

Toy Story Racer FAQ

by TrulyDexterous

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.------.
|~1~                REVISION HISTORY                [RVHI]|
'------'

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.------.
|                VERSION 0.5 (07/03/08)                |
'------'

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The guide is around about 50% complete. I have the majority of challenges for Woody, Buzz and Boo Peep up. The rest are relatively incomplete, whilst there is only one challenge for Slinky. The Little Green Man, Mr. Potato Head and Rocky are missing completely. The Cheats and Secrets section also requires a little adding to. The guide is around about 205kb. Expect an update in the not-too-distant future.

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.------.
|~2~                LEGAL NOTICE                [LGNO]|
'------'

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This guide can only be viewed on the following sites-

- GameFAQs - <http://www.gamefaqs.com>
- GameSpot - <http://www.gamespot.com>
- IGN - <http://www.ign.com>
- NEOSEEKER - <https://www.neoseeker.com>
- SUPER CHEATS - <http://www.supercheats.com>

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.-----.  
|~3~                INTRODUCTION                [INDC]|  
'-----'
```

Hello everyone and welcome to my guide for Toy Story Racer for the Playstation. I was looking through GameFAQs for a guide for this game and it turns out there isn't one. What more motivation did I need? This game needed a guide so I've decided to do one. In addition to this writing my Futurama guide has been getting a little wearisome. I've really been enjoying some of my old skool Playstation games of late. Toy Story Racer was one of these games that I loved about 5 years ago. I think the game is kind of rare (the PAL version at least).

What is a multi-million pound franchise without a good ol' kart game? Following the the footsteps of Mario, Mickey Mouse, Crash Bandicoot and Diddy Kong comes Toy Story Racer. I feel this is a very under rated game but hopefully you enjoy it.

The guide isn't complete at the moment. Probably around half done. Hopefully I will get this complete soon.

Okay, so here's how the guide is going to play out. At the top is the rather MASSIVE table of contents. Nothing I can really do about that peeps I can't think of a better way. After that is the revision history, where you can see what updates have been made to the FAQ. The introduction...your reading it. Hmm. Next will follow the story (if you can call it that) and the basics of the game such as controls and about the powerups in the game and how to use them. Take a look at the Race Modes bit to find out about...the race modes. Can you see here I'm going with this? :) After this its pretty much into the guide. Each solider that needs to be won is covered in a different section and there will be an explanation how to win the race, as well as some helpful tips. Please note that you may be refered back to earlier races though, as there are quite a few carbon-copy rerun races in the game.

At the end you can see the Cheats (or cheat as it were) and Secrets (how to unlock characters). Then the credits (where I give my love to everyone) and the contact info. Okay end of guide :)

A lot of authors like to include an "About the Author" section in their guides. I don't have much to say about myself and I kind of think those sections breed arrogance. Having said this if you would like to see more of my work go here-

<http://www.gamefaqs.com/features/recognition/76852.html?type=1>

```
.-----.  
|~4~                STORY                [STOY]|  
'-----'
```

Twelve of your favourite characters from Disney's Toy Story are featured in this remote controlled adventure!

Initailly you will be able to choose four of the characters; the rest of them

will be unlocked as you complete certain challenges. You'll encounter all sorts of challenges such as lap races, smash rounds, tournaments or any number of action rallies.

If you drive with skill, you can achieve your character's goals and win soldiers. If you can complete all of the challengers for any character you will get a chance to play a bonus game for that character. Complete all of the challenges for all twelve characters in order to see all of the bonuses. Put your driving gloves on 'cause you're in for one wild remote controlled racing adventure!

```
.-----.  
|~5~                GAME BASICS                [GMBC]|  
'-----'
```

In this section I'll give you the best explanations of how to play the game. This includes controls, race modes and basic tips.

```
.-----.  
|~5A~              DEFAULT CONTROLS              [DLTC]|  
'-----'
```

```
D-Pad.....Control Car  
Left Analog Stick....Control Car  
X.....Accelerate  
Circle.....Brake/Reverse  
Square.....Brake/Reverse  
Triangle.....Use Power-up  
R1.....Use Power-Up  
R2.....Use Power-Up  
L1.....Use Power-Up  
L2.....Use Power-Up  
Start.....Pause Game
```

```
.-----.  
|~5B~              RACE MODES                    [RCMD]|  
'-----'
```

```
=====  
RACE  
=====
```

This is a simple race mode. Finish the race in first to earn a soldier. The number of laps in each race can differ.

```
=====  
REVERSE RACE  
=====
```

This is the same as Race Mode except the tracks are raced backwards.

```
=====  
KNOCKOUT RACE  
=====
```

The racer in last place at the end of each lap will be eliminated. Stay in front of last to avoid elimination. The winner is the last remaining racer.

=====
REVERSE KNOCKOUT RACE
=====

Similar to a Knockout Racer except the tracked is raced in the other direction.

=====
LAP TRIAL
=====

Race until the target lap time is beaten.

=====
REVERSE LAP TRIAL
=====

This is the same as the Lap Trial except it is raced in the other direction.

=====
ENDURANCE
=====

Finish the set number of laps before the time runs out. You will be given a number of seconds to start with and time will be increased when you finish a lap.

=====
REVERSE ENDURANCE
=====

The same as an Endurance Race but it is raced in the opposite direction.

=====
COLLECTION
=====

Collect the clowns that are scattered around the area before time runs out.

=====
TARGET MODE
=====

Destroy the 5 hidden dart boards scattered around the area before time runs out.

=====
COUNTDOWN MODE
=====

Complete all the courses in the challenge within the time limit.

=====
SURVIVAL
=====

Finish the race and win it. Don't get hit by a Power-Up though or you will be eliminated.

=====
REVERSE SURVIVAL
=====

The same as a Survival Race but the course is raced backwards.

=====
SUPER SURVIVAL
=====

This is similar to Survival but you MUST eliminate all racers and win the race.

=====
REVERSE SUPER REVIVAL
=====

Same as Super Survival but the course is run backwards.

=====
TAG MODE
=====

Catch and tag the other racers.

=====
SMASH TAG
=====

Eliminate the other racers by using Power-Ups.

=====
SMASH
=====

Eliminate the other racers without being smashes yourself the winner is the last racer remaining.

=====
RACE/REVERSE RACE TOURNAMENT
=====

=====
A tournament that lasts for a specified number of tracks. Points will be awarded for your finishing position in each race. The number of points depends on the number of racers. The last place gets one point, second last two points etc.

=====
KNOCKOUT RACE TOURNAMENT
=====

These are the same as normal tournaments, but they are Knockout Racers. The higher your finish, the more points you will score.

=====
REVERSE KNOCKOUT RACE TOURNAMENTS
=====

See above, but races are run backwards.

=====
SMASH TOURNAMENTS
=====

Each player must knock out the other characters using Power-Ups. You will be awarded one point for eliminating a character. The racer who has eliminated the most other racers at the end of the tournament is the winner.

```
.-----.  
|~5C~                POWER-UPS                [PWPS]|  
'-----'
```

Power-Ups are weapons used against your fellow racers to slow them down or to give you an advantage. If you are holding a Power-Up and you are hit by an enemy, you won't be slowed down, but your Power-Up will disappear. Power-Ups are found inside different colour presents found on each track.

=====
ELECTRIC POWER-UPS (RED PRESENT)
=====

BATTERY- The battery works as a power-boost. Once you collect it it will sit on the back of your kart until you use it. When it is activated you will receive a powerful speed boost. You will also find stationary BATTERY PACKS around the tracks.

ZAPPER- This Power-Up will send a charge of electricity up onto your vehicles antenna. When another racers gets within range their face will appear above the antenna. Activate it and it will cause the opponent to crash out.

=====
BALL POWER-UPS (YELLOW PRESENT)
=====

SOLDIERS REQUIRED: 0

RACE TYPE: Knockout Race Challenge

LAPS: 5

DIFFICULTY: */*****

=====
TRACK OVERVIEW
=====

This is a Knockout Race Challenge, meaning that you have to stay in front of last place at the end of each lap. It's not too hard, but it's a tricky one to start with. Having said this you can expect to finish first in this race, even if you are a beginner. There aren't that many obstacles that you will come across on this level, but you need to concentrate.

=====
TRACK GUIDE
=====

At the start you will have a small straight that heads up a ramp. On the first corner, which will bend to the right, don't take the inside line. Instead take it wide and you will see a BATTERY PACK here. Use it to give you a speed boost. Now try and pickup an item here. Take the next right hand corner on the inside and you will see that you have two choices of where to go. Take the right hand route as it is the quickest. Go over the planks of wood here and gain a speed boost from the BATTERY PACK. When you get this boost try and stick to the right as there is a box that will hinder your progress on the left. Take a small turn to the left and keep on the white concrete area. If you drop down onto the lower part of the track there is a BATTERY PACK but if you use it you might find it hard to take the corner well. Take a right here and you can now drop down to the lower section. Take the next right as near to the inside as you can and you should drop onto a BATTERY PACK that will see you across the line.

=====
ALTERNATE ROUTES
=====

1) There is only one alternate route on this track. After the second corner you will have a choice of 2 routes. The one on the right is quicker but you can also go through the air vent on the left. Up here you will have a better chance of picking up an item and there are no opponents that will takw this route. At the top take a left and then drop down onto the lower level. You should be ready to make a right turn before you do this. When you turn right you will have joined up with the normal route.

=====
SHEEP LOCATIONS

=====
There aren't really many advantageous places to drop the Sheep on this track. Near the end of the finish line could prove to be useful, as could anywhere around the second BATTERY PACK.

.-----.
|~6B~ WOODY CHALLENGE 2 - BUZZING ARCADE MACHINES [BGAM] |
'-----'

SOLDIERS REQUIRED: 1

RACE TYPE: Smash Challenge

DIFFICULTY: */*****

=====
AREA OVERVIEW
=====

This isn't really a race, but more of a challenge. You need to eliminate all the other racers without being hit yourself. The location of this area is in the Pizza Planet arcade. This can be a cruel game. You could eliminate 3 other racers and then get caught out by the last one.

=====
AREA GUIDE
=====

This is basically a large trackless area. There is no circuit to follow but that isn't to say you can't plan ahead. If you get hit by an enemy weapon whilst you have no weapon yourself you will be eliminated. For this reason it is better to have an item when ever possible. Try and collect the red boxes as they contain the Zapper; a very effective weapon. You need to keep moving as well. If you stay still you're increasing your chances of being hit. I would also try and stay on the blue area at the bottom. In this way you can get a good view of the action. If you stay in the narrow paths on top you are vulnerable to attacks from behind. You need to try and eliminate as many opponents as possible but they will also take each other out. Obviously you will HAVE to take the last racer out yourself.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs leading from the blue carpeted area.
- 2) In the narrow routes around the edges of the area.

.-----.
|~6C~ WOODY CHALLENGE 3 - WESTERN TROPHY [WNTY] |
'-----'

SOLDIERS REQUIRED: 3

RACE TYPE: Race Tournament Challenge

DIFFICULTY: */*****

This being a tournament, you will be awarded points for the place in which you finish. You need to finish top of the leaderboard after 3 races. For more details see the Race Types section. In this tournament you will be awarded 6 points for a win.

```
.-----.  
| ROUND 1 |  
'-----'
```

LAPS: 3

```
=====  
TRACK OVERVIEW  
=====
```

This is a track that is based in the mall. It has narrow routes which lead to a great race. Weapons are easily collected and used here so try and make the best of them. Don't forget that other racers will be taking advantage of these weapons as well, so try and keep one on you for protection. This can be a tricky circuit because of all the tight turns, so be aware.

```
=====  
TRACK GUIDE  
=====
```

From the strat head forward and use the BATTERY PACK to get up the escalator. As you reach the top, start to turn left in preparation for the turn. To make the turn put full lock on to the left otherwise you will hit the wall and it will slow you down. Now take the turn in the track to the right. Use the BATTERY PACK on this straight and then make a right at the Buzz Lightyear board. Take a quick left after this and make your way down the escalator. Hit the BATTERY PACK at the bottom on the escalator and then whilst you are still boosting drift over to the left. Make sure you don't crash into the wall on your right as this will lose you loads of time. Now, make your way along this straight. As you come to the next corner keep to the left and use the BATTERY PACK here. Make it around the the right turn here and you will reach the finish line.

```
=====  
ALTERNATE ROUTES  
=====
```

1) When you come down the second escalator and are on the straight here, you can go over the side of the track to the right. You will now be in the water but you can move. Go right the way across to the right and come out at the other side right at the finish line. This is possibly quicker than the other way but I didn't put it in because it isn't really in the spirit of racing is it?

```
=====  
SHEEP LOCATIONS  
=====
```

1) At the top or bottom of an escalator. The best place on leave one is actually on the escalator. If a racer is using a boost to get up this will stop them and seriously slow their progress.

.=====.
| ROUND 2 |
'====='

LAPS: 3

=====
TRACK OVERVIEW
=====

This track is set in Andy's house. It is longer and slightly more difficult than previous levels. You will make your way through many rooms. The main obstacles are flights of stairs and puddles of water. The stairs will slow you down whilst the water will make you slide. Note that you only have to win this race, no special requirements need to be met.

=====
TRACK GUIDE
=====

From the start head down the stairs. Get ready to make an immediate right and perform a hairpin. Make your way along here and then take a left into the kitchen. Take a right here, but try and take it a little wide as the avoid the water on the inside line. Once you have taken this turn head up the ramp into the air vent. If you are close to your fellow racers weapons can be used effectively in this confined space. Make your way up the vent and when you come out you will be in Andy's bedroom. Go under the table and follow the track around the blue rug. Follow the track out of the room and take a left on exit. Go up the stairs here and at the top go straight forward through the box that is open here. Take a left on exit and stay on the track. Drop down through the trap door next to the red arrows. Once on the ground follow the corridor and take a right. You will have completed the lap.

=====
ALTERNATE ROUTES
=====

1) At the bottom of the first set of stairs go right, but don't do a U-turn. Instead drop down the steps here and go to the right. Use the BATTERY PACK here and then take a right and a quick left.

2) In Andy's room take a right and cut straight across the blue rug.

3) Once in the attic don't go through the open box. Go to the right of it and use the BATTERY PACK here.

=====
SHEEP LOCATIONS
=====

1) Anywhere in the air vent.

2) Between the puddles of water in the kitchen.

3) Just as you land near the finish line.

4) On the stairs leading to the attic

.-----.
| ROUND 3 |
'-----'

LAPS: 3

=====
TRACK OVERVIEW
=====

As this is part of the tourney, winning isn't essential, but you need to finish as high as possible. This isn't a difficult track though, so you can expect to win. There aren't that many obstacles that you will come across on this level making it even easier. This track appears to be set in the attic.

=====
TRACK GUIDE
=====

See Woody Challenge 1.

=====
ALTERNATE ROUTES
=====

1) There is only one alternate route on this track. After the second corner you will have a choice of 2 routes. The one on the right is quicker but you can also go through the air vent on the left. Up here you will have a better chance of picking up an item and there are no opponents that will takw this route. At the top take a left and then drop down onto the lower level. You should be ready to make a right turn before you do this. When you turn right you will have joined up with the normal route.

=====
SHEEP LOCATIONS
=====

There aren't really many advantageous places to drop the Sheep on this track. Near the end of the finish line could prove to be useful, as could anywhere around the second BATTERY PACK.

With the end of this track the end of te tournament comes. I hope you won. I hope you earned all 18 points too!

.-----.
|~6D~ WOODY CHALLENGE 4 - SOMETHING IN THE ATTIC! [SGTA]|
'-----'

SOLDIERS REQUIRED: 9

RACE TYPE: Survival Race Challenge

LAPS: 4

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This is a race based in the attic again. However, this time there is a difference. This is a Survival Challenge. If you get hit by another racer in this race you will be eliminated. This means that you need to avoid being hit at all costs. You have a number choices. You can go on the offensive and try to take out all your enemies. Or you can hold a Power-Up for the entire race and win by speed. The best option is to do a bit of both. Hold a weapon whenever you can, but if you have the opportunity to take out a racer without bashlash then go for it. The race will end after 4 laps have been completed, even if all other racers have been eliminated. You do have a time limit though so you MUST finish the 4 laps.

=====
TRACK GUIDE
=====

At the start you will have a small straight that heads up a ramp. Try and pick up a Power-Up here otherwise you might find yourself in big trouble. Even if you pickup a strong Power-Up, don't use it yet as you will be in a crowd of racers and are vulnerable to smashes. At least if one happens whilst you have a Power-Up you won't be eliminated. Now, on the first corner, which will bend to the right, don't take the inside line. Instead take it wide and you will see a BATTERY PACK here. Use it to give you a speed boost. Now try and pickup a Power-Up here. Take the next right hand corner on the inside and you will see that you have two choices of where to go. Take the left hand route if you don't have any Power-Ups to avoid being hit. If you take this route there a Power-Ups to pickup this way. However, the right hand path is the quickest, so if you do have a Power-Up, take that one. Once both routes join back up you will be near the finish line. There are plenty of Power-Ups here so try and grab one. On the right hand side here there is a BATTERY PACK that will take you across the line.

=====
ALTERNATE ROUTES
=====

1) There is only one alternate route on this track. After the second corner you will have a choice of 2 routes. The one on the right is quicker but you can also go through the air vent on the left. Up here you will have a better chance of picking up an item and there are no opponents that will takw this route. At the top take a left and then drop down onto the lower level. You should be ready to make a right turn before you do this. When you turn right you will have joined up with the normal route.

=====
SHEEP LOCATIONS

=====

There aren't really many advantageous places to drop the Sheep on this track. Near the end of the finish line could prove to be useful, as could anywhere around the second BATTERY PACK.

.-----.
|~6E~ WOODY CHALLENGE 5 - SHOW THEM WHO IS BOSS [STWB]|
'-----'

SOLDIERS REQUIRED: 10

RACE TYPE: Smash Tag Challenge

DIFFICULTY: */*****

=====
AREA OVERVIEW
=====

You are in Sid's back yard. For this challenge there are no laps or time limits as far as I can tell. All you need to do is eliminate 3 other racers.

=====
TRACK GUIDE
=====

As there is no race I cannot give you a detailed way of finishing this challenge, so I'll give you a few tips.

- * There is no point attacking a racer whilst they have a Power-Up, as you will not eliminate them.
- * The Zapper is the best Power-Up to use to eliminate people.
- * This is free-roaming, you don't have to follow the circuit around.
- * Concentrate on eliminating one racer at a time.
- * BATTERY PACKS are useful for getting close to fellow racers.

.-----.
|~6F~ WOODY CHALLENGE 6 - SHERIFF ON SKATES [SFFS]|
'-----'

SOLDIERS REQUIRED: 15

RACE TYPE: Race Challenge

LAPS: 5

DIFFICULTY: **/*****

=====
TRACK OVERVIEW

=====

Another longer circuit here. This time it is based in the skate park. There are a few uphill sections here as well as the humps to avoid. Around the ramps in the race you will find a lot of Red Power-Ups. These will mainly contain BATTERY PACKS so use them to your advantage. You must not get smashed or bump into a wall whilst climbing a quarter pipe. This will slow you down and you will not have enough speed to reach the top.

=====

TRACK GUIDE

=====

Get a boost from the start and go forward, between the raised areas. The route will now split into two. Take the route to the left. You will find a BATTERY PACK is helpful here. There are usually some around this area so pick one up on the way. Take a right and boost up the quarter pipe here. Stick to the right and at the top you will hit a BATTERY PACK. Slot through the middle of the chicane and then take a right, dropping down the stairs. Drive forward but drift towards the right. Take a wide sweepign right-hander here and use the BATTERY PACK to get across the line.

=====

ALTERNATE ROUTES

=====

1) After the first mini-corner you can take the right hand path up onto the quarter pipe. Take an immediate right at the top. Follow this route down the quarter-pipes and take a right whilst doing so. On your right you will now see 2 BATTERY PACKS. The first one is up a rail. The second one is further to the right on the ground. Use the second one to get a boost. Take a sweeping corner a little wide and you will hit the next BATTERY PACK to take you across the line.

=====

SHEEP LOCATIONS

=====

- 1) On the quarter pipes.
- 2) On the set of stairs.

