Chocobo Racing FAQ

by beno_jange

Updated to vFinal on Aug 25, 2001

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Unofficial Chocobo Racing FAQ
For SONY PlayStation Only
Version Last
By Beno Jange
Email: beno_jange@hotmail.com

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I. Disclaimer 0100

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III. Revision History 0300

v1.0 - 07/31/2000 - First Release.

v1.1 - 09/30/2000 - Added GameShark section.
- Reformated Author's Note section.
- Updated Credits section.

v1.2 - 12/29/2000 - Removed plan for future update.
- Corrected some grammar and spelling errors.
- Edited Disclaimer section.
- Edited Author's Note section.
- Removed Email Policy section.
- Edited Credits section.

v1.4 - 05/04/2001 - Happy Vesak day on 7th May 2001.
- Changed the logo.
- Reformated the FAQ lay out.
- Corrected some grammar and spelling errors.
- Rewrote Disclaimer section.
- Rewrote Author's Note section.
- Rewrote Introduction section.
- Divided Menu & Control section into Menu section and Control section.
- Removed menu lay out in Menu section.
- Added ? stone in Magic Spell section.
- Added maps on Race Track section.
- Revised Race Track section.
- Updated Secrets section.
- Added Frequently Asked Questions section.
- Updated Credits section.
- Some changes in typography.

v1.5 - 07/07/2001 - Added quote for all characters.
- Added some shortcuts on Race Track section and a driving tip on Tips & Tricks section. Thx to K00LGuy415@aol.com
- Updated Credits section.

vLast - 08/25/2001 - Updated Author's Note section.
- Added Options description in Menu section.
- Revised Characters section.
- Lots of corrections and contributions.

  Thx to Andrew Wong <curewater@yahoo.com>
- Revised "Get 100 Points on Story Mode" time in Tips & Tricks section for more exact time.
- Updated Credits section.
- No more updates will be made towards the FAQ.

IV. Author's Note 0400

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About This FAQ 0401

Well, the first time I saw this game on the store I thought that this game isn't interesting at all. It looks more childish and may be it is for kid. But after I bought and played it, I really impressed about the game. It will be the most enjoyable racing game beside Crash Team Racing. Since there isn't any detailed FAQ for it on GameFAQs so I decided to write this FAQ.

This FAQ is based on Joe Van Pelt's FAQ so I give half of the credit inside here to him. My thx goes to him. Well done Joe, keep up your good work. This FAQ is based on the US version of Chocobo Racing since I don't have the Japanese version. For easy searching just highlight the keyword number on Table of Contents and press Ctrl+F. Please excuse for my poor English.

In this last update, I'd like to thx to Andrew Wong <curewater@yahoo.com> for sending me lots of corrections and contributions. Also my thx goes to Rob Ledrich <agis@bright.net> for more exact time to get 100 points in Story Mode which is taken from his Chocobo Racing FAQ. This will be the most complete Chocobo Racing that you've ever found on the net. No more updates will be made towards the FAQ.

How to Get the Update 0402

The newest revision of this FAQ can always be found at:
= GameFAQs   http://www.gamefaqs.com

This FAQ can also be found at:
= Game Advice   http://www.gameadvice.com
= Games Domain   http://www.gamesdomain.co.uk
= Neo Seeker   https://www.neoseeker.com
= Fresh Baked Games   http://www.fbgames.com
= Playstation cheat.net   http://www.psxcodez.com

How to Contact Me 0403

Any questions, requests to post this FAQ, critizisms, contributions, suggestions, etc (no spam please) are welcome as long as you state "Chocobo Racing" as a subject of your letter and tell me where you read this FAQ. Tell me your website name and address if you request to post this FAQ. Before sending me any questions, make sure that you've searched my FAQ thoroughly and you still can't find the answer. If your questions are already covered in this FAQ then I will tend to ignore it. Also please understand that you won't get your reply very soon since I check my email not every week (at least once once a month).

NOTE: I am not hiding secrets or any other information, i.e. everything I know about Chocobo Racing is in this guide.

V. Introduction 0500

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At last, the King of RPG (Square) has released a racing game, which is called Chocobo Racing. This game looks like Mario Kart and Crash Team Racing. Btw, the famous Chocobo has started to make another surprise for us. This game in my opinion has many interesting features including secret characters, mirror mode, etc. This game also supports dual shock controller for more smoothing control.

The graphic in this game is not as good as Crash Team Racing especially when you read a book in Story Mode. You can even see the "screwed" white polygon in Floating Garden track. But the FMV is great! The music is really catchy. Originally composed by Nobuo Uematsu, the famous composer behind Final Fantasy series. I really like the ending song, "Diamonds in My Hearts" sang by Vicki Bell.

Speaking about the sound effect, I think that SquareSoft has done a good job on this. Sadly that the FMV didn't have the voice actor (like what SquareSoft usually did on their games). Playing this game will guarantee you won't be bored for hours especially when you play the Story Mode and want to unlock the secret characters. You can cast the curse, thunder, fire, etc on the enemy. Quite fun ...

