

OR ANY OF MY FAQs ON YOUR SITE, THE ANSWER IS NO AND WILL ALWAYS BE NO!
SORRY IF I'M BEING RUDE, BUT I'M SICK OF PEOPLE JUST TAKING MY FAQs
WITHOUT MY CONSENT. THANK YOU.

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i. Introduction
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I've seen some pretty good FAQs for Crash Team Racing On GameFags, but no multiplayer guides for it. Why? The multiplayer aspect of CTR is one of the best, if not the best aspect of it. It's just as fun as Mario Kart 64, and even Super Mario Kart. So, instead of writing a strategy on the one-player mode of CTR, I've decided to write one on the multiplayer game. This guide will give you all the information you'll need about the power-ups, the racers, the battle arenas, and more. Just think of it as a guide on how to kick a\$\$!

**Note: This guide only covers the deathmatch parts of multiplayer, and not the racing aspects of the multiplayer game.

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I. REVISION HISTORY/UPDATES
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Version 0.2 (11/29/99)

First Version. Had the game for a while, but just started on this FAQ.

Version 0.4 (11/30/99)

Changed e-mail address. Please send all mail to this address from now on.

Version 0.6 (12/01/99)

Damn! My Fu*#ing e-mail account is getting seriously messed-up. Once again, I have changed my e-mail address. Please send all mail to brett17@ignmail.com. Sorry for any inconvenience, and sorry for any lost mail.

Version 0.8 (12/02/99)

Added Secrets section. Still waiting for any questions from ANYBODY about CTR so I can put up the FAQ section (hint, hint...)

Version 1.0 (12/04/99)

Removed the Nitrous Oxide code. I believe it is a fake code, as I have recieved e-mails saying "I have done what the code said to do, and have still not unlocked him". Another reason that I think it might be fake is from all of the e-mails I've recieved about this. If anyone has any insight on this "fake code", please contact me. I'd be extremely happy if someone would shed some light on this controversial topic.

Version 1.2 (12/05/99)

Added FAQ section(YES!!). But still need more questions anyone might have about CTR.

Version 1.4 (12/30/99)

Added the ATTENTION WEBMASTERS Disclaimer at the top of this FAQ.

Version 1.6 (01/05/00)

Added two more Battle Arenas info; how to unlock them, and the ratings, all thanks to Mike <Sportythiev1@aol.com>. Thanks man!

Version 1.8 (01/20/00)

Added the last Battle Arena "Lab Basement" to the Battle Arenas section. This will be the LAST update for this guide.

Version 1.9 (01/27/00)

Okay, I lied. I added the Penta Penguin Code in the Secrets section. Now THIS will be the last update for this guide.

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II. LEGAL STUFF

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ATTENION WEBMASTERS

FROM THIS POINT FORWARD, I WILL NOT BE ACCEPTING ANY MORE E-MAILS FROM ANYONE WHO WANTS TO PUT THIS, OR ANY OTHER OF MY FAQS ON THEIR SITES. I'M SICK AND TIRED OF PEOPLE ASKING ME IF THEY CAN PUT MY FAQ ON THEIR SITE. I'M NOT TRYING TO BE MEAN OR ANYTHING, BUT IT'S JUST THAT I KEEP ON RECEIVING E-MAILS FROM WEBMASTERS WHO WANT TO PUT MY FAQ ON THEIR SITE. ANY MORE E-MAILS THAT I GET FROM NOW ON THAT ARE ASKING ME IF THEY CAN USE MY FAQ ON THEIR SITE, WILL BE DELETED AND IGNORED. THE ONLY SITES THAT CAN HAVE ANY OF MY FAQS ARE THE ONES SPECIFIED IN THE LEGAL STUFF SECTION OF THIS FAQ.

HOWEVER, IF YOU DO PUT THIS OR ANY OF MY FAQS ON YOUR SITE WITHOUT MY PERMISSION, LEGAL ACTION WILL BE TAKEN IMMEDIATLY. I'D LIKE TO THANK YOU FOR READING THIS, AND I WOULD LIKE TO SAY THAT IF YOU WANT TO PUT THIS OR ANY OF MY FAQS ON YOUR SITE, THE ANSWER IS NO AND WILL ALWAYS BE NO! SORRY IF I'M BEING RUDE, BUT I'M SICK OF PEOPLE JUST TAKING MY FAQS WITHOUT MY CONSENT. THANK YOU.

