

LEGO Racers 2 FAQ/Walkthrough Final

by W. Dixon

Updated on Dec 28, 2002

This walkthrough was originally written for LEGO Racers 2 on the GBA, but the walkthrough is still applicable to the PC version of the game.

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+Lego Racers 2 FAQ          +
+For the GameBoy Advance   +
+By: W. Dixon (w_d_2002@yahoo.com)+
+FINAL VERSION             +
+12/28/2002                +
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+ 2. Version History      +
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FINAL VERSION

Decided that this is the Final Version of my Lego Racers 2 FAQ. Just after 5 months of its latest release, this FAQ will go on another distinguished website, the IGN Network.

Version 1.5

Added Neoseeker to my list of sites that can host this FAQ.

Version 1.4

Took GameSpot out of my list of sites that can host this FAQ.

Version 1.3

Added a new site for the FAQ. Sorry about that Dave.

Version 1.2

Added weapons information.

Version 1.1

The very beginning of this FAQ. Just got Lego Racers 2 for the GameBoy Advance today and decided to do a FAQ about it. Hope to add much more information to the FAQ really soon.

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+ 3. Updates +
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12/28/2002

FINAL VERSION released. Added another site to host this FAQ. Will not be updated ever again.

6/6/2002

Added information on weapons and slightly fixed the box surrounding chapter titles (you may not notice from the last version).

6/2/2002

Just started the FAQ for goodness sake!

++++
+ 4. Introduction +
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"Hi there! Remember me? I'm Rocket Racer... You beat me in Lego Racers. I thought I was the best! After that, I couldn't face racing again. But then, I heard about a planet called Xalax. It's full of aliens called Ramas who love to race. My kind of guys! I found the portal to Xalax...which was quite a ride! I arrived on the planet, and the Ramas couldn't wait to race me! So I took up the challenge...and after a while, I was back to my old self...and driving better than ever! I became the Galactic Racing Champion. I built a new car too! Think you can beat me now?"

Welcome to the world of Lego Racing! In this FAQ, I will tell you how to win races and beat the Galactic Racing Champion, Rocket Racer. So put you gear on and enter the exciting world of Lego Racing!

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+ 5. Controls +
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A Button

- Accepts option
- Reads text
- Acceleration

B Button

- Declines option
- Brake

L Button

- Fires weapon

R Button

- Make hard Left/Right turn

Start Button

- Pauses game
- Accepts option (in some situations)

Select Button

- No function

Control Pad

- Moves cursor
- Moves car left/right
- Moves text up or down

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+ 6. Game Play +  
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Story Game

The Story Game mode is where all the real action of Lego Racers 2 takes place. In this mode, you become a new racer, determined to become Galactic Racing Champion. Along the way, other racers challenge you as your quest to become number 1 continues. The more races you win, the more Golden Blocks you receive and also the more parts for your car you win. Golden Blocks help you move throughout the different levels of the game. You start out with zero Golden Blocks and move up as you win more races. This is where your quest takes place, and begins.

Single Player

The Single Player mode is where you race by yourself against a number of other characters. This is a good place to get familiar with the first couple of tracks in the game.

Multi Player

The Multi Player mode is where you do battle against your friends via the Game Link. A good place to go after you beat the game.

Options

The Options mode is where you set different options that affect the game, like music and sound effects. It is also where you can erase your saved games in Story Game mode and erase the high scores for tracks.

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+ 7. Characters +
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You

You are the star of the game. You are the one who defeated Rocket Racer and now, you want to become Galactic Racing Champion. You are the character the Lego Racing world revolves around.

Rocket Racer

Your biggest opposition. You defeated him in the last Lego Racers game. Clearly out to embarrass you, he is the current Galactic Racing Champion.

Sparky

Sparky is the owner of the go-kart track and your supporter throughout the game. He knows all there is about racing.

More characters to come!

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+ 8. Weapons +
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Here it is. This is the weapons section of the FAQ. Now please notice. These are not the official names. These are the names I have decided to give the weapons. If anyone actually knows the names of the weapons, please e-mail me.

Disc

The disc is an object that makes the tires of a car blow and spins the car out. In order to connect, the disc must be aligned just right.

Rocket

The best weapon in the game, there are two rockets. A straight rocket that fires straight ahead and a homing rocket that closes in on the closest person. Rockets cause people to spin out in races.

