

# Crazy Taxi 2 FAQ

by Mike Bentley

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Crazy Taxi 2  
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Version 1.2

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Chapter 1: Introduction

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SECTION 1: FAQ Information

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Hmmm, this section seems like an FAQ about this FAQ. How ironic (or something like that... I don't have a thesaurus around.) This FAQ is written for Crazy Taxi 2 for the Dreamcast. Don't have Crazy Taxi 2? Go buy it. Don't have a Dreamcast? Go buy one. Or you could just take the freeloaders way out and pirate it, but that's not cool.

Anyway, Crazy Taxi 2 was developed by Hitmaker as was the pervious version. It came out on May 31st, 2001 and is the sequel to Crazy Taxi, the Dreamcast's #2 selling game behind Sonic Adventure (thanks to Jon for a correction on this.) Nevertheless, Crazy Taxi 2 adds several new features (and doesn't add a few others that would help) as explained in the next section. But first, here's a little information on the different versions of this FAQ:

-Version 1.2-

:Added More Information on Good Fares

:Added Some More FAQs

:First Spell Check (boy did this FAQ need one!)

=First Compiled on June 15th, 2001

=Version Completed June 27th, 2001 (I know, I know it's been a while since the last update, but I've been pretty busy lately.)

-Version 1.1-

:Added Small Apple Strategies

:Fixed Some Bugs

:New FAQs

:CT3 Wish list

:Crazy Stop Added

:Other Stuff Chapter Added

:Added Coming Soon Section

:Added All Cabbies

=First Compiled on June 11th, 2001

=Version Completed June 14th, 2001

-Version 1.0-

:First Version of this FAQ  
=First Compiled June 7th, 2001  
=Version Completed June 10th, 2001

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## SECTION 2: From Crazy Taxi to Crazy Taxi 2

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Crazy Taxi 2 has a host of new features, as well as a server (bad pun there) of features that it really could have used. Here's a list of the new things that Crazy Taxi 2 has added over its predecessor:

- :2 New Cities (Around Apple and Small Apple... They're New York inspired)
- :4 New Cabbies (Lots of people don't like these cabbies, but I find them just fine. Plus, you can get the original cabbies with new, crappier than ever voices. More on this in the Cheats section)
- :Crazy Hoppin' (Press the Y button to initiate a hydraulics powered jump)
- :The Baby Carriage (See the Cheats section)
- :New Music (Some familiar Offspring, some new Offspring and some Methods of Mayhem. I'm glad they stayed with punk, as I personally can't stand Hip Hop in games)
- :Different Play Mechanics (It's harder to Crazy Drift, the game plays a little slower)
- :The Crazy Pyramid (This game's Crazy Box. It has a score of new and creative mini-games to master)
- :Multiple Pickups (It is possible to pickup more than one person at once, and deliver them to different destinations)
- :An Internet Mode to Upload Your Scores and...
- :Replays (Record your great Crazy Pyramid scores)

Here's some stuff that would have been nice to have in Crazy Taxi 2 (Note: These are not in the game, they are simply a wish list):

- :A Multiplayer Mode! They took this out for gods sake!
- :An Anti-Cheating Mechanism to prevent 1860 Yd. Crazy Golf Shots.
- :Even Destination Times (Going to the Hospital zone in Around Apple gives you almost no time, going away gives you too much.)
- :No Baby Carriage (Just what is its use?)
- :Add more here. E-mail me at [Ikilkkenny@sega.net](mailto:Ikilkkenny@sega.net)

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## CHAPTER 2: Game play Mechanics

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### SECTION 1: The Characters

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Crazy Taxi 2 has 4 all-new characters, along with the original 4 characters returning after winning the S-S mini game on Crazy Pyramid. Here's a little information on the characters:

SLASH

AGE: 25

SEX: MALE

HEIGHT: 5'9"

WEIGHT: 152.31lb

BLOOD TYPE: AB

Comments: Slash is an average cabbie who doesn't have too much speed nor too much power. He's one of the better beginning characters because of this, so if you're new to the game I'd try him first. Once you get better you should probably move along to a cabbie with more of a lean towards tank or speed, depending on what you're into.

ICEMAN

AGE: 28

SEX: MALE

HEIGHT: 6'1"

WEIGHT: 183.2lb

BLOOD TYPE: B

Comments: Iceman is my favorite taxi. He feels a lot like B.D Joe felt in the CT1 (not the new version, I don't like B.D. Joe in the new version mostly because of his voice.) This means that Iceman handles pretty well, and he's also pretty quick on his feet. The only thing I don't like about Iceman is that he seems to slide out pretty frequently when one is trying to turn right off the start. To combat this, stop when you're spinning, or you'll keep spinning and waste a lot of time.

CINNAMON

AGE: 18

SEX: FEMALE

HEIGHT: 5'5"

WEIGHT: 114.8lb

BLOOD TYPE: O

Comments: Cinnamon is a fairly average character. While she does handle fairly well, I really don't like her lack of speed (especially with even the fastest cabbies in Crazy Taxi 2 being slower than the original.) She is playable, and she's certainly not the worst character, but I wouldn't recommend using her too much. She's a little freakishly happy on the whole being a taxi driver thing, too (what 18 year old, decent looking girl would become a taxi driver.) But if you really dig the chicks, she's not that bad.

HOT-D

AGE: 78(!)

SEX: MALE

HEIGHT: 5'3"

WEIGHT: 106.0LB

BLOOD TYPE: B

Comments: I'm not a big fan of Hot-D because I really don't like "tank cabs" (or tanks that go slow but plow over things.) Hot-D just doesn't move very fast and the plowing over effect doesn't matter too much in this game if you get good at crazy hopping. As for some other gripes on him, I can't stand his whole "I'm old but cool" personality. The people at Hitmaker who were in charge of designing characters didn't do a very good job on this guy. For one, his voice is way too high and soft. The manual describes him as having mad talking and driving skills, but I find it very hard to hear him above the music on the default volume settings. Plus, he sounds and looks like a teenager. I overall don't like this guy.

AXEL

AGE: 21

SEX: MALE

HEIGHT: 6'0"

WEIGHT: 158.4lbs

BLOOD TYPE: B

Comments: Axel is a very solid, all-around driver. He isn't the fastest driver out there, but he can keep up and he won't be destroyed by ramming into a bus. He's one of my favorite cabbies in CT2, and thank god they didn't change his voice like they did with the other returning cabbies.