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- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
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If anyone finds it on any other site, please inform me ASAP.

E-Mail Address: thebeefycow@hotmail.com

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III. THE RACERS

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***** 3-1: PROFILES *****

*Note: Number of stars after each racer's profile indicates how good the character is while in the heat of battle. Stars range from one star to five stars. Five stars is obviously the best rating a character can get.

CRASH BANDICOOT:

Crash is the main character of CTR, hence the name "Crash Team Racing." Since he is the main character, all of his attributes are the same, making him the best all-round player. Great for beginners and vets alike.

Rating:****

COCO BANDICOOT:

Coco is Crash's little sister, and since she was in the last Crash game (Crash: Warped), she's also a main character. She's on the "good guys" team, along with Crash, Pura, and Polar. Her acceleration is above average, and she handles well, too. The only drawback to this is that her top speed suffers. This makes it hard to get away from other players in multiplayer.

Rating:***

PURA:

Pura is Coco's sidekick, and is on the "good guys" team. Pura is almost identical to Coco, in that his acceleration and handling are above average, yet his top speed still suffers. There really is no difference between these two, so choosing one to play as is strictly your opinion.

Rating:***

POLAR:

Some of you might have seen Polar the Bear before. He appeared in Crash 2, where you could jump on him for extra lives, and in Crash 3, where you got to ride on him in a level. Once again, Polar is just like Pura and Coco. Great acceleration and handling, yet not a great top speed.

Rating:***

DR. NEO CORTEX

Neo Cortex appeared in the previous Crash games as Crash's arch-enemy, but now he's here to stop Nitrous Oxide. His attributes are exactly the same as Crash's, so feel free to choose either one, as they are both the same.

Rating:****

DR. N. GIN

N. Gin was also Crash's enemy in the previous games, but now he wants to save the world just as much as anyone. Once again, his attributes are just like Coco's, Pura's, and Polar's attributes. Great for beginners.

Rating: ***

TINY

Tiny was a boss in Crash 2 and 3, and he has returned as well. Even though he's huge, he's the fastest one of them all. But the downside is that his steering and acceleration are not up to par.

Rating:**

DINGODILE

Yet another racer who loves life in the fast lane, Dingo is very fast, yet loses his handling and acceleration. He's on the same team as N. Gin, Neo Cortex, and Tiny as the "bad guys."

Rating:**

***** 3-2: TOP 3 RACERS *****

- 1. Crash - Hell, he's the main character, so why shouldn't he be the best character in the game. And he has the best overall stats.
- 2. Neo Cortex- Even though he's a bad guy, he has the same attributes as Crash, but since he's a bad guy, he's only number 2.
- 3. Coco - She's Crash's sister, and a good guy, so she's number 3 on my list.

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IV. WEAPONS/POWER-UPS

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In this section, I'll list out each weapon, it's functions, and a rating on how well it works in multiplayer battles.

***** 4-1: WEAPONS *****

TRACKING MISSILES

NORMAL= Like the name implies, this missile automatically tracks the nearest opponent, and well, blows them up. Can either come in one or three at a time, it just varies.

POWERED UP= *Note-Powered up means that once you've collected 10 Wumpa Fruit, by breaking Fruit Crates, the weapon or power up you have will become "Powered Up".* The Powered Up version of the Tracking Missles move faster and they track better.

Rating=*****

BOWLING BOMBS

NORMAL= The bowling bombs are just like the tracking missles, they blow up on contact--only they don't track, and its really hard to

aim, so most of the time, hits with the bowling bombs are based on luck.

POWERED UP= It has a bigger blast radius. Loddy-frickin' da...

Rating=***

EXPLOSIVE CRATES

NORMAL= The normal explosive box is a TNT box, and when someone drives over it, it lands on top of their head. The only way to get it off of their head is to jump vigorously.

POWERED UP= The TNT box turns into a Nitro box instead, and just like in the previous Crash games, it explodes on contact. Very deadly.

Rating=***1/2

POWER SHIELDS

NORMAL= The Power Shield provides the player with a protective shield. It slowly fades away over time.

POWERED UP= The shield doesn't fade away, but disappears after someone hits you with a weapon or attack.

