

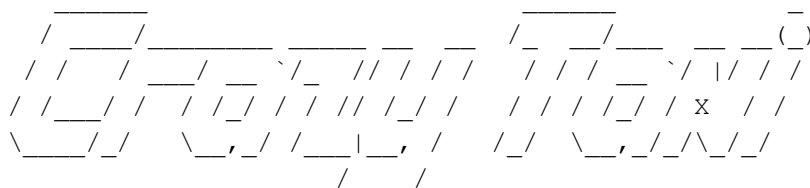
Crazy Taxi Version Differences FAQ

by Adam3k3

[Donate](#)

Updated to v1.10 on Jan 11, 2016

Crazy Taxi . Crazy Taxi 2 . Crazy Taxi 3: High Roller . Crazy Taxi: Fare Wars



Version Differences

For Sega Dreamcast

Arcade, PlayStation 2, GameCube, Xbox 360, PSN, PSP IOS/Android

Crazy Taxi Version Differences FAQ

Version 1.10

By Adam Cooper

Email: adam3k3@gmail.com

Website: <http://adam3k3.com>

This FAQ is Copyright (c) 2013 Adam Cooper

Last Revision Jan 11th, 2016

Table of Contents

1. About this Guide.....	[100]
1-1. Availability.....	[110]
2-1. Copyright and License.....	[120]
3-1. Searching the Guide.....	[130]
4-1. Version History.....	[140]
2. Introduction.....	[200]
3. General Information.....	[300]
4. Console release changes.....	[400]
1-4. Arcade Version.....	[410]
2-4. Dreamcast.....	[420]
3-4. PS2.....	[430]
4-4. GameCube.....	[440]
5-4. Gameboy Advacne.....	[450]
6-4. PC.....	[460]
7-4. Xbox.....	[470]
8-4. PSP.....	[480]
9-4. Xbox 360.....	[490]
10.4. PSN.....	[4010]
11.4. IOS/Android.....	[4020]
5. Comparison Chart.....	[500]

6. FAQ.....[600]
7. Closing.....[700]
 1-7. Contacts.....[710]
 2-7. Special Thanks.....[720]

100: About this Guide

'-- 110: Availability -----'

The Latest version of this FAQ and all of my work is always available on GameFaqs.

[1] <http://www.gamefaqs.com/users/Adam3k3/contributions/faqs>

'-- 120: Copyright and License -----'

This FAQ is Copyright (c) 2016 Adam Cooper, and released under the terms of the Creative Commons Attribution NonCommercial, No Derivatives License.

This License enables you to distribute this FAQ provided it remains in its full form, unchanged and full credit is given. Publishing it under your name on websites or otherwise is prohibiting. You may not use this work for commercial purposes. For any reuse or distribution, you must make clear to others the license terms of this work along with the notice in the availability section.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

[3] <http://creativecommons.org/licenses/by-nc-nd/3.0>

'-- 130: Searching the Guide -----'

Press "CTRL+F" to Search the FAQ. Copy, paste the code to the desired section from the tables of content into the search bar and click Find.

'-- 140: Version History -----'

Version 1.10 Jan 11, 2016

- . Added more info
- . Fixed grammar and spelling mistakes

Version 1.00 August 9th, 2013

- . Concluded the FAQ with everything I know of.

200: Introduction

My first Version Differences FAQ. Crazy Taxi was ported to many different

forms including PC version, mobile, and consoles. This FAQ highlights the differences I noted while personally testing many versions.

=====
300: General Information
=====

Crazy Taxi is an open world driving game. Unlikely anything which was released before. It took a new direction as you picking up customers and drive them to their destination within a short time limit.

The graphics and gameplay represent SEGA style at it's beset. What started as an Arcade game ended up on all consoles and even further parts were introduced with improved ideas and gameplay.

Bellow is a list of details:

Developer(s)
Hitmaker, Strangelite

Publisher(s)
Sega, Acclaim, Activision

=====
400: Console release changes
=====

[410] Arcade Version

Release date - 1999

Board - Sega NAOMI

Based on Californian city, it has many real famous places like Pizza Hut and Fila sports store. The map consists of 3 areas.

The Starting beach coast: A down/uphill area that ends up on a beach coast with shops and a narrow highway.

The City: It's basically a big square with buildings, easy roads and normal traffic.

The coast highway: connects the Beach coast with the City. You start off by either interning a tunnel or use the upper road. Both ways lead to an insane traffic. This is the hardest and most crowded area of the map.