Invisibility

Not really a weapon, but an "aid" for racing. Renders a racer invisible for a set period of time.

Blue Spring

This is one of the worst weapons in the game. It pops a racer into the air.

Spiked Ball

The spiked ball is a good weapon. When enabled, if a racer runs into you, they will get hurt and if a weapon fires at you (disc or rocket), you will not get hurt.

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+ 9. Walkthrough +
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Brickton

Your quest to become number 1 starts here! Upon entering the Story Game mode, listen to the good advice Sparky gives and build a character. Once you build a character, give your character a good name that will appear on your very own Lego Racer License! Then, once your character is fully complete, take a crack at Sparky's race course.

Brickton - Track 1

This is Sparky's race course. It is the shape of an oval, so it's not all that hard. Get in first place as soon as you can and you should be able to hold on to it for the remainder of the race.

Strategy for Brickton - Track 1

Just stay the middle. When you are about to turn, take the outside and go in during the turn. Then, come out of the turn going back to the outside. You should be able to win with no difficulty at all.

Sparky will then congratulate you and tell you that you should head over to the Town Hall. Go to Town Hall (the brown building by the statue in the middle of town) and watch the short cinema. You will engage in conversation with some of the town's best racers. The construction worker will then challenge you. And he'll even give you a Golden Brick if you beat him. So head for the construction zone (the area with all of the brown dirt).

Brickton - Track 2

Sparky will then appear and tell you to watch out for specific objects. One object, called a Vortex (it's purple), allows you to play a mini game so that you can win parts for your car. Drive into the Vortex and after the race, you will play a mini game. He'll tell you to collect pick-ups (the swirly objects that are red). Activate these with the L Button. They are your weapons and can help determine the outcome of various races. And finally, he'll tell you about green bricks (they're green). If you get damaged in a race, the green bricks will give you back your health. The track is not all that difficult, just a few hard turns. But nothing you can't handle though.

Strategy for Brickton - Track 2

Just use the out-in-out maneuver for the entire race. You might want to ease off the gas on some of the turns, but nothing major. The construction worker is in a digger truck, so you should be able to lap him. No big competition here.

You'll then win a Golden Brick and Sparky will tell you about the Vortex (if you collected it). You might also want to go to the mini-game to get an upgrade. The postman will then challenge you. So you have two choices: get an upgrade, or go to another race. Your best bet would be to get the upgrade first.

Brickton Mini Game - The Money Bag Mini-Game

This is the very first mini game. An armored truck's back door broke and all the money bags fell out. A robber has been following the truck trying to get the money bags. Your job will be to stop the robber from getting all of them money bags. If you are successful, you will receive a part for your car.

Strategy for Brickton Mini Game

Just run into the robber's car. The robber will try to give you the slip, but

nothing all too difficult.

Sparky will show up and tell you that you can upgrade your wheels, engine, or car strength. Make your decision by moving the Control Pad up or down to choose the part, right to upgrade, and a to confirm your choice.

Special Note - You can go to the same Mini Game 3 times to get upgrades for your car. Afterwards, you will not be able to play the same Mini-Game again.

Now that you have upgraded your car, it is time for you to race against the postman. Go to the post office (the building to the left of the Town Hall)

Brickton - Track 3

This track is a little more intense than the last one. More hard turns and fewer straightaways. The postman is faster than the construction worker was.

Strategy for Brickton - Track 3

More out-in-out maneuvers. Stick with this the whole race. You may have to brake on the last 2 or 3 turns, but that won't hurt you all too much. Again, no big competition.

You will now receive Golden Brick #2! After a few moments of whining, you will then be challenged by the fire fighter. Head for the firehouse (the building to the right of the statue).

Brickton - Track 4

Track 4 is quite tough because there is a U-turn in the first turn after the starting line. But it's nothing you can handle...

Strategy for Brickton - Track 4

Should I even say it? Yes, for those who haven't quite caught on yet. Just continue to use the out-in-out maneuver. This, with a little braking, will help you master this course, and win a Golden Brick.

You just received Golden Brick #3. The fire fighter will then get angry and tell you that he wanted to enter the Galactic Racing Championship, but that it will come down to you and the policeman. After some trash talk by the policeman, head for the police station (right by the Mini Game Spot).

Brickton - Track 5

The toughest track in Brickton, there are many things to watch out for. The first biggest thing is to watch out for the tight turns. They show up right after each other. Trees and stuff will also be an obstacle.

