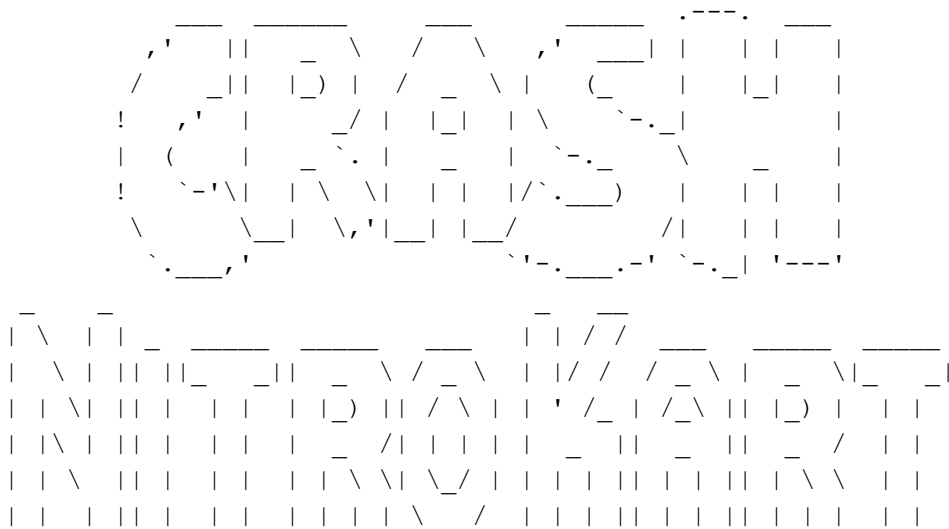


Crash Nitro Kart FAQ/Walkthrough Final

by Gbness

Updated on Jun 17, 2006

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.



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|ASCII by osrevad|
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Crash Nitro Kart FAQ
For the Nintendo GameCube
Copyright 2004-2006 Richard Beast
Version: 2.0
Date: 04/09/04

Version History:

+ 2.0 +
Holy moly, I noticed one major thing that I was missing: the CNK Challenges were completely missing. So I added them to the walkthrough. Probably the last update now.

+ 1.0 +
It's a bit incomplete, but still, it's going along pretty well. There a few things that will be needing adding, but the walkthrough itself is complete. All of the levels, the gem cups, and stuff like that are totally finished. Still, be patient on me to finish the other stuff. =P

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Table of Contents:
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-!NOTE!-

This guide, as you will soon see, is a decent size. Seeing as how this takes effect, you will might possibly be lost in trying to find out what you want to read. There is one way to get to it, instantly. Press Ctrl + F, and then look for whatever you want. Let's say you want to go to the Basics section. Type in

OH EM GEE if it isn't that ol' Gbness again. Well, yep, I'm back. This is the very first FAQ that I've ever done for a racing game, although it's the 20th guide I've done (21st if you count one IGN exclusive). And that's not to mention that a couple things here are incomplete. Yep, I'm lazy, shoot me all you want. Actually, I had several projects to work on simultaneously, so well... you know. Since I have got school and the like, I can't really work too much. The reason that I wrote this guide is because there were NO FAQs currently up for Crash Nitro Kart, which was a real shame, seeing as how many there are for racing games released on like, the same day CNK came out.

This guide will basically go around detailing Crash Nitro Kart like this: first of all, there's this introduction, then the legal disclaimer, and the rules for contacting me. After that, we'll get to the basics of this stuff. I'll talk about how to drive the kart, the controls, weapons, and how to become an overall good driver. Then I'll tell you a little bit about the characters. Following that, the walkthrough will tell you any shortcuts in all the courses, how to get crystals quickly, and anything tricky in any course, together with strategies for outracing the bosses. Then I'll give you hints for the relic races and CNK challenges, tell you how to unlock stuff, and end the guide.

As soon as I began this guide, I had an urgency for it to be the greatest Crash Nitro Kart guide that will ever be made. Still, don't push it on me if this stuff sucks, since this is my first ever racing game guide. Although Crash Bandicoot is dying off, he's fighting has way back to returning, and thus he comes back in a sequel to Crash Team Racing. Still, I prefer Crash Team Racing, but Crash Nitro Kart is still pretty good though. Anyway, I think that's enough babbling. Welcome to this great turbo-charged adventure! The latest version of this guide can always be found at GameFAQs (although I'll always have this on IGN too).

- Rich "Gbness" Beast

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II. LEGAL DISCLAIMER

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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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III. CONTACT RULES

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It is more important to know how to do this than anything else. Hop using either L1 or R1, and a gauge appears to the right. When it turns red, hit one of the two buttons that you DIDN'T previously hit. Repeat this three times, and you'll really be driving. Especially if you hit it when it's at the very top of the gauge...

Wumpa Fruit

This is yet another incredibly basic thing that you need to learn. Drive past wumpa fruit, and you'll get closer to the big ten of them. If you have ten of them, your weapons become "juiced". They then have added features, and are just in general much more useful. Wumpa fruit can be found throughout the track, and in boxes without symbols on them. Keep in mind that if you are attacked, you will lose a little.

Boxes

Ah yes, notice how the track is littered with those boxes? Drive through them to collect something... these are the various kinds of boxes throughout the race track.

Bouncy Box

Bouncy boxes contain wumpa fruit in them (about 3-4 of them, not enough to get you juiced in one go). They have no symbols on them, and you'll definitely be able to recognize them if you've played any other Crash Bandicoot games.

Weapon Box

These babies are marked with question marks "?". In them are a certain weapon... but who knows? The weapon you get may depend on the place you are in the track. The best weapons are for those in 4th-8th, usually.

Special Weapon Boxes

Special weapon boxes contain more than one of a certain weapon in them. You can get 3 of the following: TNT crates, missiles, bowling bombs, orbs, and turbos. If you get 'em juiced, you're really in luck.

