

Star Wars: Episode I Racer FAQ/Walkthrough

by Flowerpot

Updated to v3.0 on Dec 5, 1999

This walkthrough was originally written for Star Wars: Episode I Racer on the N64, but the walkthrough is still applicable to the PC version of the game.

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FAQ Version 3.0
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Revisions:

12.5.99: Huge e-mail error (nintendomail is dead) as did many of my friends using nintendomails services occurred. All e-mails from 1 month ago till now have been deleted! So, if you sent in a question that never got a reply, please resend or forward all e-mails to my new address at flowerpot2000@email.com.

10.1.99: Small updates

- Added some narly ascii art!
- Changed some track descriptions
- Totally redid section 10
- Wrote a new disclaimer for all FAQS
- Changed my e-mail address
- Redesigned the layout a bit, nothing major
- Still V. 3.0

8.13.99:

- Added Section 7 with permission of Matt Menzies. His FAQ can also be found at gamefaqs.com
- Credits Crap
- Updated my name to flowerpot from FAQ64 Productions.
- My faq is now 44k!
- I said that last time was the last update ever, but it isn't & their will be more updates.
- Done

7.31.99:

- Nothing huge, still V. 2.5
- Disclaimer Stuff

- Section 9 stuff
- Probably last update ever

7.29.99- I finally finished my 1st FAQ. This is what i updated:

- Added Race 6 of the Galactic Circuit
- Added the Invitational Circuit
- Added my new disclaimer
- Messed around with Section 9
- Redesigned the FAQ for better viewing pleasure.

7.20.99- Well, this FAQ has been spread to a bunch of websites. Because of it's growing popularity, im getting about six e-mails per day. HI HO SILVER. Well, anyway, i've added 3 new cheats thanks to the wonderful people at Cheatcc.com. Put them in the credits. Somebody also e-mailed me the walkthrough to the second invitational circuit. I won't add that until i have all 4 invitationals gathered unless someone e-mails me telling me that i should. After the invitationals are added, i won't be updating this FAQ anymore. So, stay tuned. Oh, yeah, also changed a bunch of crap in the farewell/etc. section.

7.8.99 - Added the statistics & ratings for the two secret podracers. Also added a credit to the disclaimer. Wheh, got a new FAQ & an update in before my vacation! Lucky me.

7.5.99 - Changed the top title thingy so it isnt hard to read. Tried to add some ACSII art but mine stunk so i gotta wait for my friend to make it for me. Added the ALL CODES code to the code section from game-revolution.com. Did some revising on the Pods sections. (i was too harsh in ratings) Also added a few things to Section IX. Also, dont expect anything new until 7/25. I am going on vacation for longer then i thought. Until next time...

1) Introduction

Welcome to FAQ64 productions first project. This is my first awesome FAQ/walkthrough guide of many more to come. I decided to start making FAQs because i was inspired by marshmallow. Well, i thought it would be really cool if i made some too. So i started looking through other FAQs & walkthroughs & found that their was very little episode I: racer guides. So i decided i should help the gaming soceity by making an enhanced super guide. Well ever since i bought racer... i thought the game was awesome. I strived to come in first place in every level. Although this game lacks in music & Pre-track videos, it is still good enough to carry the name Star Wars in the title. So, live life in the fast lane & start gaming!

****Warning**** Please dont play this game without the N64 Expansion Pak. It looks so much better with it. Also, the rumble pak is a nice add on too!

2) Story

Taken straight from the instruction booklet that came with the game:

Anakin Skywalker is no ordianry 9-year-old boy. And now, he must face the ultimate test of his young life - A podracer challenge. It's a test of courage, fast reflexes, & quick thinking, as the opponents maneuver their 9 meter long (30 foot long) Podracers at speeds over 600 mph - flying just a few feet above the ground. Keeping a firm grip on the "reis," Anakin must fight to control the Podracer's screaming jet engines, while keeping an eye out for hazards & obstacles - and the dirty tricks of his fellow racers. For Anakin and his opponents, winning the race - at all costs - is all that matters.

That's your goal when you play Star Wars: Episode I: Racer. Based on one of the most memorable scenes from Star Wars: Episode I: The phantom Menace, it's the game that puts you behind the engines of 23 diffrent podracers. You'll choose from over 25 unique courses on eight diffrent worlds, each with its own natural & unnatural obstacles for you to overcome. You can even buy new or used parts to give your Podracer a performance boost.

But, ultimately, it will be your skill & daring that will put you in the winner's circle in the Star Wars race of your life!

