

fun sub-goals, but some are way too hard and frustrating. The mini-games it has are fun too, but can become pretty boring after a while. I was also disappointed by the poverty of the multiplayer mode. Despite all of that, I'm still glad to be an owner of Freaky Flyers and I hope my FAQ will help you in collecting all the funny secret characters the game has to offer...

WishingTikal

<https://www.youtube.com/WishingTikal>

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**                RACES                **
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Here you will find a list of the tracks, their locations, shortcuts and tips to arrive first in each.

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BigFoot Mountain
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Location : Canada

Description : Fly scenic Canada! Avoid killer attack geese and dangerous icicle laden caves!

Shortcuts/Tips : You can easily arrive first in this race without having to do anything special, but if you're having trouble, you can open up some easy Boost Ring Highways, like the blue one.

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Coyote Canyon
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Location : Mexico

Description : Fly through an old western town. Dangerous gold mines and bustling casinos!

Shortcuts/Tips : This level isn't too hard and there are no real shortcuts, but when you arrive to the mine, you can fly over it instead of going inside, it can save you some time. You can also shoot down the other flyers, always useful.

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Thugsville
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Location : Chicago, USA

Description : Remember, don't shoot the cops or they might just shoot back.

Shortcuts/Tips : Try to open up the Boost Ring Highways without losing time and it should help you quite a lot for arriving first. Watch out for the missiles in the buildings area...

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Cave of Blunders

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Location : Shiek-ago, Arabia

Description : Soar through magic carpet congested streets. Lost temples and even a coliseum!

Shortcuts/Tips : You absolutely have to open up all the Boost Ring Highways to win this race. All the Boost Highways are situated in the shortcuts so it will save you a lot of time. Also, if you're low on health, always go to the right before the palace, in the harem room, the girls there will refill your health!

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Danger Island

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Location : Caribbean

Description : Pirates and volcanoes and voodoo pygmies. Oh my!

Shortcuts/Tips : Open all the Boost Highways to win this race, especially the red one, since it's so easy and useful. I found it easy to arrive first in this race, so it should be no problem. Also, after the pirates area, you can shoot on the voodoo dolls floating in the air and it will hurt the players corresponding to the dolls!

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Monster Isle

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Location : Tokyo, Japan

Description : Giant monsters. Attack planes. Ninjas and falling meteors are common sights.

Shortcuts/Tips : Once again, open up all the Boost Ring Highways. I found the green one to be the more useful. There's a cave in the meteor area that leads you directly to the city, but I didn't find it to be quite a shortcut...

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Bombsburg

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Location : Germany

Description : Try to maneuver through the factory to reach the finish line.

Shortcuts/Tips : This one was tough. All the Boost Ring Highways will be useful here. Shoot down the more flyers you can and don't miss any Boost Ring...

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Grave Danger

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Location : Transylvania, Romania

Description : A peril filled swamp. A haunted castle and graveyard! Can you survive?

Shortcuts/Tips : This is definitively the hardest one. Open up all the Boost Ring Highways if you even want a chance of arriving first. The green one is the more useful. The only shortcut I found useful was before the castle, dive down and go into the mountainside tunnel instead.

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** MINI-GAMES **

Here you will find strategies for beating the mini-games easily and obtaining high scores.

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Bandito Attack!
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To win this stage, you'll have to destroy the 7 enemy bases WHILE protecting the fortress. The trick is to start by killing all the banditos around the fortress and then to destroy ONE base. Then, you return to the fortress and kill all the new banditos around the fortress. You return to destroy ONE base.

One at a time! Always return to protect the fortress after destroying one base.

Sometimes the train will come and men will repair the fortress if it's damaged.

Destroy the 7 enemy bases to complete the level. Tips : If you're low on health, you can shoot the rooster sign on top of the fortress to replenish your energy bar.

PERFECT SCORE

Finish under 3:00
3 Lives Left
Destroying all Forts (7)
All Machine Guns Destroyed
Fort Health (95% or higher when you finish)

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Intestinal Track

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In this stage, you'll have to find the exit before you run out of oxygen. Your oxygen is shown at the top of the screen and you have to collect oxygen cells along the way to always keep enough oxygen. When you run out of oxygen, you'll lose health directly on your energy meter so you have to rapidly find another oxygen cell. When you see a brown thing that pops out of the tunnel and release a kind of green smog, brake to avoid it. You also have to avoid the white blood cells at all cost since you can't kill them. When you arrive in the big room with the hair, you're at the exit.