Activation Box

Definitely the most important of the four. Unlike the other three, driving through these get you diddly squat. But, they can change the layout of traps in front of you, allowing you to damage opponents when they least expected it.

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IVb. Weapons

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Here are all of the weapons in the game. And yes, that means in race mode and battle mode.

TNT Crate

The TNT is the basic weapon, first making its appearance in the first Crash Bandicoot and being in all of the other Crash Bandicoots. Now that I've bored you with the history of the TNT Crate, when you get hit with it, it's stuck on your head. You'll have to jump several times for it to come off. If you wait for three seconds, it explodes and you take damage!

Juiced: The TNT Crate becomes the NITRO crate. If you run into that, it's no mercy. It'll explode.

Homing Missile

Well, it's a shame that the Homing Missile was in Crash Team Racing, yet it's really not as useful in Crash Nitro Kart. It keeps crashing into walls, it frequently stops midway and doesn't hit, and it rarely hits. It's best used when you're really close to an opponent, and then you can hit them with one of these.

Juiced: The Homing Missile is much improved, as it goes a lot faster and doesn't crash as much. Much better!

Bowling Bomb

Bowling Bomb is another useful weapon, especially if you're using it on a long, straightforward path or hall. The Bowling Bomb goes straightforward when it is used, and when it hits something it explodes. However, it's not that useful in a curved area, so it's best used in a straightforward area. Also, Bowling Bomb can be detonated when nearby an enemy by pressing O again. ;)

Juiced: The Bowling Bomb will go a lot faster, and it'll have a large explosion radius. The O button twice, anyone?

Static Orb

Static Orb is one of the weapons that you will likely want to avoid. It's a small orb of lightning that can be dropped behind you (or in front of you), and when someone just happens to drive by and hit it, they'll get shocked and start driving much slower. It is easy to avoid, however. Still, try to avoid getting shocked. This will also change the opponent's weapon to a random other one.

Juiced: The Static Orb will lasts for longer and is drawn to karts that pass by. And it'll make 'em go even slower.

Tornado Top

Tornado Top is quite similar to the lightning orbs found in Crash Team Racing. When you launch out a Tornado, it'll go along the course and track down the character in the lead. Any character that's in the middle of the course will be also caught in a dangerous gust of wind as well. The Tornado Top will slow you

down for five seconds.

Juiced: The Tornado Top has a higher chance of hitting characters in the way, and goes faster.

Ice Mine

The Ice Mine isn't personally one of my favorite weapons, but it can still be quite useful. What happens when an enemy drives into it and then gets frozen in a block of ice. While they're inside it, their kart drives much slower until the ice melts. Still, there are a lot more useful weapons, but if you put an Ice Mine around a corner and someone drives into it, they're in trouble.

Juiced: The ice takes a lot longer to melt, and the kart will drive like it's on ice. Far more useful.

N. Tropy Clock

Ah, the clock! If you are fortunate enough to find one of these inside a crate, then you can use this and not only will their weapons disappear, time will slow down around them and they'll start driving all slow and clumsy, while you manage to still drive quite quickly. It really sucks to be hit by this, but pity that it's pretty rare.

Juiced: The effect of the clock will last about 1.5 times as long, and your opponents drive even slower and more clumsily.

Invincibility Mask

This is perhaps the best of all the weapons that you can pick up. Sure, it's still rare but it's not as rare as, say... the Clock. When you activate this, the team's mascot will start floating around them, creating a shield on them. Also, anything that you touch will be damaged, and you'll go a considerable amount faster too.

Juiced: Your mascot will stick around a little longer, and you'll drive a bit faster.

Turbo Boost

The Turbo Boost is basic, and there is just about nothing that can describe it. If you drive into one of these, you will drive faster. There's nothing else to it, except that the Turbo Boost works very well on speed pads. If you use it when you get on a speed pad, then you can do a really good, fast, and high jump. Doing three large boosts is also extremely nice.

Juiced: While juiced, you'll go even faster and the boost will last longer. Not to mention the joined effect with speed pads or boosts will be better.

Invisibility

Not much to say about this, since the meaning is self explanatory... this "weapon" (it doesn't harm enemies) is, sadly to say, not found in race modes, only in battle modes. The Invisibility is a great asset of a good fighter in battle mode though, because only the character's outline will be shown.

Remember that the arrow still will be, though!

Juiced: The Invisibility lasts for even longer, and the kart's even harder to see.

Super Engine

Oh my god, this engine rocks, despite not being original in the slightest, as it is practically the same as the Turbo Boost. However, if you get a Super Engine you can use it several times to quickly get away from a missile or your opponent who may have something quite deadly. To add to that, the Super Engine's very fast. However, it's only in battle modes.

Juiced: Super Engine lasts even longer, it's even faster, and overall better! One heck of a good "weapon".

Red-Eye Missile

This missile is only available in battle mode, but man is it good. It will leave your kart a sitting duck, which will allow enemies to attack, but when you shoot one of these off, you can control a fast missile normally, and then find an enemy and crash the missile into him/her. Just shoot it from a safe location...

Juiced: The missile will be even faster, and to boot, it will also be easier to steer!

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V. CHARACTERS

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Here is a listing of all the characters in Crash Nitro Kart. And yep, that's all 16 of 'em.

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THE BLUE TEAM

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Crash

Crash Bandicoot is the main hero of the story. A long time back, in the previous Crash Bandicoot games, he defeated the evil Dr. Cortex, who made several threats of taking over the world. He now lives with his sister Coco, his new bandicoot friend Crunch, and the witch doctor mask Aku Aku, along with Pura and Polar (tiger and polar bear, both who occasionally hang around). In the races though, Crash really isn't that great. He's the acceleration type and has a medium build. Mediocre turning, excellent acceleration, and average speed. Overall, he's pretty average, but I'd prefer Coco or Crunch.

