
PlayStation
NTSC U/C
PlayStation
CRASH BANDICOOT 3
WARPED
SPEEDING
ENFORCED BY
SHERIFF
NEO CORTEX
EVERYONE
E
CONTENT RATED BY
ESRB
SCUS-94244
94244
UNIVERSAL
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NAUGHTY DOG
SONY
COMPUTER



ENGLISH

SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the CRASH BANDICOOT 3: WARPED™ disc and close the disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARDS

CRASH BANDICOOT 3: WARPED™ lets you save games at their current level of play onto Memory Cards, and resume play on previously saved games. You will need one free block on your Memory Card - make sure there are enough free blocks on your Memory Card before commencing play. See the section on 'Saving & Loading Games' later on in this manual for more information.

HURRY UP, I WANNA GET STARTED!!!

We suggest you should read this manual all the way through. Even if you've played the previous adventures of Crash Bandicoot, there's so much new stuff you'll need some help. But if you're going to get impatient and rush straight in here's what you need to know to get started.

Once you've seen the opening sequence (great isn't it?!), you'll come to the Title Screen and Main Menu. Here you'll find the following options:

NEW GAME: No surprises here, this is where you can start a new game! Use the UP or DOWN directional buttons to highlight this option and press the ⊗ button to select it.

LOAD GAME: If you have a previously saved game on a Memory Card (and provided you have that Memory Card inserted into Memory Card slot 1) you'll be able to get straight to the point you left off. See the section on 'Saving & Loading Games' later on in this manual for more info.

LANGUAGE: Use the directional buttons to choose a language (or just leave it as ENGLISH if you want).

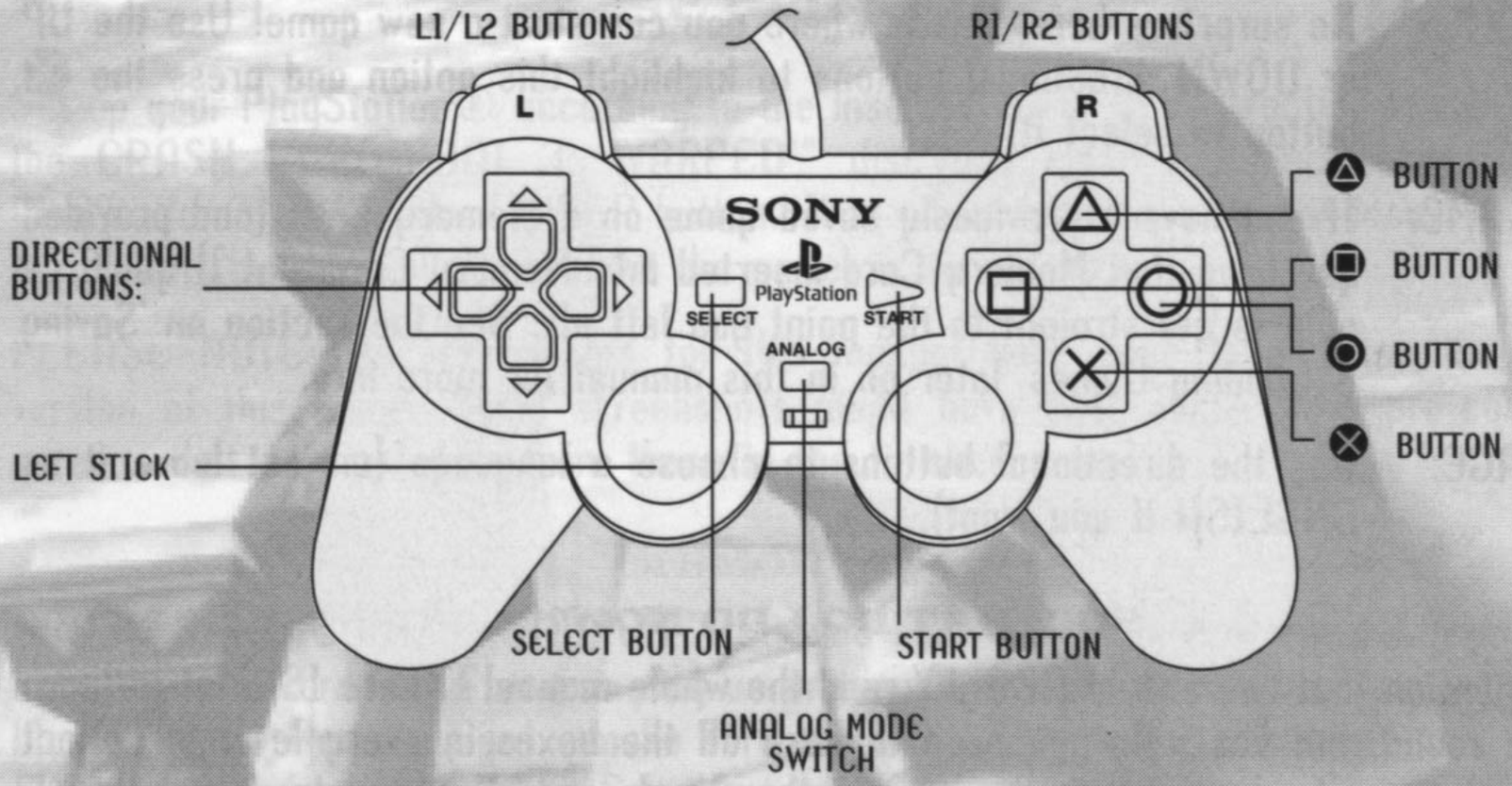
SO WHAT DO I DO NOW?

