

possible is six(6) and once you successfully complete and the third time trial, you should not expect them again. However, if you stumble on any one of them you get the chance to replay it three won races later.~

>How many One Player races are there?<

~There are, all in all, twenty four(24) normal, competitive races, one(1) preliminary qualification race and one(1) final race to declare yourself undisputed champion.

There is a Rufftrux Time Trial race after completing three consecutive races and finishing first in all. However, they are only three. All these levels are fully accessible from the One Player Challenge mode.~

>My opponent's tanks can shoot. How can I?<

~Simply press 'C' and a minuscule red missile pops out of the barrel. It travels some distance and whenever it hits an opponent, sends him back. To avoid them yourself, if you're ahead, I suggest you stand out of their paths by dodging and driving outside and along the tracks markers.~

>Which character should I chose?<

~I'll have more information on the different characters later. However, what I can tell you here is to follow your own choice. Find an appealing favourite and you'll probably no doubt stick to him until you finish the game.

However, listen what I have to tell you. In the character selection screen, everyone is arranged in a constant row. Beginning with Spider (the cool Mafia dude) and traversing to glum Walter. Remember that Spider is the finest (best) driver there is in the game and skill among the characters depletes as you look to the left further on. That means that chubby Walter's really a bagful of driving birdbrain.

Spider's undisputable the fastest racer there is (you can actually go check at a long straight with other drivers) and handles his car like a pro. On the other hand, Walter often seems to be anxiously, and rather foolishly, messed up at some particular point of the track.~

>What are the controls used?<

~As with all SEGA Mega Drive/Genesis games, the standard controller is used. The 'Directon Pad' directs the course of driving, like a steering wheel of course while the left and right keys are also used to scroll through options.

The acclerator for all vehicles is 'B' and there are no brakes. The reverse, 'A' button cannot funtion as a brake, so you'll have to do with plainly releasing hold of the Accelerator. When you're operating the tanks, the 'C' button also comes into function. Pressing it sends a shell forward, as described in one of the above FAQs. In the menus where you're given the option of choosing your game type, 'A' and 'B' also direct the selecting hand.

As always, the 'Start' button acts as a tool of selection. As simple as that. Whilst driving, you can pause the game using the button and maybe even tap in some cheats, because that is where they work.~

>What is meant by "Disable Walter?" ?<

~Apparently, turning this feature on, worsens Walther's already pitiful car. This not only concerns him, but a number of other weak drivers as well. Driving becomes harder, spinning off after striking something becomes quite apparent. Try it sometime.~

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CHARACTERS

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Here is a simple guide regarding those electronic blokes who stare at you from their private little panels. Before starting off however, note that skill and speed in between them exists and that the character with the most of everything is Spider. The characters to his right all have less and less of such positive things until Walter, who's the dimmest of them all.

SPIDER
Ace!

BONNIE
Fab!

JETHRO
Slick!

CHERRY
Crazy!

EMILIO
Wild

JOEL
Smooth

ANNE
Fair

CHEN
Able

MIKE
Rash

DWAYNE
Poor

WALTER
Dire

I'll be adding more information concerning each (there isn't much anyway) later.

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SINGLE PLAYER CHALLENGE

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You are provided with the choice of the Challenge mode in the start-up screen. It can only be followed in Single Player Mode and it provides two other modes of play.

---{Head to Head}---

-You get to race and battle against an opponent of your choice. The gameplay is simple enough since all you have to really do is outdistance your opponent. As you know, there are eight points in the in-game screen which are either coloured red or blue. Yours' are coloured red, together with the colour of your representative vehicle. The vehicle which loses a point or ends up a loser at the finish line explodes in a split second. If the race is not over yet, it rejoins the other vehicle.

At the start of each race, each player has his own four points. The object of the game is to fill all points up with your colour before the laps finish. Yes, automatically the race ends once you've filled them all up.

If you did not manage to finish with your opponent (or your opponent did not manage to finish with you) by the end of the race (laps) the player with the most and dominating coloured points wins at the finish line. There are three laps per each race including the first Qualification one in the Bathtub.