Coco

Coco is Crash's little kid sister, who also just happens to be the intelligence of the bandicoots. She spends almost all her time on her computer, although in the third Crash Bandicoot game she appeared, although she could only go around in vehicles and on her trusty tiger Pura. Speaking of Pura, Coco also has a pet cat/tiger. Isn't that nice. :) Coco is one of the better members of the blue

team inside of the actual races though. She focuses on turning. She hasn't got the best speed, but she accelerates well enough and turns beautifully. She's overall a very good pick, especially in places like, say... Clockwork Wumpa.

Crunch -----

Crunch originally appeared in *Crash Bandicoot: The Wrath of Cortex*, which was the sixth ever game released in the *Crash Bandicoot* series. He was originally created by Cortex and given supreme powers, but eventually he had a change of heart and got out of Dr. Cortex's control, and then he sided with the bandicoots. Crunch is still a powerhouse and is a big pile of muscles though. As he happens to be a powerhouse, Crunch focuses on nothing but speed. He's just about as fast as they get on the tracks, although he has mediocre acceleration and awful turning. Still, Crunch can be quite a good pick.

Fake Crash -----

Fake Crash is an incredibly unknown and rather useless character in the *Crash Bandicoot* series. He happens to appear and taunt you in *Crash Bandicoot 3*, inside the fifth level, and he was in *Crash Team Racing* and was on Dr. Cortex's side, but for some odd reason in *Crash Nitro Kart* he happens to be on the bandicoot team, perhaps just for his species. He's really incredibly unimportant, but he is unlocked by getting 50 boosts on the Cortex Team (red team). Fake Crash is very similar to Crash, he deals with acceleration and has bad turning, and average speed.

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THE RED TEAM

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Cortex -----

Cortex is one of the age-old *Crash Bandicoot* characters who appears in every *Crash Bandicoot* game ever released, but I suppose that's obvious because he's the main villain (besides the mask of evil, Uka Uka). Cortex isn't really good looking as a villain though, because he has a big "N" on his forehead, a bad temper, and he's short and has very bad-looking black hair. Still, Cortex is more evil than he looks. He focuses on nothing but world domination, making bandicoots extinct, and doing stuff with animals. Like Crash, he has great acceleration. Not that great in anything else.

Tiny -----

Tiny is a personal favorite villain in the *Crash Bandicoot* series for many, although he does happen to be the clumsy one. He owns several pet lions and in a fight with Crash in the third game, he enjoyed sicking them on him. Tiny enjoys playing checkers, and since he's so big there's nothing he likes more than squashing bandicoots. Still, Tiny is incredibly clumsy and has just done something strange to his kart that makes it incredibly fast but stiff, making it turn poorly. He's the top speed type, but since his kart is so stiff it doesn't turn or accelerate that well.

N. Gin -----

N. Gin is another one of the best villains in the *Crash Bandicoot* series, due

to his awesome voice, that strange missile in his head, and his overall personality. He's gone a little crazy due to a missile getting stuck in his head, so he's definitely not the type to be messed around with. He also just happens to know quite a lot about robots and machines, seeing as how he's fought with Crash before in machines. Also, in the races he focuses on the kart's turning power, although he isn't incredibly fast. Acceleration is medium, as opposed to what N. Gin was in Crash Team Racing.

N. Tropy

N. Tropy is the master of time and fought Crash in the third game with the forces of time and special magic. He also built the Time Twister machine, which allowed you to go back in time. All in all, N. Tropy is an incredible mastermind, almost as clever as N. Gin is. In Crash Team Racing, he wasn't in the main races but in Time Trial, his best time could race you, then you'd beat it. After you beat him in every single track, you could play as him. He's exactly the same in Crash Nitro Kart, so you can get this amazing, speeding, blue-faced scientist by beating him in all courses. He's the top speed type.

THE GREEN TEAM

N. Trance

N. Trance is a new character to the Crash Bandicoot series, who will hopefully stay if there are future Crash Bandicoot games. N. Trance looks just about as goofy as Cortex: he has a pink head that looks like an egg, and his body is quite small. Still, he is much deadlier than he looks, and he is the master of hypnotism. He's even hypnotized Dingodile and Polar so that they'll race for him, and he got Pura as well, although Pura is not quite as important, since he isn't in regular races. Since N. Trance is the leader of the Green Team, you can expect that he is an accelerator.

Dingodile

Dingodile is a little different in this showup in the Crash Bandicoot series. Sure, he's exactly the same as always and enjoys frying small bandicoots for supper, but when Cortex, N. Gin, Tiny, and himself were caught in the tower and taken to Velo's citadel, he was caught and was brainwashed by N. Trance and now races for him. Dingodile is yet another villain in the Crash Bandicoot series that is pretty well liked, though. In the track though, Dingodile focuses on top speed, although for some reason he doesn't seem as fast as Tiny. Still, Dingodile is quite fast. He's also unlocked by completing the Red Gem Cup.

Polar

Polar was with the bandicoots at first. You may remember in previous Crash Bandicoot games, a cute, white little polar bear sitting outside or inside their home, but when Crash, Coco, and Crunch were taken over to Velo's citadel, N. Trance got the cute little bear and brainwashed him to race for him. So now Polar is an enemy. Polar appeared in Crash Bandicoot 2, and Crash could ride him, although I have to say he didn't ride him enough. Polar can be unlocked by completing the Blue Gem Cup, although it's a pity he still can't race for you. As a small polar bear, Polar focuses on turning.

