

LOOK FOR

EIGHTEEN **18** WHEELER™

☆☆☆ AMERICAN PRO TRUCKER ☆☆☆



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INSTRUCTION BOOKLET

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Virtual Taxi

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN

MILD VIOLENCE
STRONG LANGUAGE

Visit www.esrb.org or call 1-800-771-3772 for Rating information.

LICENSED BY



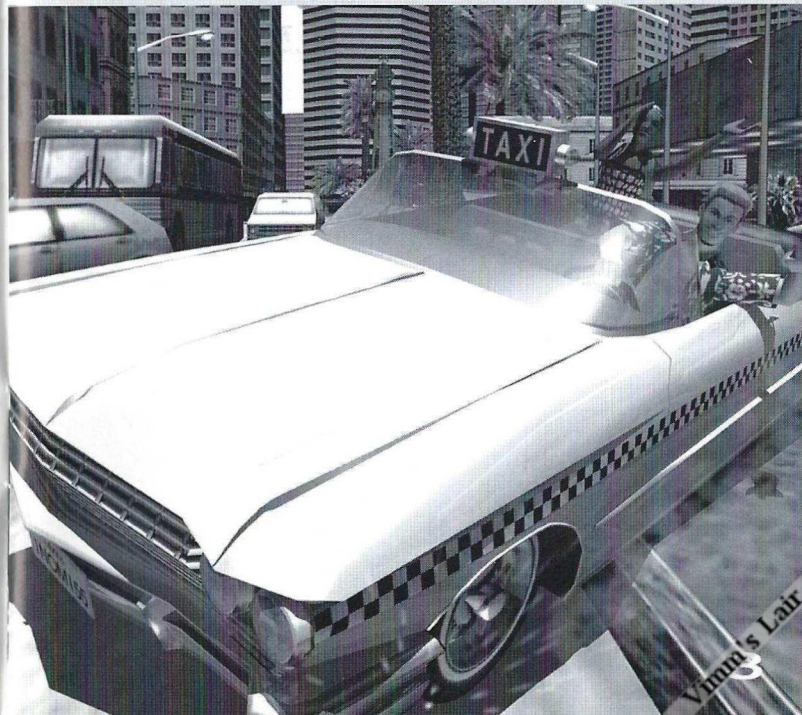
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Thank you for purchasing **Crazy Taxi™!**
Be sure to read this instruction manual thoroughly before you start playing Crazy Taxi.



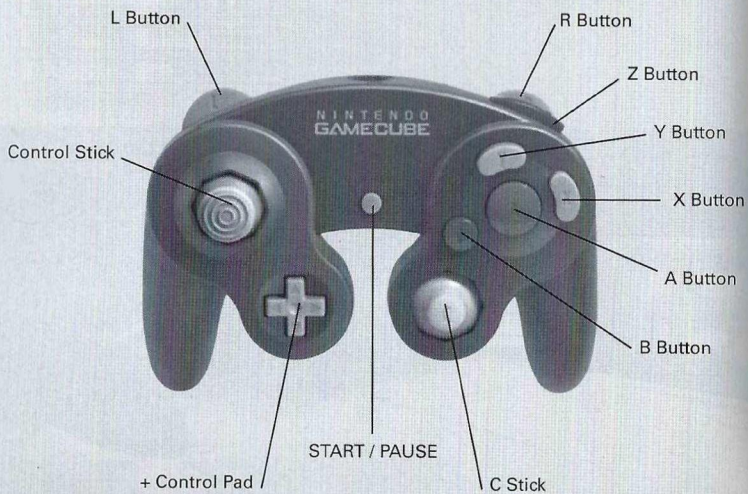
Yummy's Lair

LOADING

1. Make sure the POWER Button is OFF on your Nintendo GameCube™.
2. Insert your CRAZY TAXI™ Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket 1.

Note: CRAZY TAXI™ is for 1 player.

