Cubix Robots For Everyone: Race'n Robots FAQ/Walkthrough

by nnguyen11490   Updated to vFinal on Aug 5, 2002

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            Cubix Race'n Robots
                  PSone
             FAQ/Walkthrough
              Final (9/26/02)
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        Email: nnguyen11490@yahoo.com
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                    By: nnguyen11490


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Remember plagiarism is a crime.

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These are the website that will always have my latest update
and have my permission:
Gamefaqs.com
Psxcodez.com
Neoseeker.com
nnguyen11490.tripod.com

If any of these site use my FAQ they might be sue:

Timsvault.com


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Table of Contents
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Versions
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1.0 First Version (8/5/02)
Added Control
Added the story sectoin
Added about the characters
Added the first eight robots
Added all race track
Added Items and upgrading robots
Added Credits section


1.1 Update for the FAQ (9/3/02)
I went through the FAQ and make it better to read.
Added the ASCII art at the front and the end of the FAQ.
Added the Contact Information Section.
Added more information about the Items in the game.
Fix some typos.
Fix the About FAQ section.


Final (9/26/02
As if today this FAQ will no longer be updated. I've replay the
game and gone through all the FAQ to make sure evrything is just
perfect. If you still see a problem with the FAQ feel free to email
me so I can fix it.


---------------------------------------------------------------------
About FAQ
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   Why did I made this FAQ? Well the reason I made this
walkthrough is because there are not a lot of guides for this
ame and I was bored at the moments. With this guide you'll know
some robots, strategy for all track, and many more. If you have
question or comments please email me.


---------------------------------------------------------------------
About Game
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   Bubble Town's high-octane racing championships is about to
start. Choose to race as Cubix or the other threee robot as
you compete against the most extreme robots. Cruise by the
Bubble Town Botties Pit to upgrade your robot and unlock
new characters to give you the chance to race as your
Bubble Town friends. Your final goal is to out-race the
compitition and become the ultimate racing champion of
Bubble Town.


---------------------------------------------------------------------
Controls
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Up
Move forward

Down
Reverse Position
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Left
Turn left

Right
Turn right

Triangle
Go to previous menu

Circle
N/A

Square
N/A

X
Acept selection/ fire pickup

Analog

Left stick
Steer

Right stick
N/A


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Story
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   Cubix is a large and powerful robot created by Professor
Nemo. Like all of his robotic, Cubix is equipped with an EPU
allowing him to experience human-like emotions. One day,
the evil sciencetist, Dr. K, cause an explosion that results
in the disappearance of Proffessor Nemo and causes major
damage to Cubix. Professors Nemo's daughter, Hela, and her
group at Bubble Town's Botties Pit attempt to fi Cubix but
are Unsuccessful. Four year later, a young boy named
Connor moves to Bubble Town with his father.Being a true
Robot enthusiast, Connor and Cubix become friends. Connor
and his Botties Pit friend set out to protect the town
from Dr. K and his team of Robots.


-------------------------------------------------------------------
Robots and Status
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Cubix
How to get it: You can use it at the begining of the game.
Description: Action Hero-famous transforming-Robot.
Big and strong but he's not very fast while racing.
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Maximix
How to get it: You can use it at the begining of the game.
Description: All-round Robot, Maximix.
Can turn very well in a race, but not very strong or fast.
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Dondon
How to get it: You can use it at the begining of the game.
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Description: Friendly flying custom Robot, Dondon.
The fastest robot of them all, but sometime it can be very
hard to turn.

Mozzarelix
How to get it: You can use it at the begining of the game.
Description: The pzza delivery Robot Controlled by Chip.
A robot mix with speed, strengh, steering.

Pesticide
How to get it: Beat the game once to get this secret robot.
Description: This is thefastest robot you'll ever met. He's
also the best robot in the game, good luck getting him.

Upgrading a Robot

   To upgrade a robot you need alot of credits. To earn credits
you must finish first in a race. After each race you get
500 credits. Why should you upgrade a robot? Simply because it
makes the race easier for you to beat. Here's is all the items
you can buy.

Nitro Scoop
Price 500 credits
Description: Start off the line faster than ever! Combined
with the Gav-grip, this upgrade will turn any robot into a
highly agile racing machine.

Grav-Grip
Price 1000
Description: Grav-grip gives your robot extra traction.
Turn coners faster than ever before, dodge other racers and
take shortcuts at high speed! Stopping distance a real so
greatly reduced.

Mega Horn
Price 1500
Description: This powerful noisemakers emits a blast
so loud that it cause all other robots around you to
become momentarily confused. Use this at key moments
during the race to pull into the lead. (notes: If
you have picked up any other items you'll use them first).