Playoffs are issued if both players have an equal number of points at the finish line and the race continues until someone manages to score a point. Elementary, my dear Watson.

Now, after qualifying- you proceed into the game with a bonus three(3) lives which you'll use up after losing tournaments. Now we begin the meaty part of the Single Player Challenge Head to Head. *rubs hands together*

RACE 1: The Breakfast Bends

-Four by Four

This is the basic Breakfast Table setting with only one spot of honey on the track and relatively many opportunities for cutting shortcuts across the bends. Easy.

RACE 2: Desktop Dropoff

-Sportscars

The basic Desktop level. These are probably the toughest of all environments. The race car just hurtles along the track and you'll probably need to experience it quite a few times to know what to expect. In this particular one, there's a leap between tables, two pairs of sharpener + eraser blockades and a ruler cross across another gap in the track. Once you get the hang of it, this'll become a very exciting and quick racetrack.

RACE 3: Oilcan Alley

-Warriors

There's a spot of oil, two droplets of glue, another two spots of oil, a giant bubble of glue, another small droplet of glue, two spots of oil, another giant bubble of glue and a last spot of oil- all those perils in the order in which they appear across the laps. A nice place, really.

RACE 4: Sandy Straights

-Turbo Wheels

The first race to take place in the Sandpit and it becomes quite easy when you memorise it and know what's in store for you in those scorched paths. Cut corners as much as possible here as you have the opportunity. Pesky sand dunes, a leap over a pool of water and more sandy dunes are included. Also note the shovel chucked next to the leap as you'll be seeing it later on during the game.

RACE 5: Oatmeal in Over Drive

- Four by Four

The second Breakfast Table race and one that is distinctly longer and harder. As you go along the track you'll encounter these: A spot of honey droplets, two milk spills, another spot of honey droplets, TOPPIES cereal cross and a last spot of honey droplets- before the finish line. Those TOPPIES look crunchy... Note that you MUST use the brown ramp to cross the cereal box or else you'll be unable to get back on track and waste time.

RACE 6: The Cue Ball Circuit

- Formula One

The primary Pool Table circuit with a green layer format. The action here is fast-paced as well and you'll have to be constantly on the look-out to avoid 'dropping out.' *sniggers maliciously* You'll encounter plenty of things, including King of Hearts cards used as ramps, dangerous pockets around corners, cue balls partially blocking the way and the ability to drop down special pockets and reappear somewhere else along the track ahead. There are some bugs in these Formula One levels but see them later and in other sections of this FAQ.

RACE 7:

(Note: For some reason RACE 7 does not appear in the Head to Head mode)

RACE 8: Handyman's Curve

- Warriors

The second of the Worktable levels. It's pretty much the same as the previous one. All you have to do so avoid the numerous glue drops, protruding pencils, bolts and take caution when crossing the oil spills. The perils occur in this order: spot of oil, giant bubble of glue, spot of oil, two giant bubble of glue, small droplet of glue, spot of oil, giant bubble of glue, spot of oil, giant bubble of glue, spot of oil, giant bubble of glue, two spots of oil, *chants hypnotically* another spot of oil and a giant bubble of glue. Pheww.

RACE 9: Sahara Sandpit

- Turbo Wheels

Again, you mount the Turbo Wheels and race through the dry dunes. Here though, you'll have to pay more attention. Dunes, the red toy shovel and crossing bridges are part of the tour. Bare footsteps appear as well and contribute to the surroundings. Avoid crossing the toy shovel from the handle end or you'll be stopped. Aim for the flat part furthest away from the handle.

RACE 10: The Potted Passage

- Choppers

This will be your first experience flying the miniscule helicopters. The area is quite basic and straight-forward. You are prevented from wandering out of the track by the solid holly hedges and this one lacks any dangerous features. Just avoid protruding leaves which could stop you and the narrow passageways.

RACE 11: Fruit Juice Follies

- Four by Four

The third and last Four by Four endeavour. You'll be used to these by now so expect a lot of honey droplets, milk spills, the scattered TOPPIES cereal and the actual box itself. Pretty easy, despite the track's length, I must say.

