

I'll also list all the single races, starting from the upper-left hand corner and going across.

-- Death Valley --

Basics: Most might say this track is easy, or a pushover. They couldn't be further from the truth. With two lanes and smart traffic, this course is damn tough. The traffic is pretty heavy for a two lane road, and the cars tend to group up on both sides of road, making passing them a dirty proposal. Speaking of dirt racing, the sand really hampers your speed. Thankfully, there are no obstacles on either side of the road. At the start of the race, try to pass all the other cars. This simply because when they merge into two lanes they will bash and crash into you. In the two lanes, follow the road and try to get passed the traffic as best you can. Crashing a few times didn't hurt anyone. Back to the four lane road, rev up the engine and beat the train. From there, it's a couple seconds until the finish line!

Time Trials: It's hell when you are trying to get the best time. The "you can crash" slogan above changed to "like hell you can crash." You have to expertly get passed the cars, and know when to get in the dirt. Since the turns aren't the sharpest in the business, this is possible, but not likely unless you've practiced it a few times. In the four lane road, be happy that there is no traffic and quickly get over the train tracks and to the finish line. Obviously, you are dead in the water if you don't beat the train, but I always do, so don't worry so much about it.

- Caveats:
- * Two lanes and bad traffic make this a tough course.
 - * The cars tend to group on both sides of the road, so you'll have to get around them on the dirt.
 - * Speaking of the dirt, it lowers your speed to about half. =(
 - * Beat out the train by going over the finish line. If you don't, restart please.

-- Iowa --

Basics: This is one of my favorite courses - it's a blend of turning, dodging, and breaking gates. I especially like the latter part. Anyway, this course IS pretty "curvy," but only a couple corners are sharp enough to warrant the break button. The powerlines slow you down about fifteen miles, so they're bad. When you get to a gate, always take one of the LEFT lanes. If you take a right lane you might run into a car. However, the left lanes are pretty much closed, so you can go through those with no trouble at all. The traffic in this course is also horrible. On every turn you'll find a car or two that just wants to ram into ya. Cut corners on the dirt so you don't run into another car. It's all two lanes, so the dirt is your best option. After a couple gates, you'll pass a bridge and the track is over.

Time Trials: One of the harder time trials mostly because of all the cars on the turns. Stay on the road and only go in the dirt if you have to - it will destroy your time. When making a corner, either cut it in the dirt or stay on the right side of the road. If you are on the opposite side of the road, a car will mostly run into you while you are turning. For the gates, take the left-middle one all the time because it's the fastest. Only brake at the sharp turn, and even then, just tap it instead of a full on break. After the bridge, get "risky" in the remaining easy road.

- Caveats:
- * Powerlines destroy your speed.
 - * Traffic is in the medium range, but the cars are always on the corners, making turning a tough task. Take the dirt or the right lane to get passed the turns, preferably the former.
 - * When passing a gate, take the middle-left gate.
 - * You should only break at the three sharp turns after each gate.

==-- LA Freeway ==--

Basics: The LA Freeway is a simple track - it's four lanes all the way through. However, as in life, it has chaotic traffic. Three or four cars will randomly drive across the rans, and basically try to hit you. These head on collisions make this place a little tough. The traffic also comes in pairs of two most of the time, thereby making this place two lanes if you want to get picky about it. Most of the turns are simple, but you'll have your hands full with the traffic. To dodge the cars that try and run into you, spot them first (they will be the ones randomly changing lanes) and try to get as far away as you can from there lane. There aren't any obstacles on the sides of the roads, so run yourself off the road if you have to. The last turn is especially sharp, and you'll have to brake to get by it.

Time Trials: It's hard to get a good time here because the track is pretty long and the cars can really hamper your time. If you make a perfect drive, though, you should be able to beat the best time. Watch out for the cars and try to cut corners as best you can. Cars usually come in twos, making cutting corners tough. Keep an eye out for the drunk drivers - they can really screw up your time if you let them. It's better to change lanes and speed than to get hit by them. For the last turn, tap brake to get by it the fastest.