All credit for this story is given to Nintendo of America, INC.

3) Basics

The basics of this game are pretty gosh darn simple. The main goal: come in first place. You pick your pod, (statistics shown when each pod is highlighted in the game) race & beat your opponents, & unlock tracks & pods. You are the driver of the pod! You accelerate, steer, & you can also turbo boost. So, unless your a monkey from canadian wilderness, you can pretty much play this game. (dont e-mail me saying what if you are a cow.. can you still beat the game?)

Here are some hazards you may face on a track:

Other podracers	Falling Meteorites
Lava Pits	Jumps
Doors	Ice Formations
Rocks	A few sneaky suprisies

1a) Controls

Start button: As in many other N64 games, this button pauses/brings up the menu while racing. It neat-o for those times when your neck & neck for first 2 miles from the finish line then all of a sudden that extra water bottle you drank today kicks in & you have to pee like a race horse. Either hold it in till it bursts or use this great invention!

Analog Stick: Same use as in every other game, steering, moving, selecting option... etc.

Z button: This supposedly skids/slides the podracer for better turns on those sharp turns. I, personally never felt anyeffect. (i just crash anyway)

L button: This button should be used while racing to toggle the Map, Progress bar, & Perimeter Progress Loop. (i never ever use this)

R button: When your to engine cells look any color other then green, hold this button down to repair them. While repairing, your podracer will slow down dramtically so make sure you have a big lead before using.

A button: Selects/ Accelerates

B button: Air Brakes... Not very good with early racers unless upgraded. (pretty expensive)

C buttons:

1) Cup: This button allows you to toggle with the 4 view allowed from the podracer. The Behind the racer view, On top of engines view, front view, & the above & behind racer view.

2) Cdown: Hold this button for rear view. Dont hold down for long... keeping your eyes off the track is bad.

3) Cleft: Rolls the racer onto its left side.

4) Cright: Rolls the racer onto its right side.

4) Pods

In this game you have a selection of 23 racers. (not including hidden)
Now here is a nice review of all the drivers & their racers.
Drivers are rated like this:

* Eww, this sucks
** Send it back to the junkyard
*** Has potential
**** Yeah Baby, Yeah..
***** Kick-Ass

And now introducing our racers:

aNAKIN sKYWALKER - ****

I think i can safely say that this kid has the 2nd best racer in the game. Boy, this thing is one of the starting racers, of all the starting racers, this one is by far the fastest. It has above average acceleration, very good handling, & great turning response.

eBE eNDOCOTT - ***8

Out of the starting racers that you can choose from, this one is second to none. It isnt the fastest thing in the galaxy but it can sure handle those turns!

dUD bOLT - ***

The great acceleration on this baby make up for the poor steering. Steering is a must for Pods!

gASGANO - **

The turn response on this thing really sucks. Its the worst ive seen. But it has mediocre accleration. Not very good for starting out.

eLAN mAk - ***

The big ass pod has great acceleration but lacks in all other areas.

"bULLSEYE" nAVIOR - ****

It has been brought to my attention by an e-mail that my ratings were very creul. I thought he should get an extra star. Thank you Mullins. Bad acceleration, good everything else. Also, its a little too sensitive to my liking. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Sunken City	Semi-pro	01:52:620	05:43:101

tOY dAMPNER - ****

Not that slow acceleration & pretty good handling. Nice & easy to handle. I dont happen to crash that much in this baby. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Executioner	Galactic	0:31:540	04:42:310

sLIDE pARAMITA - ***

This slow podracer has semi nice handling & pretty good turn response. May be to sensitive resulting in a lot of crahses. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
AP Centrum	Invitational	0:58:410	03:03:260

bEN qUADINAROS - ****

Very fast... little bit hot, nice steering & handling for an over all good pod. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Inferno	Invitational	0:59:549	03:04:160

fUD sANG - ***

A nice, but average pod. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Vengeance	Amateur	01:16:880	03:51:921

oDY mANDRELL - ****

More then average racer with great acceleration. For Amateur players.

bOLES rOOR - ***

An average pod that is pretty large in size. Not a very good recomendation. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Zugga Challenge	Semi-Pro	02:01:261	06:10:897

bOZZIE bARANTA - **

Small in size but only delivers average acceleration, kinda good handling. Turns out to be one of the worst in the game. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Abyss	Invitational	01:02:639	03:12:934

nEVA kEE Kee - *

Slowest of all the podracers. Its a disgrace to the podracing industry. Shame Shame Shame. In my opinion, its the worst pod. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Baroo Coast	Semi-Pro	01:38:300	04:59:640

cLEGG hOLDFAST - **

Most pathetic of them all, second to worst! eww. I would pick it just to crash it

to teach it a lesson for being so sucky! yuck! **Un lockable racer**

Track	Circuit	Lap Time	Race Time	Aquilaris Classic Amateur
01:04:700	03:16:926			

mARS gUO - ***

Biggest racer of them all. Great handling & steering with some mediocre speed.