RACE 12:

(Note: For some reason RACE 12 does not appear in the Head to Head mode)

RACE 13: Bedroom Battlefield

- Tanks

Ah, interesting. Before starting, remember and know that you can now fire missiles from the gunbarrel atop your vehicle to wreck your opponents. They can do that to you too... Movement is harsh and slow while swerving is impossible and any turning must be begun in advance to be able to accomplish correctly. Beware of the chess mat and the set pieces which stand in your way. The actual track is not too long.

RACE 14: Pitfall Pockets

- Formula One

Needless to say, this place experiences the same characteristics of the previous Formula One track. On this one, however, the table has been switched for a blue-surfaced one with different coloured balls.

RACE 15: Pencil Plateaux

- Sportscars

Ack these again. Boy, will you sweat here. The usual ruler-crossing gaps are developed even more with a set of tight twists.

RACE 16: The Dare Devil Dunes

- Turbo Wheels

More of the sandy environment but this time with sharper twists and plenty of water puddles in between to keep you swerving. The rest is some easy straights where you can cut corners and easily overtake.

RACE 17: The Shrubbery Twist

- Choppers

The second mission with those mini-helicopters. It's basically equal to the first one but there's an air-conditioner blowing air which might ruffle your feathers. Pretty easy.

RACE 18: Perilous Pit Stop
- Warriors

Quite the same as before. The usual team of pencils, bolts and quite a few large glue bubbles. Learn to avoid them by memorising where you ought to swerve out of the road.

RACE 19: Wide Awake War Zone
- Tanks

Yes, same surroundings again. What has been changed is the elasticity and longevity of the track as well as reshuffling. Those open books close to the start are an interesting feature.

RACE 20: Crayon Canyons
- Sportscars

Painful this is. I don't know how it's possible to complete this race driving against the top talents. It's simply impossible since you hardly get a chance to practice. More of the rulers, some leap-of-faiths and spilt ink. Bleh...

RACE 21:

(Note: For some reason RACE 21 does not appear in the Head to Head mode)

RACE 22: The Leafy Bends
- Choppers

A longer twist through the garden hedge. Not many differences added from the previous races but you should watch out for the multiple hosepipe leaks that sends intense sprays upwards.

RACE 23: Chalk Dust Chicane
- Formula One

This is perhaps my most loved race with the swift Formula One racecars. The action is quick on the red tarmac but nevertheless there are still many obstacles to pass and bends to cover. Be ready to go through narrow passes in between cue balls.

RACE 24: Go For It!
- Tanks

The last numbered race to be completed. The same old tanks battle against each other. Same obstacles but there's also a very action-packed first trap where the LEGO bricks are stacked, providing your opponent(s) are nearby.

WIN THIS RACE TO BE CHAMPION

- Sportscars

This is yet another demanding Desktop Sportscars race with a great amount of those nastily slim rulers across gaps, quite a few jump and a lot of undone homework. You won't need your 'B' button here pressed constantly. Let go off it whenever you aren't that sure about what lies ahead since there are murderous bends and slippery ink bewitchingly spilt across tight spots. Learn where your opponents are having tough times (some jumps and some eraser + sharpener pairs) and exploit those to gain extra distance.

---{Challenge}--

-Aaaah. Not this is most probably the brainchild of the entire game. You'd be hard pressed to play any other mode more thoroughly than this. This once is truly exciting and indeed makes up the main meat of the game. It is a simple challenge but yet is a very demanding endeavour. Since you cannot make saves in Micro Machines you are obliged to finish this mode of play. (Or switch off the television without the console, of course)

To begin, you'll have to choose your representative player and engage in a qualifying race. Providing you can control your vehicle you won't have much trouble around it for its the very basic Bathtub area with the circuit being a plain, round one. No obstacles for the Powerboats and three unknown opponents. Their driving is pretty mechanical so you can easily overtake them. Not even the suds across the track can stop you. Actually, you shouldn't be handling a Sega controller in your hands if you cannot finish winner here. You earn three(3) lives after winning and a