Did we mention that you should REALLY read the whole manual? There IS a lot to learn this time round, but basically you need to bash all the boxes in every level to collect crystals, gems and relics. This will open up other levels and allow you to defeat Dr. N. Cortex and his army of monstrous misfits.

Now will you PLEASE read the manual? It's really good, honest!

CONTROLS

CRASH BANDICOOT 3: WARPED™ can be played using the directional buttons or the left stick if you are using an Analog Controller (DUAL SHOCK™). When using the left stick, ensure the analog mode switch is on (the LED will light up Red). Your Analog Controller (DUAL SHOCK) should automatically select this mode as its default when playing CRASH BANDICOOT 3: WARPED™. The vibration function of the Analog Controller (DUAL SHOCK) can be toggled on or off in the options menu, which is accessed from the Pause menu (see the 'Options' section further on in this manual).



In CRASH BANDICOOT 3: WARPED™, Crash has more moves than ever before! Mastering them and learning where best to use them is the key to defeating the Evil Trio of Dr. N. Cortex, N. Tropy and Uka Uka. Make sure you study them well - the fate of the entire universe is in your hands!

BASIC CONTROLS

START or ⊗ button:	Start game/Begin play
START button:	Pause game and open Pause menu
Directional buttons/Left stick:	Select options from menus/move character
△ button:	Show status panel (No. of lives, crystals etc.)
⊗ button:	Jump
⊗ button, then ◎ or R1 button:	Belly Flop

▢ button:	Spin
◎ or R1 button:	Crouch
Hold ◎ or R1 button + directional buttons/left stick:	Crawl
Hold ◎ or R1 button, then ⊗ button:	High Jump
Directional buttons/Left stick + ◎ or R1 buttons:	Slide
Directional buttons/Left stick + ◎ or R1 buttons, then ⊗ button:	Super-Slide High Jump!

HANGING

⊗ button:	Jump up to Grating. Press again to release hold.
▢ button:	Spin
◎ or R1 button:	Pull legs up

SWIMMING

⊗ button:	Fast Kick
▢, ◎ or R1 button:	Swim and spin forward

JET SUB

At certain points in the undersea levels, Crash can find a submersible jet-sub. He can use this to uncover boxes entwined in the seaweed, remove obstructions or just shoot away enemies. But be warned - the Jet-Sub is just as vulnerable to attack as Crash himself, so you'll have to be just as careful!

▣ button:	Torpedo
◎ or R1 button:	Turbo Boost

MOTORCYCLE

⊗ button:	Accelerate
◎ or R1 button:	Brake

JET SKI

⊗ button:	Accelerate
⊗ button + directional buttons/ left stick (while jumping)	Flip
Directional buttons/Left stick ⬅ or ➡	Hard turn left or right

BI-PLANE

▣ button:	Barrel Roll
⊗ button:	Air brakes
◉ or R1 button:	Machine gun (hold for rapid fire)

RIDING PURA the TIGER & THE T-REX

⊗ button:	Jump
◉, ▣ or R1 button:	Sprint (Pura the Tiger only)
◉ or R1 button:	Jump off T-Rex

