

Crash Bandicoot 3 Warped Boss Guide by Smaz

Boss 1: Tiny Tiger - 3 HITS - The first boss battle sees you being warped to an Olympic coliseum, in which Dr. Cortex can be seen in the place where the emperor should be. Ignore this fool for now and concentrate on the real threat - the not so Tiny Tiger. Avoid Tiny as he jumps down to crush Crash and keep moving in either a clockwise or an anticlockwise around the arena. This way, you should be able to avoid Tiny's repetitive jumping to try and crush you. After three standard jumps, he will thrust his trident into the arena floor. You would have been moving enough to avoid this, luckily, so as Tiny struggles to remove the weapon impaled on the floor, simply attack him in any way you desire. That's a health bar down.

Tiny will then jump up to Cortex's position, and out of the arena floor, ready to send out the meat-eating lions upon Crash. The holes, in which they come out from, are entirely random and so no advice can be given for them, but as long as you look at the holes for the lions and stay at the side closest the screen, you should be able to run around left and right to avoid them with ease. A well-timed spin attack can thrust them away if they get too close, too, or jumping on them will also keep them from hurting you, as well as earning some Wumpa Fruit when continuously bouncing from head to head.

The pattern will now repeat, with Tiny jumping back into the arena to crush Crash, use the same tactic as previously and run in a large circle. After 4 jumps, Tiny will thrust his trident down once again. Spin or attack him in any means necessary when caught and the lions will appear, once again, only for much longer.

The final health bar sees Tiny doing the same again, but only with 5 jumps before throwing his trident into the floor. Keep moving when he does so and then attack him when he is struggling to get his trident out of the ground. With Tiny down you shall be awarded the Super Belly Flop technique - guaranteed to send an earthquake force to the ground.

IN SHORT: Attack Tiny when he stops jumping around the arena. Avoid the lions, soon after by running around, and spinning. Repeat this another two more times to defeat Tiny.

Boss 2: Dingodile - 3 HITS - A popular character with a strong Australian accent, you will first meet Dingodile targeting a poor penguin by the name of Penta. Luckily, entering the circular Ice Age battleground will interrupt him and will leave you to battle him, yourself.

You should run to the right as soon as you can move, really, as Dingodile will start to launch up fire plasma balls into the air, which will land in an anticlockwise direction around the area. Try to run as close as you can to the protective Ice Crystals that act as a shield around Dingodile, since this keeps you on moving around the circle faster than being on the outskirts of the arena. Just keep running - the plasma fire balls shouldn't reach Crash. If you're unsure, simply run the otherway before it falls down to Earth.

Next Dingodile will change his Flamethrower setting so he can blast a stream of plasma fire through the icy wall. This, coincidentally, breaks a nice hole in the ice. Stand still as Dingodile readies to fire, however, and then move away as he is about to shoot, to ensure that the blast misses. Keep moving and Dingodile will anticipate your movements, firing a beam ahead of your moving direction, frazzling Crash. Jump into the holes created in the ice and attack Dingodile in any means necessary before he

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fires another fire-lazer. You should then proceed to get the heck out of there before the Flamethrower pack overloads and blows up. When it does, that will be one health bar down.

The crystals will fall again and the process will vaguely repeat. This time, Dingodile will fire up plasma fire balls going in a clockwise direction around the area. It's probably best advised that you DON'T try to outrun this batch, since the amount is doubled than before... so try to navigate around the balls, before they fall, by running past the falling balls. The best way to do this is to wait for one to fall, when running away, and then about face and run across the path before the next falls. After this, keep running in a clockwise manner to keep up with the falling balls.

Eventually, the fire balls will stop and Dingodile will begin his phase two of attack - shooting fiery lazars out, breaking his barrier of defence. Make sure he doesn't hit you by running away just before he fires. When there is enough space in the ice crystals, attack the bugger.

With another hit down (assuming you escaped the blast), Dingodile will be on his last health bar. This time run anti-clockwise as Dingodile fires up double-rounded fire balls. Keep running until the third batch, in which you should run across, like you did for the previous hit, to avoid a good ol' frazzling.

Watch your back when Dingodile fires the lazars, again - since they come out much faster than previously, so standing still for too long before he fires will mean death. Keep moving, without stopping, however, and Dingodile will only fire ahead, making it harder to avoid. If in doubt, just slide over the ice crystals to make it to Dingodile. It's a simple trick, and it works getting over the barriers to hit him without waiting around. Once hit, he will explode in a blaze of glory. Now you have the ever-so-handy Double Dump. I mean Jump.

