
528 BOUNCES + ENEMY = LEVEL 12 GOLD RELIC (Normal time 1:25:16)
529 BOUNCES + ENEMY = LEVEL 15 GOLD RELIC (Normal time 1:21:16)
530 BOUNCES + ENEMY = LEVEL 16 GOLD RELIC (Normal time 1:22:64)
531 BOUNCES + ENEMY = LEVEL 30 GOLD RELIC (Normal time 1:03:44)
532 BOUNCES + ENEMY = LEVEL 22 GOLD RELIC (Normal time 1:31:28)
533 BOUNCES + ENEMY = LEVEL 26 GOLD RELIC (Normal time 0:50:48)
534 BOUNCES + ENEMY = LEVEL 23 GOLD RELIC (Normal time 1:12:08)
535 BOUNCES + ENEMY = LEVEL 21 GOLD RELIC (Normal time 1:23:60)
536 BOUNCES + ENEMY = LEVEL 25 GOLD RELIC (Normal time 1:32:84)
537 BOUNCES + ENEMY = LEVEL 28 GOLD RELIC (Normal time 1:49:80)

538 BOUNCES + ENEMY = LEVEL 32 GOLD RELIC (Normal time 0:50:00* **)
539 BOUNCES + ENEMY = LEVEL 31 GOLD RELIC (Normal time 0:30:08* ** ***)
540 BOUNCES + ENEMY = INVALID GOLD RELIC
541 BOUNCES + ENEMY = INVALID GOLD RELIC
542 BOUNCES + ENEMY = INVALID GOLD RELIC
543 BOUNCES + ENEMY = INVALID GOLD RELIC
544 BOUNCES + ENEMY = INVALID GOLD RELIC
545 BOUNCES + ENEMY = INVALID GOLD RELIC
546 BOUNCES + ENEMY = INVALID GOLD RELIC
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555 BOUNCES + ENEMY = INVALID GOLD RELIC
556 BOUNCES + ENEMY = INVALID GOLD RELIC
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562 BOUNCES + ENEMY = INVALID GOLD RELIC
563 BOUNCES + ENEMY = INVALID GOLD RELIC

* = NTSC/U users, see levels 14 and 11 for levels 31 and 32.

** = Does not increase the TOTAL relic count by one

*** = Intended NTSC/U time (0:30:10) activates with a level 31 button

PLATINUM:

600 BOUNCES + ENEMY = INVALID PLATINUM RELIC
601 BOUNCES + ENEMY = INVALID PLATINUM RELIC
602 BOUNCES + ENEMY = INVALID PLATINUM RELIC
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608 BOUNCES + ENEMY = INVALID PLATINUM RELIC
609 BOUNCES + ENEMY = INVALID PLATINUM RELIC
610 BOUNCES + ENEMY = LEVEL 03 PLATINUM RELIC (Normal time 0:18:08)
611 BOUNCES + ENEMY = LEVEL 01 PLATINUM RELIC (Normal time 0:43:04)
612 BOUNCES + ENEMY = LEVEL 04 PLATINUM RELIC (Normal time 1:19:00)
613 BOUNCES + ENEMY = LEVEL 18 PLATINUM RELIC (Normal time 1:05:24)
614 BOUNCES + ENEMY = LEVEL 02 PLATINUM RELIC (Normal time 1:10:48)
615 BOUNCES + ENEMY = LEVEL 06 PLATINUM RELIC (Normal time 1:04:00)
616 BOUNCES + ENEMY = LEVEL 11 PLATINUM RELIC (Normal time 1:02:00)
617 BOUNCES + ENEMY = LEVEL 10 PLATINUM RELIC (Normal time 0:18:20)
618 BOUNCES + ENEMY = LEVEL 09 PLATINUM RELIC (Normal time 0:52:92)
619 BOUNCES + ENEMY = LEVEL 17 PLATINUM RELIC (Normal time 0:51:48)
620 BOUNCES + ENEMY = LEVEL 14 PLATINUM RELIC (Normal time 1:17:08)
621 BOUNCES + ENEMY = LEVEL 08 PLATINUM RELIC (Normal time 0:35:04)
622 BOUNCES + ENEMY = LEVEL 07 PLATINUM RELIC (Normal time 0:42:80)
623 BOUNCES + ENEMY = LEVEL 24 PLATINUM RELIC (Normal time 1:38:16)
624 BOUNCES + ENEMY = LEVEL 20 PLATINUM RELIC (Normal time 1:24:00)
625 BOUNCES + ENEMY = LEVEL 05 PLATINUM RELIC (Normal time 0:53:24)
626 BOUNCES + ENEMY = LEVEL 13 PLATINUM RELIC (Normal time 0:56:96)
627 BOUNCES + ENEMY = LEVEL 19 PLATINUM RELIC (Normal time 1:19:64)
628 BOUNCES + ENEMY = LEVEL 12 PLATINUM RELIC (Normal time 1:18:36)

