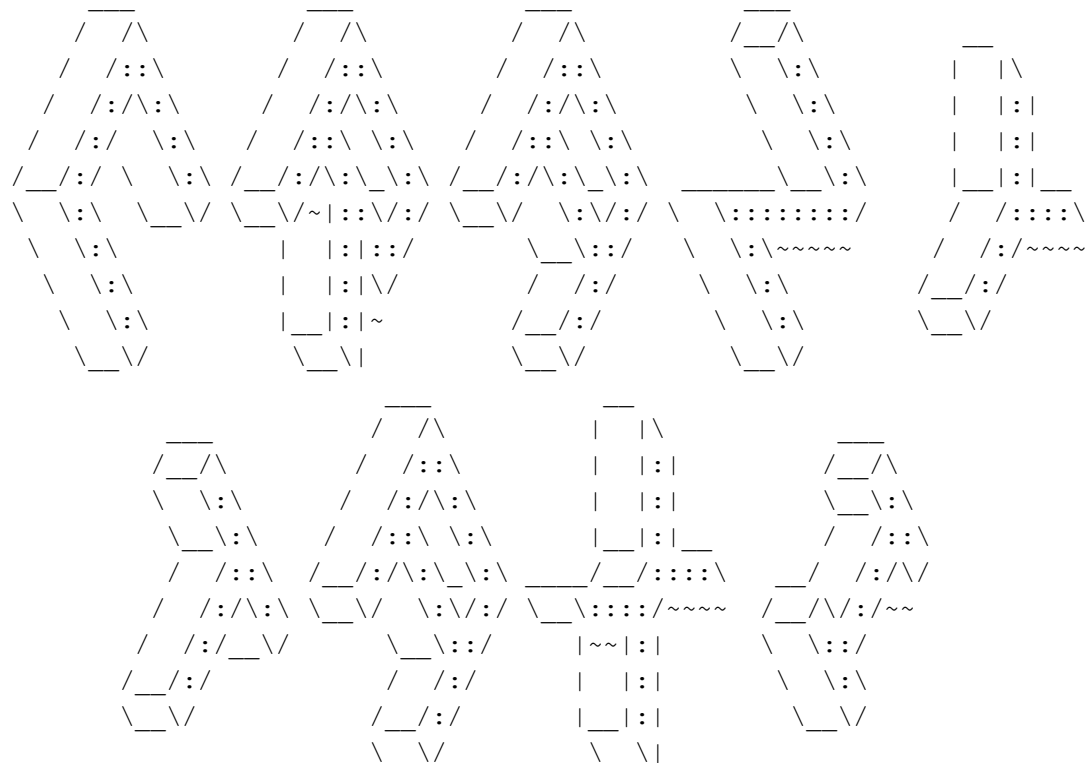


Crazy Taxi FAQ

by Nemesis

Updated to vFinal on Nov 1, 2000

A FAQ for the craziest driving game out there...



Crazy Taxi
Platform: Dreamcast
Version: Final
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1. INTRODUCTION

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Hi, and welcome to my Crazy Taxi FAQ for the Dreamcast. Crazy Taxi is an addicting game brought from the Arcade straight to your home, onto the Dreamcast. This game is wonderfully addictive game, and has that "arcade-like" feel to it, which is a GOOD thing. This FAQ will cover the basics of Crazy Taxi, and how to play it. It will also give you some tips to help you get fast cash, which is VERY hard to do, depending on which setting you play on. Since Crazy Taxi is a pretty straight-forward game to play, so don't expect a walkthrough here. It's just a basic guide for all you "crazy" drivers out there. :p

Here's my review of Crazy Taxi:

Now, I've never played the arcade version of Crazy Taxi, so I can't compare the Dreamcast one with it, but I'd have to say that Crazy Taxi for the Dreamcast is definatly arcade-perfect. It just has that "arcade-feel" to it, and I love that. I used to go to the arcades every other day, and I loved every minute of it. Crazy Taxi is one of the best and most addictive games available for the Dreamcast.

