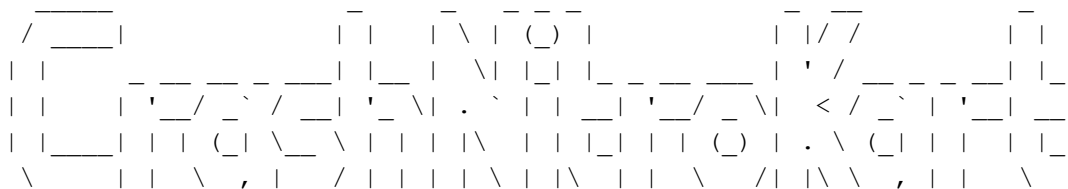


Crash Nitro Kart FAQ/Walkthrough

by Dbzmaniax

Updated to vFinal on Apr 8, 2010

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.



Crash Nitro Kart
Driving
Nintendo GameCube
Copyright 2010
FAQ/Walkthrough
Version 0.10

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i.Introduction ===== [ITRO] =

This guide is about the GameCube version of Crash Nitro Kart. The latest version of my guide can be found on GameFAQs.

I decided to write this walkthrough, not because of this game, but its predecessor, Crash Team Racing (CTR) for Playstation. That game was one of my

most played Playstation games, rivaled only by Chrono Cross and Final Fantasy VII.

This game was clearly much influenced from the original with many levels showing similarities to those from CTR.

When I first started playing this game it didn't live up to my expectations, mainly due to the many framerate slow downs from a not-so-good porting job.

But once you get past the bad port over and get stuck into the game you will begin to notice the charm of this game, not as great as the first, but very similiar.

I'm not going to go into very much detail about the levels, directing you the whole way. This is a racing game, not an RPG. I'll give you a few hints for each level and state the shortcuts that I am aware of.

Thanks to anyone who actually bothered to read the introduction (I know I don't usually read it).

=====
ii.Version History =====[VRHI]=
=====

Version: 0.1
Date: Monday, September 19th, 2005
Started Guide

Version 0.5
Date: Thursday, September 22th, 2005
Completed Power-Ups, Trophy Levels and CNK Challenges

Version: 0.7
Date: Saturday, September 24th, 2005
Completed Relic Races section

Version: 1.0
Date: Monday, September 26th, 2005
Complete version 1 of Guide

=====
iii.Legal Disclaimer =====[LGDI]=
=====

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Websites List:
- www.gamefaqs.com
- <http://rafehistudios.award.space.com>
- www.neoseeker.com

=====
iv.Controls =====[CTRL]=
=====

Control Stick: Steer
Directional Pad: Steer
A Button: Accelerate
B Button: Brake/Reverse
X Button: Use Power-up
Y Button: Team Frenzy
Z Button: Rear View
L/R Buttons: Hop/Boost
C Stick Left/Right: Change View
C Stick Up/Down: Toggle Map/Speedometer

Credit: Instruction Booklet

=====
v.Frequently Asked Questions =====[FAQS]=
=====

Q. Do you make up any questions yourself?

A. Yes, I just made this one up.

Q. What is Adventure Mode?

A. Adventure Mode is the main mode in Crash Nitro Kart. It is single player and takes you through the story of the game.

Q. How come I can't play with {insert character here} in Adventure Mode?

A. In Adventure Mode you can only play with characters in Team Bandicoot and in Team Cortex.

Q. Will you guide go over Multiplayer aspects?

A. No, my guide will for now only cover Adventure Mode.

Q. What are World Keys for?

A. A World Key is achieved after winning the World Champion. It unlocks all the extras in that particular world.

Q. What are trophies for?

A. You need to collect all the 3 trophies from each of the 4 worlds to be able to race Emperor Velo.

Q. What are CNK Tokens for?

A. CNK Tokens come in four different colors. Once you collect four same colored tokens you will unlock one Gem Cup, which is a tournament for a Gem.

Q. How many Gem Cups are there?

A. There are 4 Gem Cups; Green, Red, Blue, Purple.

Q. What are Relics?

A. Relics are won by beating each race in a set time. There are three types of relics you can get. The easiest is a Sapphire Relic followed by a Gold Relic. The hardest being a Platinum Relic. Don't worry if you got a Sapphire Relic in a level you can always go back and aim for a better time.

Q. What do the crates do in a Relic Race?

A. The crates in a Relic Race simply freeze the clock. There are three types crates. A 1 crate stops the clock for 1 second, a 2 crate for 2 seconds and a 3 crate for 3 seconds.