629 BOUNCES + ENEMY = LEVEL 15 PLATINUM RELIC (Normal time 0:59:40)
630 BOUNCES + ENEMY = LEVEL 16 PLATINUM RELIC (Normal time 0:56:68)
631 BOUNCES + ENEMY = LEVEL 30 PLATINUM RELIC (Normal time 0:53:76)
632 BOUNCES + ENEMY = LEVEL 22 PLATINUM RELIC (Normal time 1:21:80)
633 BOUNCES + ENEMY = LEVEL 26 PLATINUM RELIC (Normal time 0:33:32)
634 BOUNCES + ENEMY = LEVEL 23 PLATINUM RELIC (Normal time 0:58:40)
635 BOUNCES + ENEMY = LEVEL 21 PLATINUM RELIC (Normal time 1:00:12)
636 BOUNCES + ENEMY = LEVEL 25 PLATINUM RELIC (Normal time 1:12:92)
637 BOUNCES + ENEMY = LEVEL 28 PLATINUM RELIC (Normal time 1:44:48)
638 BOUNCES + ENEMY = LEVEL 32 PLATINUM RELIC (Normal time 0:44:80* **)
639 BOUNCES + ENEMY = LEVEL 31 PLATINUM RELIC (Normal time 0:19:96* ** ***)
640 BOUNCES + ENEMY = INVALID PLATINUM RELIC
641 BOUNCES + ENEMY = INVALID PLATINUM RELIC
642 BOUNCES + ENEMY = INVALID PLATINUM RELIC
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663 BOUNCES + ENEMY = INVALID PLATINUM RELIC

* = NTSC/U users, see levels 14 and 11 for levels 31 and 32.

** = Does not increase the TOTAL relic count by one

*** = Intended NTSC/U time (0:19:93) activates with a level 31 button

6. Memory slots: Powers

NOTE: This section appears as investigated. Might be confusing, but readable conclusion is the usual list.

After 700 bounces, them powers are getting their share of memory. They won't give any completion %, so you might want to skip these. But if you want those powers early go ahead, even though there's another way which only works because devs had them all when making those in-game demos, or if you just want every thing, read ahead. This section might be somewhat complicated, as investigating them gave me following results so far:

700 - 730 BOUNCES + ENEMY = NON WORKING POWERS IF OBTAINED THIS WAY?

SCRATCH THIS. READ THE TEXT THERE:

After finding about this glitch, I knew that there were slots for crystals 1st, gems 2nd, relics 3rd, and after a purposely made long period of jumps there were power slots that were last ones. So I got a power that showed as 6th and it was them Crash Dash / Speed Shoes.

Recently while attempting this with a new game with no powers, I tried this in the 1st level possible that is 7th I believe, with 1 power. Results were that I

got some unknown slot that showed up as Double Jump, but it wasn't in use. Then what happened after boss #2? I got the legit Double Jump and the other was now seen as Death Tornado Spin but non-working. This needs some investigating still about what happens when getting slots 700 and forward and not some unknown slot that usually happens when letting Crash jump without counting them bounces. I don't know, are those 5 in there at random unknown slots or powers refuse to work when obtained like this?