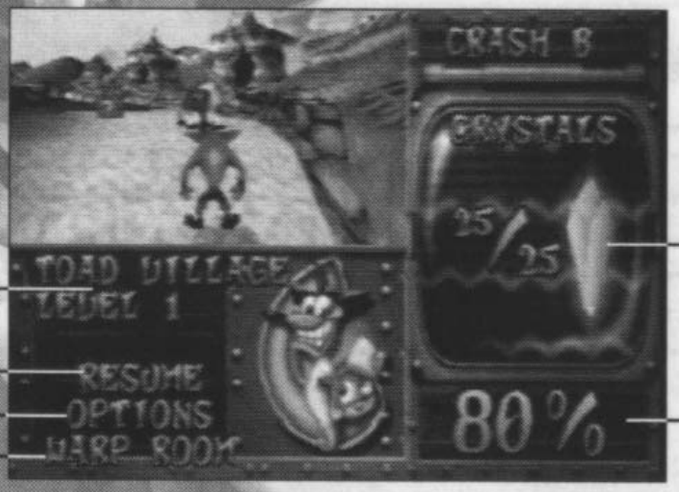
SPECIAL POWER MOVES

Each time Crash defeats a Boss character, he will be rewarded with one of his new Special Power Moves.

Super Belly Flop:	⊗ button, then ◉ or R1 button
Super Double Jump:	⊗ + ⊗ button (at top of first jump)
Death Tornado Spin:	▣ button (tap repeatedly)
Bazooka:	Hold L2 button, use directional buttons/left stick to aim and ◉ button to fire
Crash Dash:	Directional buttons + R2 button

PAUSE MENU & OPTIONS

By pressing the START button in-game, you can pause the game at any time and get your breath back. On the Pause screen, you can check your progress through the game and set your gameplay options. To change or select game options from the Pause Screen, use the UP/DOWN directional buttons to highlight an option, then press the ⊗ button to select.



LEVEL NAME & No.

RESUME CURRENT GAME

OPTIONS

QUIT CURRENT GAME/RETURN TO WARP ROOM

PROGRESS MONITOR

% OF GAME COMPLETED

CHECKING YOUR PROGRESS

The Progress Monitor runs in a cycle, showing the number of collected crystals, gems and relics, any special powers gained and the best times recorded on the current level. Press the △ button to scroll faster through the cycle



CRYSTALS COLLECTED

SPECIAL POWERS GAINED

GEMS COLLECTED

RELICS COLLECTED

BEST TIMES (top 3 player's names and times are listed)

OPTIONS

Use the UP/DOWN directional buttons to highlight OPTIONS on the Pause Menu, then press the ⊗ button. This will take you to the first screen of the options menu.

♫ OPTIONS	Press the ⊗ button to open the Sound Options menu.	
	STEREO/MONO:	Press the ⊗ button to toggle between Stereo and Mono
	MUSIC VOL: FX VOL:	Use the LEFT/RIGHT directional buttons to raise or lower the volume of the music and sound effects in-game.
	DONE	Return to the Pause Menu
VIBRATION	Press the ⊗ button to toggle the Vibration Function of the Analog Controller (DUAL SHOCK) ON or OFF.	
CENTRE	Use the LEFT/RIGHT directional buttons to centre your screen.	
DONE	Return to the Pause Menu.	

Last Episode... Having defeated Dr. N. Cortex and blown his "Cortex Vortex" (Patent Pending) across the sky, Crash, his sister Coco and their Witchdoctor guardian Aku Aku celebrated saving the world once again.

But as we return...



Huge pieces of Cortex's exploding space station hurtle towards Earth. Chunks of metal crash into a tropical mountain

KABOOM

Now an even uglier enemy looms, free again!



It's Uka Uka, Dr. Cortex's sinister boss - that's right, Cortex has someone he reports to!