```

.-----
|~6G~                WOODY CHALLENGE 7 - SPEEDY SHERIFF                [SPSF]|
'-----

```

SOLDIERS REQUIRED: 21

RACE TYPE: Lap Trial Challenge

LAPS: 1

DIFFICULTY: **/*****

=====

TRACK OVERVIEW

=====

This is the track that is based in Sid's back yard. The main obstacle here is the dirt. Make sure you avoid it as it will really slow you down. As this is a Lap Trial you need to get around as quickly as possible. You have 30 seconds to complete the lap.

=====

TRACK GUIDE

=====

Get a boost from the start and then move to the right. Go around the sand pit but stick as close to it as possible. Use the BATTERY PACK here. Drive through the shed (take a quick right inside) and on exit drift over to the left. Go up the concrete ramp here and take a right. Use the BATTERY PACK next to the doorstep. Head forward and go up the wooden ramp on the table. Use the BATTERY PACK on the table and quickly turn right. Drop to the floor and go across the finish line.

.-----.
|~6H~ WOODY CHALLENGE 8 - SHERIFF ARCADE ROUNDUP [SFAR] |
'-----'

SOLDIERS REQUIRED: 24

RACE TYPE: Collection Challenge

DIFFICULTY: **/*****

=====

AREA OVERVIEW

=====

This challenge is set at the Pizza Planet arcade. You need to collect the 5 clowns before time runs out. You will have 45 seconds to collect them all.

=====

TRACK GUIDE

=====

From the start get behind you and gather the first clown (1) Now head towards the stairs. In this area here you will find 3 clowns (4). Go up the stairs and take a left. Drive along the path here. On the left hand side drive onto the arcade machines. Here you will find the final clown (5).

.-----.
|~6I~ WOODY CHALLENGE 9 - SEASIDE SHERIFF [SSSF] |
'-----'

SOLDIERS REQUIRED: 25

RACE TYPE: Endurance Challenge

LAPS: 3

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This could well be your first experience of this track. It is set at the seaside, with a pier and a fun fair. Obstacles include spiralling paths, flights of stairs and. This could also be your first experience of an Endurance Race. Initally you will have 43 seconds to complete the first lap. Each time that you pass the finish line you will be awarded extra time. The race is complete after 3 laps, but make sure you don't run out of time.

=====
TRACK GUIDE
=====

Get a boost from the line and head up the stairs. As you approach the top get red for a U bend. Take this as close to the inside as you can and then follow the straight. Take the next right hand turn as close as you can to the inside and use the BATTERY PACK here. Follow the straight here and then take the curly path in the middle of the track, try not to hit the sides. Now make your way along the straight here. Don't follow the arrow pointing to the right, instead move straight forward and take the right hand corner here. There is a U bend after this corner, which goes to the right. Prepare for it and take an inside line. Go down the stairs here and use the BATTERY PACK at the bottom. Go forward and pass over the finish line.

=====
ALTERNATE ROUTES
=====

1) After the curly path take a right where the blue arrow indicates. Perform a U-turn and then go down the stairs here. Perform another U-turn at the bottom and then use the BATTERY PACK here. Go to the left and cross over the line.

.-----.
|~6J~ WOODY CHALLENGE 10 - TRIAL BY THE SEA [TBTS] |
'-----'

SOLDIERS REQUIRED: 30

RACE TYPE: Reverse Lap Trial Challenge

LAPS:

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This track is based at the seaside. In this race you must drive it in the

SOLDIERS REQUIRED: 50

RACE TYPE: Target Challenge

DIFFICULTY: ***/*****

=====
AREA OVERVIEW
=====

Another challenge is Sid's back yard. This time you need to find all 5 of the dart boards and destroy them. You have 1 minute.

=====
AREA GUIDE
=====

From the start go straight forwards and pick up a Power-Up. Go around the back of the sand pit and you will find the first dart board here (1). Go towards the shed and on the right hand side you will see another (2). Go into the shed and destroy the one in here. Exit the shed and head over to the left. Go over the concrete ramp and go to the right. Next to the doorstep you will see the next dartboard (4). Go over the table and drop down the other side. Turn around and destroy the last dartboard.

.-----.
|~6M~ WOODY CHALLENGE 13 - ROUNDING UP THE NEIGHBOURS [RUTN] |
'-----'

SOLDIERS REQUIRED: 55

RACE TYPE: Collection Challenge

DIFFICULTY: **/*****

=====
AREA OVERVIEW
=====

This is the first collection challenge in Andy's neighbourhood. All you need to do is collect the 5 clowns within the time limit. You will have 1 minute and 30 seconds to complete this challenge.

=====
AREA GUIDE
=====

Boost off of the line and move over to the right. On the corner you will find the first clown (1). Follow the corner around and then cut over the corner between the hedge and the pond. Use the BATTERY PACK here and go straight to the road. Just before you reach the road take a left and pickup the next clown here (2). Now head up the road using the BATTERY PACK on the way. Go to the left of the house here and follow the route around. The next clown is found next to the dog (3). Now go through the gap in the fence. Head straight

forward and use the BATTERY PACK here. On the right hand side is the next clown. Now take the right-hander here. At the blue arrow take a right. Head straight forward and go through the hole in the fence here. Go around the back of the building to the right to find the final clown (5).

```
.-----.  
|~6M~          WOODY CHALLENGE 14 - ANDY'S SUPER SPEED OFF          [ASSO]|  
'-----'
```

SOLDIERS REQUIRED: 60

RACE TYPE: Survival Race

LAPS: 4

DIFFICULTY: **/*****

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=====  
TRACK OVERVIEW  
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This is a Survival Race in Andy's house. This is made more tricky because there are 8 racers. Watchout for the puddles of water and the big drops. Don't forget to keep hold of a Power-Up when you can.

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=====  
TRACK GUIDE  
=====
```

From the start head down the stairs. At the bottom take a U-turn and head parellel to the stairs. This is quicker and also no other racers will come this way. Try and pickup a Power-Up before taking a left into the kitchen. Go under the table and run just a little wide as to avoid most of the water. Take this sweeping corner and then head into the air vent. This is a good time to attack any racers nearby. There will also be Power-Ups in the vent if you are lacking. At the top of the vent take a right over the blue rug and go right again to join up with the track. Take a left after going through the door and head up the stairs. Go straight forward and head into the box here. Take a left to join back up with the track. Take another left and drop through the trap door. When you land take a right and go over the finish line.

```
=====  
ALTERNATE ROUTES  
=====
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- 1) At the bottom of the stairs take a right and then another right. Use the BATTERY PACK here and then take a right and a left quickly.
- 2) At the top of the air vent make your way around the blue rug.
- 3) At the top of the stairs take a right and go around the box. Use the BATTERY PACK here.

```
=====
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SHEEP LOCATIONS

=====

- 1) On the stairs.
- 2) In the air vent.

```

.------.
|~6N~          WOODY CHALLENGE 15 - WILD WILD WOODY          [WWWY]|
'------'

```

SOLDIERS REQUIRED: 75

RACE TYPE: Smash Tournament Challenge

ROUNDS: 5

DIFFICULTY: ***/*****

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.------.
| ROUND 1 |
'------'

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=====

AREA OVERVIEW

=====

You are back at the bowling alley. This time it is a smash challenge. The majority of the Pick-Ups are found in front of the lanes, so look there. This one is a little more difficult, with 8 racers instead of 6.

=====

AREA GUIDE

=====

There is no need to go onto the area with the stairs so stay in the bowling alley. The best tactic here which I have seen is to to a kind of "lap". Collect an item and make your way down a lane. Move along the back of the lanes and then come back up another lane. Repeat. In this way you will keep moving at all times (which is safer) and you will gain access to a high number of weapons. Obviously it is important to keep a weapon on you at all times if possible.

```

.------.
| ROUND 2 |
'------'

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=====

AREA OVERVIEW

=====

This is the Pizza Planet arcade circuit. There is a main section of blue carpet and another area at the top of a flight of stairs. In the upper area you will have access to the route that will take you right the way around the room.

=====
AREA GUIDE
=====

See Woody Challenge 2.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs leading from the blue carpeted area.
- 2) In the narrow routes around the edges of the area.

.=====.
| ROUND 3 |
'====='

=====
AREA OVERVIEW
=====

This will be a new area for you to explore. I say explore but there's nothing to it. You and the rest of the racers will now be on a standard ice rink. There are goals at either end. Obviously the main obstacle here is ice. There is not one part of the area that isn't covered in it.

=====
AREA GUIDE
=====

- * There are plenty of Power-Ups around so you may find it difficult to catch a rival without one. Consider attacking them to take away their Power-Up first on this one.
- * Try not to get stuck in the goals or stay still. You will be vulnerable to attack.
- * Keep hold of a Power-Up as often as you can. The large number available could work against you.
- * As always, Zappers will be useful on this one.
- * Use sheep behind the goals.

.=====.
| ROUND 4 |
'====='

This area is based in a cinema. There are areas at the top and bottom, whilst you can make your way through the isles and rows. There are a flight of stairs on either side of the seats.

=====

TRACK GUIDE

=====

The best idea in this area is to use the "lap" idea. The route is down one flight of stairs across the open area and then up the other end. Using this method you keep moving all the time, leaving you less vulnerable to attacks. There are plenty of Power-Ups to be found on this route. Try and keep a Power-Up on you where ever possible. Try and avoid driving down the isles, you will have limited visability.

.-----.
| ROUND 5 |
'-----'

=====

AREA OVERVIEW

=====

This is the Pizza Planet cafe area. There are a lot of narrow passages here so it is hard to avoid them. The area is made up of a main area (black and white checks), a raised path (blue) and a flight of stairs which will lead to the highest point of the area. Try not to crash into the stools.

=====

AREA GUIDE

=====

There is no way that you can avoid driving down the narrow passages. However when you do this your visibility is limited. Again here, try and perform a "lap". Drive through the main driving area and then go up the small set of stairs on the raised path. Make your way along the path and come out back into the main area. Repeat. This will keep you moving and therefore safe. You will also be able to pick up the most items this way. If you see an opponent moving towards you on the path try and find out if they have a weapon early on. If they do then keep hold of yours (to avoid being eliminated). If they are not holding a weapon they will be vulnerable to your attack. Don't forget this is the final round and it could be that you need to score some serious points here.

=====

SHEEP LOCATIONS

=====

- 1) In the raised path area.
- 2) On any flight of stairs.

.-----.
|~60~ WOODY CHALLENGE 16 - KNOCKOUT PIZZERIA WOODY! [KPZW]|
'-----'

SOLDIERS REQUIRED: 75

RACE TYPE: Reverse Knockout Race Challenge

LAPS: 4

DIFFICULTY: ***/*****

=====
TRACK OVERVIEW
=====

This is a track that is based outside Pizza Planet. I doubt you will have raced on this track before now, even if you have come across it. To make things even harder you will be racing on it backwards before you've even been around it forwards. Make sure that you start out of last place at the end of every lap.

=====
TRACK GUIDE
=====

Get a boost from the start and then head over to the right. Use the BATTERY PACK here and go up the stairs. At the top head straight forward and follow the downward path. Use the BATTERY PACK here and keep following the path. You will come to another BATTERY PACK. Use it and drive up the edge of the track to the left. If you do this correctly you will be able to cut the corner off and land on the track here. Follow this last bit of track around and then cross the line.

```
.-----.  
|~7~                RC                [CHRC]|  
'-----'  
  
.-----.  
|~7A~                RC CHALLENGE 1 - RADIO CONTROLLED TROPHY [RCTT]|  
'-----'
```

SOLDIERS REQUIRED: 0

RACE TYPE: SMASH TOURNAMENT CHALLENGE

DIFFICULTY: */*****

ROUNDS: 3

The aim here is to finish top of the leaderboard by eliminating the most racers over the 3 rounds.

```
.-----.  
| ROUND 1 |  
'-----'
```

=====
AREA OVERVIEW
=====

This is the Pizza Planet arcade circuit. There is a main section of blue carpet and another area at the top of a flight of stairs. In the upper area you will have access to the route that will take you right the way around the room.

=====
AREA GUIDE
=====

See Woody Challenge 2.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs leading from the blue carpeted area.
- 2) In the narrow routes around the edges of the area.

.=====.
| ROUND 2 |
'====='

=====
AREA OVERVIEW
=====

This is the Bowling Alley area. Again you need to eliminate as many racers as possible. There is a single raised area which is made up of 2 lots of stairs. The main area consists of the lanes of the bowling alleys. You can also drive down the area at the backs of the lanes. Items will appear just about anywhere.

=====
AREA GUIDE
=====

There is no need to go onto the area with the stairs so stay in the bowling alley. The best tactic here which I have seen is to do a kind of "lap". Collect an item and make your way down a lane. Move along the back of the lanes and then come back up another lane. Repeat. In this way you will keep moving at all times (which is safer) and you will gain access to a high number of weapons. Obviously it is important to keep a weapon on you at all times if possible.

=====
SHEEP LOCATIONS
=====

- 1) On any of the lanes.
- 2) In the area behind the lanes.

.=====.
| ROUND 3 |
'====='

=====
AREA OVERVIEW
=====

to the right, to cut the corner off. Watchout for the pond here as falling in will slow you down. Use the BATTERY PACK on the right to boost down the next straight. Take a right as the arrow indicates and go onto the road. There is a BATTERY PACK here that will give you a boost along the road. Take the right hand corner here on the inside. Make your way past the dog on the right and through the gap in the fence. All the other characters will take a right here, but carry on forward down the left hand side of the house. Use the BATTERY PACK here and the take the right hand turn as neat as you can, trying to stay on the paved area. Follow the course to the left here and then quickly move over to the left of the track. Here you will find another BATTERY PACK. As you use it turn yourself to the right to follow the course. Avoid hitting the trees here and you will have completed the lap.

=====
ALTERNATE ROUTES
=====

- 1) After the first corner you can cut across the grass to the right. The alternative, and slower route is to follow the pathway along.
- 2) After the second BATTERY PACK take the next corner early. Go along the path and there is a BATTERY PACK here. Use it and then quickly move over to the left to avoid the house here.
- 3) Just after you go past the dog you can take a right turn. Go between the house and the hedge here and then take a left turn.

=====
SHEEP LOCATIONS
=====

- 1) Between the hedge and the pond.
- 2) Between the house and the fence immediately past the dog.
- 3) In the area near the finish line, between the trees.

.-----.
|~7C~ RC CHALLENGE 3 - ON YOUR MARKS, GET SET, SNOW! [OYMG] |
'-----'

SOLDIERS REQUIRED: 3

RACE TYPE: Race Challenge

LAPS: 3

DIFFICULTY: */*****

=====
TRACK OVERVIEW
=====

This is another part of Andy's neighbourhood. This time it has been snowing, which can make life a bit more difficult. Watch out for the icy areas of the track, they will make your handling harder. All you have to do here is win

the race.

=====
TRACK GUIDE
=====

Go straight forward off the line and then take an inside line for the right hand turn. Go straight forward here and you will come to a BATTERY PACK. Use it and quickly make a right hand turn. Make your way along this bumpy straight and just before a blue door you will see another BATTERY PACK. Take the next right hand corner nice and tight and then move over to the left where there is another BATTERY PACK. Use it and stay on the left hand side of the track. Go around the back of the hedge here and use the BATTERY PACK here to boost you across the line.

=====
ALTERNATE ROUTES
=====

- 1) After the first corner you can turn right, into an open doorway, Take a left immediately and then a right.
- 2) Before the penultimate corner there is a BATTERY PACK. You can use it and then move over to the right, taking the inside line on the corner. Make your way between the house and the frozen pond and avoid the snowman here.

=====
SHEEP LOCATIONS
=====

- 1) In the gap between the pond and house (see Alternate Route 2).

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.-----'
|~7D~                RC CHALLENGE 4 - SNOW GO!                [SWGO]|
'-----'

```

SOLDIERS REQUIRED: 9

RACE TYPE: Reverse Race Challenge

LAPS: 3

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This is the same track found in RC Challenge 3, but it is raced in the opposite direction. You may think you know the route, but don't be sure. All you need to do is win the race. Simple?

