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PlayStation 2



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CRASH NITRO-KART



ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



CRASH NITRO KART™

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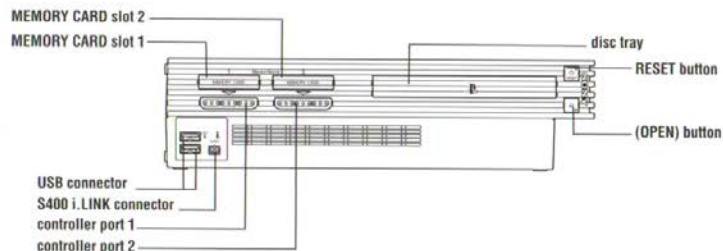


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GETTING STARTED

PLAYSTATION®2 SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Crash Nitro Kart™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using *Crash Nitro Kart™*.

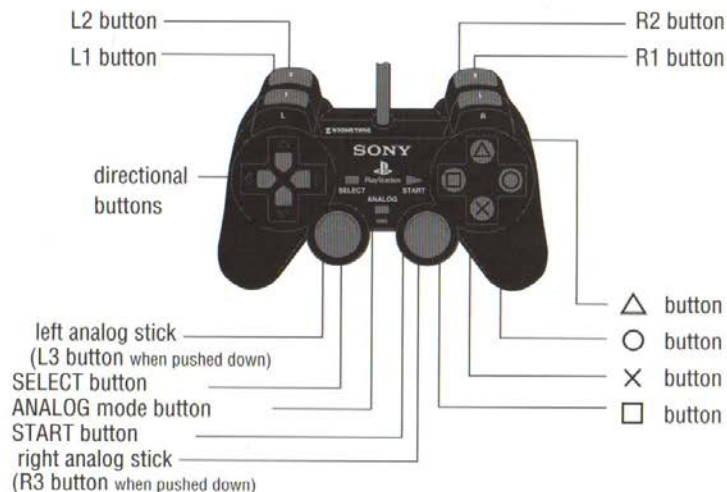
Memory card (8MB) (for PlayStation®2)

Crash Nitro Kart™ lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Left analog stick – Steer
Directional buttons – Steer

- ⊗ Button – Gas
- Button – Brake/Reverse
- Button – Use Power-up
- △ Button – Toggle Map/Speedometer

- Ⓡ1 – Hop
- Ⓛ1 – Boost
- Ⓛ2 – Rear View
- Ⓡ2 – Team Frenzy
- SELECT – Change View



MAIN MENU

Navigate the menus by pressing the directional buttons or the left analog stick up or down. Select a menu item by pressing the \times or START button, and go back by pressing the \triangle button.



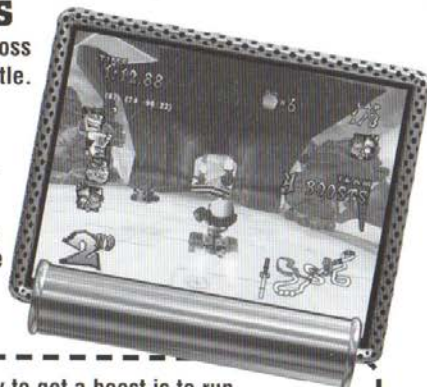
- **ADVENTURE** – Adventure is a single-player mode that takes you through the *Crash Nitro Kart*™ story. Choose this to race against Velo and his minions, and get Crash (or Cortex!) back to Earth safe and sound. You can also unlock hidden features in this mode.
- **SINGLE-PLAYER** – Choose this mode to race against computer opponents in a Quick Race or a Cup Race, race with a computer-controlled buddy in Team Race, or play Time Trial to set your best time records and unlock ghost challenges.
- **MULTIPLAYER** – Select this mode to race or battle against up to three of your friends.
- **BEST TIMES** – View saved best times for each track and challenges.
- **OPTIONS** – Adjust the sound and controller options for each player here.
- **EXTRAS** – Access unlocked extras here, such as the Arena Editor and Cut Scenes.

KART POWER-UPS

You will find these scattered across the track while doing laps or battle.