Rating=****

BEAKERS

NORMAL= It explodes upon contact, just like the bowling bombs and the explosive crates. You can either throw them ahead of you or behind you.

POWERED UP= It becomes poisonous, and will hurt you even worse than the normal beaker.

Rating= **

AKU AKU/UKA UKA MASKS

NORMAL= Just like in the previous Crash games, this mask protects you for a limited time. You can even attack other racers just by touching them.

POWERED UP= The masks last longer.

Rating=****

TURBOS

NORMAL= Use it to get a big speed burst.

POWERED UP= Even bigger speed burst.

Rating=****

INVISIBILITY

NORMAL= By using this Power Up, you become invisible for a limited time.

POWERED UP= Same as normal, but it lasts longer.

Rating=***

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V. BATTLE ARENAS

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***** 5-1: BATTLE ARENAS *****

NITRO COURT

A pretty straight-forward arena. Its basically a huge square, but with blocks on the inside of it. Use these blocks to your advantage, as they can be used to block incoming misslies or bombs. Just powerslide around one of them sharply, just as the missile is about to hit you. It should work almost everytime, just as long as you perform it right.

Rating(Coolness)= ****

RAMPAGE RUINS

Rampage Ruins is an okay course to play on. Its a little bit tricky because of where the ramps are placed, but anyone can get used to it. Use the ramps and statues to your advantage, as they too can be used to block incoming missliles and bombs. Also, use the giant hole in the ground on one side of the arena, as it can be used to hide or fool your friends. Just drive right into the hole and wait for your victim to arrive.

Rating= ***

SKULL ROCK

Skull Rock is a pretty fun course to play on, as it has plenty of power ups to grab, and a cool bridge to drive on. Like in the other arenas, use any type of block or anything that you can block a missile, to do just that, block an incoming attack. Fun arena.

Rating=****

ROCKY ROAD

Rocky Road is another tricky arena to play on. It has some obstacles that can get in your way, but you should use that to your advantage. All of the ramps and jumps add some fun to it, but it still isn't the best course to use.

Rating=***

PARKING LOT

To acquire win all four cup races in arcade mode on easy This arena is pretty much a square, with each of the corners elevated, There are ramps to get onto the elevated places. all of the goodie boxes are in the middle of the arena and the wumpa fruits are above the ramps. You must jump to get them. A pretty cool course, but nothing compared to the next ones.

Rating=**

-From: Mike <Sportythiev1@aol.com>

THE NORTH BOWL

To get this course, you must beat the cup races in arcade mode on medium

Boy, this track was cool. You begin in an igloo with the only 4 goodie boxes on the course. Your wumpa fruit are located on the outside, which is mainly Big mounds of snow and ice. I really liked this track. The only down side is if it isn't for the arrows you'd never find your enemy.

Rating=****

-From: Mike <Sportythiev1@aol.com>

THE LAB BASEMENT

This course looks pretty much like a 2-D map in a 3-D engine. It looks like it's from Super Mario Kart, and plays like it too--SLOW. It's okay for 4-players though.

Rating: ***

-From: Jacob Krall <pinano@aol.com>

That's all of the arenas that I've unlocked so far, so if I unlock any new ones, I'll add them in. If anyone has any new arenas that I have yet to mention, please e-mail me, and I will add them. (You will be credited for the arena info and strategy.)

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VI. PERSONAL STRATEGIES
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Here are some personal strategies that I use, and I hope that they help out everyone who needs them.

-Use obstacles. Using obstacles like blocks, stones, or ramps to block incoming attacks really help out a lot. Try it.

-I always use Crash. He's my favorite character to use, since all of his stats are even. You can also use Neo Cortex, as his stats are all even too.

-Always use the tracking missiles. The tracking missiles are the best weapons in the game, and you should use them all time. Turn on the option for the missiles that come in packs of 3, not just the single ones. Three tracking missiles makes it 3 times easier to kill your friends.

-Combine tracking missiles and invisibility. By getting an invisibility first, and then tracking missiles second, you will always hit your target. If your opponent can't see you, they can't dodge or run from your attacks. Take advantage of this.

-Place TNT or Nitro boxes in front of normal boxes. That way, your opponnet won't be able to see the explosive box because the normal box will be in his way. Unless he comes in from the other side...