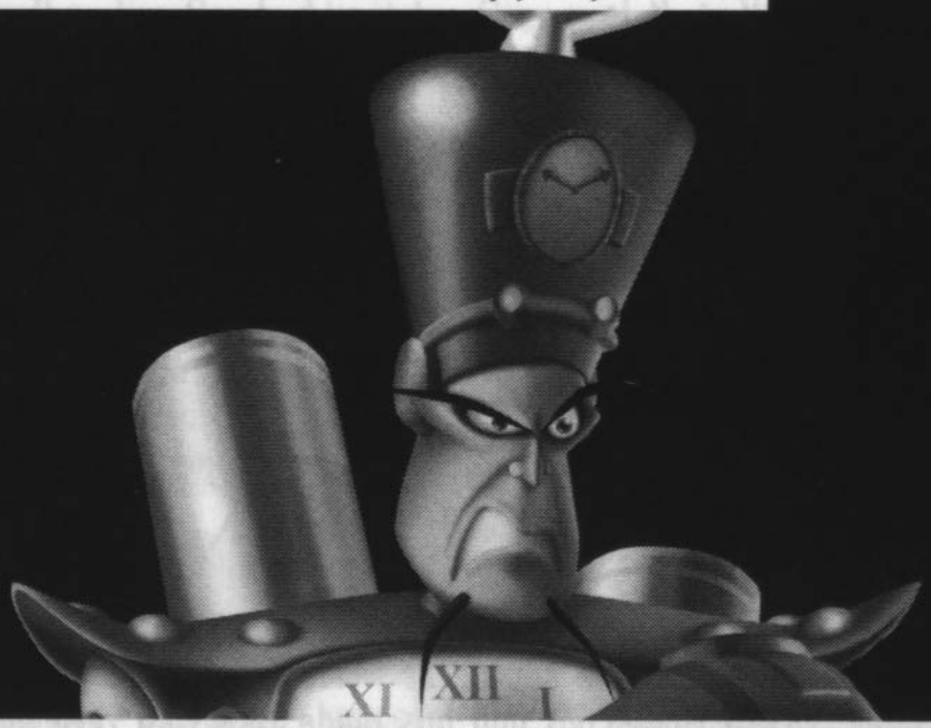
Meanwhile, on another part of the planet, we see Crash and Coco at home, relaxing and playing happily. When suddenly, Aku Aku gets a very strange feeling . . .



Cortex failed to retrieve the crystals and gems (the source of world energy and the key to his diabolical plans) in the last show down against Crash Bandicoot and has made Uka Uka very upset!



Uka Uka has recruited an old friend, Dr. N. Tropy to join them.



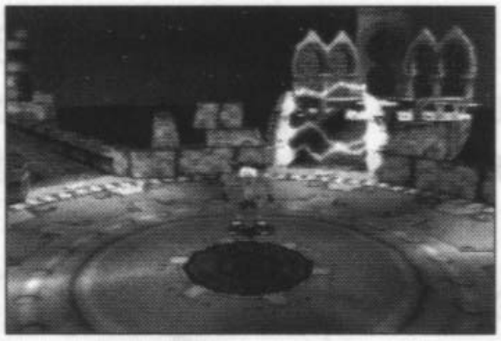
Dr. N. Tropy has created a time machine, the Time Twister, which allows them to travel through time to find the gems and crystals in their original places.



Now it's up to Crash and Coco to beat Cortex once again and foil his evil plans.

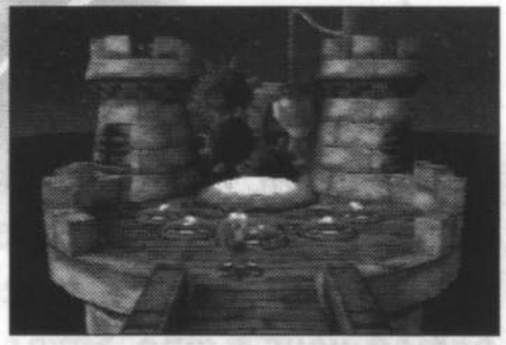
Oh yeah....Crash is back and he's ready! With his trademark stride and famous prank-filled gameplay, join Crash and his little sister Coco as they warp into a whole new adventure!

TRAVELLING IN TIME!



Your warped quest for the crystals begins at the Warp Room, where you can:

- Venture into the past, present or future through the Time Warp portals.
- Access the Save/Load Game Screen.