Strategy for Brickton - Track 5

Watch your speed. Going too fast will cause you to slam into a tree or barrier. And use out-in-out also.

After placing first, you will be congratulated and win another Golden Brick. You will be the representative for Sandy Bay at the Galactic Racing Championship.

Sparky will then show up and tell you that you will need to race against other people in other areas to be as good as Rocket Racer. He'll tell you that

winning numerous races will cause you to be recognized by Rocket Racer, and that you can improve your car along the way to the Galactic Racing Championship. Sparky then tells you that the Golden Bricks allow you to go to other places to race. He'll tell you about some of the jump points around Sandy Bay and that one area, called Dino Island is a cheap place to go for some races.

Now with 4 Golden Bricks in your possession, head for the green jump point (at the bottom of Brickton).

To get to Dino Island, go left, up, and up to get to the blimp. Sparky will tell you that you have enough Golden Bricks to go to Dino Island. Tell him you want to leave for Dino Island and watch the cinema.

Dino Island

Welcome to Dino Island! Your first order of business is to win a Golden Brick. Head for the very first dot you see by pressing up, then left, and press A. You will then talk to a tribesman who says that a race is about to begin. Say yes, you would like to enter, and prepare to race on Dino Island Track 1.

Dino Island - Track 1

This track has rain and rocks so you better be careful. Also, there is a Vortex here on the far outside of a straightaway. The track has a lot of turns, but you can manage.

Strategy for Dino Island - Track 1

Watch your speed. Out-in-out works best with the brake here, since you can get a little carried away on the straightaway with the excessive speed.

Upon completion of the track, you will win another Golden Brick. Also, you can go back to this same course, but the layout of the track will be different.

To get to the next race, go left, up, then left again and press A. You will talk to a man who asks you if you want to enter the next race. Accept his offer and prepare for the next track.

Dino Island - Track 2

It's raining here too! Tight turns all over the place as well.

Strategy for Dino Island - Track 2

A lot more braking. And the usual out-in-out maneuver.

New Golden Brick anyone? Time for race 3! Go back to where the first race was and cross the bridge. Enter the "temple" and accept the invitation to race. Get ready for race 3!

Dino Island - Track 3

More tight turns and forks in the road! There's a nice twist for the second level of the game... But nothing really major.

Strategy for Dino Island - Track 3

The usual. Out-in-out, braking, and watching your speed. There are more obstacles here, so be careful. Most times, there is a green brick waiting for you after a fork in the road. Those bricks are usually on the right hand side

of the fork. Pick-ups are usually on the left hand side of the fork, so choose your path wisely.

Another Golden Brick and another chance to upgrade your car. Sam Sanister will also challenge you. But first, go to the blue dot for the Dino Island Mini Game.

Dino Island Mini Game - Egg Hunting

A man will tell you that he was collecting dinosaur eggs when he ran out of gas. If you get the 10 eggs he lost in 4 minutes, he will give you an upgrade for your car.

Strategy for Dino Island Mini Game

Just look for the eggs. The hard part is finding the finish line. Just look for the marks on the ground that look like stepping stones and you should find your way back to the finish line. You can only collect 2 eggs at a time, so you must hurry if you are to get your upgrade.

Upon completion of the Mini Game, Sparky will remind you of what you can get an upgrade for. And don't forget, you can go to the same Mini Game 3 times to get upgrades before you can't play that game anymore.

Once you're finished with the Mini Game, head back to the place where you first raced, no, there will be a yellow spot close by. Head for the spot and listen to Sam Sanister's trash talk. Get ready for race 4.

Dino Island - Sam Sanister Challenge

This track is rather difficult. There are many tight turns and a large fork in the road. But persevere, and you will win.

Strategy for the Sam Sanister Challenge

Same strategy as for one for all the others. But watch your braking. Sam Sanister is rather tough to beat.

After beating Sam Sanister, not only do you receive a Golden Brick, but you get his twin turbo engine for an upgrade! Now that is sweet!

You are now finished the Dino Island level! Where to now? Go to the big map and head for the helicopter that is on the dock. Sparky will tell you that you have enough Golden Bricks to go to the Arctic level. That helicopter will take you there, where even more racers await your arrival. Enjoy the cinema as you prepare to go to the Arctic.

The Arctic

Your first order of business? Get in a race. Head left, then head down to the first red spot. You will then learn about the Ice Monster that, allegedly, keeps car parts in his cave. Accept the invitation to join the race as you prepare for the first race at the Arctic.