Un lockable racer

Track	Circuit	Lap Time	Race Time
Spice Mine Run	Amateur	01:29:470	04:30:880

wAN sANDAGE - **

Just ok steering & handling, & a pretty slow top speed. Definately not one to look foward to unlocking. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Scrapper's run	Semi-Pro	00:44:904	02:23:978

aRK "bUMPY" rOOSE - *

Big pod with below average speed, acceleration, steering, & handling. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Bumpys Breakers	Semi-Pro	02:09:358	06:47:380

mAWHONIC - ****

Very large & durable. Keeping size in mind, amazingly this is one of the faster in the "pod pack." Good steering is included in the itinerary. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Andobi Mtn. Run	Galactic	01:39:309	05:05:648

aLDAR bEEDO - ****

Large pod racer with really fast speeds. Also a nice set of steering is included. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Beedos Wild Ride	Amateur	01:02:986	03:16:697

rATTS tYERELL - ***

Top accelerating pod. That kinda makes up for the rest of the poorly made pod. **Un lockable racer**

Track	Circuit	Lap Time	Race Time
Howler Gorge	Semi-Pro	01:31:370	04:48:510

sEBULBA - *****

The best of them all! He is also that hardest to get. A huge pod that can go faster then all others with well above average handeling, steering, & acceleration. #1. Also this pod has a unique feature. Tap the R button twice for a slippery suprise! **Un lockable racer**

Track	Circuit	Lap Time	Race Time
The Boonta Classic	Galactic	02:04:210	06:20:012

And last but absolutely not least...

tEEMTO pAGALIES - ***

All around average pod with below average speeds & acceleration.

--=Hidden Racers==-

jINN rESSO - ****

A little above average in each area, but his top speed is high.

cY yUNGA - ****

Handles well but has below average top speed

Thanks to jOSH fEALA for these two reviews!

--Please note i was very harsh when rating these... most of the 3 star pods may deserve the extra star to become a 4 star pod. These are my personal opinions! Dont e-mail me telling me that this racer can do this & that racer can do that. Please.--

5) Tracks/Detailed Descriptions

Here you will find information on the different worlds & tracks you will be racing on. I was going to rate these but i decided to put it another way because of consistency in the ratings. (*) easiest (****)hardest

Amateur: *

Semi-Pro: **-***

Galactic:***-****

Invitational: *****

===Amateur PodRacing Circuit===

Race 1: The Boonta Training Course

Well, mountainy (making that word up :)) & very dirty with a bunch of rock that will cause significant damage to your pod. Be careful on the last stretch!

Tips: Try using your booster the entire race except inside of the mountain (canyon) where there may be a lot of turns. Make sure none of your engine cells overheat which would not be a good thing. Overall, this is the easiest track. I thought Sebulba was undefeated, but he really stinks in this race!

Race 2: Mon Gazza Speedway

A very short track, with big barriers in the middle at some point.

Tips: Well, as long as your good on the steering, keep up a nice speed, you will definitely stay in first & maybe pass the 12 & 11th place racers. Take advantage of its length to use your boosters. Lay off the boosters on the twisty turny parts, though.

Race 3: Beedo's Wild Ride

A snow covered track with some slippery ice!

Tips: Ok, at the very beginning, give your pod a big boost! Then when you enter tunnels be careful of ice. At one point you will enter a bridge. Be careful not to fly over the railing. If you do you will crash to your death & probably fall back a few spots. At the ending part where there are a lot of flags keep your speed up high. Very high. Not many dangers here.

Race 4: Aquilaris Classic

Its a hard to explain planet. It has a bunch of gizmos here & also some underwater tunnels. (say hi JAR JAR)

Tips: OK, this level can get kinda difficult, if you underestimate the timing of those doors, you will fall back a lot of stops. If you happen to be going at a high speed you will crash & blow saving time but you still may lose some ranking. Also, there is this one part where the track splits... my suggestion is to go to the left. It seems to be the fastest. When you see a ramp, fly over it top speed while holding back on the analog stick to minimize damage.

