

# Crash Team Racing FAQ/Strategy Guide

by Samy

Updated to v1.0 on Aug 24, 2000

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( CTR: Crash Team Racing )  
( Team Guide )  
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| Crash Team Racing |  
| Version: 1.x |  
| Author: Samy |  
| E-mail: samy171@hotmail.com |  
| Country: Greece |  
| |  
| System: PlayStation |  
| Developer: Naughty Dog |  
| Publisher: Sony Computer Entertainment America |  
| Number of Players: 1 to 4 (Split Screen) |  
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>~~~~~<  
| For now, this walkthrough can be found at the following locations: |  
| - GameFAQs (http://www.gamefaqs.com) |  
| - V.G. Strategies (http://vgstrategies.about.com) |  
| - Gaming Planet (http://www.gamingplanet.com) |  
| If you found this walkthrough elsewhere, please e-mail me ASAP so legal |  
| actions could be taken. Thanks... |  
| NOTE: Http://www.gamesdomain.com and http://www.cheatcc.com CANNOT TAKE |  
| this walkthrough. Any site that would like to post this walkthrough |  
| must have the author's WRITTEN permission first. Failure to this |  
| agreement will lead to legal measures. |  
>~~~~~<  
| This walkthrough is intended for PRIVATE and PERSONAL use. This |  
| walkthrough CAN be only re-produced or distributed with the approval of |  
| the author. This guide CANNOT be used for profitable purposes. Anyone |  
| who has violated this agreement will be severely dealt with. |  
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| • This Walkthrough is made upon the American Version of the game • |  
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| I• Overlook |  
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| II• Introduction |
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Crash Team Racing... The 4th episode of the famous marsupial. But this is no ordinary sequel like Crash 2 or 3! No. This is a completely different game! A racing one that is based on all the characters seen before in the other games. Ok then, not completely different as, thankfully, it keeps its fantastic gameplay.

I know, I know, this is not the first guide for this \*very\* popular game and will not be the last. Indeed, there are already, at least, 6 other walkthroughs/ guides/ FAQs for CTR. But this is no ordinary guide... No! Mine covers the most attractive and funny part of this game, the team one.

"Hey man, there is already a guide that covers the multiplayer aspect of the game you know?". Yes I know... There is already an \*Excellent\* guide wrote by Brett Franklin a.k.a. "Nemesis". BUT (and there's always a but), his guide is really short and /incomplete/. Don't take me wrong, it can help you get pass some hard parts but does not cover everything... That is the reason I'm doing this walkthrough. By the way, I invite you to look at his outstanding work on the Resident Evil Series and particularly the last one, RE3: Nemesis. He really made a good job. It helped me a lot...

So, after spending something like a month playing day and night CTR with my sister, my friend, my brother, anyone who might have enough I.Q., I think I can bring you a relatively complete guide...

As always, I'm open to any proposition, question, criticism(not a lot of that please...), or to whatever may be helpful... samy171@hotmail.com  
<http://i.am/samy171>

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| III • About the Author |  
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Skip this section if you don't want to know anything about the author. Read below if you want to know what I've already done...

If found at [www.gamefaqs.com](http://www.gamefaqs.com), you should click on my name next to my walkthrough in order to find my work listed clearly there. If not, let me guide you through my previous work:

Specialized in Platform and Adventure games, I've managed to do the first Toy Story 2 Walkthrough for the PSX.

Followed an unfinished walkthrough for a relatively unknown game, OverBlood 2. Strange mix of RPG and platform. Never made it to Europe... This is also the only uncompleted walkthrough I've ever done. Sorry, but it is such a disappointing game that I don't know if I'll ever finish it...

Next followed a Walkthrough for "The Amerzone". Again, this is the third walkthrough I made for a game that simply didn't had any. Great graphics but a bit too easy and short.

I always wanted to write something for a racing game. Gran Turismo 2 has now an Endurance Guide. Not an outstanding work like T.S. 2 but at least it is there.

Broken Sword 2 was already 3 years old but I just couldn't get enough of its humor and gameplay. I made a huge work on this game and done a story/walkthrough that is worth a look.

As Microids, the developers behind "The Amerzone" just published another adventure game named "Dracula: The resurrection", I couldn't not make a walkthrough for it. Managed to do a \*huge\* work on it. Dracula has now a French/ English 2 in 1 style walkthrough complete with some maps. This was also the last walkthrough I made. Maybe I'll add a Greek version of it but I think it'll mess everything up with the characters.