B.D. JOE

AGE: 25

SEX: MALE

HEIGHT: 5'9"

WEIGHT: 149.6lbs

BLOOD TYPE: O

Comments: B.D. Joe was my favorite driver in Crazy Taxi, but it doesn't hold true for this version. He doesn't seem to have enough control, and he doesn't have the best speed or power either. He's not one of the worst cabbies, but he's not one of the best cabbies either. And once again Hitmaker decides to give this guy a crappy voice.

GENA

AGE: 23

SEX: FEMALE

HEIGHT: 5'7"

WEIGHT: 114.8lbs

BLOOD TYPE: AB

Comments: Apparently Gena has decided to give her weight for this version (fans of the first version will note that it said something like "None of your Business" in the manual under her weight.) Anyway, I really dislike Gena. She's slow as a rock, her handling is nothing great, and she doesn't have that much power. Plus, you guessed it, she has a crappy new voice.

GUS

AGE: 42

SEX: MALE

HEIGHT: 5'8"

WEIGHT: 187.0lbs

BLOOD TYPE: B

Comments: Gus probably has the best power in the game. Nothing can run this guy o'er. Plus, Gus has some good handling and adequate speed. He's a good beginner character, as he won't go flying all over the place if you run into something. Give this guy a try, you may like him. His new voice is pretty deep, but at least it's not annoying.

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## SECTION 2: Crazy Basics

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In order to get respectable scores and beat the Crazy Pyramid, you're going to have to know how to do all of the Crazy Moves that are possible in the game. Since the manual leaves a few out, and doesn't do a good job explaining the other few, here's the various Crazy Basics:

### CRAZY DASH

:Press the gas and the forward shift at the same time (you can be in forward at the time, but you still make sure to shift. You'll need to let off the gas if you're going forward while doing this for about 1/3 of a second)

-This gives you a quick boost of speed that's useful when starting off.

However, don't try to go around doing simply Crazy Dash, as they won't help you much.

### CRAZY BACK DASH

:Press the gas and the reverse shift at the same time (In order for this trick to work you must be moving forward and then shift back and step on the gas)

-You won't use this very much, but it can be helpful in getting away from being wedged against a wall.

### LIMIT CUT

:Execute a Crazy Dash, then after a short pause shift into reverse, let off the gas and shift to reverse, then do another Crazy Dash. Wait about 1/3 of a second between each step.

-This is the fundamental move for the entire game. Without the use of a Limit Cut (which refers to bypassing the max speed limit for your character) your scores won't get too much better than 1-2 thousand. However, with this boost of speed you'll be able to achieve scores of over 100k dollars if you were

really, really, really good at the game ;-]. Make sure to not try to do this right off of the bat, as you need to be moving forward for a limit cut to work.

Another thing to note is that you do not need to do a Crazy Dash before the shifting to reverse and then doing a crazy dash, but it helps because if you're not at full speed you may not be able to achieve a successful limit cut.

Remember, it takes some practice to nail the timing down.

#### CRAZY DRIFT

:Let off the gas for about 1/2 a second prior to pressing Forward Shift, Reverse Shift, Gas and the direction you want to go at the same time.

-Crazy Drifts are a lot harder than they were in the first game because one has to let off the gas for a short amount before doing a Crazy Drift as opposed to just being able to do one while moving in the prequel. Doing a Crazy Drift will add to your tip combo (see the Crazy Tips section) and will also allow you to do quick and rapid turns. These are most useful in the Crazy Taxi mini-game and in a few points in the two cities. To do a CRAZY BACK DRIFT which the manual seems to cite as a different trick entirely, just do a 180 degree Crazy Drift.

#### CRAZY HOP

:Press the Y Button (What a hard trick!)

-This is a trick new to the sequel. Due to upgraded hydraulics in the cabbies, you're now able to make your cab jump in the air. How high you jump is dependent on how fast you're going, and what kind of cab you're in (Cars seem to jump more than bikes.) Why would you ever use this? Well, it has a few advantages. First and foremost, you can access new shortcuts by hopping onto low buildings and riding across, skipping lengthy turns. Second, jumping allows you to quickly get by high traffic areas while scoring combo points (see the Crazy Tips section.)

#### CRAZY DRIFT HOP

:Execute a Crazy Hop while in the middle of a Crazy Drift (see tricks above)

-This isn't a trick that's used all too much in the regular game, but it's useful in a few Crazy Pyramid mini-games. This saves time by allowing you to execute a turn, then a jump, and another turn up on where you jumped all in one move. This is probably one of the hardest tricks to master.

#### STAND STILL CRAZY DRIFT

:Press Forward Shift, Reverse Shift, Gas and the direction you want to turn in while standing still.

-If you're thinking that this trick looks familiar to the regular CRAZY DRIFT then you're right. It is. However, this is an important trick to use when you picked up a customer who's destination is the opposite direction of where you're heading. Instead of backing up and turning, or trying to find a turn later on, one can just do this trick and quickly turn around and save some time. BE CAREFUL: If you try to accelerate before you finish turning, you may start spinning out. If this happens, wait about a second for the spinning to stop and then accelerate. If you don't it can cost you quite a few seconds.

#### CRAZY STOP

:Press Brake and Reverse at the same time.

-Not a very complicated trick, but it allows for on-the-dime stopping to some extent. You should get in the habit of shifting to reverse when stopping anyway, since it's always helpful to be able to quickly backup if you overshoot your target.

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### SECTION 3: Customer Information

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The main goal of Crazy Taxi is to pick up customers and bring them to their destination. This is accomplished by stopping in the circle of a customer (or customers) who has either a Dollar Sign (\$) or a Number (indicating the number of people you'll have to deliver to their destination) hovering over their head. There are almost always a good number of customers around, all you have

to do is look. Once you pick up a customer you'll see their destination and the distance to their (if you press the X button you can bring this back up.) A timer will also be displayed over their head indicating how much time you have to get them there. This breaks down to, generally, Over 9 Seconds Remaining will earn you a speedy (+ 5 seconds bonus, plus you may earn more time than you had before if you do a good job.); 5-8 Seconds remaining will earn you a Normal (+2 seconds bonus); 0-5 Seconds Remaining Slow (No Bonus); About 2 seconds less than 0 seconds: Bad (No Fare, No Bonus). One will also earn additional cash depending on how fast he or she takes their customer to their destination. Here's a little more information on customers:

#### RED CIRCLES:

Have very short distances between destination and don't give too much cash. These are usually good customers to pick up to try to gain some time back (or at least to not lose any time.)

#### ORANGE CIRCLES:

These customers still have short distances, but give slightly better fares. An orange customer is good to get if you're not good at turning around quickly (needed for picking up Red Fare customers) but still want short trips.