Race 5: Malastare 100

This planet has serious gas. (too much beans perhaps?) Anyway, just look for

lights to take you in the right direction.

Tips: In one part of this race you will have to jump over a large gap. Be careful! Start gaining booster ability in the cave before the gap & as soon as you make the last turn before the gap, let loose the boosters for a spectacular & successful jump across. Alive. Still in first. Or if your not good with boosters... go as fast as you can & hold back on the analog stick for more distance. This works 98% of the time.

Race 6: Vengeance

Twisty & turny & quite a few tunnels.

Tips: Try not to hit railings that much over the bridges & watch out for the entrance door that keeps turning. While in tunnels, Move quickly & take advantage of the boosters, but watch out for the rocks & Purple laser beam in between two tunnels.

Race 7: Spice Mine Run

Pretty much a red planet with mining machinery scattered around.

Tips: At one point the track will go in 3 different directions. I suggest you take the middle for easier boosting capabilities. Also, in the kinda rooms where you kinda here people talking, use those for boosting. (i know, i know, i didnt explain that good... shoot me) Also, in the part of the track with the blue lasers above, be careful on the turns. Possibilities of getting stuck or blowing up.

===Semi-Pro PodRacing Circuit===

Race 1: Sunken City

Same as Aquilaris Classic except for the few different forks & stuff. Underwater tunnels, etc.

Tips: Well, this track can get confusing & you may get lost... but i suggest just follow the green map on the right-center portion of your screen. This track put me through heck trying to beat it. It has those Double door things just like the old track. Moma Miya! (im not italian, as you can probably tell) Also, there is a ramp that leads to above a track inside a tunnel. It doesnt save time but what you can do is go up halfway the fly right off to gain a few seconds & maybe a lead. Turbo at the end & watch out for that seperater near the end where you must make a sharp turn.

Race 2: Howler Gorge

Even more confusing then sunken city! Too many track for this kid.

Tips: One part has you going up a hill just to be flying right back down (near some buddah statue). Take advantage for this by boosting up the hill & holding back on the analog stick. May help. I just barely beat this level (came in 4th) so i really cant help except saying, "Be cool, Stay in School."

Race 3: Dug Derby

Same as Malastare 100... gas coming out of its, umm, well, yeah... ok. whatever.

Tips: Keep looking for lights to show you the right path. Also, it isnt a good idea to die. Once you die, your dead. (as in not winning the race.) Dont mistake solid walls for entrances to a tunnel. Also, boost your self near the finish line.

Race 4: Scrapper's Run

Like the name right? You know you love it... anyway. A pretty ugly planet up in the sky.

Tips: The other racers in this game are pretty much always up your ass. So,

get a good start & boost away the beginning of the track. Try going as fast as you can. This track is too boring for me. Must stop playing. AhhHHhh. Anyway, didnt your mom ever tell you not to read a crazy person's SW:Racer walkthrough?

Race 5: Zugga Challenge

Man Gazza SpeedWay revamped, & getting complicated.

Tips: Things in this level try to kill you. It's Qui Gon Jinn possessing stuff in this game. He's back, with a vengeance, & wants to kill everyone opposing anakin. (I really think he let Darth Maul kill him, who wouldnt after meeting JAR JAR BINKS) Well, after these crusher things. Boost pass the arrows. At the very last tunnel do your boosting again.

Race 6: Baroo Coast

Speed through a nice beach. Also, slow down to admire the buildings.

Tips: Man, i just seen a Racer FAQ by marshmallow... boy, its not even finished & it still blows my out of the water... hey, dont leave! come on, its not that bad! crap. Anyway, Back to winning the race. Well, speed across the beach & boost whenever possible to put distance between you & the opponents.

Race 7: Bumpy's Breakers

Getting a little harder? Looks like Race 1 of the Semi-Pro Circuit. These replica tracks are getting annoying.(or is that just me?)

Tips: Well, i didnt do good with this one. I barely came in third the 12th time i tryed it. Damn turns! Well start your boost at the beginning of the race & at the beginning of the next two laps. You may have to lose a few times before getting the hang of it & winning. Unless you are like a cool kid, you probably will have to settle for 2nd or 3rd place.

==Galactic PodRacing Circuit== (almost done!)

Race 1: Executioner

1 word: Long

Tips: All side paths are the same length so i dont think their are any shortcuts... but its a must to take major advantage of boosting in the tunnels. This level is long so get a snack for a pausing break.

