

# Blast Corps Times/Rank FAQ

by Vigama

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Introduction:

Blast Corps, one of the most unique and entertaining games for the Nintendo 64, does indeed have more depth than most people realize. While the game can be fun for a while for most players, you really must be a very good player to get the most out of this game. I don't mean to discriminate against those not up to the standard, but the game itself discriminates. As you progress through the game, you gain medals by achieving goals and later by doing them very quickly. There are a total of 78 gold medals to obtain. Plus 21 that must be earned twice, making for a total of 99 gold medals. Additionally, there are 57 platinum medals that can be earned. The remainder of this FAQ will detail the times necessary to achieve each medal in every single level. As well as a list of all 30 ranks possible and the method for determining new ranks.

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Times:

I tried to order the levels in a reasonable fashion.

CARRIER/SHUTTLE	Bronze	Silver	Gold	Platinum
Simian Acres	0:40	0:30	0:25	0:14
Blackridge Works	1:00	0:50	0:40	0:23
Carrick Point	1:50	1:20	1:10	0:36
Havoc District	1:50	1:30	1:10	0:28
Argent Towers	1:20	1:00	0:50	0:28
Cromlech Court	0:50	0:45	0:36	0:22
Echo Marches	3:20	3:00	2:55	0:45
Beeton Tracks	2:40	2:00	1:35	1:15
Tempest City	1:00	0:55	0:52	0:27
Shuttle Gully	1:50	1:30	1:25	0:44
Outland Farm	1:55	1:50	1:45	1:00
Ebony Coast	2:00	1:50	1:45	1:12
Ironstone Mine	2:40	2:00	1:30	0:54
Oyster Harbor	8:00	7:00	6:00	2:55
Angel City	3:10	3:00	2:50	1:35
Ember Hamlet	2:00	1:45	1:30	0:40
Glory Crossing	1:30	1:20	1:10	0:40
Crystal Rift	2:30	2:20	2:05	0:57
Obsidian Mile	2:20	1:55	1:45	0:55
Diamond Sands	4:00	3:50	3:40	2:35
Shuttle Clear	1:30	1:20	1:10	0:54

BONUS LEVELS	Bronze	Silver	Gold	Platinum
Sideswipe	1:00	0:50	0:40	0:12
J-Bomb	5:00	2:00	1:20	0:30
Backlash	6:00	0:35	0:22	0:11
Thunderfist	3:00	2:00	0:30	0:15
Jade Plateau	3:30	2:10	1:50	1:13

Salvage Wharf	2:30	1:00	0:50	0:37
Sleek Streets	1:15	1:00	0:50	0:40
Kipling Plant	1:00	0:30	0:20	0:12
Cooter Creek	1:12	0:50	0:35	0:25
Skerries	3:00	2:20	2:00	1:35
Skyfall	1:00	0:20	0:10	0:04
Twilight Foundry	1:20	0:40	0:35	0:29
Orion Plaza	2:00	1:30	1:00	0:30
Marine Quarter	1:00	0:50	0:40	0:36
Mica Park	2:00	1:20	0:50	0:30
Moraine Chase	2:40	2:30	1:10	1:01
Silver Junction	2:00	1:40	1:00	0:30
Glander's Ranch	3:30	2:10	1:45	1:33
Cobalt Quarry	1:20	0:50	0:40	0:36
Corvine Bluff	1:40	1:10	0:55	0:46
Bison Ridge	2:00	1:30	1:20	1:07
Geode Square	1:30	0:50	0:40	0:20
Lizard Island	4:00	3:00	2:30	1:30
Saline Watch	6:00	3:00	1:40	0:45
Dagger Pass	4:00	3:00	2:00	0:50
Magma Peak	5:00	3:00	2:00	1:00
Baboon Catacomb	2:00	1:50	1:10	0:45
Morgan Hall	1:50	1:25	1:10	0:35
Gibbon's Gate	3:00	2:50	2:00	1:15
Falchion Field	1:10	0:40	0:30	0:21
Dark Heartland	2:30	2:00	1:30	0:44
Moon	6:00	5:20	4:00	2:20
Mercury	2:40	2:30	1:20	1:10
Venus	4:40	4:00	3:20	2:15
Mars	8:00	6:00	5:00	1:50
Neptune	2:00	1:50	1:40	1:28

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Ranks:

The game determines rank based on a point system. 12 points earns you a new rank. Bronze medals are worth one lousy point. Silver earns you two points. Gold reaps three lovely points. Platinum is rewarded with one point (kind of cheap huh?). That means that it's 4 golds, or 8 silvers, or 12 bronzes or platinums for a rank; or any combination that also adds up to 12. There are a maximum of 78 golds, and 21 must be earned twice (you lose the medal part way through the game, but you keep the points for it). That makes 99 total golds, which is 297 points. Add on the 57 platinums at 1 point each for a total of 354 points possible. Divide 354 by 12 and you get 29.5 exactly. There are 31 different ranks, numbered 0-30, with 0 being the default rank, and is also free. Getting numbers 1-29 require the normal 12 points. Rank thirty is the .5 of 29.5, and so it is the exception, requiring only the last 6 points to earn. If all the above did not make sense, then just play the game and earn them without worrying about exactly how you earn them. Below is a list of all possible ranks, as well as number of points needed for each rank, and how many platinums are needed for the rank if it applies. I hope this helps.

0	- Rookie Wrecker	0
1	- Trained Crushed	12
2	- Experienced Ravager	24
3	- Decorated Damager	36
4	- Professional Razer	48
5	- Expert Destroyer	60
6	- Gifted Ruiner	72

7 - Accomplished Conqueror	84	
8 - Master Despoiler	96	
9 - Demolition Fanatic	108	
10 - Grand Eradicator	120	
11 - Heavy Duty Waster	132	
12 - Total Pulverizer	144	
13 - Champion Ransacker	156	
14 - Mechanical Maestro	168	
15 - Chief Obliterator	180	
16 - Commanding Desolator	192	
17 - Supreme Devastator	204	
18 - Ultimate Annihilator	216	
19 - Leveling Legend	228	
20 - Destructive Psychopath	240	
21 - Mindless Desecrator	252	
22 - Hysterical Claustrophobe	264	
23 - Uncontrollable Madman	276	
24 - World Class Megalomaniac	288	
25 - Captain of Carnage	300	3 platinums
26 - Single Minded Chaosmonger	312	15 platinums
27 - Grand High Slaughtermaster	324	27 platinums
28 - Lunatic Lord of Havoc	336	39 platinums
29 - Armageddon Adept	348	51 platinums
30 - You can stop now.	354	57 platinums (all)

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 Thanks & Legal Stuff:

Webmasters: if for some odd reason you want to post this, go ahead. I only request that you send me an informative e-mail saying where you are posting it (should have something to do with Blast Corps).

Normal People: copy it, print it, whatever. Just no making money off of it (who would want to?), or taking credit for it.

Thanks to me for getting all the platinums and going through the game 4 times to gather all the times and info.

Thanks to Radic and Humanwookie for providing sarcastic inspiration.

Questions, comments and constructive criticism can be sent to [vigamaprime@hotmail.com](mailto:vigamaprime@hotmail.com) by whomever, whenever.

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