

Cruis'n World FAQ

by wyltn3d

Updated to v1.6 on Jan 3, 2002

- Cruis'n World FAQ -
- v. 1.6 -

```
CCCCCCC RRRRRRRRRR U      U IIIII SSSSS NN      N
C        R          R U    U  I  S      N N     N
C        R          R U    U  I  S      N N     N
C        RRRRRRRRRR U      U  I  SSSSS N  N     N
C        R      R  U    U  I      S N      N N
C        R      R  U    U  I      S N      N N
CCCCCCC R          R  UUUUUUU IIIII SSSSS N      NN
```

```
W          W          W OOOOOO RRRRR L      DDDD
W          W W          W  O  O  R  R  L      D  D
W          W  W          W  O  O  RRRRR L      D  D
W  W          W  W          O  O  R  R  L      D  D
WW          WW          OOOOOO R  R  LLLLLL DDDD
```

By: The Evolution (wyltn3d@hotmail.com)

Created for use on the following sites:

--GameFAQ's (<http://www.gamefaqs.com>)

--Neoseeker (<https://www.neoseeker.com>)

Note: If you wish to use this FAQ on your site, please contact me at the e-mail listed above, wyltn3d@hotmail.com.

Table of Contents

1. Introduction/Update History
2. Controller Setup
3. Lists
 - 3a. Tracks
 - 3aa. Hidden Tracks
 - 3bb. Track Analysis
 - 3bbb. In-depth Track Analysis
 - 3b. Cars
 - 3aa. Hidden Cars
 - 3bb. Car Analysis
4. Modes
 - 4a. Cruise The World
 - 4b. Championship
 - 4aa. Upgrade Levels
5. Fast Times
6. Tips, Cheats, and Hints
 - 6a. Tips
 - 6b. Cheats
 - 6c. Hints
7. Coming Soon
8. Credits
9. Copyright Info

- 1. Introduction/Update History

Cruis'n World is the 2nd game in a currently running series of games for the Nintendo 64. Its prequel is Cruis'n USA, and its sequel is Cruis'n Exotica. The game was created together by both Nintendo, Inc. and Midway, Inc.

Update History:

March 3, 2001 (v 1.0): Began work on this FAQ. Table of Contents, Introduction/Update History, Lists, Tracks, Cars, Fast Times, Coming Soon and Credits section added.

March 5, 2001 (v 1.1): Updated Credits list to reflect the adding of my FAQ to Neoseeker.com, and began work on my Tips, Cheats, and Hints section. Anyone willing to help may send me an e-mail at wyltn3d@hotmail.com

March 6, 2001 (v 1.2): Updated Credits, Tips, Cheats, and Hints. A description of the Japanese Rocket car should be coming soon to this FAQ. Also added Controller Setup section, along with the Copyright Info section for those sites wishing to use my FAQ without my consent.

June 3, 2001 (v 1.3): The Car Analysis is now finished, as every car in the game has been profiled there. A few minor revisions were also made.

June 22, 2001 (v 1.4): A fast timetable has been added for your enjoyment.

July 3, 2001 (v 1.5): Added a in-depth track analysis from Herman.

January 3, 2001 (v 1.6): Added a fast time, tinkered with the FAQ a bit, and updated my e-mail. I'd prefer if you now e-mailed me at wyltn3d@hotmail.com.

----- 2. Controller Setup -----

Here is the default controller setup in Cruis'n World. A = Accelerate

B = Brake

A+B while turning = Power Slide

C-Down = Turbo Boost

R while accelerating = Gear Up (Manual transmission only)

R while de-accelerating = Gear Down (Manual transmission only)

Z = Horn

Analog Pad = Drive

Tap A Twice = Wheelie

Tap A Twice while turning, or holding left or right = "2 wheel" drive More to come.

----- 3. Lists -----

Below are two lists containing two of the most important things in Cruis'n World: Tracks and Cars. Also included are hidden tracks and hidden cars.