Pura

Pura is Coco's pet tiger. Actually, Pura is a very small tiger, almost to the point of being a cat/kitten. Still, that doesn't take off from the fact that Pura is very cute. =) Pura was in Crash Bandicoot 3 and in Crash Team Racing, and he even appeared in Crash Bandicoot: The Wrath of Cortex, in a cutscene or two. However, Pura met the same fate as Polar did, in being brainwashed by N. Trance. Anyway, Pura is mostly the same as Polar is, if any different at all. He turns well, but isn't really the fastest. Unlocking him is done with 50 consecutive boosts on the bandicoot team.

THE YELLOW TEAM

N. Oxide

Nitrous Oxide is more of a newer character. He first appeared in Crash Team Racing, and he threatened to turn the whole world into a concrete parking lot and making everyone his slaves if they didn't race him and win. As you can see, he was pretty evil. However, he was beaten and returned in Crash Bash, only to be defeated there too. N. Oxide is furious that Crash always wins, and this time he demands pure victory. This time, he's brought along his servants Zam and Zem to outrace Crash. N. Oxide is very ugly and not really that great, since he deals on wheels. Oh wait, on acceleration. Not top speed or turning.

Zam

Zam is one of N. Oxide's two pet lizards, who are both racing for N. Oxide. Zam is a new character to the Crash Bandicoot series and hasn't appeared in any others, and I can honestly say that I hope that Zam won't. Sure, Zam is better looking than Zem is, but just take one look at Zam and you'll say, "Ah, this is Yoshi, oh whoops, I mean ZAM." Zam does look a lot like Yoshi from the Mario series, yes. Anyway, there's not much to say about Zam. He's unlocked by beating the Purple Gem Cup, which is rather unrewarding, seeing as how hard the crystal challenges are. He focuses on turning.

Zem

Zem is Zam's, errr... brother, although Zem is quite a bit different from Zam. While Zam looks like Yoshi from the Mario series, Zem looks like Velo. While racing, he was in first, and I saw his portrait to the left, I thought, "Wow, is that Velo there?" Another thing is that while Zam works upon turning, Zem focuses on going as fast as possible, although I don't personally find Zem as fast as, say, Tiny or N. Tropy. Zem is incredibly ugly, let me tell you that. So even after unlocking him from the Green Gem Cup (that's where you unlock him), I haven't used him more than once.

Velo

Emperor Velo XXIII. His image first appears at the beginning of Crash Nitro Kart, as his face. Even as the "ruler of the galaxy" as he calls himself, Velo is quite ugly. His face is all green, and when he appears he's dressing in pink and gold. I don't know about you, but those three colors do not match at all, in my opinion. Anyway, Velo also claims to be the fastest in the galaxy. He is

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Difficulty Level: *

Recommended Character: Crunch/Tiny

This track could get a bit confusing at the first see, although it is really very easy to navigate and a pretty good course with two shortcuts. Get a good start at the beginning of the track, then immediately jump. Wait for the gauge on the right to turn red three times (yes, you'll need this much time and this much speed to do the shortcut), and then look over to the right. Don't jump down below to the water, just jump over to the ledge right above. This is the first shortcut. You may want to hug the wall on the right a little bit to make sure you don't fall off though, but there's a special weapon box right there.

When that ledge reaches its end, hop down and you'll come to a lot of Wumpa boxes and a few weapon boxes too... try to drive through as many wumpa boxes as possible to get juiced quickly. After getting them, just speed over to the right, and you'll find a path to the left. Do a few boosts around here and then speed quickly over to the left. Then take a right and you'll end up on a bridge. Do another three boosts to go as fast as possible, then look for another ledge to the left. There's a rope around it, and you may possibly land on it (happened to me several times). If you do, jump drive to the left and drop down there.

That is the level's second shortcut. Anyway, that is pretty much the end of the level. There are a few weapon boxes on the way, so you may want to get those as well. Speed a little bit over to the left, then drop down to the bottom and continue forward, to arrive back at the beginning of the course. When you reach the beginning, do some more speed boosts, but try very hard not to miss the ledge on the right to take the shortcut. If you go too fast, you'll miss it. Be careful, and don't fall off of it either.

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VIc. TINY TEMPLE
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Difficulty Level: **

Recommended Character: Crunch/Tiny

Tiny Temple is a good, straightforward level, even more so than Jungle Boogie. Anyway, as you begin it may be a good idea to get some really good speed on the ramp ahead of you, then start rushing forward and take an immediate left to meet up with another ramp, and two faces breathing fire below the ramp. Take the ramp, and when you land back on the ground you will be speeding for at least five seconds, especially if you're Crunch or Tiny. Once you do that, continue and then head downhill and you'll find an activation box and two tunnels to take.

The activation box will make some faces start breathing fire. First of all, in either tunnel it'll be one side with a face, the other side, then the first side, then what was the second, and then the paths will meet up. Take whichever one you want, although this part will be easier if you're ahead of the other racers and make it across before any racers get to the activation box, because you'll have less risk of getting flamed. Just be careful, since you don't want to get stunned. After getting out of there, just take a left and then get out of that room to head forward.

You will meet another ramp after you make your way through there. Use it to go a little faster, but I remind you that after you go a little further, you will find several creatures along the track that will try to get in your way and

stun you. Try to avoid them. The ramps do a good job of helping you avoid them, so use them. Continue to drive onward until you get to a really large jump and then land back at the beginning of the course. Now prepare for none other than... the KRUNK!

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VId. KRUNK
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Difficulty Level: **
Recommended Character: Crunch/Tiny

The race with Krunk takes place in Jungle Boogie. Krunk is quite easy to outrace, although he will lay out about three weapons for every normal box that he collects. It will be a bad idea to stay right behind him. Instead, note that he doesn't take the shortcuts. You'll get far ahead of him if you can take both shortcuts at least once. That way, you need never worry about Krunk, since all of his attacks will be right behind you. After that is over, Crash gives Krunk his yo-yo if you're on Team Bandicoot, and Cortex will threaten to take over Terra if you're on Team Cortex. Either way, you can now go to Barin.