=====
TRACK GUIDE
=====

From the start go past the snowman and keep to the left. Go over the frozen pond if you like and stay as close to the house as you can on the left turn. Go past the trees and move over to the right. Use the BATTERY PACK here, go between the gateposts and then take a sweeping left turn. In the centre of this stretch of track you will find another BATTERY PACK. Don't take the left through the garage here, instead go around the side of it. Use the BATTERY PACK here and take a left on the other side of the garage to finish the lap.

=====
ALTERNATE ROUTES
=====

1) From the start head over to the right and use the BATTERY PACK here. Turn left but stick to the right of the track. Use the next BATTERY PACK here.

2) After the second BATTERY PACK you can take a left turn into the garage. Go through the garage and take a right to exit and then a quick left to rejoin the track.

=====
SHEEP LOCATIONS
=====

1) Near the start of the race there are plenty of obstacles already, so Sheep are bound to cause confusion.

.-----.
|~7E~ RC CHALLENGE 5 - SHOPAHOLIC! [SPHL]|
'-----'

SOLDIERS REQUIRED: 10

RACE TYPE: Race Challenge

LAPS: 5

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This is a track that is based in the mall. It has narrow routes which lead to a great race. Weapons are easily collected and used here so try and make the best of them. Don't forget that other racers will be taking advantage of these weapons as well, so try and keep one on you for protection. You may well find that around this point your rival racers will generally become faster (as the game progresses this will become more apparent). Also note that the race is 2 laps longer making it more difficult and also gives your mind time to wonder. Try and concentrate!

=====
TRACK GUIDE
=====

From the strat head forward and use the BATTERY PACK to get up the escalator. As you reach the top, start to turn left in preparation for the turn. To make the turn put full lock on to the left otherwise you will hit the wall and it will slow you down. Now take the turn in the track to the right. Use the BATTERY PACK on this straight and then make a right at the Buzz Lightyear board. Take a quick left after this and make your way down the escalator. Hit the BATTERY PACK at the bottom on the escalator and then whilst you are still boosting drift over to the left. Make sure you don't crash into the wall on your right as this will lose you loads of time. Take the corner here and then on the next straight, go off the side of the track to the right. You will now be in the water but you can move. Go right the way across to the right and come out at the other side right at the finish line. I know I said doing this wasn't in the spirit of racing before but now your fellow racers are quicker so you need to keep the advantage. You might even notice that your rival racers are using this trick more and more.

=====
ALTERNATE ROUTES
=====

1) When you come down the second escalator take the corner and follow the track around. Use the BATTERY PACK and follow the route to finish the race.

=====
SHEEP LOCATIONS
=====

1) At the top or bottom of an escalator. The best place on leave one is actually on the escalator. If a racer is using a boost to get up this will stop them and seriously allow their progress.

.-----.
|~7F~ RC CHALLENGE 6 - PIZZA FOR MR R.C. CAR [PFMC]|
'-----'

SOLDIERS REQUIRED: 15

RACE TYPE: Collection Challenge

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This is a collection challenge based outside Pizza Planet. It is a fairly large course but there are no real obstacles during this challenge. You need to collect all 5 clowns before the 1 minute time limit runs out.

=====
TRACK GUIDE
=====

From the start head straight forward and collect the clown on the left hand

side (1). Keep following this track around and you will come to a clown on top of a grey mound (2). From here go over the red mound and head over to the left. In a ditch here is the next clown (3). From here go onto the rising path to your right. At the top of this path inside the rocket you will find another clown (4). Drop down to the floor next to the rocket to find the final clown (5).

```
.-----.  
|~7G~          RC CHALLENGE 7 - CLOSING TIME AT THE MALL          [CTAM] |  
'-----'
```

SOLDIERS REQUIRED: 22

RACE TYPE: Lap Trial Challenge

LAPS: 1

DIFFICULTY: **/*****

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=====  
TRACK OVERVIEW  
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At the mall. You should know this track by now. You need to get around it in 36 seconds.

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=====  
TRACK GUIDE  
=====
```

Get a boost start and move over to the right. Use the BATTERY PACK here and go up the escalator. Near the top start to turn to the left. At the top fully turn to the left to avoid hitting the wall and losing time. Take the next turn with an inside line. Make your way down the route and use the BATTERY PACK about half way down it. When you reach the Buzz Lightyear advertisement take a right and then an immediate left. Go down the escalator and use the BATTERY PACK at the bottom. Move over to the left so you don't hit the wall and lose time. A little way down this straight go off the edge of the track to the right and land in the water. Make your way through the gap in the wall here. Immerge on the other side and take a right. Head forward to cross the finish line.

```
.-----.  
|~7H~          RC CHALLENGE 8 - CLEARING OUT THE ATTIC          [CLTA] |  
'-----'
```

SOLDIERS REQUIRED: 25

RACE TYPE: Knockout Race Challenge

LAPS: 3

DIFFICULTY: */*****

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=====  
TRACK OVERVIEW
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=====
This is a Knockout Race Challenge, meaning that you have to stay in front of last place at the end of each lap. This should be very easy by now, there are only 3 other racers in the race. It seems odd to me to put such an easy race in here.

=====
TRACK GUIDE
=====

See Woody Challenge 1.

=====
ALTERNATE ROUTES
=====

1) There is only one alternate route on this track. After the second corner you will have a choice of 2 routes. The one on the right is quicker but you can also go through the air vent on the left. Up here you will have a better chance of picking up an item and there are no opponents that will takw this route. At the top take a left and then drop down onto the lower level. You should be ready to make a right turn before you do this. When you turn right you will have joined up with the normal route.

.-----.
|~7I~ RC CHALLENGE 9 - EVERYBODY NEEDS GOOD NEIGHBOURS [ENGN]|
'-----'

SOLDIERS REQUIRED: 27

RACE TYPE: Survival Race Challenge

LAPS: 3

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

Another race in Andy's neighborhood. This time it is hosting a Survival Race. Make sure you are holding a Power-Up when ever possible for protection. Use a Power-Up on a rival racer when you see a good opportunity.

=====
TRACK GUIDE
=====

Get a boost of the line and stick to the left of the track. Use the BATTERY PACK on the right hand turn here. Try and pickup a Power-Up on this part of the track. Now move over to the right, between the hedge and the pond to cut the corner off, but be careful not to fall into the pond. Use the BATTERY PACK here and follow this straight. As you come onto the road try and pickup another Power-Up here. Take the right hand turn onto the road and follow use the BATTERY PACK here. Move over to the left and go between the fence

TRACK GUIDE

=====

Get a boost from the start and then head over to the right. Use the BATTERY PACK here and go up the stairs. At the top head straight forward and follow the downward path. Use the BATTERY PACK here and keep following the path. You will come to another BATTERY PACK. Use it and drive up the edge of the track to the left. If you do this correctly you will be able to cut the corner off and land on the track here. Follow this last bit of track around and then cross the line.

.-----.
|~7K~ RC CHALLENGE 11 - REVERSE TROUBLE AT THE PIER [RTAP] |
'-----'

SOLDIERS REQUIRED: 45

RACE TYPE: Reverse Knockout Race Challenge

LAPS: 4

DIFFICULTY: ***/*****

=====

TRACK OVERVIEW

=====

Another pier race. This time it's a Knockout...literally. Don't be the last to finish a lap or you will be eliminated.

=====

TRACK GUIDE

=====

See Woody Challenge 10.

=====

ALTERNATE ROUTES

=====

1) At the start of the race head over to the right. Go up the stairs here and take a left at the top.

=====

SHEEP LOCATIONS

=====

1) On thr stairs.

2) Around the U-turns.

.-----.
|~7L~ RC CHALLENGE 12 - SUPER SUPER GO WOW RACER! [SSGW] |
'-----'

SOLDIERS REQUIRED: 50

RACE TYPE: Race Tournament Challenge

ROUNDS: 4

DIFFICULTY: /*****

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.=====.  
| ROUND 1 |  
'-----'
```

LAPS: 3

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=====  
TRACK OVERVIEW  
=====
```

Another choice of race which confuses me. This is such an easy race, why bother putting it in now? Anyway this is Andy's house. Watchout for the water, the stairs and the big drops.

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=====  
TRACK GUIDE  
=====
```

From the start head down the stairs. Get ready to make an immediate right and perform a hairpin. Make your way along here and then take a left into the kitchen. Take a right here, but try and take it a little wide as the avoid the water on the inside line. Once you have taken this turn head up the ramp into the air vent. If you are close to your fellow racers weapons can be used effectively in this confined space. Make your way up the vent and when you come out you will be in Andy's bedroom. Go under the table and follow the track around the blue rug. Follow the track out of the room and take a left on exit. Go up the stairs here and at the top go straight forward through the box that is open here. Take a left on exit and stay on the track. Drop down through the trap door next to the red arrows. Once on the ground follow the corridor and take a right. You will have completed the lap.

```
=====  
ALTERNATE ROUTES  
=====
```

1) At the bottom of the first set of stairs go right, but don't do a U-turn. Instead drop down the steps here and go to the right. Use the BATTERY PACK here and then take a right and a quick left.

2) In Andy's room take a right and cut straight across the blue rug.

3) Once in the attic don't go through the open box. Go to the right of it and use the BATTERY PACK here.

```
=====  
SHEEP LOCATIONS  
=====
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- 1) Anywhere in the air vent.
- 2) Between the puddles of water in the kitchen.
- 3) Just as you land near the finish line.
- 4) On the stairs leading to the attic.

.=====.
| ROUND 2 |
'-----'

=====
TRACK OVERVIEW
=====

Sid's House. Yeah, yeah.

=====
TRACK GUIDE
=====

Take an inside line for the U-turn behind at the start. At the top of the stairs here take a right. Take a left into the air vent after this. On the other side of the vent take the inside track and leave the room. You will now take a right, which will lead you towards another vent on your left hand side. Towards the bottom of here you will have a choice of routes. Take the left hand one and get the BATTERY PACK here. Make your way over to the arrow sign and avoid the table and chairs. Use the BATTERY PACK here. Quickly take a right and go between the dog and the wall. You will have finished the lap.

=====
ALTERNATE ROUTES
=====

- 1) At the bottom of the second air vent carry on straight ahead instead of going left. At the end of the vent stick to the left so you don't land on the pool table. Take a U-turn bend here and finish the lap.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs at the very start.
- 2) In either air vent.

.=====.
| ROUND 3 |
'-----'

=====
TRACK OVERVIEW
=====

Another longer circuit here. This time it is based in the skate park. There are a few uphill sections here as well as the humps to avoid. Around the ramps in the race you will find a lot of Red Power-Ups. These will mainly contain BATTERY PACKS so use them to your advantage. You must not get smashed or bump into a wall whilst climbing a quarter pipe. This will slow you down and you will not have enough speed to reach the top.

=====
TRACK GUIDE
=====

See Woody Challenge 6.

=====
ALTERNATE ROUTES
=====

1) After the first mini-corner you can take the right hand path up onto the quarter pipe. Take an immediate right at the top. Follow this route down the quarter-pipes and take a right whilst doing so. On your right you will now see 2 BATTERY PACKS. The first one is up a rail. The second one is further to the right on the ground. Use the second one to get a boost. Take a sweeping corner a little wide and you will hit the next BATTERY PACK to take you across the line.

=====
SHEEP LOCATIONS
=====

- 1) On the quarter pipes.
- 2) On the set of stairs.

.-----.
| ROUND 4 |
'-----'

=====
TRACK OVERVIEW
=====

This is a track that is based in the mall. It has narrow routes which lead to a great race. Weapons are easily collected and used here so try and make the best of them. Don't forget that other racers will be taking advantage of these weapons as well, so try and keep one on you for protection. This can be a tricky circuit because of all the tight turns, so be aware.

=====
TRACK GUIDE
=====

From the strat head forward and use the BATTERY PACK to get up the escalator. As you reach the top, start to turn left in preparation for the turn. To make the turn put full lock on to the left otherwise you will hit the wall and it

will slow you down. Now take the turn in the track to the right. Use the BATTERY PACK on this straight and then make a right at the Buzz Lightyear board. Take a quick left after this and make your way down the escalator. Hit the BATTERY PACK at the bottom on the escalator and then whilst you are still boosting drift over to the left. Make sure you don't crash into the wall on your right as this will lose you loads of time. Now, make your way along this straight. As you come to the next corner keep to the left and use the BATTERY PACK here. Make it around the the right turn here and you will reach the finish line.

=====
ALTERNATE ROUTES
=====

1) When you come down the second escalator and are on the straight here, you can go over the side of the track to the right. You will now be in the water but you can move. Go right the way across to the right and come out at the other side right at the finish line. This is possibly quicker than the other way but I didn't put it in because it isn't really in the spirit of racing is it?

=====
SHEEP LOCATIONS
=====

1) At the top or bottom of an escalator. The best place on leave one is actually on the escalator. If a racer is using a boost to get up this will stop them and seriously slow their progress.

.-----.
|~7M~ RC CHALLENGE 13 - YARD SALE CLEARANCE [YSCN]|
'-----'

SOLDIERS REQUIRED: 56

RACE TYPE: Endurance Challenge

LAPS: 4

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This is the track that is based in Sid's back yard. The main obstacle here is the dirt. Make sure you avoid it as it will really slow you down. As this is a Lap Trial you need to get around as quickly as possible. You will be given 33 seconds to start with. Each time you finish a lap your time will be increased.

=====
TRACK GUIDE
=====

Get a boost from the start and then move to the right. Go around the sand pit but stick as close to it as possible. Use the BATTERY PACK here. Drive through the shed (take a quick right inside) and on exit drift over to the left. Go up the concrete ramp here and take a right. Use the BATTERY PACK next to the doorstep. Head forward and go up the wooden ramp on the table. Use the BATTERY PACK on the table and quickly turn right. Drop to the floor and go across the finish line.

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.-----.  
|~7N~                RC CHALLENGE 14 - MIND THE MUD!                [MTMD]|  
'-----'
```

SOLDIERS REQUIRED: 60

RACE TYPE: Reverse Lap Trial Challenge

LAPS: 1

DIFFICULTY: **/*****

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TRACK OVERVIEW  
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```

Location- Sid's back yard. You must race this lap backwards. You need to complete the lap within 30 seconds.

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=====  
TRACK GUIDE  
=====
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Boost from the start and go past the table. Take the left hand turn and go over to the right of the track. Use the BATTERY PACK next to the bin. Now move over to the left and drive onto the concreated area. Use the BATTERY PACK next to the doorstep. Take a left after this and avoid hitting the fence. Now drift over to the left and go into the shed. Take a left and exit the shed. Cut across the sand pit straight towards the finish line.

```
.-----.  
|~7N~                RC CHALLENGE 15 - YOU WILL BE BOWLED OVER        [YWBB]|  
'-----'
```

SOLDIERS REQUIRED: 75

RACE TYPE: Smash Challenge

DIFFICULTY: **/*****

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=====  
AREA OVERVIEW  
=====
```

You are back at the bowling alley. This time it is a smash challenge. The majority of the Pick-Ups are found in front of the lanes, so look there. This one is a little more difficult, with 8 racers instead of 6.

=====
AREA GUIDE
=====

There is no need to go onto the area with the stairs so stay in the bowling alley. The best tactic here which I have seen is to to a kind of "lap". Collect an item and make your way down a lane. Move along the back of the lanes and then come back up another lane. Repeat. In this way you will keep moving at all times (which is safer) and you will gain access to a high number of weapons. Obviously it is important to keep a weapon on you at all times if possible.

.-----.
|~7~ RC CHALLENGE 16 - BIG AIR! [BGAR]|
'-----'

SOLDIERS REQUIRED: 80

RACE TYPE: Tag Challenge

DIFFICULTY: ***/*****

=====
AREA OVERVIEW
=====

This challenge is set in the skate park. I doubt you will have played a Smash Challenge on this track before. Obstacles include humps, pools and stairs. No doubt you will have played a Smash Tag on this track before, but not a Tag Challenge. There are 7 other toys to tag so this may take a while. There is no time limit though, so take as long as you need.

=====
AREA GUIDE
=====

- * Use the BATTERY PACKS to catch up with your opponent.
- * Concentrate on eliminating one rival at a time.
- * Don't forget you can drive in either direction around the track.

.-----.
|~8~ BUZZ LIGHTYEAR [BZLI]|
'-----'

.-----.
|~8A~ BUZZ LIGHTYEAR CHALLENGE 1 - SPACE RACE TROPHY [SRTP]|
'-----'

SOLDIERS REQUIRED: 0

RACE TYPE: Race Tournament Challenge

DIFFICULTY: */*****

This is point based. The better place you finish in, the better your points.
See the Race Types section for more details.

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.=====.  
| ROUND 1 |  
'-----'
```

LAPS: 3

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=====  
TRACK OVERVIEW  
=====
```

This is another part of Andy's neighbourhood. This time it has been snowing, which can make life a bit more difficult. Watch out for the icy areas of the track, they will make your handling harder.

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=====  
TRACK GUIDE  
=====
```

Go straight forward off the line and then take an inside line for the right hand turn. Go straight forward here and you will come to a BATTERY PACK. Use it and quickly make a right hand turn. Make your way along this bumpy straight and just before a blue door you will see another BATTERY PACK. Take the next right hand corner nice and tight and then move over to the left where there is another BATTERY PACK. Use it and stay on the left hand side of the track. Go around the back of the hedge here and use the BATTERY PACK here to boost you across the line.

```
=====  
ALTERNATE ROUTES  
=====
```

1) After the first corner you can turn right, into an open doorway, Take a left immediately and then a right.

