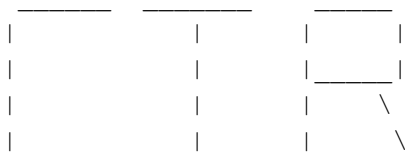


# Crash Team Racing FAQ/Walkthrough

by justinang

Updated to v2.4 on Oct 26, 2005



\*\*\*Crash Team Racing\*\*\*

FAQ / Walkthrough

Justin

Version 2.4

18/05/2004

===== FOR PLAYSTATION =====

<http://www.naughtydog.com>

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C                                     C
T   Author: Justin Ang               T
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/-----\
(  A: Introduction  )
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Hello and welcome to my guide for Naughty Dog's

CTR: Crash Team Racing

I have worked hard to make sure that THIS guide is THE most comprehensive one you'll ever find on the net.

So...let's continue shall we?

-----  
1. A Little About Me

=====

My name is Justin Ang and I'm a 14 year old guy gamer from Singapore (as of the time when I was writing the guide). My hobbies include:

Go-karting, typing this guide (Of course!), Rollerblading (In-line Skating), swimming, all kindsa Sports, Surfing the Net, playing online and offline PC games, playing my Gameboy Advance, Harry Potter, and playing my Playstation.

Let's move on shall we?

2. E-mailing Rules

- =====
1. Do not e-mail me asking silly questions or irrelevant things, because, chances are that your questions are answered in the guide.
  2. If you have anything to say, comment, criticize or contribute anything at all, you can e-mail me then. Full credit will be given of course.
  3. If you put the subject as 'CTR Help' there is a better chance that I will respond to you.
  4. Any rude comments in the mail will be instantly deleted. Ok?
  5. That's it...

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( B: Legal Stuff )  
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( C: Table of Contents )  
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First things first.

This guide may be found on the following websites:

<http://www.gamefaqs.com>  
<http://www.supercheats.com>

-----  
28/9/05 WOW! Loooooong time since the last update! Fixed a few bugs.

22/5/04 Finished Guide. Submitted to Gamefaqs.

19/5/04 Original idea for guide.

-----  
/-----\  
( E. The Story )  
\-----/

It's about the same as most stories....A bad guy comes to the good guys' world and threatens to take over the world (seems to be a commonly used evil plot), and the good guys must battle it out to save the planet and in the end the good guys win and the bad guys are banished from the world. SHOW SOME IMAGINATION HERE FUTURE GAME DEVELOPERS!!! But anyway...

The story begins with Crash after his third round of 'fun' with Dr. Neo Cortex and he's taking time to relax (who could blame him). But that's soon to be spoilt however. An evil bow-legged alien, Nitros Oxide, is challenging the best racer on Crash's world to have a race with him. If he wins, Crash's planet will be turned into a giant concrete parking lot!

Now things look desperate as the previous bad guys (N. Cortex included) have joined with Crash to find the best racer on the planet. That's where YOU come in.

-----  
/-----\  
( F. Game Basics )  
\-----/

1. Controls

=====  
Circle is referred to as O, Triangle is referred to as T, Square is S and X is X

-MENU CONTROLS-

D-pad/Analog left stick: highlight option

Cancel: S or T

Confirm: X or O

-WHEN RACING-

Accelerate: X button or push right analog stick forward

Steer: Press left or right with D-Pad or move left analog stick left and right

Brake: S button or pull right analog stick back.

Reverse: Press down on the D-Pad or pull left analog stick back.

Hop: R1 button.

Brake Sliding: 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.

## 2. Character Stats

=====

Taken from Samy's guide on Gamefaqs

### - Crash Bandicoot:

As the game has its name in it, he couldn't be an awful character to drive with. He is my personal favorite with fake crash. A good mix of acceleration top speed and turnability(does this word exist? Whatever...). Great for beginners but also for more experienced drivers.

Stats: - Top Speed: XXX00 (3/5) Average top speed one may say.  
- Acceleration : XXX00 (3/5) Average too.  
- Turnability : XXXX0 (4/5) Above Average.  
+ Overall score: XXXX0 (4/5) Although he has a limited top speed he is a good choice.

### - Doctor Neo Cortex (N.Cortex):

The final boss of all the crash games is now by the \*good\* side in order to save the world (of course! How could he rule the world if there is no world to rule?). Cortex has exactly the same stats as Crash but is on the bad side. That is why I prefer Crash. You're the one to choose.

Stats: - Top Speed: XXX00 (3/5) Same as Crash's.  
- Acceleration : XXX00 (3/5) Same too.  
- Turnability : XXXX0 (4/5) Guess what? Same as Crash's.  
+ Overall score: XXXX0 (4/5) Above average Character.

### - Tiny Tiger:

Not that tiny may I say. He is one of the quickest characters of the game. He'll sure get you ahead of the others but if you don't have enough skills, you'll soon crash on a wall or fall in a hole. If you're the one who completed the Adventure, Time trial and arcade game, then you should be ok with him. If you're the one with 50% at the adventure game and are still trying to beat N. Trophy at crash cove, go for another player.

Stats: - Top Speed: XXXXX (5/5) Lots of Speed... Wow.  
- Acceleration : XXXXX (5/5) Acceleration Yippee...  
- Turnability : X0000 (1/5) Turnability... Argggg.  
+ Overall score: Experienced Player: XXXX0 (4/5) Above average.  
Normal Player: XX000 (2/5) Get away from him.

- Coco Bandicoot:

The beautiful sister of crash is more experienced in computers than in kart racing. If you hate speed, take her. If you want something more powerful aim for crash.

Stats: - Top Speed: XX000 (2/5)  
- Acceleration : XX000 (2/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: Hating Speed: XXX00 (3/5)  
Tiger Fan: X0000 (1/5)

- N. Gin:

Same as Coco but in the bad side.

Stats: - Top Speed: XX000 (2/5)  
- Acceleration : XX000 (2/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XX000 (2/5) Bah, don't bother.

- DingoDile:

Another \*Bad Guy\* in the good side. Dingodile although being as fast as Tiny Tiger on the paper, I can't manage to perceive it in a race. If you search for a quick racer, take tiger, if you want some challenge, take Dingo.

Stats: - Top Speed: XXXX0 (4/5) Sorry but I really think Tiger is quicker...  
- Acceleration : XXXX0 (4/5) Not a big deal here neither.  
- Turnability : 00000 (0/5) Really awful... Worst than Tiger.  
Can we give minus to a player?  
+ Overall score: X0000 (1/5) Don't even think about taking this guy. Don't!

- Polar:

Weak Top speed, week acceleration... Not a winner. Although, In the arcade game, you'll find that he is rather quick and you'll really have to work hard if you want to pass him in the later stages. Weird.

Stats: - Top Speed: XX000 (2/5)  
- Acceleration : XX000 (2/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XX000 (2/5) Nah...

