

# Crash Team Racing FAQ/Walkthrough

by aych

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Crash Team Racing for PSX (Time Trial)

FAQ/Walkthrough by aych

Version 1.2 (6/31/01)

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SECTION 1: Introduction/Versions  
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---Version 1.0--- (6/29/01)

- Finished Introduction (section)
- Finished Characters
- Finished Codes
- Started Races
- Finished My Records
- Started CTR HOF
- Started FAQ

---Version 1.1--- (6/29/01)

- Fixed some typing errors
- Added more codes
- Did another race

---Version 1.2--- (6/31/01)

- Changed FAQ a little bit
- Did a few more races and a half

CTR (Crash Team Racing) is an easy and fun game. If you're like most people, you can beat this game without any help. Completing Adventure Mode 100% is a snap. You can get at least gold on all the Relic Races. The game is getting kind of boring. So, you should try Time Trial. I play the same races over and over trying to beat my score. This FAQ will help you take all the fastest paths, take all the shortcuts, and eventually beat Nitros Oxide on every race (overlap him on one race too). Or if you've beaten him on every race, this should still help, too. If you are stuck on N. Tropy, this FAQ will help you blow him out of the water!

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SECTION 2: Characters  
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The characters you have to pick from (including secret characters). You won't use them all. Once you find who is good where, you will only use them for the race. I will tell who I use for the character sug. Remember, I have tried about every character for every race, so I know who to use.

Crash Bandicoot:

He is the Hero. Overall Good. Intermediate.  
Handling 4/5, Top Speed 4/5, Acceleration 4/5.

Coco Bandicoot:

Crash's sister. Good Acceleration, not so good Top Speed  
Handling 2.5/5, Top Speed 3/5, Acceleration 5/5.

Pura:

Good for beginners, not so good for Time Trial.  
Handling 5/5, Top Speed 2/5, Acceleration 4/5.

Polar:

I like Polar more than Pura, but their stats are the same.  
Handling 5/5, Top Speed 1/5, Acceleration 3/5.

Neo Cortex:

The same as Crash, overall good.  
Handling 4/5, Top Speed 4/5, Acceleration 4/5.

N.Gin:

He likes acceleration, like Coco. He falls behind on straight-aways  
Handling 2.5/5, Top Speed 3/5, Acceleration 5/5.

Tiny:

YES!! The Time Trial King! Not the best handling, but...who cares?  
Handling 2/5, Top Speed 5/5, Acceleration 3/5.

Dingodile:

Yeah, the same as Tiny. But I just don't think he is as good.  
Handling 2/5, Top Speed 5/5, Acceleration 3/5.

SECRET CHARACTERS

Ripper Roo:

For beginners, not for Time Trial.  
Handling 5/5, Top Speed 1/5, Acceleration 3/5.

Papu Papu:

Another Top Speed kind of guy. Maybe it's just me, but I don't think he handles as well as Tiny.  
Handling 2/5, Top Speed 5/5, Acceleration 3/5.

Komodo Joe:

Yet another overall good character... No one special here.  
Handling 4/5, Top Speed 4/5, Acceleration 4/5.

Pinstripe:

He has a cool voice, but that's about it.  
Handling 3/5, Top Speed 2/5, Acceleration 5/5.

Dr. N. Tropy:

I think he is the only person worthy enough of being a "Tiny Substitute."  
Handling 2/5, Top Speed 5/5, Acceleration 3 or 4/5.

Fake Crash:

The same as Crash. He is the Japanese version of him.  
Handling 4/5, Top Speed 4/5, Acceleration 4/5.

Penta Penguin:

Where did this character come from? Should of just left 'em out.  
(Weird voice right?)  
Handling 5/5, Top Speed 1/5, Acceleration 3/5.

Nitros Oxide:

No matter what anyone says, or any crazy codes you find, you CAN'T GET NITROS OXIDE!!!  
He has the coolest looking kart, seems like he has good stats too, but you CANNOT get him.

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SECTION 3: Codes  
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When you enter a code, you will hear a sound. Enter all codes at the Main Menu

SUPER TURBO PADS: (A MUST for the best Time Trial times)  
At the Main Menu hold L1+R1, and press triangle right right circle left.

FAKE CRASH  
Win the Purple Gem Cup in Adventure mode.

INFINITE MASKS  
Hold L1+R1, and press left triangle right left circle right down down.

INVISIBILITY  
Hold L1+R1, and press up up down right right up

KOMODO JOE  
Hold L1+R1, and press down circle left left triangle right down.  
Alternately, win first place on the Blue Gem Cup in Adventure mode.

N. TROPY  
Hold L1+R1, and press down left right up down right right.  
Alternately, defeat N. Tropy's ghost on all time Trial Tracks.