----- 3a. Tracks -----

These tracks are ordered in level of difficulty, from easy to hard. Germany

Egypt

Hawaii

New York

England

France
Kenya
Italy
China
Australia
Mexico
Russia (Hidden)
Japan (Hidden)
Florida (Hidden)
Moon (Hidden)

3aa. Hidden Tracks

Track: Russia
Level of Difficulty: Easy
How to Get It: Complete the Expert Championship in Championship Mode.

Track: Japan
Level of Difficulty: Easy
How to Get It: Complete the Expert Championship in Championship Mode.

Track: Florida
Level of Difficulty: Easy
How to Get It: Complete the Expert Championship in Championship Mode.

Track: Moon
Level of Difficulty: Hard
How to Get It: Complete the Bonus Championship in Championship Mode.

3bb. Track Analysis

Listed below, in order of difficulty, are the tracks in Cruis'n World. The things analyzed in this section include: Name of Track

Difficulty
Jumping Factor (Huge, Medium, Small)
Turn Factor (Huge, Medium, Small)
Degree of Difficulty to biggie2k (1-5)
Extra Notes

Name of Track: Germany
Difficulty: Easy
Jumping Factor: Huge
Turn Factor: Medium
Degree of Difficulty to biggie2k: 1
Extra Notes: This is one of the easiest tracks that this game has to offer. The jumps are plentiful, and the turns are almost not there until you get to the latter part of the track.

Name of Track: Egypt
Difficulty: Easy
Jumping Factor: Small
Turn Factor: Medium
Degree of Difficulty to biggie2k: 2
Extra Notes: This track has a few sharp turns, and a jump that looks inviting, but that you really shouldn't try, for if you get too much speed, you'll run smack dab into a tree 75% of the time. Besides this jump and a couple of sharp turns, you should have no problem with this track.

Name of Track: Hawaii

Difficulty: Easy

Jumping Factor: Small

Turn Factor: Huge

Degree of Difficulty to biggie2k: 2

Extra Notes: Still not as hard as many others down the road, however, Hawaii is our first real taste of a flat track, with sharp as HELL turns. Especially near the end, you will notice that the sharp turns usually come one after another. This is not close to the hardest track in the game, however, it is the hardest in the Easy difficulty, simply because it is so turn-filled and so NOT jump filled.

Name of Track: New York

Difficulty: Medium

Jumping Factor: Medium

Turn Factor: Medium

Degree of Difficulty to biggie2k: 3

Extra Notes: The reason for the jumping factor being medium is that you can do mega rolls off the turns in New York, something which I will cover in my Tips, Cheats, and Hints section in a later version of this FAQ.

Name of Track: England

Difficulty: Medium

Jumping Factor: Small

Turn Factor: Medium

Degree of Difficulty to biggie2k: 2

Extra Notes: Besides 1 sharp turn in the beginning, this track is easy, until you get to the last turn before the straightaway to the checkpoint. It is a very sharp turn, and look out for the streetlights. The streetlights are credit with 75% of my losses in Cruis'n.

Name of Track: France

Difficulty: Medium

Jumping Factor: Small

Turn Factor: Medium

Degree of Difficulty to biggie2k: 1

Extra Notes: In Championship Mode, this is one of the easiest tracks. 3 sets of narrow rows of trees await you around certain turns, so be prepared. Also, when racing against other people, or computer-controlled people, be ready to swerve your way around in the narrow rows, as that is where most of the accidents happen in France.

Name of Track: Kenya

Difficulty: Medium

Jumping Factor: Medium

Turn Factor: Small

Degree of Difficulty to biggie2k: 1

Extra Notes: This is pretty easy, once you get the hang of it. With high-speed cars, I don't recommend taking the first jump on this track, for you will probably run into someone, or something. Otherwise, this track is pretty easy.

Name of Track: Italy

Difficulty: Hard

Jumping Factor: Small

Turn Factor: Small

Degree of Difficulty to biggie2k: 1

Extra Notes: This is very easy in Champ. Mode, but the track is so long.. otherwise, you should have no problem winning this race, as long as you can get ahead of the others in front of you.