Collecting all the crates in a Relic Race will deduct an extra 10 seconds from your overall time. VERY handy if you are aiming for a Gold or a Platinum Relic.

Q. Why can't I race in CNK Challenge/Relic Race/Crystal Arena?

A. To unlock these you must first have won the World Champion and receive the World Key. World Keys unlock all the specials in that particular world.

Q. How come the Crystal Arena are not included in your Trophy Levels section?

A. The reason being is that once you complete a Crystal Arena you will be awarded with CNK token, not a trophy. Therefore the Crystal Arena's have been included in the CNK Tokens section.

Q. What can you unlock in this game?

A. You can unlock cutscenes. To unlock all the cutscenes you must go through the game with both Team Bandicoot and Team Cortex. You can also unlock characters all levels. To find out how to unlock them just look in the Trophy Levels and Characters sections.

=====
vi.Characters =====[CHRT]=
=====

Note: Only team Bandicoot and Team Cortex are playable in Adventure Mode.

=====
vi-a.Team Bandicoot===[CHTA]=
=====

Crash Bandicoot: The main character of the series.

Unlocked: Already unlocked.

Stats: Acceleration: Excellent
Top Speed: Average
Turning: Good

Coco Bandicoot: Crash's little, smart sister.

Unlocked: Already unlocked.

Stats: Acceleration: Average
Top Speed: Good
Turning: Excellent

Crunch: Former enemy, now part of the family.

Unlocked: Already unlocked.

Stats: Acceleration: Good
Top Speed: Excellent
Turning: Average

Fake Crash: A (annoying) copy of Crash.

Unlocked: 50 boosts with Team Cortex.

=====
vi-b.Team Cortex===== [CHTB]=
=====

Dr. Neo Cortex: Crash's archenemy, try as he might, he has never defeated him.

Unlocked: Already unlocked.

Stats: Acceleration: Excellent
Top Speed: Average
Turning: Good

N. Gin: A mechanical genius with a rocket lodged in his head.

Unlocked: Already unlocked.

Stats: Acceleration: Average
Top Speed: Good

Turning: Excellent

Tiny: One of Cortex's' main (not to mention goofy) henchmen.

Unlocked: Already unlocked.

Stats: Acceleration: Good

 Top Speed: Excellent

 Turning: Average

N. Tropy: Another one of Cortex's' main henchmen with the power to control time.

Unlocked: Win all his ghosts in Time Trial.

=====
vi-c.Team Oxide===== [CHTC]=
=====

N. Oxide: The alien villain from the first Crash racing game has returned to make sure that Crash loses.

Unlocked: Already unlocked.

Stats: Acceleration: Excellent

 Top Speed: Average

 Turning: Good

Zam: One of N. Oxides' cronies.

Unlocked: Beat the Purple Gem Cup.

Zem: Another of N. Oxides' cronies.

Unlocked: Beat the Green Gem Cup.

Stats: Acceleration:

Velo: The main bad guy in this game. He has captured Team Bandicoot and Cortex and has forced them to race for him or else have Earth blown up.

Unlocked: Win Adventure 100% with both Team Bandicoot and Team Cortex.

=====
vi-c.Team Trance===== [CHTD]=
=====

N. Trance: An egg-shaped hypnotist, brainwashing some familiar faces to race for him.

Unlocked: Already unlocked.

Stats: Acceleration: Excellent

 Top Speed: Average

 Turning: Good

Dingodile: An enemy (and later good guy) from some Crash games. He has been brainwashed by N.Trance so they'll race for him.

Unlocked: Beat the Red Gem Cup.

Polar: A tiny polar bear offering rides to Crash in previous games. He has also been brainwashed by N. Trance.

Unlocked: Beat the Blue Gem Cup.

Pura: A small tiger offering rides to Coco in previous games. Another victim of the hypnotist Trance.

Unlocked: 50 boosts with Team Bandicoot.

=====
vii.Power-ups ===== [PWUP]=
=====

=====
Boosts=====
=====

A boost is when your kart goes faster than its top speed. There are a few methods to achieve these, such as Boost Pads (those green and black striped things), using power slides, starting boosts, etc.

=====
Crates=====
=====

Weapon Crates: A weapon crate contains Power-ups. For a list look below. Marked with a question mark.

Wumpa Crates: Wumpa Crates hold Wumpa Fruit. Collecting 10 Wumpa Fruit gives you upgraded Power-ups (Juiced) and also slightly increase you top speed.

Unmarked crates.