Arctic - Track 1

The first track is really difficult. There are no barriers like there were in the first 2 levels. You can fall straight into the deep water (you can tell deep water by the darker blue) and run into many obstacles. There are also jump pads and few straightaways. So be careful. There is also a Vortex in this

level. Pick it up if you can.

Strategy for Arctic - Track 1

Just apply everything you know to your racing for this track. And use the brake!

After crossing the finish line, you will receive a Golden Brick for your troubles.

Head up for your next invitation to a race.

Arctic - Track 2

Very tight turns and there are even fewer straightaways on this track.

Strategy for Arctic - Track 2

Use the brake. If you can, on the U-turns, cut through some of the obstacles. Just be careful not to bump into them, as you may just fall into the deep end of the water.

You will be congratulated and presented with a Golden Brick. Now, head up to your next race. You will then be invited to join, and get ready for track 3!

Arctic - Track 3

This track consists of nothing but tight turns. Turns appear suddenly and U-turns are constant throughout the track. There is also a large fork in the road here.

Strategy for Arctic - Track 3

Watch your speed and use the brake. The out-in-out maneuver does not work here, so use the signs that are given to you at the top of the screen. Also, try to avoid the jump pads here. If you go too fast, you will fly right into the deep part of the water. Just hold your speed, use the brake, and watch the sudden turns, and you should do fine.

Congratulations on winning another Golden Brick! Now, head right and you will be invited to join another race. Accept the invitation and prepare for track 4.

Arctic - Track 4

More tight turns and U-turns galore. But there are more straightaways here so you can catch up burn the opposition with your speed.

Strategy for Arctic - Track 4

Try to take the lead early in the race. Use the brake when you are going into the turns where the signs are orange and ease off the gas on some of the turns where the sign is yellow. Use the brake entirely on the U-turns and watch out for the only jump in the game. If you go too fast, you will fall into the deep part of the water.

Congratulations on obtaining another Golden Brick. But look out, the ice monster of the Arctic has shown up, and he is waiting by the mountains ready to challenge you to a race. But first, it may be time for you to upgrade your car. Head for the blue spot (it's to the right of the green spot).

Arctic Mini Game - Meteor Hunting

Someone lost all of the meteors when a polar bear attacked him. It's up to you to find the meteors within the time limit. You'll get the car part if you find the 10 meteors in 4 minutes.

Strategy for the Arctic Mini Game

It's just the same as the Dino Island Mini Game, but this time, you're in snow and ice. Plus, there is deep water all around, which can kill valuable time if you fall in. Just look for the eggs and remember where the finish line is. And remember, you can only collect 2 meteors at a time.

Upon completion of the Mini Game, Sparky will remind you of what you can get an upgrade for. And don't forget, you can go to the same Mini Game 3 times to get upgrades before you can't play that game anymore.

Once you complete the Mini Game, head on over to the mountain (the yellow spot, right beside the blue spot) to face the Berg in a race.

Arctic - Berg Challenge

Berg is an iceberg that can race. The track he races on is full of tight turns and deep water is everywhere. But if you endure to the end, you will win the race.

Strategy for the Berg Challenge

Get a good lead early. If you have upgraded your engine to at least level three, you should be able to come out of the race on top. Be careful though, going to fast will cause you to fall in the deep part of the water. Also, watch out for the ice that sticks out in the ground. They make your car spin out and slide all over the course.

You'll win a Golden Brick for beating Berg and also Berg gives you some wheels for your car. Yeah! Now, back to the Sandy Bay area to see where you can go next. Head for the green spot.

Now that you are back on the helicopter dock, go up, right, and right again. You will then be on the launch pad that will take you to Mars. Sparky will tell you that you have enough Golden Bricks to head to Mars. Enjoy your cinema as you take off into Outer Space.

Welcome to Mars! You should start racing right away. Go up and head right to the very first red dot on the screen. A Martian will tell you about some of the other Martian racers and invite you to enter a race. Accept the offer and prepare for Mars track 1!

Mars - Track 1

This is a difficult track due to the lava pits and also the jumps. Tight turns are everywhere. There is also a Vortex on this track.

Strategy for Mars - Track 1

Just slow down some more and use the brake. These racers are on you like white on rice, so one screw up, and you might as well restart the race (I know I did ;P).