CTR is out for already half a year now and I'll try to pull in the same level of quality in this guide as in all the others. You'll be the judge of that.

\*\*Note that I also made another guide but under another nick. But it hadn't the quality of the others. It was for a psx rally game...\*\*

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| IV• The Guide |  
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I'll separate this guide into 3 parts. The first dealing with the preparation (players, weapons...) the second of the arcade 2-4P game and the third about the battle game. Personally, I prefer the battle game but the arcade is fun nonetheless.

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/~~~~~\  
| - Getting Started |  
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Note that in NO WAY am I getting information's of elsewhere. Everything written herein is mine and not taken from any other guides.

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## |1. The controls |

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As this is a racing game, the controls are simple and logical. No button-bashing is needed neither do you need to be a Tekken-combo-master to play this game:

- Directional buttons/ Analog Pad:
  - Left: Turn Left.
  - Right: Turn Right.
  - Down: When having a "bomb" power-up, throws it backwards.
  - Up: N/A.
- X Button: Accelerate.
- ? Button: Brake. Brake while turning in order to make a brake turn. Helps a lot for the tight corners 'till you master the Power-Slide.
- O Button: Throw/ Use power up. Each time you brake a crate that has a question mark on it (?), you get a power-up. This power up, if you play in 1P mode, will show in the upper-center part of the screen. If playing at 2 or more Players, it will show in the upper left part of YOUR screen (split screen). I'll deal of the power-ups later in this guide.
- Triangle Button: I can't find a function to this button in the 2 or more player game. In the single player game, (i.e. Adventure, Arcade), this toggles between the speedometer and the map. Indubitably, the map is more useful...
- R1 Button: Jump. You'll gotta master this button if you want to beat your friends... I'll deal about it later.
- L1 Button: Slide. You'll gotta master this one as well... Very important. Deal about it later.
- R2 Button: Rear view. Not that useful... Could help in arcade mode with a bomb power-up.

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## |2. The Characters |

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Although at the start of the game, there is only 8 selectable characters, you can have a massive 15 character once completing the

adventure game and/ or use codes. I'll list them below. Although, as I'll list ALL of the players, you'll find spoilers. Skip this section if you don't want to know who the secret characters are:

NOTE: The stats I list below each characters are my opinion and as such may differ with yours. Although, there is only a little chance I may have wrong somewhere.

- Crash Bandicoot:

As the game has its name in it, he couldn't be an awful character to drive with. He is my personal favorite with fake crash. A good mix of acceleration top speed and turnability(does this word exist? Whatever...). Great for beginners but also for more experienced drivers.

Stats: - Top Speed: XXX00 (3/5) Average top speed one may say.  
- Acceleration : XXX00 (3/5) Average too.  
- Turnability : XXXX0 (4/5) Above Average.  
+ Overall score: XXXX0 (4/5) Although he has a limited top speed he is a good choice.

- Doctor Neo Cortex (N.Cortex):

The final boss of all the crash games is now by the \*good\* side in order to save the world (of course! How could he rule the world if there is no world to rule?). Cortex has exactly the same stats as Crash but is on the bad side. That is why I prefer Crash. You're the one to choose.

Stats: - Top Speed: XXX00 (3/5) Same as Crash's.  
- Acceleration : XXX00 (3/5) Same too.  
- Turnability : XXXX0 (4/5) Guess what? Same as Crash's.  
+ Overall score: XXXX0 (4/5) Above average Character.

- Tiny Tiger:

Not that tiny may I say. He is one of the quickest characters of the game. He'll sure get you ahead of the others but if you don't have enough skills, you'll soon crash on a wall or fall in a hole. If you're the one who completed the Adventure, Time trial and arcade game, then you should be ok with him. If you're the one with 50% at the adventure game and are still trying to beat N. Trophy at crash cove, go for another player.

Stats: - Top Speed: XXXXX (5/5) Lots of Speed... Wow.  
- Acceleration : XXXXX (5/5) Acceleration Yippee...  
- Turnability : X0000 (1/5) Turnability... Argggg.  
+ Overall score: Experienced Player: XXXX0 (4/5) Above average.  
Normal Player: XX000 (2/5) Get away from him.

- Coco Bandicoot:

The beautiful sister of crash is more experienced in computers than in kart racing. If you hate speed, take her. If you want something more powerful aim for crash.