#### YELLOW CIRCLES:

Medium fare lengths and still pretty short destination distances. These will still guarantee same-area driving (for Around Apple at least.)

#### LIME GREEN CIRCLES:

The best type of customers to pick up in Around Apple because they give you way too much time. If the time-for-area system worked right, Lime Green customers would give you a fairly long fare and a nice chunk of change for delivering them on time.

#### GREEN CIRCLES:

These are the longest single-person fares in the game. Generally they're a bad idea to do very often in either city (much different than the original game where one would go for these over all others.) This is because the time-for-area system (how much time you're allowed for the area you have to cover) doesn't work very well in the game on Around Apple, and directions are quite confusing in Little Apple. If you do get them to their destination on time, these customers will give you the greatest amount of cash.

#### DARK BLUE CIRCLES - 2 CUSTOMERS

#### CYAN CIRCLES - 3 CUSTOMERS

#### BABY BLUE CIRCLES - 4 CUSTOMERS

Since it's impossible to tell how far a multi customer fare is going just by looking at it, I've combined the three sections. When picking up more than one person, you will have to visit each destination separately (oddly even in groups of 4 people no one is getting off at the same destination.) You can visit any destination you want at any given time, but it's recommended that you follow the arrows unless you know the destinations by heart and know of a shorter way. For each person you have in your cab, the tips you get are multiplied by that number (2 customers, x2 tips; 3 customers, x3 tips; etc.) Picking up multiple customers can be risky, though. If you don't get every single person to their destination before the clock runs out, you won't get any of the fares. Even if you've delivered the first 3 customers and are 3 inches away from the final destination when the clock runs out, you won't earn any money off the long trip. Also, in Around Apple a 4 Person fare to the Hospital area can be devastating.

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#### SECTION 4: Crazy Tips

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In addition to earning money from fares alone, you can also rack up some big bucks by earning Crazy Tips as you're driving. A Crazy Tip can be earned by any of these 3 ways:

1) Crazy Through - Pass closely to another car without actually hitting it. If

the car you're facing is coming at you, you'll earn a Gold coin (worth more than a silver coin obtained through getting a Crazy Through from passing through a car going in the same direction as you.)

2) Crazy Drifting - Just perform a Crazy Drift (see the Crazy Basics section) that's fairly long (a la a 180 degree turn.)

3) Crazy Jumping - Either hop or launch off a jump. The more air you get, the more tips you'll earn.

#### COMBOS

Combos earn an increasingly large amount of tips for every Crazy maneuver (see information right above this) you pull without hitting another car (NOTE: You can still have a combo going if you hit a wall or building. Just don't ram into any cars!) Large combos mean big bucks.

#### MULTIPLE TIPS

When carrying more than one passenger at a time, you can earn a huge amount of tips. 2 passengers give you 2 times your normal tips, 3 passengers give you 3 times your normal tips, and 4 passengers give you 4 times your normal tips. Try to keep combos going for a while to rack up money when you have several passengers aboard.

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### Section 3: Crazy Pyramid

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One of the most fun elements of Crazy Taxi 2 is the Crazy Pyramid. In the Crazy Pyramid there are several challenging mini-games that are a hoot to play (some may even make you wonder how Hitmaker! came up with them.) After clearing a row, you'll be rewarded with a variety of things (I won't spoil them here, but if you want to know check out the Secrets/Codes section.) To get more mini games you must clear mini-games on the lower levels. Once you complete a few on the lower levels, mini-games on the higher levels will unlock. The higher you go, the harder the mini-games get. Without further delay, here are the mini games:

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#### 5-1: CRAZY JUMP 2

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This is a real simple one. Just like the Crazy Jump in Crazy Box (found in Crazy Taxi 1), you must clear a given distance (250 meters) to pass this one. It's not too hard, even if you don't do any speed boosts. Simply hop at the end of the ramp and easily clear the 250 meter target. For a new record on this course, you'll need to time your limit cuts pretty well so that you don't hop off the ramp and lose speed before your jump

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#### 5-2: CRAZY GOLF

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How can you not love this mini-game? What's involved here is hitting the ball as far as you possibly can by hopping into it. The best way to do this is to back up (stop when the grass gets dark or you'll fall off) and then charge in doing limit cuts and hitting the ball with a line drive going slightly up (jump semi-early to do this.) You'll clear it by a ton, and will probably earn a new record.

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#### 5-3: CRAZY HURDLE

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This isn't a very difficult one either. Simply clear the hurdles (you don't even need to clear all of them) by hopping over them. Doing Limit Cuts will help you, but it's not really necessary. Get to the finish in under 40 seconds and win.

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#### 5-4: CRAZY 3-JUMP

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This can be sort of confusing at first, but it's really not that bad. This mini game is similar to the Triple Jump competition in the Olympics. What you want to do it do a Crazy Hop before the first white line, and then before the Red timer reaches zero for the subsequent jumps (watch out... the timer goes pretty fast.) This shouldn't be a very hard Mini-game.

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#### 5-5: Crazy Balloons 2

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Another returning mini-games from Crazy Box. In this one you need to just run into all of the balloons with your cabbies. To reach the higher ones, you'll have to hop (who saw that coming?). You should easily finish this one in the 90 seconds they give you.

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#### 4-1: Crazy Ramps

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\*Yawn\* This is such an easy mini-game it doesn't even deserve any guide for it. Nevertheless, just drive over the ramps (it's not necessary to jump) and you'll easily win this one.

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#### 4-2: Crazy Road

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This is a semi-challenging one, as you're on a very high and very narrow road and falling off means failure (no, not failure!) Plus, there's a good deal of traffic in this one. What you'll want to do is just take it very slowly, and don't make any drastic moves. Especially be careful for the turn at the end, as it's pretty steep, narrow, and inclined.

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#### 4-3: Crazy Turn 2

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This is the first game where you can use a Drift Hop (see the Crazy Basics section a few chapters above.) However, you don't really need to use it unless you're going for a record. If you're just going to beat it, simply jump up over the walls directly in front of you (the ones that are painted black) and then turn at jump over another wall. After doing this a few times you'll be at the end. Simply stop and win the game.