PAPU PAPU  
Hold L1+R1, and press left triangle right down right circle left left down.  
Alternately, win first place on the Green Gem Cup in Adventure mode.

PENTA PENGUIN

Hold L1+R1, and press down right triangle down left triangle up.

PINSTRIPE

Hold L1+R1, and press left right triangle down right down.

Alternately, win first place on the Yellow Gem Cup in Adventure mode.

RIPPER ROO

Hold L1+R1, and press right circle circle down up down right.

Alternately, win first place the Red Gem Cup in Adventure mode.

SCRAPBOOK

Defeat Nitros Oxide's ghost on every track in Time Trial mode to unlock Scrapbook option (at the main menu).

Alternately, Hold L1+R1, and press up up down right right left right triangle right.

TURBO COUNTER (consecutively)

Hold L1+R1, and press triangle down down circle up.

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SECTION 4: Races

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READ THIS BEFORE READING ANYTHING ELSE ON THE RACES SECTION.

On all of these races, YOU GO INTO A POWERSLIDE, TRY AND GET 3 BOOSTS, AND START ANOTHER ONE! To do this, you have to know how to hold the opposite direction you are turning. For example: If there's not a very sharp LEFT turn coming up, you hold down left for a second to start the powerslide, then you switch to holding right (while powersliding) to finish the powerslide. On straight-aways, do the same thing, but you may only be able to get 2 boosts out of a powerslide, which is OK. Just get out of that one and start another. Also, at the very start of a race, start into a powerslide, unless told otherwise Before reading through on any one of the races, and you don't understand it, read it over and over. If that doesn't help, read the part before it and after it. I usually don't have you go too long without giving you another instruction. If that still doesn't work, e-mail me (tngriffey@aol.com), and I will try and help you.

Also, do the Super Turbo Pads code for ALL these races!

How to go over a turbo pad: Since you are always powersliding, and with the Super Turbo Pads code on, for some reason you get 2 kinds of boosts when you go over a turbo pad. There's a big one, and a bigger one. In order to get the bigger one, you must go over it on the very left or the very right side. Hitting the bottom right or left corner is the best! You should practice this a little, so you know how to get the bigger turbo boost. This is also explained in CRASH COVE. I usually try and hit the bottom left corner of the turbo pads.

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IMPORTANT!!!

Super Turbo Pads Code: At main menu, hold L1+R1, and press triangle right right circle left.

IMPORTANT!!!

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CRASH COVE: Character suggestion, Tiny. Beating Oxide: 4/5

Go forward for about 1 second, there should be a little hill that goes down. Jump off the top of it, and start a powerslide. REMEMBER, ALWAYS KEEP POWERSLIDING!!! Keep going and you should come around the first turn. Powerslide, aiming for the ramp. Jump off the top of the ramp (you should get your third boost right before jumping off). When you land, start another powerslide immediately. Get 1 boost out of it, and there should be this almost invisible little ramp in the water (you should practice this before racing through it). You will go down a little bit right before the invisible ramp. When you jump off of it, you should get up to this place that leads you to the start of the vertical (up and down) bridge (where you are jumping is to the left of the horizontal bridge). When you land on the bridge, Oxide should be right next to you. Keep powersliding across the bridge and don't drop off at the end like Oxide does. Go off the bridge like you normally would. Keep going around the big curve. Don't go up on the Pirate Ship to jump off. Just keep powersliding around. Then you get to your first turbo pad. With the SUPER TURBO PADS code on, like it should be, you will notice you get 2 kinds of boosts when you go across it. You can't get both of them going across the turbo pad once. It depends on how you go across. The two are: a big one, and a BIGGER one. To get the plain big one, go across the turbo pad right along the center. To get the bigger one (the one you want) go off the very left edge or the very right edge (corners are even better) of the turbo pad. This takes practice, too. You must know how to go across the turbo pad to get the BIGGER boost. After you hit that one, there's another at the top of the hill that leads you right into your next lap. Because of that, your second and third laps should be a little better than your first.

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ROO'S TUBES: Character sug., Tiny. Beating Oxide: 2/5

This is one of the easier races to beat Oxide. The only reason it's a 2, is because of other races with huge shortcuts which make it even easier to beat Oxide.

At the beginning, start into a powerslide, go down that first hill, and around, up to the first turbo pad. Hit the side of it to get the bigger boost (It will seem huge right here), and you'll be flying. Powerslide around the tunnel curve, hit the turbo pad, and try to stay along the wall on the right side. Jump right when you get to the area where you go down. Land into a powerslide, and keep going through the race. Go through the 2 turns, and there should be a couple of turbo pads next to each other. Hit the left edge of the left one. Hopefully you hit it big, because you need to. When you jump off the hill (right after the turbo pad) you jump to the left, along the dirt. Make sure you powerslide across the dirt area. Go to the RIGHT of the mushrooms, while turning left along it. If you are clueless, just see what Oxide does. When doing this on your third lap, stay along the wall on the left right after you get past the mushrooms. You will finish the lap your last lap a

little quicker this way.