2) Before the penultimate corner there is a BATTERY PACK. You can use it and then move over to the right, taking the inside line on the corner. Make your way between the house and the frozen pond and avoid the snowman here.

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=====  
SHEEP LOCATIONS  
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1) In the gap between the pond and house (see Alternate Route 2).

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.=====.  
| ROUND 2 |  
'-----'
```

LAPS: 3

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TRACK OVERVIEW

=====

As this is part of the tourney, winning isn't essential, but you need to finish as high as possible. This isn't a difficult track though, so you can expect to win. There aren't that many obstacles that you will come across on this level making it even easier. This track appears to be set in the attic.

=====

TRACK GUIDE

=====

See Woody Challenge 1.

=====

ALTERNATE ROUTES

=====

1) There is only one alternate route on this track. After the second corner you will have a choice of 2 routes. The one on the right is quicker but you can also go through the air vent on the left. Up here you will have a better chance of picking up an item and there are no opponents that will takw this route. At the top take a left and then drop down onto the lower level. You should be ready to make a right turn before you do this. When you turn right you will have joined up with the normal route.

=====

SHEEP LOCATIONS

=====

There aren't really many advantageous places to drop the Sheep on this track. Near the end of the finish line could prove to be useful, as could anywhere around the second BATTERY PACK.

.-----.

| ROUND 3 |

'-----'

LAPS: 3

=====

TRACK OVERVIEW

=====

This is a track that is based in the mall. It has narrow routes which lead to a great race. Weapons are easily collected and used here so try and make the best of them. Don't forget that other racers will be taking advantage of these weapons as well, so try and keep one on you for protection.

=====

TRACK GUIDE

=====

From the strat head forward and use the BATTERY PACK to get up the escalator. As you reach the top, start to turn left in preparation for the turn. To make

the turn put full lock on to the left otherwise you will hit the wall and it will slow you down. Now take the turn in the track to the right. Use the BATTERY PACK on this straight and then make a right at the Buzz Lightyear board. Take a quick left after this and make your way down the escalator. Hit the BATTERY PACK at the bottom on the escalator and then whilst you are still boosting drift over to the left. Make sure you don't crash into the wall on your right as this will lose you loads of time. Now, make your way along this straight. As you come to the next corner keep to the left and use the BATTERY PACK here. Make it around the the right turn here and you will reach the finish line.

=====
ALTERNATE ROUTES
=====

1) When you come down the second escalator and are on the straight here, you can go over the side of the track to the right. You will now be in the water but you can move. Go right the way across to the right and come out at the other side right at the finish line. This is possibly quicker than the other way but I didn't put it in because it isn't really in the spirit of racing is it?

=====
SHEEP LOCATIONS
=====

1) At the top or bottom of an escalator. The best place on leave one is actually on the escalator. If a racer is using a boost to get up this will stop them and seriously allow their progress.

.=====.
| ROUND 4 |
'====='

=====
TRACK OVERVIEW
=====

This track is based in Sids's back yard. It is mainly made up of grass. There are plenty of bumps on this track so hold onto your hat! Don't forget that this is the last race in the tournament so you may need the points here. Go for the first place! Avoid the dirt like the plague. It will slow you down immensely.

=====
TRACK GUIDE
=====

Start the race and make your way around the sand pile on the right, don't go over it. Use the BATTERY PACK here and drift over to the right. Go into the shed here on the right hand side. Once inside make a quick right and leave out of the other door. Go down the small ramp here and move to the left. On the left hand side you will see a small concrete ramp. Go up here and take an immediate right. Here you will find a BATTERY PACK. Head forward and make your way up the ramp ahead of you. This will take you up onto the table. Use the BATTERY PACK at the top of here and take a right straight away. This is

a risky route to take because if you fall off, you will land in the dirt. The dirt will slow your car down a lot. Anyway once you are back on the ground head to the finish line.

=====
ALTERNATE ROUTES
=====

- 1) From the start go to the right and drive over the sand pit.
- 2) After the first corner, don't go into the shed, instead go to the left of it and make your way around the back. Here you will find a BATTERY PACK.
- 3) After you leave the shed you can take a right and not go up the concrete ramp.
- 4) After you have used the second BATTERY PACK, don't go up onto the table, instead move over to the left and use the BATTERY PACK here.

=====
SHEEP LOCATIONS
=====

- 1) In the area to the left of the sand pit.
- 2) Behind the shed, just after the BATTERY PACK.
- 3) Just as you land after dropping down from the table.
- 4) Just before the finish line.

This will conclude the tournament. Hopefully you attained the most points and won. If you won all the races and gained all 32 points well done! It won't do anything special for you but it's nice to win isn't it?

.-----.
|~8B~ BUZZ LIGHTYEAR CHALLENGE 2 - TO INFINITY AND BEYOND! [TIAB]|
'-----'

SOLDIERS REQUIRED: 1

RACE TYPE: Race Challenge

LAPS: 3

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This track is set in Andy's house. It is longer and slightly more difficult than previous levels. You will make your way through many rooms. The main obstacles are flights of stairs and puddles of water. The stairs will slow

you down whilst the water will make you slide. Note that you only have to win this race, no special requirements need to be met.

=====
TRACK GUIDE
=====

From the start head down the stairs. Get ready to make an immediate right and perform a hairpin. Make your way along here and then take a left into the kitchen. Take a right here, but try and take it a little wide as the avoid the water on the inside line. Once you have taken this turn head up the ramp into the air vent. If you are close to your fellow racers weapons can be used effectively in this confined space. Make your way up the vent and when you come out you will be in Andy's bedroom. Go under the table and follow the track around the blue rug. Follow the track out of the room and take a left on exit. Go up the stairs here and at the top go straight forward through the box that is open here. Take a left on exit and stay on the track. Drop down through the trap door next to the red arrows. Once on the ground follow the corridor and take a right. You will have completed the lap.

=====
ALTERNATE ROUTES
=====

- 1) At the bottom of the first set of stairs go right, but don't do a U-turn. Instead drop down the steps here and go to the right. Use the BATTERY PACK here and then take a right and a quick left.
- 2) In Andy's room take a right and cut straight across the blue rug.
- 3) Once in the attic don't go through the open box. Go to the right of it and use the BATTERY PACK here.

=====
SHEEP LOCATIONS
=====

- 1) Anywhere in the air vent.
- 2) Between the puddles of water in the kitchen.
- 3) Just as you land near the finish line.
- 4) On the stairs leading to the attic.

.-----.
|~8C~ BUZZ LIGHTYEAR CHALLENGE 3 - KNOCK 'EM OUT SPACERANGER [KEOS] |
'-----'

SOLDIERS REQUIRED: 3

RACE TYPE: Knockout Race Challenge

LAPS: 5

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This track is hosted by Sid, in his house. As this is a Knockout Race you need to stay ahead of last place at the end of each lap. The obstacles to look out for here a stool and tables (to crash into), the uphill sections (that will slow you down) and the narrow air vent paths. Don't forget to stay ahead of last place!

=====
TRACK GUIDE
=====

Take an inside line for the U-turn behind at the start. At the top of the stairs here take a right. Take a left into the air vent after this. Power-Ups are usually in abundance around here so put them to good use. On the other side of the vent take the inside track and leave the room. You will now take a right, which will lead you towards another vent on your left hand side. Go in the vent and again, put your Power-Ups to good use. Towards the bottom of here you will have a choice of routes. Take the left hand one and get the BATTERY PACK here. Make your way over to the arrow sign and avoid the table and chairs. Use the BATTERY PACK here. Quickly take a right and go between the dog and the wall. You will have finished the lap.

=====
ALTERNATE ROUTES
=====

1) At the bottom of the second air vent carry on straight ahead instead of going left. At the end of the vent stick to the left so you don't land on the pool table. Take a U-turn bend here and finish the lap.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs at the very start.
- 2) In either air vent.

.-----.
|~8D~ BUZZ LIGHTYEAR CHALLENGE 4 - GET A MOVE ON SPACERANGER [GMOS] |
'-----'

SOLDIERS REQUIRED: 9

RACE TYPE: Lap Trial Challenge

LAPS: 1

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

You are back at Andy's house, but this time you aren't racing any rivals. You will now be racing the clock. You have 41 seconds to complete the lap.

=====
TRACK GUIDE
=====

From the start head down the stairs. Get ready to make an immediate right and perform a hairpin. Make your way along here and then take a left into the kitchen. Take a right here, but try and take it a little wide as the avoid the water on the inside line. Watch out for the water if you run too far wide though. Once you have taken this turn head up the ramp into the air vent. Make your way up the vent and when you come out you will be in Andy's bedroom. Go under the table and take a right across the blue rug. Follow the track out of the room and take a left on exit. Go up the stairs here and at the top go straight forward through the box that is open here. Take a left on exit and stay on the track. Drop down through the trap door next to the red arrows. Once on the ground follow the corridor and take a right. You will have completed the lap. If you follow these instructions you can expect to finish the lap with a couple of seconds to spare.

.-----.
|~8E~ BUZZ LIGHTYEAR CHALLENGE 5 - THERE CAN ONLY BE ONE [TCBO] |
'-----'

SOLDIERS REQUIRED: 10

RACE TYPE: Smash Challenge

DIFFICULTY: **/*****

=====
AREA OVERVIEW
=====

This is the petrol station area. Watch out for the oil slicks. All you need to do is eliminate all the other racers. Easy.

=====
AREA GUIDE
=====

I tend to drive around the isles a lot here. Just keep following them around and around, taking out the odd rival is possible. Obviously Zapper Pocku-Ups will be at a premium like on all Smash Challenges. Do not go in the underground passages as visibility is limited and you could be eliminated with a surprise attack. The main danger on this challenge is running short of time. You only have 1 minute and 53 seconds to win. Try and dispatch your rivals quickly.

=====
SHEEP LOCATIONS
=====

1) Should you find yourself in the underground passage, it is the best place to plant Sheep.

.-----.
|~8F~ BUZZ LIGHTYEAR CHALLENGE 6 - COLLECT THEM ALL BUZZ [CTAB]|
'-----'

SOLDIERS REQUIRED: 15

RACE TYPE: Collection Challenge

DIFFICULTY: **/*****

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TRACK OVERVIEW
=====

In this challenge you must collect all the clowns scattered about Scudd's house. There is a 1 minute time limit to do this. There are 5 to collect.

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TRACK GUIDE
=====

Make your way up the stairs at the start and head to the right. In the room that you enter will be a clown (1). Now go into the air vent in this room. On the other side of the air vent is a clown (2). Go through this room and in the next you will find another clown (3). Go into the air vent in this room and take the right hand path. Keep to the right of the vent and land on the pool table. On here is clown (4). Drop to the floor and go past the dog to the left. Under the table you will find the last clown (5). Head over to the right, go past the dog and take the path on the left. If you follow these directions carefully you should complete the task with 15 seconds+ remaining.

.-----.
|~8G~ BUZZ LIGHTYEAR CHALLENGE 7 - PREHISTORIC YARD ADVENTURES [PTYA]|
'-----'

* ONCE YOU HAVE COMPLETED THIS CHALLENGE YOU WILL UNLOCK REX *

SOLDIERS REQUIRED: 20

RACE TYPE: Survival Race Challenge

LAPS:

DIFFICULTY: **/*****

=====
TRACK OVERVIEW

=====
Back in Sid's Yard. This time you are taking part in a Survival Race challenge. Expect the usual obstacles from Sid's Yard i.e. dirt. As with all Survival Races try and keep a Power-Up on you at all times unless you have the opportunity to eliminate an opponent. The race will finish after laps. Make sure that you win the race if all racers are not eliminated. You will have 1 minutes and 45 seconds to finish this challenge. You may notice that all the other racers are mini-Rexes. Now you know how the race got it's name and why you will unlock Rex after you have won it.

=====
TRACK GUIDE
=====

Get a boost off of the line and then go around the sandpit, sticking as tight as possible to it. Use the BATTERY PACK here. Now head into the shed and try and pickup a Powerr-Up here. Take and right and then exit. Drift over to the left and go onto the concrete ramp here. This way very few of the other racers come. Take a right and use the BATTERY PACK here. Pickup another Power-Up back here. Head up the ramp onto the table and use the BATTERY PACK here. Move to the right and finish the lap.

=====
ALTERNATE ROUTES
=====

- 1) From the start go to the right and drive over the sand pit.
- 2) After the first corner, don't go into the shed, instead go to the left of it and make your way around the back. Here you will find a BATTERY PACK.
- 3) After you leave the shed you can take a right and not go up the concrete ramp.
- 4) After you have used the second BATTERY PACK, don't go up onto the table, instead move over to the left and use the BATTERY PACK here.
- 5) If you have a BATTERY PACK Pick-Up as you come to the ramp leading onto the table boost across the dirt to the left of it. Now head across the finish line.

=====
SHEEP LOCATIONS
=====

- 1) In the area to the left of the sand pit.
- 2) Behind the shed, just after the BATTERY PACK.
- 3) Just as you land after dropping down from the table.
- 4) Just before the finish line.

'-----'
SOLDIERS REQUIRED: 22

RACE TYPE: Endurance Challenge

LAPS: 4

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

In the attic. You should have bags of experience on this track by now. No real obstacles apart from the bumpy track. Obviously this being an Endurance Race you need to get round in a set time. You will have 31 seconds to start with. Each time you complete a lap your time will be increased.

=====
TRACK GUIDE
=====

Get a boost from the line and head along this straight. Go up the ramp and move out to the left. Use the BATTERY PACK here and take the right hand turn. Take the next right and take an inside line. Drop to the lower section and use the BATTERY PACK here. Stay on the concrete part of the track and neatly take the next corner. On the final corner take it as close to the inside as you can and use the BATTERY PACK to boost across the line.

.-----.
|~~ BUZZ LIGHTYEAR CHALLENGE 9 - YOU NEED SPEED TO CATCH THESE [YNSC]|
'-----'

SOLDIERS REQUIRED: 22

RACE TYPE: Tag Challenge

DIFFICULTY: **/*****

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TRACK OVERVIEW
=====

This might well be the first Tag Challenge that you come across. This is very similar to the Smash Tag Challenge. All you have to do here is bump into your rivals. There will only be 2 here. This is set in the multi storey car park.

=====
TRACK GUIDE
=====

Here are a few tips for this challenge.

* Concentrate on smashing one racer at a time.

* Use the BATTERY PACKS to try and catch your enemies.

* Don't forget there is no route to follow so you can go in which ever direction you want.

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|~~          BUZZ LIGHTYEAR CHALLENGE 10 - HURRICANE SEASIDE SURVIVOR      [HSSS]|  
'-----'
```

SOLDIERS REQUIRED: 26

RACE TYPE: Survival Race Challenge

LAPS: 4

DIFFICULTY: **/*****

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TRACK OVERVIEW  
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Back at the Seaside. This time you are in a Survival Race. You should have taken part in these before. Try and keep a Power-Up on you at all times and eliminate an opponent when you get the chance.

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TRACK GUIDE  
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Get a boost start and take the U bend here on the inside. Go on this straight and try and pick a Power-Up up here. Take an inside line on the right hander here and use the BATTERY PACK here. Follow this straight down and don't take the first turn off. Instead follow the track around and take the U-turn at the end. Go down the stairs and try and pick up at Power-Up here. Use the BATTERY PACK here to take you across the line.

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SHEEP LOCATIONS  
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1) On any set of steps.

2) Just around the bend on a U-turn.