- Pura:

Same stats as all the weak characters. Don't try to use him. I tried to use him in Adventure mode but I soon realized my mistake. He simply can't compete against racers like Tiger or Papu.

Stats: - Top Speed: XX000 (2/5)  
- Acceleration : XX000 (2/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XX000 (2/5) Pura: No, Crash: Yes.

WARNING~SPOILERS~WARNING~SPOILERS~WARNING~SPOILERS~WARNING~SPOILERS~WARNING

|  
| Below are listed the secret characters and their ratings. Please don't |  
| read if you don't want to know what will be their good/ bad points. I |  
| would have warn you... |  
| |

WARNING~SPOILERS~WARNING~SPOILERS~WARNING~SPOILERS~WARNING~SPOILERS~WARNING

- N. Trophy:

In my opinion, the best character in the game. Although, kinda difficult to get him without cheating. To get him, win him in every single Time Trial race. Otherwise, you could just put this code: Hold L1+R1 then press, Down,

Left, Right, Up, Down, Right, Right at the main menu. It should now be a selectable character in every mode except the adventure one. Here are the stats:

Stats: - Top Speed: XXXXX (5/5)  
- Acceleration : XXXXX (5/5)  
- Turnability : XXXXO (4/5)  
+ Overall score: XXXXX (5/5) This is my opinion. You do it whatever you want.

- PinStripe Potoroo:

In CTR you'll find a lot of bosses from the original Game. Nostalgia from the developers? Seeing the scrapbook, I really think so. Anyway, PinStripe was the 4th boss you encountered. He is rather good in all the categories. Not a winner but surely a looker...

Stats: - Top Speed: XXXXO (4/5)  
- Acceleration : XXXOO (3/5)  
- Turnability : XXXXO (4/5)  
+ Overall score: XXXXO (4/5) He'll sure help you win some normal races...

- Ripper Roo:

In the heat of the battle, his sarcastic laugh is really funny. I really like to use him only for that laugh. Not really an outstanding racer but is really funny. Try him. Oh, note that he was in the 2 original crashes too.

Stats: - Top Speed: XXXOO (3/5)  
- Acceleration : XXXOO (3/5)  
- Turnability : XXXXO (4/5)  
+ Overall score: XXXXO (4/5) Don't hesitate, try him...

- Papu Papu:

Another First Game boss. The first boss of the trilogy to be exact. If you're playing in 3 or 4 player mode, think twice before taking him. He is so tall and fat that you simply can't see ahead. Although, he is quick. As quick as Tiger to say the least.

Stats: - Top Speed: XXXXX (5/5)  
- Acceleration : XXXXX (5/5)  
- Turnability : XXOOO (2/5) Gotta master that Power-Slide...  
+ Overall score: XXXOO (3/5) I would rather give him a 4 but I think he isn't that easy for beginners or normal gamers. A 3 then...

- Komodo Joe:

From the 2nd Crash, comes the taller and thinner of the Komodo Bros. He has the same stats as crash although he lacks a little bit of top speed. A winner nonetheless.

Stats: - Top Speed: XXXOO (3/5)  
- Acceleration : XXXXO (4/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XXXOO (3/5) Stick on N. Trophy.

- Penta Penguin:

So small that you can't even see him on the kart. A looker, not a winner.

Stats: - Top Speed: XXOOO (2/5)  
- Acceleration : XXXOO (3/5)  
- Turnability : XXXXX (5/5)  
+ Overall score: XXOOO (2/5) Not an Average character.

- Fake Crash (Bandicoot):

A strange invention from the programmers... Although you have to win the

tougher of the races to get him, Fake is just a caricature of Crash. Same stats, different look. Although, I prefer this one to the original for his great laugh. Better than Ripper Roo's one... Definitely an outstanding character.

Stats: - Top Speed: XXXXO (4/5)  
- Acceleration : XXXXO (4/5)  
- Turnability : XXXXO (4/5)  
+ Overall score: XXXXO (4/5) Above Average and fun to play with.

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/-----\  
( G. Items and Powerups )  
\-----/

## 1. To Collect

=====

Trophies: Get one by winning an ordinary race in first place.

CTR Tokens: Win them by collecting the letters C, T and R which are scattered all over the track and finishing the race in first.

Relics: Collect them when you play against the clock, collecting Time Crates on the track and winning a Sapphire Relic. If you get a faster time, you could even get a Gold or the most sought after Platinum Relic.

Boss Keys: Collect a key when you beat each boss of each world after completing the four tracks in that particular world. Collect all four keys to race Nitros Oxide.

Gems: Race a Gem Cup to win a gem of the certain colour. The point division goes like so:

1st Place: 9 points  
2nd Place: 6 points  
3rd Place: 3 points  
4th Place: 1 point  
5th, 6th, 7th, 8th Place: A BIG FAT ZERO BABY!!!

## 2. Powerups

=====

On each track, you'll encounter several boxes to crash into.

A blank marked box will give you some Wumpa Fruit.

Note on Wumpa Fruit: When you collect 10 of these, you'll be 'juiced up'. Your kart will go faster and your powerups become more potent.

A Question marked box [?] gives you one of the following powerups (chosen at random)

-Missile-

Normal: Shoot one of these on a straight stretch and it will begin to track (thus its name DUH) the nearest person ahead of you. If it hits, you can guess what happens. 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 up: BOOM!  
You must aim carefully, as they follow the land contours. 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! BOOM BOOM!

-Power Shield-

Normal: Activate one and a round 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 or fired by you. The best of the best.

-Explosive Crate-

Normal: (TNT Crate) Place this goodie on the track and when someone hits it, that person take the TNT Crate for a spin as a hat. You must quickly hop (R1) to get it off before it explodes.

Juiced Up: (Nitro Crate)  
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 cart, or fling it ahead of you by holding Up on the D-Pad as you release it. If someone hits it they are blown sky high.

Juiced Up: If this red poison is hit, a raincloud of doom appears over your head, slowing you down for about 5 seconds.

-Aku Aku/Uka Uka/Ooga Booga Mask-

Normal: THE best of the best. Activate it, and you will be instantly protected 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. Trophy Clocks-

Normal: Set off this clock and everyone except you will crash and then be slowed down for a few seconds. The screen becomes blurry for that poor person(s) too.

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. When it hits them, they are blown into a tumbling crash. BOOM!

Juiced Up: Now the warp orb hits everyone ahead of you on the track. A deadly weapon indeed.

\*

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 on the map disappears. A word of warning though: Players may still be able to hit you simply by looking at your part of the screen!

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!

-----  
So... If you're ready let's begin!