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#### 4-4: Crazy Jam 2

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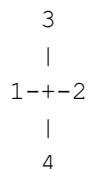
This one requires a little bit of thinking, but not too much. The first thing you want to make sure of when completing this mini-game is that you know how to do a Limit Cut (see the Crazy Basics section) as it will help you. Now that you know how to do that, make sure to limit cut pretty frequently, but also pay attention for the highways above you as you'll need to hop on the first highway to drop off the first 2 customers (they'll be on either ends of the first elevated highway) and on the second highway for the last 2 customers (they're on either end of this elevated highway too.) Once done the 2nd customer, make sure to drop off the highway you're on, as you won't find the 3rd and 4th stops on that particular highway. Once you clear it, you'll be finished the 4th row (assuming you didn't go out of order.)

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#### 3-1: Crazy Rush 2

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Before I start, here's the map for this game:



The numbers indicate the different destinations, with the other characters representing different platforms. Anyway, you'll want to hop across the



various gaps, remembering that you have to be in the center square to jump to a square to the right or left of you. Also, you'll \*need\* to have a nice bit of speed (learn to Limit Cut!) to clear some of these gaps (backing up after dropping off a customer isn't a bad idea.) You've got 65 seconds to take the 4 Afro Men to their destinations.

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### 3-2: Crazy Drop

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This is a very annoying mini-game. You'll have to drop down about 8 platforms without falling off the edges. Each time you drop the platform switches directions, so if you don't Crazy Drift you'll probably run out of time. The best way to beat this one is to stay slow and Crazy Drift consistently. Make sure to drop pretty close to the edge you're not drifting to in order to avoid falling off. The ideal drop has you facing the correct direction right as you land, but most of your drops won't be like that. If you're stuck facing not all the way around, start pulling a Crazy Drift in mid air and you'll correct yourself when you land. If you stay slow you shouldn't fall off.

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### 3-3: Crazy Stairs

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Another annoying mini-game, as you hopping to the right doesn't come naturally to most people. What you want to do for this game is to jump to the next stair as soon as you're able to. Don't try to jump when the stair above you is next to you, this just causes problems. Instead, you want to jump onto the "arse" of the stair (the aft most part) as soon as you can. Stay relatively slow so that you don't lose control. Time shouldn't be that much of a factor, so don't worry about speed.

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### 2-1: Crazy Zigzag 3

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This was one of the hardest mini-games from Crazy Box, so naturally it's going to be hard on the Crazy Pyramid too. This is where knowing how to Drift Hop will really help you. What this level consists of is a number of platforms going in different directions from the one below it. Time is not that bad for this level, so you don't have to take things too fast. When you get to a jump, slow down very much prior to it and then start a Crazy Drift. Hop when it's appropriate and continue going towards the next jump. You'll probably want to break after landing on the last 3 jumps, or else you may fall off the edge (what a cool castle under water, I must add.) This one will take some practice to do.

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### 2-2: Crazy Arches

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Others have found this one easy, but I for one think this is a fairly difficult level. The strategy for this level is pretty straightforward: Jump between the different arches at generally their highest point. Angle is what counts here, as you won't have much room to correct yourself if you go on it at the wrong angle. Once you get near the end, start breaking, as the ending comes out very quickly and you may fall off the edge. You don't have to take this one too fast, but don't be a slug either. A medium speed is good for this level.

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### 1-1: Tour

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This level is not as hard as it looks. As long as you get familiar on where the next person is going and the shortcuts, you'll do fine. Also, using the bike is a good idea. Here's the information on what's going on:

PASSANGER 1: BURGER KING

You'll start off in the usual Around Apple starting spot. Go onto the bridge and stay to the right side where traffic is the lowest. If you ever get wedged behind two buses or trucks, hop over them to avoid hitting them. Don't take

the obvious building hopping shortcut right when you get off the bridge, as it won't save you time. B.K. is right to the left of getting off the bridge.

PASSENGER 2: BASKETBALL COURT

Do a Stand Still Crazy Drift to do a stationary 180 and head to the basketball court which is up the road and on the left. Try to face the big white building down the hill when you come to a stop.

PASSENGER 3: ART MUSEUM

Right down the street. You can face forward when you come to a stop.

PASSENGER 4: BOTANICAL GARDEN

Don't mind the arrow that's yelling at you to go backwards. It's easier to just take a right and go around the corner of the Art Museum than turning around. Try to avoid the cars on the narrow street. The Botanical Garden will be in the corner of the grassy area. Slam into the wall of it to stop quickly.

Any time over 5 minutes here is fine.

PASSENGER 5: THE STATION

Head forward from the Botanical Garden back to the road (follow the arrow) and down the hill to the station. While the next stop is 180 degrees from where you're facing, I don't recommend trying to do a Crazy Drift stop, but instead doing a Stand Still Crazy Drift after you've started again.

PASSENGER 6: THE CHURCH

Turn around using a SSCD (Stand Still Crazy Drift) and head down the hill to the Church on the right. Slamming into the telephone booth could save a few seconds.

PASSENGER 7: THE FACTORY

Big Shortcut Alert: You can save a ton of seconds by jumping over the low rooftop a few meters in front of the church (You'll see smoke stacks) Once you jump over them, head down the hill and stop facing right.

PASSENGER 8: THE UNIVERSITY

Head right at the fork and keep going to the university that will be pretty close. Get to know the supermarket right before it, as it's your next stop.

PASSENGER 9: THE SUPERMARKET

Do a SSCD to turn 180 degrees around and go to the Supermarket right next to where you are.

PASSENGER 10: THE DEPOT

Instead of following the arrow, turn right at the fork and stay to the right. As soon as you can drop down, turn left and get to the depot. You should arrive here with at least 3:45 left.

PASSENGER 11: THE ZOO

It's a long trip to the zoo, as you're now exiting the area and going to the Hospital Zone. There are no shortcuts to the zoo, so just try to drive fast and avoid cars. When you have the option of choosing the right of left roads, take the left (the one that arrow is pointing to.) Around the corner is the zoo.

PASSENGER 12: THE POLICE STATION

Just keep going around the bend to find the Police Station. Stop to the right side of it.

PASSENGER 13: THE FIRE STATION

Head straight to the fire station. Not much to say here.

PASSENGER 14: THE POST OFFICE

Instead of going back like the arrow tells you to, continue around the corner and follow the arrow once it readjusts itself.

PASSENGER 15: THE HOSPITAL

Unlike the post office, when the arrow points backwards, you do have to go backwards. Do a SSCD and head 180 degrees in the other direction to the hospital literally right next to where you came from. This is the halfway point... try to be above 2:30.

PASSENGER 16: THE STADIUM

Head around the fence and then stay right against the buildings on the right side of the street to avoid hitting cars. Come to a stop at the stadium facing forwards.