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|~~          BUZZ LIGHTYEAR CHALLENGE 11 - BATTLING WITH STYLE          [BTWS]|  
'-----'
```

SOLDIERS REQUIRED: 30

RACE TYPE: Smash Tournament Challenge

ROUNDS: 3

DIFFICULTY: **/*****

This being a Smash Tournament, you need to eliminate as many opponents as possible. You will earn 1 point for every racer you eliminate.

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| ROUND 1 |
'====='

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AREA OVERVIEW
=====

This is set in the Pizza Planet Arcade. You will have played this one before, so get to it. Eliminate as many racers as possible.

=====
AREA GUIDE
=====

See Woody Challenge 2.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs leading from the blue carpeted area.
- 2) In the narrow routes around the edges of the area.

.=====.
| ROUND 2 |
'====='

=====
AREA OVERVIEW
=====

This is the petrol station area. Watch out for the oil slicks. All you need to do is eliminate all the other racers. Easy.

=====
AREA GUIDE
=====

I tend to drive around the isles a lot here. Just keep following them around and around, taking out the odd rival is possible. Obviously Zapper Pocku-Ups will be at a premium like on all Smash Challenges. Do not go in the underground passages as visibility is limited and you could be eliminated with a surprise attack.

=====
SHEEP LOCATIONS

=====
1) Should you find yourself in the underground passage, it is the best place to plant Sheep.

.-----.
| ROUND 3 |
'-----'

=====
AREA OVERVIEW
=====

This challenge is set in the skate park. I doubt you will have played a Smash Challenge on this track before. Obstacles include humps, pools and stairs.

=====
AREA GUIDE
=====

When you start there could well be some Power-Ups just in front of you. Get a boost start to get one and you will be in a good position to eliminate someone. Collect another Power Up further along this straight. You can perform an entire lap on this track- but you don't need to. You fellow racers may opt to drive right the way around the circuit though. Take out your opponents one at a time. Focus on one, chase them down and then smash them. Use the BATTERY PACKS to help catch them up.

=====
SHEEP LOCATIONS
=====

- 1) On the quarter pipes. This will slow your opponent down so much they won't have enough speed to make it up the quarter pipe.
- 2) On the stairs.

.-----.
|~~ BUZZ LIGHTYEAR CHALLENGE 12 - TOO SLOW AND IT K.O. RANGER [TSKO]|
'-----'

SOLDIERS REQUIRED: 45

RACE TYPE: Reverse Knockout Race Challenge

LAPS: 7

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

A Reverse Knockout in Sid's back yard. Watchout for the dirt. Stay out of

last place at the end of each lap. This is quite a long race so get ready.

=====
TRACK GUIDE
=====

Head straight forward and go past the table. Take the left-hander and move over to the right of the track. Use the BATTERY PACK here. Move slightly over to left onto the concrete area. Use the BATTERY PACK here and then make a quickly left turn before you hit the fence. Drift over to the left and go into the shed. Take a left to exit the shed. Now cut over the top of the sand pit and cross the line.

=====
ALTERNATE ROUTES
=====

- 1) Hit the first BATTERY PACK and go to the left of the hedge here. Take a left at the end to join back up with the route.
- 2) Don't go into the shed, instead go to the left and use the BATTERY PACK here. Go around the left-hander and use the BATTERY PACK next to the sand pit. Take a sweeping left turn and cross over the line.

=====
SHEEP LOCATIONS
=====

- 1) Just after the first BATTERY PACK.
- 2) In the entrance/exit of the shed.

.-----.
|~~ BUZZ LIGHTYEAR CHALLENGE 13 - BUZZ'S ATTIC RALLY ATTACK? [BRLL]|
'-----'

SOLDIERS REQUIRED: 52

RACE TYPE: Target Challenge

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

Another visit to the attic. This time for something different thank God. You need to find and destroy all 5 dart boards before the time runs out. You will have 1 minute to complete this challenge.

=====
TRACK GUIDE
=====

Head straight forward and pickup a Power-Up here. Before you reach the first BATTERY PACK turn around and you will see the first dart board on the left. Take the right-hander after this and go straight forward. The next dart board is on the left here (2). After this, take the left hand path up into the air vent. Halfway up here you will see the next board (3). Follow the path to the top and go to the left. On the left hand side here is the next board. Follow the route to the last corner and here is the last board.

```
.-----  
|~~      BUZZ LIGHTYEAR CHALLENGE 14 - WEAPON TRAINING SPACERANGER   [WTSR]|  
'-----'
```

SOLDIERS REQUIRED: 53

RACE TYPE: Smash Tag Challenge

DIFFICULTY: **/*****

```
=====  
TRACK OVERVIEW  
=====
```

This is the snow track of Andy's neighbourhood. This isn't usually used as a tag track, but on this occasion it is! There are 2 other racers to take out here. This is quite a large track so it could take a while, but there is no time limit.

```
=====  
TRACK GUIDE  
=====
```

A few tips-

- * Concentrate on one racer at a time.
- * Use the BATTERY PACKS to catch up your rivals.
- * Use the Zappers to good effect.

```
.-----  
|~~      BUZZ LIGHTYEAR CHALLENGE 15 - WARP SPEED IS NEEDED SPACERANGER [WSIN]|  
'-----'
```

SOLDIERS REQUIRED: 58

RACE TYPE: Reverse Lap Trial Challenge

LAPS: 1

DIFFICULTY: ***/*****

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=====  
TRACK OVERVIEW  
=====
```

In the snow again. Joy. On this occasion though, you will have to run it backwards as quickly as you can. Watch out for the trees! You will have seconds to complete the lap.

=====
TRACK GUIDE
=====

Boost off of the line and stick to the left. Cut the corner nice and tight and then head over to the right and use the BATTERY PACK. Quickly swerve over to the left and stay in the centre of the track. Use the BATTERY PACK here. At the end of this straight take a left and use the BATTERY PACK here. Take a sweeping left-hander and then cross the line.

.-----.
|~~ BO PEEP [BPEP]|
'-----'

.-----.
|~~ BO PEEP CHALLENGE 1 - SHEEP RACE CUP [SPRC]|
'-----'

SOLDIERS REQUIRED: 0

RACE TYPE: Race Tournament Challenge

DIFFICULTY: */*****

Another tournament. 8 Points for a win on this one. See if you can get all 32! This Bo Peep's first challenge and you will notice that the races are one lap short. I'm not sure why that is but there you go.

.-----.
| ROUND 1 |
'-----'

LAPS: 2

=====
TRACK OVERVIEW
=====

This is a short 2 lapped race around Andy's house. Obstacles will include flights of stairs (up and down) and long drops from high places. This one should be easy.

=====
TRACK GUIDE
=====

From the start head down the stairs. Get ready to make an immediate right and perform a hairpin. Make your way along here and then take a left into the kitchen. Take a right here, but try and take it a little wide as the avoid the water on the inside line. Once you have taken this turn head up the ramp into the air vent. If you are close to your fellow racers weapons can

be used effectively in this confined space. Make your way up the vent and when you come out you will be in Andy's bedroom. Go under the table and take a right across the the blue rug. Follow the track out of the room and take a left on exit. Go up the stairs here and at the top go straight forward through the box that is open here. Go up the ramp of the box and get ready for a left hand turn. Make the turn and exit the box. Now, take a left on exit and stay on the track. Drop down through the trap door next to the red arrows. Once on the ground follow the corridor and take a right. You will have completed the lap.

=====
ALTERNATE ROUTES
=====

- 1) At the bottom of the first set of stairs go right, but don't do a U-turn. Instead drop down the steps here and go to the right. Use the BATTERY PACK here and then take a right and a quick left.
- 2) In Andy's room take a right and cut straight across the blue rug.
- 3) Once in the attic don't go through the open box. Go to the right of it and use the BATTERY PACK here.

=====
SHEEP LOCATIONS
=====

- 1) Anywhere in the air vent.
- 2) Between the puddles of water in the kitchen.
- 3) Just as you land near the finish line.
- 4) On the stairs leading to the attic.

.=====.
| ROUND 2 |
'====='

LAPS: 2

=====
TRACK OVERVIEW
=====

You will be in the attic again. This time for a much short and easier race than what you have been used to. No real obstacles here, expect the big drop if you take the alternative route.

=====
TRACK GUIDE
=====

See Woody Challenge 1.

=====
ALTERNATE ROUTES
=====

1) There is only one alternate route on this track. After the second corner you will have a choice of 2 routes. The one on the right is quicker but you can also go through the air vent on the left. Up here you will have a better chance of picking up an item and there are no opponents that will takw this route. At the top take a left and then drop down onto the lower level. You should be ready to make a right turn before you do this. When you turn right you will have joined up with the normal route.

=====
SHEEP LOCATIONS
=====

There aren't really many advantageous places to drop the Sheep on this track. Near the end of the finish line could prove to be useful, as could anywhere around the second BATTERY PACK.

.-----.
| ROUND 3 |
'-----'

LAPS: 2

=====
TRACK OVERVIEW
=====

This is another race in Sid's house. Another simple race due to the length of it. Obstacles include tables and chairs, uphill stair sections and air vents.

=====
TRACK GUIDE
=====

Take an inside line for the U-turn behind at the start. At the top of the stairs here take a right. Take a left into the air vent after this. On the other side of the vent take the inside track and leave the room. You will now take a right, which will lead you towards another vent on your left hand side. Towards the bottom of here you will have a choice of routes. Take the left hand one and get the BATTERY PACK here. Make your way over to the arrow sign and avoid the table and chairs. Use the BATTERY PACK here. Quickly take a right and go between the dog and the wall. You will have finished the lap.

=====
ALTERNATE ROUTES
=====

1) At the bottom of the second air vent carry on straight ahead instead of going left. At the end of the vent stick to the left so you don't land on the pool table. Take a U-turn bend here and finish the lap.

=====

SHEEP LOCATIONS

=====

- 1) On the stairs at the very start.
- 2) In either air vent.

.=====.
 | ROUND 4 |
 '====='

LAPS: 2

=====

TRACK OVERVIEW

=====

You're back in the snow here. Another short 2 lap race. Obstacles include trees and ice. This should be easy. Especially if you have performed well early in the tournament so you don't have to finish first.

=====

TRACK GUIDE

=====

Go straight forward off the line and then take an inside line for the right hand turn. Go straight forward here and you will come to a BATTERY PACK. Use it and quickly make a right hand turn. Make your way along this bumpy straight and just before a blue door you will see another BATTERY PACK. Take the next right hand corner nice and tight and then move over to the left where there is another BATTERY PACK. Use it and stay on the left hand side of the track. Go around the back of the hedge here and use the BATTERY PACK here to boost you across the line.

=====

ALTERNATE ROUTES

=====

- 1) After the first corner you can turn right, into an open doorway, Take a left immediately and then a right.
- 2) Before the penultimate corner there is a BATTERY PACK. You can use it and then move over to the right, taking the inside line on the corner. Make your way between the house and the frozen pond and avoid the snowman here.

=====

SHEEP LOCATIONS

=====

- 1) In the gap between the pond and house (see Alternate Route 2).
- 2) In between the trees.

'====='

SOLDIERS REQUIRED: 1

RACE TYPE: Race Challenge

LAPS: 4

DIFFICULTY: */*****

=====
TRACK OVERVIEW
=====

You are back at Andy's house yet again. The race length has doubled to 4 laps though, which increases it's difficulty slightly, but it should still be easy. Watch out for the puddles of water and the stairways.

=====
TRACK GUIDE
=====

From the start head down the stairs. Get ready to make an immediate right and perform a hairpin. Make your way along here and then take a left into the kitchen. Take a right here, but try and take it a little wide as the avoid the water on the inside line. Once you have taken this turn head up the ramp into the air vent. If you are close to your fellow racers weapons can be used effectively in this confined space. Make your way up the vent and when you come out you will be in Andy's bedroom. Go under the table and take a right across the the blue rug. Follow the track out of the room and take a left on exit. Go up the stairs here and at the top go straight forward through the box that is open here. Go up the ramp of the box and get ready for a left hand turn. Make the turn and exit the box. Now, take a left on exit and stay on the track. Drop down through the trap door next to the red arrows. Once on the ground follow the corridor and take a right. You will have completed the lap.

=====
ALTERNATE ROUTES
=====

- 1) At the bottom of the first set of stairs go right, but don't do a U-turn. Instead drop down the steps here and go to the right. Use the BATTERY PACK here and then take a right and a quick left.
- 2) In Andy's room take a right and cut straight across the blue rug.
- 3) Once in the attic don't go through the open box. Go to the right of it and use the BATTERY PACK here.

=====
SHEEP LOCATIONS
=====

- 1) Anywhere in the air vent.

2) Between the puddles of water in the kitchen.

```
.-----.  
|~~                BO PEEP CHALLENGE 3 - DEMOLITION CAR SMASH                [DNCS]|  
'-----'
```

SOLDIERS REQUIRED: 3

RACE TYPE: Smash Tag Challenge

DIFFICULTY: */*****

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=====  
TRACK OVERVIEW  
=====
```

This area is set in a multi-storey car park, complete with cones and ramps. All you need to do is smash 4 of your fellow racers. There is no time limit for this and they won't get you back so take as long as you need.

```
=====  
TRACK GUIDE  
=====
```

Obviously I can't give a step by step guide to this challenge but I can give you a few tips-

- * Concentrate on smashing one racer at a time.
- * Use the Zapper whenever possible.
- * Use the BATTERY PACKS to try and catch your enemies.
- * Don't forget there is no route to follow so you can go in which ever direction you want.

```
.-----.  
|~~                BO PEEP CHALLENGE 4 - KNOCKOUT NEIGHBOURS                [KONB]|  
'-----'
```

SOLDIERS REQUIRED: 9

RACE TYPE: Knockout Race Challenge

LAPS: 6

DIFFICULTY: */*****

```
=====  
TRACK OVERVIEW  
=====
```

This is another race in Andy's neighbour hood. This time it is a Knockout

Race so you need to stay ahead of last place at the end of each lap. This shouldn't prove too difficult, but you may notice that your fellow racers are a little quicker and a little smarter. Look out for the pond and the trees that will slow you down. Try and stay on the paved areas as much as possible, you will move quicker on those than on grass.

=====
TRACK GUIDE
=====

See RC Challenge 2.

=====
ALTERNATE ROUTES
=====

- 1) After the first corner you can cut across the grass to the right. The alternative, and slower route is to follow the pathway along.
- 2) After the second BATTERY PACK take the next corner early. Go along the path and there is a BATTERY PACK here. Use it and then quickly move over to the left to avoid the house here.
- 3) Just after you go past the dog you can take a right turn. Go between the house and the hedge here and then take a left turn.

=====
SHEEP LOCATIONS
=====

- 1) Between the hedge and the pond.
- 2) Between the house and the fence immediately past the dog.
- 3) In the area near the finish line, between the trees.

.-----.
|~~ BO PEEP CHALLENGE 5 - SID'S SHEEP SURVIVAL [SSSL]|
'-----'

SOLDIERS REQUIRED: 10

RACE TYPE: Survival Race Challenge

LAPS: 4

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

You are back in Sid's house now. This time it is for a survival race, meaning you need to avoid contact with your rivals as much as possible. Expect the usual air vents, stairs and chair legs. Don't forget the best way to handle

this is to keep a Power-Up on you at all times, unless you see a good opportunity to eliminate a rival. The race will be ended after 4 laps are completed, even if all other racers are eliminated. So make sure you finish before the time limit. You WILL have to finish first in this race if there are other racers left.

=====
TRACK GUIDE
=====

Take an inside line for the U-turn behind at the start. At the top of the stairs here take a right. Try and get a boost start here and pick up a Power-Up. You will be vulnerable to elimination while you are grouped together with your rivals. Hold a Power-Up to minimise this threat. Now, take a left into the air vent after this. Rivals are easier to hit inside these vents. On the other side of the vent take the inside track and leave the room. You will now take a right, which will lead you towards another vent on your left hand side. Towards the bottom of here you will have a choice of routes. Take the left hand one as your rivals will take the right and get the BATTERY PACK here. Make your way over to the arrow sign and avoid the table and chairs. Use the BATTERY PACK here. Quickly take a right and go between the dog and the wall. You will have finished the lap.

=====
ALTERNATE ROUTES
=====

1) At the bottom of the second air vent carry on straight ahead instead of going left. At the end of the vent stick to the left so you don't land on the pool table. Take a U-turn bend here and finish the lap.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs at the very start.
- 2) In either air vent.

.-----.
|~~ BO PEEP CHALLENGE 6 - BOWLING PIN PICKUP [BGPP]|
'-----'

SOLDIERS REQUIRED: 15

RACE TYPE: Collection Challenge

DIFFICULTY: */****

=====
TRACK OVERVIEW
=====

You are now at the bowling alley. You need to collect the 5 clowns. Follow the instructions below and it will be easy. You have 29 seconds to collect

all the clowns.

=====
TRACK GUIDE
=====

From the start head forward and collect the first clown at the top of the stairs here (1). Drop down onto the floor to the left and pickup the next clown on the alley here (2). Now go over onto the next alley on the left. In between the two alleys here is the third clown (3). From here go to the left (towards the stairs) and collect the clown here (4). The final clown is located on the last alley (5).

.-----.
|~~ BO PEEP CHALLENGE 7 - BOWLING DOWN THE COMPETITION [BDTC]|
'-----'

SOLDIERS REQUIRED: 22

RACE TYPE: Smash Challenge

DIFFICULTY: **/*****

=====
AREA OVERVIEW
=====

You are back at the bowling alley. This time it is a smash challenge. The majority of the Pick-Ups are found in front of the lanes, so look there. This one is a little more difficult, with 8 racers instead of 6.

=====
AREA GUIDE
=====

There is no need to go onto the area with the stairs so stay in the bowling alley. The best tactic here which I have seen is to to a kind of "lap". Collect an item and make your way down a lane. Move along the back of the lanes and then come back up another lane. Repeat. In this way you will keep moving at all times (which is safer) and you will gain access to a high number of weapons. Obviously it is important to keep a weapon on you at all times if possible.

.-----.
|~~ BO PEEP CHALLENGE 8 - ICICLE RACE [ICCR]|
'-----'

SOLDIERS REQUIRED: 25

RACE TYPE: Lap Trial Challenge

LAPS: 1

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This challenge is set in Andy's neighbourhood, in the snow. You will have 30 seconds to complete this lap.

=====
TRACK GUIDE
=====

Get a boost start. Take the right hand corner as close to the house as you can. Hit the BATTERY PACK here and quickly swerve over to the right. Stay in the centre of the track here and get the next BATTERY PACK. Head forward and take the right hand turn wide, keeping to the left of the track. Get the BATTERY PACK here and move over to the right, avoiding the trees. Slide over the frozen pond and head forward to finish the lap.

.-----.
|~~ BO PEEP CHALLENGE 9 - HANGING AROUND THE NEIGHBOURHOOD [HATN] |
'-----'

SOLDIERS REQUIRED: 27

RACE TYPE: Endurance Challenge

LAPS: 3

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This is based in Andy's neighbourhood. You should know this track by now. Watch out for the pond (it will slow you down) and don't crash into the trees. This is an Endurance Race you will start with 1 minute. You need to get around the first lap in that time. Each time you finish a lap your time will be increased.

=====
TRACK GUIDE
=====

Get a boost off the line and then go to the left of the track. Use the BATTERY PACK here and take the right hand turn. Go across the paved area here and over the grass between the hedge and the pond (thus cutting off the corner). Use the BATTERY PACK here and go down the straight. Make your way onto the road and take a right up it. Use the BATTERY PACK here and head up the road. Go between the house and the fence on the left. Stick to the paved area as much as you can. Take the right-hander on the inside and then head past the dog. Go through the gap in the fence and then head straight forward. Use the BATTERY PACK here and take the right hand turn, staying on the path. Take the left here and then quickly move over to the left of the track. Use the BATTERY PACK here and take the right hand turn. Avoid the trees and cross

the line.