Name of Track: China

Difficulty: Hard

Jumping Factor: Small

Turn Factor: Huge

Degree of Difficulty to biggie2k: 3

Extra Notes: Though it is one of the shortest courses on this game, it is also the most aggravating, with at least 3 sharp turns in the course of the track. Only one true straightaway can be used for turbos, if you have them.

Name of Track: Australia

Difficulty: Hard

Jumping Factor: Huge

Turn Factor: Huge

Degree of Difficulty to biggie2k: 5

Extra Notes: This is hard for me, as turning is not my best skill in this game, and it is a pain in my you-know-what to do this track. Also, you can perform the New York trick here on the walls in turns, but I wouldn't do that, unless you are really desperate for points, because one turn will easily mess you up.

Name of Track: Mexico

Difficulty: Hard

Jumping Factor: Huge

Turn Factor: Huge

Degree of Difficulty to biggie2k: 5

Extra Notes: This gets such a high rating, because the jumps in this track are so inviting, yet a false move will get you in some deep trouble. All turns are sharp in this track, for the most part, and you should dance around if you finish 1st in this race. Or at least sing the mariachi band song with me.

Name of Track: Russia (Bonus)

Difficulty: Easy

Jumping Factor: Medium

Turn Factor: Medium

Degree of Difficulty to biggie2k: 2

Extra Notes: This is a pretty easy course, but the bumps in the road, allowing you to do tricks, can get a little stupid at times, especially when you turn right into one, doing a Super Heli and screwing you up. Be careful on this track.

Name of Track: Japan (Bonus)

Difficulty: Medium

Jumping Factor: Medium

Turn Factor: Huge

Degree of Difficulty to biggie2k: 3

Extra Notes: This track is pretty hard, and with traffic it is WORSE. The turns are pretty sharp here, and you will get sent into the wall without hesitation if you are not careful of what you are doing.

Name of Track: Florida (Bonus)

Difficulty: Easy

Jumping Factor: Small

Turn Factor: Medium

Degree of Difficulty to biggie2k: 4

Extra Notes: You look at the difficulty, and the two factors, and you wonder why I hate this track. For one, it is WAAAAYYY too small. Secondly, the turns in this track are few and far between, but they are sharp as all get out. This is the "launch pad" for the next race, should you be able to complete this one. At this point, if you have successfully completed the Bonus Championship, then a video will be shown of you being blast off into space. This leads you to the Moon.

Name of Track: Moon (Hidden)

Difficulty: Hard

Jumping Factor: Small

Turn Factor: Huge

Degree of Difficulty to biggie2k: 5

Extra Notes: This track is almost too hard. The turns are all sharp, and you'll be lucky to stay alive against 9 other cars in this. And, if you look at it closely and compare it to the other tracks in this game, you realize that it is almost an exact clone of the Australia track. Whether there is any truth that the Moon is Australia with white ground remains to be seen. I'll keep you updated.

3bbb. In-Depth Track Analysis

(Note: This analysis is from Herman. I find this to be a useful guide to the tracks in Cruis'n. The track analysis is a analysis of the tracks that you will race on when you Cruise the World in Cruise the World Mode.)

Germany

This course simply runs through the countryside. You begin on a highway, then pass through and demolish an old Cold War era border checkpoint. You have one jump right after this checkpoint, then it's straight driving and easy turns all the way through. This course is longer than other courses, but it's definitely the easiest. You also run through modern tunnels and Bavarian style villages, eventually coming to the end in such a village. It is tough to finish first because of the length of the course, a lot of cars eventually end up catching up to you when you are in first, and you have to fend them off.

Egypt

You start in a desert amongst sparse ruins, and you have three to four HUGE sand dunes in the middle of and to the side of the road. This is the perfect opportunity to do some major jumps, including side jumps, which earn you more time off. After a few mild twists and turns, you have one SHARP turn [Like the Moscow course] when you see the Sphinx approach. You then come into a pyramid, and you go down a straight bumpy ride into a tunnel adorned with King Tut's visage. It's a slight turn; you can knock down the walls with the ancient illustrations if you wish, (Author's Note: Knocking down the walls with the ancient illustrations will slow you down considerably. It is best to take the turn and avoid them.) then through another such tunnel, another slight turn, then exit the pyramid to another giant sand dune, then the finish. It is relatively easy to finish first here; especially since the computer controlled cars tend to get into accidents here.