Tips : At one place, the path will split in two so take the top right path. It seems to be shorter than the normal one.

PERFECT SCORE

Have good health when finishing
3 Lives Left
All Oxygen Cells collected
Shoot all pop-up polyps (brown things that pops out)

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Torpedo Run

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Here you'll have to destroy the 15 enemy ships while protecting your carrier. You have to take the torpedo on your carrier and then launch it at one of the enemy ship. To launch a torpedo, you have to do a loop in direction of the ship you want to hit. Note that you can launch a torpedo from very far, you're not forced to be close to the ship to launch it. Most of the ships will take 2 torpedo hits before sinking. The big enemy carrier will take 5 and one of the ships will take 3. There are torpedoes around the island too, not only on your carrier. You have to destroy the ships before then leave the area or you'll lose. At the start, you have enough time (if you're fast) to destroy two ships before the submarine appears. You absolutely have to destroy the submarines before the other ships because the submarines will do very big damages to your carrier! Note that you can launch a torpedo on the submarine's lens, you're not forced to wait until it surfaces. Then, continue to destroy the other ship and they'll then be another submarine you have to destroy. From then, you should have more than half of your carrier's health left. When the third batch of ships arrive, they should have torpedo launchers and flying monkeys. Don't shoot torpedoes at them yet! You have to destroy their guns first. Destroy all the torpedo launchers on the ships and the monkey launchers and only then, when they can't shoot anymore on you, destroy them with torpedoes once for all.

Tips : If you're low on health, you can shoot the rooster sign on your carrier to replenish your energy bar.

PERFECT SCORE

Finish under 6:00
3 Lives Left
All enemy ships destroyed (15)
All ships machine guns blown up

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Pilot X's health is shown to you at the top of the screen and he seems to have a lot. You'll have to shoot on him continuously in order to damage him. He'll start by creating a kind of electrical fence where you have to pass through the circle thing to avoid damages. He'll repeat this some times and he'll then send robot things. These things will shoot on you and then try to crash on you. You have to move a lot to avoid all of this. When Pilot X starts shaking, don't stand still, move out of his way or he'll rush into you, killing you in one hit! As soon as you can through the process, shoot on him as many times as you can and he'll eventually run out of health.

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** SUB-GOALS **

Here you will find a list of the sub-goals for each race and strategies for completing each.

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- *Collect Acorns.
*You have to collect 25 acorns through the level. Don't stay on the main track, most of the acorns are scattered outside of the track, mostly in the air or behind trees. (You get an additional Powerup slot)
- *Try shooting at the targets.
*Shoot 8 of the multiple targets around the level. Most of the targets are in the forest area so you have more than enough. (You get an additional Powerup slot)

- *Try shooting down your fellow flyers.
*Shoot down 5 other flyers and when you'll have shot 'em down, you'll get a message saying you're an ace.

(You get an additional Powerup slot)

*Give BigFoot a lift home.

*When you arrive just before the village, turn to the right and fly into an opening

in the mountain's rock face. Go down the tunnel and pick up BigFoot. You'll have to

bring him back to his family. His family is located along the right side of the

river after the third waterfall. They're making a campfire among the pines.

(You open up the Green Boost Highway)

*Help the loggers out of a jam.

*You have to destroy the big log blocking the second waterfall. When you come to

the village, go down and follow the river until you come to the waterfall. Shoot

the log at the top of the waterfall to destroy it.

(You open up the Blue Boost Highway)

*Help the lumberjacks chop down trees.

*You have to chop down 8 trees out of all the ones you can chop down. The trees you

can chop down all have a cut at the base of their trunk. Shoot on that cut to chop

down the tree. There are quite a lot of these trees; along the river and near the

start, you only have to shoot 8 to complete the mission.

(You open up the Red Boost Highway)

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Coyote Canyon

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*Collect horseshoes for more than good luck.

*You have to collect 25 horseshoes through the level. Don't stay on the main track,

most of the horseshoes are scattered outside of the track, mostly behind rocks and

in tunnels. Collect a lot of them.

(You get an additional Powerup slot)

*Try shooting the mailbags.

*You have to shoot 8 mailbags (on wooden poles) through the level, but there are

more. Most of them (at least 7) are all located along the train track so watch

for them and shoot 7 of them.

