

# Crash Nitro Kart FAQ

by Palen92

Updated to v2.0 on Sep 26, 2017

This walkthrough was originally written for Crash Nitro Kart on the GC, but the walkthrough is still applicable to the Xbox version of the game.

## Table of Contents

1. Legal Info & Misc. Stuff
2. Crates
3. Weapons
4. Characters
5. Tracks
  1. Terra
  2. Barin
  3. Phenomena
  4. Teknee
  5. Hyper Spaceway

## Legal Info & Misc. Stuff

### Legal Info

This guide is property of Manel Palenzuela (Palen92/EX Palen). As such, it may not be reproduced without my consent, either totally or partially. You can ask for my authorization to use this guide, but I must be quoted as its original author and it shall NEVER be used for lucrative purposes nor shall it receive any change in its format and/or text.

### Version History

v2.0 (September 2017): The guide was re-formatted again due to the new editor introduced in Gamefaqs, with several aesthetic changes. As such, it now displays this new initial section, which includes an upgrade in this Version History block and the headers were rearranged to adjust to the new display. All sections were revised and polished again, which resulted in the elimination of all the remaining colored text except in the Characters section, where due to the headers being used, the colors present in the original version made a return.

v1.0 (May 2017): First revamp at this rather primitive guide under the rules and format of Gamefaqs. I took out the screenshots for the Character section, I revised a bit the Characters and Teams sections, heavily revamped the introduction with the addition of the Basic Explanations section and overall polished the full guide. The use of headers to signal the start of a section allowed me to modify the colored text so the guide is now uniform in its entirety.

v0 (June 2016): My first attempt at writing this guide. I made it on another website, but since the format and the rules were simple and vague it was just a wall of text with a few screenshots.

### About this guide

This guide will detail everything you need to know to master the game. It will cover the four different kinds of crates you can find through a race, the weapons you can obtain from them, the characters you can choose from and, of course, the tracks you will race in. Crates will be accompanied by screenshots so you can identify each kind more easily, and weapons will be accompanied by a shot of their icon for that same purpose.

This guide won't cover Battle Arenas, only the tracks. This is because their layout is kind of easy and you don't need to fully know it to perform well enough. Still, the weapons exclusive to Battle Arenas will be included.

### Basic Explanations

To start with, we have the Drift Boost. As the name implies, it's used during a turn to take it not only without losing speed, but also increasing it with good enough usage. To start it, simply jump with one of the shoulder buttons and, while you keep the button pressed, tilt the Control Stick to the direction you want to drift to. Right besides your character, you can see that a vertical meter has appeared. It will flash green at first, but has a distinct section where it turns red before filling completely. When the meter flashes red, press the other shoulder button and your kart will receive a short boost in speed. You can repeat this three times in a row, so use it wisely: immediately boost when it flashes red for short turns and wait until it's filled for long turns. Be aware, though, that you will lose the ability to drift boost if you wait too much, and even after boosting three times in a row you can keep drifting to better take a turn, though you will only be able to boost again if you start a new drift. Mastering the drift boost is crucial for improving lap times.

Next, we have the Wumpa Fruit. It's obtained through one kind of crate, and a character can store up to 10 Wumpa Fruits. Once you collect the fabled 10 of them, their juice will empower your character, enabling it to go faster and will also power up your weapons, like we will see in their corresponding section. Wumpa Fruit can be lost when being hit by a weapon or track hazard and falling off the track. In all cases, the Wumpa Fruit stays on track and can be collected by any other driver passing by, so not only can you slow down the drivers in front, you can technically steal their Wumpa Fruit for your own benefit!

Finally, we have the other form the kart can take, which could be called the MAGLEV Kart (MAGnetic LEVitation Kart). In this game, the karts can access this mode to tackle specific portions of certain tracks. The form is taken automatically when the kart enters such sections, and it's clearly noticeable by three aspects: the change in the engine sound (which becomes the same for all karts), the exhaust pipes being turned into generators of sorts connected by a jolt of electricity and the wheels rotating 90 degrees so they deploy the magnetic field that allows the kart to hover. The only change between normal sections and hovering sections is that the layout in the latter sections can include loops, racing upside down, pipes and any other gimmick not possible with a standard kart.

### Credits/Special thanks

Gamefaqs, for hosting this guide

You, dear reader, for reading it

All the people who made this game possible, developers and publishers alike

The people from Bandipedia, the Crash Bandicoot Wikia, for the stats of the character section and for being there to solve a few doubts I had when writing this

### Contact Me

Right now, the best way to contact me is via PM since I'll be around here quite often. I'll update this in the future should anything change.

## Crates

These are the kinds of crates and their effects, unleashed when a kart drives through them and breaks them. All four kinds re-spawn at a rather frequent rate of a mere few seconds in the same spot they were in, though it's possible to pass through the empty spot of a crate and still obtain their effects moments before the crate re-spawns, which delays further the re-spawn of the crate (not sure if this can also be applied to ! Crates, though).

### ? Crate



The most common type of crate, easy to find in many sections of the track and most of the times in several numbers placed in a horizontal line. Upon breaking them, a weapon roulette starts to determine what the racer is gifted with. A ? Crate can award any kind of weapon.