After investigating more with a new file after getting my console save to 197%, I got my emulator and disc ready for 700 and more bounces. While not defeated the boss #2, after 700 bounces, nothing. After 701, a new power to the list. It worked this time. After 702 bounces, I got 2 new powers, it seemed, but. It was so that I got Death Tornado Spin and the power display changed to show you "Obtained power" (FLOP) + "the next one that you don't have" (JUMP) + "the obtained later one" (SPIN). Like that. I actually expected something like this to happen. So, my conclusion is the following...:

POWERS:

700 BOUNCES + ENEMY = SUPER BELLY FLOP / SUPER CHARGED BODY SLAM

701 BOUNCES + ENEMY = DOUBLE JUMP

702 BOUNCES + ENEMY = DEATH TORNADO SPIN

703 BOUNCES + ENEMY = BAZOOKA / FRUIT BAZOOKA

704 BOUNCES + ENEMY = CRASH DASH / SPEED SHOES

705 BOUNCES + ENEMY = INVALID POWER

REPEAT UNTIL:

730 BOUNCES + ENEMY = INVALID POWER

These actually show up instantly in the stats when you receive them. At least it's easy to check if you actually have anything new. Though they seem to stop at 31, anything after that seems not to register. I had an argument with this fellow aliased "CrashRatchet008" and he came up with this theory that values got something to do with it. If anyone gets more than 31, let me know?

NOTE: Not all new power-ups show up as an extra Crash Dash. Also 6 at the time is max what you can see, it changes the extra one you see until it shows 5 when all legit ones are shown, then it makes a circle. The order may not factor how they appear in the pause menu.

So this is the order things end up with and then which starts to repeat:

SUPER BELLY FLOP / SUPER CHARGED BODY SLAM

DOUBLE JUMP

DEATH TORNADO SPIN

BAZOOKA / FRUIT BAZOOKA

CRASH DASH / SPEED SHOES

CRASH DASH / SPEED SHOES

CRASH DASH / SPEED SHOES

CRASH DASH / SPEED SHOES

PAUSE MENU POINT OF VIEW:

Whatever extras you have with 5 seen at the top using the order and then:

CRASH DASH / SPEED SHOES (5 at the top)

CRASH DASH / SPEED SHOES (5 at the top)

CRASH DASH / SPEED SHOES (5 at the top)

CRASH DASH / SPEED SHOES (4 at the top)

BAZOOKA / FRUIT BAZOOKA (4 at the top)

DEATH TORNADO SPIN (4 at the top)

DOUBLE JUMP (4 at the top)

SUPER BELLY FLOP / SUPER CHARGED BODY SLAM (4 at the top)

[REPEAT CYCLE]

NOTE: To cycle the pause menu thing seen on the right side faster, tap TRIANGLE button repeatedly. (This trick is only seen in the PAL manual.)

7. Time Trial mode bouncing

While in a Time Trial after a certain time of bounces clock freeze effects start to happen for

some reason, including 0 second freeze. Yes, you read that right. Freeze times are in-game time format. This is the only thing that won't limit at 64 and is not beginning at full hundred. Highest freeze time is (in PAL area, counted in real time with stopwatch) about 89 seconds real time and in-game time.

I believe the only level where this can be used to "cheat" is level 7. At the start of the level, jump on an object that let's you bounce up to around 199 bounces. Then you need to jump on top of an enemy. The first enemy you can jump on is the wizard around few corners. You can use the Crash 2 method here. Jump forward, spin and while spinning, crouch. Rinse and repeat until enemy. Then you're free to finish a level in quite a low time. There's other glitchier methods of doing this (reaching an enemy, faster), however they're harder to pull off. I pretty much halved my then previous time with this, which was 0:35:36 --> 0:18:16. This was done on console, of course, with a PAL version. NOTE: The reason I say "cheat" is that the wave jump is also a "cheat". What's interesting though is that for WR wave jump is acceptable but this is not. I'd say either accept both or neither. (I think me normal time on Hot Coco is 0:19:60, I recall it was one of those levels where I got the Platinum and was happy, no improvements on that time, except glitches. Found an old image showing that.)

FREEZES:

110 BOUNCES + ENEMY = 0 SECOND FREEZE

111 BOUNCES + ENEMY = 1 SECOND FREEZE

112 BOUNCES + ENEMY = 2 SECOND FREEZE

113 BOUNCES + ENEMY = 3 SECOND FREEZE

114 BOUNCES + ENEMY = 4 SECOND FREEZE

AND SO ON UNTIL:

162 BOUNCES + ENEMY = 52 SECOND FREEZE

163 BOUNCES + ENEMY = 53 SECOND FREEZE

164 BOUNCES + ENEMY = 54 SECOND FREEZE

AND SO ON UNTIL:

199 BOUNCES + ENEMY = 89 SECOND FREEZE

UPDATE: If there's more than one enemy near a thing you can bounce on, you can chain the freezes together. Let's say you freeze the clock first for 87 seconds and jump on top of another enemy without losing your combo, gaining 88 seconds more on the freeze you have already, and then on top of another enemy, adding 89 seconds to the chain. This means you get 87 + 88 + 89 seconds, which is 264 seconds. With this you can freeze the clock for an absurd amount of time, that is if you don't lose your combo. Of course, any time box stuff will get added too, if you break any.