Race 2: Sebulba's Legacy (this faq is a peice of crap)

Malastare 100... again.....yup. So much gas! I can drive to calofornia on that much gas! (get it? do you get the corny joke? heh)

Tips: On the first two forks in this game, take the right path. Not the wrong path or the left path... take the right path. Try using the boost as much as possibe except for one area at the end where their is no railing where you can fall down to a lower level which isnt to good. Use lights for direction... again, & boost over gas... again.

Race 3: Grabvine Gateway

A cool track with some kind of swamp/marsh, a forest & some sort of desert.

Tips: I really really had the hardest time with this level that i actually gave up on the walkthrough for a few days. I finally memorized everything. The thing you gotta remember are the turns. Also, their is this bridge at the end with a hole. (dont go in hole!) Brakes can be a handy dandy tool in this one!

Race 4: Andobi Mtn. Run

Icy Mint flavor. Lets go Skinny Dipping here in February! (Total Shrinkage!)

Tips: Really hard level. Try choosing paths that are really straight, but for once, i would advise against using boosters to much. Be careful not to slam into

walls on the slippery parts.

Race 5: Dethro's Revenge
Well, for starters, high up.

Tips: Try using a lot of boosting & get a good lead ahead of time. Dont be no stranger to using the wonderful power of breaks. Especially on narrow turns.

Race 6: Fire Mountain Rally
Race around & in a volcano.

Tips: This race has many tricks & turns. Use the Z button for better turning when needed. Also, the only real shortcut here comes when the road splits in three.

Take the middle path.

Race 7: The Boonta Classic
I helped you get this far! Well, in this race, you can win Sebulba's Pod. You can do it man.

Tips: After the start, stay on the lower roadway. After that you'll have a nice straight away to do a few boosts. Then when the roads splits in three, take the middle path , also the shortest. Later on the Nomadic Tusken Raiders who will take pot shots at your pod, keep the finger on the R button because they will give hefty damgae if your hit. At the very end watch out for the big ship (in a diffrent spot everytime) who will try to get scrap metal from the pods.

==Invitational Pod Racing Circuit==

Please Note: In this circuit their is only 4 races. You must open these by placing 4th or better in Race 7 of the Amateur, Semi Pro, & Galactic circuits to open the first three races. To open Race, the 25th race of the game, you must place first in every race before it in every circuit. It seems hard right? Well, it is. Be scared, be very scared. Bwahahaha. Ok here we go.

Race 1: Ando Prime Centrum
You start off on a snowy track with many twists & turns. This leads you into an icy desolate city with turns up the kazoo.

Tips: As soon as you start, the road splits in half. Take the right path, its faster. Once inside a building where you have the option of staying on ground level or going up a twisted ramp to preceed, choose the elevating ramps for a much straighter & shorter course that may allow a boost or two. Once you enter the city streets, no matter which paths you take they all seem the same so just worry about not crashing while cruising around here. Once you leave the city, you'll have time for a boost. Take advantage of that. When you launch off a ramp a little further on, hold back on the analog sitck for maximum distance.

Race 2: Abyss
A very twisty & turny track where you will hit the walls many a time. Many diffrent levels in this track.

Tips: Try to stay on the top level when you start off, if you happen to fall to the bottom you may miss the only major shortcut. While on the top you may come across a gap. Hold back on the analog stick to get across. If you make it safely

across the second gap & your still on the top level you've found a shortcut that will give you a nice leade. The biggest tip i can give is to tell you to try to stay on the top level.

Race 3: The Gauntlet

This is a track on the infamous OoVo IV. With a bunch of tricky turns & Zero Gravity tubes that are sure to give you a challenge.

Tips: After the first few turns you will venture outside of the prison walls, here you will have to avoid meteors that fall from the sky. Keep that finger on the R button. After the meteors keep to the right as much as possible for a possible short cut. If you go to the left you'll find a possible long cut. When the road splits in three in the rocky canyon, choose the middle tunnel.

Race 4: Inferno

This is inside a volcanoe & all your pods overheat very quickly so pick a pod to confisate for it. Everything is red & hot. Whew. This is it people.

Tips: When the road splits move your pod onto the nearby bridge for a safer course. Now just stay to the left as much as possible to have a shorter course. Also when you pass by the oozing lava move to the west to get out of harms way.

Congratulations!! You have successfully completed this very hard game. Without codes, of course. :)

6) Tips

This section will help you out a little bit when you feel like giving your old pod a little revamp! Many of the items in Wattos shop cost a lot of money, theirfore making you have to come in first place a few times before having enough to buy what you need. If you are in desperate need for these parts think about using the used & sometimes unreliable parts in the Junkyard. They may not be as good but they are a hell of a lot cheaper... Woo Hoo! Also we will discuss the fine art of repairing your power cells. YEY!