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TIGER TEMPLE: Character sug., Tiny. Beating Oxide: 2/5

At the beginning, jump off the hill to the left (about a half second into the race), land in to a powerslide, and aim for the second little hump (while cutting across the grass). When you get there, jump off of it, land just to the left of the third hump (on the edge of the grass) and start into a powerslide to the left taking the sharpest left turn possible. When you come out of the grass, it should be on the third to last hump right before the tunnel (practice cutting across the grass first). When in the tunnel, try to powerslide only getting 1 or 2 boosts. When you come out, go a little to the right. Then you can do one of 2 things.

1. Keep going down, until you get to the last little hump before the turbo pad (you can barely see the turbo pad). Do a powerslide over the hump. Hit the top right corner of the turbo pad (you should still be in the same powerslide) and go to the LEFT of the ramp, continuing on the same powerslide, until you get 3 boosts, of course.

2. Jump off the hump right before the turbo pad (you can barely see the turbo pad). Try and land on the top right corner of it, and start a powerslide.

You should know see a series of humps. Jump off the first one, land into a powerslide, and powerslide right over the next hump (without jumping). You should only get 2 boosts on this powerslide. Then you get to the next hump (you should be about on the top of it right when you get your second boost), jump off the top of it. Land into a powerslide going across all those little humps without jumping. In this same powerslide make you way to the right (use the holding the opposite direction you are turning, thing). Hit the left edge of the turbo pad, and go right into the tunnel. If you get a huge boost (I mean the biggest boost you get in the game), you will get all the way through a tunnel and make a powerslide over the START/FINISH line. If you don't get this huge boost, you may need to do a couple more powerslides towards the end of the tunnel. Believe me, you will notice if you get "the big one."

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COCO PARK: Character sug., Tiny. Beating Oxide: 3 or 4/5

You may be thinking, "there's no skill in this one." Yeah Right! This is one of those races where there are not any shortcuts, only several paths that will save you one half to one-second. It all comes down to driving and powersliding skills.

At the beginning, start into a powerslide and stay on the inside of the track as much as possible! Doing powerslides all the way. Keep doing this until you get to the second turn, right before a turbo pad. Cut across the grass a little bit while powersliding. Try and hit the left side of the Turbo Pad, and it should send you right into the tunnel. At the top of the hill in there, go to the right, and powerslide down it going a little to the left. When you come out of the tunnel, you should be on the left half of the track. There should be a little tiny hump, don't jump off of it. A tiny bit after that, there should be a patch of grass to the left. Cut across it (about halfway

in between the wall and the track) while powersliding. Then make your way to the right of the track, hit the turbo pad on the left side. Keep going until you get to a left turn. There should be a turbo pad right after this turn. Hit the left or right side of it (not the middle, of course) and that should finish the lap and/or race.

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MYSTERY CAVES: Character sug., Tiny. Beating Oxide: 3/5

Right away, you should see two turbo pads. Start a powerslide before getting the first one. Hit the left side (when I side I mean corner if you can get it) of the first one and hit the right side of the second one. Jump off the left turtle. Do NOT cut across the sandy area right before the 2 turtles. It only slows you down. Instead, go around the turn while powersliding. Keep going through the track, until you see the next two turtles. Jump off the right one. When you jump off of it, aim the left a little bit. Start powersliding staying near the wall. Hit the right edge of the turbo pad (you can't see it yet, but it's there). That should send you flying down. Then the track splits into two sections. Take the left one. When you get out of the left path, there's a series of jumps. Try to stay on the...

Left side on the first one.

Left side on the second one.

Right side on the third one.

After the third jump, you will be going up a little hill, going into a cave. Enter the cave while staying on the right since (inside part) of the track. Then, there's 2 sets of 2 turtles coming up. Jump off the left one of both of them. While jumping off the second one, jump to the right a little, and powerslide while staying close to the right wall. Then take the inside of the next turn (left). This should bring you to the last two turtles. Jump off the left one and land into a powerslide to start you into the next lap.

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BLIZZARD BLUFF: Character sug., Tiny. Beating Oxide: 5/5

I think that this is one of the hardest races to bet Oxide on. In fact, it was the last race I beat him on. I'm not the biggest help on this one, but I try.