The storyline is quite remarkable especially when you read the book in Story Mode. This book will tell you about the story of the magicite crystal. You are Chocobo, the chickadee who has the Dash stone (magicite crystal). You with your friends - Mog go on journey to collect these magicite crystals. Also you will learn the game basics while playing the Story Mode.

The innovation is great. You can unlock the secret characters by playing the Story Mode. You can view the movie clip by defeating the racer. You can collect the music by winning the race. You can also play in reversed track. If you enjoy playing Crash Team Racing then you should buy this game. One more thing, this game is easy to complete so put your GameShark on the shelf ...

Well, here are my ratings for this game:
- Graphic : 8.0/10
- Storyline : 8.5/10
- Music : 9.0/10
- Sound : 8.5/10
- Game Play : 8.5/10
- Innovation : 8.5/10
- Overall : 8.5/10
- Difficulty : Easy
- Buy/Rent : Buy

VI. Control 0600

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While Racing 0601

Square   - accelerate.
X   - brake.
Square + X - skid.
Triangle   - reverse.
L1   - use special ability.
R1   - cast magic.
Start   - pause / skip FMV / open up menu.

Main Menu 0602

X   - confirm.
O   - cancel.
Start   - skip FMV.

VII. Menu 0700

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Options 0701

You can change the game settings here. The list of options are:

- View Course Records : View the best 10 race records from "Time Attack" mode.
- Controller Set-Up : Change the controllers' settings.
- Sound Room : Listen to the music and sound effects.
- Movie : Press left or right to choose a movie from your collection.
- Sound : Choose to play the game with either stereo or monaural sound output.
- Handicap P1/P2 : Choosing "ON" increases the abilities of Player 1's or 2's racer.
- Mirror Mode : Reverses how the racetrack looks. But no phantom racers are allowed!

NOTE: Mirror Mode will be available only if you beat all of the difficulties on the Grand Prix mode.

Story Mode 0702

If you want to learn the game basics then this mode will teach you. You will learn the lessons (such as special ability, magic spell, etc) through out your adventure. Square seems didn't want to miss their skill (RPG) on this game too so they add this mode. You start with just Chocobo. You go all the way to collect eight magicite crystals. Btw, you have to win the race in order to collect the crystal. You get Edit Parameters each time you beat Story Mode. Edit Parameters allow you to customize your own character and build them to become a best racer. You will get hidden characters each time you beat the game.

Time Attack 0703

Much like Time Trial in Crash Time Racing. You have to race as fast as you can in order to beat the record. Each time you beat the record you can enter your name on the top ten list. You can view the record in View Course Records in Options. However, there is no reward if you beat the record.

Grand Prix 0704

Well, I'd love this mode. You race against the computer in four tracks. Each time you enter the 1st, 2nd, 3rd place you'll get the points. The character with the highest point will win. You can even see a short clip on the character each time you beat the game with the character. You can view their clips on Movie in Options.

VS Mode 0705

One on one racing each other. You can choose to race against player 2, computer or let computer 1 vs computer 2. Btw, in my opinion Grand Prix and Relay Race are more fun ... I wish if this mode support multiplayer but may be it supports multiplayer and I don't know about that.

Relay Race 0706

Much like Grand Prix and VS Mode. The different is in this mode you choose the team which is consist of three racers. You can choose how many laps. The 1st racer will race in certain number of laps for eg. two laps and pass the race to the 2nd racer. The 2nd racer will race in the next two laps and pass the race to the 3rd racer and so on.

Memory Card 0707

Save and Load game data. Well, in this mode you can save and load how far you go with the game. You can save and load your hidden character. You can even save and load your customized racer.

VIII. Characters 0800

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WARNING: This section contains some spoilers. Do not proceed if you don't want the game to be spoiled.

Chocobo 0801

Ability : Dash

Bike   : Jet-Blades CR
Quote   : "Kweh! Kweh!"

You know he is the star of this game. Fearless and innocent makes him an adorable character. Good acceleration, good speed, but not too easy to control. Btw, Chocobo is one of the best characters once you learn how to control him.

Mog 0802

Ability : Flap
Bike   : Mog-Scooter R2
Quote   : "Well ...here's the whole lineup of the racers. Remember, you can choose any one of us. Plus, you get to decide which Ability you want us to have. If you know what's good for you, you'll choose me, MOG! So...see you guys on the tracks!"

A friend of Chocobo but with bad attitude i.e. greedy and selfish. His greedy and selfish makes him do not have anything. Good acceleration, and seems to have the highest top speed of everyone, but he's difficult to control.

Golem 0803

Ability : Grip-Up
Bike   : Rockin Roller V8
Quote   : "Me BIG rock! Very tough!"

He is the huge block of rock (including brains, arms, legs and heads). He is also the gatekeeper of village gate. He used to be body guard because of his big body. Slow acceleration, average speed, but very easy to control.

Goblin 0804

Ability : Mug
Bike   : Gob-Cart H4
Quote   : "I ain't no THIEF? I'm just 'elping 'umanity ya 'ear!"