GRAPHICS- 9/10:

The visuals in Crazy Taxi are very well done, and look like it was an arcade game. The games runs at a almost constant 60 fps, and are very sharp and beautiful to look at. The cities are remarkably well done, and look like real cities. All of the cars on screen look awesome too. The only drawback to the graphics are that there is some slight slowdown when you get onto some grass or sticky situations.

SOUND- 10/10:

The sound effects in Crazy Taxi are wonderful, and very clear to the ears. All of the sound effects are different from each other, and sound realistic. The music is also very well done. The tracks from The Offspring and Bad Religion are very catchy, and fit this sort of game. I loved the sound and music in Crazy Taxi.

CONTROL- 10/10:

Controlling your taxi cab is so simple, one has to wonder if ANYONE can have trouble with the control layout. The cars handle wonderfully and turn on a dime. Performing the driving techniques are simple to do, and are very easy to learn. The cabs are accessable to novices and veterans alike.

GAMEPLAY- 10/10:

The gameplay department in Crazy Taxi is where the game really shines. Even though the game is rediculously simple, it's REALLY addictive and fun to play. And, although it is easy to play, it takes lots of skill to really master the game. It might be one of the best arcade-to-home conversions. The basic premise of Crazy Taxi is to get the highest scores. This will keep you playing for weeks, possibly even months.

REPLAY- 10/10:

The replay value for Crazy Taxi is nearly limitless. Trying to beat your high scores will be very addictive, and you won't stop until you get the Crazy License...which will take forever to do. Trying to memorize the cities and finding the shortcuts of the cities will be challenging, yet insanelly fun to do. Although Crazy Taxi is just a one-player game, you can still try to beat your friend's high score over and over again, which makes it just like a two-player game.

OVERALL- 10/10:

Crazy Taxi is one of the best games so far on the Dreamcast, and one of the best driving games for ANY system. It is definatly the coolest game this year for the Dreamcast, and is a must-buy. If you have ANY interest in having fun, you should go out and pick up a copy of Crazy Taxi right now.

RE-CAP:

Graphics- 9/10
Sound- 10/10
Controls- 10/10
Gameplay- 10/10
Replay- 10/10
Overall- 10/10

Game Info:

Game: Crazy Taxi
Platform: Dreamcast
Developer: Sega
Publisher: Sega
Available: Now
Price: \$49.99 MSRP
Players: 1
VMU space: 23 Blocks
Compatibilities: VMU, Jump Pack, Racing Controller, VGA
Cabbies: 4
Taxi Cabs: 4 + 1 hidden
Rating: T for Animated Violence and Strong Language
Website: www.crazytaxi.com
Addictivness rating: *****/***** (that's right, 6 out of 5!)

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If anyone finds it on any other site, please inform me ASAP.

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3. UPDATES/REVISION HISTORY

Version 0.2 (02/10/00)

* First version

Version 0.3 (02/12/00)

* Updated the Crazy Box Guide section

Version 0.4 (02/20/00)

* Updated the Crazy Box Guide section again. This section is finished.

Version 1.0 (04/29/00)

* Added some new ASCII art at the top of the FAQ

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4. Game Options

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TIME SETTING:

Adjust the game time limit setting of the Arcade and Original modes for "Play By Arcade Rules" mode play.

TIME DIFFICULTY:

Adjust the difficulty of the game time setting of the Arcade and Original modes for "Play By Arcade Rules" mode play.

TRAFFIC DIFFICULTY:

Adjust the level of the traffic setting of the Arcade and Original modes for "Play By Arcade Rules" mode play.

AUDIO:

Set the preferred sound output to either MONO or STEREO.

MUSIC VOLUME:

Adjust the volume setting for the background music.

SE VOLUME:

Adjust the volume setting for the sound effects.