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6a) Watto's Shop/The Junkyard
=====

When you feel that your pod racer is new & advanced just like a lightsaber compared to a double light staff, you should come to one of these places... If you come in first a lot & you are making a ton of money, pick watto's shop for reliable brand name products. But, if you are a loser & you make very little money, try the junkyard... or what i like to call it, the slavation army.

Anyway... Here is the pricelist of stuff in Watto's shop.

(just to name a few)

Item	Wattos Price
Dual Power Cell	\$300
Stack 3 radiator	\$100
Mark 3 airbrake	\$1400
Plug3 thrust coil	\$2400
44 PCX Injector	\$2200
Control Shift Plate	\$400
R-8D Repulsporgrip	\$400

For more info, see section 7

Now on to another thing. When you select an item, the feild of pod racing that it will improve will light up. (i.e if you select air brakes, the air brakes column will light up.) If their is a green streak after the original streak that means this item will help your racer out. The bigger the green streak, the

better the buy. If there is a red streak, don't even bother buying it, it will decrease the importance of that area.

=====
6b) Using turbo boost/repairing your vehicle
=====

Turbo boost is a very important item in this game. When rolling down that final stretch & you're in second place, just boost into first to win the race. It's also very helpful for gaining a lead in the beginning of a race or jumping long gaps. Use this power wisely because it can overheat your engines, causing them to burst into fire, which takes a lot of time to repair & may affect your gameplay. Also, if you are going too fast you are prone to easy crashing. Watch out!

How to use the boost:

When you are sure you won't crash at high speeds, push forward on the analog stick while still holding A. When the speedometer on the bottom right of your screen goes rapid green streaks then turns yellow, tap the A button again. (let go of the A button then repush, quickly, not like a turtle. Your instruction booklet can give a much better description of this.)

Repairing your vehicle while in the race is a necessity & can greatly increase your performance. If your power cell status screen (bottom left of your screen) shows anything but green... hold down the R button for a quick repair. If your cells are on fire or are damaged pretty bad... make sure you have a sturdy lead before repairing because your pod will slow down to about 250mph while repairing. Many pods can pass you if you're not careful.

Also, it is a really good idea to have pit droids for after the race. I usually have six by the end of the game. You can buy quality pit droids at Watto's shop.

=====
6c) Nintendo's Tips for success (from the instruction book)
=====

- 1) Experiment with each podracer to get a feel for the one that best fits your playing style.
- 2) Try to stay in the middle of the track and on the road. The road has less friction, so you'll be able to pick up speed if you stay on it.
- 3) Press the Z button while you're turning. This will skid your Podracer, and make it easier to maneuver around obstacles.
- 4) When going over a jump, pull your control stick back for a longer jump, and push it forward for a faster jump.
- 5) To fit through tight spots, flip your Podracer on its right or left side by pushing Cright or Cleft.
- 6) Don't be afraid to let go of the accelerator (A button) at certain times during the race. Even though you'll slow down, it may help you steer better.
- 7) Keep a light touch on your control stick when steering. It responds to even the slightest movements, so avoid the temptation to pull it all the way left or right.
- 8) Hold forward on the Control stick when you want a higher top speed. Pull back on the control stick when you want tighter turns.
- 9) Try to get a turbo start at the beginning of the race.
- 10) Use the boosters wisely. It can make up for lost time, but an engine fire will cost you more!

7) Parts/Pit Droid Guide/ By Matt Menzies

This guide was written by Matt Menzies <menzies@windsor.igs.net> & is used on this faq with written consent of its owner. Full credit for this section is given to him.

Warning: Section 7 is a separate faq. It is written in faq form.

- Parts & Pit Droid Guide

Author: Matt Menzies
Email: menzies@windsor.igs.net
Version: 1.1
Updated: July 7, 1999
Added to FAQ64's FAQ: 8.13.99

VERSION 1.1

- redone the whole part guide
- added the author, email, version, and last updated at the top of the page

NOTE: I don't think anyone has seen version 1.0 since I was accused of copying others work. This is a game faq right? I made this because when I looked over the other faqs for racer, I did not see what I needed to see. I had to think up new strategies for winning. And now I'm sharing them with you, so you don't have to be as frustrated as I was.