At the beginning of the race, there's a passage to the very left. You have to go through the snow (this is before the first turn) and you will notice a little path. Only take this the second and third lap, or don't take it at all. After you take the first turn (a left turn) you should see a cliff. Keep powersliding around and jump off the very right of it. Land into a powerslide (of course) and make your way to the left of the track. Land right in front of the turbo pad, and hit the left side of it. Watch out for the big snowball. That turbo pad should bring you to the right side of the track. Stay along the right wall powersliding and jumping off those hills. On the hill before the ice, jump straight, land into a powerslide, and make your way to the far left. You should see a shortcut (Oxide takes this). In my opinion, this is VERY hard to make. You can jump off of it however you want, but I suggest getting your third boost of your powerslide (you should have started this powerslide right when you land on the ice) , and jump off the

right side of it, and hope you make it. WHEN you do, just keep going forward (powersliding of course). When you get to the left turn, cut all the way across the snow, along the wall. Oxide should be right next to you, or even in front of you. Jump off the first hump, and powerslide towards the turbo pad. Don't jump off the hump right in front of the turbo pad. Just powerslide over it. Hit the left side of the turbo pad (this is your only chance to catch up to or pull away from Oxide) and you'll go flying across the START/FINISH. If you want to, take that little path to the inside of the first turn (way inside).

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SEWER SPEEDWAY: Character sug., Tiny. Beating Oxide: 2/5

This is one of my favorite races.

Right away, start a powerslide, and go along the right wall (where you can see under the track) and jump off the ramp along the very right side. When you land, stay along the part on the track where you can see under. Do a powerslide to get in the right tunnel, go to the left inside the tunnel (towards the left turbo pad). Jump off the ramp, and jump to the left tunnel (Oxide jumps to the right). The reason you have to jump to the left is because you will hit the top of the tunnel if you go to the right (since you have the Super Turbo Pads code on). Now here comes the tricky part. When you land, make your way to the right (powersliding of course). Go in between the middle of the track and the right wall. Time your powerslide, so you get your first boost, drop off the ledge (without jumping), do your second boost, go to the left where the top section on the left turns left. You ramp up it (you get your THIRD turbo boost right before you jump). You land on the other side (going down). Make sure your lined up with the "secret shortcut entrance." Then you ramp up the side right before the entrance (your landing should give you a turbo boost to help you out). If you are lucky, you made it in there. aych made this faq. If someone tries to copy it, they will most likely miss this. If you don't understand what I just said (about the shortcut, that is), just see what Oxide does. When your in the secret shortcut, there's a turbo pad right away. Hit the MIDDLE of it. You are now going across the bridge. Jump off the right of it (this should lead you in the tunnel with the first rolling barrel). Oxide should still be up with you. When you land, go to the right, and ride up the wall a little on the right, keep riding until a little before the turbo pads. You should get down from riding up the wall a little right when there's enough time to do a powerslide with 3 boosts. Now here comes the next tricky part. When you jump off the ramp, land about half way up the wall, jump when there's a turn (still staying up on the wall). You should still be riding on the wall. Then the tunnel makes a small, second right turn. This is when you jump from riding up the right wall, from riding up the left wall. You keep riding up the left wall, until there's the part where there are 2 little paths you can take. The reason of staying on the walls is: you go faster. It takes a lot of practice, but with enough practice, you will go as fast as you do right after you jump in the beginning of that tunnel (the jump with a long turbo pad you go off of first). Now, there's only one right turn left. Take the inside of it. You will see a small hill. You can either powerslide over it, or jump off the top of it.



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DINGO CANYON: Character sug., Tiny. Beating Oxide: 5/5

This is the hardest race to beat Oxide on (in my opinion). If you can beat him here, you should be able to beat him on every race. There are no shortcuts at all, so it all comes down to pure driving skills.

At the beginning, keep powersliding around the first curve, and watch out for the armadillo. To the left, you should see where the track goes downhill. Powerslide over the hill (where it starts to go down, without jumping) and down it. Keep powersliding all the way down. You should go across a little section of water, and then you should see a little section of land. Right when you get to the land, jump, and it should send you flying in the air. Land into a powerslide (of course) and do it on the next little section of land, like Oxide does. Powerslide through the tunnel, hit the any edge of the turbo pad, and make a hard right. Watch out for the armadillos again. When the track splits in two, take the left path. You see it will go uphill a little before the left path, jump off the top of the hill, and you should get a little boost when you land. Land into a powerslide (getting as many boosts as you can), and go out the rest of the path powersliding. Powerslide through the left (next) turn, and make your way to the right of the track. Stay along the right side of the track (while powersliding) until you get to the row of turbo pads. Go off the middle or right turbo pad, jump off, and you should clear (go over) the last armadillo. This leads you into your next lap.

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PAPU'S PYRAMID: Character sug., Fake Crash (ooh!). Beating Oxide: 0/5; it's not even a challenge.

