

Crash Team Racing Walkthrough

by TSC

Updated to v1.4 on Mar 11, 2001

CTR: CRASH TEAM RACING

Walkthrough

Version: 1.4

(Version Info comes later)

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This game was produced by Naughty Dog Inc. for the Sony Playstation™

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You don't know how great it is to have the legal mumbo jumbo out of the way. On with the guide!

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Introduction

Welcome to the second written (but not web-posted) guide by TSC. If any of you read my Crash Bandicoot 2 guide (which isn't up yet but will be soon) they'll notice that it is incomplete. Well not here! I'm proud to say that I've completed CTR with 100%. I also have lots of cheats and stuff.

E-mail Rules

Okay. Anyone who read the contents noticed that there is a FAQ section. But you can't just send me anything or my mailbox would be flooded out. Here are some guidelines to sending a question.

Rule 1: Please put 'Your Walkthrough' or 'CTR FAQ' or something similar as the subject. It makes my life a lot easier and you wouldn't want me to mix your message up with junk mail and delete it or something.

Rule 2: MAIL I WILL ACCEPT: Constructive criticism (such as 'you missed so-and-so out) and also actually submitting a question to the FAQ.

Rule 3: MAIL I WON'T ACCEPT: Threats, insincere or bogus stuff, or inconstructive criticism (such as 'your FAQ stinks' 'I've seen a better FAQ written by monkeys') and so on. Any mail like this will be ignored and any further contributions by that author will be deleted immediately.

Rule 4: Your e-mail must be sensible/legible. If I can't understand it, it goes in the trash.

Rule 5: If you want credit for your question/constructive criticism, send your name or nickname with the e-mail.

Welcome to the World of CTR

The previous three amazing games churned out by Naughty Dog (Crash Bandicoots 1, 2 & 3, all of which are frankly brilliant) were adventure type platformers involving dashing through different environments, collecting crystals and gems and basically trying to foil evil N. Cortex's plans. Well, Crash Team Racing is different. Here you must race in a kart through different environments, trying to foil...well...you get the idea. In CTR you can do a number of things, including adventure mode, where you must collect trophies and foil N. Oxide's evil plans, arcade and versus, where you race for first place or points, time trial (you vs. the clock) and even a cool arena battle mode!

But more on that later.

Crash's Crazy Kart Race: The Story

Crash Bandicoot's "take it easy" island life is about to get cramped. Crash's newest nemesis, a crabby alien named Nitros Oxide, just flew into this part of the galaxy looking for trouble. This cranky space invader thinks he's the fastest racer in the entire universe and has challenged the best driver of Crash's world to a race for the planet. Worst of all, if Oxide wins, he promises to turn the entire world into a concrete parking lot!

It's obvious that Oxide isn't playing with a full crate of wumpa fruit. Even past villain Dr. Neo Cortex has taken Crash's side as an unlikely ally. Things must be really desperate.

All of Crash's friends, and even a few of his past foes, think that they are the fastest driver in the world, and should be the hero racer to face Oxide and save the planet. But Oxide is a world-class speedster. So who will be his toughest competition?

Looks like you'll have to wait and see!

Controls

I will refer to X as X, Circle as O, triangle as T and square as S.

-Menu Controls-

Highlight Selection: D-Pad/Left Stick
Confirm Selection: X or O button
Cancel Selection/Return to previous screen: S or T button.

-Racing Controls-

Accelerate: X button or push right stick forward
Steer: Press left or right with D-Pad or move left stick left and right
Brake: S button or pull right stick back.
Reverse: Press down with D-Pad or pull left stick back.
Hop: R1 button.
Tight Turn: Turn while holding S button.
Power Slide: Turn while holding R1 button.
Use Powerup: O button.
Toggle View: L2 button
Rear View: R2 button
Toggle Map/Speedometer: T button.

Character Stats

I'll use this opportunity to tell you about some of the characters karts. It may not be that thorough, but you can use this helpful guide to select a good racer. I'll give certain aspects of a kart these ratings: Excellent (Best) to Good, to Average, to Poor, then to Awful (Worst).