Stats: - Top Speed: XX000 (2/5)  
- Acceleration : XX000 (2/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: Hating Speed: XXX00 (3/5)  
Tiger Fan: X0000 (1/5)

- N. Gin:

Same as Coco but in the bad side.

Stats: - Top Speed: XX000 (2/5)  
- Acceleration : XX000 (2/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XX000 (2/5) Bah, don't bother.

- DingoDile:

Another \*Bad Guy\* in the good side. Dingodile although being as fast as Tiny Tiger on the paper, I can't manage to perceive it in a race. If you search for a quick racer, take tiger, if you want some challenge, take Dingo.

Stats: - Top Speed: XXXXO (4/5) Sorry but I really think Tiger is quicker...  
- Acceleration : XXXXO (4/5) Not a big deal here neither.  
- Turnability : OOOOO (0/5) Really awful... Worst than Tiger.  
Can we give minus to a player?  
+ Overall score: XOOOO (1/5) Don't even think about taking this guy. Don't!

- Polar:

Weak Top speed, weak acceleration... Not a winner. Although, In the arcade game, you'll find that he is rather quick and you'll really have to work hard if you want to pass him in the later stages. Weird.

Stats: - Top Speed: XXOOO (2/5)  
- Acceleration : XXOOO (2/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XXOOO (2/5) Nah...

- Pura:

Same stats as all the weak characters. Don't try to use him. I tried to use him in Adventure mode but I soon realized my mistake. He simply can't compete against racers like Tiger or Papu.

Stats: - Top Speed: XXOOO (2/5)  
- Acceleration : XXOOO (2/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XXOOO (2/5) Pura: No, Crash: Yes.

WARNING~SPOILERS~WARNING~SPOILERS~WARNING~SPOILERS~WARNING~SPOILERS~WARNING

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| Below are listed the secret characters and their ratings. Please don't |  
| read if you don't want to know what will be their good/ bad points. I |  
| would have warn you... |  
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- N. Trophy:

In my opinion, the best character in the game. Although, kinda difficult to get him without cheating. To get him, win him in every single Time Trial race. Otherwise, you could just put this code: Hold L1+R1 then press, Down, Left, Right, Up, Down, Right, Right at the main menu. It should now be a selectable character in every mode except the adventure one. Here are the stats:

Stats: - Top Speed: XXXXX (5/5)  
- Acceleration : XXXXX (5/5)  
- Turnability : XXXXO (4/5)  
+ Overall score: XXXXX (5/5) This is my opinion. You do it whatever you want.

- PinStripe Potoroo:

In CTR you'll find a lot of bosses from the original Game. Nostalgia from the developers? Seeing the scrapbook, I really think so. Anyway, PinStripe was the 4th boss you encountered. He is rather good in all the categories. Not a winner but surely a looker...

Stats: - Top Speed: XXXXO (4/5)  
- Acceleration : XXXOO (3/5)  
- Turnability : XXXXO (4/5)  
+ Overall score: XXXXO (4/5) He'll sure help you win some normal

- Ripper Roo:

In the heat of the battle, his sarcastic laugh is really funny. I really like to use him only for that laugh. Not really an outstanding racer but is really funny. Try him. Oh, note that he was in the 2 original crashes too.

Stats: - Top Speed: XXX00 (3/5)  
- Acceleration : XXX00 (3/5)  
- Turnability : XXXX0 (4/5)  
+ Overall score: XXXX0 (4/5) Don't hesitate, try him...

- Papu Papu:

Another First Game boss. The first boss of the trilogy to be exact. If you're playing in 3 or 4 player mode, think twice before taking him. He is so tall and fat that you simply can't see ahead. Although, he is quick. As quick as Tiger to say the least.

Stats: - Top Speed: XXXXX (5/5)  
- Acceleration : XXXXX (5/5)  
- Turnability : XX000 (2/5) Gotta master that Power-Slide...  
+ Overall score: XXX00 (3/5) I would rather give him a 4 but I think he isn't that easy for beginners or normal gamers. A 3 then...

- Komodo Joe:

From the 2nd Crash, comes the taller and thinner of the Komodo Bros. He has the same stats as crash although he lacks a little bit of top speed. A winner nonetheless.

Stats: - Top Speed: XXX00 (3/5)  
- Acceleration : XXXX0 (4/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XXX00 (3/5) Stick on N. Trophy.