### Bounce Crate



An uncommon type of crate that gives the player 3-4 Wumpa Fruits upon breaking it. Normally there are just a handful of them through the track, but extra ones can be found through some of the shortcuts.

### Activation Crate



A rare type of crate that only appears in specific tracks and sections, easily identified for its ! symbol. Upon breaking it, some kind of switch is triggered to alter the properties of the track: elevating a jump pad, opening up a trap hole...

### X Crate



A rare type of crate, found in very small numbers. It works like a ? Crate, but instead it gives three of the same weapon upon breaking them instead of just one. They tend to be out of sight, even out of the main trajectory, but sometimes it's worth aiming for them. Not all weapons can appear in this kind of crates, though.

## Weapons

---

There are a total of 10 weapons available in the tracks and Battle Arenas, plus three more which are exclusive to the latter. Like it was mentioned in the first section, not all of these weapons can be obtained in X Crates; those unobtainable will have it noted in their entry.

Also stated in the first section was the need to collect 10 Wumpa Fruit to juice up your weapons. When the 10 Wumpa Fruit have been collected, the weapon icon will shine brightly to indicate it will exert its maximum power. Some weapons change their icon besides improving their properties, those weapons will have both icons listed so players can fully identify a weapon in-game.

One last thing to note is that any weapon that is left behind will float if activated in the middle of a jump instead of dropping to the ground. This means that you're not safe from another player's "droppings" even when tackling a jump!

### Bowling Bomb



Throws a big bomb in a straight line, which detonates upon crashing into an obstacle, wall or kart. It can be thrown forward to attack racers in front of you or backwards to defend yourself from incoming racers. It can also be detonated at will by pressing again the weapon button, in the case you miss the trajectory. When juiced up, the explosion caused by the bomb is greater, capable of affecting racers at a wider range.

### Ice Mine



A static weapon that is left behind for incoming racers. Any racer that crashes against it will not only lose speed, they will also be encased in a block of ice for a small while, meaning their handling will now be kind of slippery. This weapon can also be thrown forward with a medium range, though it's most useful when left behind.

When juiced up, besides the change in color, the block of ice lasts for a longer while before melting away.

## Masks



These masks protect the racer from any harm, as well as giving them a noticeable boost in speed. If a racer protected with a mask hits another racer, they will spin out of control for a short while. Masks won't protect the racer from falling off the track, but the racer won't lose any Wumpa Fruit when re-spawned. Each team of characters uses a different mask: pictures show, from left to right, Aku Aku, Uka Uka and Velo. When juiced up, masks last longer. Masks can't be obtained in X Crates.

## Missile



A missile is shot forward, tracking the closest racer and exploding on impact. If no racer is in sight, or if the target manages to evade it, the missile will follow a straight trajectory. To evade the missile, simply go from side to side using the track's width, or go very fast when entering a tight turn so it misses the target. When juiced up, the missile becomes deadly accurate, almost ensuring a hit.

## N. Tropy Clock



This special clock will make all the other racers to travel awfully slow. The time distortion is evident as the race background itself becomes blurry for anyone suffering the effects of this weapon. When juiced up, the effects last for a longer while. This weapon cannot be obtained in X Crates.

## Power Shield



This shield protects the player from any harm once, and then fades away. It can also be used offensively by crashing into another racer, who will spin out for a brief while. The shield itself vanishes after some time has passed, and it cannot be obtained in X Crates.

When juiced up, the shield changes its color, but won't fade away over time. It still protects just once from any harm.

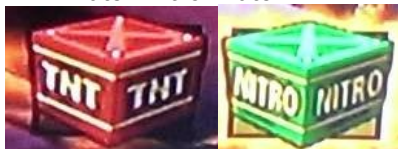
## Static Orb



This orb is left behind the racer, and the rest must avoid it at all costs. If a racer runs through one, they will be electrically overcharged and thus travel slowly, and if they had any weapon ready to use, it is randomly switched via the weapon roulette.

When juiced up, besides a slight color change, the orb now gains the ability to lock into racers passing by too close to it. The electrical overcharge lasts a bit longer, and again, the weapon the racer may hold will be randomly switched.

## TNT Crate / Nitro Crate



The classic red crate left behind as an obstacle. If a racer runs into it, the crate will get on top of their head, and unless the racer jumps repeatedly, the crate will explode in a few seconds, bringing the racer to a halt. If the racer manages to get it off its head, the crate will be sent flying and explode upon landing, meaning it can hit any racer passing by.

When juiced up, they become green crates that now explode upon contact, so they must be avoided at all costs.

## Tornado Top



This weapon is fired forward, and will travel the whole track searching for the racer in first position, sucking it up and bringing it to a halt. Any other racer that stands in its path will be trapped in a small tornado and stopped for a brief while as well. When juiced up, the tornado travels noticeably faster. This weapon cannot be obtained in X Crates.

### Turbo Boost



A very simple weapon that gives the racer a boost in speed, which is even greater when juiced up.

### Invisibility



A weapon exclusive to Battle Arenas. It turns the racer invisible for a short amount of time. Besides the tactical advantage this can give, it also makes it nearly impossible for missiles to hit, even when the other players can see a shadow of the invisible character. When juiced up, its effects last for a longer while.