Thanks a great shortcut, Oxide is really really easy to beat in this race.

Start the race by powersliding around the first turn. Keep going around the turn and you should see a hill. Jump off the top of it, and land into a powerslide. Keep going forward a little bit, until you come to a section where the turns are 90 angles. Powerslide around them, only getting 1-2 boosts. Until you get to the last turn (one before the turbo pad). Try and get all 3 boosts on that powerslide, hit the right edge of the turbo pad, and it should send you flying out, towards the (Crash) eating plants. You should see a small, left turn coming up. Take the very inside of it, without going over the grass. Get as close to the plants as you can, without them eating you. Keep going forward while powersliding. You will see Nitros Oxide take a shortcut by jumping the platform (you should already know about this shortcut). DON'T TAKE IT!!! Instead, just go through the track as the computer would. Keep going until you see the turbo pad on the right edge of the track. Hit the turbo pad, and make your way to the left side immediately! Jump to the platform on the left. Ride across that, until you can see the horizontal bridge. Jump on that and make your way to the right. You should now see the track to the left and the right wall to the track straight in front of you. Jump ON the wall (it will kind of seem like you are hovering on it). Keep going forward for a little bit, while still riding on top of the wall. DON'T FALL OFF THE WALL! You should see the end of

the lap to the right. Jump off the wall so you land just before the end of the lap (it helps to hold down right and box while doing this). When you land, just go right over the START/FINISH line! If you had a good lap, your first lap should be about 32 seconds. Don't worry if it's a little over that, with practice you will eventually have some laps under 30 seconds. Do ALL of that last shortcut without stopping. It might take you tries to figure out how to do it perfectly.

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DRAGON MINES: Character sug., who ever you want. Beating Oxide: 3-4/5

I rarely ever do this race. I'm not that good at it, and my friend messed something up, so all my times say 0 mins. and seconds (it's like this on Dingo Canyon, too). FYI, I use Tiny.

Start by powersliding through the tunnel and around the first turn. You will then take a left tun that leads you in a room with water on the left side of it. You will see Oxide cut through the water. Go just a little bit to the left of where he goes. Powerslide through the water! You will see a small tunnel and a hill coming up right after the water. Jump off the hill, and take a sharp left. Keep going forward, while powersliding, of course. You will now see some tracks. Do NOT follow them. It is faster just to go over the spiral bridge. You will now get to a bridge (right turn). If you chose someone like Tiny, you start powersliding, getting as many boosts as you can. You should hit the left wall a few times. Just jump, and start another powerslide. With about anyone else, do the same thing, except you will hit the wall once or no times at all. After the bridge, you will see Oxide goes to the right of those wooden poles. You go to the left of them (while powersliding, of course). After the very last one, make you way to the right and hit the turbo pad. After you hit the turbo pad, you will need to take a sharp left because you will be going so fast (because of the super turbo pads code, which should be on). You will now take a right turn. You should now see a hump, jump off it, and start a powerslide right along the blue stuff (without touching the blue stuff). Go along it, and finish the lap. If you are on your third lap, jump off the hump (mentioned before) and cut across the blue stuff, as inside as you can. This will be faster for your third lap.

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POLAR PASS: Character sug., Fake Crash. Beating Oxide 1/5

At the beginning, you should see a very small right turn, with a hill on the top. Powerslide towards the right side of the hill and jump off the top of it. When you jump, land in the snow on the left side and powerslide across the snow until you get into an area that's a figure eight. Take the LEFT side both times. Powerslide through the figure eight, of course. When you come out, you should see a turbo pad in the middle of the track. Hit the top left corner of it. This should send you flying forward. Make you way to the left side of the track. Go in the snow, and take the sharpest left turn possible. Avoid the seal. When you come out of the turn, go back on the left edge of the track. Hit the turbo pad. You should see two turbo pads next to each other. Now here comes a shortcut. You should have the super turbo pads code on right now (it should ALWAYS

be on. I keep reminding you, just in case you didn't read the thing before the races). Go over the very right edge of the turbo pad, and jump right. You should land on the track over there. you might hit and fall in the water, but it's still faster. Now go along the narrow straight-away. You should see small hills, made of wood. Jump off the highest part of them, on the right side. Land into a powerslide only getting one boost, and do the same thing on the other hill like this. You should see a small left turn. Take the furthest inside you can on it. There are two seals going back and forth. Watch out for them. Powerslide past them, and at the top of the hill (right before it levels off), jump over the ledge right in front of you, and go off to the left. There's now a turbo pad right in front of you. Hit it, and you now go across some ice. Just try and stay in the middle. Powerslide over the ice. Jump off the hill, land in some more ice. Powerslide over that ice. At the end of the section of ice, do NOT jump off the top of the hill coming up. Just powerslide right over it. Go over the turbo pad, and jump off the top left corner of the jump. Land into a powerslide (of course, again) and make your way to the end of the lap (powersliding the whole way, of course).