The thief known as "Gobin Hood" who steal from rich and give it to the poor. He hides out in Mythril Mines. Wonder who stole all the "H's" from his vocabulary?! Best acceleration in the game, but the control on him is terrible.

Black Magician 0805

Ability : Magic Plus
Bike   : MagiCloud MK-1
Quote   : "Welcome to my humble home. Please-th come in."

A silent magician which has a castle in "Cursed Forest" which is called "Black Manor". I heard he also knows Black Magic ... so you better watch out! His racing skills are average better than White Mage. He can fly over ice sheet.

White Mage 0806

Ability : Barrier
Bike : Cosmic Carpet
Quote : "Can't we all just get along?"

The cute and sweet mage from Mysidia. She was the person who revealed the secrets about magicite crystal for the first time. If your party are tired then you can ask her to cast cure on your party. His racing skills are average. She can fly over ice sheet.

Chubby Chocobo 0807

Ability : Receive
Bike : Phat-Burner Plus
Quote : "Grrrrr.....I'm hungry!!!"

The fat Chocobo who his job is only eat, eat and eat. All of in his head are only donuts, peppermint, etc. He even ate magicite crystal. Greedy isn't it? He has a good grip, great acceleration but low speed. The best well round character in my opinion. Pick him as soon as you get him on the Story Mode.

Behemoth 0808

Ability : Charge
Bike : Behemoth-Buggy 99
Quote : "Foolish one! Dare to challenge ME?!"

The powerful magical monster who was lived in volcano. He used to be a guard of magicite crystal. His racing skill is the same as Golem but his acceleration a bit faster.

Bahamut 0809

Ability : Megaflare
Bike : Dragon Wings
Quote : "Touch me then I flare you!"

The king of Espers lived in Fantasia world. Slow acceleration, but high top speed and pretty good control once you get him moving. Can fly over obstacles like ice. To use Bahamut, you must beat Story Mode first.

Squall 0810

Ability : Gunblade
Bike : "The Tempest"

Quote : "Wanna try my Gunblade?!"

Our hero from Final Fantasy VIII also takes the challenge of the race. Good acceleration, good turning, good everything except for his tires. He slips and slides on turns a lot. This can be used to your advantage. To use Squall, you must beat Story Mode a second time.

IX. Special Ability 0900

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If you're too lazy to learn it from Story Mode then I'll give you my summary about the special ability. I found out that we will use the Dash ability on most of the track. The special ability needs time to charge and recharge. Each special ability needs different time to charge and recharge. You can see the gauge in the upper left corner. Once the gauge is full then you can use it. We can use only one special ability through out the race.

Dash 0901

It speeds you up for a short time. Well, this ability actually very useful on easy track with a little turn. But it'll become a nightmare on hard track with many hard turns since it cause you bump out of control. However it works the same as Haste3.

Flap 0902

It lets you fly over bad terrain. This ability is useless for mages. It'll only speed you up a little. Btw, for those who always stuck because of ice sheet can try this ability. But I prefer to choose Mages in order to avoid ice sheet.

Mug 0903

It steals a rival's magic stone. If you want to steal your opponents magic stone then use this ability. This ability is useful in order to collect the magic stone and miss your opponents chance to use the magic stones.

Barrier 0904

It protects you from attacks. You get a shield that lasts until you are attacked. This ability especially useful in Grand Prix, where you get attacked almost all the time by other opponents.

Magic Plus 0905

It increases your magic stone's power. This ability is recommended to use better than Megaflare ability. If you get Ultima, you can level it up and use on your opponents which is the damage the same as Megaflare. This ability is need shorter time than Megaflare to charge.

Grip-Up 0906

It makes your vehicle handle better. If you tired of bumping on the wall. I recommend you to use this ability. This ability is very useful on track with many hard turns. Once you use this ability, you don't get to worry on loosing your speed when you bump on the wall.

Charge 0907

It accelerates to attack opponents. Short burst of speed, you can wreck an opponent by hitting them while this is activated. It builds really fast, too. You get more overall speed with this than with the Dash ability.

Receive 0908

It gets any magic stones used on you ! When you get hit by any magic, then you gain one of the spell that you were hit by. Useful in GP races, since you'll be getting a powerful spell every few seconds because of the constant barrage of attacks in that mode.

Megaflare 0909

It rains fireball on all your foes. It builds very slowly. Then when it's full, it's a level 3 magic hit on every opponent. However it works the same as Ultima3.

Gunblade 0910

It speeds you up until you take a lead! When you used it, you'll get a burst of speed (about 180 kph). Each time you pass your opponents, your gunblade will slash on them which makes them crash.

There are some conditions in which this ability will disappear:
- If someone has it and is hit by the Flare.
- If you get hit while using it and someone passes you.
- If you're in first place after 5 seconds.

X. Magic Spell 1000

If you're too lazy to learn it from Story Mode then I'll give you my summary about the magic spell. You can level up your magic spell by getting the same magic stone. The higher the magic level then the higher the magic effect. You can steal your opponent's magic by bumping right on his magic stone. The maximum number of the magic stone or magic level that you can hold is 3. You can't pick any magic stones once you've reached the limit.