### Red Eye Missile



A weapon exclusive to Battle Arenas. Unlike the normal missiles mentioned above, when firing one of these it's the player who controls their trajectory by remotely controlling it. It's better to fire one of these when you're not moving, even if you could be an easy target. When juiced up, the missile produces a bigger explosion upon impact and it's also easier to control.

### Super Engine



A weapon exclusive to Battle Arenas. It's basically a long lasting version of the turbo mentioned above. When juiced up, the effects last for a longer time. Despite its effects, since Battle Arenas tend to be rather small and not very straight, it may not be the best of weapons available most of the times.

### Voodoo Doll



Here we have a very rare catch: a weapon discarded in the complete game. Apparently, it was available in the demo and it had the effect to produce a constant source of items for a short while. Despite being removed, its icon can still be caught when pressing the Pause button during a weapon roulette after hitting a ? Crate, with the correct timing and enough patience.

Most likely, it was removed to favor a new racing mode called Team Race. In this mode, two players from the same team (see the Characters section) can charge a special meter by being close to one another, and once it's full they can unleash Team Frenzy, where the meter will drain up to provide both racers with unlimited supplies of weapon roulettes until it's empty, in a sense mimicking the effects of this Voodoo Doll.

## Characters

---

As has been stated in the Weapons block, characters are divided into four teams, each with four characters to choose from, and each character with its own stats and skills.

### Team Bandicoot

The Heroes Team, if you prefer. Composed by the protagonists and featuring an unexpected and unlockable ally, they drive around in Blue karts which appear very similar to real life superkarts, of course not as radical but still with a very racer look given its rear spoiler and its front, and also with a lovely engine sound when on standard mode. They use the Aku Aku Mask.

### Crash Bandicoot

Top speed: 4/7

Acceleration: 5/7

Turning: 3/7

Kind of average, good in all stats but excelling at none.

### **Coco Bandicoot**

Top Speed: 2/7

Acceleration: 4/7

Turning: 6/7

Excels at handling, but lacks top speed. Useful in intricate circuits.

### **Crunch Bandicoot**

Top speed: 6/7

Acceleration: 4/7

Turning: 2/7

Excels at top speed, but lacks handling. With enough mastery, it makes for a tough opponent.

### **Fake Crash**

Top speed: 4/7

Acceleration: 6/7

Turning: 3/7

More or less equivalent to Crash. Has slightly better acceleration, but nonetheless average.

### **Team Cortex**

The Villains Team, though this time they're not the real enemy. Composed by three evil masterminds and the archetypical all-muscle-no-brains subordinate, they drive in Red karts that resemble ATVs and use the Uka Uka Mask.

### **Dr. Neo Cortex**

Top speed: 4/7

Acceleration: 5/7

Turning: 3/7

Average racer, not excelling at anything.

### **N. Gin**

Top speed: 2/7

Acceleration: 4/7

Turning: 6/7

Excels at handling, but lacks top speed. Gets an edge in intricate sections.

### **Tiny Tiger**

Top speed: 6/7

Acceleration: 4/7

Turning: 2/7

Excels at top speed, but lacks handling. With enough mastery, a hard to catch opponent.

### **N. Tropy**

Top speed: 7/7

Acceleration: 5/7

Turning: 3/7

Has a very high top speed while being average at acceleration and handling. No wonder why it's a ghost to beat in Time Trial.

### **Team Oxide**

One of the enemy teams. Composed by an old enemy, two of his subordinates and an unexpected unlockable ally, they drive in Yellow karts which seem to be slightly based on Oxide's own hovercraft of his debut. They use the Velo Mask.

### **Nitros Oxide**

Top speed: 3/7

Acceleration: 5/7

Turning: 4/7

Average overall, but could use a bit more top speed.

### **Zam**

Top speed: 6/7

Acceleration: 4/7

Turning: 2/7

Excels at top speed, but lacks handling. Not as different from Oxide as the stats could say.

### **Zem**

Top speed: 2/7

Acceleration: 4/7

Turning: 6/7

Excels at handling, but lacks top speed. More or less an equal opponent to Oxide.

### **Velo**

Top speed: 7/7

Acceleration: 7/7

Turning: 7/7

Excels at all areas. Clearly overpowered racer, both overall and within the balanced team it's part of.

## **Team Trance**

The second enemy team. Formed by an evil mastermind and three brainwashed characters serving under his command, they drive in Green karts which resemble egg-shaped bumper cars. Oddly enough, it looks like these karts don't have a steering wheel and the drivers pilot them with their mind. They use the Velo Mask.

### **N. Trance**

Top speed: 3/7

Acceleration: 5/7

Turning: 4/7

Could have a bit more speed, but nonetheless overall in all areas.

### **Polar**

Top speed: 2/7

Acceleration: 4/7

Turning: 6/7

Excels at handling, but lacks top speed. Quite similar overall to Trance.

### **Dingodile**

Top speed: 6/7

Acceleration: 4/7

Turning: 2/7

Excels at top speed, but lacks handling. Not as different from Trance as the stats could say.

### **Pura**

Top speed: 3/7

Acceleration: 4/7

Turning: 7/7

Perfect handling while being average in acceleration and top speed.