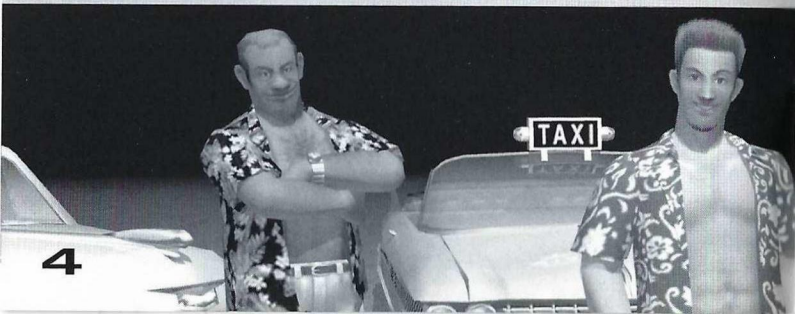
4. If you wish to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the POWER Button ON (important: make sure not to touch the Control Stick while doing so).



BASIC CONTROLS

Refer to the following chart for a summary of the game controls:

	Action or Command	Controller Type A	Controller Type B
During Menu Selection	Moving the Cursor	Control Pad/Control Stick	Control Pad/Control Stick
	Enter	A Button	A Button
	Cancel/Return to the Previous Screen	B Button	B Button
	Item Selection	Control Pad/Control Stick	Control Pad/Control Stick
During Game Play	Game Start/Pause	START	START
	Character Selection	Control Pad/Control Stick	Control Pad/Control Stick
	Steering	Control Pad/Control Stick	Control Pad/Control Stick
	Accelerating	R Button	A Button
	Braking	L Button	B Button
	Drive Gear	A Button	R Button
	Reverse Gear	B Button	L Button
	Destination Reminder	Y Button	Y Button
	Horn	X Button	X Button



CRAZY MANEUVERING

Learn how to perform these crazy maneuvers using different combinations of the **Steering Wheel, Accelerator, Brake** and **Drive/Reverse Shifting** commands.



CRAZY DASH - Propel the cab forwards with a burst of speed with this crazy move.

HOW TO EXECUTE

First, release both the accelerator and brake. Then, just after shifting into Drive, press the accelerator.



CRAZY DRIFT - Use this move to cause the cab to execute a sliding drift.

HOW TO EXECUTE

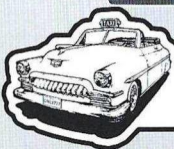
While moving forward, quickly shift into Reverse and back into Drive while cutting the Steering Wheel to the right or left. Note: hold the **Control Stick** to execute a drift.



CRAZY BACK DASH - Execute a hasty retreat with this speedy thrust in reverse.

HOW TO EXECUTE

Shift quickly into Reverse just after executing a Crazy Dash.



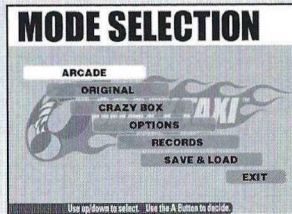
CRAZY BACK DRIFT - With this move the cab will continue to move in reverse after spinning 180°.

HOW TO EXECUTE

While moving forward, quickly shift into Drive and back into Reverse while cutting the Steering Wheel to the right or left.

MODE SELECTION MENU

Use **↑** or **↓** on the **Control Pad/Control Stick** to select an item and press the **A Button** to enter your selection. Select **'EXIT'** or press the **B Button** to return to the title screen.



ARCADE

p. 8

In this game mode, play using the same course as the one featured in the Arcade version of Crazy Taxi.

ORIGINAL

p. 8

Select this game mode to play using the specially designed original course.

CRAZY BOX

p. 14

Fine-tune your cab driving techniques by clearing each of these unique mini-games.

OPTIONS

p. 16

Use this mode to modify various settings of the game.

RECORDS

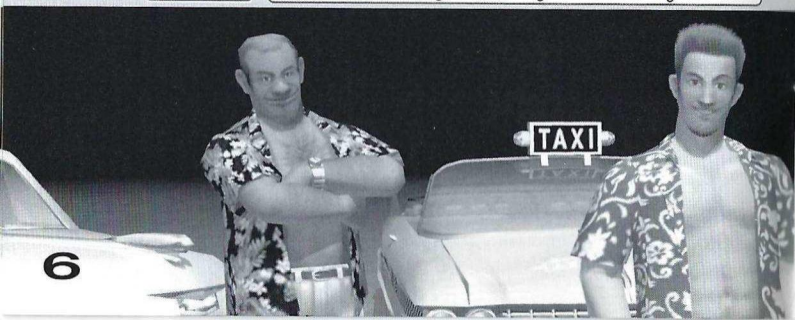
p. 17

Here you can view the records and rankings for each of the game modes.