AKU AKU RACERS (Good Guys)

Crash Bandicoot

Classification: Intermediate

Speed: Good

Acceleration: Good

Turn: Good

Coco Bandicoot

Classification: Intermediate

Speed: Average

Acceleration: Excellent

Turn: Average

Polar

Classification: Beginner

Speed: Average

Acceleration: Good

Turn: Excellent

Pura

Classification: Beginner

Speed: Good

Acceleration: Good

Turn: Excellent

UKA UKA RACERS (Bad Guys)

N. Cortex

Classification: Intermediate

Speed: Good

Acceleration: Good

Turn: Good

Tiny Tiger

Classification: Advanced

Speed: Excellent

Acceleration: Average

Turn: Awful

N. Gin

Classification: Intermediate

Speed: Good

Acceleration: Excellent

Turn: Average

Dingodile

Classification: Advanced

Speed: Excellent

Acceleration: Average

Turn: Poor

If it is your first time, I'd recommend you choose Crash, N. Cortex or Pura, as these are certainly the best Adventure racers available. ALWAYS stay away from Tiny and Dingo.

Collectables

In CTR, there are a lot of things you must collect if you want to complete the game 100%.

Boss Keys: Collect all 4 trophies in a hub and you'll be able to race a boss. Come in first place against a boss and they'll hand over a Key.

CTR Tokens: Once you have the trophy in a level, you can go back and race in a CTR challenge. Here you must collect the letters C, T, and R scattered around the track, and you also must come in first. Do this to win the Token.

Gems: Collect all 4 CTR tokens of a certain colour to race in that colour's Gem Cup. You must race on 4 tracks for points and, if you have the most points, you'll be awarded a gem. Points go like this:

- 1st Place: 9 points
- 2nd Place: 6 points
- 3rd Place: 3 points
- 4th Place: 1 point
- 5th, 6th, 7th, 8th Place: Zilch!

Relics: Once you have the trophy in a level, you can go back and race in a Relic Race. Here you race along the track as fast as you can. If you beat the given time limit, you'll get a sapphire relic. With even better times, you might get a gold, or the much coveted platinum Relic!

Trophies: Win an ordinary race in first place to collect a Trophy. Collect as many as you can, as they are needed to unlock later tracks.

Weapons

As you drive along the track, you'll come across boxes marked with a '?' sign. Drive into one of these to collect a powerup. These will either give you extra speed or some way to take out the players ahead of you. A brief list follows:

-Tracking Missile-

Normal: Shoot one of these, and it will lock on to the nearest player ahead of you. If it hits, it will blast them into a tumbling crash. Sometimes you can get 3 of these at a time.
Juiced Up: Now the missile tracks faster.

-Bowling Bomb-

Normal: Roll one of these at the nearest player to blow them into a crash. You must aim carefully, as they only roll straight ahead. You can blow one of these up before it hits by pressing O after release, or roll one backwards by holding Down on the D-Pad as you release it. Sometimes you can get 3 of these at a time.
Juiced Up: Now the blast radius is bigger. If you're good, you can take out more than one player!

-Power Shield-

Normal: Activate one and a green shield appears around you. If you are hit by an attack now it will vanish but you will be unaffected. It also vanishes if you have it too long. You can fire one of these by pressing O after it's been activated.

Juiced Up: This blue shield stays on you until it is hit by a player, a weapon or an obstacle.

-Explosive Crate-

Normal: Release this onto the track and if someone hits it, it lands on their head. You must quickly hop to get it off before it explodes.

Juiced Up: Now the crate becomes deadlier, exploding as soon as somebody hits it.

-N. Brio Beaker-

Normal: Launch this green poison from the back of your kart, or fling it ahead of you by holding Up on the D-Pad as you release it. If someone hits it they are blown into a spinout.

Juiced Up: If this red poison is hit, a raincloud appears over your head, slowing you down for a few seconds.

-Protective Mask-

Normal: A cool powerup. Activate it, and you will be instantly safe from attacks and obstacles, whilst speeding up. Even better, if you whack someone with it, they will crash! But beware, even this mask's power cannot save you from deep holes or water!

Juiced Up: Now the powerup lasts even longer!

-Turbos-

Normal: Activate a turbo for a speed burst.

Juiced Up: Activate it for a big turbo boost!

-N. Tropy Clocks-

Normal: Set off this clock and everyone except you will crash and then be slowed down for a few seconds.

Juiced up: Now the players, after they crash, will slow down for longer.

-Warp Orbs-

Normal: This powerful energy ball tracks the player in First Place. When it hits them, they are blown into a tumbling crash.

Juiced Up: Now the warp orb hits everyone ahead of you on the track.

There are also a couple of weapons to be used in battle mode only...

