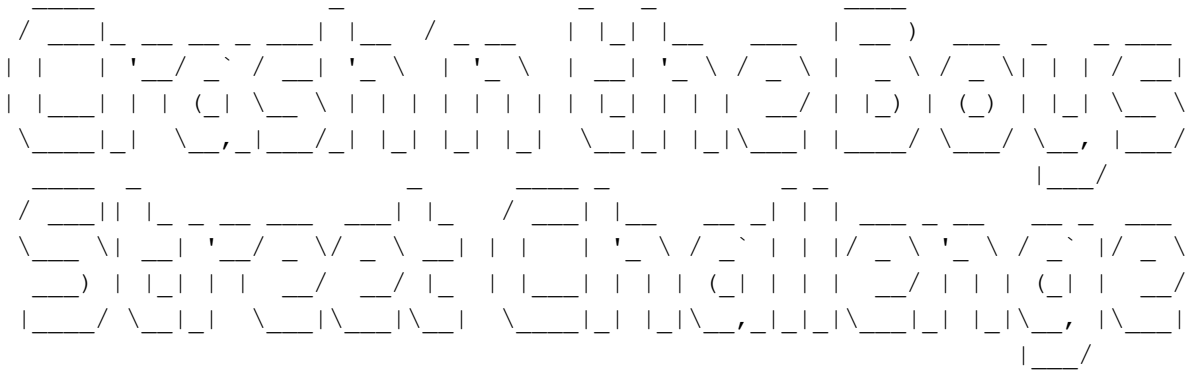


Crash 'n the Boys: Street Challenge FAQ

by Da Hui

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:  
<http://faqs.retronintendo.com>

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1. - Characters CBSC1

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| Southside High |     |       |       |         | Washington High |     |       |       |         |
|----------------|-----|-------|-------|---------|-----------------|-----|-------|-------|---------|
| NAME           | HP  | POWER | SPEED | DEFENSE | NAME            | HP  | POWER | SPEED | DEFENSE |
| Crash          | 240 | 121   | 112   | 118     | Todd            | 250 | 124   | 100   | 117     |
| Cheese         | 200 | 100   | 98    | 84      | Nate            | 210 | 114   | 108   | 77      |
| Dragon         | 160 | 72    | 70    | 94      | Dove            | 180 | 98    | 112   | 79      |
| Sting          | 200 | 99    | 76    | 86      | Zack            | 180 | 72    | 71    | 73      |
| Noise          | 140 | 90    | 100   | 61      | Spoon           | 220 | 96    | 71    | 74      |
|                |     |       |       |         |                 |     |       |       |         |
| Lincoln High   |     |       |       |         | Jefferson High  |     |       |       |         |
| NAME           | HP  | POWER | SPEED | DEFENSE | NAME            | HP  | POWER | SPEED | DEFENSE |
| Artie          | 240 | 123   | 97    | 101     | Spreck          | 230 | 120   | 112   | 122     |
| Skip           | 230 | 123   | 98    | 100     | Clint           | 240 | 126   | 102   | 114     |
| Wheels         | 200 | 89    | 127   | 71      | Barns           | 210 | 86    | 65    | 70      |

|       |     |     |     |     |       |     |     |    |    |  |
|-------|-----|-----|-----|-----|-------|-----|-----|----|----|--|
| Knors | 200 | 85  | 116 | 59  | Baldy | 255 | 119 | 79 | 61 |  |
| Monty | 230 | 114 | 98  | 100 | Milo  | 140 | 54  | 94 | 70 |  |
|       |     |     |     |     |       |     |     |    |    |  |

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*Thorney High is controlled only by the computer during the campaign mode they have where you battle through each game mode in order against other schools. You cannot play them so there are no stats to list for them.