SAVE & LOAD

p. 18

Use this mode to save or load game data or perform name entry for player files.



Vimm's Lair

ARCADE/ORIGINAL MODE

Both the Arcade and Original game modes have the same rules, content and menu. The only difference between these two modes is the course on which you play. After selecting either "ARCADE" or "ORIGINAL" from the mode selection menu, the following mode menu will be displayed. Use **↑** or **↓** on the **Control Pad/Control Stick** to select a mode and press the **A Button** to enter your selection. Select "EXIT" or press the **B Button** to return to the title screen.

PLAY BY ARCADE RULES

Select this item to play according to the same rules as used in the Arcade version of Crazy Taxi. For details, see p. 10 – 12.

WORK FOR 3 MINUTES

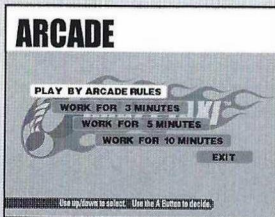
Play freely for three minutes. Note that in this mode there are no time bonuses (see p. 12) available.

WORK FOR 5 MINUTES

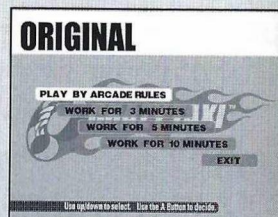
Play freely for five minutes. Note that in this mode there are no time bonuses available.

WORK FOR 10 MINUTES

Play freely for ten minutes. Note that in this mode there are no time bonuses available.



Arcade Mode Menu



Original Mode Menu

ARCADE/ORIGINAL MODE



GAME DISPLAY

While driving a customer



- Game Time:** Once this time limit counts down to 0, the game is over.
- Directional Arrow:** This arrow shows the general direction of the destination.
- Fares:** The top figure is the **Total Earned Fare** and is a total of all fares earned. The bottom figure is the **Fare** for the current customer, which includes the base fare plus any tips earned, and will be added to the total earned fare once the customer is delivered to their destination.
- Crazy Maneuvers & Combos:** All crazy maneuvers performed will appear here with a counter that tracks any successive combos made.
- Destination and Distance Counter:** A picture of the destination location and a distance counter indicating the distance to the destination, is displayed as the customer gets into the cab. Press the **Y Button** to display this image while driving.
- Customer Time Limit:** If this time limit reaches 0 before reaching the destination, the customer will jump out of the cab without paying their fare.
- Gear Indicator:** Shows the gear, drive or reverse, currently selected.
- Time Bonus Indicator:** Indicates the time bonus earned for arriving early at the destination. The time bonus is only available when playing the "PLAY BY ARCADE RULES" of the arcade and original modes (see p. 11 for details).

At the destination



- Ranking:** Shows your current ranking relative to the total rankings.

Pausing the Game

To pause the game and display the pause menu while playing in the Arcade, Original or Crazy Box modes, press **START**. Use **↑** or **↓** on the **Control Pad/Control Stick** to select a menu item and press the **A Button** to enter your selection. Press **START** to exit and continue playing.

RESUME: Select to resume play where you left off.

RESTART: Select to restart the current game with the same driver in the same mode.

QUIT: Select to exit the current game and return to the mode selection menu.

RUMBLE FEATURE: Use left or right on the **Control Pad/Control Stick** to toggle this item ON/OFF.



DRIVER SELECTION

After selecting a game mode from either the Arcade or Original mode menu, the driver selection screen will be displayed. Use **↑** or **↓** on the **Control Pad/Control Stick** to select a driver and press the **A Button** to enter your selection.



GAME OVER

Once the game time limit counts down to **0**, the game is over and the results screen is displayed. If you can achieve a class ranking of **S**, the game ending and credits will play.



CUSTOMERS = The total number of customers delivered.

TOTAL EARNED = The total amount of money earned.

CLASS = This evaluation of your driving skills is based on a leveled assessment of your cumulative earnings. The available classes from the best down are **S, A, B, C, D, E** and **NO**

LICENSE RANKING = This placement is your ranking relative to the saved data. If your score is too low to place, **OUT OF RANKING** will appear.

