

## Crash Team Racing FAQ by Smaz

### **Q: I'm having trouble with the Time Trials. Is there anyway to help out?**

A: Being a Time Trial laddio, myself, I know that you must power-slide a lot. To power-slide, press R1 to hop and then hold it and a direction whilst you land back on the track, from the hop. You should now be sliding. From here, you should see your exhaust turn black at one point. When it does, press L1 (while still sliding with R1, of course) to give a slight boost to your kart. Don't stop sliding when you boost once - you can do it two more times before you'll have to hop and start the procedure once more. This will seriously help you on the tracks during Time Trials and boss races, so keep it in your head! As far as Time Trials are concerned, and Relic Races, you should always take your turns tightly as well as spying for any shortcuts. In this way, you should unlock and beat both N.Tropy's ghost time and Oxide's time on all tracks.

### **Q: How do I unlock N.Tropy?**

A: A commonly asked question if there ever was one. Tropy can be unlocked by beating all of his time ghosts on each and every track in Time Trial mode. Yes, you heard. To unlock his ghost to race against, first, you must race on the track and beat the best time on that track first. To see the track's best time, go to the High Score option on the main menu. You'll race thr crazy time master, and if you beat him, you'll unlock N.Oxide's ghost on the track! Oxide will be much faster than Tropy, and will take every shortcut and tight turn imaginable. Well, almost. Your best bet is to find a character that suits the track best - for the earlier tracks, use one of the faster in speed characters, who have looser turning, such as Dingodile or N.Tropy himself. Personally, if you have unlocked him, Penta is your best bet, since his stats seem to be best in every area. Beat Oxide's ghost to gain the best time. This works for every track in Time Trial mode.

### **Q: Can you unlock Oxide?**

A: An irritating, but no, you cannot. And it pains me to say it, too. Many people, who obviously haven't done it themselves, think that Oxide can be unlocked by beating all of his ghosts on every track, but alas, this only gains you the scrapbook and not the character of Oxide. You can, however, unlock him through a special cheat system on a cheat disk of some sort, but this was only to replace a previous character and hard to pull off, so I have no additional details on the matter.

### **Q: Is there any hints to beat bosses?**

A: The best way to answer this would be that there are two. The first and obvious one would be to use the triple missiles well, whilst behind the boss. They'll usually have a good start on you, and then pummel you with weapons from their behind. The best way to counter this is to conserve three missiles until you are close to them, wait until they fire a weapon back, and then quickly fire a missile into them. Whilst they are tumbling around, get ahead of them! If they attempt to over-take again, you'll have a few more missiles for back up. The second tip is simple - stay ahead of them. They can't harm you from behind at all, funnily enough, so once you're ahead, you're home free! Just keep those missiles for reserve.