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## 2. - 400 Meter Hurdles

CBSC2

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Controls	Best Character Per School	
D-Pad - Tap Repeatedly to Run	*FAST*	
A - Ram/Pick Up Items/Attack	Southside High - Crash	
B - Jump	Washington High - Dove	
Start - Pause	Lincoln High - Wheels	
Select - No Use	Jefferson High - Spreck	

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The 400 Meter Hurdles is obviously a race with hurdles. Simply tap right as quickly as possible to run forward. To win, you have to either cross the finish line first or keep attacking your opponents until his HP is empty. There are a couple ways to avoid hurdles, you can either ram through them by pressing A, jump over them by pressing B, or slide under them by pressing down. What you should do depends on the height of the hurdle.

The hurdles appear the same distance apart from each other and will vary between three heights. You can not jump over the very high hurdles. You can jump or slide under the medium height hurdles. And you cannot slide under the low hurdles.

If you ram through hurdles, you will notice that a large piece of wood from the hurdles will fall to the right of the hurdles. You can pick these hurdles up by pressing A and use them to attack with. If you are on the ground, you will spin and hit the enemy near you. If you are in the air, you will throw the wood at the opponent.

Don't worry if you fall too far behind. In fact, I recommend not trying to take a big lead until you are approaching the end of the race. If you fall too far behind, you will be launched forward and catch up anyway. Just take it easy until you are about 75-80% of the way through the race and then go on the offensive. Ram through a hurdle and pick up a piece of wood. Throw it at the opponent to pass him easily and you will cross the finish line while he's stuck trying to catch up to you.

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3. - Hammer Throw

CBSC3

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| Controls                      | Best Character Per School |  |
|-------------------------------|---------------------------|--|
| D-Pad - No Use                | *POWER*                   |  |
| A - Release Hammer            | Southside High - Crash    |  |
| B - Tap Repeatedly to Wind Up | Washington High - Todd    |  |
| Start - Pause                 | Lincoln High - Artie/Skip |  |
| Select - No Use               | Jefferson High - Clint    |  |

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There isn't much to this event at all. Just spin the hammer by repeatedly pressing B and then press A to throw the hammer. To win, you just need fewer

throws than your opponent. If you spin too much, you will notice the power bar flashing. This is your warning that you are getting too dizzy and you will fall if you don't throw it, wasting a throw.

The only thing that is really worth mentioning is what you will run into on the ground. If you throw your hammer into the water, it will be a hazard. You will have to throw it from the left edge of the water and it will waste count as an extra throw, just like if you hit a ball out of bounds in golf. There is also mud. The mud isn't a hazard but your hammer won't bounce when it hits the mud limiting your throw to a few less meters.

4. - Swimming CBSC4

Controls	Best Character Per School
D-Pad - Move	*BALANCED*
A - Jump	Southside High - Crash
B - Attack/Breath	Washington High - Todd
Start - Pause	Lincoln High - Artie
Select - No Use	Jefferson High - Spreck

This game mode is actually very difficult. You win this by defeating your opponent and reducing his health to zero. You do this by fighting him while swimming. You can go under water and on either side of the lane. You can also jump from one lane to the other. Watch your oxygen bar because once your oxygen hits zero, your health will slowly drop as well as drop from the damage you take from attacks.

You want to be very careful whenever the opponent is near you. Watch your oxygen and try to make sure you have more whenever you attack. If you have more, do your best just to keep him underwater and stun him. When he is stunned, go out of the water and press B rapidly to quickly refill your oxygen and go back in to attack him. Keep attacking your opponent and try to keep them under water as long as possible.

Some important things is to know what to do in each situation. You can jump over the lane and on top of the other swimmer to make them lose oxygen and force them to dive. If they jump towards you, you can jump straight up and land on top of them, forcing them to lose oxygen and dive. Also, if the opponent is trying to pull you under from below, simply dive before you run out of oxygen completely.

5. - Roof Top Jumping CBSC5

Controls	Best Character Per School
D-Pad - Move	*FAST*
A - Jump Off Unicycle	Southside High - Crash
B - Pick Up/Use Items	Washington High - Dove
Start - Pause	Lincoln High - Wheels
Select - No Use	Jefferson High - Spreck

The goal of this game is to jump as many buildings as possible. There are two ways to get from building to building and they are either the unicycle or the pole vault. If you don't get over the building, you have 3 rebound pads, unless you bought more, and you will bounce to the next building. Once you run out of

the rebound pads and fall one more time, you're done and the race is over.