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/-----\  
( H. Walkthrough-Adventure Mode )  
\-----/

-----  
HUB ONE-N.SANITY BEACH  
-----

When you begin, Aku Aku/Uka Uka will appear and give you instructions. When it is over, straight ahead of you is Crash Cove. Turn to your right and continue down the road. At the end of the dock nearby is Roo's Tubes. Keep going to the right and you'll reach an area with Mystery Caves and Ripper Roo's Challenge. Keep going and you'll reach the Load/Save Screen. Further on is Sewer Speedway. Drive on to the end and you're back at Crash Cove.

-----  
(Race One-Crash Cove)

Required to unlock: Already Open

CTR Token: Red

Shortcut: Pool to Cliff Jump

This track is pretty straightforward. Just jump off the ramps and bumps and use powerups to your benefit.

SHORTCUT: In the part when you drive into/near a pool of water, you can enter the pool and if you drive towards a low cliff while IN the pool, your character will be submerged. And at the edge there is a bump. Jump off it

towards the plateau and you'll fly off the bump and land on the plateau saving a few seconds plus a question mark box into the bargain. Jump off at the end back to the normal track. DO NOT GO OVER THE BRIDGE TO THE PIRATE SHIP. It's a sad dead end. This takes practice.

---

(Race Two-Roo's Tubes)

Required to Unlock: Already Open

CTR Token: Green

Shortcut: Dirt track to the side of whale bones

Um...A pretty easy track and without much jumps or tight turns.

SHORTCUT: At the end, near the part with the whale bones, turn sharply to the left of the bones and hop along the dirt track to the finish line.

---

(Race Three-Mystery Caves)

Required to unlock: 1 Trophy

CTR Token: Red

Shortcut: Secret Sandy Track

The first more interesting track in the game...Well, just dodge the fireballs (you can go to the part where the fireball just went down and you'll cross without being singed). And also, there are platforms in the water going up and down. Each platform alternates in about 1 1/2 seconds so you'll need to time your jump very carefully. If your jump is successful, you'll get a speed boost when you land.

SHORTCUT: Around the first few bends in the track, look for an opening to a small sand covered track. Hop along it to save a few milliseconds.

---

(Race Four-Sewer Speedway)

Required to unlock: 3 Trophies

CTR Token: Blue

Shortcuts: Pipe Jump, Hole-in-the-wall

Wow, the first track with some really good jumps and turns, with rolling toxic barrels to boot.

SHORTCUT 1: Okay, Now when you get to the first part of the track with 2 pipes and 2 ? boxes in front of each pipe, take the right pipe. Drive along it to the end and use the green arrows to jump towards a pipe ahead of you. If you miss, its a pricey cost you'll have to pay. If you do make it, A few milliseconds are shaved off your time.

SHORTCUT 2: Possibly the most crappy, hard-to-get-to shortcut in the entire game. Now when you get to the first bit where there's a half-pipe in the center of the track, go all the way up the pipe to the left stretch on top of the pipe. Look for an opening on the right wall. See it? Now, grab a speed boost/mask beforehand and drive towards the opening, going down the pipe and if you're lucky, jump off the pipe at the other end and you'll make it into the opening with a few speedup arrows, ? boxes and Wumpa Boxes.

ALTERNATIVELY, Drive slightly ahead of the opening while in the pipe, and jump off the end intersection. Use brake turn (hold S while turning), and turn a full 180 degrees. You should land on the pipe. This shortcut is pretty hard to explain, so forgive me if it's too vague and feel free to email me for more details.

<BOSS RACE ONE-RIPPER ROO>

Required to unlock: 4 Trophies

Boss Track: Roo's Tubes

Weapon: Unlimited TNT crates

Will you believe it, Ripper Roo's back and this time LESS crazy than ever. How else would he drive a kart? Okay, anyway when the race begins, use all

possible jumps and avoid his TNT crates. The crates disappear when you get past them. Use missiles when possible and always do not attempt the shortcut. When you've won, a Boss Key is yours!!!

[BONUS ROUND ONE-SKULL ROCK]

(Located on a ledge near the Winner's Circle)

Required to open: 1 Boss Key

Time Limit: 1:23:00

CTR Token: Purple

Obstacle: N/A

The objective is simple, collect all 20 purple crystals within the time limit to win a token. In later levels, the crystals are surrounded by obstacles, but you'll manage.

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HUB TWO-THE LOST RUINS

-----  
Enter the door to Gemstone Valley. Drive along it to reach the Ruins. When you arrive, the first thing you'll see is the Load/Save Screen. Go up a ramp on the right and pass Tiger Temple. Up the ramp and to the left is Rampage Ruins and the door to Glacier Park. Keep going past Dingo Canyon and Papu Papu's Challenge and Papu's Pyramid. Down the ramp and you'll be near Coco Park. Pass the Winner's Circle and you'll be at the beginning.

-----  
(Race Five-Coco Park)

Required to unlock: Open when Riper Roo is defeated.

CTR Token: Green

Shortcut: N/A

One word to describe this track: BORING. No jumps, no turns, no shortcuts, no EVERYTHING. BOOOOOOOOORING.

-----  
(Race Six-Tiger Temple)

Required to unlock: Already open when you beat the Roo.

CTR Token: Blue

Shortcut: Statue's Teeth

Well, umm...a MORE interesting track then the previous one (who could deny that). There's a fair few jumps and ramps complete with bumps, humps and fire breathing statues. Drop TNTs or any other obstacles on the only open part of the track in the fire breathers section. They will almost always hit.  
SHORTCUT: Okay, Past the first set of 2 Fire Breathers, there is a statue with its giant teeth showing. The teeth can be opened and you'll get a HUGE lead. To open the teeth, use one of these:

N.Brio beakers: Toss 'em at the door by pressing up and O

Mask: Just drive towards it.

Bowling Bomb: You know what to do

Missile: See Bowling Bomb

Shield: fire them at the door by pressing O

-----  
(Race Seven-Papu's Pyramid)

Required to unlock: 6 Trophies

CTR Token: Red

Shortcuts: Pillar Jump, Ledge Jump, Sharp Turn Jump

The first really challenging level in the game, with tight turns and man-eating plants to top it off. Leave some powerups behind the Wumpa boxes or at the pyramid with the 90 degree turns, just after blind corners

(naughty naughty) and most of the time they work.

SHORTCUT 1: Okay, past the first set of plants, you should see some arrows pointing you to the correct road on the walls. Between them is a gap. Drive through the gap and HOP onto a pillar with Papu's face on it. Hop down to the main track from here to get a huge lead.

SHORTCUT 2: Cannot be attempted if you'd used shortcut 1. Near the waterfalls, there's a green speedup pad. Use it and TURN sharply towards a ledge with 3 Wumpa fruit on it. Drive along it and hop down to the main track, thus passing the 2 plants below.

SHORTCUT 3: NOT to be attempted by a beginner. At the section after the 2 man eating plants, just before the sharp turn with the lone plant, SWERVE sharply to the right and use a speed boost (juiced up) or a mask, and make a leap of faith. If you're really really really lucky, you'll bypass the sharp turn.