Boosts

Boosting is crucial to winning a race in *Crash Nitro Kart*™. Every time you boost, you'll go a bit faster than your kart's normal top speed for a little while. There are a few ways to get a boost in CNK:



- **BOOST PADS** – The easiest way to get a boost is to run over one of the black-and-green boost pads that you'll find throughout the tracks. Make sure you hit as many of these as you can, because you know your opponents will!
- **STARTING BOOSTS** – If you pump the gas at the start of the race, you can get a boost off the line.
- **AKU BOOST** – If you press and hold the gas button at the right time when you're being reset onto the track by Aku Aku or Uka Uka, you can get a boost to help you catch up.
- **TURBO CANISTERS** – Another simple way to get a quick boost is to pick up one of these turbo canisters from an item crate. Just hit the fire button and take off!
- **JUMPING BOOSTS** – If you hit the jump button just as you go over a ramp, your racer will fly into the air. The higher you can get your kart to go, the bigger a boost you will get when you land. Fly through the air as high as you can to get ahead.
- **POWER SLIDE BOOSTS** – Power Slide Boosts are difficult to master, but they'll give you a huge advantage on the track. To do a Power Slide Boost, go into a power slide by holding down the hop button, and steer left or right before your kart lands. While sliding, the curved boost gauge will appear next to your kart. When the gauge goes from green to red, press the boost button and your kart will get a boost. After every boost, you can get another one by pressing the boost button when the gauge turns red. Remember that the higher the meter goes, the more powerful the boost you'll get.



Crates

There are four types of crates that you will run into on the tracks.

- **WEAPONS CRATES** – Drive your kart through a weapons crate to break it apart and collect the power-up inside. These are marked with a question mark and usually come in sets of four.
- **MULTIPLIER CRATES** – These special weapons crates contain three of a certain weapon, such as Bowling Bombs, Homing Missiles, or Turbo Boost. They are marked with an “X” and are usually found in hard-to-reach spots on the track.
- **WUMPA CRATES** – These crates full of wumpa will help you get juiced quick! Run through one to pick up a bunch of fruit. Wumpa crates are unmarked.
- **ACTIVATION CRATES** – These crates don’t give you anything when you drive through them. Instead, they activate a trap to slow down the other racers! Crash through them at the right time to see your opponents flattened, burned, or rolled over. These crates are marked with an exclamation point.

Power-ups

These useful items can be found in the Weapons crates, but your kart can carry only one of them at a time. When you have collected 10 wumpa fruit, your weapons become juiced for even more power!



TURBO BOOST – A free bottle of boost! Use this to get an extra boost of speed and zip ahead of your opponents or out of the way of a missile.

Juiced – Get an even longer and bigger boost.



BOWLING BOMB – When Velo goes bowling, he doesn’t fool around! These bombs shoot out from your kart in a straight line until they explode against a wall or, hopefully, another kart! If your aim is a little off, you can detonate the bomb remotely when it’s next to your target. To do this, just press the fire button again.

Or if there’s a kart (or missile) on your tail, hold down on the directional buttons or left analog stick and press the fire button to shoot the bomb backwards.

Juiced – The bomb moves faster and the explosion radius is even bigger.



HOMING MISSILES – These lock onto the nearest opponent you can see and zoom after him. They’ll explode on contact and send your target into a killer tumble. If you see a set of crosshairs on your character, it means you’ve been targeted, so start dodging!

Juiced – The missile goes faster and tracks better.



TNT CRATE – Drop these on the track to give the racers behind you a nasty surprise. If you run into one of these killer crates, it’ll latch onto your head and start counting down. When the timer runs out, you’ll wipe out when it explodes in your face. Try hopping madly to get it off your head.



Juiced – Your TNT crate will be upgraded to a green Nitro crate that will explode as soon as someone hits it.



STATIC ORB – These freestanding spheres of electric charge will shock anyone foolish enough to drive into one. Not only will it slow them down, but it will also short out the circuits in their kart and change their weapon to something else.



Juiced – The orb will now be drawn to the karts that drive by it. It will also short out the karts even more, causing their steering to be reversed for a short time.



INVINCIBILITY MASK – Activate this item to get your team’s mascot to spin around your kart in a protective shield for a short time. While the mask is active, weapons and hazards can’t hurt you, and any karts that you “accidentally” bump into will spin out. You’ll also go slightly faster while you’re using it. Be careful not to fall off the edge though, or you’ll lose your invincibility.



Juiced – Your mascot mask will stick around even longer.





POWER SHIELD – This protective green bubble will save you from getting hit by one weapon or hazard. You can also attack your opponents while it's on by bumping into them. Once you get hit by something or run into someone, the shield will disappear. It will also fade away after a few seconds, even if you don't use it.



Juiced – The blue juiced bubble still goes away when you hit something, but it has no time limit.