CONTENTS

- 1) How Pit Droids Work
2) Junkyard Strategy
3) Part Guide

-----1) HOW PIT DROIDS WORK -----

Pit Droids maintain your pod parts (duh). Each pit droid can only maintain 1 part. So if you have 5 new parts and 4 pit droids (MAX, unless using a cheat) 1 part is going to get ruined (condition is brought down). So if you want to win you just want to get all 4 pit droids and choose 4 categories that you want to max out and only buy those parts. This is the key to winning.

ALSO: The least expensive part in each category never gets damaged!

-----2) JUNKYARD STRATEGY -----

- Use this strategy to
1) Get the parts you need
2) Get more money

The Junkyard Strategy is a really good way to win. This strategy helps you earn money and get maxed out parts for cheap prices.

- A) Win a couple of races (DON'T UPGRADE and get a pit droid or 2).
B) Go to the junkyard and try and find one of the best parts in bad condition. If there isn't any in the junkyard, go to SELECT RACER and select your racer over again. When you go BACK to the junkyard, there should be DIFFERENT parts there. REPEAT until you get one of the BEST parts for cheap.
C) Race with this part so the pit droids repair it.
D) The part should now be in mint condition and be able to get money for selling it.

-----TRACTION-----

- A Podracer's traction determines how closely it hugs the ground. As you increase your machine's speed, augment its traction for better handling.

R-20 Repulsorgrip-	250
R-60 Repulsorgrip-	400
R-80 Repulsorgrip-	600
R-100 Repulsorgrip-	1200
R-300 Repulsorgrip-	2600
R-600 Repulsorgrip-	6000

-----TURNING-----

- To increase your Podracer's turn response, buy turning components. The better the part is, the more touchy the steering of your craft will be.

Control Linkage-	200
Control Shift Plate-	400
Control Vectro Jet-	700
Control Coupling-	1600
Control Nozzle-	3800
Control Stabilizer-	7500

-----ACCEL-----

- Is it taking too long to go from zero to 600mph? Purchase upgrades for your fuel injection system to give your Podracer a little extra kick at the starting block

Dual 20PCX Injector-	800
44 PCX Injector-	2200
Dual 32PCX Injector-	5600
Quad 32PCX Injector-	7000
Quad 44PCX Injector-	10,400
Mag-6 Injector-	14,000

-----TOP SPEED-----

- Thrust Coils increase your maximum speed. As you upgrade your thrusting mechanisms, you will reach speeds in the neighbourhood of 900mph.

Plug2 Thrust Coil-	1000
Plug3 Thrust Coil-	2400
Plug5 Thrust Coil-	6000
Plug8 Thrust Coil-	14,000
Block5 Thrust Coil-	17,500
Block6 Thrust Coil-	20,000

-----AIR BRAKE-----

- You think these Podracers can stop on a trugut? Not really. You need to upgrade your air brakes in

order to slow down quickly enough when the courses get turny.

Mark II Air Brake- 700
Mark III Air Brake- 1400
Mark IV Air Brake- 3600
Mark V Air Brake- 7000
Tri-jet Air Brake- 10,400
Quadrijet Air Brake- 14,000

-----COOLING-----

- As you reach your Podracer's top speed, your engines will start to overheat. A good cooling system will cool down your engines quickly after thrusting.

Coolant Radiator- 50
Stack-3 Radiator- 100
Stack-6 Radiator- 300
Rod Coolant Pump- 900
Dual Coolant Pump- 2700
Turbo Coolant Pump- 5400

-----REPAIR-----

- You can repair your Podracer midrace, but it will slow down your pod. Purchase better repair modules to fix your machine faster and maintain your speed better.

Single Power Cell- 150
Dual Power Cell- 300
Quad Power Cell- 800
Cluster Power Plug- 1400
Rotary Power Plug- 4000
Cluster2 Power Plug- 7000

YOU MAY NOT TAKE ANYTHING FROM THIS FAQ WITHOUT THE PERMISSION
OF THE AUTHOR!!!!!!

Thank you for reading my guide.....
Email me questions at menzies@windsor.igs.net
Parts/Pit Droid GUIDE/FAQ by: Matthew Menzies

Questions about this FAQ of the entire racer faq? E-mail the author, Jason gomer @ faq64_production@hotmail.com.

8) Codes/Game shark Info

Here are some codes which may prove difficult to enter:

Choose tournament Mode. Select an empty name slow, hold z the whole time while entering the following codes. Press L to enter each letter. When finished select "END" and press L followed by A.