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?	- it could be any stones which is chosen randomly.

Haste 1002

Haste1	- makes you go faster.
Haste2, Haste3	- to do an even longer "Dash".

Fire 1003

Fire	- shoot fire aim one in front of you to make go crash.
Fira	- auto aim one in front of you must go crash. It seems to stop after one or two turns. Afterwards it just crashes into the side of the track if it doesn't hit anything. (Thx to Andrew Wong <curewater@yahoo.com>)
Firaga	- makes everyone in front of you go crash. It works the same as Fira only it lasts a little longer ... (Thx to Andrew Wong <curewater@yahoo.com>)

Ice 1004

Blizzard	- places a sheet of ice on the course that makes whoever runs over it spin out of control.
Blizzara	- makes lots and lots of ice for others to spin out on. Six ice sheets, to be exact. (Thx to Andrew Wong <curewater@yahoo.com>)
Blizzaga	- freezes all your foes in ice and makes them crash.

Thunderbolts 1005

Thunder	- makes the chap in front of you and crash.
Thundara	- strike the chap in front of you with three lightning bolts and cause them to crash.
Thundaga	- causes averybody else to be zappped by lightning and crash.

Minimize 1006

Mini1	- reduces 25% of your competitors speed and size.
Mini2	- reduces 50% of your competitors speed and size.
Mini3	- reduces 75% of your competitors speed and size. You can even run over affected competitors and flatten them. Plus the effect is cumulative if different opponents use it on you. (Thx to Andrew Wong

<curewater@yahoo.com>)

Reflect 1007

Reflect - reflect the spell which was release by enemy. It works by itself if you have one and you get attacked.

Doom 1008

Curse - makes curse on the foe in front of you which is have ten seconds delay that cursed one will crash. You can pass the Curse to an opponent by bumping their car.

Ultima 1009

Ultima1 - causes all other competitors to spin out of control.
Ultima2 - causes all of your opponents will be made to crash.
Ultima3 - causes all of your competitors to have catasthropic crash.

XI. Story Mode Walkthrough 1100

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WARNING: This section contains many spoilers. Do not proceed if you don't want the game to be spoiled.

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Chapter 01: Gadgets a-go-go! 1101

Chocobo visits his pal, Cid. Cid said that he's gonna give Chocobo something dandy - Jet Blades CR! Cid invites Chocobo to try his new bikes on Cid's race track.

Suggested Player - Chocobo
Suggested Ability - Dash
Gained Player - none

After testing his new bikes, Mog showed up and asked if the bikes have been finished or not. Cid said that it'd be finished tomorrow. Mog wants to change the title of the game to "Mog-oh-boy Racing". Cid actually hasn't made a bike for Mog but he'll just have to make something by tomorrow.

Chapter 02: Moogling Right Along! 1102

In the next day, Mog ask Cid about his new bikes. Cid have made the bike but Mog didn't sure about the bike performance. Mog said that he wants Square next title game to be changed to "Mog's better than Chocobo's Dungeon 2" if he win the race.

Suggested Player - Chocobo
Suggested Ability - Dash
Gained Player   - Mog

Mog loose to Chocobo and said that it's unfair since his bike is slower than Chocobo's bike. Cid told him that it's because of the blue crystal in Chocobo's ring which has "Dash" ability. Cid found it when Chocobo was still a little chickadee. Then Chocobo and Mog start their journey to find out that secret.

Chapter 03: A Life in Ruins! 1103

Chocobo and Mog reached the village gate. Suddenly Golem appears and said that he was a gatekeeper and told them that they have to beat him in order to leave the village. They saw blue crystal on Golem's hand and challenge him to get it.

Suggested Player - Chocobo
Suggested Ability - Dash
Gained Player   - Golem

After beating Golem, Mog asked for the blue crystal. But Golem said that if they want the blue crystal, he have to go with them. Chocobo agree.

Chapter 04: The Pleasure is Mine! 1104

They soon moseyed onto an old abandoned mine, it sure was one lonesome-looking place called "Mythrial Mountain". People used to mine along of metal called "Mythrial" but since the Mythrial supply ran out, they gave up digging. When they go through the mines to get to the other side of the mountain, Mog was captured by Goblin. Goblin asked for some pence. They saw the blue crystal on Goblin's earrings and they challenge Goblin to get it.

Suggested Player - Golem
Suggested Ability - Dash
Gained Player   - Goblin

After beating Goblin, Mog found a letter which simply tell us that Goblin is a Gobin Hood who steals from the rich and give it to the poor. Goblin said that he have to come along with them in order to get his blue crystal. Chocobo agree.

Chapter 05: Mind Your Manor! 1105

With Goblin as a guide, Chocobo and friends came to spooky - looking forest that was called "Cursed Forest". Goblin said that alot of people who came to this place has disappeared without trace. In this forest there is "Black Manor" castle. Goblin said that no one who enters there ever came back alive. Then they enter the castle. Suddenly the door opened. Chocobo was going to investigate it followed by Goblin and Golem. Mog was get scared too and followed them too.