PASSENGER 17: THE JEWELER'S SHOP

Keen driving pays off here as you're once again exiting a part of the city. The traffic isn't too heavy, so you shouldn't have that much trouble dodging it. Head right at the fork (following the arrow.) The Jeweler's Shop is right around the bend. Park to the left of it.

PASSENGER 18: THE STOCK EXCHANGE

Head straight ahead and across the street to the Stock Exchange.

PASSENGER 19: THE DEPARTMENT STORE

Head left around the corner to get to the Department Store.

PASSENGER 20: HMV

Continue from the Department Store and turn right at the intersection to arrive at HMV. You should get here with at least 1:35-1:40 remaining.

PASSENGER 21: FAO SCHWARTZ

Head straight to FAO and park on the very right side of it.

PASSENGER 22: THE GAP

Turn around the corner to arrive at the Gap. Park facing forwards.

PASSENGER 23: HARD ROCK CAFE

Ignore the arrow and head straight. Look for the low roofs straight ahead and jump onto here. Jump on the way down or risk slamming into a bus. When you come down you'll be at the Hard Rock Cafe.

PASSENGER 24: THE COURTHOUSE

Go straight ahead and hang to the right until you reach the courthouse.

PASSENGER 25: THE BANK

It's right ahead, nothing too hard here.

PASSENGER 26: THE PUBLIC LIBRARY

Take a right around the corner to arrive at the library.

PASSENGER 27: THE HIGHSCHOOL

Head under the bridge and stick to either side. Once you're out, head to the school and be satisfied you're almost done. You should have 25+ seconds here.

PASSENGER 28: THE HOTEL

Head straight ahead around the corner to the hotel. Park facing straight.

PASSENGER 29: CITY HALL

You can't fight city hall, but you can fight the arrow pointing you there. Don't turn around like the arrow says, but instead drop down to the lower freeway (ahead and to the left) When you get there turn around and follow the arrow around the corner to City Hall and your final destination. Congratulations (unless you didn't make it... if you didn't, try harder!)

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S-S: Crazy Special

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This level is a whole lot harder than the previous level, because it involves intense memorizing of maps. This level plays a lot like 1-1, in that you have to bring passengers to every destination in the city. However, this one takes place on the more difficult Little Apple map and also does not give you a definite route. Plus you get the weird Blue arrow that sort of homes in on the nearest destination, but doesn't give you a good route. Before we start, you'll want to get a Little Apple Map found at:

<http://www.gamefaqs.com/console/dreamcast/game/30698.html>.

CUSTOMER 1: THE ART MUSEUM

It's right in front of you.

CUSTOMER 2: THE HIGH SCHOOL

Do a SSCD to turn 180 degrees around and take the first right. It's right around the corner on the right (I've used right about 6 times in a row, sheesh!)

CUSTOMER 3: THE SUPERMARKET

Keep going straight (read: don't turn left) until you're forced to make a right. Make this right and stop at the Supermarket on the left.

CUSTOMER 4: THE CHURCH

Continue around the 2 corners and head straight to the Church. Stop fairly early here.

CUSTOMER 5: THE HOTEL

Do a SSCD to turn 90 degrees to the left. Then take another left, this being the first left at the first intersection. Continue on straight and then around the corner to get to the hotel.

CUSTOMER 6: CENTRAL TERMINAL

Jump up onto the low roof directly in front of you, but not onto the highest possible roof (just go onto the lowest of the 2 roofs.) Take a right and stop at Central Terminal which is mysteriously elevated.

CUSTOMER 7: THE TEMPURA RESTURANT

Take a left until you get the fence surrounding the elevated Central Terminal and take another left. Fall down and the Tempura Restaurant should be right in front of you.

CUSTOMER 8: THE PUBLIC LIBRARY

Continue on straight to the library.

CUSTOMER 9: THE DEPARTMENT STORE

Take the corner at the library and continue on forward until you get to the department store.

CUSTOMER 10: THE COLOCK TOWER

Take the corner again, and continue going forward. This time there won't be a stop on the corner, so at the corner you have to head left through the mall (note: jumping on the roof won't save much time and you frequently get stuck.) Right outside the mall is the Clock Tower.

CUSOMTER 11: THE LAW COURT

Take a left from the Clock Tower and continue on forward (don't take any off roads.) You'll see the Law Court on the right.

CUSTOMER 12: THE FERRY PORT

Don't take a left at the off road, but rather take a left at the fork very shortly after you see the off road. Cut through the grass and then head left to the Ferry Port.

CUSTOMER 13: THE HELICOPTOR PAD

Turn around so that you'll now be going against traffic and continue along the edge of the sea until you reach the Helicopter Pad when the road curves in.

CUSTOMER 14: THE BUS TERMINAL

>From the Helicopter Pad, head forward and around the natural corner to the Bus Station on your right.

CUSTOMER 15: THE BANK

This is right ahead from the Bus Terminal, you should be able to see it.

CUSTOMER 16: THE STOCK EXCHANGE

Round the corner at the Bank and then right again at your first chance. When you have the opportunity, take a very hard left (it'll be about a 150 degree turn) to arrive at the Stock Exchange.

CUSTOMER 17: CITY HALL

>From the Stock Exchange head forward. You'll see a low roof that would be ideal to jump over. Take the jump and once you're off it head right (as in the direction) to City Hall.

CUSTOMER 18: THE STADIUM

Go forward and round the corner. You'll notice the stadium up ahead. Stop there and finish customer #18.

CUSTOMER 19: THE OPERA HOUSE

Continue straight, and make a left when you get a corner. DO NOT go over the "shortcut" as it will mess up the order of things. Instead, after taking that corner to the left, keep going straight and then turn right to arrive at the Opera House.

CUSTOMER 20: HARD ROCK CAFE

Continue forward and then left. Don't take the jump again, head left and arrive at the Hard Rock cafe.

CUSTOMER 21: THE GAP

Follow the arrow for once and get out of the city zone to arrive at the Gap on your left side after taking the corner.

CUSTOMER 22: BURGER KING

Take the left immediately after the Gap and then take the right off intersection. Burger King is right down the road and up the hill.

CUSTOMER 23: THE UNIVERSITY

>From B.K. head left to get to the University straight ahead.

CUSTOMER 24: THE BASKETBALL COURT

At the University, turn right to get on the road and continue going forward. The road will eventually fork, and you'll want to take the left fork. The basketball court is then quickly up on your right.

CUSTOMER 25: THE FIRE STATION

Head to the road on the left from the basketball court. When you see another left off road, take that and continue going forward. Eventually you'll get to another intersection where you want to take left again. The fire station will then be right in front of you.