There are five Time Warp chambers:

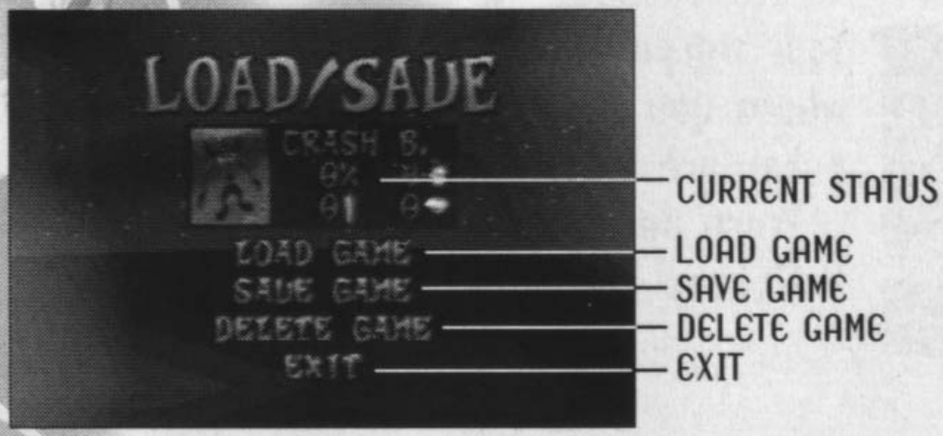
- Each chamber has five buttons that open portals to different levels in time.
- After collecting the crystals from all five levels, a sixth button appears, opening a portal to a Boss level.
- The Time Warp chambers transport you one era at a time. Conquer each level, defeat the army of mutant menaces and unlock the next portal through time.

SAVING & LOADING GAMES

The screen in the central Warp Room is the LOAD/SAVE TV. Guide Crash towards it to activate the LOAD/SAVE system.



SAVING A GAME



Use the UP/DOWN directional buttons to highlight SAVE GAME, then press the ⊗ button. Now highlight one of the four Save squares and press the ⊗ button. Enter the name of your Game Save by using the directional buttons or the left stick and press the ⊗ button to confirm each letter. (Use the Back Arrow to erase letters.). Once you have named your Game Save, use the directional buttons to highlight DONE and press the ⊗ button to Exit the screen. Wait for the file to be updated and the game is saved.
Now select EXIT to return to the Warp Room.

LOADING A SAVED GAME

Use the UP/DOWN directional buttons to highlight LOAD GAME, then press the ⊗ button. Now highlight the Save square you wish to load and press the ⊗ button. You will arrive in the Warp Chamber you last entered before saving.

GETTING THE GOODIES

CRASH BANDICOOT 3: WARPED™ is chock-full of things for you to uncover. Some are fairly easy to find, others are so well-hidden you'll have to do really well to get them. Here's a breakdown of your main objectives:

CRYSTALS



Crystals are the most important items in the game. Find all 25 crystals (there's one hidden in every level except the Boss levels) to finish the game. In some levels, you will win the crystal at the end or after completing a specific challenge.

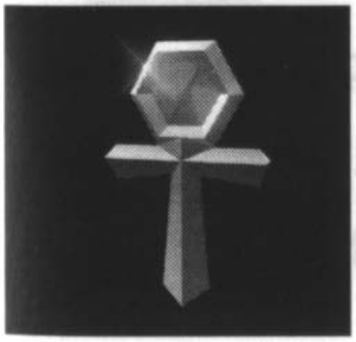
GEMS



Gems are more difficult to find than crystals, but well worth the effort. There are two types of gems:

- Clear gems are your reward for breaking all of the boxes in a level or for completing a secret area.
- Coloured gems are found in special levels and transport you to hidden areas.

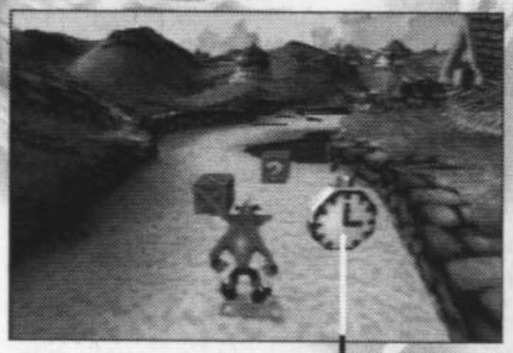
RELICS



Once you've recovered the Crystal from a level, you will gain a new objective. You can now choose to take part in a TIME TRIAL. If you beat the time limit you'll win a Relic (See the section called 'TIME TRIAL - How Fast Can You Go?' for more details).

The first five Relics you receive will open up a Secret Warp Room and one secret level. Every five additional Relics you recover will open up another secret level. You must go through these secret levels to get 100% completion of the game.

