

Crash Team Racing Boss FAQ

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-C T R: Crash Team Racing Boss Guide-

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Version 1.3 - 11/28/99

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-----Part I-----

Ok, this is the first time I am writing a FAQ for Gamefaqs. I have written reviews before, but this is a totally new experience for me. E-mail me if anything's missing, or if something is wrong. This FAQ is for help on the troublesome bosses of Crash Team Racing. Alright, enough talk...let's roll.

-----Part II-----

-Version 1.0 - Beginning of the FAQ

-Version 1.3 - Fixes on the shortcuts

-Version 1.32 - Tweaked some stuff with grammar and the Spoiler Section

-Version 1.4 - Typos fixed and Spoiler Section changes.

-----Part III-----

A.) Ripper Roo (Roo's Tubes)

The first boss is hard, but I'll get you through. Ripper Roo will be trying his best to TNT his way to the finish line. He'll be dropping a bunch of them behind him wherever he goes. Of course, try your best NOT to drive behind him, or else you'll be hopping your way with a TNT on top of your head. Use ALL the Speed Boosters you can...and try your best to get 10 WUMPA fruits. DO NOT waste your bombs, homing missiles, first place-homers, and the shields. When he's directly behind you, DON'T unleash a NITRO, you might get hit by the blast. Turbos aren't necessary in this race. And of course, the Uka Uka or the Aku Aku Masks are excellent.

--USEFULNESS OF WEAPONS/DEFENSE--

- Uka Uka/Aku Aku: 5/5

-First Place Destroyer: 5/5

-Homing Missiles: 5/5

-Bombs: 5/5

-Timer: 3/5

-TNT: 2/5

-Nitros: 3/5

-Turbos: 2/5

-Shield (Green, Blue): Use them- 3/5

Throw them- 5/5

-Potions (Red, Green): Drop them- 1/5

Shoot them- 2/5

-SHORTCUTS-

1.) Towards the end of the tracks, where you need to make a left turn (tight turn). Before the turn, jump across the left side, near the skeletons and continue on that path. Slows you down a bit actually.

REWARDS: Beating him gives you a key and opens up the way to Spaceship Area and Papu Papu's Area.

B.) Papu Papu (Papu's Pyramid)

Kinda like Ripper Roo, but throws and drops both the red and green potions. Again, don't stay behind the big lard. For a fat guy, he's pretty fast and is a good turner. Use all the Speed Boosters you can. Get prepared when he zooms by you; a good way of seeing this happening is by pressing R2, which gives you a back view of what's happening. I didn't have much difficulty with this guy than Ripper Roo, though.

--USEFULNESS OF WEAPONS/DEFENSE--

- Uka Uka/Aku Aku: 5/5

-First Place Destroyer: 5/5

-Homing Missiles: 5/5

-Bombs: 5/5

-Timer: 4/5

-TNT: 2/5

-Nitros: 3/5

-Turbos: 3/5

-Shield (Green, Blue): Use them- 4/5

Throw them- 5/5

-Potions (Red, Green): Drop them- 2/5

Shoot them- 2/5

-SHORTCUTS-

1.) After the turns going up the pyramid and passing those first plant-eaters, jump off the cliff going STRAIGHT before you make the next turns. You'll need a considerable amount of speed (use Aku Aku/Uka Uka, or the Turbos). When you jump off, there will be a small (VERY SMALL) block of land with Papu's face on it. You'll pass those turns.

2.) There is another shortcut, but you'll have to ignore the first one, or else it won't work. Pass the turns I told you not to in SHORTCUT 1, and there will be a Speed Booster. Go as FAR RIGHT as you can, but be careful NOT to fall off the cliff. Use the Booster and move LEFT. Jump off the cliff and onto another (it'll look like a side cliff).

REWARDS: Beating him gives you a key and opens the way to Komodo Joe's Area and the Gem Areas in the Spaceship Area (lots of areas ^_^).