Suggested Player - Golem
Suggested Ability - Dash
Gained Player   - Black Magician

They captured Black Magician who can't speak. Black Magician also had blue crystal too. Chocobo said that he would take Black Magician with them. Black Mage said thank you by using his own way (since he can't speak).

Chapter 06: Crystal Clear! 1106

Chocobo and friends were getting kinda tired from all the travelling they'd done so far. Their new buddy, Black Magician, silently led them to the village of mages and magicians - "Mysidia". As they entered the village, they saw White Mage and asked her to cast "Cure" to them. White Mage had blue crystal too and she called it "Magicite". White Mage said that she'll tell the story of magicite if they win the race.

Suggested Player - Golem
Suggested Ability - Dash
Gained Player   - White Mage

Then White Mage revealed the story. There are magicite shards scattered all over the world. It used to be one large magicite crystal but people kept fighting each other over it. So the founder of Mysidia, the great magician Ming-Wu broke the crystal into eight pieces. He then scattered the shards to the four winds. White Mage said that she has to join them because she has to take responsibility for telling them the story.

Chapter 07: Maybe it's something I ate 1107

Having known the secrets of magicite crystal, they continue their journey to collect the rest of them. Chocobo and friends are tired and hungry. Then their heard stomach grumbling. It's Chubby's stomach voice. Chubby asked for food but Chocobo and friends didn't have it. Chubby even ate magicite crystal that was now in his stomach. They challenge Chubby to get it if they win. If they loose, Chubby can eat all of them. Scary isn't it?

Suggested Player - Golem
Suggested Ability - Dash
Gained Player   - Chubby Chocobo

Chubby said that his stomach has been acting up a little so it won't come out for a while. Waiting for the magicite crystal to come out, Chocobo and friends decided to take Chubby with them.

Chapter 08: Won't you be my lava! 1108

Accompanied by Chubby, our company came across a creepy, crawly cavern. On the other side was a desolate wasteland - the likes of which they'd never seen before. Chubby said that there was magicite crystal in this place - Vulcan-O Valley. There's also a mighty magical monster living here. Suddenly, they heard a voice. It's Behemoth. He's also had magicite crystal. They challenge him to get it.

Suggested Player - Chubby Chocobo
Suggested Ability - Dash
Gained Player   - Behemoth

After beating Behemoth, all of the magicite crystal has been gathered together. Every characters saw their magicite crystals and realized that their magicite crystals were starting to glow ...

Chapter 09: Final Fantasia 1109

Their crystals are starting to glow. Well, actually Mog had magicite crystal too and his crystal is starting to glow too. Black Magician suddenly can speak and said that the gate to "Fantasia" will open soon. Then you'll see a cool FMV which show you how Fantasia portal opened. Suddenly there's voice, which said, "Welcome to Fantasia - The realm of the Espers". Well, this was actually the voice of Bahamut, the King of Espers - the legendary "Beasts of Illusion". He said that he would give the final test (of course racing).

Suggested Player - Chubby Chocobo
Suggested Ability - Magic Plus
Gained Player   - Bahamut

After passing the final test, Bahamut told them about the rest story. Split into eight fragments because the great magician Ming-Wu saw that it was the cause of much warfare. Fearfull of that Bahamut and Ming-Wu chose to break the crystal into pieces and scatter them through out your world. From now on their world and Final Fantasia open together so they can watch each other. After that Bahamut disappear. All of the character had happy ending. Btw, only Mog didn't get the happy ending since he thinks that he can sold the magicite crystal for some pence.

Well, that's the end of Story Mode.

Chapter 10: F.F.VIII Circuit 1110

As I said in above that "that's the end of Story Mode", well that's not actually end if you beat the game for the second time. After you customized your racer in Edit Parameters, the screen will display "WARNING" message with Squall is standing back.

Suggested Player - Chubby Chocobo
Suggested Ability - Grip-Up
Gained Player   - Squall

As a note, the racer, which you customized has been chosen to race on this track so be careful on customizing the racer. Another note, don't return to Select Mode until you've beaten Squall. Because if you do, you have to beat the Story Mode once again just to defeat Squall.

XII. Edit Parameters 1200

ツツ

Edit Parameters is a very useful feature in Chocobo Racing. It lets you edit your character to build the best racer. Here I list for you what you have to do on Edit Parameters.

1. Cid and Chocobo will show your score, depending on how fast you complete the game.

2. Choose the racer and their color.

3. Well, Edit Parameters looks like this:

```
   |ツツツツツツツツツ| |ツツツツツツツツツ| |ツツツツツツツツ|
   |  Racer  | |  Racer  | | Your    |
   |  Front  | |  Side   | | Score   |
   |  Face   | |  Face   | |         |
   |_________| |_________| |________|PTs

   Max Speed |||||||||||||||||||| 20 PTs
   Accel.    ||||||||||||||||     16 PTs
   Grip      |||||||||||||||||||| 20 PTs
   Drift     ||||||||||||||||     16 PTs
   A.G.S.    ||||||||||||||||||   18 PTs
```

4. Your score will be distributed into:
   * Max Speed - How many kph is your maximum speed.
   * Accel.   - How fast your speed goes up.
   * Grip   - How you go around the track without sliding.
   * Drift   - How good you can slide with the brake button.
   * A.G.S   - How fast your Ability Gauge's Speed goes up.