(You get an additional Powerup slot)

*Try shooting down your fellow flyers.

*Shoot down 5 other flyers and when you'll have shot 'em down, you'll get a message saying you're an ace.

(You get an additional Powerup slot)

*A Damsel needs a lift to town.

*The girl you seek is at the front of the train. When you start, follow the Train

and pick up the green wing medallion above the front of the train. Watch out to

not touch the train though... This will pick up the lady for you. Now when you'll

be in lap 2, drop her in the first town.

(You open up the Green Boost Highway)

*What would start a stampede.

*From the start line, follow the mountain's rock face to the left. On the ground

you'll come to see a horde of cows standing around a bull. Shoot this bull to

complete this sub-goal.

(You open up the Blue Boost Highway)

*Give the sheriff some back-up.

*From the start line, fly to the right of the city, near the ground. You'll see

an enclosure and inside, 3 men shooting on the sheriff. Shoot on the bandits to

rescue the sheriff.

(You open up the Red Boost Highway)

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Thugsville

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*Collect sacks of cash!

*Most of the sacks of cash are one your way, you won't need to explore that much.

I usually stock on sacks in the poor area of the city, there are quite a lot there.

Collect 25 to complete the sub-goal.

(You get an additional Powerup slot)

*Try shooting the trash cans.

*There are many trashcans on your way, on the ground, but the problem is that

they are pretty hard to see. Stay near the ground when looking for them and you

should find enough to complete the sub-goal. Shoot 8 to complete it.

(You get an additional Powerup slot)

*Try shooting down your fellow flyers.

*Shoot down 5 other flyers and when you'll have shot 'em down, you'll get a message saying you're an ace.

(You get an additional Powerup slot)

*Give the chief a lift to police HQ.

*The police chief is standing on the bridge after the poor area of the city.

Pick him up and bring him back to the police HQ. The police HQ is located just before the starting line, before making the turn, straight from the water fountain at the end of the race.

(You open up the Green Boost Highway)

*What could put out the flames?

*The flames you are looking for are in the poor area of the city. To put them out,

you'll have to shoot on the 3 red fountains in this area so the water will extinguish them. One of the fountains is right at the beginning of this area and then there's one to the left and the other to the right.

(You open up the Blue Boost Highway)

*Destroy all the getaway cars.

*The getaway cars are parked just in front of the big building with a "\$" sign

on, near the start. Shoot all these cars.

(You open up the Red Boost Highway)

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Cave of Blunders

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*Collect the golden scarabs.

*The golden scarabs are pretty easy to collect, there are many of them scattered

around the level. Don't stay on the main track though, some are scattered around

the secret paths through the level. Collect 25 of them.

(You get an additional Powerup slot)

*40 thieves are 40 too many.

*You have to shoot 8 thieves around the level. You can find some of them in the

rooms full of gold, on the floor, and others in the tunnel with the big rotating

lames.

(You get an additional Powerup slot)

*Try shooting down your fellow flyers.

*Shoot down 5 other flyers and when you'll have shot 'em down, you'll get a message saying you're an ace.

(You get an additional Powerup slot)

*The princess needs a lift to the palace.

*The princess is located in the room with all the big lames swinging from each

side and the poisonous arrows shot from the walls and floor. She is standing

on the platform in the middle. You have to bring her back to the harem room.

When you arrive in front of the palace, don't go into the main door, go to the

right and enter the window. Drop her in this room full of girls.

(You open up the Green Boost Highway)

*Defeat the genie by shooting his weak spot.

*The genie, as you probably already noticed him, is located in the huge lava room. You have to shoot on his magical lamp to defeat him.

(You open up the Blue Boost Highway)

*Be the victor in the coliseum.

*When you arrive to the coliseum, after the lava room, dive down and enter the

small door at the very bottom of the coliseum. In the middle room, there should

be 3 gladiators. Shoot the 3 of them to complete the sub-goal.

(You open up the Red Boost Highway)

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Danger Island

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*Collect bananas.

*There are bananas in the city, in the cave, above the water... Collect 25.
(You get an additional Powerup slot)

*Shoot the Tiki masks.

*You have to shoot 8 targets in this level. There are a lot, like in the city,
in the cave, in the forest area, in the lava cavern, near the end, etc.
(You get an additional Powerup slot)

*Try shooting down your fellow flyers.