```
.-----.  
|~~                BO PEEP CHALLENGE 10 - OFF GROUND TAG?                [OFTG]|  
'-----'
```

SOLDIERS REQUIRED: 30

RACE TYPE: Tag Challenge

DIFFICULTY: **/*****

```
=====  
AREA OVERVIEW  
=====
```

You are in Sids's back yard. For this challenge there are no laps or time limits as far as I can tell. All you need to do is eliminate other racers.

```
=====  
AREA GUIDE  
=====
```

As there is no race I cannot give you a detailed way of finishing this challenge, so I'll give you a few tips.

- * Don't take a different route when following an opponent, always keep them in sight.
- * This is free-roaming, you don't have to follow the circuit around.
- * Concentrate on eliminating one racer at a time.
- * BATTERY PACKS are useful for getting close to fellow racers.

```
.-----.  
|~~                BO PEEP CHALLENGE 11 - PUT UP YOUR DUKES                [PUYD]|  
'-----'
```

SOLDIERS REQUIRED: 45

RACE TYPE: Smash Tournament Challenge

ROUNDS: 3

DIFFICULTY: ***/*****

This is a Smash Challenge which introduces a new track. Eliminate the most racers over the 3 rounds to win the soldier. There are 8 competitors for this tournament so this could get a little chaotic.

```
.=====.  
| ROUND 1 |  
'====='
```

=====
AREA OVERVIEW
=====

You are back at the bowling alley. This time it is a smash challenge. The majority of the Pick-Ups are found in front of the lanes, so look there. This one is a little more difficult, with 8 racers instead of 6.

=====
AREA GUIDE
=====

There is no need to go onto the area with the stairs so stay in the bowling alley. The best tactic here which I have seen is to do a kind of "lap". Collect an item and make your way down a lane. Move along the back of the lanes and then come back up another lane. Repeat. In this way you will keep moving at all times (which is safer) and you will gain access to a high number of weapons. Obviously it is important to keep a weapon on you at all times if possible.

.-----.
| ROUND 2 |
'-----'

=====
AREA OVERVIEW
=====

This is the Pizza Planet arcade circuit. There is a main section of blue carpet and another area at the top of a flight of stairs. In the upper area you will have access to the route that will take you right the way around the room.

=====
AREA GUIDE
=====

See Woody Challenge 2.

.-----.
| ROUND 3 |
'-----'

=====
AREA OVERVIEW
=====

This will be your first visit to this area. It is based in a cinema. There are areas at the top and bottom, whilst you can make your way through the aisles and rows. There are a flight of stairs on either side of the seats.

=====
TRACK GUIDE
=====

The best idea in this area is to use the "lap" idea. The route is down one flight of stairs across the open area and then up the other end. Using this method you keep moving all the time, leaving you less vulnerable to attacks. There are plenty of Power-Ups to be found on this route. Try and keep a Power-Up on you where ever possible. Try and avoid driving down the isles, you will have limited visability.

```
.-----.  
|~~                BO PEEP CHALLENGE 12 - DINNER IS SERVED                [DISV]|  
'-----'
```

SOLDIERS REQUIRED: 50

RACE TYPE: Collection Challenge

DIFFICULTY: ****/*****

```
=====  
AREA OVERVIEW  
=====
```

A rare visit to the diner in this challenge. You need to collect all 5 clowns within the 35 second time limit. This one seems nice and easy, but you could be stuck on this one for ages. Keep practicing.

```
=====  
AREA GUIDE  
=====
```

From the start make sure you get a boost turn 180 degrees to the left. If you perform this correctly you will gain a bit of a boost in the right direction. Drive along the path here and pickup the first clown on the left hand side (1). Now a little way along the path drop off to the right and perform a U-turn before you hit the ground if you can. Drive forwards and collect the next clown herer (2). Perform a U-turn and hesad towards to stairs. At the bottom of the stairs you need about 20 seconds remaining otherwise you won't do it. Cut both corners tight up the stairs and collect the clown at the top (3). Make your way over to the left and again cut the corner tight. Just after this corner is the fourth clown (4). Make your way along this grey path, keeping on this inside of the curve as this will save you time. At the end of the path you will find the final clown (5).

```
.-----.  
|~~                BO PEEP CHALLENGE 13 - A BATTLE TO BE SERVED!            [ABBS]|  
'-----'
```

SOLDIERS REQUIRED: 60

RACE TYPE: Smash Challenge

DIFFICULTY: **/*****

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=====  
AREA OVERVIEW  
=====
```

This is the Pizza Planet cafe area. There are a lot of narrow passages here so it is hard to avoid them. The area is made up of a main area (black and white checks), a raised path (blue) and a flight of stairs which will lead to the highest point of the area. Try not to crash into the stools.

=====
AREA GUIDE
=====

There is no way that you can avoid driving down the narrow passages. However when you do this your visibility is limited. Again here, try and perform a "lap". Drive through the main driving area and then go up the small set of stairs on the raised path. Make your way along the path and come out back into the main area. Repeat. This will keep you moving and therefore safe. You will also be able to pick up the most items this way. If you see an opponent moving towards you on the path try and find out if they have a weapon early on. If they do then keep hold of yours (to avoid being eliminated). If they are not holding a weapon they will be vulnerable to your attack. Don't forget this is the final round and it could be that you need to score some serious points here.

=====
SHEEP LOCATIONS
=====

- 1) In the raised path area.
- 2) On any flight of stairs.

.-----.
|~~ BO PEEP CHALLENGE 14 - SKATE DATE [SKDT]|
'-----'

* COMPLETE THIS CHALLENGE TO UNLOCK SLINKY DOG *

SOLDIERS REQUIRED: 70

RACE TYPE: Reverse Survival Race

LAPS: 4

DIFFICULTY: ***/*****

=====
TRACK OVERVIEW
=====

This race is set at the skate park. This is a Survival Race, so make sure you are holding a Power-Up whenever you can manage it. You will notice that all the other competitors in this race are Slinky's. Fun.

=====
TRACK GUIDE
=====

Boost off of the line and head straight forward. Use the BATTERY PACK here and take a quick left hand turn. Try not to land in the pool but if you do, pop back out and head up the stairs ahead. Most of the other toys will take the other route. Try and pickup a Power-Up whilst up here. Do the mini-chicane and use the BATTERY PACK on the left hand side. Drop to the floor and take a left. There may be some Power-Ups around here. Now cross over the line.

=====
ALTERNATE ROUTES
=====

1) From the start take the left-hander and stick to the left of the track. Use the BATTERY PACK here and then move over to the right. Go up the quarter pipes here. Take a left at the top and then drop down to the floor. Head straight forward and cross the line.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs.
- 2) On the quarter-pipes.

.-----.
|~~~ REX [RETD]|
'-----'

Rex is unlocked when you complete the Buzz Lightyear Challenge 7.

.-----.
|~~~ REX CHALLENGE 1 - TYRANNOSAURUS TROPHY [TYTY]|
'-----'

SOLDIERS REQUIRED: 21

RACE TYPE: Race Tournament Challenge

ROUNDS: 3

DIFFICULTY: */*****

This should be easy. I'm not sure why the game wasn't made more difficult at this point. Anyway a Race Tournament should be a walkover by now. In this tournament you will recieve 8 points for a win.

.-----.
| ROUND 1 |
'-----'

LAPS: 3

=====
TRACK OVERVIEW

=====
Same old story, Sid's backyard. You've played it loads before, do you really need me to tell you about it?

=====
TRACK GUIDE
=====

Start the race and make your way around the sand pile on the right, don't go over it. Use the BATTERY PACK here and drift over to the right. Go into the shed here on the right hand side. Once inside make a quick right and leave out of the other door. Go down the small ramp here and move to the left. On the left hand side you will see a small concrete ramp. Go up here and take an immediate right. Here you will find a BATTERY PACK. Head forward and make your way up the ramp ahead of you. This will take you up onto the table. Use the BATTERY PACK at the top of here and take a right straight away. This is a risky route to take because if you fall off, you will land in the dirt. The dirt will slow your car down a lot. Anyway once you are back on the ground head to the finish line.

=====
ALTERNATE ROUTES
=====

- 1) From the start go to the right and drive over the sand pit.
- 2) After the first corner, don't go into the shed, instead go to the left of it and make your way around the back. Here you will find a BATTERY PACK.
- 3) After you leave the shed you can take a right and not go up the concrete ramp.
- 4) After you have used the second BATTERY PACK, don't go up onto the table, instead move over to the left and use the BATTERY PACK here.

=====
SHEEP LOCATIONS
=====

- 1) In the area to the left of the sand pit.
- 2) Behind the shed, just after the BATTERY PACK.
- 3) Just as you land after dropping down from the table.
- 4) Just before the finish line.

.-----.
| ROUND 2 |
'-----'

=====
TRACK OVERVIEW
=====

This is another race in Sid's house. Another simple race due to the length of it. Obstacles include tables and chairs, uphill stair sections and air vents.

=====
TRACK GUIDE
=====

Take an inside line for the U-turn behind at the start. At the top of the stairs here take a right. Take a left into the air vent after this. On the other side of the vent take the inside track and leave the room. You will now take a right, which will lead you towards another vent on your left hand side. Towards the bottom of here you will have a choice of routes. Take the left hand one and get the BATTERY PACK here. Make your way over to the arrow sign and avoid the table and chairs. Use the BATTERY PACK here. Quickly take a right and go between the dog and the wall. You will have finished the lap.

=====
ALTERNATE ROUTES
=====

1) At the bottom of the second air vent carry on straight ahead instead of going left. At the end of the vent stick to the left so you don't land on the pool table. Take a U-turn bend here and finish the lap.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs at the very start.
- 2) In either air vent.

.-----.
| ROUND 3 |
'-----'

=====
TRACK OVERVIEW
=====

In the attic. No major obstacles.

=====
TRACK GUIDE
=====

See Woody Challenge 1.

=====
ALTERNATE ROUTES
=====

1) There is only one alternate route on this track. After the second corner you will have a choice of 2 routes. The one on the right is quicker but you

can also go through the air vent on the left. Up here you will have a better chance of picking up an item and there are no opponents that will takw this route. At the top take a left and then drop down onto the lower level. You should be ready to make a right turn before you do this. When you turn right you will have joined up with the normal route.

=====
SHEEP LOCATIONS
=====

There aren't really many advantageous places to drop the Sheep on this track. Near the end of the finish line could prove to be useful, as could anywhere around the second BATTERY PACK.

.-----.
|~~ REX CHALLENGE 2 - REVERSE PARKING TEST REX [RPTR]|
'-----'

RACE TYPE: Reverse Endurance Test

LAPS: 4

DIFFICULTY: ***/*****

=====
TRACK OVERVIEW
=====

This will prove more challenging than the last race. This race is based at the multi-storey car park. You will not have raced this track before, but you may have come across it in Tag Challenges. This is basically a multi-storey car park. Obstacles include ramps and cones. Don't forget this is an Endurance Race. You will have around 30 seconds to get around the first lap. Your time will increase each time you complete a lap.

=====
TRACK GUIDE
=====

Boost from the start and head over to the right. Use the BATTERY PACK here and go down the ramp. At the bottom of the ramp use the BATTERY PACK here and sweep around to the right, staying a little wide if anything. Use the next BATTERY PACK here and take a sharp right up the ramp. At the top of the ramp take a left between the cones (not too tight on this one or you will hit a cone). Take the next left with an inside line and make your way up the ramp. Hit the BATTERY PACK at the top of this ramp and drive between the cone and the wall. This can get a little tight so make sure you nail it. Go down the ramp here. Take the left hand turn at 90 degrees and then cross the finish line.

.-----.
|~~ REX CHALLENGE 3 - KNOCKOUT OFFERS AT THE MALL [KOAM]|
'-----'

RACE TYPE: Reverse Knockout Race Challenge

LAPS:

DIFFICULTY: ***/*****

=====
TRACK OVERVIEW
=====

You are back at the mall for this double-challenge. You will be used to driving the other way on this one, so that will make it more difficult. In addition to this you need to make sure that you are not in last place at the end of any lap, otherwise you will be eliminated.

=====
TRACK GUIDE
=====

If you can get a boost start here you will gain a good advantage. Get the boost then a short way down this straight go off the edge of the track to the left. You will jump about halfway into the water, saving you time and avoiding your opponents. Make your way through the gap in the wall and come out on the other side. Make a left to rejoin the route. Drift over to the left here and use the BATTERY PACK to get up the escalator. Make a quick right and then a quick left at the top of the escalator. Whilst doing this try and pickup a Power-Up. Now follow the track around, staying in the centre. You can also find Power-Ups around here. Use the BATTERY PACK here and keep following the route here. Take an inside line for the left-hander here and then move over to the right to go down the escalator. At the bottom of the escalator use the BATTERY PACK and then quickly move across to the right to avoid the wall. Cross the line.

=====
ALTERNATE ROUTES
=====

1) From the start follow the track around. Use the BATTERY PACK on the left turn and keep following the track.

=====
SHEEP LOCATIONS
=====

1) On, before or after the escalators.

2) Just after the BATTERY PACK.

.-----.
|~~~ REX CHALLENGE 4 - GAME OVER REX? [GORX]|
'-----'

RACE TYPE: Smash Challenge

DIFFICULTY: ***/*****

=====

AREA OVERVIEW

=====

This is similar to the previous times you have played this track. This time it is a little more difficult. There are 7 Little Green Men to contend with.

=====

AREA GUIDE

=====

See Woody Challenge 2.

=====

SHEEP LOCATIONS

=====

- 1) On the stairs leading from the blue carpeted area.
- 2) In the narrow routes around the edges of the area.

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|~~                REX CHALLENGE 5 - SKATE A SAURUS REX                [SRSR]|
'-----

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RACE TYPE: Reverse Race Challenge

LAPS:

DIFFICULTY: ***/*****

=====

TRACK OVERVIEW

=====

This will be the first time that you have raced this track backwards. Expect the usual quarter-pipes, humps and pools.

=====

TRACK GUIDE

=====

Head forward off of the line and use the BATTERY PACK here. Quickly turn to the left so you don't hit the wall. Watchout of the pools and humps here and move over to the left of the track. Use the BATTERY PACK here and go up the ramp on the right hand side. Don't cut the corner too much here or you will fall off. At the top follow the short route and drop down the ramp to the left. Head straight forwards here to finish the lap.

=====

ALTERNATE ROUTES

=====

- 1) After the first corner head over to the right of the track. Go up the stairs here. At the top take and left and use the BATTERY PACK on the left

hand side. Take a left hand curve here and go forward across the line.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs.
- 2) On the quarter-pipes.

.-----.
|~~ REX CHALLENGE 6 - NEW TERRITORY FOR REX [NTRF]|
'-----'

RACE TYPE: Race Challenge

LAPS: 1

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This is an unusual race because it only covers one lap. Make sure you cross the line in first. The race is based in the snow, in Andy's neighbourhood.

=====
TRACK GUIDE
=====

Go straight forward off the line and then take an inside line for the right hand turn. Go straight forward here and you will come to a BATTERY PACK. Use it and quickly make a right hand turn. Make your way along this bumpy straight and just before a blue door you will see another BATTERY PACK. Take the next right hand corner nice and tight and then move over to the left where there is another BATTERY PACK. Use it and stay on the left hand side of the track. Go around the back of the hedge here and use the BATTERY PACK here to boost you across the line.

=====
ALTERNATE ROUTES
=====

- 1) After the first corner you can turn right, into an open doorway, Take a left immediately and then a right.
- 2) Before the penultimate corner there is a BATTERY PACK. You can use it and then move over to the right, taking the inside line on the corner. Make your way between the house and the frozen pond and avoid the snowman here.

=====
SHEEP LOCATIONS
=====

1) In the gap between the pond and house (see Alternate Route 2).

.=====.
|~~ REX CHALLENGE 7 - REVERSE A SAURUS REX [RASR]|
'====='

SOLDIERS REQUIRED: 44

RACE TYPE: Reverse Race Tournament Challenge

ROUNDS: 4

DIFFICULTY: ***/*****

.=====.
| ROUND 1 |
'====='

LAPS: 2

=====
TRACK OVERVIEW
=====

This is Andy's neighbourhood- backwards. Watchout for the pond and the trees.