TIME SETTING:

Press A to display the controller settings screen and then select a controller setting type for the Dreamcast Controller or Rally Wheel.

VIBRATION:

Set to "ON" when using a Jump Pack while playing. This setting is only activated when a Jump Pack is inserted into Expansion Socket 2 of the Dreamcast Controller.

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5. Game Controls

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COMMAND	*DC CONTROLLER*	*RALLY WHEEL*
Moving the Cursor	Analog Pad/D-Pad	+/- Button
Enter	A Button	A Button
Cancel/Return a screen	B Button	B Button
Item Selection	Left and Right	Steering Wheel
Game Start	Start Button	Start Button
Character Selection	Analog Pad/D-Pad	Steering Wheel
Steering	Analog Pad	Steering Wheel
Accelerating	R Trigger	R Trigger
Braking	L Trigger	L Trigger
Drive Gear	B Button	+ Button
Reverse Gear	A Button	- Button
Destination Reminder	X Button	B Button

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6. How to Play This Crazy Game

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Basically, Crazy Taxi requires you to pick up any customer of your choice, then drive them to their destination within the allotted time limit, and collect enough money from customers to receive a certain License.

Here are the Licenses you can receive:

\$0.00	No License
\$0.01-\$999.99	E Class License
\$1,000-\$1,999	D Class License
\$2,000-\$2,999	C Class License
\$3,000-\$3,999	B Class License
\$4,000-\$4,999	A Class License
\$5,000-\$9,999	S Class License
\$10,000-\$19,999	Awesome License
\$20,000 and up	CRAZY License

You also have to pick up many different customers, depending on where you are located in the city. They all want to go somewhere different, but most of the same ones like to go to the same places everytime.

Here are what the colored circles around each customer means:

COLOR	*FARE SIZE*	*LENGTH OF DESTINATION*
Green	Biggest fare	Farthest destination
Greenish Yellow	Bigger fare	Farther away destination
Yellow	Big fare	Far away destination
Orange	Medium fare	Little farther destination
Red	Small fare	Closest destination

Here are the customers you'll encounter:

CINDY:

This young pretty college student is a psychology major who just loves junk food!

KIM:

This tourist is always running from one famous landmark to another with a video camera in hand. Smile!

RACHEL:

Currently working as a hospital volunteer, this young women dreams of becoming a doctor someday.

GRANDMA J:

Keep your eyes peeled for this feisty ol' lady! Those loud and colorful pajamas on Ms. Jessica are sure hard to miss.

BUZZ:

A hard-core loving punk who had a habit of suddenly appearing in the most unexpected places!

PIERRE:

A hopelessly romantic young man who spends all his time and money chasing women...another day another date.

BIFF:

A baseball fanatic who never misses a game, Biff travels by helicopter to watch his favorite baseball team in action whenever they are playing away games.

DAN:

A graduate student of economics, Dan is in the process of writing his thesis on the economical impact of the fashion industry on world markets.

Plus many more!

You also receive tips from the customers depending of how "crazy" you drive. This includes performing Crazy Throughs and Crazy Drifts, as well as driving in between traffic WITHOUT getting hit. If you don't get hit, you'll get to keep all of the tip money once you drop the customer off, but if you DO get hit by

other cars while attempting to get tips, you will lose all of the tip money from that particular customer.

Here are what each coin the customer gives you is worth:

BRONZE COIN \$0.25
SILVER COIN \$0.50
GOLD COIN \$0.75-\$1.00

You can also receive Bonus Fares. These are earned by getting to the customer to their destination fast enough.

Here are the Time Bonuses:

SPEEDY +5 seconds (Green)
NORMAL +2 seconds (Yellow)
SLOW No Bonus (Red)
BAD Appears when you run out of time, and the customer
 jumps out of the taxi. Weird...

