

Crash Team Racing Nitro-Fueled brings an exciting new component to the Crash Bandicoot universe: online racing! Get your friends together for some fast-paced multiplayer racing. Simply jump into the game's **Online** menu to race against up to seven other players using your console's online capabilities.

Private Match

Private Match allows you to play online with other players of your choosing. The match details and settings are chosen by the Host.

After selecting **Private Match**, the host can then choose one of two **Racing Types**.

- **Race** – This is your traditional "let's pick a track and race" option.
- **Battle** – Five unique Battle modes taking place on a host of tracks, some of which are remastered favorites from *Crash Nitro Kart*:
 - **Limit Battle** – Hit opponents with your favorite Power Ups to score points.
 - **Capture the Flag** – Grab the other team's flag and drive it through your team's portal to win.
 - **Crystal Grab** – Collect the most crystals within the time limit. Getting hit by an enemy will prove to be costly!
 - **Last Kart Driving** – Use your limited number of tries to hit your opponents before they hit you and be the last kart driving!
 - **Steal the Bacon** – There's only one bacon left for everyone. Grab it as quickly as you can and bring it back to your home portal.

Once a Racing Type is chosen, select **Go To Lobby** to determine settings and invite friends.

- **Customization** – Here you can choose any of the Characters or customization items you have unlocked. Choose the character you want in the driver's seat along with a character skin, and you can customize the body, wheels, paint job, decal and sticker for your Kart.
- **Game Settings**
 - **Race** – Choose the **Track**, the number of **Laps** (3, 5, or 7), and **Difficulty**.
 - **Battle** – Choose the **Track**, **Battle** mode, and **Difficulty**. Depending on the Battle mode chosen, other Game Settings options will be available.
- **Friends** – Use the **Friends** menu to invite other players to the Private Match.

Matchmaking

If you're looking to race against other players publicly, choose **Matchmaking**. Whether you're alone or in a party, Matchmaking will match you or your team with other players online.

After selecting your **Racing Type** (see explanations of Racing Types above in the **Private Match** section), choose **Go To Lobby**. When the matchmaking begins in the Lobby, you can choose your **Customization** options as well as vote on the track. But be quick – once the Lobby fills up, the race is on!

Friends

The **Friends** menu allows you to see which of your friends are online. See someone you wanna race? Invite him or her to a Private Match or public Matchmaking and set out on a high-octane adventure!

Online multiplayer requires an internet connection and gaming subscription service, sold separately.

Games can freeze or crash during gameplay for a variety of reasons. When the game freezes, you will need to quit the game and close the application, and then restart the game. In some instances, you might also need to reboot your console. If the game crashes, you will typically get kicked to the dashboard where you can simply restart the game.

For more troubleshooting tips and steps you can take to avoid future game interruptions, choose your platform below.

[PlayStation 4](#)

[Xbox One](#)

Most game crashes on Xbox One occur while in the Public Multiplayer Lobby before a match begins or immediately after a match ends. When a game crashes on Xbox One, you will normally get sent to the Xbox One dashboard, where you can simply restart the game and attempt to play again. However, if game crashes persist, there are measures you can take to reduce the chance of game crashes.

Is your system software up to date?

The best way to avoid game crashes or freezing is to make sure the software on your Xbox One is up to date. Follow the steps below to check for updates.

1. Select the **Home** button in the center of your controller.

2. Select **Settings**.
3. Select **System**.
4. Available updates will be listed under **Console info**.

Is everything else in good working order?

If your Xbox One is up to date, try the following troubleshooting tips:

- Check your game disc for abrasions, scratches, or dust. If the disc is dirty, clean it with a soft cotton cloth dampened with water. Wipe the non-label side from the center straight out to the edges. Be sure your disc is completely dry before inserting it back into your Xbox One.
- Ensure your Xbox One console is in a cool, well-ventilated place.
- [Clear the cache on your Xbox One](#).
- Try the game on another Xbox One. If the same problem occurs on another Xbox One, the problem is most likely with the game disc itself. If this is the case, you can [request a replacement game disc](#).

***Please note:** Activision cannot guarantee functionality on Xbox consoles using 3rd party hardware. This includes, but is not limited to, memory cards, controllers, chips, and cables.*

You've ruled everything out. Now what?

If your Xbox One is up to date and there are no issues with the game disc itself, there might be an issue with your Xbox One console. Please contact [Xbox Support](#) for assistance.