NOTE: Rankings are only displayed when playing the "PLAY BY ARCADE RULES" of the Arcade and Original modes.

SAVE MENU

Use this menu to save the results of a game to a memory card. Use **↑** or **↓** on the **Control Pad/Control Stick** to select where to save the data and press the **A Button** to enter. If there are no player files set up in which to save data, select "**Register a new name**" and enter a new name to create a new file (see p. 17 for details). All saved/registered data ends up in one file.



GAME FLOW

1) Pick Up a Customer

Human characters located in the city with a "\$" icon over their heads indicate potential customers waiting for a taxi ride. To pick up a customer the player must brake the cab to a complete stop within the **stop zone** - the circular outline that appears around the customer. The customer will then automatically approach and get in the cab.



NOTE: While waiting for the customer to get into the cab, the game clock will continue to run but control of the cab is not possible.

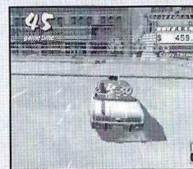
2) Drive to the Destination

Once the customer gets in the cab the following 3 items appear on the game display: the "**Destination and Distance Counter**" appears briefly to the left, the "**Directional Arrow**" appears at the center top and the "**Customer Time Limit**" appears over the customer's head. It is your job to travel in the direction indicated by the arrow and deliver the customer to their destination before the customer time limit reaches 0. Provided you reach the destination in time, you will be paid the base fare as well as any tips given by the customer in appreciation of "**crazy**" driving (see "Fare System" and "Tips" p. 12).



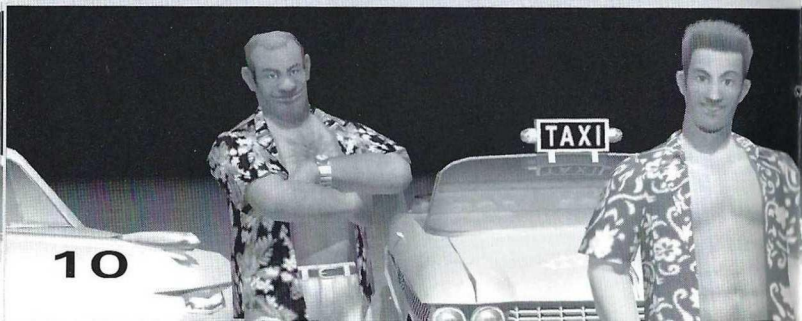
3) Drop Off the Customer

To drop off the customer, brake the cab to a complete stop within the green wall rimmed destination **stop zone**. Once stopped, the customer will automatically exit the cab and pay their fare (see p. 12) plus any tips received.



NOTE: While waiting for the customer to get out of the cab, the game clock will continue to run but control of the cab is not possible.

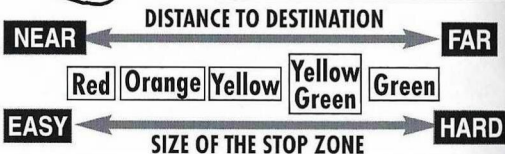
Do your best to repeat the above 3 steps as many times as possible before the game time counter reaches 0 to earn loads of crazy money!



The different colors of each customer "\$" icon indicate the relative distance to the destination while the size of the stop zone around the customer indicates the relative difficulty involved getting there.



\$ ICON COLOR VARIATIONS



FARE SYSTEM



Time Limits and the Total Earned Fare

After getting into the cab, a number appears over the customer's head and begins to countdown. This is the customer time limit. If you are able to deliver the customer to their destination within this time limit you will be paid the **FARE**. This is then added to the **TOTAL EARNED FARE**. However, if you are unable to reach the destination before the counter reaches **0**, the customer will jump out of the cab without paying.

Fares and Tips The three types of fares that can be earned are as follows:

BASE FARE

The base fare is calculated according to the distance of the destination. Once the customer gets in the cab, this amount will appear in blue under the total earned fare at the upper right of the game display.

TIPS

Tips are awarded to the cabbie whenever "crazy" maneuvers are executed in the course of driving the customer to their destination. Each tip is added to the base fare as earned.