Here is the basic order you will want to go in:

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- 1) Pick up a Customer: Just pick up a human customer who is waiting for a taxi cab to go to a location. You'll know when you see one if you hear someone scream "Taxi!", or if they are inside of a colored circle, and with a \$ sign floating over them.
 - 2) Take them to their Destination: After you have picked up a customer, you must take them to their desired destination within the city. Follow the green arrow to reach your destination. Just get there within the time limit, and you'll get paid.
 - 3) Drop them off: Once you get to the destination, you must properly drop them off. You'll find a spot with bright green lines, or a "green zones." To drop them off, just stop completely within this green zone, and you should get paid.

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7. Cabbies

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AXEL:

Age: 21
Sex: Male
Height: 6'0"
Weight: 158
License Plate: 1NOMI55 ("I no miss")

This wild guy is known to have a hot head and quick temper. His only reason for becoming a taxi cab driver is that he considers being a cabbie the "coolest" profession. Axel always shows his customers a good time while driving his 60's era classic cab, earning bug tips in the process! For him, cab driving is the ultimate career. When he isn't working, Axel is usually trying to pick-up women,

jamming with his punk band, or participating in board sports like surfing or snowboarding. That said, however, Axel's overly freewheeling nature causes his band members to come and go on a regular basis and prevents him from maintaining decent relationships with women. :(

Rating: ****/*****

GENA:

Age: 23

Sex: Female

Height: 5'7"

Weight: ???

License Plate: 5EXY515 ("Sexy Sis")

If Gena could be described in two words, without a doubt those words would be "cool & sexy". With a strong passion for cars, her reason for becoming a cab driver is simply "Because I get to race in my car all day!" While she's not so concerned with amusing her customers per se, she sure is timely. When asked if she'd be happier as a race car driver she just laughs and replies, "But it is such a rush to race through the traffic-laden streets...I could never give this up!"

Rating: ***/*****

B.D. JOE:

Age: 25

Sex: Male

Height: 5'9"

Weight: 165

License Plate: 2HOP260 ("To hop to go")

Always friendly and cheerful...that's B.D. Joe. For him, driving a cab is a line of work in which he can "make people happy." Happiest when he can bring customers, B.D. Joe is a master of both driving and conversational techniques. Even when not driving his cab B.D. Joe is well known as an accomplished performance artist. He can throw together some lids and drum cans, and using a pair of drumsticks, can blow you away with his musical prowess.

Rating: *****/*****

GUS:

Age: 42

Sex: Male

Height: 5'8"

Weight: 187

License Plate: ONLY777 ("Only 777")

Gus is a handsome (in a melancholy sort of way) drifter who typifies the term "cool!" He holds the unique distinction of being the originator of the "crazy" style. In his youth, Gus was a wild and uncontrollable hooligan, selfish to a fault. He hated to lose and always had to be #1 at any and all cost. With a strong fascination for all things new, Gus was naturally drawn to that one unique trend that was totally cool. With a knack for getting into something

before it became popular, in the days when he didn't even own a car he was riding in a normal taxi when he had a flash of inspiration and bought an old junked out 1955 jalopy. Thus began the crazy taxi trend.

Rating: ****/*****

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8. Game Modes: Arcade and Original Cities

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Arcade Mode:

This mode had the city that was in the Arcade version of the game. If you have played the Arcade version, then you should know this city pretty well by now. If not, then get used to it. I think it's the better city of the two, since it's more polished.

PLAY BY ARCADE RULES: Select this item to play according to the same rules that are used in the Arcade version of Crazy Taxi. Basically, you start off with a set amount of time, then you have to pick up and take customers to a location before time runs out. After you drop off a customer, you'll get a Time Bonus that will be added to your overall time left.

Here are the Time Bonuses:

SPEEDY	+5 seconds (Green)
NORMAL	+2 seconds (Yellow)
SLOW	No Bonus (Red)
BAD	Appears when you run out of time, and the customer jumps out of the taxi. Weird...

WORK FOR 3 MINUTES: Play freely for three minutes. There are no Time Bonuses in this mode.