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CORTEX CASTLE: Character sug., Tiny. Beating Oxide: 4/5

About every single turn in this level is a 90 degree angle. At the start, powerslide around the first turn. There is two turbo pads in front of you now (after the right turn). Go off the very right edge of the right one. There is now a spider in front of you. Go to the right of it, and powerslide around the right turn. The track now splits in two. Take the LEFT path. The main reason why is because you have to take one more turn taking the right path. Powerslide around all turns on the left path. You should now be going up a ramp. Stay along the right side of it. Jump off the top of it, go to the left a little when you jump, and land into a powerslide (of course, again...). There is now a right turn in front of you, powerslide around it, and make your way to the left, towards the turbo pad. Hit the turbo pad. Because the Super Turbo Pads code is on, it will send you flying up towards the wall. You probably need to hit the breaks right here. While going up the next little ramp, or along the left turn, going towards the ramp. When you go up the ramp, you can jump off the right half of it, or just powerslide over the right half of it. You are now in a section of the track with two spiders in it. Go to the left of the first spider, and to the right of the second one. When you take the left turn out of there, powerslide towards the top left part of the next jump. Jump off the very left part of it, and you are now outside. In front of you, part of the castle sticks out from the left side. powerslide along the edge of it. This brings you towards the left wall. Go over the turbo pad. You now go down some steps on a hard left turn. If you got the bigger boost, you probably need to hold down left and box. If you got the smaller one (better here, for once) you won't need to do that. Down the steps, stay as far left as possible. When you land, there's a right turn coming up. Powerslide along that, and get yourself even with the middle of the track. Start a powerslide with enough time to get all three boosts out of it. When you powerslide, you should be right along the left wall when you get your third boost. Jump off the very left of

the track, and jump to the left. You should land in this strip of land, this is called taking a shortcut. Powerslide along this strip of land, and towards the two turbo pads. Jump off one of the turbo pads. When you land, make sure you are on the left half of the track. Land into a powerslide, and make your way for the right side of the track. If the right spider is up, take the inside of the turn. If the spider is down, go around him while powersliding of course. There is now a turbo pad up a little. Hit the left edge of it, and come around the final right turn. The end of the lap.

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TINY ARENA: Character sug., Komodo Joe (surprised?). Beating Oxide: 1/5

I will make this one very detailed. Pretty much every turn, every hill, and how to jump over every hill. Remember, I have an EXCELLENT Time Trial time on this race, so I know what to do.

TINY ARENA COMING SOON!

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HOT AIR SKYWAY: Character sug., N.Gin, or even Ripper Roo. Beating Oxide: 0/5

As you may have read, you can overlap Nitros Oxide on one race. This is it! Some of you may be really surprised, others, not. There are two HUGE shortcuts in this level. The bad thing is, they aren't the easiest to make... I have only made both huge shortcuts in the same race all three laps once.

At the start of the race, you will see some small turns. Powerslide around them. You will now get to a spiral part of the track that goes downhill. Try and take the inside part the whole way down. When you hit the turbo pad on the way down, it should send you flying left. Just get back on the right side. After you go down the spiral, you will see two turbo pads right next to each other. If you jump to the left, you take the normal path. If you jump to the right, you take the shortcut (Oxide takes this). The secret to making the shortcut here is this: You can see each turbo pad is split in two sections (along the line in the middle). So, on the right turbo pad on the right side, go straight along the (right) side of it. Jump off the very end. This should easily have you make the shortcut. NOTE: While you are on the turbo pad, do not go on the right turbo pad, and then go to the right side of it. You enter it and leave it on the same side (right). When you land on the shortcut area, powerslide across it. When you get out of the shortcut, turn the right (duh!). Keep powersliding until you see a little hill, with a drop. Jump off the top if it. Keep going until you get to a left turn. You will see another part of the track to the right, HINT, HINT. Keep going along that little straight-away. At the end it will drop down. Turn all the way around, and make that little drop down a ramp. Jump off the very top of it, and jump to the left (it helps if you powerslide). This should bring you to the other side of the race. You might hit the track and fall off the edge. It will bring you there anyway. When you land turn around to the right side. You need to hit the breaks. Now just keep going forward! That shortcut is HUGE!! Go up the little hill, and take the

left. Now here comes the second huge shortcut. You will see a blimp way out in front of you. When you get to the turbo pad, make sure you are on the left side of it (left half too). Jump off, and aim for the track just to the left of the blimp. If you are really lucky, you land on it, and that's the end of the lap. If making this to the left of the blimp is too hard for you, jump and land on the track just to the right of the blimp, much easier, but it isn't as big of a shortcut. If you don't make the shortcut, just keep trying. You should have got a pretty good time, eh?