*Shoot down 5 other flyers and when you'll have shot 'em down, you'll get a message saying you're an ace.
(You get an additional Powerup slot)

*Return the gem to the monkey temple.

*The gem is located on top of a wooden statue in the area just under the voodoo floating dolls. The monkey temple you have to bring back the gem to is in the forest area, in plain view.
(You open up the Green Boost Highway)

*Defeat the Seahag sisters.

*Just after the voodoo floating dolls, one sister to your left. The two other sisters are straight ahead from the first one. Shoot on them to defeat them.
(You open up the Blue Boost Highway)

*Sink the Crimson sails.

*In the area full of pirate ships, shoot the one with the red sails just in front of you.
(You open up the Red Boost Highway)

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Monster Isle

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*Collect the sushi.

*There are fish in the city, a lot where the waterfalls are, in the bamboo forest and a lot in the cave shortcut in the meteor area. Collect 25.
(You get an additional Powerup slot)

*Celebrate with some explosions.

*Shoot 8 fireworks through the level. You can find a lot right from the start and in various places. Just be careful not to shoot them while standing near.
(You get an additional Powerup slot)

*Try shooting down your fellow flyers.

*Shoot down 5 other flyers and when you'll have shot 'em down, you'll get a message saying you're an ace.
(You get an additional Powerup slot)

*Robot guy needs his battery.

*In the area with waterfalls on each side of you and with the giant blue ant enemy, straight ahead on a small mountain is the battery. Pick it up and bring it back to robot guy, located on top on a thin mountain just after the city.

(You open up the Green Boost Highway)

*Collect the Freakymon.

*There are 5 pokemon... eh Freakymon sorry, to collect (to catch maybe?) around the level.

1: From the start line, dive straight down. The Freakymon is on the street below, in the city.

2: At the very beginning of the area with the waterfalls and the giant blue ant, on the ground below.

3: After the waterfalls area, at the left of the footbridge leading to the bamboo forest.

4: In the meteor area with the giant green fly. He's on the ground, and on fire!

5: Just before the finish line.

(You open up the Blue Boost Highway)

*Save the lands from the giant threats.

*You have to shoot down the 3 giant monsters situated around the level. The first one is the giant blue ant in the area with the waterfalls. The second one is the giant green fly in the area with the falling meteor. The third one is Godzilla, in Tokyo City (shoot Godzilla last because you won't be losing as much time as if you're trying to shoot him first).

(You open up the Red Boost Highway)

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Bombsburg

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*Collect the medals.

*Collect 25 medals along your way through the level. Most are on your way so you won't need to explore for them.

(You get an additional Powerup slot)

*Shoot the ammo cans.

*Shoot at least 8 ammo cans through the level. Most are in the city area and in other places around the level.

(You get an additional Powerup slot)

*Try shooting down your fellow flyers.

*Shoot down 5 other flyers and when you'll have shot 'em down, you'll get a message saying you're an ace.

(You get an additional Powerup slot)

*Deliver the secret document to the spy.

*The secret document is located in the city area of the level. After you get past the place with the enclosure and dogs inside, go to the right and keep flying near the ground. The document will be in the second pipe on the ground. Bring it back to the spy, waiting for you in the room full of

crates.

(You open up the Green Boost Highway)

*Help the prisoners escape.

*There is a place in the city part of the level where you can see an enclosure and many dogs locked inside. To free them, shoot the two tower-like structures on each side of the enclosure. There are small blue emblems above them if you're not sure.

(You open up the Blue Boost Highway)

*Activate all factory switches.

*Enter the factory part of the level. There are 3 switches to shoot inside. The first one is right straight from the entrance of the factory. The second one is above one of the glowing arrows after the first switch. The last one is above the strange yellow gate blocking a tunnel. (There are small red emblems above the switches if you can't see them.) You will open up a secret passageway.

(You open up the Red Boost Highway)

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Grave Danger
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*Collect the skulls.

*Collect 25 skulls. There are several scattered in various paths around the level.

Try a lot of different paths to collect the more you can.

(You get an additional Powerup slot)

*Destroy the scarecrows.

*Shoot at least 8 scarecrows through the level. There are some in the city, in the forest, in the graveyard...

(You get an additional Powerup slot)

*Try shooting down your fellow flyers.

*Shoot down 5 other flyers and when you'll have shot 'em down, you'll get a message saying you're an ace.