---

(Race Eight-Dingo Canyon)

Required to unlock: 7 Trophies

CTR Token: Yellow

Shortcut: N/A

Just keep going, avoiding the blue things. When you reach the stretch with water, leap off the edge of the platforms, and you'll be rewarded with speed boosts. At the bit with the 2 paths, take the right one for an extra Wumpa Crate. Leaving powerups at the edge of the big jump can do wonders.

<BOSS RACE TWO-PAPU PAPU>

Required to unlock: 8 Trophies

Boss Track: Papu's Pyramid (DUH)

Weapon: N.Brio Beakers

The first challenge. Do not stay too close to him behind as he loses the beakers. Use missiles. Also do not hit any of the red beakers, they alter your powerup. Using some shortcuts may help.

When you've finished, you'll get another Boss key for your collection.

[BONUS ROUND TWO-RAMPAGE RUINS]

Required to unlock: 2 Boss Keys

CTR Token: Purple

Time Limit:1:25:00

Obstacle: TNT Crates

TRICKY. But with more jumps though, persevere and you'll get it (I hope). Oh yeah, do not hit a wall or another TNT crate with something on your head, you'll be blown up.

---

HUB THREE-GLACIER PARK

---

YOU'll be near the Blizzard Bluff at the start. Pass on and Dragon Mines will come up also. Near that is an igloo with Tiny Arena. Drive on to the Winner's Circle, Rocky Road (isn't that an ice cream flavour?) and Komodo Joe's place. Going on rings you to the Load/Save Screen, a locked door and Polar Pass.

---

(Race Nine-Blizzard Bluff)

Required to unlock: Already open

CTR Token: Red

Shortcut: Impossible River Jump

You shouldn't have too much problems here, just keep hopping off bumps and avoid the rolling rock and be careful on the ice.

SHORTCUT: You need a speed boost or a mask. When you reach the first ice area, Turn to your left and you'll see a snow covered ramp. Activate your powerup while driving towards it. Leap off the ramp and turn in mid air towards the small house tunnel. You'll land there and have a HUGE lead.

---

(Race Ten-Dragon Mines)

Required to unlock: 9 Trophies

CTR Token: Blue

Shortcuts: Mine Cart Track, Stone Track Hop

The only problem you would have is the wooden corkscrew near the end.

Keep Powersliding or hopping.

SHORTCUT 1: You'll pass a mine cart track before the corkscrew. Follow the mine carts, hopping all the way if you want to, and drop down to the corkscrew or continue to the main track. You'll get squished a number of times but a mask should do the trick.

SHORTCUT 2: Just like Roo's Tubes, at the end there's a stony track. Hop along it (A la Mario Kart) to the finish line.

---

(Race Eleven-Polar Pass)

Required to Unlock: 10 Trophies

CTR Token: Green

Shortcuts: Figure Eight Timesaver, Wall Jump

Just avoid the seals crossing the path and be wary of ice and the big jump at the end.

SHORTCUT 1: At the section of the track with the figure 8 path, take the left path, and go left again at the intersection, this makes sure you don't miss the speedup arrow and it also saves a few milliseconds.

SHORTCUT 2: In the cave with the 2 seals, At the end of it is a wall.

Normally, you'd make a sharp turn around it. But why not go OVER it instead? When you reach the wall, there's a bump in the track. Use it to leap over the wall and jump down the other side.

---

(Race Twelve-Tiny Arena)

Required to Unlock: 11 Trophies

CTR Token: Yellow

Shortcut: N/A

The most long and tedious track in the game. Just hop off every bump and if you get mud stuck, keep hopping to get out. Hop off the bumps but not very high, to get the ? boxes.

<BOSS RACE THREE-KOMODO JOE>

Required to open: 12 Trophies

Boss Track: Dragon Mines

Boss Weapon: Explode-on-impact TNT Crates, Nitro Crates

Stay close to him, but not directly behind, and always use missiles. also do not get squished by mine carts. It's all up to skill.

When you're done, Congrats! 3 Boss keys!

[BONUS ROND THREE-ROCKY ROAD]

Required to unlock: 3 Boss Keys

CTR Token: Purple

Time Limit: 1:20:00

Obstacle: Nitro Crates

THIS IS SUCH A HARD, CRAPPY LEVEL!!!! The Nitros can be a pain in the neck.

The area is also very confusing and the crystals are hard to find. But keep trying and you'll get it.

---

---

#### HUB FOUR-CITADEL CITY

---

At the start, you'll see a ramp to the Load/Save Screen. Take the corridor to the left and pass N.Gin Labs. Turn left, go down a ramp and pass Cortex Castle. Go up the long ramp to Cortex Castle's left and reach the Winner's Circle. Go past that, Pinstripe's Challenge and Hot Air Skyway and down a ramp to the right. You'll be in a corridor with Nitro Court and Oxide Station. Turn right through the opening and arrive back to the Load/Save Screen.

---

(Race Thirteen-N.Gin Labs)

Required to unlock: Already open

CTR Token: Blue

Shortcut: N/A

One of my personal favourites. Just keep going off each ramp and use powerups in the blue tunnel. Also place some powerups on the bridge near the end.

---

(Race Fourteen-Cortex Castle)

Required to unlock: Already open

CTR Token: Green

Shortcuts: Stair Jump, Ramp Jump

There are many 90 degree turns in this place, so be wary. Also look out for spiders that drop from the ceiling (you can see their shadows on the floor).  
SHORTCUT 1: After the stretch with the 2 spiders, you'll come to a place with a round bulge coming out from the wall. Ahead is a speed pad and 3 giant steps. use a powerup, or if you're quick enough, jump down the steps, saving some milliseconds plus a speed boost to top it off.

SHORTCUT 2: Immediately after shortcut 1. There's a part where you enter a blue walled room. Use a speed boost/mask and at the top of the ramp leading into the room, jump off the ramp and swerve sharply to the left. With luck, you'll land safely on a secret ramp. You can continue from there, saving the time taken to go around it.

---

(Race Fifteen-Hot Air Skyway)

Required to unlock: 14 Trophies

CTR Token: Yellow

Shortcut: Secret Ramp Jump

Possibly the second hardest in the whole game, Hot Air Skyway is NOT to be taken lightly. Full of jumps and turns, even a pro will fall off at least once.

SHORTCUT: When you reach your first big jump (you'll know when the green arrows on the track appear), jump off the top of the ramp with the green arrows and aim for a short ramp to the right of the normal ramp the other characters land on. You can save a few seconds this way.