Hawaii

You start out on a coastal highway with some mild turns, and then you have some very SHARP right turns that sneak up on you without warning. On the first [or

second,
can't remember which] one of these turns, go straight instead, heading right for the sign.

You will find a "back road" here that jumps out back to the main highway. You have another one of the sharp turns, then into a fictional underwater tunnel that connects the islands. During this time, it's all easy, straight and no turns.

You go through another tunnel, have another sharp turn, then the end.

New York

This is on a graffiti laden urban highway, according to the signage, the "Cross Bronx Expressway" that runs into Manhattan. The turns are generally mild, although there are a few sharp ones, and the sloped walls of this highway allow plenty of room for error. You have some opportunity to practise jumps on the highway exits, and about a third of the way in, the Empire State Building appears to your right. When the high-rises end, you find yourself on the Brooklyn Bridge, where it's simply straight to the end. After the bridge, there are bumps on the road blocked off by construction warning thingies (don't know what else to call them), where you can jump. You'll find three of these jump points, then the end at the Statue of Liberty.

England

This is classified as medium difficulty by the game, but it tends more towards easy. You start off on London bridge, with the Queen's Royal Guard flanking the bridge sidewalks. After a slight curve on the bridge, (this game, especially this course, will require you to suspend disbelief a number of times), you will come to the underground tunnel. Never mind that the London Underground is actually the subway system, not a tunnel, but it's all in good fun nevertheless. After that, you drive through London, complete with the brownstones, the double decker buses advertising Cruis'n World on the sides, the black taxis [both the buses and taxis are secret playable cars], and the trademark red coloured phone booths [Which are being phased out by British Telecom for generic looking phone booths, FYI]. In London, the course is very easy, with mild turns; you only have to watch out for hitting a lamppost. Once you get outside London, you proceed through Wessex towards Stonehenge. You face several sharp turns right outside London, then drive through the countryside a bit before getting to Stonehenge. You just drive straight through, noticing the UFO's overhead, until getting to the end.

France

One of the best looking courses in the game, in my opinion; you start in the countryside, set to the "Euro House" music. (Doesn't sound anything like real House, but anyway) You begin with mild turns amongst chateau estates, and the sunflowers in the fields seem to indicate that you are in Burgundy [Borgogne en francais]. Anyway, this part is fairly easy, the danger spots are when the highway goes down to two lanes and runs through a grove of trees on the side. If you hit a tree, you lose time that it's very difficult to recover from, so watch out! After a few minutes of going through the country and chateaus, you see street light appear on the side of the highway and you start going under bridges, which indicate that you are approaching Paris. Still, the course remains easy, with only mild turns under the gold statuette and the flying Concorde. You then approach central Paris, with the Eiffel Tower in the background. On the tunnel going under the TGV, this is the next danger spot, as the pillars in the centre of

the tunnel are numerous and dangerous if you don't watch out, like the trees in the countryside. [FYI, these dangerous pillars in the tunnels are the same type of pillars that the car carrying Princess Diana crashed into] Afterwards, you get out of the tunnel; have a few mild turns, before ending at the Arc de Triomphe.

Kenya

Apparently the developers sent the artists rendering this game on a trip across the world to digitally capture sights. One of these trips included an African safari, which is the basis for this course. The whole course takes place in the safari setting, with an African drumbeat as music. A few seconds into the course, you have a jump which seems to be as high as Victoria Falls itself, which lets you get some jump points. Afterwards, you have medium turns here and there, but this is one of the best courses for rolls and jumps. Every bump in the road can be a jump, if you stray from the main road, including the secret path halfway through that has the elephant. Giraffes and other wildlife run on the road in front of you, although in the N64 version you can't run them over. (Don't know about the arcade version) You have a sharp turn or two right before the course ends, so be careful!