-Invisibility-

Normal: Your kart is invisible to all other players. Nobody can see you, and missiles cannot track you. Even your little indicator arrow disappears. A word of warning though: Players may still be able to hit you simply by luck!

Juiced Up: You are now invisible for even longer.

-Super Engines-

Normal: Instead of just giving you a speed boost like the Turbo Boost, this gives you constant turbo speed for a few seconds! But only while you're moving.

Juiced Up: Now you can go faster for longer!

Now, if you are bored with this introductory stuff, now is the part you've been waiting for. This is where your hopes and dreams of enlightenment will be fulfilled. Here comes THE WALKTHROUGH...

THE WALKTHROUGH

Welcome to TSC's guide to Crash Team Racing. Guides and track statistics will be included in this section. I will be able to provide more helpful information for things like boss races. Also for relic races I will tell you the time that I got (I forgot the actual times) and if you beat or match this time you're guaranteed to get a relic. What type of relic you'll get if you match this time is also listed next to 'Relic Obtainable'.

HUB 1: N. SANITY BEACH

At the very beginning Aku Aku (or Uka Uka) will appear and give you your objectives. Drive forward and ahead of you is Crash Cove. (Skull Rock is up on a ledge to the right.) Now drive to the right and eventually you'll come across Roo's Tubes at the end of a bridge. Drive to the right further to come across Mystery Caves and Ripper Roo's boss garage. Progress further past the locked door (don't worry about it now: only two boss keys will unlock it) and past the load/save screen and you'll come to Sewer Speedway. Go to the right past the next locked door and you will come back to the start.

Race 1: Crash Cove

Required to Open: Already open at the start.
CTR Token Colour: Red
My Relic Time: 0:51:99
Relic Obtainable: Platinum

Welcome to the game's first track. Not only is it easy but there is a shortcut. When you reach the pool of water, drive into the water and drive towards the cliff. Just as you come out of the water, press R1 to hop and if you do it right you will land on the cliff. A powerup box can be found here, and when you drop off you will be in front of the bridge.

Race 2: Roo's Tubes

Required to Open: Already open at the start
CTR Token Colour: Green
My Relic Time: 1:12:60
Relic Obtainable: Sapphire

This is certainly the easiest track in the game! There are no jumps and no turns worth worrying about. Also, at the end, there is a shortcut. (Well. It's been called a shortcut by a lot of people but I really disagree.) When you reach the end turn left and drive over the stones instead of going in the tunnel of bones. This actually slows you down a bit which is why I don't consider it a shortcut.

Race 3: Mystery Caves

Required to Open: 1 Trophy
CTR Token Colour: Red
My Relic Time: 1:35:73
Relic Obtainable: Gold

This is one of my favourite levels, not for the track itself but for the cool backgrounds and music. Bouncing fireballs, lava pouring out of stone gargoyles, odd-looking statues... this level has it all! Also watch out for the rising/lowering things. Drive on one while it's rising and it bounces you into the air, giving you a boost.

Race 4: Sewer Speedway

Required to Open: 3 Trophies
CTR Token Colour: Blue
My Relic Time: 1:27:58
Relic Obtainable: Sapphire

Crash and his fellow racers dive down to the depths of the ground to race in a sewer. This is a very cool track with amazing backgrounds, toxic waste barrels threatening to squish you and a shortcut to top it all off! However, you probably need a mask to get here. Okay. When you leave the first bit with the crisscrossing pipes you'll arrive in the main sewer. Try to spot the hole in the wall. When you do, turn and drive up the ledge below it. Just as you come off press R1 to hop and if you are lucky you'll land in the wall! (This works, honestly, I've done it.)

Okay, you've won all four races on the first hub, now it's time for the game's first boss.

N. Sanity Beach Boss Race

Required to Open: 4 Trophies
Boss: Ripper Roo
Boss Track: Roo's Tubes
Boss Weapon: TNT Crates

The first boss is very easy. Just chase after him and get him with any missiles, bowling bombs or warp orbs you can lay your hands on. In the eventuality that you'll land up with a TNT on your head, hop until it comes off. You should win on your first or second go.

Bonus Round 1: Skull Rock

Required to Open: 1 Boss Key
CTR Token Colour: Purple
Time Limit: 1:23:00
Obstacle: None

The objective of these bonus rounds is relatively simple. Just collect all 20 crystals within the given time limit and you'll get a purple CTR Token. (I recommend you get all 4 purple tokens...something cool awaits you in the Purple Gem Cup.) However, a word of warning...some bonus rounds have obstacles which will slow you down.