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VIe. TEMPLE TURMOIL
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Difficulty Level: ***
Recommended Character: Coco/N. Gin

Yep, this is the special level of Terra. To begin this course, drive slowly over to the left to get a crystal there, and then drive across the round course four times to get any single crystal you find in your way. Coco or N. Gin are good for this. However, you'll find in the center four crystals that need some jumps to be gotten. I recommend only going in there once you've gone behind any objects on this course and taken any hills to jump up to crystals until you get 16 of them. Then drive up to the center and get two of them, one by jumping and one by driving, then return back and get the last two. It shouldn't really be too difficult.

----- BARIN -----

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VIf. METEOR GORGE
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Difficulty Level: **
Recommended Character: Crash/Cortex

This is my personal favorite track in Crash Nitro Kart. Maybe it's because I'm super good at it, or perhaps because it has one of the nicest shortcuts in the game, but this is one hell of a nice track. As you start, get a good boost and then go up the hill in front of you and take a left. The first shortcut is right to the left. Make sure you're going fast enough, and then when you get to a large drop below, head to the left and you'll find a special weapon box. If it's three turbo boosts, make sure you save these up for a slightly harder shortcut. Drive to the speed pad and drop down to the ground.

Drive past the small amount of ice on the track, and collect the wumpa crate on the left. Then take a left and you'll find a blue pad. This type of pad will

allow you to jump into the air and collect stuff up there. In this case, it's a Wumpa crate up there. It's not really important, but an extra 3-4 Wumpas never hurt anyone. After you collect those, drive down that hill and head to the right, and then we're just about at Meteor Gorge's second shortcut, and perhaps the game's fastest one. You'll find a speed pad right in front of you. Do three EXCELLENT boosts, and when you get to the speed pad, take a left.

If you go fast enough, you'll land on an island across the lava down below. Do another jump to get the other side of this area. Two jumps instead of halfway around what would be a circular track. Not bad! Anyway, that pretty much finishes Meteor Gorge. Continue and you'll end up at the finish line at last, and by now you should be going fast enough to easily take the shortcut to the left (the one with the ice below). There's a reason I love this course, and that's that shortcut.

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VIg. BARIN RUINS
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Difficulty Level: **
Recommended Character: Crash/Cortex

Before you even begin, you will notice in front of you, four boxes. However, there is a small hill of ice to the right, which prevents you from getting them a little quicker. There's also a large titan storming around, in which you will want to avoid being caught under. You may want to drive across the center to get those boxes. After that, you will enter a cave. Do some power boosts inside it and jump out of it, then below you will see a large deal of lava below. Once again, don't take too many risks. You can drive close to the edges of the path you are on to get some special weapon boxes though.

Once you finish that, you will have to take several turns to the right. Continue doing that until you find a tunnel to go through. You'll find several wumpa crates and special weapon boxes in here, but there are also a few obstacles. Drive carefully, and then you'll find a small hill on the right, and a little passageway right above it which will lead to the finish line. If you plan to take this, locate it ahead of you and do three really large boosts on the hill to get inside. Be warned that a bit before the finish line is a large titan, though.

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VIh. DEEP SEA DRIVING
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Difficulty Level: ***
Recommended: Coco/N. Gin

Deep Sea Driving is the game's first "hard" course. Not saying that it's very difficult, but it's much harder than the first five courses. Get a good start as you begin, and then head forward. There is a small shortcut right in front of you, and that's cutting through the land right in front of you instead of taking the path to the right. It's only recommended if you have a really good speed on it though, because driving through it will REALLY slow you down. If or if you don't do that, then you'll have two tunnels through the sea in front of you. It doesn't matter which one you take; both are fast and give you crates.

Continue driving onward, and then take a right. You'll then land on a series of paths. Drive across three of them, and then you'll find a path to the right, way below the path you are on. If you go pretty fast on the speed pad, it should be no problem taking it, and it will save you a little bit of time.

After you land, take a right, then drive past the pillar and take a left, and you'll end up in another long tunnel through the sea. I can't really give a strategy for this, but there are several obstacles around here, and you can drive up to get other crates. Try to avoid the obstacles by timing yourself, and then you'll wind up back at the beginning.

=====
VIi. NASH
=====

Difficulty Level: **
Recommended Character: Coco/N. Gin

This race takes place in Deep Sea Driving. Alright now, racing Nash is like racing Krunk, although Nash is slightly more dangerous. He will place teeth and shark mouths behind him very frequently, and they're hard to dodge. Try and avoid getting right behind him, and stay in the air a lot. Fortunately, Nash doesn't take the main shortcut in Deep Sea Driving, so you should be able to keep a lead on him. However, don't try too hard. Try and move around a bit when you're on the straight paths before you can take the shortcut, and you should be just fine.

=====
VIj. FROZEN FRENZY
=====

Difficulty Level: ***
Recommended Character: Crash/Cortex

You'll begin in a small cave. I recommend driving very slowly while you're in it, so that you can get all of the crystals inside the cave. It may, however, be a good idea to get half of the crystals right now and then get the rest later. After you get all the crystals in the cave, head out into the main arena, and you'll find several ramps leading to a higher ground. What you should do is first get up there, then do a full circle around the higher ground (it's entirely circular), while avoiding TNT crates. Then get on all of the ramps and collect the crystals there, and if any crystal remain in the cave in the center, collect them. You should be able to do all this in the given time.

----- FENOMENA -----

=====
VIk. OUT OF TIME
=====

Difficulty Level: ***
Recommended Character: Crash/Cortex

Out of Time has two shortcuts right at the beginning of the level. Shortly after you start at the beginning of the level, you'll find two blue jump pads in front of you. They will alternate which one will be up, and the first small shortcut on this level can only be taken if you take a jump pad. Time it so that one of them is up when you drive by, and when you're in the air take a large right through the sand, and you'll already be ahead of the other racers! Just drive a little bit further while boosting a LOT, this is what is required for the next shortcut.