BONUS FARE

When the cabbie arrives at the customer's destination, a bonus fare is converted from any time left over from the initial customer time limit. This is added to the base fare just before payment.

EARNING TIPS If the cabbie is able to "please" the customer by performing any of the following crazy maneuvers while delivering the customer to their destination, they will be rewarded monetarily with tips. All tips are added to the base fare and then to the total earned fare upon arrival at the destination.

CRAZY JUMP

Use jump ramps or other similar elevated obstacles to become airborne.



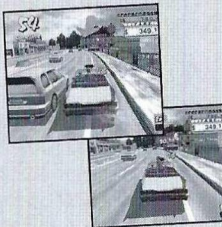
CRAZY DRIFT

Sustain a sliding drift of the cab while turning.



CRAZY THROUGH

Cut in close to the other vehicles that you pass on the roads without hitting them.



COMBOS If you are able to earn tips in succession, a running tally of the number of combos appears on the right of the display and continues until you collide with another vehicle. The more combos accumulated, the higher the tip value becomes, so do your best to rank up consecutive combos whenever and wherever possible! If you make a mistake or collide with another vehicle, the combo counter resets to zero.



TIME BONUS

When the cabbie delivers the customer to their destination, any leftover time from the customer time limit is converted into a **Time Bonus**, which is then added to the game time. The faster the cabbie arrives at the destination, the higher the bonus time awarded will be. The available time bonuses are:

SPEEDY

+5 seconds

(Green)

NORMAL
+2 seconds

(Yellow)

SLOW
No Bonus

(Red)

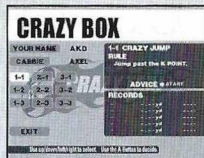
BAD
Appears when the customer jumps out of the cab without paying (Purple)

NOTE: Time Bonuses are only available in the "PLAY BY ARCADE RULES" of the arcade and original modes.



CRAZY BOX MODE

Use the various mini-games available in this mode to develop and improve your cab driving skills. Use **○●○○○** on the **Control Pad/Control Stick** to select a mode and press the **A Button** to enter your selection. Select **'EXIT'** or press the **B Button** to return to the title screen.



PLAYER FILE SELECTION

First use **○●○** on the **Control Pad/Control Stick** to select the name that represents your player file. If there are no player files available, select **'NEW ENTRY'** and press the **A Button** to display the name entry screen.

CABBIE SELECTION

Use **○●○** on the **Control Pad/Control Stick** to select a cabbie and press the **A Button** to enter your selection.

MINI-GAMES

Use **○●○○○** on the **Control Pad/Control Stick** to select a mini-game to play from among the displayed options. The rules and current rankings for the selected mini-game will be displayed to the right. Press **START** to display an advice box with tips on how to successfully complete the selected mini-game. Press **START** again to return to the Crazy Box selection menu. To play the selected game, press the **A Button**. Hold the **R Button** while highlighting a mini-game to display the top scores for that specific game.

The following mini-games are available at the start of play in the Crazy Box mode:



MINI-GAMES

1 - 1

CRAZY JUMP

GOAL

Jump the cab off the jump ramp and land past the K point.

1 - 2

CRAZY FLAG

GOAL

Reach the flag located directly behind the cab on the other side of the beach within the allotted time limit.

1 - 3

CRAZY BALLOONS

GOAL

Burst all the balloons on the field within the allotted time limit.

2 - 1

CRAZY DRIFT

GOAL

Earn more than 15 total combos using the Crazy Drift within the allotted time limit.



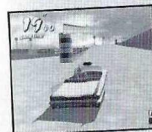
CRAZY BOX MODE

2 - 2

CRAZY TURN

GOAL

Deliver the customer to their destination within the allotted time limit.



2 - 3

CRAZY BOUND

GOAL

Deliver the customer to their destination within the allotted time limit without falling into the ocean.



3 - 1

CRAZY RUSH

GOAL

Deliver all five customers to their destinations within the allotted time limit.



3 - 2

CRAZY JAM

GOAL

Deliver all three customers to their destinations, through heavily congested traffic, within the allotted time limit.



3 - 3

CRAZY POLE

GOAL

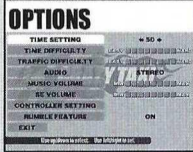
Deliver all the customers to their destinations within the allotted time limit.