8. RECAP

What we have learned so far is simply put into following:

1 BOUNCE + ENEMY = WUMPA

2 BOUNCES + ENEMY = 2 WUMPAS

3 BOUNCES + ENEMY = 3 WUMPAS

4 BOUNCES + ENEMY = EXTRA LIFE

110 - 199 BOUNCES + ENEMY = TIME TRIAL FREEZES

200 - 263 BOUNCES + ENEMY = CRYSTALS

300 - 363 BOUNCES + ENEMY = GEMS
400 - 463 BOUNCES + ENEMY = SAPPHIRE RELICS
500 - 563 BOUNCES + ENEMY = GOLD RELICS
600 - 663 BOUNCES + ENEMY = PLATINUM RELICS
700 - 730 BOUNCES + ENEMY = POWERS

To have the greatest save, you need 64 Crystals, 64 Gems, 64 Platinum Relics and 31 Powers. On top of that you want that Spyro The Dragon Demo option on the main menu (unless you live in Japan). If you unlock it and then save your new (!) game to a slot, it's always there when you quit to main menu! (Author's save doesn't have that and he's not bothered to do all he's done so far again just to get that. He knows the code, even though the manual of his region won't tell it.)

(Spyro the Dragon demo (PAL & NTSC/U ONLY!): Up Up Down Down Left Right Left Right Square)

9. Side effects and theories

When you get a total of 30 CRYSTALS, the 6th Warp Room loses all its buttons. Do not worry, from 31 CRYSTALS and onwards they stay there, but with an extra button (level 31 (!))! This lets you access level 31 this way. And even better, this activates the intended relic times for this level in NTSC/U. They are Sapphire 1:00:00, Gold 0:30:10 and Platinum 0:19:93.

What makes this interesting is that unlike with bosses (except when you get to the second Cortex battle if I recall) - when you go to a boss or another level that's elsewhere or just load your save, all the buttons appear. In this case, the buttons stay away no matter what you do until you get 31 crystals in total.

You can downgrade your relics with this glitch, say you have a platinum relic. If you get a sapphire relic which corresponds to amount 6XX minus 100 or 200, you can get a gold or platinum relic again! (Though you could always start a new game or load a save file with no relics...) If you downgrade any relic to Sapphire, it also causes the total gem count to go back to 44. The game knows.

Levels 31 and 32 won't normally show up their times. That's because there's no crystal to collect. But then again, levels 26, 28 and 30 do, and there's no crystals. If you do the glitch and get crystals that corresponds to those levels, you can see those times. Though to NTSC/U users, this is useless.

Extra powers show up with 5 at the top when you have 6 or more. This may be connected to the fact that some magazine said that you gain 6 powers. However, this is only a cosmetic thing. (Source for "magazine saying 6 powers" can only be seen in the old version of Crash Mania at the time of writing.)

If you get back to Warp Room with multiple items at once, strange stuff starts to happen, like some objects disappear, background at warp room disappears, menu objects disappear (visibly) and the game slows down.

When holding triangle button through loadings and a bit after that, the HUD might briefly display some items (crystals and gems). This seems to occur when gotten extra items.

If you get an item that's in the level you are in this way, the item goes away.

10. Stuff you can do with this "feature"

Extra button. See section 9.

Relic downgrading. See section 9.

See secret level times. See section 9.

Glitching. See section 9.

As you know, getting a crystal lets you see the Time Trial times. Though not with levels 31 & 32. But. Combine the first trick and get a "crystal which matches" levels 31 & 32 and you'll see the Time Trial times, that is if you won't have a platinum.

You can glitch the 105% gem early, without the need to obtain at least gold relics.

You can also glitch those hard platinum relics if you wish.

This works to some extent here, but is better done in Crash 2. Get the invalid crystals and beat bosses to open all levels and then you are free to play them in any order! This is because the coding doesn't care as long as you have X amount of crystals.