CUSTOMER 26: THE POLICE STATION

Take the natural corner at the Fire Station and continue on to the Police Station.

CUSTOMER 27: THE POST OFFICE

Again take the natural corner and continue on straight until you get to an intersection. Turn left and then immediately left again to arrive at the Post Office.

CUSTOMER 28: THE HOSPITAL

Yet another straightway this time. Head to the post office.

CUSTOMER 29: THE KARATE DOJO

Go forward until you reach an intersection where you want to turn left. The Karate Dojo is on your right at the corner.

CUSTOMER 30: THE BANDSTAND

>From the Karate Dojo jump over the fence on your left and get through the small break in the trees. Continue on forward through the grass to arrive at the Bandstand.

CUSTOMER 31: THE BOATHOUSE

Travel across the long stretch of grass to the Boathouse. Be quick, you're almost there!

CUSTOMER 32: FAO SCHWARTZ

>From the Boathouse follow the arrow slightly into the city to arrive at FAO Schwartz. Make haste, you're very close.

CUSTOMER 33: HMV

The final stop is around the corner from FAO Schwartz, race to get there.

\*Wohoo!\*

Now that you've made it you get a special reward and have the satisfaction of beating the entire Crazy Pyramid. By this time you should be able to rack up at least 10k on Around Apple and 5k on Little Apple. If you can't, you need some more practice ;-].

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## Chapter 4: Cities

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Note: Since this guide is not nearly completed yet, the strategies outlined here are just some basic tips. More in depth strategies will come as time goes by. Keep checking back for new version and better strategies.

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### Section 1: Around Apple

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Around Apple is by far the easier map to learn between the two. It has easier to follow paths and arrows, less relying on shortcuts, and it's much easier to remember. Here are a few tips to earn big bucks on Around Apple:

:At the start, go forward past the yellow and orange circled customers to where the buildings fork. At the fork you'll find 2 cheerleaders who want to go to Burger King and the Supermarket. These are very easy targets to get to, and they give you an insane amount of time to get there.

:If you're feeling more daring at the start, don't pick any passengers up and go on the bridge leading to B.K. Hug the right of the bridge, and crazy drift off of it at your first opportunity. You should land facing towards the High School and away from the Hotel. There will be a group of cheerleaders on your right. Probably there will only be a 2-Passenger fare that you don't want to take (if there is a 4-passenger cheerleader fare, for god's sake take it.) If there isn't the 4-Passenger cheerleader fare there, keep going around the corner and then do a U-ey. The cheerleaders should have turned to a baby blue 4 passenger fare that you'll want to take. This fare will give you about 150 seconds to take the cheerleaders to the Hotel, The Jeweler's Shop, The Gap and The Zoo. If you do it right, you should be able to add 80 seconds to your time. Thanks to Matt Max once again at the Gamefaq's Crazy Taxi 2 message board.

:When crossing the bridges, it's to your advantage to go with traffic as it's easier to stay quick and avoid cars to keep combos up.

:Do Crazy Hops frequently when you have multiple customers, as in this city there isn't too much traffic in most places.

:AVOID GOING TO THE HOSPITAL ZONE AT ALL TIMES! There is an uneven time-for-area system that is tipped against you when going to this zone.

:Lime Green fares are your friend in this level. Some of the most uneven in your favor times can be obtained by picking up lime green customers near the University that want to go to the Art Museum. Another great place to get lime green fares is near the Hotel. A fare going to the Jewelers' Shop or Stock Exchange can be obtained by jumping to the opposite road from the Hotel and then going under the bridge to these areas. You'll rack up an insane amount of time.

:The best area for short fares is the "Mini-Manhattan" area with the Gap, Hard Rock Cafe, etc. Generally you get large amounts of time for short distances.

:Avoid multiple fares from Afro-Men as much as you can, because they frequently like to go to the Hospital Area.

:Going through the Botanical Garden tends to be slow. HOWEVER, the best fare in the game can be found there. Inside of the Botanical Garden (when looking directly at the wide side, it's to the right... you'll see them on that narrow side) you'll see 4 cheerleaders. Taking these customers (To B.K, the Jewelers' Store, The Hotel and the Stadium) will give you 180 seconds. Even on a bad run you'll be able to pick up about 50 seconds additional time, which can really help you get back on your feet after a couple of bad runs. THANKS A TON to matt max on the Gamefaq's Crazy Taxi 2 message board for this information.

:ALWAYS take the shortcut to the Factory... it saves lots of time.

:The easiest multiple fares tend to be Cheerleaders.

:From the Station, go towards the University when going to a fare near Burger King.

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## Section 2: Small Apple

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Small Apple is much harder then Around Apple because if you don't know the map, you're not going to do well. Also, it's much easier to get lost in Little Apple and to take the wrong route inadvertently. Another thing that makes this level very hard to get high scores on is that the time and traffic difficulties seem to get hiked up very quickly. Once you break the 10k mark, it feels like you have significantly less time and there is significantly more traffic in the level. This makes it very hard to get Crazy Licenses, as compared to Around Apple where one can easily get 30k without trying very hard. Here are a few general tips:

:Avoid the subway, one can get lost down there.

:Always pay attention to where you're going. Getting lost really hurts.

:Looking for passengers? Why not head into the water or down in the subway system to find some.

:Going to the Boathouse or the Bandstand will give you tons of extra time, so

try to hit there as much as possible.

:Here's a decent starting strategy: Hit the yellow customer right in front of you that will take you to the Department Store. From there you'll want to take another yellow customer (the old, fat, black woman to put it bluntly) who should take you to the high school (not always, but almost all of the time.) When you get to the high school, turn around and get the yellow customer right behind you. If it's a man he'll probably go to the boathouse, and if you are confident to not follow the arrow and go to the boathouse directly, then you should start off with a nice amount of time. Of course, if it's a woman you can take the lime green customer ahead for a trip to somewhere in the vicinity of the Bus Terminal where you can hook up with some easy multi fares there.

Note: This doesn't hold true all the time.