QUALIFIED FOR CHALLENGE!

banner. Next, you'll have to choose your three opponents in the races to follow. You are brought back to the player selection screen and are once more able to scroll right and left. If you're a beginner I suggest you went with the dumb and 'not-so-good' characters first (Walter, Dwayne and Mike) but if you've some skill and you are certain of progressing to the utmost levels, I'd suggest you went with the finest ones available to rival you (Spider, Bonnie, Jethro and Cherry.) The reason is simple: at the end of every three races one very badly performing opponent (the fourth, third runner-up, racer at the end of the third race) is dropped out and is thus removed and his place is taken by somebody else, again of your remaining choice.

Note that at the end of the sixth, ninth races and so on even if your previous choice ended up last he will not be eliminated. Older ones go first and thus the worst of the oldest opponents is dropped out.

Thus, you get to match driving wits with all the other available characters by the end of the race. Selecting the hardest opponents now will ensure your task is not so pained when you reach the last levels and have only to win against the shoddy racers.

When you've made your choice, press 'Start' to continue.

Doing so, shows you for the first time the Challenge's scoring board. It

is a yellow garage-shaped form with twenty-four(24) small boxes and one big one. This table gets filled up with races you manage to finish in either first or second. Here, I have managed to make a rough copy of it, representing the corresponding races which fill it up.

Race 2	Race 15	Race 20	Race 3	Race 7	Race 18
_____	_____	_____	_____	_____	_____
Race 8	Race 21	Race 12	Race 5	Race 1	Race 11
_____	_____	_____	_____	_____	_____
Race 6	Race 14	Race 23	Race 13	Race 19	Race 24
_____	_____	_____	_____	_____	_____
Race 9	Race 4	Race 16	Rufftrux Timetrials		
_____	_____	_____	TRIPLE WIN !!!		
Race 10	Race 17	Race 22	BONUS RACE BEAT THE CLOCK		
_____	_____	_____	_____		

Key:

Row 1, Columns 1-3 = Sportscars
 Row 2, Columns 1-3 = Powerboats
 Row 3, Columns 1-3 = Formula One
 Row 4, Columns 1-3 = Turbo Wheels
 Row 5, Columns 1-3 = Choppers
 Row 1, Columns 4-6 = Warriors
 Row 2, Columns 4-6 = Four by Four
 Row 3, Columns 4-6 = Tanks

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 -Four by Four

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you memorise it and know what's in store for you in those scorched paths. Cut corners as much as possible here as you have the opportunity. Pesky sand dunes, a leap over a pool of water and more sandy dunes are included. Also note the shovel chucked next to the leap as you'll be seeing it later on during the game.

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RACE 8: Bermuda Bathtub

- Speedboats

Your simple bathtub experience is magnified into a slightly more diverse one. You still cannot crash into the walls, but can use them for extra propulsion when the boat has taken to the air after obstrusive bubbles. Avoid the whirlpool since it can lose you quite some valuable time, and the yellow rubber toys.

RACE 9: Sahara Sandpit

- Turbo Wheels

Again, you mount the Turbo Wheels and race through the dry dunes. Here though, you'll have to pay more attention. Dunes, the red toy shovel and crossing bridges are part of the tour. Bare footsteps appear as well and

contribute to the surroundings. Avoid crossing the toy shovel from the handle end or you'll be stopped. Aim for the flat part furthest away from the handle.

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This will be your first experience flying the miniscule helicopters. The area is quite basic and straight-forward. You are prevented from wandering out of the track by the solid holly hedges and this one lacks any dangerous features. Just avoid protruding leaves which could stop you and the narrow passageways.

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- Four by Four

The third and last Four by Four endeavour. You'll be used to these by now so expect a lot of honey droplets, milk spills, the scattered TOPPIES cereal and the actual box itself. Pretty easy, despite the track's length, I must say.

RACE 12: Foamy Fjords

- Powerboats

This is most probably the toughest Powerboats mission in the game. The track is long and there are two tubes at the end which could pose a time-wasting problem. Avoid the swirling whirlpools and make use of the soap suds which could propel you forward if you bounce sideways onto them.