Zero-G Engine
Price 2000
Description: This is for the robot with a need for
speed, stoping distances will also be longer. It's
best used in conjunction with Gav-Grip. (note: you
need Grav-Grip to use this).

Picked Up Items

Pick up items are items you pick up in a race.

Speed Boost
Boost your robot speed for a limited time.

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Mega Horn
This powerful noisemakers emits a blast so loud that
it cause all other robots around you to become
momentarily confused. Use this at key moments during
the race to pull into the lead.
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Shield
Temperarely protect your robot from any hazard.
------------------------------------------------------------
Missiles
Use your missle to shoot robots in front of you.
------------------------------------------------------------
Mines
When you drop a mine anything that touch it will be stuck
for a while.
------------------------------------------------------------
Solex
Solex are items you can collect while racing. The more
solex you have the faster your robots will go.
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Speed Strips
When you drive on a Speed Strip you lose a lot of speed.


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Hazard
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There are many hazardous thing that will make you lose a race.
Here are all of them.
------------------------------------------------------------
Crusher
A giant steam-power hammer that will crush your robot.
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Pits
A huge whole on the ground, once a robot fall in it'll take
some time to get out.
------------------------------------------------------------
Water and Oil
These things can cause you to spin out of control and lose
alot of speed.
------------------------------------------------------------
Crossroads
Slow down when going near a cross road. If you hit another
vehicle youwill lose alot of speed.
------------------------------------------------------------
Rams
Same as Crusher. It will squash you.
------------------------------------------------------------
Speed Zap
When you drive on these thing you will lose alot of speed.


-------------------------------------------------------------
Tracks
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Legend
This is how I'm gonna write the track and strategy.
Track #
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Name of the track
Length: How long is it.
Difficulty: Easy, Meduim, or hard.
Hazard: What to watch out for
Strategy:

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Track 1
Solex Trail
Leght: 490m
Difficulty: Easy
Hazard: Water, Speed Zap
Strategy: The first race is the easiest. The only thing you
need to watch out for is water, and speed zap.


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Track 2
Pushed Around
Leght: 480m
Difficulty: Medium
Hazard: Rams, Crushers, Oil, Speed Zap.
Strategy: This one is way harde than track 1. Because Rams,
Hammers, Oil, Speed Zap. You should slow down a bit on this
one.


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Track 3
Lectrix Shock
Lenght: 580m
Difficulty: Easy
Hazard: Curve, Speed Zap, Cars
Strategy: The most dangerous thing about this track is the
turn. If your not careful you'll hit a building and it'll
slow you down a lot. There is not a lot of speed zap and
cars so don't worry.


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Track 4
Building Blocks
Legnth: 420m
Difficulty: Hard
Hazard: Hole, Crusher, Ram, Speed Zap, Car
Strategy: This one is very hard. Why? because there is a lot
of Crusher and Rams so be carefule.


----------------------------------------------------------------
Track 5
Somewhere New
Length: 490m
Difficulty: Medium
Hazard: Water, Hole, Speed Zap, Car
Strategy: Same as the other track. This track isn't very hard.
You should have all items by now.

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Track 6
Closer to Home
Length: 590m
Difficulty: Easy
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Hazard: Water, Hole, Speed Zap, Car
Strategy: This isn't very hard. But now there is some holes
nd hard turns so wath out. You should come out of this
race easy.


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Track 7
The Bomb
Length: 520m
Difficulty: Meduim
Hazard: Speed Zap, Water, Hole, Curve, Cars
Strategy: This is your hardest race yet. Watch out for hole
because they can make your robot very slow. There are also
more Curve than track 3. Other than that you'll be find.


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Track 8
Lectrix Shock
Legnth: 580m
Difficulty: Easy
Hazard: Water, Curve, Speed Zap, Car
Strategy: Just like the other track except it's at night.
See strategy for track 5.


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Track 9
Kolossal's Lair
Lenght: 740
Difficulty: Meduim
Hazard: Rams, Crusher, Oil, Speed Zap
Strategy: This is the last and longest race. This track
has alot of hazardous thing. But this time there are a
lot of crusher and rams so be careful. You should have
enough credits to buy some good stuff by now. Good Luck!

Congratulation you just beaten a very easy game.


-------------------------------------------------------------------
Credits
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Thank to myself for writing this.

I want to thank all website (with my permission) that except this FAQ.

Thank you 3DO for making this game.



And last thanks whoever was reading this.


-------------------------------------------------------------------
Contact Information
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   Got a comment or a question about the FAQ? Here's a couple of
ways that you can contact me.


Message Board
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I'm always found on the gamefaqs and neoseeker message board.
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Email
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Instant Message
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AIM: ngankn11490

Website
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