WORK FOR 5 MINUTES: Play freely for five minutes. There are no Time Bonuses in this mode.

WORK FOR 10 MINUTES: Play freely for ten minutes. There are no Time Bonuses in this mode.

Original Mode:

This mode has a different city than the Arcade Mode. This city is a Dreamcast only city, and IS NOT in the Arcade version of the game. Pretty cool if you ask me.

PLAY BY ARCADE RULES: Select this item to play according to the same rules that are used in the Arcade version of Crazy Taxi. Basically, you start off with a set amount of time, then you have to pick up and take customers to a location before time runs out. After you drop off a customer, you'll get a Time Bonus that will be added to your overall time left.

Here are the Time Bonuses:

SPEEDY +5 seconds (Green)
NORMAL +2 seconds (Yellow)
SLOW No Bonus (Red)
BAD Appears when you run out of time, and the customer
 jumps out of the taxi. Weird...

WORK FOR 3 MINUTES: Play freely for three minutes. There are no Time Bonuses in this mode.

WORK FOR 5 MINUTES: Play freely for five minutes. There are no Time Bonuses in this mode.

WORK FOR 10 MINUTES: Play freely for ten minutes. There are no Time Bonuses in this mode.

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9. Driving Techniques

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CRAZY DRIFT:

The Crazy Drift is a powerslide manuver that works very well once you know how to do it, and do it well. To do this, hit A to change into REVERSE, then hitting B while turning into a direction. Another way that works well is to just slide your finger across the B and A keys in order. It works well, and is very easy to do. You'll need this manuver for some of the Crazy Box Mini-Games.

CRAZY DASH:

The Crazy Dash is a manuver that gives you a full power boost, and some great acceleration for a brief moment. It is critical if you want to squeeze every bit of time off the clock and to get the higher licenses in the game. It is also ver useful for some of the Crazy Box Mini-Games. To perform the Crazy Dash, just hit the B button (Drive gear), and the accelerate button (R Trigger) at the same time. If this doesn't work, you might have to hit the B button a second earlier.

CRAZY BACK DASH:

The Crazy Back Dash is just primarily a Crazy Dash, but in reverse. Just perform a Crazy Dash, then hit the A button while holding Accelerate. It's not all that useful.

CRAZY BACK DRIFT:

Again, the Crazy Back Drift is just like th Crazy Drift, only in reverse. Just perform a Crazy Drift, but then hit B then A to switch into reverse, then turn into the direction you want to go.

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10. City Locations: Arcade and Original

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Basic City Locations: ARCADE MODE

- * Big Hills Park
- * Cafeteria
- * Camping Village
- * City Library
- * FILA Store
- * Japanese Restaurant
- * Kentucky Fried Chicken
- * Landing Pier
- * Original Levi's Store
- * Lighthouse
- * Marine Museum
- * Marine Plaza
- * Millennium Tower
- * Parthenon Museum
- * Pizza Hut
- * Pizza Hut
- * Smith Club
- * South Parking Lot
- * Square Bank
- * Tower Records
- * Used Car Shop
- * Wave and Beach Shop
- * West Central Station

Basic City Locations: ORIGINAL MODE

- * Bank
- * Baseball Stadium
- * Beach
- * Church
- * FILA Store
- * Heliport
- * Hospital
- * Hotel
- * Kentucky Fried Chicken
- * Mall (North and West Gate)
- * Original Levi's Store
- * Pizza Hut
- * Police Station
- * R.B. Station
- * Tower Records
- * Yacht Port

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11. Crazy Box Guide

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Normal Mini-Games:

1-1/CRAZY JUMP: Use the cab to jump off the giant ramp to land past the 150 m. mark. To do this, just perform a Crazy Dash at the beginning of the game, then perform one before you jump off the ramp. You should use B.D. Joe because he seems to have the fastest top speed.