Make sure that you're going extremely fast, and then look for the above arrow

on the right. There is a fence below it, and between the arrow and the fence is a gap to drive through. You'll have to go REALLY fast to head between them, and don't fret if you don't do it on your first time through. This is honestly one of the hardest shortcuts in the game to take. If you do manage to do this though, continue driving to the left, even though it'll say that you're driving the wrong way when you're not at first, however. If you don't make it, go straight and head to the left, then continue down the road.

You will then come to a long path, and a large clock on the right. Just head on straight forward, and then drop down and go forward. Drive over to the right, and then just head up the next hill and drop down to a new area. You'll find several dunes around here, with holes in all of them. Stay as far away from them as possible (the dunes alternate from right to left to right to left, etc; with this being the case, drive across the center of the road), or large worms inside the holes will eat your character, then spit him out, greatly slowing you down. Avoid this happening at all costs.

Anyway, after you make it past the dunes there's not really much more to this level that's left. Take a right after you go through the area with the dunes, and then drive down the next road. This would be a good place to get some boosts, so keep that in mind. Just a little bit further, you will end up back at the entrance, again. Now usually with me anyway, the ramp up in the first lap is the ramp down in the second lap. Usually, the ramp that was down when you passed this area will be the one you take this time. Keep that in mind on your second way through.

=====
VII. CLOCKWORK WUMPA
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Difficulty Level: ****

Recommended Character: Coco/N. Gin

Clockwork Wumpa is probably the most difficult course in the whole of Crash Nitro Kart. It requires a lot of turns, it has several tricks and traps, and it's plain out not an easy course. It also has a few shortcuts. :) Anyway, as soon as you begin, start going really fast and then head up the ramp facing you, then turn to the right. Hurry down a little, and you'll find a huge gear spinning in the middle of the area. Try to avoid this as best as possible, as it'll squash you and if you go too far into it, you'll fall off the course. Not exactly a help for your speed.

Hug the right wall a little bit and just continue behind the gear, then head up another ramp and to the right you'll find another gear just like the last, except there's no wall and it's on the right. This time, go to the left of the gear, but try not to go too fast, and centralize yourself. Otherwise you may fall off the course or into the gear. After you get past it, go to the right and then in front of you, you'll find a few wheels and a path to the left. The wheels are the shortcut. This is one of the weirdest shortcuts, but anyway... continue driving forward and fall onto the wheel.

DO NOT do any boosts on these wheels by any means. If you do, the direction that you try to boost in will be the direction that you fall off of the wheel. Anyway, just jump to each wheel, and then do a jump to the path ahead of you. Take a small left, and then use the speed pad to land at a lower bridge. You'll find an Activation Box in front of you. If you drive through this, a huge trapdoor in front of the next area will open. Try to avoid this trapdoor unless you're in 7th or 8th and haven't driven through the Activation Box. Falling through the trapdoor is equivalent to falling off the course. Be careful.

Once you manage to get into this room, take a right and start doing three long power boosts. Make sure you're speeding as fast as you can and when you get to the ramp, do a large jump and you'll get to the bridge above the track. From here, just continue until the bridge comes to an end, then drop down to the track itself and go over to the speed pads. Then get down to the bottom and just drive a little bit forward. Go to the left, and eventually you'll get out of this room. Then go up the ramp and take a right from there, and that's the track of Clockwork Wumpa complete.

=====
VIm. THUNDER STRUCK
=====

Difficulty Level: ***
Recommended Character: Coco/N. Gin

This is the single most straight course in the whole game. Really, it doesn't get any more linear than this. However, there are a couple tricky spots, and a few obstacles will grace your path through this course. Anyway, the course begins as you'll go straight, and then you'll have to take a few turns to the right. After that, you'll drop down a few steps. If you happen to be going for the CNK Challenge, remember not to miss the C to the right of the first step, as it is easily overlooked! Once you get finished with that, take a sharp right turn, and then take a left turn and another small right one.

You will then get to a path going up. Avoid the spiky obstacles on the way though, as they will be guarding speed pads. The speed pads really aren't worth using, so just turn to the right, then to the left, and take another left turn and you'll be better off than taking a speed pad that doesn't make you go much faster and getting hit at the same time. After that, you'll go through more linear driving, and you'll take another path up similar to the last one, only twice as long. Then you'll come to a large drop, guarded by two golems. Try not to hit the activation box, because if you don't drive through it you'll only have one to bother with. You'll then end up back at the beginning.

=====
VIn. NORM
=====

Difficulty Level: **
Recommended Character: Crash/Cortex

The first thing you will most likely notice in this course is that you are racing two characters: the little Norm and the big Norm. If you want to win this race, you'll have to beat both of them. Their attacks are not that dangerous; all they will do is fire bubbles behind them. They're extremely easy to dodge, but if you do get hit by one, repeatedly jump so you can get out of them, and you'll be fine. To quickly outrace them, try and take the first shortcut at least once. If you can do this and don't get eaten, you'll have absolutely nothing to worry about throughout the whole race. One of the easier boss races, in my opinion.

=====
VIo. DESERT STORM
=====

Difficulty Level: *****
Recommended Character: Crash/Cortex

As soon as you begin, you'll be on a road elevated above the ground. Now

beware, this is the hardest special level. It doesn't get any harder than this, believe me. If you can do this, you can do anything. Drive straight, and don't fall off the road. A crystal will be in front of you. Enter the structure in front of you, to find several crystals, as well as explosives. Drive slowly around here, since even though you'll be going slow, it's faster than driving quickly and having to be stopped several times by running into explosives. After collecting all of them, look around the center to find another crystal.