Congratulations on completing your first race on Mars. You will receive a Golden Brick, bringing you ever closer to Xalax and Rocket Racer.

Now go right and get invited for a race, & prepare for race #2.

Mars - Track 2

This track is much easier than track 1. There are more straightaways and fewer jumps.

Strategy for Mars - Track 2

Take the lead early and apply the same strategy for track 1.

Congratulations on completing track 2. Receive your Golden Brick and head for the Mini Game space that's right next to you.

Mars Mini Game - The Tube

This is another collection Mini Game. However, you are in a tube and you must pick up 25 gems before reaching the end to get the car upgrades. There are obstacles you must watch out for in the tube, so brace yourself and prepare for the ride of your life!

Strategy for the Mars Mini Game

Just collect the gems by pressing right or left. The tube is not all that sensitive, so you may have to hold the right or left button to get some of the gems. But it shouldn't be a problem for you though. And watch out for the red obstacles that get in your way. Get the 25 gems to get the upgrade.

Upon completion of the Mini Game, Sparky will remind you of what you can get an upgrade for. And don't forget, you can go to the same Mini Game 3 times to get upgrades before you can't play that game anymore.

By now, your car should be completely upgraded, with everything to the max (which is gray). If not, go back and make sure that you have beaten the Mini Games 3 times for the Brickton level, Dino Island level, Arctic level, and the Mars level.

Now, head to the next red spot (which is right above you). You will learn about the meteor storm that hasn't ended for days and be invited to join a race. Accept the invitation and prepare for race #3.

Mars - Track 3

This track is really hard. Jumps are shorter than usual, so if you miss, in the lava pool you go. Hard turns are definitely present on this track. Be especially careful of the U-turns.

Strategy for Mars - Track 3

Get an early lead, since your car is fully upgraded (it should be), you should have no problem blowing the competition out of the water. Just watch out for the jumps and lava, or else, you will have to start over. Hard braking is a must on this track, and in certain situations, the out-in-out maneuver will come in handy.

All of your hard work will pay off once you get this Golden Brick. Now, it's on to the next race. Head up, then left to get invited to this race and prepare for track 4.

Mars - Track 4

Filled with sudden turns and jumps, this is probably the hardest track you will encounter on Mars.

Strategy for Mars - Track 4

Just follow the same strategy for all of the other tracks: hard braking, easy speed, and occasionally, the out-in-out maneuver.

You will win a Golden Brick and be challenged by Riegel. Awaiting you at the base, he is the last opponent left on Mars. So held to the base by going right, up, and left to face Reigel.

Mars - Riegel Challenge

This is by far your toughest opponent. The track gets really crazy as you may turn down the wrong path and lose your place in the race. Watch out for the multiple jumps and also for the sudden sharp turns.

Strategy for the Riegel Challenge

The guy's in a UFO for crying out loud! How are you suppose to beat a UFO? Simple. Take an early lead, brake hard, and watch your speed. But be careful though, Riegel has a weapon that will manipulate your car. If you are hit by something and your car goes in the opposite direction, then you know his weapon caught you. This then leads to you falling into a lava pit before you can react. Just maintain your speed, watch the jumps, and brake hard to come out the victor of this challenge.

Congratulations on winning yet another Golden Brick. And you will also receive the Shield Generator that Riegel "supposedly" knocked off his UFO. Sparky will ask you if you want to take it. You eventually say yes, and Sparky confirms what it is. It's a Shield Generator. Sparky then tells you that it will make your car stronger and that you should come back to Sandy Bay. So head for the green spot and return to Sandy Bay.

You'll then watch a cinema of a group of people at this "portal". You then learn that the Rocket Racer has come to Sandy Bay and has declared you the representative for Sandy Bay at the Galactic Cup.

After getting back to Sandy Bay, head left, up, then right to get to the portal. Rocket Racer will then talk about how he is inviting racers to come to Xalax and race in the Galactic Cup. He then talks about how he's heard about your amazing skills and invites you, the Lego Worlds champion to go to Xalax to go against the Ramas in some qualifying races. Afterwards, Rocket Racer declares that he will challenge you in the dome in a one-on-one race to determine the Grand Champion. So go with him and witness the "best driving the galaxy has to offer". Sparky will then tell you to hurry up and follow Rocket Racer through the portal to Xalax. Enjoy your trip to Xalax!

Welcome to Xalax. Upon arriving at the Dome, a news broadcaster will start the first race for you.

