

# Crash Nitro Kart FAQ by Smaz

## **How do I power-slide?**

Slide by pressing and holding the top right button – R1 for the PS2 whilst turning. When you do so, your exhaust will eventually turn black. When this happens, press the top left button – L1 in the PS2 version, to boost. Keep sliding all the while and you will be able to do up to 3 boosts altogether. After this you'll have to stop otherwise you spin out and lose all of the speed you gained.

## **I'm having trouble against a boss – they're so fast!**

Calm down; there are ways to win a race... Most of the boss fights are only a hassle if you stay behind him. The easiest way to by-pass them is to power-slide you way around them, then constantly do so to stay in front. Also, conveniently some crates turn into X crates, which gives your racer three of a particular item. If you're in front, you'll almost always obtain something to lay behind you. Three of these constantly will soon send the bosses to their grave. Also make sure you know the tracks well. If it has a lot of turns, use either Coco or N.Gin. If it's wide and turns are smaller, use Crunch or Tiny. Somewhere in-between works best with Cortex or Crash. Make use of the shortcuts you know (each boss track has at least one) and use them whenever you're having trouble. The only boss that can fire in front is Velo.

## **Are there any useful shortcuts?**

Truckloads! Inferno island has one directly to the left after the bridge. To take it, you must gain enough boosting speed and then hop at the right moment to get up to the raised grassland. Power-sliding is useful. Barin Ruins has one right near the end of the track, in which you must built up enough speed and then jump at the correct time on the jump. Keep to the right of the wall and you should jump over the barricade and onto a shortcut. Out of Time has several – one right at the start in which you use the jump pad. When you fly into the air, turn right and you should fly over the sandy curved section. The second requires speed to overcome, most likely from power-sliding. This is a fence in a turning not long after the first short-cut. Jump at the right time to get over the fence – brake turning in mid-air as you go over the fence is also useful for gaining an extra boost and setting your direction right. Android Alley has one after a series of sharp turns. It takes form as a glass window – jump with enough speed to smash the window and make use of the shortcut. These are just some examples. There are more here: <http://hpzr.freeweb7.com/guidecnk.htm>

## **How do I unlock characters?**

Most will be obtained after playing through the Adventure Mode and defeating the Gem Cups in Velo's Vault at the Coliseum. Fake Crash will only be obtained when performing 50 consecutive boosts with Team Evil/Cortex (on Adventure Mode). This is usually done through constant power-sliding. Similarly, Pura can only be obtained if Team Bandicoot perform a consecutive 50 booster on a track in Adventure Mode, too. The best track for this is Meteor Gorge, in which no real hazards interrupt your racing,

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at all. There also are barely any large turns. Deep Sea Driving is also considered a good level for boosting.

### **What about Tropy and Velo?**

Tropy is unlocked after defeating him on EVERY track in Time Trial mode. First you must beat that track's best time and then the next time you go to the main menu and play the track, Tropy's ghost will become available. Beat the ghost to unlock a Velo ghost. Beating Velo's ghost on every track will not unlock him, however (unfortunately). To obtain Velo, you must complete Adventure Mode with Team Bandicoot 100%, and then with Team Evil/Cortex at 100%. This will give you two sceptres – which unlocks Velo as a playable character.

### **What's the difference between Capture the Flag and Steal the Bacon?**

Capture the Flag on multiplayer requires you to go into the enemy's base and steal their flag, then drive back to your own base to score a point, whilst you have that flag. Steal the Bacon has only one flag, generally near the middle of the arena, that's of a white color. You must fight your opponent and take the flag back to your base as much as you can to beat your opponent. This is generally more competitive.

### **What's the difference between Time Trial and...**

...Relic Race, right? Time Trial is literally you just racing around the track in order to obtain the best time. Relic Race replaces all crates on the level with Time Crates, which freeze the time for as many seconds as there are indicated on the crate. I personally hate these, since it's easy to miss a crate when driving at top speed and power-sliding. All of the crates must be smashed to take 10 seconds off of your final time, which is usually required to obtain a Platinum Relic.