## **Tracks**

---

This game includes 13 tracks. They get progressively longer and arguably harder as well, but this last fact depends on the driver's skills and the track's own layout. They are distributed evenly through four worlds, meaning each world will be host to three tracks. This is worth of mention because some themes are recurrent between tracks that belong to the same world. The 13th entry is a bonus track, which is incredibly long and uses portals to connect several portions of the track between several worlds.

Due to this classification, there will be a total of five sub-sections: one for each world and all the races it hosts, with the fifth one for the single bonus entry that is the last track.

## Terra

---

### Inferno Island

A very easy track to start the game. Just a few turns and no road hazards make it quite simple.

After the start, we face a straight with a bridge and the first cluster of ? crates. Ahead of it, a smooth left turn heading into another straight bridge. You can shortcut this part by aiming to the left after the first bridge and jumping the mount, where you have a small straight with a Bounce crate and end up landing in the second bridge. Be careful, this shortcut needs precise timing for the jump or enough speed, so better save any Turbo Boost or Mask for this.

After the second bridge, the straight continues until we face a blind left turn in downhill, with the second set of ? crates. There's a platform in the right to jump, but it's useless as you will go faster following the track. There's a Bounce crate sometime after the platform, so it's recommended you aim for the crate to also get positioned for the upcoming turbo pad ahead of it. A long left turn, with the third set of ? crates in between, takes us slightly uphill for a big jump while slightly turning right. After the jump, there's another Bounce crate to the right.

Ahead of us, the last set of ? crates awaits, as well as a blind left turn that must be handled with a bit of care, not falling into the lake in the right. This left turn has a big uphill platform with a turbo pad at the beginning that leads into an X crate, allowing to take the last left turn way more easily. On the outside of this last turn there's one last Bounce crate, which means you can collect enough Wumpa fruits in a single lap to start the next one juiced up.

### Jungle Boogie

A little bit more complicated than the one above, but still easy to learn and master.

A while after the start/finish line, the first set of ? crates hides a slope. Jumping to get a landing boost is kind of hard, so you can avoid it if you want. There are two more slopes after it, after which you should try to stay in the center so as not to land in the water ponds by the sides. After landing, a right turn leads us into some kind of jungle, with two sets of bumps with ? crates at the top. You can shortcut the right turn after the second slope at the start, by the right there's a tight cornice over the pond with an X crate near the end, which brings you beyond the first bumps of the jungle straight.

After the second set of bumps, a tight right-left chicane brings us into a large wooden bridge, with a turbo pad right at the center. After a short straight, a right turn with a Bounce crate in the middle of the bridge takes us into a jump, and after a set of ? crates we face another jump. Here, you can continue straight, facing a long left hairpin that ends with a set of ? crates and a turbo pad before a short straight, or you can jump to the left, and with enough speed land into a separate platform that describes a smoother left turn to end right before the set of ? crates.

The set of ? crates and the turbo pad lead to a short straight, where we finally leave the wooden bridge to return to "asphalt". Still going straight, we have a turbo pad to the right and a Bounce crate to the left, before facing one last left turn, which is incredibly bumpy, before crossing again the start/finish line.

### Tiny Temple

Last race of the first world, and we finally face some road hazards. Not only that, but we also face the first section where our kart will "hover". Perfect to leave the first world having seen everything a track can offer at least once.

After the start, we face a heavily banked right turn in downhill, leading into a set of ? crates. The downhill continues straight a bit more, after which comes a long and banked left turn. At the exit, we have a platform on the center, with a statue on each side that breathe fire alternatively, so it's recommended you go through the platform. After it, we have a Bounce crate to the left before tackling a smooth right turn into a second set of ? crates.

After the crates, a small bump lets you jump into the steep downhill that follows. In the center, there's a ! crate that switches on and off the fire-breathing statues on each side of the split road ahead. Both parts of the split road are equal, each with three fire-breathing statues and a Bounce crate near the wall equivalent to the direction you took. Once the track reunites, we face a jump to enter what seems to be an abandoned zone.

You will see to your right some kind of electric cables. Needless to say that you should avoid them, as well as the ones on the left a bit ahead. In between, a smooth left turn takes us into a jump with a set of ? crates at the top, leading us into the "hover" zone. Right after landing, twin turbo pads propel us ahead to tackle the barrel the track describes. You can see another turbo pad ahead, at the peak of the barrel. Once the barrel is over, a smooth left turn, with a Bounce crate on each side, takes us into another turbo pad making us jump into the "land" zone again.

Once our wheels are back to normal, we face one last set of ? crates. After them, a right turn with a Bounce crate near the right wall. It's recommended you do the turn instead of using the rocks on the left as platforms to jump and attempt to shortcut. One last left turn takes us into the last turbo pads with one last jump before the start/finish line. Stay to the left, there's an X crate in mid-air.

## Barin

---

### Meteor George

An incredibly fast track, full of jumps and long and smooth turns, which also make it rather easy and simple. It's entirely run on snow and ice, despite what its name might imply.

After the start/finish line, a smooth right turn takes us into the first jump, which hides a long left hairpin with a set of ? crates in between. A second jump is ahead, with a Bounce crate visible in mid-air to the far right. The jump is totally blind, as it hides a steep downhill that can be skipped totally by jumping enough, and land directly into the frozen lake ahead. There's also a tight cornice to the far left, with an X crate at the beginning and a turbo pad at the end.