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VII. SECRETS
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SPYRO 2: RIPTO'S RAGE! DEMO

At the title screen, hold L1 + R1 and press Down, Circle, Triangle, Right. -From: Groovy1144@aol.com

RED GEM CUP

Collect all four red CTR coins in adventure mode. -From: VIDOGAME@aol.com

RACE AS RIPPER ROO

Win the Red Gem Cup to unlock Ripper Roo. -From: VIDOGAME@aol.com

GREEN GEM CUP

Collect all four green CTR coins in adventure mode. -From: VIDOGAME@aol.com

RACE AS PAPU PAPU

Win the Green Gem Cup to unlock Papu Papu. -From: VIDOGAME@aol.com

BLUE GEM CUP

Collect all four blue CTR coins in adventure mode. -From: VIDOGAME@aol.com

RACE AS KOMODO JOE

Win the Blue Gem Cup to unlock Komodo Joe. -From: VIDOGAME@aol.com

YELLOW GEM CUP

Collect all four yellow CTR coins in adventure mode. -From: VIDOGAME@aol.com

RACE AS PINSTRIPE

Win the Yellow Gem Cup to unlock Pinstripe. -From: VIDOGAME@aol.com

PURPLE GEM CUP

Collect all four purple CTR coins (crystal levels) in adventure mode. -From: VIDOGAME@aol.com

RACE AS FAKE CRASH

Win the Purple Gem Cup to unlock Fake Crash. -From: VIDOGAME@aol.com

*TURBO TRACK

Collect all five gems by collect all CTR coins. -From: VIDOGAME@aol.com

RACE AS N. TROPHY

Successfully beat all times in time trail mode to unlock N. Trophy. -From: sickboy11@webtv.net

BONUS BATTLE ARENAS

Successfully complete one player arcade mode on the easy, medium, and hard difficulty settings to unlock three new battle arenas.

RACE AS PENTA PENQUIN

On the main menu screen, hold R1 & L1, then press down, right, triangle, down, left, triangle, up.

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VIII. FAQ

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Q. How many total racers are there?

A. From what I know, there are about 14 racers(after you've unlocked the hidden ones of course:)

Q. At the battle tracks, where would you recommend laying the potions and TNT and Nitro boxes so your opponent hits them? Thanks!!

-From <bobosse@aol.com>

A. I reccommend placing them behind Wumpa Fruit boxes, or on both sides just to be safe, and putting them around blind corners and turns. Also, try to put them on the ground right after a jump, so that when you opponent lands a jump, BOOM! Maybe if your opponent is chasing you, you

could just drop one behind you so that they get screwed big time. That ought to show them.

Q: Is the code on unlocking Nitrous Oxide fake?

A: Ya know something? I really don't know. I haven't had much time to really try and unlock him, so I couldn't tell ya. I've recieved numerous e-mails regarding this, so I suspect it is a fake trick. The only thing I've heard you get for beating every time trail, beating N.Trophy, and then beating N. Oxide himself, is a Naughty Dog Scrapbook. If anyone can confirm this, please let me know.

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IX. CREDITS

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Naughty Dog- For making this incredible game!

CJayC- For posting this FAQ(Hopefully!)

Me- For writing this FAQ.

CheatCodesCentral <www.cheatcc.com>- For the secrets in the secrets section.

Mike <Sportythievl@aol.com>- For the two new Battle Arenas Info and Ratings. Thanks!

The Crash Dance- It's just so damn cool.

Everyone who sends me questions- I will be eternally grateful if you do. Thanks to everyone who DID.

Everyone who reads this- For reading this, and for being so damn cool for doing so.

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X. CONTACT INFO

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Shameless Self-Promotion: Other FAQs by me:

PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Gran Turismo 2
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage

NINTENDO 64:

- NBA Live 2000

-Mario Party 2

DREAMCAST:

-Carrier

-Crazy Taxi

-Hydro Thunder

-MDK 2

-Sega GT: Homologation Special

-Sega Rally 2

-Sega Swirl

-Resident Evil Code: Veronica (Coming soon!!!)

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E-Mail Address: thebeefycow@hotmail.com

E-MAIL RULES:

Types I WILL accept:

- Small questions that are NOT answered in the FAQ
- Comments
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ

Types I will NOT accept:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details. NO MEANS NO!

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