---

(Race Sixteen-Oxide Station)

Required to unlock: 15 Trophies

CTR Token: Yellow

Shortcut: N/A

THE most hardest track in the game, full of long jumps and sharp turns and absolutely no shortcut. But there's lots of speedup arrows here. Pay close attention to the track, as you're racing Nitros Oxide here later. Leave powerups at the green arrows for the jumps and also leave something

between the spaces on the track where the walls form 'doorways'. These always hit.

<BOSS RACE FOUR-PINSTRIPE>

Required to unlock: ALL 16 Trophies  
Boss Track: Hot Air Skyway  
Weapon: Backward-rolling Bowling Bombs

This is a tough one to beat, and missiles are always nearly hard-pressed to make contact with him. He is especially dangerous on straight stretches. Well, try your best and good luck. (I only won after 10 or so tries, so maybe that'll spur you on)

Once all four keys are recovered, you should also recover for the final race. With Nitros Oxide.

[BONUS ROUND FOUR-NITRO COURT]

Required to unlock: ALL 4 Boss Keys  
CTR Token: Purple  
Time Limit: 2:00:00  
Obstacles: TNT and Nitro Crates

This arena has a pretty long time limit and bowling bombs which are obtainable from the ? boxes can help to blow up the explosive crates.

-----  
HUB FIVE-GEMSTONE VALLEY  
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On entering from N.Sanity Beach, the 2 bonus pads, Slide Coliseum and the Turbo Track are immediately in front of you. Turn to the right and pass Oxide's Challenge. Go past the door leading to the Gem Cups, past the Lost Ruins entrance, past the Load/Save Screen and the Winner's Circle to arrive back to the beginning.

-----  
(Race Seventeen-Slide Coliseum)  
Required to unlock: 10 Relics

NOTHING can be gotten here but a relic. Do as the name suggests: SLIDE

-----  
(Race Eighteen-Turbo Track)  
Required to unlock: 5 Gems

Fashioned exactly like Slide Coliseum, but with lots of speedup pads. You will require Gems to get in here, and Gems can only be won from Gem Cups.

/-----\  
( I. Gem Cups )  
\-----/

With enough CTR Tokens of the right colour, the Cups will be open to you. Winning each Cup will get you a Gem plus a secret character to boot. These characters will be available in every mode except Adventure.

-Red Gem Cup-  
Gem Available: Red  
Required to unlock: 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 unlock: 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 unlock: 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 unlock: 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 unlock: 4 Purple CTR Tokens  
Tracks: Roo's Tubes, Papu's Pyramid, Dragon Mines, Hot Air Skyway  
Unlockable Character: Fake Crash

The Purple cup means you can race all 4 bosses in their home tracks!  
But here they don't have unlimited powerups (in other words they act like normal racers).

<BOSS RACE FINAL-NITROS OXIDE>

Required to unlock: 4 Boss Keys  
Boss Track: Oxide Station  
Weapon: EVERYTHING! Explode-on-impact TNTs, Nitros, both kinds of N.Brio Beakers, backwards Bowling Bombs

Some points and notes about N.Oxide:

1. He starts before the green light,
2. His car is a ship (and a very cool one if I may make so bold),
3. When you manage to hit him, he dosen't go into a spinout; he keeps moving,
4. He's stupid, hits everything you leave behind for him,
5. And once he gets too far ahead, you have no hope.

Keep dodging his attacks and hit him when possible. Leave behind as much things as possible (look at point 4). Use jumps and turns to speed up and try not to miss any green speedup pads. For my personal record, which is quite shameful, I beat him with 20+ tries.

Congratulations! you have beat N.Oxide!

<<<<OXIDE'S FINAL CHALLENGE>>>>

Once you have everything i.e. 16 Trophies, 4 Boss Keys, 20 CTR Tokens, 5 Gems, and 18 relics, you'll face Oxide again in Oxide's Final Challenge. If you beat him, he'll return to his planet for good, and Earth is saved from being a worse concrete jungle than it is now.

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/-----\  
( J. The Other Modes )  
\-----/  
There are several other modes available in CTR, which I now describe.

(In order of appearance in the Main Menu)

## Time Trial Mode

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It's you and only you against the clock to obtain the best time you can.  
If you get good time, you can save your high score and a 'ghost' of yourself,  
which does everything you did in that particular track.

Also, you'll get to race N.Trophy.

SECRET!!!!!!!!!!!!

If you beat N.Trophy's ghost, you can race N.Oxide's Ghost!

## Arcade Mode

=====

Just like a trophy race except you can do Easy, Medium and Hard levels and  
you can select your favourite track and character and the number of laps  
you wanna do. You can also play Cup mode and here they are:

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

If you win all 4 cups in each difficulty mode, you'll get a new area in Battle  
mode to use.

## V.S. Mode

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Similar to an arcade race race, but no CPU controlled opponents.

It's just you and your friends.

## Battle Mode

=====

You and your friends get to battle it out in all the Bonus areas with weapons.  
There are no CPU opponents. You can choose which area you want, play in  
regular (i.e. two on two) or irregular teams (i.e. one on three), even choose  
what weapons appear in the game. Everything is customisable  
(is there such a word?), battle length, amount of health, team arrangements  
and weapons. There are seven levels in all, four being already available  
(Skull Rock, Rampage Ruins, Rocky Road (ice cream) and Nitro Court), and  
3 secret ones (Parking Lot, North Bowl, Lab Basement). See Arcade Mode for the  
lowdown on how to get these secret arenas.

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/-----\  
( K. Cheat Codes )  
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When you get a code correct, you'll hear a bell.

## MISCELLANEOUS

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All Pickups are Invisibility

Hold L1 + R1 and press Down, Left, Right, Up, Down, Right

Display Turbo Counter

Hold L1 + R1 and press Triangle, Down, Down, Circle, Up

Invisible Racer

Hold L1 + R1 and press Up, Up, Down, Right, Right, Up

More Tracks

Hold L1 + R1 and press Right, Right, Left, Triangle, Right, Down, Down

Scrapbook Mode

Hold L1 + R1 and pres Up, Up, Down, Right, Right, Left, Right, Triangle, Right

Spyro 2 Demo

Hold L1 + R1 and press Down, Circle, Triangle, Triangle, Right

Super Turbo Pads

Hold L1 + R1 and press Triangle, Right, Right, Circle, Left

Unlimited Bowling Bombs

Hold L1 + R1 and press Triangle, Right, Down, Right, Up, Triangle, Left

Unlimited Masks

Hold L1 + R1 and press Left, Triangle, Right, Left, Circle, Right, Down, Down

Unlimited Wumpa Fruit

Hold L1 + R1 and press Down, Right, Right, Down, Down

CHARACTERS

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Ripper Roo

Hold L1 + R1 and press Right, Circle, Circle, Down, Up, Down, Right

Papu Papu

Hold L1 + R1 and press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down

Komodo Joe

Hold L1 + R1 and press Down, Circle, Left, Left, Triangle, Right, Down

Pinstripe

Hold L1 + R1 and press Left, Right, Triangle, Down, Right, Down

N. Trophy

Hold L1 + R1 and press Down, Left, Right, Up, Down, Right, Right

Penta Penguin

Hold L1 + R1 and press Down, Right, Triangle, Down, Left, Triangle, Up

GAMESHARK CODES

=====

Unlock Everything

(GS 2.2 or Higher Needed) 50000302 00008008E6EC FFFF

Complete Adventure Mode Quickly

(GS 2.2 or Higher Needed) 50000A02 00008008FBA2 FFFF

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/-----\  
( L. Summary )  
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Thanks very much to MBaez, his summaries were so excellent that I just have to post them.