RACE 13: Bedroom Batlfield

- Tanks

Ah, interesting. Before starting, remember and know that you can now fire missiles from the gunbarrel atop your vehicle to wreck your opponents. They can do that to you too... Movement is harsh and slow while swerving is impossible and any turning must be begun in advance to be able to accomplish correctly. Beware of the chess mat and the set pieces which stand in your way. The actual track is not too long.

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More of the sandy environment but this time with sharper twists and plenty of water puddles in between to keep you swerving. The rest is some easy straights where you can cut corners and easily overtake.

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RACE 20: Crayon Canyons

- Sportscars

Painful this is. I don't know how it's possible to complete this race driving against the top talents. It's simply impossible since you hardly get a chance to practice. More of the rulers, some leap-of-faiths and spilt ink. Bleh...

RACE 21: Soap Lake City

- Powerboats

A lovely little race atop the frothing water. Avoid the yellow duckies and swerve past whirlpools. Pretty easy.

RACE 22: The Leafy Bends

- Choppers

A longer twist through the garden hedge. Not many differences added from the previous races but you should watch out for the multiple hosepipe leaks that sends intense sprays upwards.

RACE 23: Chalk Dust Chicane

- Formula One

This is perhaps my most loved race with the swift Formula One racecars. The action is quick on the red tarmac but nevertheless there are still many obstacles to pass and bends to cover. Be ready to go through narrow passes

in between cue balls.

RACE 24: Go For It!

- Tanks

The last numbered race to be completed. The same old tanks battle against each other. Same obstacles but there's also a very action-packed first trap where the LEGO bricks are stacked, providing your opponent(s) are nearby.

WIN THIS RACE TO BE CHAMPION

- Sportscars

The very last race. I hope you followed my earlier advice and are now facing the weakest three of opponents, because you're in for a toughie. Oh, yes. This is yet another demanding Desktop Sportscars race with a great amount of those nastily slim rulers across gaps, quite a few jump and a lot of undone homework. You won't need your 'B' button here pressed constantly. Let go off it whenever you aren't that sure about what lies ahead since there are murderous bends and slippery ink bewitchingly spilt across tight spots. Learn where your opponents are having tough times (some jumps and some eraser + sharpener pairs) and exploit those to gain extra distance. Once you're well ahead of the rest of the pack, take it easily but not too slow and carelessly or you won't be able to catch that sneak a foot before the finish line when he overtakes you out of the blue. You MUST finish FIRST here or else you lose a life.

Win and be congratulated with your character sitting sheepishly inside the shimmering golden trophy. Be glad- you earned it.

CHALLENGE CHAMPION !!!

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+++++          TWO PLAYER HEAD TO HEAD          +++++
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-If you've got a good friend over and an extra controller plugged in, consider wasting time with this mode of play. It isn't too much fun over the long run, as long as you're roughly equal in skill, but it also isn't bad at all.

From the main menu screen, select the Two Player Head to Head (right) button and press 'Start.' The usual sideways scrolling player selection screen appears.

The person with the first (left slot) controller has to make his choice first from the variety. When he's done the other controller is provided with access to scroll and select any other character. A character cannot be used by both players at the same time. When each player is ready, the Choose Game! screen pops up.

Weak characters such as Walter will have the option to get handicapped. If he selects him he'll be asked if he would like to handicap him. The choice is between Yes or No. There's not much of a difference between the two Walters anyway.

---{Tournament}---

In this mode, there is a limited(5) number of games. The aim is to get a higher score of wins than your opponent, and get as high an adjective label as possible, and at the end finish the races with most wins.

The number of games won (the 8 red and blue point system as described in the Single Player Head to Head section) add up to the score of each player to the side of the player's representative character. After each finished race, one win is added. Say for example Spider has won three(3) consecutive games against Bonnie. The results screen will look like this:

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                RESULTS
          TOURNAMENT  RACE 3
    WINNER!!           LOSER!
|ツツツツツツ|      |ツツツツツツ| | | | |
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| /|  |\ | ツ/   \ / | /||\  |
|_____| ツ     ツ  |_____|

    spider                bonnie
won 3 lost 0             won 0 lost 3
    GOOD                  POOR
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At a difference of zero, both players become ORDINARY
At a difference of three between wins to losses, player becomes GOOD.
At a difference of three between losses to wins, player becomes POOR.