- Penta Penguin:

So small that you can't even see him on the kart. A looker, not a winner.

Stats: - Top Speed: XX000 (2/5)  
- Acceleration : XXX00 (3/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XX000 (2/5) Not an Average character.

- Fake Crash (Bandicoot):

A strange invention from the programmers... Although you have to win the tougher of the races to get him, Fake is just a caricature of Crash. Same stats, different look. Although, I prefer this one to the original for his great laugh. Better than Ripper Roo's one... Definitely an outstanding character.

Stats: - Top Speed: XXXX0 (4/5)  
- Acceleration : XXXX0 (4/5)  
- Turnability : XXXX0 (4/5)  
+ Overall score: XXXX0 (4/5) Above Average and fun to play with.

- Hey, how do I get them?

Man, you'll indubitably have to finish the adventure game with 100%. I recommend you to look at the other great walkthroughs that you can find at GameFAQs if you have troubles. Otherwise, there is also a code out there but I can't find it. Try to look at gamesages.com.

So, simple: Win 4 gems of the same color to open the challenge. There is 5 challenges each unlocks one secret character if won. Easy? Bah!

Lots of Power ups can be found in CTR. Some very useful, others less. Here is a small list of ALL the power ups that can be found in the Arcade plus some more exclusive to the battle arena's:

- Aku Aku/ Uka Uka Masks (also told Ooga Booga):

Aku for the good guys, Uka for the bad guys. Arguably, the best Power-up in the hole game. Use them wisely. When touching an opponent with this power-up, it'll instantly stop him. When using the aku aku, you can also take, in some tracks, shortcuts that were previously unreachable. Deal about them later.

- Bombs/ Bombs x3:

Even though they seem not useful at first, they can be incredibly useful when used wisely. Example: An opponent is right in front of you! Using it will make him explode. Other E.: you can hear an opponent right behind you (eventually you can look back with R2). Press O while holding back will throw the bomb backwards. You can even press O again to make the bomb explode before it reaches his target.

- Rockets/ Rockets x3:

Incredibly powerful. Just don't throw the three rockets at the same time as the two others will miss their target.

- First Place Destroyer:

This is exclusive to the arcade mode (I mean, you can't find it in the battle mode). Really effective. Manage to get 10 wumpa's and everyone in front of you will be destroyed. This can help you get from 6th place to the 1st in a couple of seconds.

- Time power:

Slows down every other opponent. In front and behind you! Cool.

- Small Bottles:

Green Normally, they just slow down the opponent when he runs on it. When with 10 wumpa's, it is red and slows the opponent even more. It also prevents him from using his power-up. These can either be left on the track or thrown. To throw one, simply press the direction you want it to go (i.e. up if you want to throw it ahead) and press O.

- TNT/ Nitro's:

Very useful. Put them at the end of a jump or at a blind corner and the opponent will explode in no time.

- Protect shield green/ blue:

Again, very effective. The green one protects you for a short time. The blue one has no time limit and will go off only if you are hit or press O again. Touching an enemy with this will have the same effect as touching him with an aku aku mask. If the opponent is right in front of you, press O to stop him for a while.

- Speed boost:

Same as touching a speed pad but you can use whenever you like.

- Turbo Engine (Battle Exclusive):

Gives a boost of constant speed for a long period. That way, you can run away from rockets.

- Invisible (Battle Exclusive):

Makes you invisible but NOT invincible. That means that your opponent can't see you but if he's clever enough, he'll point your location just by looking at your screen. You really got to act quick and get another power up.

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#### 14. Tips

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Here are some quick tips to help you beat your friends:

1. A GOOD START will almost always assure you of a victory! To get a power-start, press X just between the third red flash and the green one. You should boost ahead!!
2. If a rocket is pursuing you, let a Nitro or bottle behind you. Hopefully, it will crash on it and you'll run to victory. Alternatively, you could just hide behind a wall or a platform. Rockets can't make it to high places if they are down. Note that if you're just in front of a ramp, the rocket will not miss you.
3. It is more likely to get some good power ups if you're behind everybody. I particularly like to let everybody start, and I to start last. Often, you'll get a time or an aku aku and get in front of everybody in no time. What's more, you'll get some safe distance between you and the others.
4. In arcade, you can choose between single race and cup. Did you know that you can race and win the cup even when you're more than 1? Although, it is more difficult as this time your friends may get first place destroyers and time machines. The computer cars cannot! Think twice before engaging in the hard Nitro cup!!
5. CTR is great for his gameplay! Even when you're last in the last lap of a race, you can in two sec. Get first and win. Be careful though as the inverse can also happen. Often where the times when I was first all the race and a stupid polar pass me just before the finish line with a stupid bomb that I didn't heard!
6. In arcade, turn the laps to 5 instead of 3. 3 laps are way too short to have some fun and 7 way too boring. 5 is good.
7. In battle mode, I recommend you open ALL of the power ups for more fun and particularly the rockets x3.
8. Unlock all the characters for more fun! Spent only one entire day to complete the adventure mode. When you think of all the time you'll spend playing with the new players, it really is worth. Each time you finish a race, change player... Fun...
9. In battle mode, turn the clock to infinite time and the points to 10.
10. Never underestimate the power of wumpa fruits! Collect a lot of them! Not only do they provide greater power-ups but they also make you go faster! Really useful.
11. Most important of all... Find a lot of FRIENDS!!!
12. Those friends, take some that you're sure you can beat... It is said that winning is not important but it sure is cooler to finish in first



place letting the others behind than finishing in an awful 6th or even 2nd position... Just be careful with those clever computer opponents.

13. In a 4 player deathmatch, it is really tough trying to dodge all of the attacks. For more fun, we (me and my friends) like to make teams. Blue team against red team. You take care of him and I of him ok? Really fun.

"Must-know" things:

- Jump: It seems like common knowledge for some but It really is very important to know where and how to jump. R1 is the key. Press at the end of any ramp. The bigger the jump, the bigger the speed boost when you'll land. Even the smaller bumps must be jumped if you want to make it against your experienced friends...

- Power-Slide: The most important of ALL. I really can't stress enough at how much this technique is important to master. Here it is:  
when turning, press and HOLD R1. You should see a progress bar in the down right side of the screen. When this bar turns red, don't let R1 and press once L1 (DON'T let the R1 button). You'll get a speed boost and the progress bar will progress again. You can get a speed boost up to three times without letting the R1 button. Train in doing this in time trial courses and improve your times. BE CAREFUL as power sliding can send you right off course! You've been warned.

That's all for the theory... Now lets go and practice all that.

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| - Arcade |  
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Playing alone in arcade is boring! I suggest you get some friends and get those cups won. Doing as such will unlock 3 new arena's for you to play in.

In Arcade, you can race in ALL the tracks except one, Oxide station, and I don't know why as it is open for the 1P Arcade game... Whatever. Oh, If you finish the game at 100%, you should also get the turbo track to race on in 2 or more player game mode... Not a looker though...

Below I'll list the 17 tracks and the best tactics/ shortcuts to use!

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|1. Crash Cove: Difficulty: XOOOO |

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Crash cove is really a very easy track. For beginners. One simple but not really effective shortcut can be found: See where there is a jump that leads in a pool? Ok, jump and land IN the pool. Then head left and crash should dive. Press jump in order to use the secret jump. You'll land on a green grassy area. Go always forward to make it 'till the bridge. Don't go all over to the pirate ship, it is a dead end. You can also take this jump without being through the pool but I would recommend doing this only to experienced players... If hitting the wall, you'll loose a lot of time. If you're not sure that you can make it, don't try it. It also helps to have a quick racer.

Tip: Let TNT/ Nitro's on the speed pads near the end... It is almost sure that someone will smash into them...

DON'T drive up the pirate ship near the end! You'll just loose time. It isn't worth.

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## |2. Roo's Tubes:

Difficulty: XXXOO |

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No shortcut for this track! Ok then, maybe a little one but not a big deal if you don't have an Aku Aku mask or something similar... It is near the end when you got to do that final jump and then take the final turn. Jump tight to the left and land on the black sand. Continuously jump in order not to loose too much speed. Again, this is not a shortcut I recommend you to use without the appropriate power-up.

No real place to jump. At the start stay to the right hand side for a tiny jump. Don't miss any speed pad and you shouldn't have too much troubles.

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## |3. Sewer Speedway:

Difficulty: XXXXO |

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I love this track but the shortcut here is a nightmare... Probably the most difficult in the whole game. Ok, at the start, when the track splits in two paths, take the right one. Then, when jumping, turn right. Miss the normal path and you should normally land on the other path. This happens to be the fastest route but this is not the shortcut!