ICE MINE – This mine will put anyone who runs over it into a giant ice cube that causes their kart to spin out. Put it near tight corners to cause less wary racers to fly right off the edge. If you need to slow down someone in the lead, you can also hold up on the directional buttons or left analog stick and press fire to toss the ice mine ahead of you.



Juiced – The ice cube will take longer to melt and cause the kart to drive like it's on ice.



N. TROPY CLOCK – This wicked watch will let you alter time and slow down every other kart on the track. When you activate it, everyone else will spin out and time will slow down for them. You'll be protected from the time vortex and speed by the other racers as they crawl along. This is a great way to come from behind, so take advantage of it. This item is found only in race modes.

Juiced – The time effect will last even longer.



TORNADO TOP – You can easily even the odds a little with this powerful item. When you release this super cyclone, it will immediately home in on whoever is in first place and catch his kart up in a mini tornado. Of course, anyone unlucky enough to get in its path on the way to its target will also get caught up in a tiny twister. You'll find this item only during race modes.

Juiced – The top will go even faster than normal.



INVISIBILITY – Turn this on to become invisible to all your opponents. You'll still see a shadow of yourself, but no one else in the arena will be able to see you or your arrow. Great for sneak attacks or flag steals, this item is only available in battle mode.

Juiced – Stay invisible for even longer.



SUPER ENGINE – Replace the engine in your kart with something pumping out a bit more horsepower. For a short time, whenever you press the accelerate button, you'll zip around faster than any kart in the arena. It's just the thing for outrunning speeding missiles or grabbing a flag. The engine will run out after a few seconds, so use it or lose it! This item is available in only battle mode.

Juiced – The engine lasts even longer.



RED EYE MISSILE – Fire off this super warhead to track down your enemies wherever they go! This special version of the homing missile comes with a remote control and a video monitor. Once you fire it off, you can press the fire button again to take control of it. You'll be able to see from a camera in the nose of the missile. Steer it towards your enemies using the left analog stick. If it hits a wall or a kart, it will explode, damaging anyone nearby. But remember, you can't drive around while you steer the missile, which makes your kart a sitting duck! You'll pick up this special missile in only battle mode.

Juiced – The explosion from the missile is even bigger, and the missile is easier to steer.





KARTS AND CHARACTERS

Crash Bandicoot

Crash is strapping himself in his kart, getting ready to lead Team Bandicoot to victory!

His medium build makes him an all-around racer with exceptional acceleration.

ACCELERATION: Excellent

TOP SPEED: Average

TURNING: Good

Coco Bandicoot

Crash's smart kid sister now has all-new vehicles to toy with.

She has programmed her kart's wheels to balance their speed better, which gives her much better turning ability.

ACCELERATION: Average

TOP SPEED: Good

TURNING: Excellent

Crunch

Originally created by Dr. Neo Cortex to destroy Crash, Crunch had a change of heart and joined the bandicoot family. His tremendous bulk gives him amazing momentum and speed, but he's a bit slow to start.

ACCELERATION: Good

TOP SPEED: Excellent

TURNING: Average

Dr. Neo Cortex

Crash's archenemy intends to defeat Crash once and for all with his team of racing henchmen. Like Crash, he excels at acceleration.

ACCELERATION: Excellent

TOP SPEED: Average

TURNING: Good



N. Gin

This mechanical genius is Dr. Cortex's right-hand man. The rocket in his head hasn't affected his ability to rig a smooth ride on any vehicle he races.

ACCELERATION: Average

TOP SPEED: Good

TURNING: Excellent

Tiny

This hulking giant has served Dr. Cortex faithfully each time he has tried to take over the world. Like Crunch, Tiny has a need for speed (of course, Tiny thinks Crunch is just a soft-hearted copycat).

ACCELERATION: Good

TOP SPEED: Excellent

TURNING: Average



N. Oxide

Still bitter over previous losses to Crash and his friends, Oxide is going to do everything he can to make sure that Crash loses this time. He's brought along his cronies Zam and Zem to help him out as well.

ACCELERATION: Excellent

TOP SPEED: Average

TURNING: Good



N. Trance

The egg-shaped master of hypnotism is out for revenge! He's even kidnapped Dingodile and Polar and brainwashed them so that they'll race for him. He'll try to get in the way at every turn of the track, so watch out.

ACCELERATION: Excellent

TOP SPEED: Average

TURNING: Good





CUSTOMER SUPPORT

Like the Game So Far?

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Browser Skins	Tips and Tricks
Screensavers	AND TONS MORE!!!

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Mail

Vivendi Universal Games
4247 South Minnewawa Avenue
Fresno, CA 93725

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