Italy

This course, along with France and China is my favourite in terms of scenery. And like France and China, you start off in the countryside and finish in the capital, with the ending point at one of the capital's most famous landmarks. You begin amongst trees and lush farmland, the colour of the settings seem to indicate you start in central Italy, like Tuscany or Umbria. The road shifts from four lanes to two lanes throughout the countryside, but you can earn points for doing wheelies on other cars. About a third of the way through, you can veer left for a chance to run under a Roman aqueduct and hit a bump, which allows you to do a jump. After shifting back to two lanes, you have medium degree twists and turns until a classical style arch signals your entrance into Rome. In the city, the highway stays four lanes, and travels along side of the Tiber River, with buildings on the other bank, and then you have a REALLY SHARP right turn, and then cross a bridge. You drive through some undeveloped areas with hay [or something resembling hay], then have a sharp left turn, then hit the ending point at the Coliseum. Another Roman arch is visible to your right, which, since it's next to the Coliseum, must be part of the Roman Forum.

China

The last of my favourite courses, you start off on the Great Wall. This part is easy, with the opportunity to drive fast, and mild twists and turns, passing through guardhouses, with the terra cotta warriors of Xian as scenery. About midway, you see a tower, then an opening in the wall. This is a shortcut, which enables you to leave the wall for a second, do a jump, and then return to the wall through the opening. After a bit, you see another tower, which has the same shortcut. After the wall, you drive a bit through the countryside with mild twists and turns, amongst Imperial era architecture until a gate with two dragons approaches, signifying your approach into Beijing. The dirt road gives way to a brick paved road, and the turns remain moderate, which makes this course rather easy to finish first in, and the computer controlled cars get into accidents easily too, especially on the Great Wall. I said this course ends on a landmark like France and Italy, so after driving through Beijing a bit, you come on the finish point right in front of the Forbidden City, complete with the portrait of Chairman Mao. Miscellaneous note: I always thought the short distance from the Great Wall to Beijing was unrealistic until I saw on Fodors.com that the Great Wall is only about 30 some miles from the Beijing area...

Australia

Taking place completely in the outback, this is one of the most difficult courses in the game. There are plenty of bumps which you can jump with on this unpaved road, but what makes it hard are the extremely sharp twists and turns that drop in unexpectedly. About a third of the way through, there is a shortcut to your left, it's hard to see, especially since the road is unpaved, but it offers a brief respite to the turns. Eventually, you come to the end.

Mexico

Filled with realistic music and scenery [like Mayan pyramids], and not so realistic scenery [like tunnels with fire breathing Aztec sculptures], Mexico is hard because of sharper twists and turns, but easy to finish first because of the propensity of the computer-controlled cars to crash. However, every time you see an Mayan pyramid, you can just drive straight instead of turning, taking you to a shortcut that offers a chance to do a jump. Other than that, just bear with the turns as necessary, and hope that your opponents crash and burn.

Russia

This course is actually just a drive through Moscow, but notable in the scenery. You start off near the Kremlin, with medium grade turns and bumps in the road you can do jumps with. After two passes near the Kremlin, a Soviet era fighter jet roars overhead, and then you pass into the dirty industrial area. The course is relatively easy here, however, after a bit, there is a VERY SHARP left turn, almost 90 degrees, that you don't see until it's too late. This took some time getting used to before I stopped crashing into the wall every time. After the turn, you leave the industrial area for a red brick paved road, driving past many government looking buildings, and finally arriving in Red Square. You can also drive over the hammer and sickle sculptures near the end, but the end is basically straight, with some medium to sharp turns on the way.

Japan

One of the harder courses in the game, this takes place entirely in the countryside. You start off rather easy, passing under a Maglev track, then past Buddhist statues (you can drive through them as well, but I tend to shy away from it, it seems kind of sacrilegious, even in a game), then the sharp twists and turns begin in earnest. You do have some jump points when you see the medieval Japanese gates, but you basically repeat the sharp twists, then the straightaway with the medieval gates, until you get to the end.