If you really want to take the shortcut, it is just after that, in the upper right wall. You have to get an Aku mask or speed boost in order to reach it. Alternatively, jump from left to right in the track and get enough speed to reach it. I'm not convinced this is the fastest route and the CPU cars don't use this shortcut.

Personally, in this sewer I like to jump on the upper right part of the track and in the other, in the upper left one.

Avoid the gas canisters rolling around and you should be fine. If you get slashed, keep jumping to restore your original speed.

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## |4. Mystery Caves:

Difficulty: XXXXO |

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A fun track although, look out for those fireballs. No real shortcut here. Although, if you have an Aku, you can cut the first corner going straight in those rocks.

Tip: Go for the turtle that is not raised. When you'll reach it, it should raise and give you a speed boost as you land.

Again, go for the lava ball that is in the air as you approach. Although, if you're skilled, you can get pass between the two balls.

Don't forget to use the speed pad on the left just after the second set of turtles. A lot of people just don't see it or forget to use it.

When the path splits just after the 2nd turtles and before the fireballs, take the left path as it has a helpful (?) crate. You should be able to let a TNT or Nitro just before taking it so the others hit it.

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## |5. Coco Park:

Difficulty: XXXOO |

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Repetitive course for beginners. Nowhere to power-jump so just work the power-slide for this course. No shortcuts neither... Boring.

Tip: Let a TNT/ Nitro just after you pass the finish line and are going for a crate. As there is a little bump, the opponents won't see it or see it too late for them to dodge. You can also let a back bomb in the long straight...

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|6. Papu's Pyramid:

Difficulty: XXXOO |

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Difficult and odd shortcuts make this course interestingly challenging.

The odd shortcut that makes you loose some time instead of winning some: After the start, almost instantly, you'll get to a set of tight turns... well, if you jump left just after the speed pad, you'll find yourself at the start of the corners... Odd. I used this once in a course and won an aku just after (as I've lost something like 5 positions). Anyway, I managed to take the other shortcut too and finish the race first place...

2nd shortcut: Just after the set of plants, manage to have an aku aku mask or speed boost (I strongly recomend the aku...) and jump left in the opening. I mean JUMP you can't just run. Hopefully, you'll land on a little edge and then back on the track. This is a major shortcut that helps win a lot of positions... This shortcut CANNOT be taken without power-up.

3rd: Not taking the previous shortcut, continue along the track and you should find a speed pad on the right. If you have an aku/ speed boost, try and jump on the ledge on the LEFT hand side. You'll win a small amount of time. Note that you cannot take these too shortcut all in one. I really tried hard and can tell you that you cannot.

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|7. Dingo Canyon:

Difficulty: XXOOO |

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No real shortcuts on this easy and straightforward race, just some useful tips.

Tips: Try and collect the loose wumpa's lying at the start of the race. After the long straight, you should try and jump when you're trying to get off the pool. Hopefully, you'll jump and take a boost of speed.

When the path splits, just after the two animals going left and right, take the left side as it is quicker.

A good place to lye TNT or Nitro is just after the pool, in the blind turn. Naughty, naughty...

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|8. Tiger Temple:

Difficulty: XXXOO |

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An ok track. Kinda more difficult if you're playing against some friends.

A very useful shortcut can be found just after the first set of flaming statues. To the left, you should notice a big head. When using an attack power up like a bomb, an aku aku or shield and driving straight into his mouth (that seems like a wall), will open a door. Follow the path full of wumpa crates and get a better position.

Tip: Put 2 or more TNT/ Nitro IN the tunnel with the flaming statues. This is the only place where they are really tricky to avoid.

If you look at you're opponent screen during one lap, you'll get his course line. After that, it is easy for you to put a Nitro behind the wumpa crate he is taking just after the first tunnel. Clever...

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|9. Blizzard Bluff:

Difficulty: XXXXX |

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In my opinion, this is a hard track! Why? Because it is the only one where you can't go really ahead and where the shortcut is hard to take even with an aku aku.

In the first icy area (where you gotta race on the ice for a while), manage to get an uka or boost of speed (having both will assure you this shortcut) and turn left. You should normally jump over a \*huge\* gap, only if you have the appropriate speed. I really warn you: DON'T TAKE THIS SHORTCUT WITHOUT A GOOD SPEED.