IN SHORT: Avoid the blasts of Dingodile by running continuously. Watch for the shadows. Then, wait for him to blast the sides of the shield away and hit him. Repeat a further two times. You can also Slide-Jump over the barriers.

Boss 3: Dr. N. Tropy - 3 HITS - You'll warp into the arena with N.Tropy being as angry as a heated jellybean who wants a lot of Crystals. Luckily, the Time Master won't be too hard as you battle him in the long arena.

The first thing to note is that Tropy has a large tuning fork, which seems to be the source of his attacks. The second is that the first thing he will do with it is fire a small warp ball at Crash from afar. This is easily avoided by jumping over it. Next up are the beams. He will fire out a large dangerous beam along the floor, which will come straight from the front of the platform towards Crash. Jump over it and then jump over the beam from the right, then the one from the left.

After this, Tropy will launch a ground-pounding attack from his fork, wasting the last of his energy, and changing the metal platform locations, which lay in front of your current Platform position. The formation is random, every time, do your best to navigate across the small platforms, and over the huge pit, to N.Tropy. When there, waste no time in smacking N.Tropy with any attack you have before he recharges and gives Crash the ol' fork-in-the-face.

With one health bar gone, Tropy will warp to the other side of the rectangular arena in a flash of light. Luckily, the place is symmetrical in everything asides the wall changes.

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The platforms will change back with two squares missing as Tropy fires two small warp balls. The first is easily jumped over, and the second can either be Double-Jumped over or slid under for evasion. Next are the floor lazars. The first two come directly at Crash from the front of the platform, nearest Tropy, with the next one coming from the right and the final one coming from in front, again. Jump over to avoid these.

Smashing back down, Tropy will change the platforms again. Jump across the rearranged platforms to Tropy and attack him again to get him to warp to the other side of the arena. Now angry, he will change the platforms back... with more missing, again, and fire three small warp balls at Crash. The first is jumped over, the second can be slid under or Double-Jumped over, and the last depends on how you avoided the second ball. If you Double-Jumped to evade it, then the third ball will be high up and you can simply stand still as it travels over you. If you slid, then it will be in the same position as the first warp ball, so jump over it.

Now for the lazars. The first will come from the left, with the second coming from the right, the third from the front and the last two from the left, once again. Jump over them all, or alternatively stand at the very end of the platform, nearest the screen. Standing here, the lazars that go left and right will pass in front of Crash, leaving him unharmed and from no jumping movement from you - a handy tip. Tropy will finally whack his tuning fork into the floor to warp the platforms around, so jump across the random formation and deliver one final attack to the Time Lord.

IN SHORT: Jump over the small warp balls fired out at Crash, and then jump over the floor lazars. After the three lazars, travel across the large pit on the platforms and hit Tropy. Repeat two more times to beat him.

Boss 4: N.Gin - Part 1 - 5 HITS - This is one mega boss fight. Luckily, you should already be used the plane controls from Bye-Bye Blimps, so controlling Coco around in her space ship should be fine. Line the aimer up with your target and keep firing by holding the O or R1 button.

Right, immediately start firing at the missile launchers at the shoulders of N.Gin's modified mech to deal some damage. It won't seem it at first, but believe it - after constant firing, the piece will go down. Now, it's only a target when it is open and firing the missiles, as is everything else, which is only damaged when firing its weapon, so keep firing at them constantly. The missile launchers take first priority, so target one and keep firing for now.

When N.Gin lifts up one of his huge arms to deliver some painful chain-gun bullets, take your attention off of the missile launchers and to the arm. Keep firing at the arm as it winds up to fire its bullets and then swiftly dart to one of the screen's corners as the winding sound reaches its climatic point to avoid the damage. Wait until it stops firing and then take your attention to the missile launchers once again. Keep at this pattern until the arms go down and the missile launchers are destroyed.

The only other thing worth noting is that the stomach has one small generator hole which is never protected, so shoot it whenever you desire until it explodes, and takes off another health bar. After all 5 bars are gone, get ready for part 2. Enjoy the spacey scenery as you blast off of the moon's orbit, since you're going to need this breather.

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Boss 4: N.Gin - Part 2 - 7 HITS - Tiger cub, Pura, will now connect onto Coco in her ship, which effectively powers the bullets up and makes their rate of firing slightly faster.