Vimm's Lair
13

OPTIONS

From the options menu it is possible to modify the following game settings. Use **○** on the **Control Pad/Control Stick** to select an item then use **○** on the **Control Pad/Control Stick** to modify the setting. Select **'EXIT'** to confirm selections and exit options, or press the **Y Button** to cancel selections. The settings available for modification are as follows:



TIME SETTING

Adjust the game time limit setting of the Arcade and Original modes for "PLAY BY ARCADE RULES" mode play.

TIME DIFFICULTY

Adjust the difficulty level of the game time setting of the Arcade and Original modes.

TRAFFIC DIFFICULTY

Adjust the difficulty level of the traffic setting of the Arcade and Original modes.

AUDIO

Set the preferred sound output to either **MONO** or **STEREO**.

MUSIC VOLUME

Adjust the volume setting for the background music.

SE VOLUME

Adjust the volume setting for the sound effects (SE).

CONTROLLER SETTING

Press the **A Button** to display the controller settings screen and then select a controller setting type using **○** on the **Control Pad/Control Stick**. (See p. 5 for details)

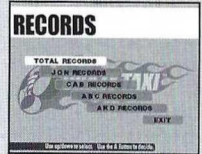
RUMBLE FEATURE

This is set to 'ON' by default. Use **○** on the **Control Pad/Control Stick** to switch this option on and off.

Note: Whenever you modify the options settings, the data will automatically be saved to the memory card when you exit the options menu.

RECORDS

Here you can view all the records and rankings earned in every mode of the game. Use **○** on the **Control Pad/Control Stick** to select an item and press the **A Button** to enter your selection. Select **'EXIT'** or press the **Y Button** to return to the mode selection menu.

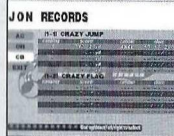


TOTAL RECORDS Select to view all the records for each player in all modes.

--- RECORDS Select a player file from among the displayed options to view the individual records for that player.

RECORDS MENU

Use **○** on the **Control Pad/Control Stick** to select a mode from the three options displayed on the left and use **○** on the **Control Pad/Control Stick** to move forwards and backwards among the pages. Select **'EXIT'** or press the **Y Button** to return to the Records menu.

AC**Arcade Mode Records****OR****Original Mode Records****CB****Crazy Box Mode Records**

TOTAL RECORDS

license: The license class awarded (appears only with AC/OR records).

earned: Total amount of money earned (appears only with AC/OR records).

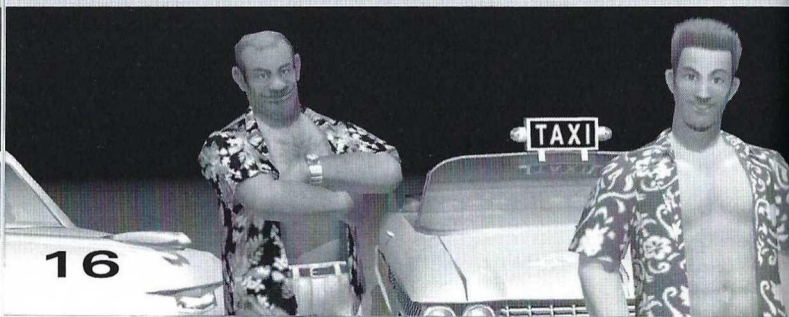
cabbie: The cab driver used.

name: The name of the player who earned this record (appears only with the TOTAL RECORDS).

ranking: The overall ranking for each successful clear (appears only with the CB records).

score: The actual score achieved (appears only in the CB records).

date: The date when the record entry was made (appears only with the --- records).



SAVE & LOAD

Here you can save and load game data, enter a name to create a new player file or modify the name of a current player file. Use **Ⓞ** on the **Control Pad/Control Stick** to select an item and press the **A Button** to enter your selection. Select **'EXIT'** or press the **B Button** to return to the main menu.

SAVE

Select to save all the current game settings and records to your Nintendo GameCube™ Memory Card. Crazy Taxi requires 8 blocks to perform a save, 4 of which are allocated temporarily to ensure a proper save and deleted once the save is successful.

The actual saved file is 4 blocks.