Tip: At the start, you got to take a left turn, then jump in a right one and then in a left one again. Well, in this second left, let a TNT or bottle. Almost assured to work. You should also try to let one in the little tunnel house.

DON'T jump in the final straight! You might miss the speed pad! Jump just after!

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|10. Dragon Mines: Difficulty: XXXOO |

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Tricky one this is... No REAL shortcut...

When you first encounter the mine cart (that can slow you down if you hit it), drive right, following the rails. YOU MUST have an aku/ uka mask if you want to take this shortcut otherwise, the mine cart will crush you! The shield isn't effective here as it does not provide the speed boost of a mask. And anyway, the cart may pass twice or more times on the rails. Definitely take this shortcut ONLY with an aku.

Tips: Humm, don't cut in the pool would be a good tip as it slows you down.

Don't forget to power-slide on the wooden ramp that goes up. You should be able to do it twice without hitting the outside lane. Well, that's all as it is really straightforward. Oh, and try not to hit that mine cart that is running around the end of the level...

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|11. Tiny Arena: Difficulty: XXXXX |

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Hate this one... Too difficult, no shortcut, can't get far ahead...  
Arggg...

As I said, no shortcut on this track... Boring...

Tips: Humm, let's see... Well, don't miss any of the speed pads as you won't encounter a lot here... Combining a power slide with a speed pad is a good idea. I'm thinking of the turn just before the big straight with a speed pad on, the far right.

Oh, JUMP is the main word here. Every single bump must be jumped if you want to win...

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|12. Polar Pass: Difficulty: XXOOO |

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NOBODY can win me in this race. Not my friend, not my sister, not N. Trophy, neither N. Oxide! Why? Because of the very clever shortcut.

What you have to do, is to make it 'till the tunnel with the animals. Now, if you have a quick character (i.e. Tiger :)), you just jump over the wall. It shouldn't be too difficult if you have a good timing and speed. If you're really sure of your speed, take the wall from the left, if not, take it from the right. If you have a problem, by taking it to the right will not make you loose too much time. If you are on the right, you'll need ages to turn back on the track... Work it out in Time trial and get it perfect in order to win your friends...

Tips: At the start, when the track splits, take the right side. Then, don't go to the other side, but go right again and on the speed pad.

Don't hit the animals scattered around this track!!

After the set of jumps that you have to take in the middle, just power slide all over the turn. That is if you don't have a Tiger or a Dingodile... It works perfect with crash and you'll even get a crate. Just manage to stay in the inside lane.

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|13. Hot Air Skyway: Difficulty: XXXXX |

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A real nightmare! Even an expert will fall at least once on this track.

A shortcut that is kinda hard to get is just after the long right turn, at the start. If you have a good speed, turn right and you'll land on a shorter pad that is a shortcut. In order to take this shortcut, manage to have an aku or speed boost. Even with these, I don't guarantee that you'll succeed. I managed to sort out that if you take the speed pad that is on the right turn (on the left side, kinda hard to use it if you're power-sliding), and the pads at the end of the turn will give you more probabilities of success.

Tips: Power-Slide on the big right turn. You should try to stay tight to the inside. 4 to 5 speed boost should be used.

Power-Slide 2 times around the final left turn!

DON'T FALL!

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|14. Cortex Castle: Difficulty: XXXXO |

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Again, one track that does not let you go far ahead!

I'm almost sure there are no shortcuts in here.

Tips: Power-Slide around every single bend!

Don't try to get the crates under the spiders! They are worthless. At the end of the track, pass between the two spiders and not under one of them!

Let TNT/ Nitros, in the right turn, just after the jump of the beginning.

Again, let something on the stairs near the end.

When the track splits, take the left side.

Collect Wumpa's whenever it is possible.

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|15. N. Gin Labs: Difficulty: XXXOO |

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Fun track, especially if you're a lot of friends!

No shortcuts here.

Tips: Take a good start and stay tight to the right side.

Drop Nitros in the middle of the blue tunnel. Almost assured of success.

When you get to the point where barrels are coming towards you, stay at one side. When they have pass, take the speed pads. Normally, you should be able to take only one of the two pads but if you're lucky, you may take both. Just don't try to get the pad if there is a barrel, you'll loose too much time!

Let something on the little bridge near the end.

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|16. Slide Coliseum: Difficulty: XXXXX |

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Hate this course. Well, have to tell something about it though...