- Caveats:
- * No obstacles on the sides of the roads!
 - * Cars group in twos - get in the right lane.
 - * Drunk drivers are aplenty, so get as far away from them as you can. ;)
 - * Cutting corners isn't really an option with the groups of cars.
 - * The last turn is ultra-sharp.
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-- US 101 --
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Basics: This track is similar to the San Francisco Park track, only that you are in the desert instead of a park. The course is four lanes with very little traffic. However, the traffic (again) seems to be in key situations. In contrast to the San Francisco Park track, however, this course is pretty darn short. The civilian cars try to stay on one side of the road, making cutting corners a pain. The jumps have pits in the middle, so be sure to go at a high speed before making the jump, unless you want to be stuck in the pit. Finally, the last turn is very sharp, so you're going to have to brake unless you want to eat sand. You will see this turn because the curve seem like it is going on forever, then it will swiftly turn. After the last turn it's only a few seconds to the finish line.

Time Trials: Like I stated above, this is a pretty short track, making times pretty easy to get. If you hit a car or get stuck in a pit, restart the level right away, as it will effect your time. Cut the corners and dodge the cars - don't worry about the helicopters as they can't hit you. Even though we're going for time, BRAKE at the last turn. If you don't, you'll lose tons of time in the sand.

Caveats: *

- * Four lanes and almost no traffic make this course sort of a "sleeper." Watch out for the civilian cars, though, as they tend to drive in key spots and on turns.
- * You can't get hit by the helicopter.
- * Hit a good speed before you do the jumps. If you don't, you'll get stuck in the pit and lose a substantial amount of time.
- * Stay on the right side of the road to avoid head-on collisions.
- * Brake for the last turn.

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-- Arizona --
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Basics: This track has a refreshing difficulty. Instead of destroying you with cars at key points, this track hands you with swift turns. And these turns aren't necessarily hard, but there are so many, and they are so swift, that it makes this course tough. The powerlines on one side of the track aren't really that bad - if you hit them it's a minor loss in speed. The dirt also doesn't destroy your speed very much. However, the slow cars on the turns really kill you. It takes a good driver to get around them successfully. This is four lanes, but all the turns and cars make it pretty tough. It's similar to US 101, only it's a lot tougher. At the start of the race, pass everyone and get adjusted to the odd turns. Later in the course, you'll have to do these turns several times. The track ends rather suddenly, hopefully you won't be disappointed.

Time Trials: Good times are extremely easy to get on this track. It's so short that even if you crash twenty times you'll still beat 1:45. The competition is basically for a best time between friends. Cut corners and hope the traffic is good to you. Cars tend to come at you right after a turn, so be ready to dodge'em. Going off the road is a good option if the cars are giving the road a flu. A good time for this track is around 1:30 if you don't crash or anything.

- Caveats:
- * Turns aren't sharp but abundant. Put your swirving cap on.
 - * Cars tend to go slow on the corners, so cut corners on the dirt where no cars reside.
 - * The powerlines do nothing to you.
 - * The course is pretty short but the best times remain the same.

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=- Chicago -=
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Basics: This is by far the hardest track in the game. It's a very long track, has a lot of obstacles, bad traffic, and did I mention it's mostly two lanes? At the start of the race, jet passed the other racers and do all you can to stay first. The road is four lanes here, but it's mostly cut off with two lanes because signs are on two lanes at any one given time. You're going to have to brake a little in the first turn, but besides that, don't break until the tunnel. Try to stay in the middle of road and dodge everything - staying on one side of the road is risky because of the signs. When you get to the tunnel, the real fun begins. Go in on the right side and switch to the left side on the first turn. This is so you have the inside corner, which will save time. Do this all the way through the tunnel. Don't hit the posts or the cars that lurk in your way because they will cripple you. Outside of the tunnel, stay in the middle two lanes and hope for the best. Drunk bus drivers, semi trucks, and mothers in vans will all try to stop you. It's basically a combination of luck and skill to get around them. Don't hit the posts, either. Once the posts end, the race is over.

Time Trials: It's almost impossible to beat the best time. Almost. You have to be an expert at the first part of the area with four lanes - if you build up your time enough there and are decent at the last two parts, you should be able to beat the best time. When you go into the tunnel, choose the right side and alternate sides as the tunnel turns. Watch out for cars because they will kill your time. Outside, stay in the middle and dodge all the drunk people. No real way to get around this - it just takes luck and skill. It's a long course and tough, so don't be ashamed if you don't get a record time the first couple of tries.

- Caveats:
- * Signs in first part make a four lane road two lanes.
 - * The cars in the tunnel are as abundant at the posts and usually lurk on the corners. Move from side to side (see above strategy) to get through this.