Crash Team Racing Nitro-Fueled November 8 Patch Overview

This new title update introduces the following content, changes, and fixes. **The core of the update introduces the Neon Circus Grand Prix content. To first access the new Grand Prix, all players should have to do is start Crash Team Racing Nitro-Fueled while connected to the internet and download the game update (which begins automatically in most cases).**

All Platforms:

- Grand Prix #5 (starting November 8th) – Neon Circus Grand Prix content which provides players the ability to unlock the following content through engagement:
 - 1 new character (Koala Kong)
 - 2 new legendary skins (Jester Penta Penguin and Circus Kong)
 - 2 new karts (Daredevil and Pressurizer)
 - A variety of other customization items for karts
 - Multiple new challenges to earn Nitro Points
- 1 new track called "Koala Carnival"
- A Pit Stop refresh that includes the following content:
 - 2 new characters (Pasadena O'Possum and Ebenezer Von Clutch)

- 8 additional skins
- 1 new kart (Nitro Bumper)
- A variety of other customization items for karts
- Select items from the Back N. Time Grand Prix return to the Pit Stop
- The new Ring Rally game mode, available in the Local Arcade section
- 1 new character unlockable through the Adventure mode (King Chicken)
- Various Pit Stop improvements:
 - The Last Chance Bundle type offers players another chance to unlock any remaining Grand Prix Nitro Gauge content from a prior Grand Prix before select items are added to the Pit Stop rotation at a later time
 - The Bundles on the main Pit Stop screen now display the adjusted Wumpa Coin price based on items already unlocked by the player
 - The Pit Stop now prioritizes skins for characters and decals for karts unlocked by the player
- New Checkpoint System is implemented to prevent most lap skip exploits. A new Chick & Stew cinematic will play when players access the Grand Prix menu. This same video can be accessed with a button press from the main menu
- This title update addresses a variety of stability and quality of life fixes in both the online and offline game modes.

Grand Prix content and timing subject to change. Internet required for Grand Prix, Nitro Points, Wumpa Coins, online multiplayer (gaming subscription service sold separately), access to the Pit Stop, and other features.

Crash Team Racing Nitro-Fueled October 10 Update

A new title update has released for PlayStation 4 and Xbox One as of today, October 10, 2019. It will release for Nintendo Switch by the end of next week (week of October 14). The following will be addressed in this update:

All platforms:

- Fix to address issue with Spyro & Friends Grand Prix Champion Decal
- Fix to address lap skip exploits and other issues in Nina's Nightmare map
- Fix to address issue with Spooky Grand Prix items not being prioritized in Pit Stop
- Balance tweaks to Drift driving style
- Added Life Saver N. Trance skin to the Pit Stop rotation
- Added Spyro & Friends Grand Prix Nitro Gauge assets to the Pit Stop rotation
 - Items that were not displaying correctly in the Nitro Fill-Up at the end of the Spyro & Friends Grand Prix are in the Pit Stop rotation

- The items will be in the Pit Stop rotation for the remainder of the Spooky Grand Prix

Nintendo Switch Specific:

- Fix to address issue with Nina's Nightmare and Android Alley sharing the same leaderboard
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Crash Team Racing Nitro-Fueled October 2 Patch Overview

This new title update introduces the following content, changes, and fixes. **The core of the update introduces the Spooky Grand Prix content. To first access the new Grand Prix, all players should have to do is start Crash Team Racing Nitro-Fueled while connected to the internet and download the game update (which begins automatically in most cases).**

All Platforms:

- Grand Prix #4 (starting October 4) – Spooky Grand Prix content which provides players the ability to unlock the following content through engagement:
 - 1 new character (Nina Cortex)
 - 2 new skins
 - 2 new karts
 - A variety of other customization items for karts
 - Multiple new challenges to earn Nitro points
- The Ghost Hunt limited-time event, available for the duration of Grand Prix #4
- 1 new track called "Nina's Nightmare" – immediately available to players
- A "Pit Stop" Refresh that includes the following content:
 - 2 new characters
 - 8 additional skins
 - 1 kart
 - A variety of other customization items for karts
 - Select items from the Nitro Tour Grand Prix return to the Pit Stop
- Driving Style Selection feature allows users to select any Driver Archetype in combination with their unlocked Characters
- New Cup Race: The Lost Cup
- Random Track Selection feature
- Wumpa Coin Weekend Bonus is now activated in Local Arcade and Adventure Game Modes
- A new Chick & Stew cinematic will play when players access the Grand Prix menu. This same video can be accessed with a button press from the main menu

- This title update addresses a variety of stability and quality of life fixes in both the online and offline game modes.