LOAD

Select to load previously saved data from your Nintendo GameCube™ Memory Card.

ENTER NAME

Select to enter a new name or create a new player file. See below for details on how to enter a name.

DELETE NAME

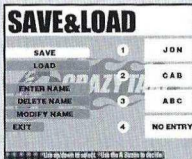
Select to delete a player file. Use **Ⓞ** on the **Control Pad/Control Stick** to select a file and press the **A Button**. When the deletion confirmation window appears, select yes to delete the file, or no to cancel the deletion and return to the Save and Load menu.

MODIFY NAME

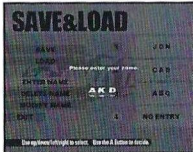
Select to edit the name of a player file. Use **Ⓞ** on the **Control Pad/Control Stick** to select a file and press the **A Button**. See below for details on how to enter a name.

NAME ENTRY

Up to three characters can be used for each name entered to create a player file. Use **Ⓞ** on the **Control Pad/Control Stick** to select a letter and use **↔** on the **Control Pad/Control Stick** to move the cursor. Press the **A Button** to enter the name. Press the **B Button** to exit the name entry without entering a name. A total of four player files can be created and maintained for saving game data.



NAME ENTRY



CABBIES

AXEL

Age

21

Sex

Male

Height

6' 0"

Weight

158

LicensePlate #

1NOM155 = "I no miss"

Meaning: "I don't make mistakes"



This wild guy is known to have a hot and quick temper. His only reason for becoming a taxi cab driver is that he considers being a cabbie the "coolest" profession. Axel always shows his customers a good time while driving his 60's era classic cab, earning big tips in the process! For him, cab driving is the ultimate career.

When he isn't working, Axel is usually trying to pick-up women, jamming with his punk band (bass and vocals) or participating in board sports like surfing or snowboarding. That said however, Axel's overly freewheeling nature causes his band members to come

and go on a regular basis and prevents him from maintaining decent relationships with women. Oh well, what's a guy to do? While he isn't perfect, his openhearted personality and naturally cheerful nature means he kind of grows on you. His most redeeming quality is that he is especially gifted at mediating whenever there is trouble or fighting amongst his many friends.

GENA

Age

23

Sex

Female

Height

5' 7"

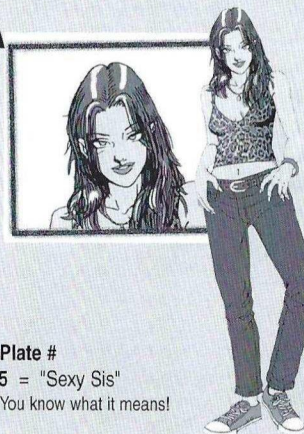
Weight

???

LicensePlate #

5EXY515 = "Sexy Sis"

Meaning: You know what it means!



If Gena could be described in two words, without a doubt those words would be "cool & sexy". With a strong passion for cars, her reason for becoming a cab driver is simply, "Because I get to race around in my car all day!" While she's not so concerned with amusing her customers per se, she sure is timely. When asked if she'd be happier as a race car driver she just laughs and replies, "But it is such a rush to race through the traffic-laden streets...I could never give this up!"

When Gena is not working in her beloved cab, she can usually be found working on it. In fact, she spends nearly all her time and money performing extensive tune-ups, maintenance and cleaning. It is no surprise that most of the money she earns goes straight into her cab.

Despite her cab fixation, men are attracted to Gena's beauty. But she simply turns her nose up at any man who dares try to woo her. Clearly the sole object of her affection is her one and only cab!

CABBIES

Always friendly & cheerful... that's B.D. Joe. For him, driving a cab is a line of work in which he can "make people happy".

Happiest when he can bring a smile to the face of customers, B.D. is a master of both driving and conversational techniques.

Even when not driving his cab B.D. Joe is well known as an accomplished performance artist. He can throw together some lids and drum cans, and using a pair of drumsticks, can blow you away with his musical prowess. His rhythms sound so fine they put the "professional" musicians to shame. His talent is such that he is often asked why he doesn't perform professionally. But he just laughs and says, "Making people smile is reward enough for me besides cabbng is too much fun to give up!"