1-2/CRAZY FLAG: The object of this Mini-Game is to make a complete 180 degree turn in the sand, then hit the flag on the other side of the beach within the allotted time. Easy.

1-3/CRAZY BALLOONS: The object of this game is to pop all of the giant balloons within the allotted time. Just start in the middle by popping the bunches of balloons, then moving towards the outside.

2-1/CRAZY DRIFT: You need to perform 15 Crazy Drift combos within the allotted time limit. You should start with a Crazy Dash, then make your way towards the middle of the grassy knoll. Use B.D. Joe, since it's easier to drift with him.

2-2/CRAZY TURN: The object of this game is to take the customer to the the designated location within the allotted time limit. Use the Crazy Dash for every turn, since it's what this game is for. Use B.D. Joe or Axel for the best results.

2-3/CRAZY BOUND: This game is kinda hard, but after a few tries, you'll get it in no time. To successfully pull this off, you'll need to perform a Crazy Drift while on the ramp, towards the direction you want to go. Use either B.D. Joe or Gena for this game.

3-1/CRAZY RUSH: The object of this game is to take the customers to their locations. This game is pretty hard to do, but it gets easy if you know where to take them. Basically, you'll have to take them to the spot that's right behind the person. So find someone, then position yourself so that you can drive straight towards the destination. Use B.D. Joe, because he's the fastest one.

3-2/CRAZY JAM: This Mini-Game is one of the hardest ones to complete in the game. You'll have to pick up three customers and take them to their destinations. You'll have very little time, so you can't waste any time. Use plenty of Crazy Dashes to keep up your speed. To accomplish this game, you'll need to perform a Crazy Drift towards the direction you want to go next, all while stopping near the customer. Be careful on the last run towards the goal spot.

3-3/CRAZY POLE: This one is a bit easier than the Crazy Jam, oddly. You have to pick up all the customers and take them to the next pole and destination. The easiest way to do this is to ram into the poles, then performing a Crazy Dash to get out of there fast. It took me about two tries to complete this game.

"S" Mini-Games:

1-S/CRAZY BOWLING: This game is kinda hard to first couple of tries, but it DOES get easier after a while. What you have to do is knock down all of the pins within the time limit. In order to do this, you'll have to get a strike every time you reach a set of pins, or else you won't have time to get the remaining ones. The easiest way to do this is to hit the head pin with the front of your car, then perform a Crazy Drift immediately towards your next direction.

2-S/CRAZY ZIGZAG: This mini-game is one of the most FRUSTRATING games in the entire game, and will cause you plenty of pain. This game is incredibly hard to complete, and don't be surprised if it takes you forever to complete it. All you have to do is follow the narrow path, which incidentally zigzags. :) You might want to use either Gena or Axel, since they have the best traction of all the drivers. You'll need to pull off a Crazy Drift slightly before each turn. Watch out for both the fourth and fifth turns, cause they're brutal.

3-S/CRAZY ZIGZAG 2: Crazy Zigzag 2 is also one of the most difficult mini-games in Crazy Taxi. It's sort of like the first Crazy Zigzag, only tougher, since you have to actually stop in a tiny Green Zone and drop off the customer. Oh yeah, and the Green Zones are at the very edge of the road, which makes stopping on a dime HARD. What you have to do is lay on the brakes before you get to the green zone, then do a Crazy Drift WITH your brakes on. This makes it easier to stop where you want to. Just drop off all seven grandmas within the time limit.

S-1/CRAZY THROUGH: This game was sort of difficult at first for me, but after a while, it got easier, and less intimidating. You have to get 30 Crazy Throughs WITHOUT hitting another car. The easiest way to do this is to just stay to the side of the road to pass by cars closely, and then go in between cars whenever you feel the need to.

S-2/CRAZY PARKING: Crazy Parking is TOUGH, as are all the S-Mini-Games.