Use the bridge right there to collect two more crystals. After the first one, drive slowly, because in front of the second, you'll find two NITRO crates and if you collide with them, there's a good chance you'll fall off the cliff. Now I think I should explain the layout: there's the main ground, full of explosives. It's got several small corners, all of them with two NITRO crates and a crystal. Don't drive too quickly as to run into NITROs, but be careful and go fast to try and locate all of them. After that, take the roads above. You'll have to use them several times to get the crystals on them. Save them for last, however. Good luck!

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----- TEKNEE -----
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VIp. ASSEMBLY LANE
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Difficulty Level: ***
Recommended Character: Coco/N. Gin

Two shortcuts grace this track, although the first one is rather difficult to do. Get a nice, good start as you begin, and then just drive to the right. You may want to hug the right wall a little bit, because on the left you'll find some dirt. It's a pain in the neck driving through it, since it will really slow you down. Just continue driving while avoiding the dirt, and eventually you'll find a hill and a speed pad. Take the speed pad and then use the hill to jump through the opening on the left. This is one of the two shortcuts in Assembly Lane.

Once you get to the other side of the track, take a left and then you'll find yourself over at a building. The next shortcut is very minor, but it'll save you a little bit. Do some power boosts, and when you get to a small hill, drive over to the left and then drive forward on the small wall. You'll find a few crates on the way which may provide some useful weapons. Drive forward and then you'll get to the next area a little quicker than you would have without driving on the wall. You'll come to several ramps, and a few special boxes in midair. Do jumps around the ramps and turn in the direction they're in to get.

Eventually, the ramps end and you'll see a wall ahead of you. Drive to the left, and you'll be on a long path leading back to the beginning of the course. Remember: this is one of those paths you can move up and down on, but don't go too much to the right or left, or you could fall off and give a few opponents some time to catch up. Just make sure you drive really fast, while doing many boosts and using the speed pads to help yourself out, then eventually you'll see a strong blue light in front of you. Do a long jump here, or you'll end up driving in dirt. Save yourself the slowdown, and take a left to end this.

=====
VIq. ANDROID ALLEY
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Difficulty Level: ***

Recommended Character: Crash/Cortex

The first part of Android Alley is easily the most difficult. As soon as you begin, you may not wish to go too fast. Once you enter the tunnel in front of you, stay off the train tracks at all costs. Eventually, a train will drive by and anyone on the tracks will be ignorantly flattened. Since the train tracks are right in the center, you should drive over to the right or left to avoid it. The wait for the train to go away if it flattens you is about five seconds, which will definitely allow your opponents to catch up on you/leave you far behind. Luckily, it's the only difficult part of Android Alley.

After getting out of the alley, drop down, and then drive over to the left. Then go further down and proceed. Eventually, you'll be dropping down two steps. At the bottom, take a right to enter another room. You'll find a few crates here, and a special weapon box. You'll have to hug the left wall a little bit if you want to get it though, unless you're playing as Coco/N. Gin. After collecting whatever you did from there (preferably a speed boost, but if you did by any chance collect one, DON'T USE IT YET). After getting out of the room, you'll find a path leading to the left, and a large tower.

This tower just happens to be a shortcut. There's an opening in the middle, covered with glass. Do three consecutive boosts right before it, and if you have a speed boost, use it now. You'll then go really fast and break through the glass. Collect the crate on the way, and then drive through the glass in front of you, and drop on the road right on the other side to find two droids. Avoid them, as touching them will make your kart spin out. Try to drive around the center, and eventually you'll find another place to drop. Collect the wumpa crate on the right, and then just drop down to end the course.

=====
Vlr. ELECTRON AVENUE
=====

Difficulty Level: **

Recommended Character: Crash/Cortex

This is one of the more straightforward levels, with little to no shortcuts at all. It'll begin with a speed pad right ahead of you, followed by a VERY long jump down. Try to go really fast on the speed pad, but don't go too fast or you'll crash into an obstacle above the path below. When you're down there, you will come across two paths leading to the same area. There's also an activation box which will make one of them a long turbo pad. The default turbo pad will be the one on the right, and if you drive into the activation box, it'll be the one on the left. Either way, it's just straight.

Once you finish that, just drive down the ramp and continue to use the speed boosts to drive quickly. You'll have to be making quite a lot of turns to the left, and then one turn to the right. If you are Tiny or Crunch, be a bit careful around there. Eventually you will get out of that area and end up on a yellow path. Be warned in the next area, because pink electricity is buzzing in front of you. It will cause your kart to spin out of control, so it's recommended that you use the speed pads on either side. After doing that, just drive onward.

The next few areas will be very similar to what you have already gone through after the two long speed boosts at the beginning of the course. It will just be straight, so it's not really anything that you'll have to be cautious about, despite when you get back to the yellow area, you'll have to make a pretty hard turn to the left. Once you do so, 'way ahead of you will be TWO lines of

electric shock in front of you. If you're going for CNK, you'll have to time it so you don't get shocked, but if you aren't, use the speed boosts and take a right to finish it.

=====
VIIs. GEARY
=====

Difficulty Level: ***
Recommended Character: Crash/Cortex

Geary will race you across Android Alley, and he also has two robots driving with him, which will help him. As you drive forward, Geary will instantly get a head start on you (usually) and will drop several explosives behind him. Try to avoid that, and just be careful until you get out of the train area. Geary will get really far ahead of you if you get trampled, which is why I recommend you take the usual tower shortcut when you get there. Also, try to hit Geary with a missile if you can, because that will slow him down. By the time you use the tower shortcut, you'll easily catch up. Once that race is over, Velo appears in person and challenges you...