Lately B. D. Joe has taken up card tricks...why you may ask? Because by doing so he can make anyone's day anytime, anywhere.

Gus is a handsome (in a melancholy sort of way) drifter who typifies the term "cool". He holds the unique distinction of being the originator of the "crazy" style. In his youth, Gus was a wild and uncontrollable hooligan, selfish to a fault. He hated to lose and always had to be # 1 at any and all cost. With a strong fascination for all things new, Gus was naturally drawn to that one unique trend that was totally cool. With a knack for getting into something before it became popular, in the days when he didn't even own a car he was riding in a normal taxi when he had a flash of inspiration and bought an old junked out 1955 jalopy. Thus began the crazy taxi trend.

When Gus isn't driving, he can usually be found playing cards. When the working day ends he meets with his poker buddies (whose members change nightly) to while away the time playing poker, blackjack and baccarat. A benefit of his gambling is that Gus has come to understand the ways of strategy, thereby mellowing his former desire to win at all costs.

Learning the why and how of losing has made Gus a better person.



B.D. JOE

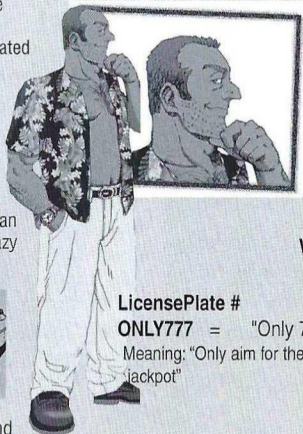


Age
25
Sex
Male
Height
5' 9"
Weight
165

LicensePlate #
2HOP260 =

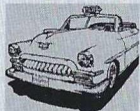
"To hop to go"
Meaning: "Always ready to get crazy"

GUS



Age
42
Sex
Male
Height
5' 8"
Weight
187

LicensePlate #
ONLY777 = "Only 777"
Meaning: "Only aim for the big jackpot"



CUSTOMERS

Let's meet a few of the many customers you'll find throughout the city awaiting a crazy taxi ride.



Cindy

This young pretty college student is a psychology major who just loves junk food!



Rachel

Currently working as a hospital volunteer, this young woman dreams of becoming a doctor someday.



Dan

A graduate student of economics, Dan is in the process of writing his thesis on the economical impact of the fashion industry on world markets.



Grandma J

Keep your eyes peeled for this feisty ol' lady! Those loud and colorful pajamas on Ms. Jessica are sure hard to miss.



Biff

A baseball fanatic who never misses a game, Biff travels by helicopter to watch his favorite baseball team in action whenever they are playing away games.



Kim

This tourist is always running from one famous landmark to another with a video camera in hand. Smile!



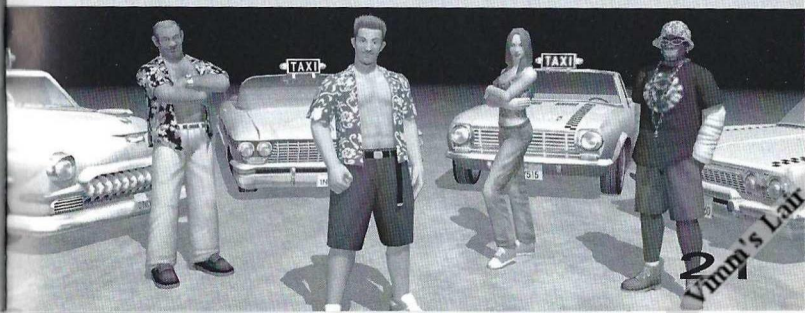
Buzz

A hard-core loving punk rocker who has a habit of suddenly appearing in the most unexpected of places!



Pierre

A hopelessly romantic young man who spends all his time and money chasing women...another day another date.



MANUAL CREDITS

The following credits list the staff responsible for the localization marketing and manual production for the U.S. version of Crazy Taxi. Credits for the original development staff of the game and those involved in the conversion to Nintendo GameCube™ are listed in the credits of the game itself.

SEGA of America Product Development

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Assistant Test Leads

Gabrielle Brown

Rick Ribble

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Product Marketing

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Monika Hudgins

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Writer

Fumiaki Tomura

Supervisor

Kaoru Ichigozaki

Special Thanks

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