You have to make your way through the parking garage within the time allotted. Use either Gus or B.D. Joe, cause they both handle well, and don't crash much or take as much damage. Just drive right through the middle of each garage, then perform a Crazy Drift towards the RIGHT, then hit the brakes at the end. Good luck. ;)

S-3/CRAZY PARTY: Crazy Party can be hard at first, but will become A LOT easier once you know a certain order to pick up the customers.

Here's the order to pick up the Customers:

- 1) Go left right when you start to pick up the guy near the phone-booth.
- 2) After picking up customer # 1, go ahead and get the guy across from where you are.
- 3) Once you've picked up customer # 2, head over to the winding hill with the bowling pins. Pick up the guy on top.
- 4) After getting customer # 3, immediatly drive off the edge of the hill-top, but TOWARDS the aread with the cars parked everywhere. Pick up the guy in the middle of the cars.
- 5) Now after picking up customer # 4 (the one near the cars), head over to the other concrete winding hill. Pick up the guy on top, then head over to the ramp at full speed.
- 6) Hit the ramp at FULL SPEED by using plenty of Crazy Dashes, and jump up to the ledge inside of the building. Pick up the guy on the left first, that way you can get to the other customer quicker.
- 7) After picking up customer # 6, pick up the customer that's right across from him, then perform a Crazy Drift as you stop to pick him up. Make sure you are FACING the grassy path when you pick him up. After picking him up, do a Crazy Dash towards the narrow path, then speed towards the goal. You should have about 8-10 seconds left over if you went fast enough.

S-S/CRAZY ATTACK: Okay, this Mini-Game isn't as hard as you might think.

The object of Crazy Attack is to complete one lap around the city within 4:00. A lot of people think that you have to actually GO somewhere. Well, you don't. All you have to do is drive through the city ONE time. Here's the best route to go:

Once you've started the game, and you've just passed the beach, you should spot a ramp. Perform a Crazy Dash right before hitting the ramp, and as you fly off it to fly over any traffic. Once you've jumped off of the ramp, turn left and do another Crazy Dash of ANOTHER ramp to get across the traffic.

Once you get past the beach, just cut through the middle of the road, then turn left at the end to face the right direction.

When you get to the area past Pizza Hut and near the Fila store, just cut through the grass to save time.

Once you get to the Parking Garage, just go through the middle of the garage until you get to the end, then turn left to launch yourself out of the parking garage, and back onto the street.

After going past the KFC and past the church, just cut right through the grass, and avoid the streets until you get to the heliport.

After going past the heliport, you should see a large pavilion. Drive up the path to the pavilion, then do a Crazy Dash off it to fly over the street.

After flying off the pavilion, do a Crazy Drift once you get to the street, and do a 180 degree turn to fly off the street, and into a nearby parking lot, right by the baseball stadium. Now cut through the parking lot to save time. Now go past Pioz Stadium, and onto the freeway.

Once you've gotten onto the freeway, try to stay in the middle of the road, avoiding trucks and cars at ALL costs.

When you reach the Police Department, cut through the middle of the street that's around it, then make a left to reach the mall entrance.

Once you get near the mall, DO NOT go through the mall. The mall may LOOK like a good shortcut, but it's actually LONGER than the normal route. Just stick to the normal road for best results.

After going past the mall, take the left-most route, and drive on the sidewalk to avoid any cars that may slow you down.

Now go straight over the fountain, then make a left to speed towards the finish line.

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12. General Tips: Get "Crazy" Cash

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- Follow the Basic Directions:

1) Pick up a Customer: Just pick up a human customer who is waiting for a taxi cab to go to a location. You'll know when you see one if you hear someone scream "Taxi!", or if they are inside of a colored circle, and with a \$ sign floating over them.

2) Take them to their Destination: After you have picked up a customer, you must take them to their desired destination within the city. Follow the green arrow to reach your destination. Just get there within the time limit, and you'll get paid.

3) Drop them off: Once you get to the destination, you must properly drop them off. You'll find a spot with bright green lines, or a "green zones." To drop them off, just stop completely within this green zone, and you should get paid.