Just tap right repeatedly like you did in 400 Meter Hurdles to move. When you have a pole vault, hold B before the jump and you will see the pole bend. Let go of B when you find yourself at the proper angle to make the jump. The unicycle will automatically go on tight ropes to ride across. Some times you will see both, you really have to guess on which one to take because there isn't any indication on if you reach a tight rope or not. I recommend just taking the pole vault since you can still usually make the jumps with it regardless.

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6. - Fighting Scene

CBSC6

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Controls	Best Character Per School	
D-Pad - Move	*BALANCED*	
A - Kick	Southside High - Crash	
B - Punch	Washington High - Dove	
Start - Pause	Lincoln High - Wheels	
Select - No Use	Jefferson High - Spreck	

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This is basically just a street fight, do whatever you have to to bring your opponent's health to zero. You will notice a health bar and an energy bar. The energy bar is used for grapples in which whoever runs out of energy first will lose the grapple and will fall victim to the grapple attack. There really isn't much more to these fights, it's just a street fight. Try to run until you have full energy and grab them for a quick grapple attack and keep doing that until your opponent stays down. The only side note is that if you press a direction twice quickly, you will dash.

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7. - Shops

CBSC7

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There are three shops in this game. You can go to the shops in between each new event but not in between heats. You will notice that things are sold in Gold, Silver, or Copper coins. Ten bronze coins is one silver coin and ten silver coins is one gold coin. In the Items section of each store, I will list the item, then the price, and then the description.

Store - Inn  
Location - Far Right  
Items - Rules - 1 Bronze - The rules for the next event.  
Hints - 1 Silver - Some hints for the next event.  
Inspire - 2 Bronze - Pointless, the shop owner will just cheer for you.

Store - Item Shop  
Location - Middle  
Items - Sneakers - 1 Gold - Extra Speed  
Armor - 5 Silver - Extra Defense  
Knuckles - 2 Gold - Extra Power  
Item Kit - 3 Gold - All three of the above items combined, you will get a 5 silver discount.

Store - Sports Item Store  
Location - Far Left  
Items - See below for each sport:

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## 400 Meter Hurdles

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- Spin Kick - 2 Gold - You will spin kick every time you jump instead of having to press the attack button.
  - Greaser - 9 Silver - This will throw oil slicks throughout your opponent's course.
  - Tacks - 5 Silver - This will throw tacks throughout your opponent's course.
  - Spazz Roll - 7 Bronze - You will be able to break through hurdles easier.
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## Hammer Throw

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- Rocket - 4 Gold - Makes your hammer travel much further.
  - Spikes - 7 Silver - Allows you to spin longer without falling.
  - Roller - 1 Bronze - Makes your hammer roll a little further when landing.
  - Sonic Spin - 10 Gold - This item will make it much easier to spin very fast.
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## Swimming

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- Chomper - 15 Gold - This fish will randomly attack your opponent.
  - Gum - 5 Silver - Makes your oxygen drop slower than usual.
  - Webbing - 4 Bronze - This item will allow you to swim faster.
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## Roof Top Jumping

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- Retreat - 2 Bronze - This will allow you to go back to pick up items.
  - Rebound 1x - 4 Gold - You will get 1 extra rebound pad.
  - Rebound 3x - 10 Gold - You will get 3 extra rebound pads.
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## Fighting Scene

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- Quick-Up - 15 Gold - Your energy will rise quicker.
  - Sonic Jab - 15 Gold - When you have full energy, hold forward and B to throw an item at the enemy.
  - Big Attack - 25 Gold - This gives you more power.
  - Spool Job - 2 Gold - Dash and press B to roll at your enemy.
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8. - Disclaimer

CBSC8

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