HUB 2: THE LOST RUINS

Go through the door near Skull Rock. Drive through Gem Stone Valley until you reach The Lost Ruins.
At the start you'll be facing the load/save screen. Drive up the ramp on the right, and, once you reach the top, turn left. You'll pass Tiger Temple. Now go up the ramp ahead and turn left, passing Rampage Ruins and a locked door. Go past Dingo Canyon, Papu Papu's boss garage and the corridor leading to Papu's Pyramid. Go down the ramp near Papu's Pyramid and pass Coco Park. Go down the nearby ramp and you will be back at the start.

Race 5: Coco Park

Required to Open: Already open when you beat Ripper Roo.
CTR Token Colour: Green
My Relic Time: 1:20:64
Relic Obtainable: Sapphire

This track is utterly flat and boring. There are no jumps, no turns, no obstacles and not much of a background. BORING. YAWN. SNORE.
ZZZZZZZZZZZZZZZZZZZZ...

Race 6: Tiger Temple

Required to Open: Already open when you beat Ripper Roo.
CTR Token Colour: Blue
My Relic Time: 1:11:23
Relic Obtainable: Sapphire

This track is the first track to race at night. When you are racing in the long corridors watch out for the fire breathing statues. They will burn you if you get too close. Also there's a shortcut (CTR seems to have shortcuts comin' out its ears.) When you come out of the first long corridor you'll spot a stone head with its teeth showing. Behind it is a shortcut which has lots of wumpa fruit boxes and which will put you in first place. You must use a weapon to get in. Here's what you can use: Tracking missile (face the door and use it) bowling bomb, power shield (shoot it at the door) N. Brio's beaker (throw it forward at the door), aku aku/uka uka mask (ram into the door while using it).

Race 7: Papu's Pyramid

Required to Open: 6 Trophies
CTR Token Colour: Red

My Relic Time: 1:30:06

Relic Obtainable: Sapphire

This is the game's very first actually difficult track. A combination of very sharp turns and man-eating plants make it the hardest level so far. (But there's worse to come.) However, to make up for this there's an astonishing three shortcuts. The first one comes in the first man eating plant area. When you come to the arrows drive between them. You'll see a pillar with Papu Papu's face on it. If you're really good you should be able to get here by hopping. The second one cannot be attempted if you successfully did the first one. After the first plant section go on the turbo. Turbo over to the left and hop and if you're lucky you'll land on a ledge with loads of fruit. When you come down you'll be past the second plant area. The third and final shortcut comes just before the sharp turn at the end with the lone plant and requires lots of skill. As you approach this area turn right and hop and if you're really, really good you'll land past the sharp turn. (An Aku Aku/Uka Uka mask helps a lot here.)

Race 8: Dingo Canyon

Required to Open: 7 Trophies

CTR Token Colour: Yellow

My Relic Time: 1:07:43

Relic Obtainable: Gold

This is quite an easy level, but it can be difficult for beginners owing to the armadillos that block the road in some places and the big jump near the end. However, as you get used to the level you'll take both of these things completely in your stride. It's not that difficult, so I shouldn't need to explain too much.

The Lost Ruins Boss Race

Required to Open: 8 Trophies

Boss: Papu Papu

Boss Track: Papu's Pyramid

Boss Weapon: N. Brio Beakers (green and red)

I admit that for a while big fat Papu had me stuck but it's easy for me now. Never stay directly behind him and try and hit him with tracking missiles (try to get close to him before you do so, so that your missiles don't get wasted on a beaker). Also be wary of the juiced up beakers, because if you hit one it can alter the powerup you're currently owning. You could be the proud owner of a triple-missile package, hit a read beaker and find yourself with a turbo. However persevere and you will win in the end.

Bonus Round 2: Rampage Ruins

Required to Open: 2 Boss Keys

CTR Token Colour: Purple

Time Limit: 1:25:00

Obstacle: TNT crates

Hmmm... tricky, tricky. This one is like Skull Rock accept there is more jumping as you come up ramps. Also, if you hit a TNT, be careful that

you don't hit a wall or another TNT because if you do you will explode.
At least you get 2 seconds more time. (Whew... what a relief.)