Grand Prix content and timing subject to change. Internet required for Grand Prix, Nitro Points, Wumpa Coins, online multiplayer (gaming subscription service sold separately), access to the Pit Stop, and other features.

Crash Team Racing Nitro-Fueled August 30 Patch Overview

This new title update introduces the following content, changes, and fixes:

- Grand Prix #3 – Spyro & Friends Grand Prix content which provides players the ability to unlock the following free content through engagement:
 - 1 new track called "Spyro Circuit" – immediately available to everyone
 - 1 new character (Spyro the Dragon)
 - 2 new skins
 - 2 new karts
 - A variety of other customization items for karts
 - Multiple new challenges to earn Nitro points
 - A "Pit Stop" Refresh that includes the following content:
 - 2 new characters
 - 8 additional skins
 - 1 kart
 - A variety of other customization items for karts
 - Feature adjustments:
 - Grand Prix Menu is now available in online lobbies
 - Improved customization item sorting within the customization menus
 - A new Chick & Stew cinematic will play when players access the Grand Prix menu. This same video can be accessed with a button press from the main menu
 - This title update addresses a variety of stability and quality of life bug fixes in both the online and offline game modes.
 - Nostalginator Kart and Baby T. characters are now being properly awarded to players.
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Crash Team Racing Nitro-Fueled August 2 Update

This new title update, which went live on 8/2 introduces the following content, changes, and fixes. The core of the update introduces the Back N. Time Grand Prix content. To first access the new Grand Prix, all players should have to do is start Crash Team Racing Nitro-Fueled while connected to the internet and download the game update (which begins automatically in most cases).

All Platforms:

- The introduction of the Back N. Time Grand Prix content and challenges, which provides players the ability to unlock the following content through engagement:
 - 1 new track called "Prehistoric Playground" – immediately available to players
 - 1 new character (Baby T.)
 - 2 new skins
 - 2 new karts
 - A variety of other customization items for karts.
 - Multiple new challenges to earn Nitro Points.
- A "Pit Stop" Refresh that includes the following content:
 - 2 new characters
 - 8 additional skins
 - 1 kart
 - A variety of other customization items for karts.
- A new cinematic will play when players access the Grand Prix menu. This same video can be accessed with a button press from the main menu.
- The Grand Prix and Pit Stop menus are now accessible within the Online Lobby menu.
- Leaderboards will be refreshed
- This title update addresses a variety of stability and quality of life fixes in both the online and offline game modes.

Grand Prix content and timing subject to change. Internet required for Grand Prix, Nitro Points, Wumpa Coins, online multiplayer (gaming subscription service sold separately), access to the Pit Stop, and other features.

Crash Team Racing Nitro-Fueled Mid-July Update to Address Quality of Life Improvements and More

Crash Team Racing Nitro-Fueled is a live game and Beenox is continuously working on adjustments and improvements to the racing experience. This patch addresses various quality of life improvements to provide the best ongoing kart racing experience possible. The update is set to go live over the next day for PS4 and Xbox One, and within the following week for Nintendo Switch players.

This patch represents the following platform versions:

- PS4 – 1.07
- Xbox One – 1.0.1.1
- Switch – 1.05

The following will be addressed in the patch:

All Platforms:

- Loading time improvements on all platforms
- Stability fixes when playing online
- Adjustment to track selection frequency when choosing tracks in online matchmaking lobbies
- Fix for various track lap exploits
- Adjustment of global cooldown for power-ups on all players (prevent time clock/warp orb spamming)
- Fix to lobbies not repopulating properly after player quits
- Fix to position shuffling and rewards at race end
- Various other issues

Nintendo Switch Specific:

- Improvements to loading times using Boost Mode
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Notes from July 3 Update

Beenox is hard at work, making some adjustments and improvements to the game to provide the best ongoing kart racing experience possible, including addressing the save data issue on the PlayStation 4.

The update is set to go live on July 3*, along with the first Grand Prix**, the amazing Nitro Tour. Below are details of what will be included in the patch.