[420] Dreamcast

Release date -

NA January 24 2000
JP January 27, 2000
PAL February 25, 2000

Media: GD-ROM Disk

Ported from the arcade version along with extra stuff in 2000.

- + Extra Map
- + Mini Games (Crazy Box)
- + Comfortable Controller
- + VGA box compatible (640x480)
- + Closest to the Arcade port
- + Rally While compatible

- Rare Slowdowns
- Rare Draw destiny problems

- Crazy Taxi 2

Release date -

NA 2001
JP 2001
PAL 2001

Media: GD-ROM Disk

Released in 2001 exclusively on Sega Dreamcast. This game is considered the best in the series. Balanced cities, great graphics, and new features make this a must own by any Crazy Taxi/Sega fan.

- + 2 New cities (Big Apple/Small Apple)
- + Reply Mod
- + Online Score board (no longer active)
- + Better Mini Games (Crazy Pyramid)
- + Jump ability (crazy hop)
- + Solid gameplay (almost no slowdowns)
- + Great Graphics
- + Great Music
- + Rally While
- + Ability to record your play (approximately 1 minute)

[430] PlayStation 2

Release date -

NA May 14, 2001
PAL June 1, 2001
JP November 22, 2001

Media: DVD

After Sega went 3rd party, Dreamcast games got ported left and right. Crazy Taxi 1 was ported to PS2 with nothing new at all.

- Slowdowns
- Controls could be considered worse than Dreamcast

[440] GameCube

Release date -

NA November 17, 2001

PAL May 30, 2002

JP May 30, 2002

Media: Nintendo Optical Disk

Another port to Nintendo Game Cube. This could be considered as a PS2 port.

- Slowdowns
- Bad Controls

[450] Gameboy Advacne

Release date - 2003

Media: 1 GBA Cartridge

Ported to the famous Gameboy Advance system in 2003, the hardest technical port to ever hit the handheld's limited hardware. Some mini games were missing and the passengers were converted to 2D spirits to remove as much pressure as possible.

My suggestion is that this can mostly apply to the Diehard Crazy Taxi/Sega fans only as casual gamers may be turned off by the graphics/gameplay or may just prefer the original console version.

- Bad graphics (compared to consoles)
- Bad controls
- Watered-down version among them all

[460] PC - Windwos

Release date -

NA September 30, 2002

PAL June 28, 2002

Media: 1 CD

Another port was presented, to Windows PC this time. A good port to PC only gamers, however not perfect. For starters, the game doesn't run any better no matter how powerful your PC is or what resolution you put it at.

The keyboard controls make the game a bit hard, but with some playing you will kind of get used to it.

Minimum System Requirements

OS: Windows 98/ME/2000/XP

Processor: Pentium 3 @ 500 MHz

Memory: 64 MB
Hard Drive: 200 MB Free
Video Memory: 16 MB
Sound Card: DirectX Compatible
DirectX: 8.0
Keyboard & Mouse
CD/DVD Rom Drive

Recommended System Requirements

OS: Windows 98/ME/2000/XP
Processor: Pentium 3 @ 800 MHz
Memory: 128 MB
Hard Drive: 200 MB Free
Video Memory: 16 MB
Sound Card: DirectX Compatible
DirectX: 8.0
Keyboard & Mouse
CD/DVD Rom Drive

- + Good Graphics
- + Stable Port
- + Custom Music (via modding)

- Rare Slowdowns
- Rare Draw destiny problems
- Hard Controls (depends on a person)

- Crazy Taxi 3

Release date - 2004

Media: 1 CD

In 2004, Xbox's Crazy Taxi 3 was ported to windows PC again with higher resolution option. The problems that were found Xbox version were never fixed with this port. The game did not sell well.

Minimum System Requirements

OS: Windows 98/ME/2000/XP
Processor: Pentium 3 @ 1 GHz or Athlon Equivalent
Memory: 256 MB
Hard Drive: 500 MB Free
Video Memory: 64 MB (nVidia GeForce 3/ATI Radeon 8500)
Sound Card: DirectX Compatible
DirectX: 9.0
Keyboard & Mouse
CD/DVD Rom Drive

- + Good Graphics
- + Stable Port
- + Supports stirring wheel

- Some Slow downs

Release date -

NA July 24, 2002
PAL September 20, 2002
JP October 23, 2003

Media: 1 DVD

A new game was introduced as the first wave of Sega's 3rd party support of the next gen consoles. This game features Maps from both Crazy Taxi and Crazy Taxi 2 plus a new Map created exclusively for Xbox. A new set of mini-games (Crazy X) were added again as well as a bit of change to the game engine.