(You get an additional Powerup slot)

*Fight. Fight. Fight.

*Before entering the castle, dive down and fly to the left. You'll find a small entry to the left of the castle (at the bottom), into the mountainside. Follow the tunnel and you'll end up in a large area with a giant spider. Shoot many times on that spider to kill it (oh joy). Continue in the library room and in the secret passageway.

(You open up the Green Boost Highway)

*Push the beast over the ledge.

*After the village, don't enter the forest by the middle path, go into the path on your right instead. Always continue flying to the right, don't follow the

other racers. You should end up in a swamp with a big ugly monster in it. Shoot that monster in direction of the edge of the swamp and shoot it until he falls off from it.
(You open up the Blue Boost Highway)

*Defeat the army first.
*In the graveyard, take the right path and shoot the skeletons that will pop out of the ground. There are 4 to destroy. Once they're all destroyed, the necromancer will lose his protective shield so shoot him to defeat him.
(You open up the Red Boost Highway)

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** UNLOCKABLES **

Here you will find a list of all secret characters and requirements to obtain each.

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==*Main characters you can unlock to play in*==
==* ADVENTURE Mode *==
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Andre Latoilette

BIGFOOT MOUNTAIN

Shoot the snowman in front of the small wooden fortress on top on the small mountain straight from the start line to unlock him.

Baron Von Slaughter

GRAVE DANGER

As soon as you arrive in the graveyard area, fly to the left and continue forward. You'll see a strange tombstone. Shoot it to unlock the Baron.

Cactus Rose

COYOTE CANYON

At the limit of the city, at the far end forward from the start line, fly near the ground and you'll see a woman on a wooden platform, like she was going to be hung. Shoot on the rope to free her and unlock her.

Island Jack

DANGER ISLAND

When you arrive in front of the monkeys' temple, fly to the right of it and you should see a large tree branch with a big yellow snake around it. Shoot the snake to unlock Island Jack.

Prof. Gutentaag & Sven-209

TORPEDO RUN

From where you start, fly to the left in direction of the mountain and bypass it. Somewhere behind it you should find the Prof on a yellow submarine. Launch 2 torpedoes on it to unlock Gutentaag.

Marcel's Moreso

BOMBSBURG

At the end of the city area, before entering the next section, fly to the building at the very left and enter it. You should see the Marcel's Moreso brothers inside. Shoot them to unlock them.

Margaret Basher

THUGSVILLE

After you go across the poor area of the city, you'll end up near a bridge. Go under the bridge and shoot on the crate with a British flag on to unlock Margaret.

Sammy Wasabi

MONSTER ISLE

Right after the bamboo forest, there'll be a huge temple. Fly to its roof and shoot the monkey to unlock Sammy Wasabi.

Sheik Abdul

CAVE OF BLUNDERS

Forward from the start, fly near the ground in the city and you should come to an executioner with Sheik. Shoot the executioner to unlock Sheik.

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==*Main characters' doubles you can unlock to play in*==
==* RACE Mode *==
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Airline Traci

BANDITO ATTACK!

Obtain the perfect score.

Atomic Andre

BIGFOOT MOUNTAIN

Complete all 6 sub-goals and arrive in first place.

Atomic Johnny

BANDITO ATTACK!

Near the train track, in a small passageway under one of the small mountains you will find a small medallion. Find it to unlock him.

Bigfoot

Chicken Hut Sheik

CAVE OF BLUNDERS

Complete all 6 sub-goals and arrive in first place.

Chief Mick

INTESTINAL TRACK

After you collect the health unit, stay at the very bottom of the tunnel and fly forward until you find a small medallion on the ground that'll unlock Chief Mick.

Clown Marcells Moreso Bros.

BOMBSBURG

Complete all 6 sub-goals and arrive in first place.

Human Baron

GRAVE DANGER

Complete all 6 sub-goals and arrive in first place.

La Diable Chiquita

COYOTE CANYON

Complete all 6 sub-goals and arrive in first place.

Lt. Jack

DANGER ISLAND

Complete all 6 sub-goals and arrive in first place.

Monkey Pie

INTESTINAL TRACK

Obtain the perfect score.

Pilot X

Beat Adventure Mode.

Robo-Sammy 5000

MONSTER ISLE

Complete all 6 sub-goals and arrive in first place.

Sambot-5000

MONSTER ISLE

Complete all 6 sub-goals and arrive in first place.