:Here are the different subway stops:

1) ART MUSEUM

Forward: City Hall

Backward: The Supermarket

2) CITY HALL

Forward: Art Museum

Backward: The Opera House

3) THE OPERA HOUSE

Forward: City Hall

Backward: Near The Bus Terminal

4) NEAR THE BUS TERMINAL

Forward: Next To the Outdoor Stadium Near The Ferry Port

Backward: The Opera House

5) NEXT TO THE OUTDOOR STADIUM NEAR THE FERRY PORT

Forward: Near The Bus Terminal

Backward: Facing the Library

6) FACING THE LIBRARY

Forward: Next to The Outdoor Stadium Near The Ferry Port

Backward: Inside Central Terminal

7) INSIDE CENTRAL TERMINAL

STAIRCASE CLOSER TO THE TEMPURA RESTURARANT

Forward: Facing The Library

Backward: The Supermarket

STARCRASE FARTHER FROM THE TERMPURA RESTURANT

Forward: The Supermarket

Backward: Facing The Library

8) THE SUPERMARKET

Forward: Inside Central Terminal

Backward: The Art Museum

How To Read This: By "forward" I am referring to keeping the same direction that you were when you were coming down the stairs. If a station that you're going to is in the opposite direction of how you came down the stairs, you'll be going to the station "backwards" of that station. Got it? Probably not, but keep trying.

:Take the Cheerleaders on top of the rooftop near HMV (you'll need to jump up 3 roofs to do this) for an easy fare that will leave about 30 seconds remaining once you drop off the last one.

:Have a strategy? Send it to me at [Ikilkkenny@sega.net](mailto:Ikilkkenny@sega.net)

More coming soon!

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Chapter 5: Other Stuff

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Section 1: Internet

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The Internet feature is new to Crazy Taxi 2. While it's a far cry from the

online multi player that most of us expected, Crazy Taxi 2's online feature does bring you to the Crazy Taxi 2 homepage (<http://ct2.hitmaker.co.jp/us/index.html>.) Here you can view the high scores of other Crazy Taxi 2 players and upload your own scores too. This provides a nice bit of replay to the game by allowing you to go for the "gold" in a matter of speaking (as in get on the Top 100 leader board.)

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Section 2: Replay

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The Replay mode isn't all that useful, except for watching save files downloaded from the Internet on some Crazy Techniques. For example, if you were stumped on how to get over 600 meters on Crazy Golf, then you could go to the Internet option, download a replay from there and watch how to hit a long drive. Of course, as a FAQ author I hope that you don't have to do this, because I hope to explain things well enough here ;-]. Anyway, replays can be downloaded directly to your Dreamcast (log in with the Internet feature) or some can be viewed as MPEGs on your PC. Currently, only the Japanese version of the web site supports MPEG downloads (<http://ct2.hitmaker.co.jp/index.html>)

Here are the different Crazy Driving Starting Points:

AROUND APPLE 1: The default Around Apple starting spot that you start at in the regular mode (near the bridge to B.K.)

AROUND APPLE 2: Right on the corner of the Depot facing towards Burger King.

AROUND APPLE 3: Out from the Botanical Garden.

AROUND APPLE 4: In the far corners of the Stadium Parking lot.

AROUND APPLE 5: In a parking space on the freeway connecting the Hospital Zone and the Jeweler's Shop.

SMALL APPLE 1: The default starting spot facing the Art Museum.

SMALL APPLE 2: Facing away from the Ferry Port.

SMALL APPLE 3: On the grassy median facing the Church.

SMALL APPLE 4: Outside the Stadium facing the Sega.net (well, it's has the sega net colors) ramp.

SMALL APPLE 5: Outside the University facing away from the direct route to the Basketball Court.

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Section 3: Options

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The Options menu in Crazy Taxi 2 is actually a little more limited then it was in the original Crazy Taxi. While you can still change around the music and sound settings, you no longer can adjust the Traffic Settings, Default Start Time, and Time Difficulty settings that made for some hella high scores in the original. It's all in fairness, though, as it wouldn't be fair to get 100k with the settings on easiest while someone else is trying his hardest on normal or hard settings.

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Section 4: Wish list

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While this isn't actually a feature of the game, it did fit well into the "Other Stuff" chapter. Anyway, this section has to do with things that I, and readers who send e-mails in (send them to [Ikilkenney@sega.net](mailto:Ikilkenney@sega.net)), want in the next Crazy Taxi game (be it Crazy Taxi 3 or Crazy Taxi Next.)

:A Multi player Mode

:Internet Servers that update faster (for records)

:Create-A-Cabbie

:More Than 2 Cities Per Game

:Day/Night Modes

:More Vehicles



:The Complete Absence of the Stroller  
:More Than 16 Mini-games  
:A complete Crazy Golf game (18-Hole Challenge ;-])

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## Chapter 6: Secrets/Codes

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### Section 1: Crazy Pyramid Unlockings

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These codes are unlocked by beating the different Crazy Pyramid Rows.

Row 5: Unlock Around Apple Map (select Map option under Around Apple select screen)

Row 4: Unlock Small Apple Map (select Map option under Little Apple select screen)

Row 3: Unlock Bike (Press R when selecting your character)

Row 2: Unlock Stroller (I won't even mention how to get this... it sucks \_so\_ bad)

Row 1: Unlock S-S

S Row: Unlock Original (CT1) Cabbies

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### Section 2: Other In-Game Codes

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ARROW SWAP: Place a controller in the 3rd Player slot. During a game press the L button. This will swap to the arrow used in S-S that shows the exact place of a destination rather than the path. Switch back using the same button the same controller.

MORE VIEWS: Get the views that you get during replay mode while actually playing the game. Most of these make the game unplayable, but it looks cool ;-]. Simply press the B button on a controller in the 3rd Controller Slot to alternate views.

EXPERT MODE: Hold Y and Start when you press A to select your character. This gives you no arrows and no destination marks. No more 60k scores for you ;-].

NO ARROWS: Hold Start while selecting your character.

NO DESTINATION MARK: Hold Y while selecting your character.

Has anyone found the ANOTHER DAY code that was present in the first game? This would be a code that started you in different places and had some different trips to take. It may not be in this game, but if you know how to do it, e-mail me at [Ikilkkenny@sega.net](mailto:Ikilkkenny@sega.net) (you'll earn credit.)

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### Section 3: Game Shark Codes

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I'm not going to kid anyone. I don't hack my own Game Shark codes. I'm not also going to pretend that I can get my own Game Shark codes that I could rightfully put in here. So, instead I'll just link you to a site that does have Game Shark codes (but really, why would you even want them?) The official Game Shark site has some codes dealing with Crazy Taxi 2, and you can find it at: [http://www.gameshark.com/game\\_resource/codes/index.jsp?title\\_id=3813](http://www.gameshark.com/game_resource/codes/index.jsp?title_id=3813) (along with an authorized verison of my FAQ.) For the good of the Crazy Taxi 2 community, please don't use these codes to cheat in the ranking uploads.