TIME TRIAL - How Fast Can you Go?



STOPWATCH

After you finish a level the first time, race through it again in TIME TRIAL mode. You can win a Sapphire, Gold or even a Platinum Relic depending on how fast you go. Sapphire is fairly easy, but Gold means you are one speedy bandicoot! Platinum is reserved for only the very best times.

To make a TIME TRIAL run:

- Stand on the level button in the Time Warp chamber. The time given next to the Relic symbol is the time limit you must beat to win a Relic.
- Touch the stopwatch near the beginning of a level to start the timer for Time Trial mode (the Stopwatch only appears once you've gained the Crystal for this level). If you don't touch the stopwatch, you'll play the level in regular mode.
- Speed through the level as fast as you can. If you smash the yellow time boxes, the clock will freeze for however many seconds were given on the box (so if you smash a "1" box, the clock will freeze for one second).



- If you fail to complete the level before the clock reaches 10 minutes, the clock will stop and disappear from the screen.
- In the Time Trial mode, you do not lose lives so you can play through as many times as you like.
- When you finish the level, the NAME screen appears so you can register your best time. If you've beaten the given time limit, you'll get the Relic on your return to the Warp Chamber.

Once you've got your name in lights, challenge your friends to beat your time (though if you practice hard they'll have no chance!!).

Wanted: BANDICOOT Power

Each time you defeat a Boss, a new power is yours for the rest of the game.



Super Belly Flop (⊗ button, then ◎ or R1 button)
Crash's Belly Flop at earthquake power!



Double Jump (⊗ + ⊗ button (at top of first jump)
Altitude with attitude.



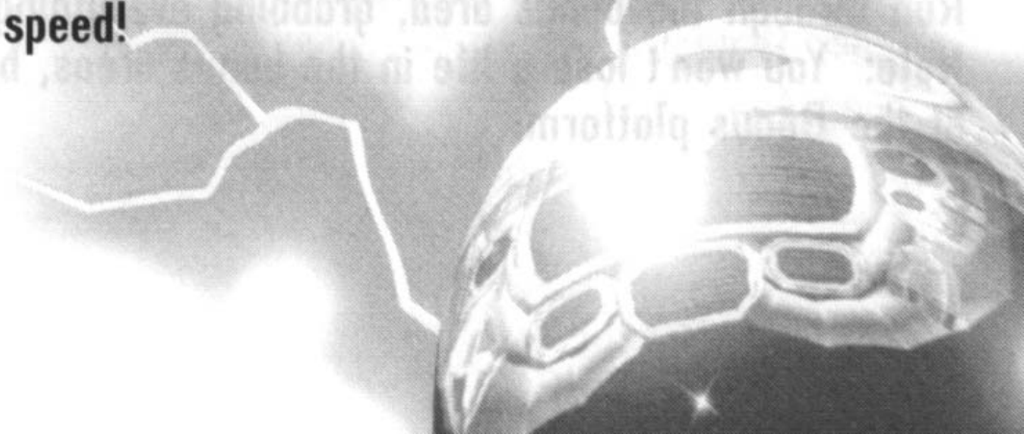
Death Tornado Spin (press ▣ button repeatedly)
A catastrophe for everything that's not nailed down.



Bazooka (Hold L2 button, aim with directional buttons and press the ◎ button to fire) A one-bandicoot battalion.



Crash Dash (Hold R2 button)
Supercharged running speed!



WINNING!!

There are two ways to win the game:

1. The Easy Way Out

Just make it through all the levels. When you've collected all 25 Crystals, you win. This isn't easy but at least you can pretend you've "completed" the game (ignoring the fact you'll still have about 60% of it to complete at this stage).

2. GET 100% Warped

(if you pull this off, you are beyond amazing)

You can travel through a level without getting 100% of the treasures it holds, BUT to win the real prize of this warped universe, scour each time zone and dig up everything there is in each level - including the secret areas. Remember, if it doesn't say 100% on the Pause Menu, you ain't finished yet!

HAVE THE TIME OF YOUR LIVES!