=====
VIIt. MAGNETIC MAYHEM
=====

Difficulty Level: ***
Recommended Character: Coco/N. Gin

Although it's the last, I found Magnetic Mayhem to be the easiest of the four special courses with purple tokens. This one is comprised of the central area, with 13 crystals, and two paths to drop down to, on the left and right of this course. First, get all 13 crystals in the center. To do this, just use power boosts on the ramps, get the crystals above, and then drive slowly into each crystal. With those on the platforms, drive slowly into a crystal, then back off and get the rest. Keep in mind that the place is littered with NITRO crates, so you may wish to avoid them when you're on conveyor belts. After you get 13, take the other paths, drive slowly to get the first few, and avoid the NITRO crates. Then take another path back up.

----- VELO'S CITADEL -----

=====
VIUu. VELO
=====

Difficulty Level: ****
Recommended Character: Coco/N. Gin

Velo is by far the hardest boss of the five. The thing is, whenever you get ahead of him, he will immediately opt to fire a Bowling Bomb at you, and he's the absolute king of homing missiles. If you're behind, he will always be shooting Bowling Bombs backwards, and he's extremely fast. That's also not to mention that this race takes place on Hyper Spaceway, a track that we have not seen yet. It requires a lot of turning, which means that Coco or N. Gin is needed. And to add to that, at the end of the course there are some obstacles which can slow you down. And need I mention Velo has two cronies with him?

Hyper Spaceway will start as you speed forward and you'll find a double speed

IN THE AIR, NOT ON DRUGS, keep in mind) and try and stay on the right and you'll collect it.

=====
METEOR GORGE
=====

C: Just a little bit forward, use the really large jump that you'll make to get down to the bottom of the area. Oh wait, DON'T use it, I forgot. On the ledge to the left, you can pick up the C. No sweat.

N: Drive around the right of the track (around the large blue circle) and you'll locate the N around there. Can't really give more direct information, though.

K: Around the area I mentioned in the walkthrough that has the small island in the lava, jump over to the island and look a bit to the right. Well, it's small, so you should see it.

=====
BARIN RUINS
=====

C: When you enter the large half-pipe road, just look a little bit to the left. It's on the edge, so try not to fall into the lava while you're at it, and you're fine.

N: Head over to the U-turn, around the golem that walks around. You'll find it around the right. Again, I can't really give any more direct information than this.

K: After you go through the area where the walls rotate around your kart, jump out and then drive up the hill to the right and jump into the small tunnel in the wall and you'll get the K.

=====
DEEP SEA DRIVING
=====

C: As soon as you start, drive through the rough area on the left. Although it'll slow you down, you'll need to do it if you want to win this CNK Challenge. ;)

N: After you complete three jumps inside the cave (after the long area with the speed pads), make sure that on the last one you drive to the right and end up on the ledge over there. Not only is it a shortcut, but has the N there.

K: This is extremely easy to miss, I'm warning you. You can find it in the large pipe tunnel with the huge turning wheels, around the darker part of it. Be slow, and be steady, and you'll get it.

=====
OUT OF TIME
=====

C: It can be found to the upper-right as soon as you begin the course. There are two ramps at the beginning, and only one is up at a time (they're changed with an activation box). Use the ramp on the right when it's up to get it. Should be no problem if you're in the air.

N: Just a little bit ahead of the C, follow the road until you reach an arrow. Right before you reach that, the path will go up. If you're fast enough, you can jump right below the arrow to take a shortcut. The N's right there.

K: The K is way over at the end of the track. Just before the end, look around the cacti to the left and then drive into the sand to find the K standing alone.

=====
CLOCKWORK WUMPA
=====

C: Instead of taking the course after the third ramp, jump to the wheels on the right. Keep jumping across them and at the last one, you will find the C around the right.

N: When you reach the room near the end of the course, look for the wooden path and the ledge above, to the left. Use the path to jump to the left and drive that path forward to get the N.

K: Just a bit ahead of the N, make the really large jump at the end, and if you're fast enough you can collect the K in midair. Probably the hardest letter to get, though.

=====
THUNDER STRUCK
=====

C: This one can be found right near the beginning. After going forward a tad and then jumping down one of the steps, take a hard right to find the C right there. Not easy to miss.

N: After getting past one of the sloping paths going up (around the end of the course) look to the left to find the N. Keep in mind you have to jump off the road to get this.

K: Unfortunately, the K can be one of the hardest letters to collect. In the entire game. Drive onward to the final speed pad, and do three power boosts, timing it onto the speed pad. If you are lucky, you'll get the K. This can take several tries.

=====
ASSEMBLY LANE
=====

C: Once you first make a u-turn at the beginning of the course, just drive over to the left and the C will be right on the path; not a very hard letter at all.

N: On the second u-turn, jump on the hill (after having done three power boosts) and enter the small opening in the wall. The N will be right on the wall.

K: This is near the metal path at the end of the track. Drive into the room and at the end, look for the K to the right. Then just jump up and collect it. Try not to fall in the pit on the way, though.

=====
ANDROID ALLEY
=====

C: Once you get out of the speed pad section in the beginning of the course,

use the right path to jump in the air and collect the C right there. Not hard to get.

N: A little more than halfway through the course, you'll notice a huge blue tower in front of you. Make sure you're going at a decent speed, and jump through the glass. The N is inside.

K: In the final part of the level. It's on the ramp right before the final drop down. It's just on the middle of the track, so you shouldn't have many problems getting it.

=====
ELECTRON AVENUE
=====

C: Just barely after you begin, you'll find two blue speed paths you can take. Take the left one, even if someone used the activation box to make the one on the right the speed path. ;) You'll then find the C.

N: Once you get past the first set of laser beams, you'll find the N REALLY high in the air. Take the jump ramp to the left, and if you're lucky, you'll get this. Power boosts help.

K: At the end of the level, with the lasers on the ground and the really large jump to the left, instead of taking the jump, use the path. Even if you get shocked, you'll get the K.

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IX. CREDITS
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