The frozen lake serves as a makeshift straight before another jump, leading to a second, smaller frozen lake. You can see a Bounce crate to the far left, and a left turn in uphill coming ahead. Needless to say that the uphill ends in a jump, immediately followed by another one, and a set of ? crates initiates a slightly banked left turn into a bumpy straight.

After the straight, another left turn finishing in uphill leads us to another straight. There's a ! crate in the center of the track, right after the uphill, which switches on and off a small jump pad. It's recommended you take it, both for increased speed and to aim for the Bounce crate in mid-air, though you'll need to go fast through the pad to reach it. A rounded right turn with a slope and a set of ? crates in mid-air leads us to a small straight, preceded by a turbo pad.

At this point, you can continue straight, leaving behind the hardly accessible Bounce crate to the far right, and after the jump, tackle a long and smooth left turn, ending in a short straight that starts with a set of ? crates and finishes in twin turbo pads to jump over a flow of lava. There's a shortcut right to the left of the turbo pad, consisting of a jump leading to a small and rounded platform amidst the lava, from where you jump again to return to the main track right after the set of ? crates. After the turbo pads, one last left turn and a last jump take us back to the start/finish line.

## **Barin Ruins**

Back to rather complicated tracks. The lack of straights, as well as the road hazards, make this track considerably slow.

Right after the start, a 90 degrees right turn takes us into the snowy part. A slight left turn with a set of ? crates ahead takes us into a jump, with a long left hairpin following up. The hairpin has two jumps in between, as well as a Bounce crate near the right wall after the last jump. After the hairpin, twin turbo pads let us jump into a separate section, with a set of ? crates and a slight right turn leading to another jump.

We land into some sort of half pipe. There are three routes: inside the half pipe, through the right "walkway" or through the left "walkway", all leading to a set of turbo pads to jump outside the half pipe. The left route is free of hazards but useless, so discard it. The center route has a Bounce crate and a ! crate ahead of it, which drops a massive ball-shaped boulder onto the half pipe, crushing anyone in its path. The right path is free of hazards as well, and lets you easily catch the X crate in mid-air during the jump.

After the jump, we land again on the main brick surface. A smooth left turn with a set of ? crates takes us into a couple jumps, but beware of the protruding sections of the track acting as walls or jumping platforms. A smooth right turn takes us into another jump, before which is a robot carrying some kind of weight from side to side of the track, blocking your way and potentially flattening you if you're unlucky enough. After the jump, a set of ? crates precede another jump, and after that twin turbo pads let us jump into the enclosed "hover" zone ahead.

The "hover" zone is simply a tight right turn, which can be tackled at full speed using the whole width of the zone (which can mean going vertical through the wall). Once done with the turn, a jump lets us exit the "hover" zone and return to the main surface, with a set of ? crates just ahead. A small jump takes us into a left-right-left combination before the start/finish line, with another weight-carrying robot passing by and a Bounce crate before the right turn.

## **Deep Sea Driving**

Another fast track, full of jumps and turbo pads. However, it has some dangerous road hazards, as well as some wall-less sections where it's easy to fall off, so don't let your guard down.

After a short straight, a light right turn with a jump takes us into a set of ? crates, which precede a tight and sharp hairpin, with a Bounce crate near the outside wall at the end of the hairpin. After the hairpin, twin turbo pads enable a jump to the next section, which is a two-way "hover" zone.

The two-way is simply a tunnel with constant boost, and both tunnels are equal. Since there's a 90 degrees right turn after the tunnels, it's recommended you take the left one. The turn has a Bounce crate near the left wall at the beginning, and after the turn there's a set of ? crates. Immediately behind such set hides a pendulum-like axe, which describes a vertical semi-circle appearing from the ground. After the axe, twin turbo pads enable a high jump into the next section, which seems to be a cavern.

After landing in a rocky path, a smooth left turn takes us into another set of jumping turbo pads, and a slight turn takes us into yet another set of pads. After them, a set of ? crates precedes the last set of pads, leading us to a right hairpin in downhill with a Bounce crate in the outside part. If you go right after the last set of pads, you can shortcut this hairpin and go directly into the following banked left hairpin. Ahead lies another set of ? crates, preceding twin turbo pads that lead us into a "hover" zone inside a cylinder.

You can see that the cylinder has a lighter blue "path", which serves as reference to know if you're upside down or not when you exit the cylinder. This "path" is the recommended way to go through the cylinder, because it's where all the goodies lie. Right after landing the first set of triple circular axes tries to block our way to the turbo pad ahead. Ahead of it there's another turbo pad, this one with the circular axes right over it. We keep heading right to a set of ? crates, another turbo pad and a double set of circular axes, each rotating in a different direction. After them, we head left to tackle the twin turbo pads and exit the cylinder by jumping to the last 90 degrees left turn that takes us to the start/finish line.

## **Phenomena**

### **Out Of Time**

We enter the third world with a complicated track. Sharp hairpins and deadly road hazards are its distinction. Stay to the center of the track at all times to avoid any risks.

Right after the start, we see a ! crate anticipating a light left turn. This crate changes which jump pad ahead is active, the right one or the left one. Whichever is active, you must attempt to take it, as they will allow you to jump over the sandy terrain ahead that will slow you down if you attempt to drive through it. For the left one, continue straight to a slightly banked right hairpin, with a set of ? crates at the beginning. For the right one, there's a little shortcut to the right to cut the hairpin and go directly to the jump platform ahead.