You begin the game with four lives for Crash and Coco. To earn more lives:

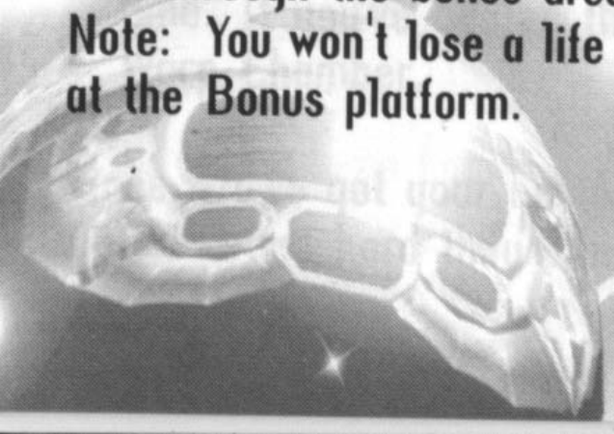
- Collect 100 Wumpa Fruits.
- Break open a Crash Crate and collect a Crash 1-UP.

If you run out of lives, the game is over and the CONTINUE screen appears. To continue, select YES and press the ⊗ button.

BONUS AREAS

Watch for Bonus platforms in any level. Jump onto them to fly to a special bonus area. Run through the bonus area, grabbing everything that isn't tacked down.

Note: You won't lose a life in the bonus areas, but if you die you'll have to restart again at the Bonus platform.

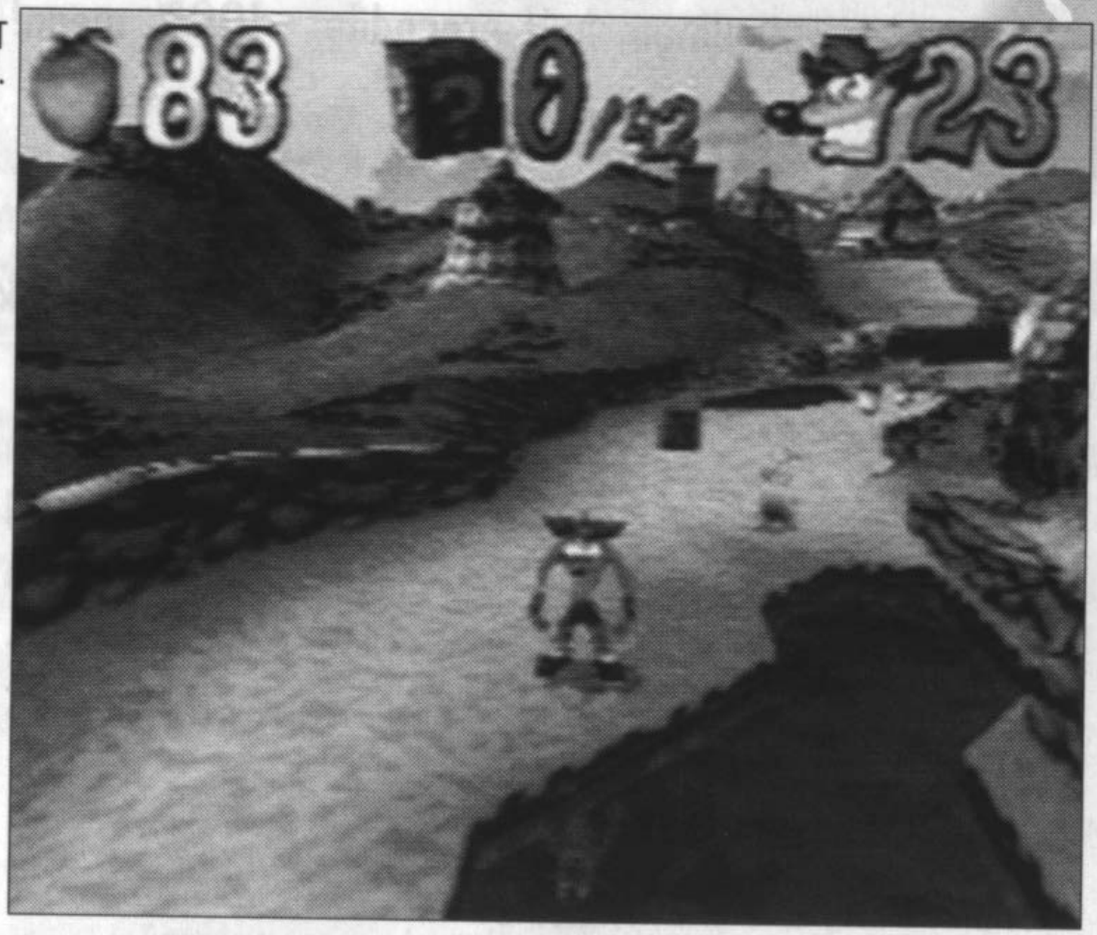


THE STATUS PANELS

Press the △ button during gameplay to display the Status Panel and check on your progress.