In the Japanese version you can see at one screen all your item glitching, as this affects the screen showing your things at the PocketStation menu system. With the exception of Powers, which are not shown in the correct order for some reason. (The order is 1 - 2 - 4 - 5 - 3.)

11. PlayStation Zone Magazine Save File oddities

This German Demo Disc series got a Crash 3 save file. This, of course, can be used with all European "versions", as they are all the same, only the packaging has different things, the game is always the same. It's up to you if you want to hunt it down. Remember, it's PAL only!

When the Load Game menu is reached, there's 2 files. Other one is not that interesting, the second one is the stuff. When you boot it, the language is set to DEUTSCH (naturally, but you can always change it from the Pause Options, do not tell me you didn't know), you have 48 Crystals, 64 Gems, 48 Sapphire Relics and 4 Powers. Totaling to 164% and Level 31 button. This file was played by someone named Osman Hamzic from Games Garden, whatever that is. If there's any Germans reading this, let me know?

What items you have technically? I took a look and. You got 200-247 of Crystals, every single Gem, 400-447 of Sapphire Relics and 700-703 of Powers. Interesting file for the year being 1999.

12. Other stuff

You can get a fancy .bat file containing this list that you can look offline:
<https://drive.google.com/file/d/0B6zvtf3pqwkOYnFCbWZyRzh2dU0/>

You can look some documents and a rule sheet which are contained here:
<https://sites.google.com/site/psxdriverplayerssite/My-stuff/FAQ/Crash-Bandicoot-3-Extra-Item-Glitch-FAQ/documents>

Checklist (.doc) for all the things can be found in here (new and improved):
https://drive.google.com/file/d/1laGFmOFkey5m_ZduhPvROZNjFhkyDbE_/

If you want to see them relic times for all regions, go here:

https://docs.google.com/spreadsheets/d/1nZQ1Pja3JGlahR5MyoTf866KV2ubixHDCXvY_MmGJaY/

(I have verified all the times as correct, so if there's a mistake, blame me)

13. Author's progress

Author's console progress at the moment of the current FAQ revision:

PAL: 197% - 64 Crystals, 64 Gems, 64 Relics, 31 Powers, Level 31 Button

NTSC/J: 128% - 46 Crystals, 46 Gems, 31 Relics, 5 Powers, Level 31 Button

NTSC/U: 105% - 25 Crystals, 45 Gems, 30 Relics, 5 Powers

14. Stuff & Thanks

Stuff used to make this (and in part Crash 2) FAQ:

Crash Bandicoot 3: Warped! PAL Disc

Crash Bandicoot 3: Buttobi! Sekai Isshuu NTSC/J Disc

Crash Bandicoot 3: Warped! NTSC/U Disc

Sony PlayStation (SCPH-7502)

Sony PlayStation 2 (SCPH-75004)

Sony PlayStation (SCPH-9002)

ePSXe 1.9.0

PlayStation Zone Magazine Save File for Crash Bandicoot 3: Warped! (PAL)

Windows XP

Notepad

PSXDRIVERPLAYER would like to thank the following:

PSXDRIVERPLAYER for making this FAQ. Also for making a video explanation of this FAQ in question.

MrBean35000vr for making the video that inspired this FAQ for Crash 2 & this game.

A friend of mine for letting me borrow his copy before I actually got mine as a legit disc.

CrashRatchet008 for the handy relic time guide I've supplied a link to and also for having a little argument regarding Powers.

Crash Mania (www.crashmania.net) for supplying information about this glitch (when it was different, that version is at old.crashmania.net), which I made better (1st time discovery from there). Also some GameSharks were from there that I used to experiment.

Angel of Death a.k.a. LSDXMDMA91 for discovering this pretty car... I mean uh, glitch.

miabua73 for making me think that disclaimer.

Benjamin Cornell - after your second set of questions I clarified a few things.

Osman Hamzic for whatever trickery was achieved with that 164% save file.

Naughty Dog for making the 1st 3 (4) Crash Bandicoot games (Someone show this FAQ to the 1996-1999 crew, please, so it can be given their seal of approval!).
Sony Computer Entertainment for publishing them.

Canon Pixma MP190 for scanning some documents and notes I made to image form.

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THE END

[INSERT CREDITS HERE]

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