5. Choose Test Run to take your customized racer for a run on Cid's Test Track or Quit to name your character with maximal eight characters.

6. In any mode other than Story Mode, choose Slot1 or Slot2 to load your customized racer. You'll use him in the race.

XIII. Race Track 1300

ツツ

Cid's Test Track 1301

Course Length   - 0.77 mi
Difficulty Level - 1/5
Suggested Player - SS Invincible, Bahamut
Suggested Ability - Dash

```
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**********************
```

This course is made by Cid. This course was created in order for test a run. This is a place where you can burst your speed in maximum easily. This course is the shortest of all the courses.

Moogle Forest 1302

Course Length   - 0.84 mi
Difficulty Level - 2/5
Suggested Player - SS Invincible, Bahamut
Suggested Ability - Dash

```
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**********************
```

This course takes place on a the Moogle's homeland. With easy turns makes it easy to reach your top speed. Btw, racing on the grass will make your bike slower.

The Ancient Gate 1303

Course Length   - 0.84 mi
Difficulty Level - 2/5
Suggested Player - Bahamut, Squall
Suggested Ability - Dash

```
**********************
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*    |         __|    *
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*    |        | |     *
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*     |           |   *
*      \        /     *
*       |     =       *
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***********************
```

This course takes place on the ruins of the roads on the old village gate. This is a place where the speed and grip takes an important role. There are several hard turns, which can cause you bump into the walls. If you see two paths, be sure to choose the right path.

Mythril Mines 1304

Course Length   - 1.03 mi
Difficulty Level - 2/5
Suggested Player - Bahamut, Squall
Suggested Ability - Dash

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***********************
```

This course takes place on the cart track, which is used to carry the Mythril. When you're in subway, be prepare to bump. Btw, try to take the shortcut path which is can be seen on the map.

--= Shortcut =--

When you're about to enter the cave stick to the left side, you'll see an opening and go down it, there is no magic stones but its better and faster. (Thx to K00LGuy415@aol.com)

The Black Manor 1305

Course Length   - 1.17 mi
Difficulty Level - 3/5
Suggested Player - Chubby Chocobo
Suggested Ability - Dash

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***********************
```

This course takes place on the Black Magician castle. Be sure to have a character with a great speed and good grip. Be careful in the end of the path, if you aren't careful enough you can fall off.

Floating Gardens 1306

Course Length   - 1.17 mi
Difficulty Level - 3/5
Suggested Player - Chubby Chocobo
Suggested Ability - Dash

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***********************
```

This course takes place on the sky on which the ancestors of Mysidia built hanging garden. Just speeds your bike up since bumping in this are won't make you fall off. Be sure to choose a character with a great speed and good grip.

```
-----------------------------------------------------------------------
Gingerbread Land ............................................... 1307
-----------------------------------------------------------------------
```

Course Length   - 1.55 mi
Difficulty Level - 4/5
Suggested Player - Chubby Chocobo
Suggested Ability - Dash

```
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***********************
```

As we see the place, we can know whom the hell the character behind it. The character must be really greedy. With many medium turns, you should prepare your character with a great grip. Gingerbread Land is one of the longest courses.

--= Shortcut =--

When you reach the break in the course, before it, turn right there you will be able to go past others but you have to be fast enough to move across a steep angled course. (Thx to K00LGuy415@aol.com)

```
-----------------------------------------------------------------------
Vulcan-O Valley ................................................ 1308
-----------------------------------------------------------------------
```

Course Length   - 1.46 mi
Difficulty Level - 4/5
Suggested Player - Chubby Chocobo
Suggested Ability - Dash

```
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*      | | |   /\./   *
*      | | |  \       *
*      |_| |_/        *
*                     *
*                     *
***********************
```

This course takes place on the volcano area so there must be many lava. You should have to watch carefully on the sign. If you see it just make a big skid. Grip takes an important role here. Use Dash ability or Haste stone wisely or you'll fall off.

```
----------------------------------------------------------------------
Fantasia ........................................................ 1309
----------------------------------------------------------------------
```

```
Course Length     - 1.63 mi
Difficulty Level  - 5/5
Suggested Player  - Chubby Chocobo
Suggested Ability - Magic Plus
```

```
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*       ____) /       *
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*                     *
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*                     *
***********************
```

A character with great grip is a must in this course. There's a shortcut here but I suggest that you're not going to take it. Also use Haste stone only when you're in the tunnel. When you get Ultima stone, charge it up using your Magic Plus then use it to zap the opponents.

--= Shortcut =--

I found it by accident (by falling off) ... its by the "sharpest hairpin" in the upper left corner of the course. (Thx to Andrew Wong <curewater@yahoo.com>).