All Cheats enabled: (new as of 7/5/99)
First, enter RRTANGENT. Select 'End' and press L followed by B (instead of A). Now choose the same player file again, and this time enter ABACUS. Now select 'End' and press L followed by A, like you do with the other codes. To activate, start a game, then pause and press Up, Left, Down, Right. All the cheats should be enabled!

Invincibility& debug:

Enter RRJABBA. To activate, start a game, then pause & press Left, Down, Right, Up.

Auto pilot:

Enable the "Unlock all cheats" code. Then while playing a game, press R + Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R + Z to disable auto pilot and retain full control of your pod racer.

Debug option:

Select tournament mode, then choose an empty name entry. Hold Z and enter "RRDEBUG" as a name, while pressing L to enter each letter. Note: Ignore the fact that only three letters may be entered for your initials. After entering each letter, they should appear in the lower left corner of the screen. Then, highlight "End" and press L followed by A. Begin a race on any tournament track. Then, pause the game and press Up, Left, Down, Right to access the cheat menu. The debug option may now be enabled on the cheat menu.

Debug controls:

Enable the debug option on the cheat menu with the "Debug option" or "Unlock all cheats" code. Next, set the "Debug Level" option on the cheat menu to any number except zero. Then during a race, press one of the following directions on the D-Pad to activate the corresponding cheat function.

Result	Button(s)
See through walls:	Left + Z
Fast-forward level:	Up
Re-wind level:	Down
Pod racer is invisible:	Left
Destroy your pod racer:	Right

Mirror Mode:

Enter RRTHEBEAST. To activate, start a game, then pause & press Left, Down, Right, Up.

Extra Pilot Jinne Reeso:

First unlock Mars Guo (see section IV). Then Enter RRJINNRE. You'll replace Mars with Jinne.

Extra Pilot Cy Yunga:

First unlock Bullseye Navior (see section IV). Then enter RRCYYUN. You'll replace Bullseye eith Cy.

Dual Controller Mode:

Enter RRDUAL. Controllers 1 & 3 are used to controll each pod racer engine. Use the analog sticks for acceleration & steering.

Get 6 Pitdroids:

Enter RRPITDROID. At Watto's shop, press Up, Down, Left, Right, Right, Up.

Taunts:

Hold Z & press A to begin a race. You'll see a breif sequence in which your racer & a rival trash talk each other in a hanger. During the race, press R twice for more taunts.

Turbo Start:

At the start of a race, press A right after the "1" disappears.

Gameshark Codes:

**Warning: You must have Gameshark 2.2 or higher and the game must be running in

LOW resolution mode for these codes to work.

Have all tracks: 81113e68ffff
 81113e6affff
All tracks finished in 1st: 81113e6c3fff
 81113e6e3fff
 81113e703fff
 81113e7200ff
Have all characters: 81113e74007d
 81113e76ffff
Start on Lap 3 8111900a0002
(always win) P1
Infinite Trugets 81113e7a7d00

THE WHOLE CODES SECTION IS TOTALLY NOT MY WORK. THIS IS ALL GAMEREVOLUTIONS
LOYAL READERS INFORMATION. PLEASE SEE SECTION VIII FOR LEGAL NOTICES.

9) Disclaimer

C R E D I T S:

Nintendo of America, INC. : They always get credit
LucasArts, LTD. : Maker of this cool game
<http://game-revolution.com>: Game Revolution for thier codes & gameshark info
<http://cheatcc.com>: Cheat Code Central for their debug code
Matt Menzies: (menzies@windsor.igs.net) For his pitdroid faq
Josh Feala: Wrote some pod reviews
<http://gamefaqs.com>: And CJAYC, they rule the world

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<http://www.gamefaqs.com>: GameFaqs
<http://www.cheatcc.com>: Cheat Code Central
<http://www.game-revolution.com>: Game-Revolution Online Magizine
<http://www.console-gamer.com>: Console-Ganer
<http://www.cheat-center.com>
<http://www.about.com>

All other sites with my work have stolen it. If any of these sites have an
outdated version of any of my FAQs, please notify the webmaster.

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10) farewell/etc.

That was the end of my very first and probably best faq! I would like to let
everyone know that i will always be devoted to nintendo, you will never see
me do a faq for a dirty sega system of icky sony console.

Well, of course you can send any praise, hate, birthday cards,
hot chick's phone numbers, souls, dirty messages, mean people
mail, rants, knuckle sandwiches, or fake body piercings to
flowerpot2000@email.com. Until i am needed to save the gaming society once
again... this is jason gomer, signing off.

last revision: 10.01.99

this has been a helpful guide by flowerpot
r 99 FAQ64

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