Multiplier Crates: These give you three of a certain Power-up, usually Bombs, Missiles, Turbo Boosts, etc.

Marked with an X.

Activation Crates: Activation Crates change something on the track, such as opening up a hole in the ground or putting up a ramp.

*** All the following power ups are found in Weapon Crates. Some are also in Multiplier Crates. ***

*** No Power-ups found in Battle Mode are listed below. ***

=====
Turbo Boost=====
=====

A Turbo Boost gives you a speed boost for a few seconds.

When juiced the boost is longer.

=====
Bowling Bomb=====
=====

A Bowling Bomb roll in a straight-line (either forwards or backward) until they hit something.

When juiced the bomb is faster and the radius of the explosion is larger.

=====
Homing Missiles===
=====

Homing Missiles home in of the nearest opponent ahead of you. They are useless unless you opponent is quite close to you. They are very useful in Boss Races.

When juiced the missile homes in better and goes faster.

=====
TNT Crate=====
=====

If an opponent runs into one of these the crate goes on their heads. If the racer doesn't get it off quick enough (by hopping) it will explode.

When juiced it turns into a Nitro Crated and explodes on contact.

=====
Static Orb=====
=====

A Static Orb will slow down the kart and change the Power-up.

When juiced it will cause the controls of the steering to stuff up.

=====
Invincibility Mask
=====

The team mask will spin around and give you invincibility from hazards for a while. You can also run into enemy karts and cause them to spin out.

When juiced the mask will take longer to go away.

=====
Power Shield=====
=====

=====
Protects you from hazards and weapons. It will disappear after you get hit or after a short period of time.

When juiced it will be blue and it won't go away until you get hit.

=====
Ice Mine=====

=====
This causes karts to spin out and disables power slides. The kart will be stuck in ice.

When juiced it will last longer and will make the kart drive as if it is on ice.

=====
N. Tropy Clock=====

=====
The N. Tropy Clock will cause everyone to slow down except you.

When juiced it will last even longer.

=====
Tornado Top=====

=====
This item will chase the racer in first and put them in a small tornado. It will also cause anyone that gets in the way to be caught in a tornado.

When juiced the tornado will travel even faster.

=====
viii.Trophy Levels =====[TRLV]=

=====
I'll avoid going into much detail in the levels, seeing as this is a racing game, not an RPG or something. It's straightforward. However if I find that I need to point something out then I'll do that. This part is mainly just for looking at the shortcuts and the difficulty of the levels.

=====
*** Note: For the CNK Tokens positions and Relic times looks at their respective sections. ***

=====
Rankings: On scale from 1 to 5, 1 being easiest, 5 being hardest.

=====
viii-a.Terra===== [TRLA]=

=====
Inferno Island=====

=====
Difficulty: 1

A beach course with a cave close to the end. Pretty straight-forward level, you should need no hints to win this level.

=====
Shortcuts:

- Close to the end of the first bridge at the start of the level, do a sharp turn left and jump up the ledge to get on a small grassy ledge. Returns you on the second bridge.

-In the cave stay on the right side, a while in you will notice a shallow pool. Behind the pool, on the right wall, is a wooden platform. There is a boost on it. Once you jump of the end of it you should be at the end of the cave.

=====
Jungle Boogie=====

=====
Difficulty: 1

A mix between a long wooden bridge, a jungle and some water surrounded paths, this is a easy, yet fun level to race in. This level is excellent for power slides, especially on the wooden bridge, so make sure not to waste your opportunity.

Shortcuts:

- Start of the lap by sticking close to the right wall. Right before the jump into the path surrounded by shallow pools jumped onto the raised platform on the right wall.
- On the wooden bridge (hehe, that's most of the level!) there is a part where you can jump off to another suspended section of bridge. To know where this shortcut is simply look at the race map. It is at the left-most point of the level (in the loop). Just try to drive in the middle of the bridge then when you can jump down to the lower platform, power slide and jump of to the left. If done correctly you should be on the shortcut. This shortcut will cut off a small part of the track.

=====
Tiny Temple=====
=====

Difficulty: 2

A outdoor racing track with a few magnetic areas.

Shortcuts:

No shortcuts discovered. If you know any please email me.

=====
viii-b.Barin=====[TRLB]=
=====

=====
Meteor Gorge=====
=====

Difficulty: 1

A snowy level. Quite easy, shouldn't give you much trouble at all.