```
----------------------------------------------------------------------
F.F.VIII Circuit ................................................ 1310
----------------------------------------------------------------------
```

```
Course Length     - 1.46 mi
```

```
Difficulty Level  - 5/5
Suggested Player  - Chubby Chocobo
Suggested Ability - Grip-Up
```

```
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*  ｯｯ\/|_   .   __|  *
*        \-| |_|      *
*        | |          *
*         "           *
*                     *
*                     *
***********************
```

This course has a long track with many hard turns. Pressing brake and a character with great grip is required in this course. Grip-Up ability will help a lot here. There is a shortcut in this course. Be sure to take it.

--= Shortcut =--

On the big turn in the middle of the course, there is a very small area which is very hard to get into unless you keep bumping into the right side. (Thx to K00LGuy415@aol.com)

```
______________________________________________________________________


______________________________________________________________________
 XIV. Secrets ................................................... 1400
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----------------------------------------------------------------------
Hidden Characters & Tracks ...................................... 1401
----------------------------------------------------------------------
```

Each time you complete the Story Mode you've got new character and track. There are ten hidden characters and two hidden tracks. These hidden characters apply on all of mode except for Story Mode. But these hidden tracks apply on all of mode.

Here are the list of the characters with how many times you've to complete the Story Mode:

```
Bahamut          - one time.
Squall           - two times.
Cid's Tank       - three times. Highlight Squall, hold L1.
Mumba            - four times.  Highlight Squall, hold L2.
Cloud            - five times.  Highlight Squall, hold R1.
Cactuar          - six times.   Highlight Squall, hold R2.
Aya              - seven times. Highlight Squall, hold L1+L2.
Classic Chocobo  - eight times. Highlight Squall, hold R1+R2.
SS Invincible    - nine times.  Highlight Squall, hold L1+R1.
Jack             - ten times.   Highlight Squall, hold L2+R2.
```

Here are the list of the tracks with how many times you've to complete the Story Mode:

Fantasia - one time.
F.F.VIII Circuit - two times.

Grand Prix Secrets 1402

Complete Story Mode twice. Now, you should have "Fantasia" and "F.F.VIII Circuit" track along with Bahamut and Squall. You should have customized your racer in "Edit Parameters". Btw I suggest that you choose to customize Chubby Chocobo. Don't use the point too much in acceleration and drift if your point hasn't reached 100.

Now, choose One Player and choose Slotx (x indicate 1 or 2). Select Chubby on the list. Now, select 4 tracks on your own. Each time you finish 1st on 8 tracks excluding F.F.VIII Circuit and Fantasia, you've got a new classes. Here they are:

Chocobo Class - beginner difficulty.
Behemoth Class - intermediate difficulty.
Bahamut Class - advance difficulty.

The higher difficulties cause your cart to go faster. (Thx to Andrew Wong <curewater@yahoo.com>) After you finish 1st on 8 tracks excluding F.F.VIII Circuit and Fantasia in Bahamut class, you've got Mirror Mode on Options.

Sound Room Secrets 1403

Each time you gained a new music or sound, you can hear it on Sound Room in the Options. The easiest way to collect the music or sound is on Story Mode.

Movie Secrets 1404

Each time you gained a new FMV or clip, you can see it on Movie in the Options. You have to collect FMV on Story Mode to get "Ending" and "Fantasia" FMV. Beat Grand Prix with every character to get their winning clip except for hidden and customized racer.

Get 100 Points on Story Mode 1405

Well, at last I knew the way to get the points in Story Mode. That is on our time, which we spend to complete the Story Mode. In order to get 100 points you should beat the time, which is listed below:

Cid's Test Track - 01:16
Moogle Forest - 01:19
The Ancient Gate - 01:28
Mythril Mines - 01:30

The Black Manor - 02:00
Floating Gardens - 02:05
Gingerbread Land - 02:40
Vulcan-O Valley - 02:50
Fantasia - 03:15

I've found the more exact time from Rob Ledrich' FAQ. (Credit goes to Rob Ledrich <agis@bright.net>). The hardest time to get here is in Fantasia track since if you fall off two times then you'll be likely fail to achieve that time.

Miscellanous Secrets 1406

a. In certain track there is a shortcut so be sure to use it in order to save your time.

b. When you see something jump from the right to left of you that means that one of the racer is using their Mug ability so use your magic stone quickly before they get it.

c. Every racer has their own advantage to use on different track so be sure to choose the right racer on the right track.

d. The computer WILL let you cast level 3 spells ... it's just that if that %#^$@ Goblin is racing, he is just very likely to use Mug and steal it away. But you should not worry if he's not racing ... (Thx to Andrew Wong <curewater@yahoo.com>)

e. If you take the lead, don't grab Fire stone since it will only hit the enemy in front of you not behind you. As of Thunderbolts and Curse stones will hit the second-place target instead. That means you're twice as likely to get hit when you're in second, which is a bad position ... (Thx to Andrew Wong <curewater@yahoo.com>)

f. If you get Haste stone which cast Haste you should use it instead of waiting for levelling it up since the time of using Haste three times is better than level 3 Haste.

g. Pressing brakes in this game is not prohibitable so be sure to use it on the track with many hard turns. It is also practically necessary to control the SS Invincible, even on the Cid's Test Track! (Thx to Andrew Wong <curewater@yahoo.com>)

h. Before the start of the race hold up + square, you'll speed past the other racers. I prefer pressing X right when the race starts, but it's your own preference ... (Thx to Andrew Wong <curewater@yahoo.com>)

i. When you spin out quickly press square which will give you a boost, yet it is a random move, you can go backwards. (Thx to K00LGuy415@aol.com)

j. To make somewhat sharp turns, hit the brake button once and turn while keeping the gas held down. For very sharp turns, tap the brake button two or three times and you'll turn very quickly.

k. If you have a Dual Shock pad, use the analog controllers. They're really much better than the normal controller.

l. In Story Mode, your object is to beat the "gained player". So eventhough you are on 3rd position but if the "gained player" position is below you (for eg. 4th, 5th and so on), you'll win.

m. Turning on the P1 Handicap or P2 Handicap (in the Options) will make the racer moves considerably faster. (Thx to Andrew Wong <curewater@yahoo.com>)

Well, that's all folks ...

XV. Frequently Asked Questions 1500

ÿÿ

Q: I see that your grammar isn't good.
A: Honestly speaking, I realized that my grammar is bad. That's because English is not my mother language. But as long as you can understand what I try to say that's OK, right?

Q: What other FAQs that you have written?
A: Check out my contributor recognition page at:
http://www.gamefaqs.com/features/recognition/5731.html

Q: I'm glad you wrote this FAQ for I was having trouble with the game. I wish to print out the guide to help me through the game when I get stuck. Since you asked that I ask permission first, that is what I am doing.
A: Permission is granted as long as you don't use it for any profitable purposes.

Q: What is the meaning of "=" on the maps in Race Track section?
A: It's a checkpoint.

Q: You said that you have to get certain time in Story Mode in order to get 100 points. How the hell you get all those times?
A: Try to turn on the Handicap P1 in Options to make your bike go faster. (Thx to Andrew Wong <curewater@yahoo.com>)

Q: Can you like tell which racer and which ability you used to get 100 points in Story Mode?
A: I've described it in Story Mode Walkthrough section.

XVI. GameShark 1600

ÿÿ

All of these codes come from the Game Shark Code Creator's Club:
http://www.cmgsccc.com/

These codes was made and tested on GameShark v3.2.

1J Joker Command	D007B120 ????
01 Max Stats in Edit Mode (Press Select)	D007B120 0100 8008D75A 6363 D007B120 0100 8008D75C 6363 D007B120 0100 3008D75E 6363