After the jump, a smooth left turn gradually sharpens into a hairpin, and after a small straight with a Bounce crate near the right wall, we face a very tight and sharp right hairpin, hard to take on at full speed. After it, another jumping platform leads us to a right turn with a set of ? crates. There's a hard to take shortcut to cut the right hairpin and appear directly after the jump, in the form of a small fence in the outside of the left hairpin. It's hard to take because you will need to properly aim for the bump before the fence or otherwise you won't be able to jump it. Also, it's not very useful, as you will head straight to the left wall due to the track's width.

The right turn with the ? crates takes us to another jumping platform, and a smooth right-left combination precedes two turbo pads that allow us to jump into the "hover" zone ahead, consisting of a short straight that becomes fully vertical and a sharp right hairpin ahead. Here you can see the meaning of the track's name, as this hairpin is made "in a clock". In the middle of the hairpin, there's a single ? crate in the inside. We go horizontal again to face two more turbo pads to jump outside



the clock and return to the main track, which is now narrower than before.

In the short straight after the jump, you can see a Bounce crate near the right border, and in the middle of the upcoming left turn, a set of ? crates. In the straight following it, you can see an X crate to the left, which is right after a hole in the track. This hole hides a carnivorous worm, that seldomly pops out eating any racer passing by. There are two more holes in the road ahead, one to the right and one to the left, which are the reason why I said you should stay in the center of the track.

After the first hole comes a double right turn leading us to a tight passage under a hut of sorts, which has a Bounce crate near the right wall. The passage ends with a tight left turn, and at the exit the track becomes even narrower to face the next right turn. The set of ? crates ahead marks the return to a wider track as we face a banked left hairpin, ending in a downhill to aim for the last jump with turbo pads. It's recommendable you go by the left of the windmill, even if "inside" the windmill there's a Bounce crate, because it's blades can block your path and make you fall down. One last long left hairpin after the windmill takes us back to the start/finish line.

## **Clockwork Wumpa**

A long and complicated track, with sharp 90 degrees turns, several wall-less sections and a few hazards along the road. Would be fully complete with a "hover" section. As you will see through the track, we go through a massive clockwork, hence the name of the track.

A short uphill after the start takes us into the first 90 degrees turn to the right. Ahead of us lies a set of ? crates preceding a very tight left turn, bordering a big rotating gear. Beware of touching it or you will get flattened. After it, another 90 degrees right turn takes us into another short uphill, with a Bounce crate floating in mid-air at the peak. Then, we have to border another big rotating gear, this time to the right and without a wall in the outside. After bordering it, a set of ? crates precedes another 90 degrees right turn and yet another short uphill.

After the uphill, a 90 degrees left turn preceding another uphill, and a tight 90 degrees right turn immediately followed by a 90 degrees right-left combination. Two ? crates are in the straight ahead, and after the road narrows because of the rotating gears to the right, we face a tight left hairpin with a Bounce crate near the right wall to face a big slope with a turbo pad. Right before the first left turn mentioned in this paragraph, you can continue straight and take an alternate way over the many rotating gears. I'm not sure if it's faster than the main track, but it's way easier as it's fully straight by jumping from gear to gear and facing the final left hairpin in a much smoother way.

After the big slope, a "bridge" with a light left turn takes us into a ! crate, opening up temporarily a big trap hole ahead, covering the center of the track and leaving a narrow space by each side to avoid it. There's no wall by the left, so better go by the right. Three ? crates right behind the hole demonstrate how wide it is. A short uphill takes us into a blind 90 degrees right turn, followed by a 90 degrees left turn. A short straight precedes another 90 degrees left turn, and a shorter straight leads to another 90 degrees left turn, with a Bounce crate in the center of the track. The next straight is uphill and takes us to a 90 degrees right turn. You will have noticed a jumping platform near the right wall in the first short straight, which leads to an elevated passage via a left turn. It's a very effective shortcut that lets us tackle the last 90 degrees right turn much easily.

After the right turn, a set of ? crates precedes a very big slope with turbo pads. There's an X crate in mid-air as we fall down, but it's kind hard to aim at as it needs precise speed. A 90 degrees left turn lies ahead after we land, with a noticeable bump making us jump. Beware of the pendulum, as it will block your way. A Bounce crate is near the left border as we tackle a 90 degrees left turn, taking us uphill for a tight 180 degrees right turn before we cross the start/finish line.

## **Thunder Struck**

Another long and complicated track, where wall-less sections are way too frequent. It also has several hazards along the road, and two complicated "hover" zones filled with spiked swings.

After a slight left turn we face a small jump with a set of ? crates floating slightly above the track. Another small jump takes us into a rounded 90 degrees right turn, leading to a set of slopes similar to Jungle Boogie. After the slopes, a right turn takes us to a small jump, again with a set of ? crates floating slightly above the track. Then, we head to a slightly banked left turn, with a Bounce crate near the right border before tackling the turn, and we head on to twin turbo pads allowing us to jump into the first "hover" zone.