Shortcuts:

- Close to start of the lap there is a big jump. Instead of jumping straight jump to the left. If done correctly you should be a ledge with a Multiplier Box.
- When you see an arrow sign pointing the way (there should be a boost pad next to it) go on the boost pad at an angle and jump off the edge over the lava. You should land on a small island surrounded by lava. Jump again to return back to the track. This will cut off a bit of the track.

=====
Barin Ruins=====
=====

Difficulty: 2

A desert ruin. An easy level, however there are a few hazards.

Shortcuts:

- After exiting the snake tunnel (the one with a face for an entrance) drive close to the right wall, then jump on the bump on the ground. I recommend using a boost. If you jumped high enough you should clear the snowy barrier, you will be in a small tunnel away from the main track. At the end of the shortcut you will find a boost pad.

=====
Deep Sea Driving==
=====

Difficulty: 2.5

An mixed level, part of it is set in a cavern environment while other parts of the level are set in huge underwater tunnel.

Shortcuts:

- This should be used with a boost. At the start of the lap jump to the left and cut through the rough terrain. It will cut off a small part of the track.
- This one is better than the first. After you encounter the first magnetic tunnel there will be a set of four boost ramps on to cliffs. On the fourth ramp jump to the right, there will be a small platform extending out of the main track for you to land on. This will cut off a chunk of the lap.

=====
viii-c.Fenomena===== [TRLC]=
=====

=====
Out of Time=====

Difficulty: 3

A canyon level with clocks (and parts of clocks) all around the place. Reminds me of that painting with melted clocks, I think (I'm not an art person). There is a part where you ride on the magnetic face of a clock. A few murderous slugs and some annoying obstacles make this level the first one with a medium difficulty!

Shortcuts:

- At the beginning of a lap make sure the right boost ramp is activated. Jump on it and go of to the right between a lone rock and the cliff wall, land into a power slide so you don't slow down.
- This shortcut is a very good shortcut, gotten me from 8th to 1st a few times. Under the first direction arrow you see there is a wooden fence or something. Gather some speed, go at it of an angle and jump over it. It is the easiest when you jump of the right side of the fence because there is a small bomb on the ground. This shortcut can be quite easy to pull of once used to it and it can give you quite an advantage.

=====
Clockwork Wumpa===
=====

Difficulty: 4

First thing you'll think when you see this level is Cortex Castle from the previous game, and with all the hard 90 degree turns in this level your going to find yourself having a fair bit of trouble with this one.

Shortcuts:

- This one is hard to explain. After a few turns here and there you should see a series of clock gears in front of you, don't take the 90 degree-turn here, instead just jump off the edge toward the gears. There is 4, if I remember correctly.
- This one is in the room with those cathedral windows (those picture windows). You will see a wooden ramp, use a boost (power slide or a turbo boost, if you

have a Mask, still power slide) to gain speed on it and jump of it to the platform on the left.

=====
Thunder Struck=====
=====

Difficulty: 3.5

This level is a weird, gravity defying level. Similar to Hot Air Skyway. Think of the wackiest roller coaster you can imagine and turn it into a road suspended in mid-air and you've got Thunder Struck.

Shortcuts:

No shortcuts discovered. If you know any please email me.

=====
viii-d.Teknee=====[TRLD]=
=====

=====
Assembly Lane=====
=====

Difficulty: 3.5

A muddy track set in an industrialised enviroment. Part of the track is similar to N.Gin Labs from the original. At the end of the lap is another one of the overly used(?) magnectic tunnels that you ride on from the outside.

Shortcuts:

- Soon after the start of the lap you will see a building straight ahead with a rectangular opening in it. Don't follow the normal race track, instead gather speed and jump into it. It helps if you come at it from the left side. This will cut of a short part of the track. This shortcut can be hard to pull off without using a turbo boost.
- When you leave the outdoor muddy arena and enter the building you should see a yellow and black electronic sign pointing to the right. Don't heed this sign, instead jump into the gap. If you have enough speed you should land on a conveyer belt with a Multiplier Box on it. Try not to get smashed by the machinery.

=====
Android Alley=====
=====

Difficulty: 3.5

Android Alley is a robotic city with lots of buildings and a few robots here and there. Make sure to watch out for the train in the tunnel at the start of the lap. Ride on the walls or you'll end up regreting it.

Shortcuts:

- Once you see a building with a large glass window and a V (Vicarious Visions) sign pointing towards the track, jump through. This has a good chance of getting you to first place in a relatively close race.