N.SANITY BEACH

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Track Name: Crash Cove  
Prerequisite: None  
  
Time Crates: 32 Time Crates  
Sapphire Relic Time: 1:17:00  
Gold Relic Time: 1:05:00  
Platinum Relic Time: 0:52:00

CTR Token Color Red  
Order of letters CTR: R-T-C  
CTR Token Walkthrough:

R:  
Right when you start you have a choice of taking the left path and right path. Take the right path. After taking the path to the right you will have to turn back onto the track. At the end turn hard to the left. R will be right there almost touching the stone block

T:  
This letter can be pretty tough to get. This is what you should do. Jump the ramp right after the first turn to get a speed boost and go into the water that is there. Yes it sounds stupid but do it. Now turn left and face the elevated grass area. Before you leave the water you will dip down submerging your character. From here jump to the grass area. It may take a few tries to jump onto the grass but its not really difficult. Keep riding until you see a bridge on the right side. The T is right there.

C:  
The C is next to the 2nd pirate ship, right before the last turn into the finish line. Get on the ship since its stuck on the dirt. Go all the way up to where the crate is. The C can be seen from here. Jump off the ship to get C.  
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Track Name: Roo's Tubes  
Prerequisite: None  
  
Time Crates: 32 Time Crates  
Sapphire Relic Time: 1:15:00  
Gold Relic Time: 1:05:00  
Platinum Relic Time: 0:55:00

CTR Token Color Green  
Order of letters CTR: C-R-T  
CTR Token Walkthrough:

C:  
Right off the bat you will enter the first tube. After exiting the tube there will be a hill to jump. On the left side of the hill C is waiting. To get C jump before the peak of the hill.

R:  
When you get C you will enter another tube. After hitting 2 green speed pads, and passing some crates, R will be seen floating a little above the track. To get it, jump off the track. A really big jump is not needed.

T:  
After exiting the last tube, a skeleton arch can be seen. Instead jump on the stone path on the left to reach T. It is right before the finish line. A word of caution since this stone path slows you down.  
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Track Name: Mystery Caves  
Prerequisite: 1 Trophy

Time Crates: 40 Time Crates  
Sapphire Relic Time: 1:55:00  
Gold Relic Time: 1:44:00  
Platinum Relic Time: 1:32:00

CTR Token Color Red  
Order of letters CTR: R-C-T  
CTR Token Walkthrough:

R:  
After beginning, and after 2 green speed pads, there will be a lake with 2 turtles alternating coming out of the water. R is right above them. Jump off either turtle while one is pointing up to reach R.

C:  
Soon you will encounter some speed pads and lava balls jumping behind them. Use the pads and jump to the 2nd set of pads. On the 2nd set hug the right side of the pad and jump to C which is floating on the right side. Make sure you get a good jump.

T:  
Now that you have passed the 3rd speed pad, you will have to go back into the caves. Pass 2 puddles of water each with 2 turtles. After the 2nd puddle of water there will be some crates. Hit the one on the far left and you will get T at the same time.

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Track Name: Sewer Speedway  
Prerequisite: 3 Trophies

Time Crates: 65 Time Crates  
Sapphire Relic Time: 1:33:00  
Gold Relic Time: 1:05:00  
Platinum Relic Time: 0:37:00

CTR Token Color: Blue  
Order of letters CTR: T-R-C  
CTR Token Walkthrough:

T:  
When you start the race you will have a choice of taking the left or right tunnel. Lets take the right one. When you take this tunnel, there will be some green speed pads waiting for you. Now jump to the right, not left inside another tunnel, jump right. Get a good jump and you will be able to get T which is hovering in the air.

R:  
When you enter the actual sewer system there will be two platforms. One on the left and one on the right. Get on the platform on your left. Keep following this path and you will eventually see R.

C:  
After getting R jump down and go pass the rolling barrel. Keep going on this path and you will see some speed pads. Use the pads to jump into the next tunnel. Right near the middle C is in the air. The pads and a jump should give you enough power to reach it.

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Boss: Ripper Roo  
Track Name: Roo's Tubes  
Prerequisite: ALL 4 N. Sanity Beach Trophies

Boss Hints:

Ripper Roo is not difficult to beat. He lays down TNT Crates to slow you down. This is just like a regular race with Fruit and Power-Up crates. Use missiles to take him out to get in the lead. But sometimes the missiles will hit the TNT crates he lays behind, so you better race this track at your best. Be careful, Ripper Roo just like all the bosses are faster than everyone. Use your weapons wisely.

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The Lost Ruins  
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Track Name: Coco Park  
Prerequisite: None

Time Crates: 40 Time Crates  
Sapphire Relic Time: 1:35:00  
Gold Relic Time: 1:12:00  
Platinum Relic Time: 0:49:00

CTR Token Color Green  
Order of letters CTR: C-T-R  
CTR Token Walkthrough:

C:  
Right when you start head off to the left side of the track, right at the track limit. Keep riding for a short time and C is right before a stone block before the first turn. Once you get it turn to the right hard so you don't hit the block.

T:  
Once you enter the first and only tunnel in the course, hug the right side of the track. Right about when you are about to exit T should be in your sights.

R:  
On the turn after the tunnel, stay on the left side of the track. R will be off the track hovering above some grass on a hill. This grass will slow you down and may impede your jump to get the letter. Try using the hill to jump.

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Track Name: Tiger Temple  
Prerequisite: None

Time Crates: 52 Time Crates  
Sapphire Relic Time: 1:20:00  
Gold Relic Time: 1:02:00  
Platinum Relic Time: 0:43:00

CTR Token Color Blue  
Order of letters CTR: T-C-R  
CTR Token Walkthrough:

T:  
When you start you will go downhill. Head to the left part of the track. On

the left part there will be some grass. T will be right there on the grass.

C:  
To get C jump off the second ramp of the course. Make sure you approach the ramp properly or else you will miss the letter completely.

R:  
Right after exiting the first tunnel of the course and pass the 2 fruit crates, there will be a stone face with its teeth showing. You can open the teeth with a weapon. These weapons can open the passage: N. Brio Beaker, Tracking Missile, Bowling Bomb, Power Shield, Uka Uka/Aku Aku Mask. Now that we have opened the passage, keep riding to the end when you have to jump to get R.