Sanitation Paulie

THUGSVILLE

Complete all 6 sub-goals and arrive in first place.

Stewardress Traci

BANDITO ATTACK

Obtain the perfect score. (5000)

SVEN and monkey

TORPEDO RUN

Obtain the perfect score.

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==*GAMECUBE exclusive characters*==
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-----Bandito-----

COYOTE CANYON

In the mine cave, fly near the ceiling and shoot on the blue and different stalagmite over your head. It should open a path so fly through it and at the end of the tunnel, pick up the medallion to unlock the Bandito.

-----Genie-----

CAVE OF BLUNDERS

Go in the palace at the beginning and in the second room, turn to the left and fly through the opening in the wall. Go upstairs and collect the small medallion to unlock the Genie.

-----Queen-----

BOMBSBURG

When you arrive in the room full of crates, go to the other side of the room, but don't enter the pipe. Turn to the right and go backward inside a pipe near the ceiling. Pick up the medallion at the end to unlock the Queen.

Purple Gremlin

THUGSVILLE

From the start, fly over the train track on your right until you come into a tunnel. Now go to the left and get the set of wings to unlock Purple Gremlin.

Rubber Monster

MONSTER ISLE

In Tokyo city, right below from the start line, fly near the mountainside on your left, between the buildings and the mountain. Fly low, near the ground and you should find a medallion to unlock it.

=*****=
==*XBOX exclusive characters*==
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Atsuko Fujiyama

MONSTER ISLE

In Tokyo city, right below from the start line, fly near the mountainside on your left, between the buildings and the mountain. Fly low, near the ground and you should find a medallion to unlock it.

Battle Squirrel

BOMBSBURG

When you arrive in the room full of crates, go to the other side of the room, but don't enter the pipe. Turn to the right and go backward inside a pipe near the ceiling. Pick up the medallion at the end to unlock the Queen.

Eldon Gremlin

THUGSVILLE

From the start, fly over the train track on your right until you come into a tunnel. Now go to the left and get the set of wings to unlock Eldon Gremlin.

Pierette Latoilette

BIGFOOT MOUNTAIN

Fly into the right tunnel in the second log jam and pick up the small medallion to unlock her.

Swampenstein

GRAVE DANGER

When you arrive to the castle after the forest area, don't enter the castle, but fly to the left and dive down at the bottom, where's the green water. You should find a small opening in the mountainside. Inside that tunnel, pick up the medallion to unlock Swampenstein.

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==*PS2 exclusive characters*==
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Andrew B. Pirate

DANGER ISLAND

After the cave part at the beginning, there'll be a large waterfall you usually dive down from it (before the forest area), but this time, don't dive down! Fly straight forward from the top of the waterfall and you should eventually see a small waterfall in front of you. Go up that waterfall and follow the small river on top of the mountain until you come to a tunnel in the mountainside. Pick up the medallion inside to unlock Andrew.

Chester Moneymaker

MONSTER ISLE

In Tokyo city, right below from the start line, fly near the mountainside on your left, between the buildings and the mountain. Fly low, near the ground and you should find a medallion to unlock it.

Harem Dog Fighter

CAVE OF BLUNDERS

Go in the palace at the beginning and in the second room, turn to the left and fly through the opening in the wall. Go upstairs and collect the small medallion to unlock the Genie.

Olga Von Slaughter

as a means to collect money for the poor... the poor members of her bike gang.

Professor Gutentaag & SVEN 209

Professor Gutentaag, a cuckoo clock billionaire from Switzerland. Flies a robot made of cuckoo clock parts. Despite his inventiveness, he's not a nice person and treats his robot companion SVEN 209 very badly. Sven is sweet and dim-witted and would much rather be playing video games than participating in a worldwide combat race.

Island Jack

Island Jack was living peacefully on his beach in Danger Island when he was "volunteered" by the island's chief to participate in the race... mostly by tying him up and throwing him into a plane on auto-pilot. All Island Jack wants to do is find his way home... preferably listening to some groovy tunes along the way.

Johnny Turbine

Meet Johnny Turbine, a true blue American hero! At least that's how Johnny describes himself to anyone he meets - although he will carefully explain that he's not really "blue"... more kind of fleshy-colored. He's certain though that the whole world will see him as a great American hero too as soon as he wins the Freaky Flyers' race.