```
02 Have All Crowns and Classes                          801E9290 FFFF
                                                        801E9292 FFFF

03 Enable All Music                                     801E9294 FFFF
                                                        801E9296 FFFF

04 Enable All Movies                                    801E9298 FFFF

05 Enable All Characters and Tracks                     801E929C FFFF
                                                        300AF04F 0008

06 Time is 00:00:00                                     8008C028 2400

07 99 Points in Grand Prix Mode                         8008C028 0063

08 Quick Finish in Story Mode                           D007B120 0100
   (Press Select to Finish the race)                    30105848 0004
                                                        D007B120 0100
                                                        30105378 0004
                                                        D007B120 0100
                                                        300FEAD8 0004
                                                        D007B120 0100
                                                        30OFBC68 0004
                                                        D007B120 0100
                                                        300FE560 0004
                                                        D007B120 0100
                                                        30OE3C80 0004
                                                        D007B120 0100
                                                        30ODF9C0 0004
                                                        D007B120 0100
                                                        30ODD028 0004
                                                        D007B120 0100
                                                        30OE5AB8 0004
                                                        D007B120 0100
                                                        30OE9DD8 0004
                                                        D007B120 0100
                                                        30OEA510 0004
                                                        D007B120 0100
                                                        30OE0568 0004
                                                        D007B120 0100
                                                        30OEB2F8 0004
                                                        D007B120 0100
                                                        30OE0470 0004

09 Character Modifier                                   300AF05E 00??

   Quantity Digits to Accompany Character Modifier Code

   00 - Slot 1                        06 - Squall (Hidden Character)
   01 - Slot 2                        07 - White Mage
   02 - Bahamut (Hidden Character)    08 - Goblin
   03 - Chubby Chocobo                09 - Chocobo
   04 - Behemoth                      0A - Mog
   05 - Golem                         0B - Black Magician

NOTE: I won't bear any responsibilities for the use of these codes.
_____________________________________________________________________


_____________________________________________________________________
```

XVII. Credits 1800

ÿÿ

Appears in alphabetical order:

Agus Ngadiman
- Thx for giving me "PSX CD" as a gift.
- Thx for being a good friend of mine.

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- The webmaster of www.gameadvice.com.
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- Thx for some secrets about Chocobo Racing.
- I considered him as a half author on this FAQ.

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- Why haven't you updated your FAQ?

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- Thx for some parts of the email policy.
- Thx for the searching method.
- Be sure to check his page at:
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- Be sure to check his page at:
  http://www.geocities.com/TimesSquare/Portal/7933/

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--==END OF DOCUMENT==--

ツツツ

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