C.) Komodo Joe (Dragon Mines)

AHH! The first time I lost to a boss! This lizard THROWS TNT and DROPS Nitros, so it'll be the first real challenge for you (as it was for me). Make sure you get the good start, and be sure to use the L2 view so you can see what's happening at the sides. Bombs and Nitros seem to work best, because of the small area you have to race in. Homers are useless, because if he turns, they will be lost. The Uka Uka/Aku Aku Masks and the First Place Destroyers work marvelously here. The Shields are pretty good if you get caught in one of Joe's blasts. Just make sure you don't waste any good

Potions, throwing TNT, and dropping Nitros while driving like the end is coming! On top of that, he only slows down when he gets hit by an attack, and he even cheats by starting off before the lights read green. This race is about sheer luck...just pray that the crates you bust open holds Homing Missiles, Masks, First Place Destroyers, because that's all you need to win the race. Just pray that you win, and use every single Speed Boosters you can.

--USEFULNESS OF WEAPONS/DEFENSE--

- Uka Uka/Aku Aku: 5/5

-First Place Destroyer: 5/5

-Homing Missiles: 5/5

-Bombs: 4/5

-Timer: 1/5

-TNT: 1/5

-Nitros: 4/5

-Turbos: 2/5

-Shield (Green, Blue): Use them- 4/5

Throw them- 2/5

-Potions (Red, Green): Drop them- 1/5

Shoot them- 1/5

-SHORTCUTS-

I'm pretty sure there are no shortcuts.

REWARDS:

(Before you get all the Relics): You beat the game! I think you get an extra point or two when you beat him.

(After you get all the Relics): Yes, I DID get all the Relics! I saw the real ending, too! You must think I must be crazy trying to get every single one, but I did it...Turn back NOW because here are the SPOILERS...

-----Part IV-----

While the credits roll, everyone does their dance and that's it right? Wrong...while they "dance", text appears on the bottom and tells about what happened to them later in the life.

MAIN CHARACTERS

Crash Bandicoot - He sells his life story to a company, and goes back to his cove to sleep and to dance!

Coco Bandicoot - Coco starts her internet dating service...and sure enough, it gets successful.

Tiny Tiger - He founds a fitness club and his video, Tiny-bo, is very, very well-known.

Dingodile - He creates an animal breeding program. His motto is "Combine Them All!"

N. Gin - N. Gin starts an auto parts store in Toledo, Ohio.

Dr. Neo Cortex - Cortex discovers a new element: 117! The scientific committee refuses to name it what he wants: CORTEXRULESTHEWORLDIUM (pretty good ending..)

Polar - Polar is a head taste tester for an ice cream company. Amazingly, his new flavors attract customers from everywhere (and they sure got some weird names)...

Pura - Pura goes on a show with Zigfield and Floyd! Cool...but his career ends when he accidenly bites Floyd...

BOSSES

Ripper Roo - Check this out - he got elected as state governor! There are also rumors spreading around for Presidency...

Papu Papu - He becomes a wrestler known as Mr. Bad Belly! His signature

move, the Bad Belly Bounce gets banned because it caused some major damage to other wrestlers.

Komodo Joe - He creates Honest Joe's jewelry and ring shop. But he gets caught smuggling some jewelry...

Pinstripe - He becomes a used car salesman in New Jersey (gasp!). He's also the top seller.

N. Tropy - He goes back working on his time machine, but he was last seen going through it.

Nitrous Oxide - He goes back to his home planet, and after months of therapy, goes back into racing. He dies a gruesome death in an accident.

TROPHY GIRLS (yeah, they've got stories, too)

Ami (green suit)- She becomes a racer herself because she got sick of handing trophies to other people!

Isabella (blue suit)- She goes on Baywaters, a popular TV show.

Liz (black haired one)- She goes on a Bandiboy magazine!

Megumi (silver haired one)- She makes her own perfume, called Odecot, the scent of Wumpa Fruits.

Oh, and after the credits roll, a Naughty Dog Scrapbook will be featured, showing you drawings and plans on the Crash series. It also has pictures of the staff themselves fooling around. Really worth a look, if you have nothing better to do in your life.

-----Part V-----

-Many thanks to everyone who read this FAQ, I spent a great deal making it.

-Many thanks to Naughty Dog for their years of hard work.

-Credit to Lukman Sasmita for help on Shortcuts on Roo's Tube and Dragon Mines.

-Credit to FamHill for pointing out a problem in the Spoilers.

-Partial (hehe) Credit to my brother for some help on the Spoilers.

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