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N.GIN LABS: Character sug., Tiny. Beating Oxide: 4/5  
At the start, powerslide around the first (left) turn, only getting two boosts. Then start another powerslide around the right turn immediately following that turn, and get all three boosts. Jump off the very right side of the turbo pad. Land into a powerslide, get one boost around the corner. Then start another powerslide heading towards the two turbo pads. Jump off the right turbo pad. Land close to the wall, and powerslide around that turn. Head towards the next turbo pad. After you jump off that, you land in a tunnel. Powerslide through that tunnel, and through the big room. There is now a blue, huge, long turbo pad. Go through that without powersliding. When you shoot out of it, powerslide along the inside of the bridge. When you come off the bridge, go towards the right wall. You will now see rolling barrels. Time it so one of the barrels just rolls across the turbo pad closer to you. That's when you jump off, hit a right corner of the turbo pad. Go to the left side of the next coming barrel. Go to the right again, and hit the other turbo pad. You will now see a ramp coming up. Jump off the left side of it. Jump to the left a little bit, and powerslide around the part of the wall that sticks out. You now see some 90 degree angle turns coming up. Powerslide around the inside of them. You can even jump over a little of the pit on the inside of this, too. When you make it around those turns, go through the little tunnel. Turn right, around the inside, of the next turn. Jump off the middle of the turbo pad. You should now see two square pits. A half one on the left, and a whole one on the right. Go in between them, and then to the right of the next whole pit. Powerslide around it. And onto the bridge. Take the inside of the bridge when turning out of it. Jump off the middle of the ramp right in front of you. Keep powersliding. There is now another ramp. Powerslide along the very inside of it, without jumping. That brings you to the START/FINISH line.

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OXIDE STATION: Character sug., Fake Crash Beating Oxide: 0/5  
At the start, powerslide to the first turbo pad. Hit the left edge of it. Aim to the left, and hit the right edge of the turbo pad that send you around the long curve. After you go around the curve a bit, you will see a turbo pad along the right wall. Hit the left edge of it. Go back to the inside of the track. Hit the right edge of the next turbo pad (it's on the inside of the curve). Then keep going forward, and hit the left edge of a turbo pad that send you into a very short, narrow tunnel. Hit the right edge of the stretched out, one turbo pad. Powerslide around the right turn coming up, and then powerslide around the left turn coming up. Repeat. Go off the

next turbo pad, that send you in the tunnel. Now from in side the tunnel, start counting the turbo pads you hit. Go over all of them. After you go over the second one, you will see a turbo pad along the left edge, and a hill right after it. Here comes the shortcut. Do not hit the third turbo pad. Instead, powerslide around it, and make your way to the top of the hill on the left side. Jump off the hill, and over the ledge on the left. You will now see two tracks. If you hit the top one, Aku Aku or Uka Uka takes you back where you where. If you hit the lower of the two, it takes off all those "out in space jumps." By now, you won't see Oxide for rest of the race (unless you are really bad). When you land, powerslide over to the turbo pad coming up, hit the left edge of it. There are now three turbo pads right close to eachother. Just hit the first two, and make a hard right. Powerslide around the left turn right after the right turn, hit the left edge of the turbo pad in the middle of the left turn. Powerslide along the small, right turn right after the turbo pad. Make your way to the left, and hit the turbo pad. The next turbo pad you see, you don't have to hit. You can just powerslide to the left side of it. If you powerslide to the left side of it, keep going straight forward, and that should bring you to the right wall. Hit that turbo pad, and make a sharp left turn. That brings you to the end of the lap.

With that shortcut, you can get laps under 50 seconds.

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SLIDE COLISEUM: Character sug., Tiny. Beating Oxide: 2/5  
There are no turbo pads in this race at all. You have to know how to powerSLIDE to get a good time here. Oxide really isn't at all that tough. In fact, he makes a mistake on his third lap. Hopefully, you are way in front of him on your third lap. Okay, to let you know, you powerslide around every turn, straight-away, and every time you cut through the grass. You should be doing that on every race.  
At the start of the race, cut across a little part of the grass (left turn, to the right of the tires). Then, cut across the grass on the next right turn. Cut across about as much as Oxide does. When you come out, stay on the very far right of the track. There is a little tiny ramp that leads up to the stacks of the tires. Jump off that, and it should send you flying over the one tire. Just see what Oxide does. When you land, cut across the next section of grass, and do the same thing, jump over the one tire.

