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Race 3-1: South Island 2

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***** The sequel isn't much different from the original.
***** South Island 2 is little more than a rehash of the
***** round one race South Island 1. If you got through
***     ***** that one, you can handle this one.
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Race 3-2: Enemies Town 1

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***** This is your first track with square corners. In of
***** themselves they do nothing, but they can fool you
**      |      ** into thinking you can treat them like round corners.
**      |      ** With the square corners you need to start turning
** *****      ** what will seem a little earlier, but is actually
** *****      ** about the same spot you'd turn if the corners were
** *****      ** rounded. Aside from that, this track isn't too bad.
***** *****      ** The quick double turn in the middle bottom can be
***** *****      ** tough, but other than that you should be fine. Also
***** **      ** note that the blue stuff on the ground will slow you
**** **      ** down, but that the computer racers will not run down
**** **      ** the path through it right before the finish line,
**** **      ** giving you an opportunity to inch ahead.
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Race 3-3: City Circuit 3

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***** This track will kill you. It has oil spills all over
***** it and the corners are unbelievable. There is no
***     ***** good strategy for this race, so be prepared to
**     ***** either take a loss or to repeat it over and over and
**     ***** over...
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***** Your goal in this and the next match is to bump your
***** opponent of the edge of the map. Here you can also
** bump them down the six pits you see on either side
** ** of the arena. Again the first map is the most basic,
** ** giving you a feel for what this type of match
** entails.
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Battle 4: Bumper Chase 2

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***** An equidistant cross forms the second of the two
***** bumper matches. This one has less space to move on,
***** making it the more difficult of the two. You can
***** either stick to one of the wings or you can try and
***** force your opponent out from the middle.
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Battle 5: Blaster Master 1

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***** The last two battle maps are just shoot-outs to the
***** death. Using the guns on your bike, your objective
** is to reduce your opponent to zero health by letting
** ***** ** loose with your lasers. Strangely enough, however,
** * ** is that truly this map is more complex than the
** *** ** second for this format. Although it is symmetrical,
** * * ** it provides more cover than the other map. Remember,
** ***** ** lasers don't go through the blocks that will stop
** * * * ** your bike.
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Battle 6: Balster Master 2

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***** The last of the battle maps and this one is another
***** of the shooting levels. It plays just the same as
**** ** ** **** the last map, except with a slightly less complex
** ** ** ** layout. Your best bet is to stick to the corners and
** ** ** ** strike as your foe comes for you.
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