=====
Electron Avenue=====
=====

Difficulty: 4

This last level in the game before facing Velo. Electron Avenue is a super advanced cit, with the race track high above the ground, weaving around sky scrapers. It's set at night and you can see the stars. There will also be some flying vehicles whizzing around in the background. There are a few hazards in this level.

Shortcuts:

No shortcuts discovered. If you know any please email me.

=====
ix.Boss Races =====[BSRS]=
=====

*** Boss Ratings are different than Trophy Level ratings. What is easy for a boss level may be Medium or Hard when compared to a Trophy Race. ***

=====
ix-a.Krunk===== [BSRK]=
=====

World: Terra

Boss: Krunk is an arrogant, blue, ape-like creature who despises Earth for he sees it as a copy of his planet Terra.

Level: Jungle Boogie

Difficulty: Easy

Description: Krunk is quite easy and shouldn't prove too much of a problem. One weapon should give you the opportunity to get in the lead. Once in the lead just power sliding and you should be able to maintain you lead. Try keeping a missile or a bomb with you, just so you can hit him if it gets close.

Krunk throws out spiked fruit that slow you down. To get it off you hop as you would with a bomb.

=====
ix-b.Nash===== [BSRN]=
=====

World: Barin

Boss: Nash is a crazy, hyperactive, mechanical shark that has been specially engineered to keep moving.

Level: Deep Sea Driving

Difficulty: Quite Easy

Description: Firstly Nash will use snapping mouths that will cause you to spin out. The mouths jump around slightly so try not to get to close to them. After the first big jump he will begin to use spikes that will also cause you to spin out. These can be very dangerous for there are a fews when hitting one can get you thrown over the edge.

This boss is just a touch more difficult than Krunk. Just try to get in the lead early and make very good use of the of the power slides. One or two hits with a weapon and you should be in front.

=====
ix-c.Norm===== [BSRR]=
=====

World: Fenomena

Boss: Well, Norm has a split personality, that can be seperated or attached to him by turning into a blue blob. The main Norm is a small mime that enjoys

reading books. The other Norm is totally the opposite, a big, fat loud-mouthed racer that seems to act as a body guard to Norm.

Level: Out of Time

Difficulty: Medium

Description: The reason this race will prove to be a challenge is not because of the Norm and Norm, it's because of the level, Out of Time. While the level isn't too hard in a normal, it finds itself more tricking in this, mainly because of the many obstacles.

I remember trying and trying again and losing because of stupid obstacles in the course, such as getting eaten by a slug or jumping into the windmill (thus making me fall). And because the race is quite long it can be hard remembering the obstacles. I fell down in the same place three times in the same race!

Anyway, on to the Norms. Both Norms race in this level. Big Norm will for the most part be behind Little Norm and there to slow you down.

Both Norms use the same attack. Small Norm shoots back a sphere and Big Norm a cube. These are transparent and if you get caught in one, you won't be able to make smooth turns. However they are quite easy to dogde.

The second shortcut [TRLC] in this level can give you quite an advantage as it cuts off quite a big part of the track. This is one of my favorite shortcuts in the game.

Like all the other bosses once in the lead MAKE sure you power slide to keep up the lead. Just try not to be hindered by any obstacles in the level and you should be fine. In fact when I finally won I had a good run in the level and won by quite a large amount.

=====
ix-d.Geary===== [BSRG]=
=====

World: Teknee

Boss: Geary is a neat freak robot, who believes that one machines can move flawlessly.

Level: Android Alley

Difficulty: Medium

Description: Geary is accompanied by two robots who do nothing but hinder you and make it harder to hit Geary, especially with Homing Missiles.

Try to go for the Multiplier Boxes in this race because you might find that the two robots will waste up a good deal of your weapons.

This level wasn't very hard for me, just make sure you miss out on the train thing at the start of the lap. That can really stuff you up. You'll have a challenge getting away from Geary because he is quite fast, so make sure you use the shortcut through the window (look at Trophy Levels section) at least once to give you an advantage. However don't try to this every lap unless you have an Invisibility Mask or a Turbo Boost because if you botch it your going to have a lot of difficulty getting back in the race.

Geary uses two weapons; he drops puddles of water on the ground that spin you out as well as sending back a rolling steam roller (at least I think that's what it is) which will flatten you, giving speedstar Geary a chance to speed away (or speed past).