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Track Name: Papu's Pyramid  
Prerequisite: 6 Trophies

Time Crates: 48 Time Crates  
Sapphire Relic Time: 1:34:00  
Gold Relic Time: 1:09:00  
Platinum Relic Time: 0:42:00

CTR Token Color Red  
Order of letters CTR: C-T-R  
CTR Token Walkthrough:

C:  
After the first speed pad you will encounter some overgrown Fly Traps. After the 3rd one there will be 2 stone blocks telling you which way to go. In between there is a stone pillar and C. You must jump to get it. Here is the way to get it. Try getting close to the block on the right, close enough but not touching it. Now once you are about to go off the track get a good jump. You should be able to make it. If you try approaching it right in the middle you will fall almost all the time.

T:  
Instead of hitting the second speed pad, hug the left side of the course. There will be another course to the far left of the regular track. Jump off the end of the track on the other. Keep riding for a short time, jump off to the right at the end to get T.

R:  
After passing the 4th and 5th Fly Traps there will be a steep hill. After jumping off this turn tightly to the right to get R.

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Track Name: Dingo Canyon  
Prerequisite: 7 Trophies

Time Crates: 38 Time Crates  
Sapphire Relic Time: 1:25:00  
Gold Relic Time: 1:09:00  
Platinum Relic Time: 0:53:00

CTR Token Color Yellow  
Order of letters CTR: C-T-R  
CTR Token Walkthrough:

C:

Right off the start there will be a turn to the right. On the desert next to the Cactus, C is there waiting for you.

T:  
On the first and only junction take the path on the right. Keep riding until the track merges again. Right before this happens turn hard to the left to get T.

R:  
After getting T, farther up ahead are some speed pads. Stay on the right side of the course. Use the pad farthest to the right to jump and get R. Make sure you get a good jump or you will end up falling short. Once you get R turn hard to the left to get back on the track so you don't fall off.

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Boss: Papu Papu  
Track Name: Papu's Pyramid  
Prerequisite: ALL 4 Lost Ruins Trophies

Boss Hints:  
Papu Papu is one fat boss. He is pretty fast too. He lays down both green and red beakers. The red ones really cause damage since they spin you out and slow you down for a period of time. Try not to stay behind him too long. Also, power slide and boost to get better speed on the turns or else he will cream you every time.

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Glacier Park  
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Track Name: Blizzard Bluff  
Prerequisite: None

Time Crates: 40 Time Crates  
Sapphire Relic Time: 1:30:00  
Gold Relic Time: 1:08:00  
Platinum Relic Time: 0:45:00

CTR Token Color Red  
Order of letters CTR: T-R-C  
CTR Token Walkthrough:

T:  
After rounding the first turn from the starting line, head to the right part of the track. Right before you reach the crates get on the snow to the right and jump off the ledge to get T.

R:  
After passing the 1st ice portion of the track there will be a left turn. Take the turn tightly. Right before you hit the speed pad you should get R.

C:  
Right before the 2nd ice portion of the track, there is the 3rd speed pad of the game. Hit the speed pad and jump to the right to get C which is on the ice. Be cautioned, turning on ice is painfully difficult.

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Track Name: Dragon Mines  
Prerequisite: 9 Trophies



Time Crates: 39 Time Crates  
Sapphire Relic Time: 1:28:00  
Gold Relic Time: 1:11:00  
Platinum Relic Time: 0:54:00

CTR Token Color Blue  
Order of letters CTR: C-T-R  
CTR Token Walkthrough:

C:  
At the first and only lake of water C is waiting. One of the easiest token letters to acquire.

T:  
When you pass the train tracks on the ground, there will be a severe turn upwards. At the end of the turn, T is hanging off the track in the air on the right side. You may want to slow down a little so you don't jump to the side of it. Then quickly race back up the turn.

R:  
After going pass the severe turn, stay on the left side of the track. You should be approaching a set of crates. Hit the second crate and you will get which is right behind it.

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Track Name: Polar Pass  
Prerequisite: 10 Trophies

Time Crates: 38 Time Crates  
Sapphire Relic Time: 3:00:00  
Gold Relic Time: 2:33:00  
Platinum Relic Time: 2:05:00

CTR Token Color Green  
Order of letters CTR: C-R-T  
CTR Token Walkthrough:

C:  
After beginning the course you will encounter a junction. Go either way it doesn't matter. After negotiating the turn there will a junction right behind it. C is right in the middle before the next junction.

R:  
After passing the 2nd seal there will be some sets of speed pads. On the 3rd one jump to the right to get R.

T:  
Near the end of the track there will be 3 frozen lakes one after another. After the 3rd one there will be a set of speed pads and a ramp made of ice. Jump off the ramp and to the right to get T. You must jump or else you will never reach it.

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Track Name: Tiny Arena  
Prerequisite: 11 Trophies

Time Crates: 60 Time Crates  
Sapphire Relic Time: 3:45:00  
Gold Relic Time: 3:22:00  
Platinum Relic Time: 2:58:00

CTR Token Color                   Yellow  
Order of letters CTR:            T-C-R  
CTR Token Walkthrough:

T:  
Coming after the first turn after passing the set of power-up crates. T can be acquired by jumping off either hill.

C:  
On the first long straight away, the one with the second speed pad, there will be tight turn right at the end. C can be acquired after the turn.

R:  
After C, on the first tight turn, R can be acquired by jumping off the hill. Get a good jump or else you will miss it completely.

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Boss:                               Komodo Joe  
Track Name:                         Dragon Mines  
Prerequisite:                       ALL 4 Glacier Park Trophies

Boss Hints:  
Racing against Komodo Joe is not very easy. He drops TNT and Nitros to impede you but don't get too scared. Launching missiles is ineffective since sometimes they will hit the boxes instead of Komodo Joe. Try to hurt him anyway you can, and be sure to take the turns with a power slide with boosts.

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Citadel City  
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Track Name:                         N. Gin Labs  
Prerequisite:                       None

Time Crates:                        70 Time Crates  
Sapphire Relic Time:               2:15:00  
Gold Relic Time:                    1:34:00  
Platinum Relic Time:               0:53:00

CTR Token Color                   Blue  
Order of letters CTR:            C-R-T  
CTR Token Walkthrough:

C:  
When you start off there will be a set of speed pads. On the second one C will be in the air on the left. Use the speed pad on the left to reach it. Its pretty hard because you need a very good jump or you will miss it.

R:  
On the next speed pad right after C, R will be waiting in the middle of the jump.

T:  
After passing the rolling barrels part, there will be some of tight turns. After passing them there is a speed pad. Jump off the speed pad downwards. T will be on the ground. Watch out you don't fall into the pit when you jump to it.