N.Gin's mech will sink into a small battle-cruiser, which is not good news. At all.

The first thing he will do is fire a blue electrical bullet from the left of the screen. Avoid this and swiftly fire continuously at the left, now open, weapon. The second blue bullet, from the right, will easily be avoided. Don't worry if you are hit, though - with a 100% health bar, you should manage to stay alive for a long time. If lucky enough, you should take out the left weapon in one swoop before it closes, again. If not, no worries - they will open again.

Next up will be a strange Space Mine, which will be fired from the bottom of the craft. It will take some bullets, but the bullet will eventually explode from your firing. Now, a good thing to note, is that the bottom weapon is always open, so after the Mine has been destroyed, focus your attention on the bottom until the weapon explodes. That's one less irritation to worry about.

The missile launchers come next. All four of them. For this, it is probably easier to not focus on one, but rather two or three at once during their missile launching. Keep firing at the top, changing to the launcher next to the one you are firing at when it closes. Eventually one should go down before N.Gin starts with his side weapons again. Fire at the side-weapons after avoiding the electrical bullet, and it should go down. If not, wait until he fires again.

From here on it, it's all about the missile launchers that remain. Keep firing at them from side to side. It's a slow process, but eventually they go down, and generally one after another when one explodes, thanks to equal shooting. Of course, shoot the occasional missile that goes off slightly and comes too close to avoid it colliding with you.

With the last launcher down, you can finally stop firing. N.Gin's mech will explode in some flashy effects and the right-hand man of Cortex will spiral into space, defeated. The best thing? The Wumpa Bazooka is now yours to fire whenever you desire! Except in Warp Rooms.

IN SHORT: Just keep firing at the flashing weapon launchers until they blow up. Always destroy the most nasty weapons first before they do real damage and shoot any stray missiles that get in the way.

Boss 5: Dr. Neo Cortex - 3 HITS - The last boss, and somewhat underwhelming when in comparison to N.Gin. Still, you shouldn't take Cortex lightly, for Uka Uka and Aku Aku will also be battling in the centre of the square lab room, causing hazards to you during the fight. Meanwhile, Cortex will be on his hover-board, at the back, with a shield on. Firstly, the Aku Uka brothers will be firing a large lazer at each other, causing an obstacle to jump over during their circular movement. There isn't too much to worry about, except for Cortex's orange bullets that he fires, every so now and again, too. Simply Double-Jump as he does so, to avoid the bullet and still make it over the coming lazer.

After three bullets, Cortex will drop down five mines from the right to left, varying randomly in how far and close to him they are. If you touch these mines, you will explode and die. Navigate towards Cortex whilst avoiding the lazer and attack him when he drops his shield. He will smack onto the floor. Spin him and have fun with him

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if you want, but as long as you spin him into the central hole in the floor, which has opened to cause a health bar to disappear.

Uka Uka will now lift him up and back onto his hover-board to continue the fight. Uka and Aku's fight formation will now change to them spiralling in a Death-Tornado-Spin attack with each other. Stay to the left, first, as the spin from the middle, downwards, and then to the right to avoid them. As they spin upwards on the right of the lab, go to the right bottom where they won't touch Crash and jump over any bullet that so happens to be fired in your direction.

As the Aku Uka brothers make their way to the centre and then to the left, Cortex will drop some mines from the left towards the right. Keep on the right and go up, avoiding the mines, to whack Cortex when his shield is down. Knock him into the hole before Uka Uka revitalizes Cortex. With another hit down, the Uka Uka brothers will now get slightly more tactical in attacking.

Go towards the left and wait for the masks to smash into each other at your location. They will spiral around each other before unleashing a large explosion, so move away - that's right, they will attack your last position in order to directly hurt Crash. Cortex will still be firing, so jump over these and avoid two rounds of nasty mask attacks. Cortex will then lay down his mines, so stand in the middle of the arena and wait for the masks to attack again, and go down to the screen as they do - to avoid the explosion. Luckily, this should take out about two mines to easily make your way to Cortex, and smack him down into the hole. With this done, the hole will close, rendering Cortex beaten... for good? Obtain all of the Gems and beat the Doctor again to get the final ending to the game, with your new Crash Dash powers!

IN SHORT: Avoid the attacks that the Aku Uka brothers fire out - a lazer, spinning tornado and proximity blast, and attack Cortex after he lays the mines. Spin him down the hole that opens up in the middle of the room, three times.