=====

ix-e.Velo===== [BSRV]=
=====

World: Velo's Citadel
Boss: Emporer Velo
Level: Hyper Spaceway
Difficulty: Very Hard

Description: Velo rides with two little sidekicks. Watch out for the orbs that he shoots back, they'll cause your kart to whack and Velo will get a major lead on you, in fact if your not careful Velo could very easily be out of your sight for the rest of the match (I don't know how far though since there isn't a map in the level). You may need to hit Velo with a few items early on to be a chance because if you don't work on him early there is a very big change that the match will be out of your reach.

Once in front Velo will start to barrage you with missiles and bombs. Make use powe slides because without them Velo will be gracefully overtaking you in no time. All in all this should be a close race the whole way through, keep a couple missiles or bombs with you to slow Velo down once he gets slow or if he overtakes you. Turbo boosts can also prove helpful.

Hyper Spaceway is seperated into different parts, a modified super colloseum, a futuristic high-flying race course, an indoor area similar to the final level in CTR, a area based on an abadoned city as well as riding on a tunnel at high speeds in outerspace. Be careful, though, each part of the course has hazards such as fire and lasers, that will hinder your chances of winning in this race more than another.

There is a shortcut in the abadoned city ruin place thing (>_>). Gain speed when approaching the second jump/drop and jump to the left just before you jump. If done correctly you should be on a shortcut.

=====

ix-f.Velo Final===== [BSRF]=
=====

World: Velo's Citadel
Boss: Emporer Velo
Level: Hyper Spaceway
Difficulty: Medium
Description: Very Hard

This level is slightly more difficult than the original (I think). Just used the shortcut explained above and you will win this. Try to get it on every lap. This might take you a while to win however, you'll most likely have many attempts before you actually win. One mistake, one hit can cost you the entire race if your not careful. Use the above guide for more info.

After you win you will unlock the final cutscene in the game. This is pretty funny and Velo will be revealed for what he really is.

Now play again with the other team to unlock Velo.

=====

x.CNK Tokens ===== [CNKT]=
=====

=====

x-a.Terra===== [CNKA]=
=====

=====
Inferno Island====
=====

C- Inferno Island Shortcut 1 (Close to the end of the first bridge at the start of the level, do a sharp turn left and jump up the ledge to get on a small grassy ledge. Returns you on the second bridge).

N- A while after the 2nd wooden bridge, under the large stone ramp next to the ship in the water.

K- Inferno Island Shortcut 2 (In the cave stay on the right side, a while in you will notice a shallow pool. Behind the pool, on the right wall, is a wooden platform. There is a boost on it. Once you jump of the end of it you should be at the end of the cave).

Token Color: Red

=====
Jungle Boogie====
=====

C- Jungle Boogie Shortcut 1 (Start of the lap by sticking close to the right wall. Right before the jump into the path surrounded by shallow pools jumped onto the raised platform on the right wall.

N- Jungle Boogie Shortcut 2 (On the wooden bridge (hehe, that's most of the level!) there is a part where you can jump off to another suspended section of bridge. To know where this shortcut is simply look at the race map. It is at the left-most point of the level (in the loop). Just try to drive in the middle of the bridge then when you can jump down to the lower platform, power slide and jump of to the left.

If done correctly you should be on the shortcut. This shortcut will cut off a small part of the track.

K- At the end of the lap, beneath the 4th root (to the right) of the the large tree.

Token Color: Green

=====
Tiny Temple====
=====

C- After the first set of firebreathing statues (near a ramp) on the left side of the track.

N- After the metallic section in the left pocket.

K- In the air on the final ramp on the level. On the right side.

Token Color: Blue

=====
Temple Turmoil====
=====

CRYSTAL ARENA LEVEL

Time Limit: 1:30

Temple Turmoil is a muddy arena will a lot of muddy bogs that will slow down your kart. You have to collect 20 Cyrstals in 1:30 minutes. I suggest going after the right set of crystals first. I find it much easier going that way.

Token Color: Purple

=====

x-b.Barin===== [CNKB]=
=====

=====
Meteor Gorge=====

C- Meteor Gorge Shortcut 1 (Close to start of the lap there is a big jump. Instead of jumping straight jump to the left. If done correctly you should be a ledge with a Multiplier Box).

N- After sometime you will see a green glass wall on the right of the track. Following it is a circular blue glass. In front of this blue glass is the N.

K- Meteor Gorge Shortcut 2 (When you see an arrow sign pointing the way (there should be a boost pad next to it) go on the boost pad at an angle and jump off the edge over the lava. You should land on a small island surrounded by lava. Jump again to return back to the track. This will cut off a bit of the track).

Token Color: Red

=====
Barin Ruins=====

C- Before jumping into the large halfpipe go to the left edge, jump off, get the C and while still in the air push back over the halfpipe.