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Track Name: Cortex Castle  
Prerequisite: None

Time Crates: 62 Time Crates  
Sapphire Relic Time: 2:35:00  
Gold Relic Time: 2:04:00  
Platinum Relic Time: 1:32:00

CTR Token Color Green  
Order of letters CTR: R-C-T  
CTR Token Walkthrough:

R:  
When you begin racing, turn left. There will be some speed pads. Jump off the speed pads and to the right to acquire R.

C:  
After getting R, avoid the spider and take the path to the left. Since the path on the right shaves off some of your time. You will soon encounter some crates then a left turn. C will be on the right. To get it jump off the edge of the road over to C and back onto the road. Its not really difficult.

T:  
Right before the end there will be some tight right turns going up. After passing this there will be some speed pads. Use the one on the right and jump to the right to get T. You will need a good jump and once you get it, turn back onto the road or you will fall down.

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Track Name: Hot Air Skyway  
Prerequisite: 14 Trophies

Time Crates: 56 Time Crates  
Sapphire Relic Time: 3:05:00  
Gold Relic Time: 2:34:00  
Platinum Relic Time: 2:02:00

CTR Token Color Yellow  
Order of letters CTR: C-R-T  
CTR Token Walkthrough:

C:  
Right off the start you will need to make a right then a left turn. After these turns you will soon approach a blimp and a really tight turn. Take the turn as tight as you can on the right side. You should acquire C with no problem if you do this.

R:  
After C there will be a speed pad then another set of speed pads with a jump. Jump off the right one to the right where R is. You will need a good jump to reach it or you will fall.

T:  
Soon you will encounter some speed pads with a jump. Its one jump where a blimp is right in front of the jump. Jump off the right one an get T. You will again need a good jump or you will fall short.

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Track Name: Oxide Station  
Prerequisite: 15 Trophies

Time Crates: 49 Time Crates  
Sapphire Relic Time: 3:17:00  
Gold Relic Time: 2:56:00  
Platinum Relic Time: 2:34:00

CTR Token Color Yellow  
Order of letters CTR: C-T-R  
CTR Token Walkthrough:

C:  
On the first speed pad jump, get a good jump and get C which is right in the middle.

T:  
After getting C, you will soon encounter some speed pad jumps that take you out in space. Jump to the second one thereafter. You need to get a really good jump here or you will fall short. T is very high above the middle going inside.

R:  
Right after getting T there will be a long speed pad jump. Right here you need to make the best jump of your life to reach R which is hanging ahead in the air.

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Boss: Pinstripe  
Track Name: Hot Air Skyway  
Prerequisite: ALL 4 Citadel City Trophies

Boss Hints:  
All Pinstripe does is throw Bowling Bombs back to you. It should be easy to take him out. Just race really hard and power slide boost into turns. You should walk away with a Key.

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Gem Stone Valley  
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Track Name: Red Gem Cup  
Prerequisite: 4 Red CTR Tokens

Track 1: Crash Cove  
Track 2: Mystery Caves  
Track 3: Blizzard Bluff  
Track 4: Papu's Pyramid

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Track Name: Green Gem Cup  
Prerequisite: 4 Green CTR Tokens

Track 1: Roo's Tubes  
Track 2: Coco Park  
Track 3: Polar Pass  
Track 4: Cortex Castle

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Track Name: Blue Gem Cup  
Prerequisite: 4 Blue CTR Tokens

Track 1: Tiger Temple  
Track 2: Sewer Speedway  
Track 3: Dragon Mines  
Track 4: N. Gin Labs  
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Track Name: Yellow Gem Cup  
Prerequisite: 4 Yellow CTR Tokens

Track 1: Dingo Canyon  
Track 2: Tiny Arena  
Track 3: Hot Air Skyway  
Track 4: Oxide Station  
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Track Name: Purple Gem Cup  
Prerequisite: 4 Purple CTR Tokens

Track 1: Roo's Tubes  
Track 2: Papu's Pyramid  
Track 3: Dragon Mines  
Track 4: Hot Air Skyway  
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Track Name: Slide Coliseum  
Prerequisite: 10 Relics

Time Crates: 45 Time Crates  
Sapphire Relic Time: 1:55:00  
Gold Relic Time: 1:45:00  
Platinum Relic Time: 1:40:00  
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Track Name: Turbo Track  
Prerequisite: 5 Gems  
  
Time Crates: 52 Time Crates  
Sapphire Relic Time: 1:45:00  
Gold Relic Time: 1:32:00  
Platinum Relic Time: 1:19:00  
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GEMSTONE VALLEY BOSS RACE  
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Boss: Nitros Oxide  
Track Name: Oxide Station  
Prerequisite: 4 Boss Keys

Boss Hints:  
Nitros Oxide throws just about everything in this level. Bowling Bombs, TNT Crates that explode, Nitro Crates, Beakers. The one thing to do is not stay directly behind him. If you get a lead try to keep it by hitting all the speed pads you can. Try throwing all the weapons you can also. He is not that hard but I play harder than some of you. If you get a really good lead and you can race really well. Chances are you are going to win.  
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- If you got less than 100% you will not see the best ending. N. Oxide says you did not gather all the relics, and he is still the fastest racer. The credits roll and the characters are shown doing their victory celebration. The

scrapbook appears after the credits.

- If you gathered 100% or more, you will see the best ending. N. Oxide leaves the planet hurt and does not turn Earth into a parking lot. The credits roll and text is shown underneath the character showing what happened to them. The scrapbook appears after the credits.

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( M. FAQs )  
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Hey, why not? E-mail me some questions, and if they're interesting enough, they'll be posted here! Watch this spot!

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( N. My Other Guides )  
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Well, if you're interested, here are my other guides that are up on gamefaqs.

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Harry Potter and the Chamber of Secrets (PC)  
Lord of the Rings (PC)  
Pokemon Ruby Version (Gameboy Advance SP) - Coming Soon!  
Pokemon Sapphire Version (Gameboy Advance SP) - Coming Soon!  
Pokemon Emerald Version (Gameboy Advance SP) - As soon as I get it!

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Here they are, so go take a peek!

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( O. Credits )  
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Okie dokie, here we go:

-Thanks to MBaez and Samy for EXTREMELY ESSENTIAL information that makes this guide a success.  
-Thanks to Naughty Dog, your games are great!  
-Thanks to Sony Computer Entertainment America for opening a space for Naughty Dog developers to insert the cheesy opening  
-Thanks to TSC for no reason at all  
and  
-Thanks to you for reading through this guide.

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Well, it's goodbye then and until next time!

P.S. You can feel free to email me at [fieryspirited1@hotmail.com](mailto:fieryspirited1@hotmail.com), if you have information, comments, critics or if you're feeling bored. Full credit will be given if your mail is used in the guide.

"START YOUR ENGINES AND GET READY TO RACE!!!"

Cya!

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