These are according to the characters' level of skill. If they're equal, the above will stand. If not, then the more experienced player will begin with a higher rank but there wouldn't be any points difference.

- Tournament Race 1: Warriors
- Tournament Race 2: Sportscars
- Tournament Race 3: Tanks
- Tournament Race 4: Four by Four
- Tournament Race 5: Turbo Wheels

At the end, the player with most wins grabs the cup.

---{Single Race}---

In this mode, the scoring system is precisely the same. The number of overall games however are unlimited. What??? Despite the mode's name, you can continue to play after one battle and still keep your scoring by being asked if you want to continue or stop racing. Great. What is more, you can get to choose your area of play. The available stadia are as follows:

- Sportscars
- Pro Sportscars
- Formula One
- Pro Formula One
- Tanks
- Turbo Wheels
- Warriors

Programming: Charlie Skilbeck.
Neil Hill.

Graphics: Brian Hartley.

Music: Matt Simmonds.
Lyndon Sharpe.

FROM THE NINTENDO ORIGINAL
BY
Andrew Graham, PORL and
Jon Menzies.

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+++++                                     +++++  
+++++          BUGS AND GLITCHES          +++++  
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The following are actual occurrences which might be programming errors but you should nevertheless know them. I'll be adding more info as time progresses.

1) In the Formula One levels/races you will be shocked (meh...) to see that whenever your vehicle approaches or hits the wall and speeds off, it is hit by an invisible wall of force and has to retry its attempt at re-entering the track. Very annoying so do keep off those pool walls.

2) In the Bathtubs levels, you cannot run from the track and explore the otherwise unreachable expanses. However, you can drive along the bubbles of the walls. If you look at the positions (given to you automatically in the top left corner of the screen) you will then see that you are placed last, if the pack of opponents' boats is near. This can actually steal your victory if you perform it while crossing the finish line and award it to the runner up. Very frustrating especially in the Head to Head and Two Players modes.

3) In Two Players mode, actually riding outside the margins of the track despite being ahead can award your opponent unearned points.

4) A very useful glitch in the Bathtub levels concerns the texture of bubbly soap suds. As you'll notice while bumping into the 'walls' of bubbles surrounding the track, these will propel you in the opposite direction like a ball bouncing off a wall. Having this in mind, when you come across a covered tube along two of the tracks, you can swerve and crash to the sides of each tube's entry point, in such a way that you go further. This will sometimes immediately whisk your boat at a very fast pace to the opposite end where the suds end. However, to ensure you continue skidding over the bubbles and not be shot backwards, try to aim your boat's behind towards the tube's side if you feel the sensation of reversion. Quite comical, I have had great laughs over this with guys playing SEGA.

5) More to come, if existant.

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+++++ HISTORY +++++
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25/12/2003- This guide was begun. A great amount of Micro Machines replaying ensues... (5KBs)

31/12/2003- A meaty part has been written. Expect more on the Two Player mode issue. (32.1KBs)

12/03/2004- The races section almost finalised. Woohoo! (42.0KBs)

24/03/2004- The Two Player section done and waiting to be forgotten. I am still expecting feedback from you people. (46.1KBs)

25/03/2004- I saw some major errors appear and have reposted the guide. Another FAQ also added. (47.3KBs)

15/09/2004- Whoaaa! A whole season without a word typed! Here's what you've been waiting for. I battled hard a cousin during the summer, like I never did before. Refreshed my memory on most things. Still, haven't added much except the bathtub trick which you may test yourselves. (49.0KBs)

11/09/2004- All right. Cards down. This document will probably never see an update again. I am happy to say the game has been covered as completely as I can remember being possible and no holes seem to exist. Goodbye and thanks for reading.

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