HUB 3: GLACIER PARK

When you arrive from Lost Ruins you'll be near Blizzard Bluff... pass that and Dragon Mines and you will also pass an igloo with Tiny Arena. Now you'll arrive at the main area with the winner's circle, Rocky Road and the boss garage. Leave the area and you'll come to the load/save screen, a locked door and a bridge to Polar Pass. However if you arrive from N. Sanity beach you'll come out at the hub's other end, near Polar Pass.

Race 9: Blizzard Bluff

Required to Open: Already open when you beat Papu Papu
CTR Token Colour: Red
My Relic Time: 1:13:03
Relic Obtainable: Sapphire

Ahh, the first snow track. This is an easy one except there is a rolling rock near the start (however there is also a turbo, so you can turbo under it) and on the ice patches your kart slides slightly, making it harder to control. The shortcut here is impossible without a mask, though even with one it's difficult. When you get to the first ice patch you have to go over to the left and jump over the icy abyss. If you make it you will land beyond the small shelter/house thingy. (I've tried this, believe me, and it's almost impossible.)

Race 10: Dragon Mines

Required to Open: 9 Trophies
CTR Token Colour: Blue
My Relic Time: 1:24:69
Relic Obtainable: Sapphire

This dark mine is another level with good scenery. You must avoid hitting the mine carts or you'll get squished. Because of this factor I recommend against using this next shortcut. But for those of you who ignore me, here's the shortcut: When you reach the first mine cart drive on the track and go to the right. You will get squished several times but eventually you'll come out near the wooden track. You can drop down here or continue to where the second mine cart track (or what appears to be the second track in the normal race) is.

Race 11: Polar Pass

Required to Open: 10 Trophies
CTR Token Colour: Green
My Relic Time: 2:50:26
Relic Obtainable: Sapphire

This is the second snow track, and the first with any living obstacles, which are seals. This track also has a lot of sharp turns and a really large jump (but this jump is dwarfed by some you will meet later...) Also watch out for a wall partway through the level. There's a hill before it, and if you come off of the hill right you'll go over the

wall.

Race 12: Tiny Arena

Required to Open: 11 Trophies
CTR Token Colour: Yellow
My Relic Time: 3:17:69
Relic Obtainable: Gold

This is the game's longest track, no doubt. A time like this wouldn't get you any sort of relic anywhere else! Look out for the mud patches, which slow you down a lot. Also most of the powerup boxes here are hovering in the air next to ledges. Hop, but not too high, as you come off a ledge to get a box.

Glacier Park Boss Race

Required to Open: 12 Trophies
Boss: Komodo Joe
Boss Track: Dragon Mines
Boss Weapon: TNT crates that explode on impact, Nitro crates

Wow! Aren't you getting good! You've got three quarters of the trophies and you're against the game's third boss. A strategy here is to stay close to him (to avoid TNT's, which he throws quite far behind him) but never right behind him-always stay to the left or right a bit (to avoid Nitros). Also try not to get flattened by a mine cart as this will affect your speed. Like with the previous two bosses, when trying to hit Joe with a missile be careful it doesn't hit his weapons.

Bonus Round 3: Rocky Road

Required to Open: 3 Boss Keys
CTR Token Colour: Purple
Time Limit: 1:20:00
Obstacle: Nitros

I HATE THIS BONUS ROUND! It is so difficult, not for the nitros around the crystals (although that makes it hard) but for the very small time limit, and also the crystals are quite difficult to find as it can be a confusing arena. However persist and in the end you will get it.

HUB 4: CITADEL CITY

Welcome to the last hub of the game. Beware, this neat looking castle houses some of the game's hardest tracks, and the relics and CTR tokens don't come easily either...
Okay. At the start you will see a ramp leading to the load/save screen, and two corridors either side. Well let's say you take the left one because that way we can go round the tracks in order. Drive down the ramp and you'll pass N. Gin Labs. Go left, down another ramp, and pass Cortex Castle. (You might notice that in the room where Cortex Castle is located, all the bosses from Crash 3 are pictured on stained glass windows.) Now go up the long ramp to Cortex Castle's left and you'll come out by the Winner Circle. Drive past that, the Boss Garage and Hot Air Skyway and go down the ramp to the right. You arrive in a corridor with Nitro Court coming off it. Ahead of you is Oxide Station. Turn

right through the doorway and you'll arrive bak at the start, coming out of the right passage.