Xalax Dome - Track 1

This track is fast paced and rather easy. There are three jumps that you must clear or else you will fall into some ooze. There are red marks on the ground that can slow down your car and green marks on the ground that can speed it up. There are barriers all throughout the level, so it's not like the Arctic and

Mars levels (I know you're happy).

Strategy for Xalax Dome - Track 1

Just apply everything that you have learned all throughout the game. This track is like a mixture of all the other ones, so just remember what you experienced and let loose. Also, you may want to hit the green marks that are on the ground too.

The announcer will declare you the winner and start race 2.

Xalax Dome - Track 2

This track is even tougher than the last track. There are even more U-turns here than you have encountered on any other track. More ooze and jumps too, along with those red and green marks on the ground.

Strategy for Xalax Dome - Track 2

Just get in first place and survive.

The announcer will again declare you the winner and will start race 3.

Xalax Dome - Track 3

Same kind of track, but the space has gotten smaller. You are on one of the tightest tracks in the whole game.

Strategy for Xalax Dome - Track 3

Same as track 2.

The announcer will again declare you the winner and start race 4.

Xalax Dome - Track 4

This track is more like a figure 8 track. Go towards one end, circle a certain area, cross the starting line, circle another area, and cross the starting line again to begin a new lap. Nothing all too difficult...

Strategy for Xalax Dome - Track 4

Just get in first and hold on to it. What can I say?

The announcer will once again declare you the winner and say you can now challenge Rocket Racer for the Galactic Cup.

Rocket Racer will then start talking smack and say you cannot beat him. So prepare for the final race!

Xalax Dome - Rocket Racer Challenge

The track Rocket Racer faces you on is the toughest in the entire game. There is nothing on this track but U-turns and straightaways. There are jumps too, so watch your speed.

Strategy for the Rocket Racer Challenge

Just get in front of him, use the out-in-out maneuver, use weapons, and use the brake occasionally. Hold on 'till the very end and you will come out the

victor.

And that's it for the walkthrough of the Story Game Mode.

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+ 10. Parts Information      +  
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Here is the information on the 3 parts in the game.

Shield

Provides protection against weapons. This can be upgraded four times and the Shield Generator is the best there is at protecting you from other racer's weapons.

Wheels

What's needed to make contact with the ground so that you can move. This can be upgraded four times and Berg's Wheels is the best there is at getting good traction on the ground.

Engine

The powerhouse of your car. With no engine, you can't start the car! This can be upgraded four times and the Twin Engine is the best there is at providing good speed and power for your car.

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+ 11. Ending                +  
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Congratulations! You have defeated Rocket Racer (again) and have become the new Galactic Racing Champion! Rocket Racer will then present you with the Galactic Racing Championship Trophy as the crowd goes wild over you defeating Rocket Racer. You'll tell Rocket Racer that getting the trophy from him was a real honor and he answers by saying he'll be back for the trophy some other time. You then tell him that you are looking forward to it, and that he should practice. He says that he will and that he always makes a comeback after a loss. He'll then end the conversation by saying there are some people who would like to meet the new Champion. You'll then get more applause from the crowd and talk with some of the challengers that you defeated on the road to becoming number 1. Sparky will then tell you that he knew you would become Champion and tells you that you are the best racer in the galaxy, but we already knew that right? Then you'll hear your character say that the trophy is yours and Sparky's. The crowd makes even more noise as your first 5 challengers from Brickton come to talk to you. Then, there is even more applause from the crowd as the 4 Mini Game leaders come up to talk to you. After you talk with your friends, the crowd goes crazy as you bring the trophy towards them.

And that's the end of the game.

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+ 12. Giving Credit Where It's +  
+   Due                        +  
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First off, I would like to thank Nintendo for making a good racing game that can compete with the other racing games for the GameBoy Advance.

I would like to thank CJayC of GameFAQs for making the site the best FAQ site in the world.

I would also like to thank Dave for placing this FAQ on Cheat Code Central.

I would like to thank Neoseeker for placing this FAQ on their site.

I would like to thank the IGN Network for hosting this FAQ.

I would like to thank Lego for being so creative in all of their projects and for keeping people interested in Legos.

And I would like to thank you, the reader, for accessing my FAQ. Without you, there is no me.

This FAQ is protected under International Law.

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+                               END OF LEGO RACERS 2 FAQ                               +  
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