Marcel's Moreso

Cursed with a rare genetic condition of being born siamese twin mimes (there once was a case known to medical history of mime triplets... but they were torn apart by an angry crowd), the Marcel's Moreso brothers have never really learned to get along and are constantly bickering. They have joined to competition to find their long lost mother - a clown who abandoned them for fear of clown discrimination.

Myrna Bookbottom

Repressed English librerian Myrna Bookbottom has led a sheltered life in dreary England. When the Freaky Flyer races come along, she looks at it as her last chance at adventure. The only glitch is that when things get too hot, her alter ego Margaret Basher comes out to play - becoming the outgoing butt-kicker she's

dreamed she's been all of these years.

Mick Bungadoo

Mick hails from Australia where he spent his early years boxing kangaroos...
or
rather, getting beaten up by kangaroos. He's trying to take his read kill
BBQ
chain worldwide and is using the race as a promotion for it, taking his
camera
time to talk about how delicious fresh grilled dingo is. Doesn't even get
him
started on wallabies.

Margaret Basher

The yang of Myrna's yin. Margaret is the cat-kicking alter ego that burns
under the surface of the meek Myrna Bookbottom. Margaret would give her
entire
automatic arms collection to get rid of the pesky librarian who always comes
along to ruin her fun... and put out the fires she's started. And who
knows...
maybe in the Freaky Flyer race she'll get her chance!

Pauli Atchi

Pauli, the reigning gang boss of Chicago, can make a hardened criminal break
out in a cold sweat merely by showing him his cold, toothy grin. But when
his
mother's calling, it's him who's in the hot seat. Insult his mother, and he
becomes so furious that he is actually put briefly out of commission with
rage.

Pilot X

Pilot X is a mysterious alien aviator with a terrible chip on his mysterious
alien shoulder. Suffering from severe self-image problems, he feels the need
to
prove himself to be the finest aviator in the universe. He's defeated
inhabitants
of over two thousands worlds.

Sammy Wasabi

Sammy Wasabi, Japanese Genius Magazine's "Genius of the Year", and top
aeronautic engineer. His lastest and greatest achievement is the KAMIKAZE
EXPRESS - a jet crammed so full of gadgets and gizmos, Sammy is the only one
actually able to operate it!

Sheik Abdul

This oil gazillionaire (depending on today's price of oil) is in the race to
get away from his enormous harem that nag and henpeck him at every turn.
It's

really a vicious cycle for the Sheik - he thinks every new wife will make his life easier... only to find them joining the ranks of the controlling members of "His and Harem inc." His only reprieve is his best friend Humpy the Camel.

Traci Torpedoes

Top secret german experiment Traci Torpedoes is about to learn about her mysterious past. Raised from birth in the cockpit of a fighting plane, Traci has been unleashed on the Freaky Flyers races in the name of the fatherland! Considering herself a "genetic mutant freak", Traci spends most of her time shooting mirrors that reflect her disgusting visage.

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** POWER-UPS **

Homing Missile

This cool looking and powerful power-up can severely damage an enemy plane. Once an enemy plane is bracketed with the red missile target, fire the missile to home in on the target. One counter measure to the Homing missile is the Shield power-up which actually reflects the homing missile BACK to the racer who fired it. There is one missile per pick-up.

Anti-gravity Mines

These Fun floating mines can be placed nearly anywhere on the race track. These come in a pack of 3. (Place them in the Boost Highways!)

Rockets

Rockets are fast moving non-homing projectiles that come in packs of 5.

Health

This is a one-time use item that repairs 50% of your plane's damage. There is only one use per pick-up.

Nitro

The nitro is one time speed boost that lasts for 2 seconds. There is only one nitro per pick-up.

Shields

Shield provides a temporary invulnerability attack. There's only one shield

per
pick-up.

Freaky Bomb

The Freaky bomb is the only power-up item that cannot be obtained by collecting the random power-up item. It's rewarded to the player who opens up a Boost ring highway. Once activated, the Freaky bomb will damage all unshielded planes 50% damage.

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People from the GameFAQ Freaky Flyer boards

All of you for reading my FAQ

Contact me

Any questions ? Comments ? Suggestions ? I was wrong ? I made a mistake ?

wishingtikal at gmail.com

(please, put Freaky Flyers FAQ or something similar for the subject of the mail...)

I will answer you as soon as I read your questions/comments

or

<https://www.youtube.com/WishingTikal>

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