No real shortcuts here but things you can make in order to cut some time. Some of the tight turns that have grass or wheels on the inside can be jumped. Just try and run on them to see if you can. Oh, don't try to jump over the final wheels as they cannot be jumped...

Tips: Let anything on the tight turns!

Try to stay ahead! Not easy isn't it?

See the name of the track? SLIDE Coliseum. Power-Slide every single turn. Boring.

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|17. Turbo Track: Difficulty: XOOOO |

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A boring track full of speed pads.

No shortcuts.

Tips: Try and get most of the pads!

Take the inside path when the track splits.

No jumps... Boring. Almost assured of victory...

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/~~~~~\
|  - Battle  |
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Open all of the power-ups and invite lots of friends! Don't forget to finish the arcade cup before in order for you to get 3 bonus arenas.

/Configuring the Battles/

Here, we prefer to set the time to infinite and turn the point system to 10. By the other hand, you can choose to play life limit but also in infinite time mode.

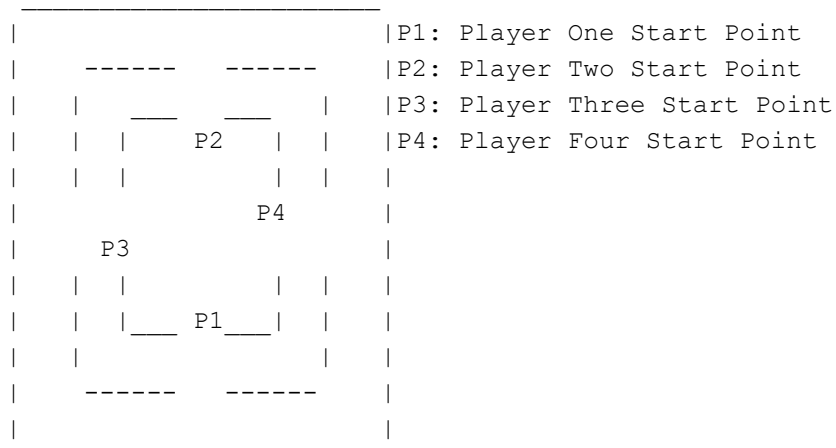
If you're really short of time, you should choose an appropriate time.

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|1. Nitro Court |

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Here is the look of this arena:



As the major part of the arena's, this one is square. There are a lot of crates that are disposed horizontally and vertically on the two straights. On the vertical one, you'll find lot's of wumpa crates.

You can protect yourself from your opponents by hiding behind the walls as they all look the same.

This is an easy and fun track.

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## 16. North Bowl

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Sorry but as this arena is round, I can't make any decent map. Anyway, it is really fun in multiplayer!

Each player starts in a hole of the igloo. In front of him is the opponent. In the igloo are the 4 only crates you can take! Around the arena, is a icy area where you slide with 2 wumpa crates! An icy area can also be found at one side of the arena. All around the level, you'll find statues.

Getting on the area at the end of the arena is not a good idea as you're uncovered. Better go for the safety of the igloo. Go in and out taking crates and killing enemies. Be careful with those clever friends that stay in one corner of the igloo with a rocket and wait for you to come and shoot.

Placing Nitro's behind the crates is a good thing to do.

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## 17. Lab Basement

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Again, no map here. Sorry but I really can't understand this place in order to make a map.

Players will start at the four ends of the labs (I think). There are holes all around but you can't fall. Instead, they are the only shield between you and a rocket and act as a wall.

I'm not really a fanatic of this arena so no more inf.'s.

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/~~~~~\  
|  V• End of Walkthrough |  
\~~~~~/
```

Well, that's all! Seems like the bigger guide I could find for this game. If you're looking for codes, stop by <http://www.gamesages.com>, as they work with GameFAQs. Everyone who works with GameFAQs must surely be good!

If you have any comments, criticisms, want help or want to chat, contact me on [samy171@hotmail.com](mailto:samy171@hotmail.com) and on MSN messenger. Always up for a good chat.

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/~~~~~\  
|  VI• Version Info |  
\~~~~~/
```

Version 0.1 20/08/2000:

- Main Structure of the guide Created.
- Getting Started Section Completed.
- About the author section created

Version 0.2 21/08/2000:

- Version Info section created.
- Aiming for a complete guide. No posting unless it is complete.
- Arcade section started.

Version 0.3 23/08/2000:

- All the arcade section complete, now aiming for the battle section.