N- In the ruins (the northern-most part of the map) besides the right wall.

K- Barin Ruins Shortcut 1 (After exiting the snake tunnel (the one with a face for an entrance) drive close to the right wall, then jump on the bump on the ground. I recommend using a boost. If you jumped high enough you should clear the snowy barrier, you will be in a small tunnel away from the main track. At the end of the shortcut you will find a boost pad).

Token Color: Green

=====
Deep Sea Driving==

C- Deep Sea Driving Shortcut 1 (This should be used with a boost. At the start of the lap jump to the left and cut through the rough terrain. It will cut off a small part of the track).

N- Deep Sea Driving Shortcut 2 (This one is better than the first. After you encounter the first magnetic tunnel there will be a set of four boost ramps on to cliffs. On the fourth ramp jump to the right, there will be a small platform extending out of the main track for you to land on. This will cut off a chunk of the lap.

K- In the glass tunnel. Ride on the right wall (the one on the right of the illuminated wall).

Token Color: Blue

=====
Frozen Frenzy=====

CRYSTAL ARENA LEVEL

Time Limit: 1:30

Frozen Frenzy is a show arena with a cave filled with TNT crates in the center. There are a lot of these crates around the level, usually around the crystals. You have 1:30 minutes to find the tokens again. The method is use is win is to

go straight into the caves, get the gems then go out and get the other gems.

Token Color: Purple

=====
x-c.Fenomena=====[CNKC]=
=====

=====
Out of Time=====
=====

C- On the right ramp at the start of the level.
N- Out of Time Shortcut 2 (This shortcut is a very good shortcut, gotten me from 8th to 1st a few times.
Under the first direction arrow you see there is a wooden fence or something. Gather some speed, go at it of an angle and jump over it. It is the easiest when you jump of the right side of the fence because there is a small bomb on the ground. This shortcut can be quite easy to pull of once used to it and it can give you quite an advantage).
K- After jumping through the windmill, go to the right of the track in the sand. This will slow you down, I suggest using turbo boosts to help you out here.

Token Color: Red

=====
Clockwork Wumpa===
=====

C- Clockwork Wumpa Shortcut 1 (This one is hard to explain. After a few turns here and there you should see series of clock gears in front of you, don't take the 90 degree-turn here, instead just jump off the edge toward the gears. There is 4, if I remember correctly.
N- Clockwork Wumpa Shortcut 2 (This one is in the room with those cathedral windows (those picture windows). You will see a wooden ramp, use a boost (power slide or a turbo boost, if you have a Mask, still power slide) to gain speed on it and jump of it to the platform on the left.
K- Behind the grandfather clock thing (you know! The tick-tock!) after the huge jump close to the end of the lap.

Token Color: Green

=====
Thunder Struck=====
=====

C- This one can be tricky to spot. Just stay on the right side of the track for the first 5 to 15 seconds of the lap and you should see it (on the second of the rock cliff things).
N- This one is hard to explain. Look at the map, it is between the loop and the sqaure section at the far right of the map.
K- To the right of the last map at the end of the level.

Token Color: Blue

=====
Desert Storm=====
=====

CRYSTAL ARENA LEVEL

Time Limit: 2:00

A canyon level with clocks parts scattered around. Some parts are covered in snow. The TNT boxes have made a return, this time joined with some Nitro boxes. This level was seriously hard. By far the hardest. It's hard to explain what to do in this level. I would suggest getting the crystals in the middle and on the ramps first.

Token Color: Purple

=====
x-d.Teknee=====[CNKD]=
=====

=====
Assembly Lane=====
=====

C- After the first turn of level there will be a bump. Go to the left part of the track and jump off. It should be behind the mud.

N- Assembly Lane Shortcut 1 (Soon after the start of the lap you will see a building straight ahead with a rectangular opening in it. Don't follow the normal race track, instead gather speed and jump into it. It helps if you come at it from the left side. This will cut of a short part of the track. This shortcut can be hard to pull off without using a turbo boost).

K- The area directly after where Assembly Lane Shortcut 2 returns you to the track (When you leave the outdoor muddy arena and enter the building you should see a yellow and black electronic sign pointing to the right. Don't heed this sign, instead jump into the gap. If you have enough speed you should land on a conveyer belt with a Multiplier Box on it. Try not to get smashed by the machinery).

When the second 90 after returning to the course degree turn comes cut across the gap and you should get the K.