THE REST COMING SOON!

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SECTION 5: My Records  
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These are my personal beat records. After playing hours and hours on MOST of the races, these are the best I have ever got.

Race:                    Total Time:                    Lap:

Crash Cove	1:23:02	Tiny	27:03	Tiny
Roo's Tubes	1:15:40	Tiny	24:49	Tiny
Tiger Temple	1:39:67	Tiny	32:75	Tiny
Coco Park	1:22:41	Tiny	26:46	Tiny
Mystery Caves	2:04:76	Tiny	40:89	Tiny
Blizzard Bluff*	1:27:85	Tiny	28:70	Tiny
Sewer Speedway	1:50:72	Tiny	36:55	Tiny
Dingo Canyon* **	1:36:70	Tiny	n/a	
Papu's Pyramid	1:29:30	Fake Crash	28:63	Coco
Dragon Mines* **	1:36:39	Tiny	n/a	
Polar Pass*	2:38:73	Fake Crash	49:78	Tiny
Cortex Castle	2:29:96	Tiny	48:61	Tiny
Tiny Arena	3:23:67	Komodo Joe	1:07:49	Komodo Joe
Hot Air Skyway	2:02:43	N.Gin	40:02	Ripper Roo
N.Gin Labs	2:29:94	Tiny	49:87	Tiny
Oxide Station	2:25:48	Fake Crash	47:73	Fake Crash
Slide Coliseum	1:48:51	Tiny	35:47	Tiny
Turbo Track*	1:54:47	Komodo Joe	37:77	Komodo Joe

\* Ones I rarely go to. These should be easier to beat.

\*\* All scores say 0:00:00 for some reason (I didn't use GameShark. In fact I don't even have one). I only wrote down my best time(s), not my best lap(s).

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SECTION 6: CTR HOF  
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These are the best of the best. You send in your best time, if it's better than the one already there. They don't have to beat mine, just the ones already there. The bad thing is, you have to have a picture. Have the picture of the HIGH SCORE section. Make sure you can see the race, time, character, lap, character for the best lap. You can give me a direct picture, or a link to a personal site that has your score. If you give me a link to your personal site the e-mail listed on the site, and the e-mail you e-mailed me to have to match. Example: if the person that runs your own personal site (you) has the e-mail address listed on the site is, tngriffey@aol.com. You would have to send me an e-mail using that e-mail address. Just to make sure you aren't sending in someone else's time. You can give a name you want to be called, or not give me a name, and I will just use your e-mail address. There aren't any records yet, but they should come.

SEND YOURS TIMES IN!

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SECTION 7: FAQ  
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Yes, a FAQ needs a FAQ section.

If you tell us to powerslide around one turn, but you don't say anything about another turn, do we still powerslide around that turn?

Yes, you always powerslide. Getting all three boosts, unless

told otherwise. You even powerslide on straight-aways.

How do you powerslide?

You hold down R1 while on a turn or anything. Hold down the direction you want to powerslide. When your smoke turns black, press L1. If you want to hold down the opposite direction you are turning for straight-aways, small turns, etc., here's an example: If there is a small left turning coming up. You would hold down R1 and press left, until you start powersliding (you will notice because of the black mark your tires make), then switch to holding down right, while still pressing L1 for the turbo boost. Everything will continue as normal. You can get three turbo boosts for every powerslide.

I don't understand one of the parts of one of the races section. What should I do?

Read the part right before all the races. If you are still stuck e-mail me at: tngriffey@aol.com.

You say you can get a big boost and a bigger boost by going over a turbo pad. When I go over them, all the boosts I get are the same. How do you get the bigger one?

Make sure you did the super turbo pads code. If they are still the same, I mean when you are powersliding. If you just go straight over them, all the boosts you get out of them are the same. If you powerslide over the edge, or corner you get the biggest boost.

Main Things to e-mail me about (things you must e-mail me about):

If you have a record for the CTR HOF section. (that is the main main one)

You know a shortcut that isn't listed.

You know a faster path through a race I didn't tell you to do.

You want to use (some of) my FAQ on your site.

Things you should e-mail me about:

You need help on a race.

You have a question (about CTR).

You still can't beat Nitros Oxide on a race with my help.

You found a major typo (not making powerslide one word).

You want to convince me that someone is better for a certain race.

You want to give your opinion of my FAQ.

E-MAIL ADDRESS: tngriffey@aol.com

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SECTION 8: Legal Info.  
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The full FAQ here should only be seen at  
www.gamefaqs.com  
psxcodez.com (soon)

If you see it somewhere else, e-mail me and tell me where. You may use some of my FAQ as long as you give me the full credit. I would rather you e-mail me first with the part you are going



to use. I will give you full credit if you send something in to me.

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