A semi-loop, with a spiked swing to the left, a turbo pad slightly ahead in the center and another spiked swing slightly ahead in the right puts us upside down. A set of ? crates precedes a slight left turn, with the following right turn undoing the upside down as we face a turbo pad to jump into the main track again. Back on track, a slightly banked left hairpin takes us into another turbo pad, letting us jump to the next zone, with a slightly banked right hairpin in downhill, with a Bounce crate near the right border, and leading to the turbo pads that let us jump into the second "hover" zone, which is way narrower than the first.

Twin ? crates in the middle of a slight turn takes us into a vertical loop. It's filled with spiked swings, alternating from side to side, which cover half of the track's width. While doing the loop, we face three turbo pads, the first in the center, the second near the left wall and the third near the right wall. Once done with the loop, another turbo pad lets us jump out to the main track again.

The new section features four consecutive 90 degrees right turns. Before the first one there's a set of ? crates, and after the third there's a Bounce crate near the outside wall. After the last one, a tight wall-less passage with a left turn take us into a long and sharp right hairpin, leading uphill and with a set of ? crates in the middle. We head into a building, "protected" by two statues armed with a giant hammer. A ! crate in the middle of the track switches which of the statues is hammering the road and flattening any unlucky racer passing by. We pass through the building and face a final jump, with an X crate clearly visible in mid-air before we land to cross the start/finish line.

## **Teknee**

### **Assembly Lane**

We inaugurate the fourth and last world with a long track through what seems to be a factory. Very sharp turns and a unique cylindrical "hover" zone make it quite complicated.

After the start, two consecutive jumps (the second one can be omitted by jumping long enough in the first) precede a rounded 90 degrees left turn. You can see near the inside wall that there's an oil puddle, a frequent hazard in this track that will slow down any racer splashing in it. After the turn, the first set of ? crates precedes a small jump, hiding a big oil puddle, after which comes a very sharp left hairpin.

A small jump is ahead, leading to a double right turn. In-between, a small jump to avoid another oil puddle near the right wall. Three ? crates are atop a small jump before a smoother right turn takes us into a very sharp left hairpin. This hairpin can be cut short through a hole in the left wall, though it requires precise timing in the jump. We now face a bumpy straight, with a ? crate mid-air to the left above an oil puddle, and one last jump leading to a long and smooth left turn, with a Bounce crate near the left wall.

The short straight following up has a ! crate in the center, which switches on and off an electromagnetic device that travels from side to side of the track, trapping any racer passing right below it. This device stops by itself after it traps a racer, needing to be switched on to move again. A right turn allows us to enter the factory, with a 90 degrees right-left combination to start with. A jump with a set of ? crates floating in mid-air leads us to a 90 degrees left-right combination preceded by a jump (which almost enables taking them straight), and another jump takes us to another 90 degrees left-right combination. You can see there's an alternate route before entering the factory, by continuing straight into a conveyor belt with two power hammers attempting to squish racers passing by. The belt ends right before the second left-right combination, and has an X crate in mid-air between both hammers.

We then face an uphill, with a blind 90 degrees right turn at the peak, and another uphill with a 90 degrees right turn is ahead. After a short straight, we see a Bounce crate near the right wall, and a 90 degrees left turn to exit the factory and enter the cylindrical "hover" zone. After a right turn, we see a set of ? crates followed by a turbo pad. A left turn takes us to a big slope, outside the "hover" zone and with a massive oil puddle right below it. Manage to jump beyond the puddle, and tackle the last rounded 90 degrees left turn to cross the start/finish line.

## **Android Alley**

A long track full of sharp 90 degrees turns and some wall-less sections. It also has a dangerous hazard at the start, which makes it even more complicated.

We start in a "hover" zone, which you can see has some kind of railway in the center. After a short straight, two ? crates at each side of the railway precede the entrance to a tunnel, which being a "hover" zone lets us ride the walls. The tunnel starts with a left turn, followed by a short straight, and then two consecutive combinations of turns, first right-left and then left-right. After them, the exit of the tunnel and the "hover" zone is visible after a short straight. By this point, you'll have notice the massive train that seldomly travels through the railway, which squishes any racers it touches.

Right after exiting the tunnel, a smooth left turn with a Bounce crate in the beginning near the right wall takes us into a very long and banked right hairpin in downhill, which has a set of ? crates. After it, a set of turbo pads allows us to jump into the next "hover" zone, where we face a vertical uphill after a smooth left turn. There are turbo pads in the middle of the ascension, and a Bounce crate can be seen near the right wall before starting a sharp left turn, as we go downhill to return to track level. A set of ? crates precedes the turbo pads that allow us to jump out of the "hover" zone.

Back on the main track, a smooth right-left combination that can be taken straight leads us into a short downhill, which becomes gradual after a series of turns. We then face three consecutive 90 degrees right turns, before facing one last slope leading us to a 90 degrees left turn and a set of ? crates. An almost blind 90 degrees right turn with a slope is ahead, and after it there's a right-left combination with a Bounce crate near the left wall. You can cut short this section by going straight instead of taking the first left turn, appearing right after the right-left combination.

The short straight following up has two small robots roaming from side to side, which makes racers spin out if they touch them. A smooth left turn with a last set of ? crates takes us into a smooth right turn. Two slopes heading uphill, the second one with a Bounce crate in mid-air near the left side, lead us into a slightly banked long right turn and the following slope uphill, with an X crate in mid-air near the left side. A short straight is behind the last slope, leading us back into the starting "hover" zone with the railway, with the start/finish line to our right.