Token Color: Red

=====
Android Alley=====
=====

C- On the right side of the boost at the end of the blue glass track section.

N- Android Alley Shortcut 1 (Once you see a building with a large glass window and a V (Vicarious Visions) sign pointing towards the track, jump through. This has a good chance of getting you to first place in a relatively close race).

K- On the ramp (not a boost ramp) before the end of the level, in the middle.

Token Color: Green

=====
Electron Avenue=====
=====

C- At the start of the level, on the edge of the right side of the blue boost road sections. Near the end of the boost.

N- There are three 3 boost sections in there level. There are technically three boosts all besides each other, a boost ramp on the left edge, a boost pad in the middle and another boost ramp on the right edge.

The N is on the first one of set-ups. To reach you have off the left boost ramp; try to get a lot of air or you won't make it.

K- There thrid (and last) of the ramp set-ups described previously. Take the middle boost pad this time.

Token Color: Blue

=====
Magnetic Mayham===
=====

CRYSTAL ARENA LEVEL

Time Limit: 2:40

This is a magnetic, mettalic level with some non-boost metal ramps in the center of the level. On either side of the arena is a sort of loop. Most of the crystals are in the middle of the level.

The level is by FAR the easiest of the lot. I won it on my second shot, compare that to the 20+ tries it took me to win the previous! Just get most of the crystals in the center of the arena first then go get the ones on one of the loops, go back to the center and get the remaining then hit the other loop.

Token Color: Purple

=====
xi.Relic Races ===== [RLRC]=
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=====
viii-a.Terra===== [RLRA]=
=====

=====
Inferno Island=====

Number of Time Crates: 36
Sapphire: 1:35
Gold: 1:15
Platinum: 0:55

=====
Jungle Boogie=====

Number of Time Crates: 39
Sapphire: 1:40
Gold: 1:18
Platinum: 0:55

=====
Tiny Temple=====

Number of Time Crates: 46
Sapphire: 2:05
Gold: 2:00
Platinum: 1:40

=====
viii-b.Barin=====RLTB]=
=====

=====
Meteor Gorge=====
=====

Number of Time Crates: 34
Sapphire: 2:00
Gold: 1:53
Platinum: 1:25

=====
Barin Ruins=====
=====

Number of Time Crates: 45
Sapphire: 2:10
Gold: 1:58
Platinum: 1:45

=====
Deep Sea Driving==
=====

Number of Time Crates: 45
Sapphire: 2:20
Gold: 2:05
Platinum: 1:50

=====
viii-c.Fenomena=====[TRLF]=
=====

=====
Out of Time=====
=====

Number of Time Crates: 46
Sapphire: 2:35
Gold: 2:15
Platinum: 1:55

=====
Clockwork Wumpa===
=====

Number of Time Crates: 51
Sapphire: 2:30
Gold: 2:15
Platinum: 2:00

=====
Thunder Struck=====
=====

Number of Time Crates: 55
Sapphire: 3:00
Gold: 2:38
Platinum: 2:15

=====
viii-d.Teknee=====[TRLT]=

=====
Assembly Lane=====

Number of Time Crates: 40
Sapphire: 2:35
Gold: 2:10
Platinum: 1:45

=====
Android Alley=====

Number of Time Crates: 56
Sapphire: 2:35
Gold: 2:23
Platinum: 2:10

=====
Electron Avenue=====

Number of Time Crates: 59
Sapphire: 3:15
Gold: 3:03
Platinum: 2:50

=====
viii-d.Velo's Vault====[TRLT]=

=====
Hyper Spaceway=====

Unlocked once getting all the Gems.

Number of Time Crates: 58
Sapphire: 4:00
Gold: 3:45
Platinum: 3:30

=====
xiii. Gem Cups =====[GMCP]=

=====
Red Gem Cup=====

- Inferno Island
- Meteor Gorge
- Assembly Lane

Unlocks Dingodile.

=====
Green Gem Cup=====

- =====
- Jungle Boogie
- Deep Sea Driving
- Out a Time

Unlocks Zem.

=====
Blue Gem Cup=====

- =====
- Barin Ruins
- Clockwork Wumpa
- Electron Avenue

Unlocks Polar.

=====
Purple Gem Cup=====

- =====
- Android Alley
- Tiny Temple
- Thunder Struck

Unlocks Zam.

Once all Gem Cups are complete you unlock Hyper Spaceway for a Relic Race.

=====
xiii.Credits ===== [RLRC]=

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1. Crash Nitro Kart Instruction Manual

*****End of Guide*****

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