BOXES OPENED/
TOTAL NUMBER FOR
THE LEVEL.

WUMPA FRUIT
COLLECTED.



CRASH LIVES
REMAINING.

CORTEX and his BARMY ARMY



TINY TIGER
Unleash this roaring Goliath who keeps hungry lions as pets.

DINGODILE
Half dingo, half crocodile - 100% mean!





DR. N. (NEFARIOUS) TROPY
A master of time - a minute spent with him seems like a life sentence!

Dr. N. GIN
A bad-tempered wacko. Never disagree with someone with an unexploded nuclear missile stuck in his head.





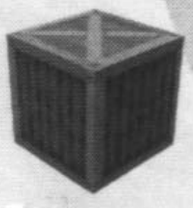
DR. NEO CORTEX
Cortex won't rest until bandicoots are extinct.

UKA UKA
The Big Boss... the rottenest thing in the universe even before Aku Aku locked him up, the years in prison made him even worse. Now he always has time for crime.

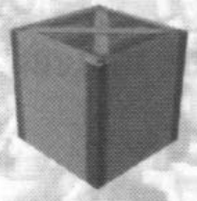


That's just Crate!

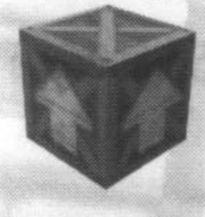
Sock it to the boxes and collect those hidden goodies like Wumpa Fruit or Power-Ups. Watch out - some may be bad for your health!



Jump on these 5 times to get everything inside.



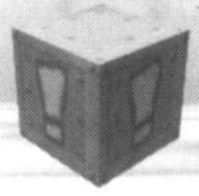
These boxes are on a timer -
if you don't act fast they turn into uncrackable steel.



Trampoline-in-a-box.



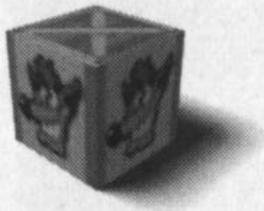
A surprise in every box.



Smack this box and something in the level changes.



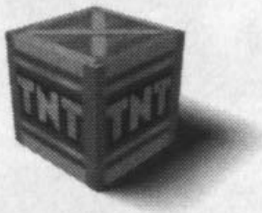
Aku Aku's spirit aids Crash and Coco through their adventure. Collect the masks hidden throughout the game and he will protect you. 1 mask is good for 1 hit point, 2 masks for 2 hit points. Collect three masks for a short burst of invincibility. Once it's finished, you return to 2 hit points.



Get an extra life.



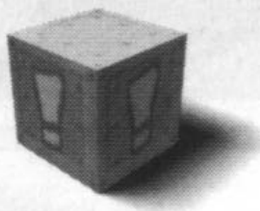
Set a Checkpoint. Lose a life and you'll re-start from this point instead of at the beginning of the level.



Jump on it to light the 3-second delay fuse. Then run away. Spin these and ... BOOM!



Even a simple touch will blow you away, so stay away!



Explodes every Nitro box in the level.

SEARCH THE "WAS" AND DISCOVER THE "WILL BE"

Travelling through time is definitely a warping experience. When Crash and Coco land at the brink of each level, it's anybody's guess what will happen next!

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Testers	Tim Adams, David Baker, Dave Bennet, Mike Bygraves, Matt Chainey, Mark Christy, John Conway, Patrick Cowan, Lorna Croasdale, Paul Deluce, Neil Dudley, Paul Essue, Paul Evison, Glenn Flaherty, Peter Gawthorne, Nick Gosney, Carl Guinney, Tom Holmes, Neil James, Gary Jones, Mark Le Breton, Miranda Latham, Colin Maddock, Terry Matthews, Paul McCartan, John McLaughlin, Dave McMahon, Neil Morse, Matt Ng, Mark Pittam, Brian Power, Russell Power, Pete Riley, Miles Rotherham, Andy Sim, Neil Smith, Jay Stewart, Matt Wilson, Mark Young
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