A few small but great changes have been made to the first Crazy Taxi map to support the jump function. Crazy Taxi 2 map is set to night time as well. A good game that should be owned by every Crazy Taxi fan.

- + Improved West Coast (Crazy Taxi 1 Map)
- + Improved Small Apple (Crazy Taxi 2 Map)
- + Improved game engine
- + Good Controls

- Rare Slowdowns

[480] PSP

Release date -

NA August 7, 2007
AUS June 29, 2007
EU September 28, 2007

Media: 1 UMD

The best port in the series. Not only a straightforward port but with remade features, new feature, and a multiplayer mode. Easily the best and a must own game only if you can get used to the horrible controls.

Very hard to control as you hold the PSP system. Changing the controls back and forth between mini games/main game is almost required as it's nearly impossible to jump and keep a good speed while navigating the traffic all at the same time.

Outside the technical aspect, the game receives a multiplayer mode as well as some changes like the removal of the real places ex; pizza hut and replacement with another made up place. Despite the bad controls, this game truly stands out among all the Crazy Taxi games with it's new and remade features.

- + Crazy Taxi 1 - 2 on the same UMD
- + Multiplayer Mod
- + Good soundtracks
- + Custom soundtracks
- + Remade Sounds
- + Remade customers voices
- + Remade interaction chats between the driver and customers

+ Ability to record your play (approximately 1 minute)

- Horribly Controls

- Rare Slowdowns (Lower than other versions)

[490] Xbox 360

Release date -

NA Nov 24, 2010

Price: 800 MS points

+ Can be played on HD TV.

+ Achievements

[4010] PSN

Release date -

NA Nov 16, 2010

Price: \$4.99 (was \$9.99)

+ Can be played on HD TV.

+ Trophies

[4020] IOS/Android

Release date -

NA Oct 11, 2012

Price: \$4.99

+ Retina Graphics

+ Achievements

PC re-release (Steam)

Can be played on higher resolutions and run on modern systems. Based on the Xbox 360 port.

+ Can be played on HD TV.

+ Steam Achievements

+ Controller support

=====
500: Comparison Chart
=====

I will try to simplify all versions difference and features in the following chart for you to easily decide side by side which version is best for you.

```

=====
=  Game  =  CS  =  RM  =  IM  =  SW  =  GC  =  OM  =  MM  =
=====
=  CTD   =      =      =      =  O   =  O   =      =      =
=  CT2D  =      =  O   =      =  O   =  O   =      =      =
=  CTP   =  O   =      =      =      =      =      =      =
=  CTA   =      =      =      =      =      =      =      =
=  CTS   =      =      =      =      =  O   =      =      =
=  CTG   =      =      =      =      =      =      =      =
=  CT3P  =      =      =  O   =  O   =      =      =      =
=  CT3   =      =      =  O   =      =  O   =  O   =      =
=  CTP   =  O   =  O   =      =      =      =  O   =  O   =
=====

```

Chart Eplanation

- Game: Game Version
- CS: Custom Soundtrack
- RC: Record Mode
- IM: Improved Maps
- SW: Stirring Wheal
- GC: Good Controls
- OM: Old Maps
- MM: Multiplayer Mode

- CTD: Crazy Tai Dreamcast
- CT2D: Crazy Tai 2 Dreamcast
- CTP: Crazy Tai PC
- CTA: Crazy Tai GameboyAdvance
- CTS: Crazy Taxi PS2
- CTG: Crazy Taxi GameCube
- CT3P: Crazy Tai 3 PC
- CT3: Crazy tai 2 bo
- CTP: Crazy Tai PSP (Fare Wars)

O: Yes

The IOS/Android version is an ok port for quick gameplay as the graphics are good and it contains IOS achievements but with bad controls.

```

=====
                        600: FAQ
=====

```

Q: So what's the best version overall?

A: If you don't mind the bad controls then get the PSP version. Otherwise Xbox or Dreamcast.

Q2: Are the PSP controls that bad? Can I get used to them?

A: Yes, you will have hard time moving your finger from bottom to top while holding R trigger while watching and navigating the traffic.