- Get the "Green" people first and always. The "Green" people are the ones that have to go the furthest distance, and therefore will give you more money if you get them there in one piece.

- Know where you have to go, and memorize the cities. If you do this, going to the destinations will be that much easier.

- Use the Crazy Techniques. These techniques are ESSENTIAL to getting the customers and avoiding oncoming cars and to get the higher tips from customers. These will also shorten the amount of time it takes to get to most places.

- Follow the green arrow. This one is self-explanatory. Just follow the green arrow to get to your destination.

- Find the shortcuts. Once you've memorized the cities, you'll find the shortcuts like the subway tunnel, the mall, and the ramps that lead you over the buildings. These shortcuts can both help you AND kill you if you don't know where you are going.

- Always watch the game clock. Watching the game clock will keep you in the "know", and will let you know how much time you have left.

- Use the Crazy Through to increase your tips. Weaving in and out of cars without hitting cars will cause your customer to give you plenty of tips that will increase your overall fare. Practice and you will get great at it.

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13. Secrets / Codes

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? Disable arrow indicators

Before the character selection screen appears, hold R + Start. If you entered the code correctly, the message "No Arrows" will appear in the lower left corner.

? Disable destination indicator

Before the character selection screen appears, hold L + Start. If you entered the code correctly, the message "No Destination Mark" will appear in the lower left corner.

? Expert mode

Before the character selection screen appears, hold L + R + Start. If you entered the code correctly, the word "Expert" will appear in the lower left corner. No stop or arrow indicators will appear in this mode.

? Special Taxi

At the character selection screen, quickly press L, R, L, R, L, R or L + R, L + R, L + R. Then, select a character to drive a bike instead of a taxi. Alternatively, complete all sixteen Crazy Box levels to unlock the Special Taxi for each character, which is selectable in crazy box, arcade, or original modes. To select the bike in crazy box mode, scroll to the right of Gus at the character selection screen. To select the bike in arcade or original mode, press Up at the character selection screen.

? Another Day mode

At the character selection screen, press R, then hold R while choosing a driver. If you entered the code correctly, the message "Another Day" will appear. This mode modifies various positions in the game.

? Alternate display

Begin a game in arcade or original mode. Then, press B on controller three to switch the display to a first person perspective. Press Y on controller three to change to another camera angle. Press X(5) on controller three to view a speedometer. Press A on controller three to reset the display.

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14. FAQ (Frequently Asked Questions)

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1) Q: How many taxi cabs are there in Crazy Taxi?

A: There are 4 of them, and one hidden one.

2) Q: How many characters are there in Crazy Taxi?

A: 4 cabbies are in this game.

3) Q: What is the "secret cab?"

A: It's a taxi-bike. It's cool to play as. :)

4) Q: How many different Licenses can you get?

A: There are 8 different Licenses that you can get.

5) Q: Do the Licenses do anything?

A: No, they are just for showing off to your friends.

6) Q: What is the purpose of the Crazy Box Mini-Games?

A: There are two purposes for these. 1) Once you beat all of them you open up the secret taxi-bike, and 2) They are just there for

fun, and as a additional mode just for fun.

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15. CREDITS

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CJayC- For accepting all of my FAQs, and for creating the best web site on the net!

Crazy Taxi Manual- For some of the info in this FAQ

CheatCodesCentral <www.cheatcc.com>- For the codes

Me- For writing this FAQ! :p

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16. CONTACT INFO

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Shameless Self-Promotion: Other FAQs by me:

PLAYSTATION:

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

NINTENDO 64:

- NBA Live 2000
- Mario Party 2

DREAMCAST:

- Carrier
- Crazy Taxi
- Hydro Thunder
- MDK 2
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica (Coming soon!!!)

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E-MAIL RULES:

Types I WILL accept:

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

Types I will NOT accept:

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

~End of Document~