Save Data Corruption Issue

PlayStation 4 players, we have identified that your save data file has a chance to corrupt if the data for race ghosts in Time Trials becomes too large. This has impacted players who complete many Time Trial races.

We've been working to properly fix the issue and it will be addressed in this patch. In the meantime, we recommend that PS4 players avoid playing Time Trials as a preventative measure. This issue should not occur for Switch and Xbox One players. Alternatively, PS4 players have the option to backup save data on an external storage device or backup save data to the cloud as an extra precaution.

We are blown away by the community support for *Crash Team Racing Nitro-Fueled*, and to say thank you for your patience while we work on these adjustments, we will be providing a 2,500 Wumpa Coin gift to all players on all platforms if you play *Crash Team Racing Nitro-Fueled* between this weekend and July 4th.† Expect this bonus to go live within 24 hours.

We encourage our players to [submit a support ticket](#) if any issues or questions arise, because it helps us more quickly resolve issues impacting the community.

Crash Team Racing Nitro-Fueled brings an exciting new component to the Crash Bandicoot universe: online racing! Simply jump into the game's **Online** menu and race against up to seven other players using your console's online capabilities.

We're here to help you understand some of the various technical issues that can arise during online gameplay along with tips to give you the best online experience with Crash Team Racing Nitro-Fueled.

If you're having trouble connecting to the Crash Team Racing Nitro-Fueled, you should first check [Crash Team Racing Nitro-Fueled Server Status](#).

If the status indicator for your platform is not green or an alert is present, you might encounter connectivity issues until service is restored and fully operational.

However, if the status indicator is green and no alerts are posted, several other factors could be affecting the quality of your connection.

Crash Team Racing Nitro-Fueled provides players with an assortment of options to customize their kart and character. Through the **Customization** menu, you can choose the character you want in the driver's seat and equip them with some pretty cool skins, and you can also customize the body, wheels, paint job, decal for your Kart, and even add a sticker.

At the outset, players will have access to all of the original characters and kart colors in the Customization menu. Some locked options including characters, skins, and customization items can be accessed by completing specific tasks or challenges in Adventure mode. Others, however, can be purchased in the **Pit Stop** using **Wumpa Coins**.

Local Arcade is a game mode that allows up to four players to play on a single console via splitscreen (2-player splitscreen for Switch Tabletop Mode). In Local Arcade, each player needs to use a separate a controller to play.

Local Arcade includes several racing modes within it:

- **Single Race** – This is your traditional "let's pick a track and race" option.
- **Cup Race** – A four-track race. There are seven different collections of tracks to choose from within Cup Race.
- **Battle** – Five unique Battle modes taking place on a host of tracks, some of which are remastered favorites from *Crash Nitro Kart*:
 - **Limit Battle** – Hit opponents with your favorite Power Ups to score points.
 - **Capture the Flag** – Grab the other team's flag and drive it through your team's portal to win.
 - **Crystal Grab** – Collect the most crystals within the time limit. Getting hit by an enemy will prove to be costly!
 - **Last Kart Driving** – Use your limited number of tries to hit your opponents before they hit you and be the last kart driving!
 - **Steal the Bacon** – There's only one bacon left for everyone. Grab it as quickly as you can and bring it back to your home portal.
- **Time Trial** – Is there a track that's particularly fun or challenging? Go back and try to beat your best time! Activate Player Ghost to include a ghostly version of yourself driving toward your best time.
- **Relic Race** – Complete the race in less time than the time in the top corner to earn a Relic. Don't miss the Time Crates! Breaking a Time Crate freezes the timer for the number of seconds indicated on the crate.
- **CTR Challenge** – Collect the letters C, T, and R and win the race to earn a CTR Token.
- **Crystal Challenge** – Collect every Crystal on the track before the time runs out.
- At the start of each Grand Prix event, players are introduced to a series of racing challenges to complete and earn Nitro Points**. As you collect Nitro Points, you start filling up your Nitro Gauge, unlocking a series of rewards including special karts, character skins, and customization items.
- You can also use Wumpa Coins in the Pit Stop — which are earned in Grand Prix events as well as Adventure Mode, Local Arcade and Multiplayer Mode — to unlock even more

new characters, karts, skins, and kart customization items**! A new set of items is introduced to the Pit Stop at the beginning of each Grand Prix.

- Finally, each Grand Prix comes with a bonus track that will be playable online or offline from that point on, as long as the player has downloaded the game update that kicks off the Grand Prix.