Race 13: N. Gin Labs

Required to Open: Already open when you beat Komodo Joe
CTR Token Colour: Blue
My Relic Time: 1:30:58
Relic Obtainable: Gold

This is the easiest of the citadel city tracks. Partway through is a blue tunnel which lets you turbo through it without touching a turbo pad or using a turbo powerup. Also watch out for the rolling barrels-don't be tempted to use the turbos that they roll over unless you're pretty confident that you won't get squished. There is also near the end a big jump but nothing to worry about really.

Race 14: Cortex Castle

Required to Open: Already open when you beat Komodo Joe
CTR Token Colour: Green
My Relic Time: 1:55:52
Relic Obtainable: Gold

This is quite an easy track except for the big jump at the end and those annoying spiders that drop from the ceiling. However dodge the shadows to avoid the spiders easily. Also when you come to the fork in the road go left as this way is easier, unless you're short of wumpa fruit, there's a fruit crate on the right path. Good luck with this level.

Race 15: Hot Air Skyway

Required to Open: 14 Trophies
CTR Token Colour: Yellow
My Relic Time: 2:29:51
Relic Obtainable: Sapphire

This track had me stuck for a while, mainly because of the combinations of sharp turns and the fact that if you miss go of the track you'll plummet downward. Powersliding helps a lot here, as does a watchful eye for turns. There is one really big jump and one mid-sized jump in this level, and no shortcuts. You also must study this track carefully as it's involved in TWO gem cups and a boss!

Race 16: Oxide Station

Required to Open: 15 Trophies
CTR Token Colour: Yellow
My Relic Time: 2:56:48
Relic Obtainable: Sapphire

You need to look at this one carefully too as you face Oxide here. This one is situated in Oxide's space station and involves some huge jumps through outer space. This level is seriously cool, I can tell you. Also there are a number of turbos of assorted sizes (small to huge) but sadly, no shortcuts.

Well done! You've collected all 16 trophies and now it's time to race another boss.

Citadel City Boss Race

Required to Open: ALL 16 Trophies
Boss: Pinstripe
Boss Track: Hot Air Skyway
Boss Weapon: Backwards Bowling Bombs

The fourth boss is a rat with slick gelled hair. He is quite a difficult racer to beat as his bowling bombs more often than not get in the way of tracking missiles. Also he is most dangerous on the large straightaway near the end as his bombs are almost unavoidable. I wish you good luck with him and hope you win as once you've recovered the fourth key you're ready to face Oxide...

Bonus Round 4: Nitro Court

Required to Open: ALL 4 Boss Keys
CTR Token Colour: Purple
Time Limit: 2:00:00
Obstacle: TNT and Nitro crates

This is another quite difficult bonus round. Contrary to its name, this track has both kinds of explosive crate as obstacles. However you can get bowling bombs in weapon boxes which can blow up an explosive crate before you hit it. Apart from that it's really very easy because the arena has a long time limit compared to the other bonus rounds and it's also quite flat really. Relatively easy actually.

Well Done! You've won all the normal hubs and it's time to head off to Gem Stone Valley.

HUB 5: GEM STONE VALLEY

Welcome to the game's (sort of) secret hub. Well it's not really secret as you can open it with one boss key but you need a lot of something or other to open one of its levels.

Assume you arrived from N. Sanity Beach. Immediately in front of you will be the two secret relic races (more on them later). Go to the right and go past the ramp which leads to N. Oxide's spaceship. Drive past the locked door, where two boss keys will unlock the Gem Cup Area, past the Lost Ruins door, and past the save screen. Keep going past the winner's circle to arrive back at the start again.

Okay, first the two secret Relic Races:

Race 17: Slide Coliseum

Required to Open: 10 Relics
My Relic Time: 1:53:89
Relic Obtainable: Sapphire

No trophies or CTR Tokens can be gotten here: only a relic. On this

track, it may seem like a good idea but avoid cutting corners as the grass slows you down A LOT.

Race 18: Turbo Track

Required to Open: 5 Gems
My Relic Time: 1:10:35
Relic Obtainable: Platinum

This is an interesting track as it is the only one in the game not appearing on Arcade or Time Trial. Have no fear, though: Getting a relic here opens this track in the above modes. Turbo Track takes after slide coliseum with its scenery, off-road grass and hairpin bends. However Turbo Track has one thing Slide Coliseum doesn't: Turbos, and lots of 'em.

Okay. With enough CTR Tokens of the right colour the Gem Cups are open to you. These have four tracks to race for points (if you haven't already, check Gems in the Collectables section for more details). Also there's a cool feature: for every gem you get, a new character is unlocked for arcade, time trial and battle modes!