## **Electron Avenue**

A very long track with very few walls, meaning it's quite easy to fall off if you're not cautious. It also has several hazards and complicated turns.

Right after the start, twin turbo pads initiate a massive slope, where you fall down for 5 seconds straight. After landing, a set of ? crates while in a smooth left turn precedes a double way, with a ! crate in the middle. The crate switches on and off each side of the way, which become a continuous boost when active. There's a Bounce crate in the middle of the track, after the first separator wall ends, right before a tight left turn. Twin turbo pads ahead let us jump into the first "hover" zone.

We go uphill, almost vertically, and encounter a turbo pad which switches its position from one side, center and the other side every 3 seconds. Right after it there's a set of ? crates, with noticeably bigger separation due to the track's width. A rounded 90 degrees left turn takes us into a semi-loop, putting us upside down, and a Bounce crate can be seen near the left wall before tackling a rounded 90 degrees turn. Another turbo pad switching positions with a set of ? crates right behind it is in the short straight leading us to the next right turn, completing the loop and returning us to the main track via a jump, into a completely wall-less section.

A slightly banked right turn takes us into a laser wall, which switches on and off every few seconds. You can use the turbo pads on the ground and try to pass when it's off, or use the ones by the sides which let you jump over the lasers. Hitting them has a similar effect to Static Orbs. We then encounter another slightly banked right turn with another laser wall. One more slightly banked right turn takes us into a set of ? crates, and then into a slightly banked left turn, on to twin turbo pads that allow us to jump into the second "hover" zone, with a Bounce crate in mid-air in the center.

We go slightly uphill, through turbo pads, to tackle a tight left turn. The track performs a tight loop here, putting us upside down and redoing the path again, but mirrored into a tight right turn. A set of ? crates precedes an uphill, making us go vertically, and out of the "hover" zone via turbo pads. Now in the enclosed main track, we face a sharp and tight right turn, heading into a smoother right turn to tackle a sharp left turn. There's a Bounce crate near the right border here, but be careful since there's no outside wall. A set of ? crates precedes a small jump while going right into a double laser wall. Since the track tightens within the lasers, it's more recommended than ever to take the side turbo pads to jump over them. One last right turn, with a small jump ahead, takes us back to the start/finish line.

## **Hyper Spaceway**

An extremely long track, which goes through four worlds via portals and also through the stadium zone where the race begins. This means the track has four different sections, each with its own complications like tight turns, road hazards and "hover" zones. It doesn't display any map while racing, only showing the speedometer, and is also the only track with several X crates throughout its layout.

Ahead of the start, in the stadium zone, the first set of ? crates is visible, before tackling twin turbo pads making us jump into a portal. We appear at another point of the stadium, going downhill through a set of turbo pads, and using the elevated ones to jump ahead into another section. There's a Bounce crate in mid-air in the center, but since the road has a wall separator, you'll have to control the jump. Twin ? crates by each side of the road take us into another jump through a second portal, appearing in another world with a "hover" zone similar to the ones in Electron Avenue.

A left turn takes us into a long and downhill right turn. Throughout the turn, we see two instances of turbo pads near the walls, with guardian statues breathing fire every now and then to burn racers and slow them down. In between those instances, we also see two Bounce crates, one near each wall of the track. We continue downhill, through a set of ? crates and a tunnel, and tackle a slight left turn with turbo pads by the sides and their corresponding guardian statues. A few more turns in an S manner take us into twin turbo pads to jump into the next portal.

A rather long straight awaits, with three ? crates near its end. It finishes with a slope, which we must take slightly left, and the same applies for the two following slopes. A set of ? crates is right before the last slope, which must be taken to the right. The track tightens noticeably as we tackle two consecutive 90 degrees right turns. There's a secondary route after the last slope which takes you directly ahead of these right turns, but it's a bit hard to take and will need a Turbo Boost so as to

make the jump rightly. A long, banked and wall-less left turn takes us into a jump, with a head statue in the left side shooting eye lasers every once in a while. We encounter another jump to evade the eye lasers of another statue, located at the opposite side this time, and continue ahead through long turbo pads to enter another portal and switch worlds again.

The following world features some kind of building, which we go through in a figure eight layout. Four ? crates, two on the ground and two in mid-air between the grounded ones, await in the joint section of the eight. Exiting the eight, twin turbo pads make us jump into the second "hover" zone, which takes the shape of a big cylinder. The cylinder has circular traps which emit lasers onto the track, producing similar effects to Static Orbs should they be touched. Before the first circular trap, there's a circle of crates, which alternates one ? crate with one X crate. Below the circular trap is also a set of turbo pads. We continue through the cylinder to tackle another circular trap, with turbo pads right below it. Before the next trap, we have a circle of crates, this time alternating one ? crate with one Bounce crate. We face two more traps, both with turbo pads below them, and then we jump into the last portal, returning to the main stadium. Through the downhill, we face some turbo pads and a final jump into the start/finish line. Remember that this jump crosses with the first one at the start of the lap, meaning you can reach again the Bounce crate in mid-air, though this time it's a bit above the track and will need precise timing and speed.

This document is copyright Palen92 and hosted by VGM with permission.