=====
TRACK GUIDE
=====

Boost off of the start and head forwards. Make your way down this straight, avoiding the trees. Keep to the right of the track and run wide at the left-hander. Use the BATTERY PACK here and quickly move to the left to get through the gap. As soon as you are through go to the right and stay on the paved area. Go to the left when the path stops and use the BATTERY PACK near the fence here. Follow the track next to the fence. When the fence the fence finishes make a tight right hand drift and go past the dog. Take the left turn with an inside line and head forwards onto the road. Make your way down the road and use the BATTERY PACK here. Take a quick left hand turn and follow the path past the garage. Use the BATTERY PACK here and cut across the grass between the pond and the hedge. Turn left to follow the path here. When the path finishes move over to the right here. Use the BATTERY PACK and quickly make a left turn. Cross over the finish line.

=====
ALTERNATE ROUTES
=====

1) After the first corner, don't go to the right, instead go straight on and follow the track around to the right.

2) After you go past the dog take the left hander. As you come past the house move over to the left and drive on the pavement. Use the BATTERY PACK here and take a left at the end of the path.

=====
SHEEP LOCATIONS
=====

- 1) Between the pond and the hedge.
- 2) Between the trees at the start line.

.-----.
| ROUND 2 |
'-----'

LAPS: 2

=====
TRACK OVERVIEW
=====

You're back for another round in Sid's back yard. This time though you'll be running it backwards.

=====
TRACK GUIDE
=====

Boost off of the line and follow the track ahead. Take a left after the table but don't go into the dirt. Moev over to the right and use the BATTERY PACK next to the bin. Go onto the concrete area here and use the next BATTERY PACK near the doorstep. Take a quick left here before you hit the fence. Head to the left and go into the shed. Inside take a left to exit. Now drive over the sand pit to cut the corner off and go over the line.

=====
ALTERNATE ROUTES
=====

- 1) Hit the first BATTERY PACK and go to the left of the hedge here. Take a left at the end to join back up with the route.
- 2) Don't go into the shed, instead go to the left and use the BATTERY PACK here. Go around the left-hander and use the BATTERY PACK next to the sand pit. Take a sweeping left turn and cross over the line.

=====
SHEEP LOCATIONS
=====

- 1) Just after the first BATTERY PACK.
- 2) In the entrance/exit of the shed.

.-----.
| ROUND 3 |

'====='

LAPS: 2

=====
TRACK OVERVIEW
=====

This is the mall. You guessed it- backwards. The usual water and ramps are in attendance.

=====
TRACK GUIDE
=====

If you can get a boost start here you will gain a good advantage. Get the boost then a short way down this straight go off the edge of the track to the left. You will jump about halfway into the water, saving you time and avoiding your opponents. Make your way through the gap in the wall and come out on the other side. Make a left to rejoin the route. Drift over to the left here and use the BATTERY PACK to get up the escalator. Make a quick right and then a quick left at the top of the escalator. Whilst doing this try and pickup a Power-Up. Now follow the track around, staying in the centre. You can also find Power-Ups around here. Use the BATTERY PACK here and keep following the route here. Take an inside line for the left-hander here and then move over to the right to go down the escalator. At the bottom of the escalator use the BATTERY PACK and then quickly move across to the right to avoid the wall. Cross the line.

=====
ALTERNATE ROUTES
=====

1) From the start follow the track around. Use the BATTERY PACK on the left turn and keep following the track.

=====
SHEEP LOCATIONS
=====

1) On, before or after the escalators.

2) Just after the BATTERY PACK.

.=====.
| ROUND 4 |
'====='

LAPS: 2

=====
TRACK OVERVIEW
=====

This is a track based outside Pizza Planet. You may have raced it before, you may not. This time it is backwards so get ready. Not many obstacles on this one, mainly downward curving paths and the odd hump.

=====
TRACK GUIDE
=====

Boost off of the line and head to the right. Hit the BATTERY PACK here and go up the stairs. At the top head straight forward and hit the next BATTERY PACK. Go down the path, following the curve. Keep on this path and towards the end you will see a BATTERY PACK on your left hand side. Use it and go up the side of the track. This will jump over the corner and cut it off, if you can do it right. Follow this path around and finish the lap.

=====
ALTERNATE ROUTES
=====

1) From the start head to the left. Follow the path around and go between the pillars here. Follow the track around and go over the red hump and keep to the right.

=====
SHEEP LOCATIONS
=====

1) On the stairs.

.-----.
|~~ REX CHALLENGE 8 - SID'S YARD CLEARANCE [SYCL]|
'-----'

SOLDIERS REQUIRED: 45

RACE TYPE: Collection Challenge

DIFFICULTY: ***/*****

=====
TRACK OVERVIEW
=====

Back in Sid's yard. This time it is a Collection Challenge. Find all 5 clowns before the time runs out. You have 40 seconds.

=====
TRACK GUIDE
=====

From the line head forward and to the left. Here is the first clown (1). Go over to the right and take a short cut across the sand pit here. Go towards the shed and collect the one on the right (2). Inside the shed you will find another. On exit of the shed go to the right. Follow this straight and pickup the clown at the end. Drive up the plank of wood on the left to find the last clown (5).

SOLDIERS REQUIRED: 55

RACE TYPE: Survival Race Challenge

LAPS: 3

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

You are on the snow track again. This time it is for a Survival Race, which should liven things up a bit. Make sure you have a Power-Up on you when ever possible and don't forget to eliminate your opponents if you can.

=====
TRACK GUIDE
=====

Boost off of the line here and move over to the right. Try and collect a Power-Up here, it's good to get one early in the race. Take the right-hander and go straight ahead. Use the BATTERY PACK here and quickly take a right. Use the BATTERY PACK in the centre of the track and then take the next right hand turn wide. Try and collect a Power-Up on this corner. Use the BATTERY PACK and cut to the inside of the track, avoiding the trees. Take the corner as tight as possible. You can find Power-Ups on the little straight before the finish line.

=====
ALTERNATE ROUTES
=====

1) After the first corner take a right into the garage here. Quickly take left and then another right.

2) After the third BATTERY PACK, stick to the left of the track. Go right around the back of the hedge and use the BATTERY PACK here. Make your way across the line.

=====
SHEEP LOCATIONS
=====

1) In between the trees after the third BATTERY PACK.

2) On the tight last corner.

'-----'
SOLDIERS REQUIRED: 65

RACE TYPE: Lap Trial Challenge

LAPS: 1

DIFFICULTY:

=====
TRACK OVERVIEW
=====

The attic. You should know your way around here by now. You have 23 seconds to finish the lap.

=====
TRACK GUIDE
=====

Boost from the start and keep to the left of the track. Use the BATTERY PACK at the end of this straight and turn to the right. Take the right hand path after this and drop to the lower level. Use the BATTERY PACK here and then stay on the concrete area. Take the next two turns with an inside line and then use the BATTERY PACK to boost across the line.

.-----.
|~~~ REX CHALLENGE 11 - AIR AND SEA REX CUE! [AASC]|
'-----'

SOLDIERS REQUIRED: 65

RACE TYPE: Reverse Lap Trial Challenge

LAPS: 1

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This track is based at the seaside. In this race you must drive it in the other direction. You must get around the lap in 35 seconds.

=====
TRACK GUIDE
=====

See Woody Challenge 10.

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|~~~ REX CHALLENGE 12 - PARKING OR DARTING? [PORD]|

'-----'
SOLDIERS REQUIRED: 80

RACE TYPE: Target Challenge

DIFFICULTY: **/*****

=====
TRACK OVERVIEW
=====

This is set in the multi-storey car park. You have to destroy the 5 dart boards before the time runs out. You will have 1 minutes and 4 seconds to complete this challenge.

=====
TRACK GUIDE
=====

Boost from the start and go up the stairs. On the landing pickup a Power-Up (or one closeby) and shoot the dart board here (1). Go to the right and climb the stairs. Take a left when you emerge and you will find the next board on the wall here (2). Make your way over to the right and go down the ramp. Take the sweeping right hander between the cones and go down the next ramp. At the bottom of the ramp (ahead) and in the corner you will find the next board (3). Turn back the way you came and next to the ramp is the fourth board. Now go over to the left and use the BATTERY PACK here. Go up the ramp and at the top go over to the left. Stood up against a pillar is the last board (5).

.-----.
|~~ REX CHALLENGE 13 - BATTLESABURUS REX [BASR]|
'-----'

SOLDIERS REQUIRED: 80

RACE TYPE: Smash Challenge

DIFFICULTY: **/*****

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AREA OVERVIEW
=====

You are back at the bowling alley. This time it is a smash challenge. The majority of the Pick-Ups are found in front of the lanes, so look there. This one is a little more difficult, with 8 racers instead of 6.

=====
AREA GUIDE
=====

There is no need to go onto the area with the stairs so stay in the bowling alley. The best tactic here which I have seen is to to a kind of "lap". Collect an item and make your way down a lane. Move along the back of the

lanes and then come back up another lane. Repeat. In this way you will keep moving at all times (which is safer) and you will gain access to a high number of weapons. Obviously it is important to keep a weapon on you at all times if possible.