-Red Gem Cup-

Gem Available: Red
Required to Open: 4 Red CTR Tokens
Tracks: Crash Cove, Mystery Caves, Blizzard Bluff, Papu's Pyramid
Unlockable Character: Ripper Roo

-Green Gem Cup-

Gem Available: Green
Required to Open: 4 Green CTR Tokens
Tracks: Roo's Tubes, Coco Park, Polar Pass, Cortex Castle
Unlockable Character: Papu Papu

-Blue Gem Cup-

Gem Available: Blue
Required to Open: 4 Blue CTR Tokens
Tracks: Sewer Speedway, Tiger Temple, Dragon Mines, N. Gin Labs
Unlockable Character: Komodo Joe

-Yellow Gem Cup-

Gem Available: Yellow
Required to Open: 4 Yellow CTR Tokens
Tracks: Dingo Canyon, Tiny Arena, Hot Air Skyway, Oxide Station
Unlockable Character: Pinstripe

-Purple Gem Cup-

Gem Available: Purple
Required to Open: All Bonus Rounds Complete
Tracks: Roo's Tubes, Papu's Pyramid, Dragon Mines, Hot Air Skyway
Unlockable Character: Fake Crash

The purple gem cup is the really cool one as you can race all four bosses at the same time on each boss track. But don't worry: In the purple gem cup they act like normal racers.

All right. If you have four boss keys, this is what you've all been waiting for. That's right. IT'S TIME TO FACE OXIDE..

Gem Stone Valley Boss Race

Required to Open: 4 Boss Keys

Boss: N. Oxide

Boss Track: Oxide Station

Boss Weapon: Just about everything! Double beakers (green and red) explode-on-impact TNT's, Nitros, backwards bowling bombs.

It's the final boss race but, surprisingly, it isn't all that hard. Just dodge the multitude of weapons that he uses and hit him with a weapon. Tracking missiles and warp orbs are best. When you hit him with a missile he spins out of control but doesn't stop. If you get ahead of him use any beakers or explosive crates you get, as he often hits them. Also never let him get really far ahead of you as you'll never catch up again.

BEWARE! THIS NEXT SECTION IS A PLOT SPOILER! IF YOU DON'T MIND THE PLOT BEING SPOILT, READ ON!

Okay. Once you've got everything: 16 Trophies, 4 Boss Keys, 20 CTR Tokens, 5 Gems, and 18 relics, you can face N. Oxide again in N. Oxide's Final Challenge. Use the same strategy to beat him again. Once you beat him he returns to planet Gasmoxia for good and you join the time-honoured ranks of people who have won the game 100%. Great Job!

Now the walkthrough may be over but there's still a little more stuff before I finish...

The Lowdown On...

Arcade Mode

A race in Arcade is just like a trophy race in the adventure, except YOU choose the difficulty, number of laps and track. Also you have a wider selection of characters in this than adventure. (Sorry, but you can't play as bosses or secret characters in Adventure Mode).

Also, you can choose to race in cup mode, where you race on a certain four tracks for points. This is a lot like the gem cups, and the track listings are as follows:

Wumpa Cup: Crash Cove, Tiger Temple, Blizzard Bluff, Coco Park
Crystal Cup: Roo's Tubes, Dingo Canyon, Dragon Mines, Sewer Speedway
Nitro Cup: Mystery Caves, Papu's Pyramid, Cortex Castle, Tiny Arena
Crash Cup: Polar Pass, N. Gin Labs, Hot Air Skyway, Slide Coliseum

There are three difficulty settings, Easy, Medium and Hard. By winning all four cups in Easy, you unlock Medium mode, and complete Medium to open Hard.

For every difficulty setting you win all four cups in, a new battle arena is unlocked!

Time Trial Mode

Time Trial mode is just the track you decided to race on, but with no powerups or rival racers to slow you down. Why is that? Well in Time Trial it's just you against the clock. If, when you finish, your track time or one of your lap times is a new high, you can save your high score to a memory card. You also have the option to save your ghost. This means you can now load a ghost of you, who runs exactly the same race you did, doing exactly what you did! Try to beat it, and beat your own time.