* In the last part, the posts will cripple your time, along with all the drunk people.

* Sometimes a car will be on the road but not moving.

==-- Grand Canyon ==

Basics: Although the Grand Canyon has four lanes (does it?), the traffic is so... how should I say it, colorful, that this course is pretty tough. Buses (yes, even kids that live in the Grand Canyon have to go to school) are throughout the course. They're slow, big, and lane hoggers. Crashing into them is not an option, you suicidal wannabe. Speaking of suicidals, drunk drivers are throughout the course, as well. Enjoy getting rammed into by the canyon's finest police, in addition. There are rocks on either side of the road that will make you want to cry. It's also hilly and pretty curvy. This track is very, very short and if you play your cards right, it is a breeze - even with all its color. The hills and curves aren't substantial enough to make a difference, and if you are good at dodging cars, you should be fine.

Time Trials: This is one of the easiest courses to beat the time in. I've gotten 1:20s on this course before. You just have to get used to the track's "hilliness," curviness, and cars to get an unbeatable time. It also takes some luck. Stay in the right lane, and do not cut corners. I repeat, DO NOT CUT CORNERS. It's bad because of all the rocks. Follow the track and change lanes as per the cars - don't ever slow down and you'll get a great time.

Caveats: *

- * Four lanes with horrendous traffic. Buses and drunk drivers.
- * Rocks reside on each side of the road.
- * It's hilly and curvy. However, both aren't steep or sharp.
- * The course ends suddenly - don't be alarmed if you destroy the first place time.

==-- Redwood Forest ==

Basics: This is one of the hardest tracks in the game if you aren't an expert at turns. Things will quickly change to a two lane road in a forest! If you hit any trees on either side of the road, you will be slowed down a little. In addition, if you hit the big trees that you can go through, you'll be slowed down by a lot. Don't fret about the signs, however, as they don't slow you down at all. Turning is the hardest part in the forest, and it IS possible at your top speed if you have good reflexes. There aren't any cars in the forest besides the other racers, so you don't have to worry about that. Once you are outside the forest, you'll find yourself on a four lane with a medium amount

of traffic. Avoid a head on collision at all costs, and just try to avoid cars in general. The last three turns are very, very sharp, and the best way to drive through them is to cut the corner into the sand. You won't slow down much, and the trees which are at the beginning of the four lane road aren't there, hinting that you should do that. ;)

Time Trials: Well, as one of the hardest tracks in the game, how hard do you think getting a good time is going to be? Very hard, indeed. You basically have to go through the forest multiple times until you get the hang of the turns. Hitting trees, signs, and cars is a big no-no when trying to get a good time. Do not brake at all if you are trying to get a good time - take a chance and try to make your time better. In the four lane road, cut corners and avoid collisions with other cars at all costs. The trees are more deadly in the four lane road. Finally, cut the three last turns in the sand.

- Caveats:
- * As one of the hardest TRACKS in the game, this course has almost no civilian cars in the forest. This makes driving through the forest a little easier.
 - * Watch out for trees, signs, and the big trees in the forest.
 - * Don't break and, if you have to, let other racers pass you.
 - * Outside the forest, the traffic gets a little more congested. If you are on the opposite side of the road, you might get hit by a car in a head on collision (bad). Don't hit the trees, either.
 - * The last three turns can be cut by driving in the sand.

==- Appalachia ==-

Basics: Appalachia is one of the harder courses in the game. The cars at this track are mostly buses, making dodging them very tough. In addition, some of the turns descend, so you can't see what you might hit at the turn. This makes the track pretty frustrating, but since the other racers tend to drive with you, it is a little bit easier. The first speed bump actually locks you into going straight, so try to angle it as a turn so you don't hit the side of the road. Rather than that, try to cut corners and pass buses. For the turns that dip in, take the dip - the other racers won't and you'll get more time. Towards the end of the race cars will start to ram into you at each and every corner if you aren't fast enough to change lanes.

Time Trials: The best time in this track is 1:45, like all the others. This track is pretty tough, considering some crashes are unavoidable. However, the track itself is short, so that should make up for the crashes. Try to not crash, but sometimes it's inevitable. Also, cut corners as needed - no obstacles lay in your way on the dirt. Take the dips in corners and drive by the buses fast so they don't lane change into you.

Caveats: * No obstacles on either side of the road.

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