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## Chapter 7: Crazy FAQs

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All FAQs need their own FAQ sections to stay a true "FAQ." For those of you who aren't quite sure what that means, FAQ stands for Frequently Asked Questions. If you have a question that isn't answered in this FAQ, give me an

e-mail at [Ikilkkenny@sega.net](mailto:Ikilkkenny@sega.net)

Q: What's the better city?

A: Well, there is no better city, but I do prefer Around Apple over Small Apple simply because I can rack up higher scores on it ;-].

Q: How do I beat S-S!?

A: Check out the Crazy Pyramid section.

Q: When did the game come out? I didn't hear anything about it?

A: Me neither for a while. Sega sort of dropped the ball on advertising the game. Anyway, it's out now (as you should tell by the various FAQs being out for the game.)

Q: What is the advantage of using the bike or carriage?

A: Well, the bike allows for quicker stopping and going along with better top speed. The bike does fly around a little more than the cab does, but if you get used to the controls it can become better than the cab. As for the carriage, there is no advantage to using it. It downright stinks.

UPDATE: Randford and TheBadOneAndy on the GameFAQ's Crazy Taxi 2 message board have given me this further information:

"The bike has the fastest acceleration and deceleration in the game. But it's top speed is the lowest and it is the lightest and has problems with collisions. on the flip side I really think that it has the best jump too. " As for the carriage (slightly edited)... "The stroller allows you to practically Crazy Drift without wanting to. However, it has too much of a good thing and it's cornering is horrid because it spins out before you get your control back."

Q: Why can't I click on the Internet option?

A: You probably haven't set up your Internet settings yet. Pop in a disk with a browser in it (you should have gotten one if you bough a Dreamcast) and configure the settings. If you aren't sure, give sega a call. If it still doesn't work, you may just need to plug in a phone line to the back of your Dreamcast ;-].

Q: Didn't this FAQ use to be by MBentley?

A: Yeah... that's my real name and it was a screw up.

Q: Why isn't the web site adding my records to it?

A: I'm not sure yet, but I believe it has something to do with a non-automatic updating process where Sega validates the scores so that they're not hacked. Of course, this is a total guess and it could just as easily be that the servers aren't working right. Who knows, try asking Sega.

UPDATE: According to the Crazy Taxi 2 ranking page there was an error in registration so that only the Japanese players were getting their scores uploaded. What a coincidence. Regardless, the uploading process should be fixed now and you should be able to upload your high scores.

Q: Are there any time imbalances in Small Apple like there is in Around Apple going to the Hospital Zone?

A: To my knowledge, there are no stops that you can't get a green on if you're fast. However, certain stops do require you to go through the subway if you want to get a good time on them (read: get more time than you started out with.) One such fare is going from the Public Library to the Ferry Port where you'll have to jump down through the subway system. Try to avoid this fare as it's really difficult.

Q: Just how the hell did someone really get 1900+ yards on Crazy Golf, and 10k + on Around Apple 3 minutes on the Crazy Taxi 2 web site's ranking page?

A: It's almost certain that they didn't. These scores were probably hacked using a Game Shark and some knowledge of hex editing. To my knowledge it's impossible to get more than 750-800 yards on Crazy Golf and over about 5-6k on Around Apple 3 Minute mode.

Q: Do you have a web site?

A: Yeah, but it doesn't really have much to do with Crazy Taxi 2. You can find it at <http://comicsoft.hypermart.net>.

Q: What are the best fares in the game?

A: Matt Max on the Crazy Taxi 2 boards at Gamefaqs has provided 2 very nice fares to take in Around Apple. Both fares require you to pick up a 4-Passenger Cheerleader fare. The first fare can be found by hopping off the right of the bridge going towards Burger King and facing the direction away from the high school. Right past the shadow of the bridge you'll find a blue cheerleader fare. DO NOT TAKE THIS FARE IF YOU SEE ONLY 2 CHEERLEADERS. What you'll want to do instead is either take another fare, or head around the corner past the library and then turn around. There should now be 4 cheerleaders. If there are not, you'll probably want to restart the game to not waste anymore time. If there are 4 cheerleaders to pick up, do so and get on your way to the Hotel, the Jeweler's Shop, the Gap and the Zoo. You should be able to finish this with 80 seconds left on the passenger clock for a hefty reward. Another great fare in Around Apple can be obtained by heading to the Botanic Garden and picking up the 4 cheerleaders near the back (they will be in the actual garden itself.) This will go to Burger King, The Hotel, the Jeweler's Store and the Stadium and give you 180 seconds to do so. Jeez! There are not really any fares like this in Small Apple, but there are 3(?) cheerleaders high on the roof near HMV that will give you a pretty easy fare with +30 seconds left. However, it's pretty hard to get to and they're not always there.

Q: What do the license plates on the Cabbies mean?

A: Here's your answer for all of the new Cabbies:

Slash: 1N01

"I Am Number 1"

Iceman: 1A01

I'm not exactly sure on this one, but it reads something like: "I'm a \_\_\_\_\_ one" (what word goes in the blank? E-mail me at [Ikilkkenny@sega.net](mailto:Ikilkkenny@sega.net))

Cinnamon: 4U21

"For You To Want"

Hot-D: HOTD

This plate is his initials and it also is the abbreviation for another Sega game, House of the Dead.

Q: How much money do I need to obtain a certain license?

A: Here are the amounts of money needed to get the different licenses:

No Liscence: \$0

Class E Liscence: <\$999

Class D Liscence: \$1000-\$1999

Class C Liscence: \$2000-\$2999

Class B Liscence: \$3000-\$3999

Class A Liscence: \$4000-\$4999

Class S Liscence: \$5000-\$9999

Awesome Liscence: \$10000-\$19999

Crazy Liscence: >\$20000

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Chapter 8: Grande Finale

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Section 1: Copyright Information

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Steal this, change it, whatever. I don't care. If you really feel compelled say that you wrote it. But would you want to have your name on something written as bad as this was? ;-] Self humiliation is the best type of comedy.

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Section 2: Coming Soon

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Here's a section I through together to give a little information on what the future holds for this FAQ:

:More In-Depth Strategies

:More Crazy Pyramid Guides

:Did You Know Section

:Challenges

:Cheater Section (to point out cheaters)

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Section 3: Credits

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Game By...Hitmaker/Sega

Strategists (People I Got Information From)...Randford/TheBadOneAndy/Matt Max

Special Thanks...Kenny From South Park/The 76ers... Go Sixers!/Chase my Cat/You

For Patronizing My Ego

-Fin- (that means end)

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