Battle Mode

In battle mode it's you against your friend (no computer controlled opponents) but not on the race track. Special arenas have been set up where you can dart around, trying to get as many weapons and as much wumpa fruit as you can, and destroy your enemy with it. You can also play one-on-one or play in teams of equal or irregular sizes. (You can even have a one-on-three!) You can customize everything: Length of battle, amount of health everyone has, teams, and even disable certain weapons if you don't want them. There are four battle arenas, which you may recognise from the bonus rounds in Adventure: Skull Rock, Rampage Ruins, Rocky Road, and Nitro Court. Also winning all four cups in a certain difficulty gives you new arenas: Winning Easy gives you Parking Lot, winning Medium gives you The North Bowl, and winning Hard gives you Lab Basement.

FAQ: Frequently Asked Questions

Sorry. This section is under construction as nobody has sent in any questions yet. It's up to you to send in questions and fill this section. (See E-Mail Rules for guidelines.)

Cheats

I will refer to Up as U, left as L, down as D, right as R, X as X, circle as O, triangle as T and square as S. Please don't blame me if any of these don't work.

-Unlock N. Tropy (Secret Character)-

To unlock N. Tropy beat him in all the Time Trial races OR at the main menu hold down L1 & R1 and press DLRUDRR.

-Get Spyro 2: Ripto's Rage Demo-

To get a secret demo of Spyro 2 at the main menu hold L1 & R1 and press DOTR.

-Unlock all Secret Levels-

To open the three secret battle arenas and turbo track at the main menu hold L1 & R1 and press RRLTRDD.

-Unlock Penta Penguin (Secret Character)-

This character cannot be unlocked without a cheat. At the main menu hold L1 & R1 and press DRTDLTU

-Unlimited Aku-Aku or Uka-Uka masks-

This is my favourite cheat. At the main menu hold L1 & R1 and press LTRLCRDD.

-99 Wumpa Fruit-

To have 99 Wumpa fruit and not lose any if something bad happens to you, go to the main menu and hold L1 & R1 and press DRRDD.

-Unlimited Bowling Bombs-

Go to the main menu and hold L1 & R1 and press TRDRUTL.

Version Info

25th December 1999 - Version -1

Was given Crash Team Racing for Christmas.

Sometime in 2000 - Version 0.0

Completed Crash Team Racing 100%

3rd February 2001 - Version 0.1

Began today.
Wrote Legal Stuff.
Wrote introduction.
Wrote 'Welcome to the World of CTR'.
Wrote Story.
Wrote Controls.
Wrote Characters.
Wrote Collectables.
Wrote Weapons up to N. Brio's Beakers.

4th February 2001 - Version 0.2

Added reccomendation and classifications for Characters.
Finished Weapons, adding Turbos, N. Tropy Clocks and Warp Orbs.
Researched Relic Time and CTR Token info on the game.
Wrote N. Sanity Beach walkthrough.

5th to 14th February 2001 - Versions 0.3 to 0.5

Updated N. Sanity Beach walkthrough.
Added FAQ and E-Mail Rules to contents.
Added E-Mail Rules.
Wrote The Lost Ruins walkthrough.
Began Glacier Park Walkthrough.

15th and 16th February 2001 - Versions 0.6 and 0.7

Finished Glacier Park walkthrough
Began Citadel City walkthrough.

20th to 24th February 2001 - Versions 0.8 to 1.0

Finished Citadel City Walkthrough.

1st March 2001 - Version 1.1

Finished game walkthrough by completing Gem Stone Valley walkthrough.

2nd March 2001 - Version 1.2

Started 'The Lowdown On' doing Arcade and Time Trial modes.

3rd March 2001 - Version 1.3

Finished 'The Lowdown On'
Began Version Info.

4th March 2001 - Version 1.4

Still sittin' here, writing Version Info...
Finished off the guide.

More updates will follow, if necessary.

Thanks To

And finally, to finish off my walkthru of CTR, here are the credits.

TSC (that's me, by the way) - For spending hours of my time at the keyboard or researching the game for you people.

You - For, quite simply, reading my guide.

All FAQ contributors - For sending e-mails to help me add stuff I forgot (that's for the criticism people) and as for you question people, I'll do my best to answer.

Naughty Dog Inc. - Without them, neither the game nor my guide would exist. And also for making such a great platformer.

Sony Computer Entertainment America - For producing games and turning my PlayStation from a piece of junk into an ingenious machine.

Well that's about all, for now. This walkthrough may be over, but you can look for my work again (hopefully) on the net. I'm now planning on a walkthroug for a clever new Tom & Jerry gameboy game. But this walkthrough is over.

* TSC - Signing off*

Bye. ^_^

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