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.-----.  
|~~                      HAMM                      [HMTP]|  
'-----'  
.-----.  
|~~                      HAMM CHALLENGE 1 - ADVENTURES IN PORK          [AVIP]|  
'-----'
```

RACE TYPE: Race Tournament Challenge

ROUNDS: 11

DIFFICULTY: ***/*****

This is an absolutely huge tournament. There are 11 rounds to this. There are 7 other racers, meaning that 8 points are awarded for a win. On the brighter side of things each race only consists of one lap, so it shouldn't be too difficult. The second placed racer at the end of this tournament will have around 60 points, so try and beat that.

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.-----.  
| ROUND 1 |  
'-----'
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TRACK OVERVIEW  
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You're back in the snow here. A short 1 lap race. Obstacles include trees and ice.

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=====  
TRACK GUIDE  
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Go straight forward off the line and then take an inside line for the right hand turn. Go straight forward here and you will come to a BATTERY PACK. Use it and quickly make a right hand turn. Make your way along this bumpy straight and just before a blue door you will see another BATTERY PACK. Take the next right hand corner nice and tight and then move over to the left where there is another BATTERY PACK. Use it and stay on the left hand side of the track. Go around the back of the hedge here and use the BATTERY PACK here to boost you across the line.

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=====  
ALTERNATE ROUTES  
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1) After the first corner you can turn right, into an open doorway, Take a left immediately and then a right.

2) Before the penultimate corner there is a BATTERY PACK. You can use it and

then move over to the right, taking the inside line on the corner. Make your way between the house and the frozen pond and avoid the snowman here.

=====
SHEEP LOCATIONS
=====

- 1) In the gap between the pond and house (see Alternate Route 2).
- 2) In between the trees.

.=====.
| ROUND 2 |
'====='

=====
TRACK GUIDE
=====

Get a boost start and take the U bend here on the inside. Go on this straight and try and pick a Power-Up up here. Take an inside line on the right hander here and use the BATTERY PACK here. Follow this straight down and don't take the first turn off. Instead follow the track around and take the U-turn at the end. Go down the stairs and try and pick up at Power-Up here. Use the BATTERY PACK here to take you across the line.

=====
ALTERNATE ROUTES
=====

- 1) After the curved path take a right where the blue arrow is pointing. Go down the stairs here and do a U-turn at the bottom. Use the BATTERY PACK ahead of you and then go to the left and cross the line.

=====
SHEEP LOCATIONS
=====

- 1) On any set of steps.
- 2) Just around the bend on a U-turn.

.=====.
| ROUND 3 |
'====='

=====
TRACK OVERVIEW
=====

This is the multi-storey car park track. I will not have raced this track as a Race Challenge before. Watch out for the cones.

=====
TRACK GUIDE

=====

Get a boost from the start and move over to the right to get an inside line for the corner here. Take the right-hander and go up the stairs. At the top move over to the left and use the BATTERY PACK here. Quickly bend to the right and go down the stairs. Get to the right of the track and get an inside line at the bottom of the slope. Go in between the cones here and then go down the next slope. Use the BATTERY PACK at the bottom and go to the left. Run a little wide on the next corner and use the BATTERY PACK to get up the ramp. Get to the left of the track and take the left turn here. Avoid the cone here and perform a kind of hairpin turn to get over the line.

=====

SHEEP LOCATIONS

=====

- 1) On the ramps.
- 2) In between the cones.

.-----.
| ROUND 4 |
'-----'

=====

TRACK OVERVIEW

=====

This track is located outside Pizza Planet. I don't think you will have raced this one in a Race Challenge either. No real major obstacles here, stairs, humps and pillars.

=====

TRACK GUIDE

=====

Boost off of the line a follow the track around. You will reach a point where you can turn either left or right. Take the left hand path and go over the humps here. Once over them take a left and go in between the pillars here. Follow the track around and cross the finish line.

=====

ALTERNATE ROUTES

=====

- 1) Take the right hand path when the track splits. Use the BATTERY PACK here and follow the curved path up. At the top use the BATTERY PACK. Go down the stairs and use the BATTERY PACK to get across the line.

=====

SHEEP LOCATIONS

=====

- 1) In between the pillars.

.=====.
| ROUND 5 |
'-----'

=====
TRACK OVERVIEW
=====

Another longer circuit here. This time it is based in the skate park. There are a few uphill sections here as well as the humps to avoid. Around the ramps in the race you will find a lot of Red Power-Ups. These will mainly contain BATTERY PACKS so use them to your advantage. You must not get smashed or bump into a wall whilst climbing a quarter pipe. This will slow you down and you will not have enough speed to reach the top.

=====
TRACK GUIDE
=====

See Woody Challenge 6.

=====
ALTERNATE ROUTES
=====

1) After the first mini-corner you can take the right hand path up onto the quarter pipe. Take an immediate right at the top. Follow this route down the quarter-pipes and take a right whilst doing so. On your right you will now see 2 BATTERY PACKS. The first one is up a rail. The second one is further to the right on the ground. Use the second one to get a boost. Take a sweeping corner a little wide and you will hit the next BATTERY PACK to take you across the line.

=====
SHEEP LOCATIONS
=====

- 1) On the quarter pipes.
- 2) On the set of stairs.

.=====.
| ROUND 6 |
'-----'

=====
TRACK OVERVIEW
=====

This is a track that is based in the mall. It has narrow routes which lead to a great race. Weapons are easily collected and used here so try and make the best of them. Don't forget that other racers will be taking advantage of these weapons as well, so try and keep one on you for protection. This can be a tricky circuit because of all the tight turns, so be aware.

=====
TRACK GUIDE
=====

From the strat head forward and use the BATTERY PACK to get up the escalator. As you reach the top, start to turn left in preparation for the turn. To make the turn put full lock on to the left otherwise you will hit the wall and it will slow you down. Now take the turn in the track to the right. Use the BATTERY PACK on this straight and then make a right at the Buzz Lightyear board. Take a quick left after this and make your way down the escalator. Hit the BATTERY PACK at the bottom on the escalator and then whilst you are still boosting drift over to the left. Make sure you don't crash into the wall on your right as this will lose you loads of time. Now, make your way along this straight. As you come to the next corner keep to the left and use the BATTERY PACK here. Make it around the the right turn here and you will reach the finish line.

=====
ALTERNATE ROUTES
=====

1) When you come down the second escalator and are on the straight here, you can go over the side of the track to the right. You will now be in the water but you can move. Go right the way across to the right and come out at the other side right at the finish line. This is possibly quicker than the other way but I didn't put it in because it isn't really in the spirit of racing is it?

=====
SHEEP LOCATIONS
=====

1) At the top or bottom of an escalator. The best place on leave one is actually on the escalator. If a racer is using a boost to get up this will stop them and seriously slow their progress.

.-----.
| ROUND 7 |
'-----'

=====
TRACK OVERVIEW
=====

This track is set in Andy's house. It is longer and slightly more difficult than previous levels. You will make your way through many rooms. The main obstacles are flights of stairs and puddles of water. The stairs will slow you down whilst the water will make you slide.

=====
TRACK GUIDE
=====

From the start head down the stairs. Get ready to make an immeditate right and perform a hairpin. Make your way along here and then take a left into

the kitchen. Take a right here, but try and take it a little wide as the avoid the water on the inside line. Once you have taken this turn head up the ramp into the air vent. If you are close to your fellow racers weapons can be used effectively in this confined space. Make your way up the vent and when you come out you will be in Andy's bedroom. Go under the table and follow the track around the blue rug. Follow the track out of the room and take a left on exit. Go up the stairs here and at the top go straight forward through the box that is open here. Take a left on exit and stay on the track. Drop down through the trap door next to the red arrows. Once on the ground follow the corridor and take a right. You will have completed the lap.

=====
ALTERNATE ROUTES
=====

- 1) At the bottom of the first set of stairs go right, but don't do a U-turn. Instead drop down the steps here and go to the right. Use the BATTERY PACK here and then take a right and a quick left.
- 2) In Andy's room take a right and cut straight across the blue rug.
- 3) Once in the attic don't go through the open box. Go to the right of it and use the BATTERY PACK here.

=====
SHEEP LOCATIONS
=====

- 1) Anywhere in the air vent.
- 2) Between the puddles of water in the kitchen.
- 3) Just as you land near the finish line.
- 4) On the stairs leading to the attic

.-----.
| ROUND 8 |
'-----'

=====
TRACK OVERVIEW
=====

In the attic. You should have plenty of experience of this by now. No major obstacles.

=====
TRACK GUIDE
=====

See Woody Challenge 1.

=====
ALTERNATE ROUTES

=====
1) There is only one alternate route on this track. After the second corner you will have a choice of 2 routes. The one on the right is quicker but you can also go through the air vent on the left. Up here you will have a better chance of picking up an item and there are no opponents that will takw this route. At the top take a left and then drop down onto the lower level. You should be ready to make a right turn before you do this. When you turn right you will have joined up with the normal route.

=====
SHEEP LOCATIONS
=====

There aren't really many advantageous places to drop the Sheep on this track. Near the end of the finish line could prove to be useful, as could anywhere around the second BATTERY PACK.

.=====.
| ROUND 9 |
'====='

=====
TRACK OVERVIEW
=====

This track is based in Sids's back yard. It is mainly made up of grass. There are plenty of bumps on this track so hold onto your hat! Don't forget that this is the last race in the tournament so you may need the points here. Go for the first place! Avoid the dirt like the plague. It will slow you down immensely.

=====
TRACK GUIDE
=====

Start the race and make your way around the sand pile on the right, don't go over it. Use the BATTERY PACK here and drift over to the right. Go into the shed here on the right hand side. Once inside make a quick right and leave out of the other door. Go down the small ramp here and move to the left. On the left hand side you will see a small concrete ramp. Go up here and take an immediate right. Here you will find a BATTERY PACK. Head forward and make your way up the ramp ahead of you. This will take you up onto the table. Use the BATTERY PACK at the top of here and take a right straight away. This is a risky route to take because if you fall off, you will land in the dirt. The dirt will slow your car down a lot. Anyway once you are back on the ground head to the finish line.

=====
ALTERNATE ROUTES
=====

- 1) From the start go to the right and drive over the sand pit.
- 2) After the first corner, don't go into the shed, instead go to the left of

it and make your way around the back. Here you will find a BATTERY PACK.

3) After you leave the shed you can take a right and not go up the concrete ramp.

4) After you have used the second BATTERY PACK, don't go up onto the table, instead move over to the left and use the BATTERY PACK here.

=====
SHEEP LOCATIONS
=====

- 1) In the area to the left of the sand pit.
- 2) Behind the shed, just after the BATTERY PACK.
- 3) Just as you land after dropping down from the table.
- 4) Just before the finish line.

.-====-.
|ROUND 10|
'-====-'

=====
TRACK OVERVIEW
=====

This is another race in Sid's house. Another simple race due to the length of it. Obstacles include tables and chairs, uphill stair sections and air vents.

=====
TRACK GUIDE
=====

Take an inside line for the U-turn behind at the start. At the top of the stairs here take a right. Take a left into the air vent after this. On the other side of the vent take the inside track and leave the room. You will now take a right, which will lead you towards another vent on your left hand side. Towards the bottom of here you will have a choice of routes. Take the left hand one and get the BATTERY PACK here. Make your way over to the arrow sign and avoid the table and chairs. Use the BATTERY PACK here. Quickly take a right and go between the dog and the wall. You will have finished the lap.

=====
ALTERNATE ROUTES
=====

- 1) At the bottom of the second air vent carry on straight ahead instead of going left. At the end of the vent stick to the left so you don't land on the pool table. Take a U-turn bend here and finish the lap.

=====
SHEEP LOCATIONS
=====

1) On the stairs at the very start.

2) In either air vent.

.=====.
|ROUND 11|
'-----'

=====
TRACK OVERVIEW
=====

This track is set in Andy's neighbourhood. All you need to do is win the race.

=====
TRACK GUIDE
=====

See RC Challenge 2.

=====
ALTERNATE ROUTES
=====

1) After the first corner you can cut across the grass to the right. The alternative, and slower route is to follow the pathway along.

2) After the second BATTERY PACK take the next corner early. Go along the path and there is a BATTERY PACK here. Use it and then quickly move over to the left to avoid the house here.

3) Just after you go past the dog you can take a right turn. Go between the house and the hedge here and then take a left turn.

=====
SHEEP LOCATIONS
=====

1) Between the hedge and the pond.

2) Between the house and the fence immediately past the dog.

3) In the area near the finish line, between the trees.

4) In the gaps in the fence.

.------.
|~~ HAMM CHALLENGE 2 - KEEPING UP WITH THE NEIGHBOURS [KUWN]|
'-----'

RACE TYPE: Reverse Knockout Challenge

LAPS: 3

DIFFICULTY: **/*****

=====
See Woody Challenge 6.

=====
ALTERNATE ROUTES
=====

1) After the first mini-corner you can take the right hand path up onto the quarter pipe. Take an immediate right at the top. Follow this route down the quarter-pipes and take a right whilst doing so. On your right you will now see 2 BATTERY PACKS. The first one is up a rail. The second one is further to the right on the ground. Use the second one to get a boost. Take a sweeping corner a little wide and you will hit the next BATTERY PACK to take you across the line.

=====
SHEEP LOCATIONS
=====

- 1) On the quarter pipes.
- 2) On the set of stairs.

.-----.
| ROUND 2 |
'-----'

=====
TRACK OVERVIEW
=====

This is another race in Sid's house. Another simple race due to the length of it. Obstacles include tables and chairs, uphill stair sections and air vents.

=====
TRACK GUIDE
=====

Take an inside line for the U-turn behind at the start. At the top of the stairs here take a right. Take a left into the air vent after this. On the other side of the vent take the inside track and leave the room. You will now take a right, which will lead you towards another vent on your left hand side. Towards the bottom of here you will have a choice of routes. Take the left hand one and get the BATTERY PACK here. Make your way over to the arrow sign and avoid the table and chairs. Use the BATTERY PACK here. Quickly take a right and go between the dog and the wall. You will have finished the lap.

=====
ALTERNATE ROUTES
=====

- 1) At the bottom of the second air vent carry on straight ahead instead of going left. At the end of the vent stick to the left so you don't land on the pool table. Take a U-turn bend here and finish the lap.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs at the very start.
- 2) In either air vent.

.-----.
| ROUND 3 |
'-----'

See Round 1.

.-----.
|~~ HAMM CHALLENGE 5 - SUPER FAST PIZZA DELIVERY [SFPD]|
'-----'

SOLDIERS REQUIRED: 58

RACE TYPE: Reverse Lap Trial Challenge

LAPS: 1

DIFFICULTY: ***/*****

=====
TRACK OVERVIEW
=====

This one may be a little challenging if you find yourself a little of the slow side. It is based outside Pizza Planet. Watchout for the uphill sections. You will have 29 seconds to get around.

=====
TRACK GUIDE
=====

Boost off of the line and head to the right. Use the BATTERY PACK here and go up the stairs. At the top head forward and use the next BATTERY PACK on the left hand side. Stay in the centre of the track and follow it downwards. Use the BATTERY PACK here. When the slope levels off use the BATTERY PACK on the left hand side. Now quickly cut across the left side of the track. If you do this correctly, you will be able to jump and cut off the corner. Follow the track around to finish the lap.

.-----.
|~~ HAMM CHALLENGE 6 - SKATING BACON [SKBN]|
'-----'

SOLDIERS REQUIRED: 63

RACE TYPE: Smash Challenge

DIFFICULTY: **/*****

=====
AREA OVERVIEW
=====

This is a Smash Challenge set at the skate park. It is an odd track to host it but I didn't make the game. Eliminate all the rival racers.

=====
TRACK GUIDE
=====

A few tips-

- * Zappers are useful weapons so grab them when you can.
- * Use BATTERY PACKS to catch up with the rival racers.
- * Concentrate on one opponent at a time.
- * Try and get a boost off of the line to be the first to get a weapon.
- * Always hold a Power-Up if possible.

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.------.
|~~                HAMM CHALLENGE 7 - CASH AND CARRY                [CSAC]|
'|-----|

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SOLDIERS REQUIRED: 65

RACE TYPE: Race Tournament Challenge

ROUNDS: 5

DIFFICULTY: ****/*****

You might find that the pace has definately stepped up now so you'll have to be at your best to win this tournament.

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.------.
| ROUND 1 |
'|-----|

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LAPS: 2

=====
TRACK OVERVIEW
=====

You're back in the snow here. Obstacles include trees and ice.

=====
TRACK GUIDE
=====

Go straight forward off the line and then take an inside line for the right hand turn. Go straight forward here and you will come to a BATTERY PACK. Use it and quickly make a right hand turn. Make your way along this bumpy straight and just before a blue door you will see another BATTERY PACK. Take the next right hand corner nice and tight and then move over to the left where there is another BATTERY PACK. Use it and stay on the left hand side of the track. Go around the back of the hedge here and use the BATTERY PACK here to boost you across the line.

=====
ALTERNATE ROUTES
=====

- 1) After the first corner you can turn right, into an open doorway, Take a left immediately and then a right.
- 2) Before the penultimate corner there is a BATTERY PACK. You can use it and then move over to the right, taking the inside line on the corner. Make your way between the house and the frozen pond and avoid the snowman here.

=====
SHEEP LOCATIONS
=====

- 1) In the gap between the pond and house (see Alternate Route 2).
- 2) In between the trees.

.-----.
| ROUND 2 |
'-----'

LAPS: 2

=====
TRACK OVERVIEW
=====

This track is set in Andy's neighbourhood. All you need to do is win the race.

=====
TRACK GUIDE
=====

See RC Challenge 2.

=====
ALTERNATE ROUTES
=====

- 1) After the first corner you can cut across the grass to the right. The alternative, and slower route is to follow the pathway along.
- 2) After the second BATTERY PACK take the next corner early. Go along the

path and there is a BATTERY PACK here. Use it and then quickly move over to the left to avoid the house here.

3) Just after you go past the dog you can take a right turn. Go between the house and the hedge here and then take a left turn.

=====
SHEEP LOCATIONS
=====

- 1) Between the hedge and the pond.
- 2) Between the house and the fence immediately past the dog.
- 3) In the area near the finish line, between the trees.

.-----.
| ROUND 3 |
'-----'

LAPS: 2

=====
TRACK OVERVIEW
=====

Back in Sid's Yard. This time you are taking part in a Survival Race challenge. Expect the usual obstacles from Sid's Yard i.e. dirt.

=====
TRACK GUIDE
=====

Get a boost off of the line and then go around the sandpit, sticking as tight as possible to it. Use the BATTERY PACK here. Now head into the shed and try and pickup a Powerr-Up here. Take and right and then exit. Drift over to the left and go onto the concrete ramp here. This way very few of the other racers come. Take a right and use the BATTERY PACK here. Pickup another Power-Up back here. Head up the ramp onto the table and use the BATTERY PACK here. Move to the right and finish the lap.

=====
ALTERNATE ROUTES
=====

- 1) From the start go to the right and drive over the sand pit.
- 2) After the first corner, don't go into the shed, instead go to the left of it and make your way around the back. Here you will find a BATTERY PACK.
- 3) After you leave the shed you can take a right and not go up the concrete ramp.
- 4) After you have used the second BATTERY PACK, don't go up onto the table, instead move over to the left and use the BATTERY PACK here.

5) If you have a BATTERY PACK Pick-Up as you come to the ramp leading onto the table boost across the dirt to the left of it. Now head across the finish line.

=====
SHEEP LOCATIONS
=====

- 1) In the area to the left of the sand pit.
- 2) Behind the shed, just after the BATTERY PACK.
- 3) Just as you land after dropping down from the table.
- 4) Just before the finish line.

.-----.
| ROUND 4 |
'-----'

=====
TRACK OVERVIEW
=====

This is another race in Sid's house. Another simple race due to the length of it. Obstacles include tables and chairs, uphill stair sections and air vents.

=====
TRACK GUIDE
=====

Take an inside line for the U-turn behind at the start. At the top of the stairs here take a right. Take a left into the air vent after this. On the other side of the vent take the inside track and leave the room. You will now take a right, which will lead you towards another vent on your left hand side. Towards the bottom of here you will have a choice of routes. Take the left hand one and get the BATTERY PACK here. Make your way over to the arrow sign and avoid the table and chairs. Use the BATTERY PACK here. Quickly take a right and go between the dog and the wall. You will have finished the lap.

=====
ALTERNATE ROUTES
=====

- 1) At the bottom of the second air vent carry on straight ahead instead of going left. At the end of the vent stick to the left so you don't land on the pool table. Take a U-turn bend here and finish the lap.

=====
SHEEP LOCATIONS
=====

- 1) On the stairs at the very start.
- 2) In either air vent.

.=====.
| ROUND 5 |
'-----'

LAPS: 2

=====
TRACK OVERVIEW
=====

Another choice of race which confuses me. This is such an easy race, why bother putting it in now? Anyway this is Andy's house. Watchout for the water, the stairs and the big drops.

=====
TRACK GUIDE
=====

From the start head down the stairs. Get ready to make an immediate right and perform a hairpin. Make your way along here and then take a left into the kitchen. Take a right here, but try and take it a little wide as the avoid the water on the inside line. Once you have taken this turn head up the ramp into the air vent. If you are close to your fellow racers weapons can be used effectively in this confined space. Make your way up the vent and when you come out you will be in Andy's bedroom. Go under the table and follow the track around the blue rug. Follow the track out of the room and take a left on exit. Go up the stairs here and at the top go straight forward through the box that is open here. Take a left on exit and stay on the track. Drop down through the trap door next to the red arrows. Once on the ground follow the corridor and take a right. You will have completed the lap.

=====
ALTERNATE ROUTES
=====

- 1) At the bottom of the first set of stairs go right, but don't do a U-turn. Instead drop down the steps here and go to the right. Use the BATTERY PACK here and then take a right and a quick left.
- 2) In Andy's room take a right and cut straight across the blue rug.
- 3) Once in the attic don't go through the open box. Go to the right of it and use the BATTERY PACK here.

=====
SHEEP LOCATIONS
=====

- 1) Anywhere in the air vent.
- 2) Between the puddles of water in the kitchen.
- 3) Just as you land near the finish line.
- 4) On the stairs leading to the attic.

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.-----.  
|~~          HAMM CHALLENGE 8 - ANCIENT PORK ACTION          [ATPA]|  
'-----'
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SOLDIERS REQUIRED: 68

RACE TYPE: Survival Race Challenge

LAPS: 3

DIFFICULTY: **/*****

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TRACK OVERVIEW  
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At the skate park, this time for a Survival Race. Keep hold of a Power-Up and don't get eliminated. In this race all the competitors are Rexes.

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=====  
TRACK GUIDE  
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See Woody Challenge 6.

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=====  
ALTERNATE ROUTES  
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1) After the first mini-corner you can take the right hand path up onto the quarter pipe. Take an immediate right at the top. Follow this route down the quarter-pipes and take a right whilst doing so. On your right you will now see 2 BATTERY PACKS. The first one is up a rail. The second one is further to the right on the ground. Use the second one to get a boost. Take a sweeping corner a little wide and you will hit the next BATTERY PACK to take you across the line.

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=====  
SHEEP LOCATIONS  
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```

1) On the quarter pipes.

2) On the set of stairs.

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|~~          HAMM CHALLENGE 9 - KNOCKOUT PARKING HAMM          [KOPH]|  
'-----'
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SOLDIERS REQUIRED: 68

RACE TYPE: Knockout Race Challenge

LAPS: 4

DIFFICULTY: **/*****

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TRACK OVERVIEW
=====

Stay out of last place at the end of each lap.

=====
TRACK GUIDE
=====

Get a boost from the start and move over to the right to get an inside line for the corner here. Take the right-hander and go up the stairs. At the top move over to the left and use the BATTERY PACK here. Quickly bend to the right and go down the stairs. Get to the right of the track and get an inside line at the bottom of the slope. Go in between the cones here and then go down the next slope. Use the BATTERY PACK at the bottom and go to the left. Run a little wide on the next corner and use the BATTERY PACK to get up the ramp. Get to the left of the track and take the left turn here. Avoid the cone here and perform a kind of hairpin turn to get over the line.

=====
SHEEP LOCATIONS
=====

- 1) On the ramps.
- 2) In between the cones.

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-----  
|~~                HAMM CHALLENGE 10 - MOVING MONEY BANK                [MMBK]|  
'-----'
```

SOLDIERS REQUIRED: 80

RACE TYPE: Endurance Challenge

LAPS: 3

DIFFICULTY: ***/*****

=====
TRACK OVERVIEW
=====

You should have enough experience of this track to get around with plenty of time by now. You will start with 36 seconds and your time will be increased each time that you finish a lap. Do not run out of time.

=====
TRACK GUIDE
=====

Get a boost start. Take the right hand corner as close to the house as you can. Hit the BATTERY PACK here and quickly swerve over to the right. Stay in the centre of the track here and get the next BATTERY PACK. Head forward and take the right hand turn wide, keeping to the left of the track. Get the BATTERY PACK here and move over to the right, avoiding the trees. Slide over the frozen pond and head forward to finish the lap.

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|~~                               SLINKY DOG                               [SKDG]|  
'-----'
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|~~                               SLINKY DOG CHALLENGE 1 - PROLONGED PIZZA!       [PLGP]|  
'-----'
```

RACE TYPE: Super Reverse Survival Race Challenge

LAPS: 3

DIFFICULTY: ****/*****

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TRACK OVERVIEW  
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So, now your competing in your first Super Reverse Survival Race Challenge. This basically means that the track is won backwards. In addition to this you must smash ALL of the rival racers as well as winning the race. Don't forget that they can eliminate you as well though. The track for this event is based outside Pizza Planet. Don't forget that it may be a good idea to hand back a bit so that you can attack your opponents easily.

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TRACK GUIDE  
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From the start get a boost and try and pickup a Power-Up. Take the left hand path as that is where the majority of your rivals will go. Go underneath the bridge and watch out for the pillars. On the other side try and get a Power-Up. Head across the red hump to the right and exit via the gap in the wall. Make your way along this straight and you should find plenty of Power-Ups here. Cross the line.

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=====  
SHEEP LOCATIONS  
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- 1) On the humps.
- 2) Between the concrete pillars.

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|~13~                             CHEATS AND SECRETS                             [CHTS]|  
'-----'
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