----- 3b. Cars -----

Here are the cars in Cruis'n World, in no particular order:

Serpent
Kamikaze AWD
ATV
Scarab
Stallion P6
Banzai GTV
Zombie
Orca
El Nino
Rhino
Sardine Extreme
Road King

Grass Hopper (Hidden)
Bulldog (Hidden)
Enforcer (Hidden)
Skool Bus (Hidden)
Conductor (Hidden)
Speed Demon (Hidden)
Monsta (Hidden)
Surgeon (Hidden)
Tommy (Hidden)
Taxi (Hidden)
Rocket (Hidden)
Howler (Hidden)
Rocket (Hidden)

3aa. Hidden Cars

To get the hidden cars, you must go to Practice, then Practice Championship.
Select the tracks below, beat them in the needed time, and get the car.

Car: Surgeon
Track: Australia
Time to Beat: 1:49

Car: Enforcer
Track: China
Time to Beat: 1:14

Car: Skool Bus
Track: Egypt
Time to Beat: 1:07

Car: Bulldog
Track: England
Time to Beat: 1:46

Car: Tommy
Track: France
Time to Beat: 2:15

Car: Taxi
Track: Germany
Time to Beat: 2:27

Car: Monsta
Track: Hawaii
Time to Beat: 3:47

Car: Rocket
Track: Japan
Time to Beat: 2:48

Car: Conductor
Track: Kenya
Time to Beat: 2:06

Car: Howler
Track: Mexico
Time to Beat: 1:46

Car: Grass Hopper
Track: New York
Time to Beat: 2:11

Car: Rocket
Track: Russia
Time to Beat: 1:58

3bb. Car Analysis

All of the cars in the game, that I have stats for, will be put here. The stats are:

Name of Car
Top Speed (mph/kpm)
Skidpad
Aero Coeff
0-60 MPH Acceleration
Power

Name of Car: Serpent
Top Speed: 142 MPH/228 KPH
Skidpad: 0.98 G
Aero Coeff: 0.45
0-60 MPH Acceleration: 2.51 Seconds
Power: 430 HP V12 DOHC

Name of Car: Kamikaze AWD
Top Speed: 142 MPH/228 KPH
Skidpad: 0.98 G
Aero Coeff: 0.45
0-60 MPH Acceleration: 2.51 Seconds
Power: 3.3L Twin Turbo

Name of Car: ATV
Top Speed: 147 MPH/236 KPH
Skidpad: 0.85 G
Aero Coeff: 0.25
0-60 MPH Acceleration: 3.15 Seconds
Power: 8.2L Turbo Diesel

Name of Car: Scarab
Top Speed: 142 MPH/228 KPH
Skidpad: 0.98 G
Aero Coeff: 0.45
0-60 MPH Acceleration: 2.51 Seconds
Power: 580HP Supercharged V12

Name of Car: Stallion P6
Top Speed: 144 MPH/231 KPH
Skidpad: 1.01 G
Aero Coeff: 0.28
0-60 MPH Acceleration: 2.88 Seconds
Power: 382 HP V12

Name of Car: Banzai GTV
Top Speed: 147 MPH/236 KPH
Skidpad: 0.85 G
Aero Coeff: 0.25
0-60 MPH Acceleration: 3.15 Seconds

Power: 3800 CC 24V6

Name of Car: Zombie

Top Speed: 144 MPH/231 KPH

Skidpad: 1.01 G

Aero Coeff: 0.28

0-60 MPH Acceleration: 2.88 Seconds

Power: 5.0L Supercharged V8

Name of Car: Orca

Top Speed: 145 MPH/233 KPH

Skidpad: 0.89 G

Aero Coeff: 0.39

0-60 MPH Acceleration: 2.98 Seconds

Power: 242 HP V8

Name of Car: El Nino

Top Speed: 144 MPH/231 KPH

Skidpad: 1.01 G

Aero Coeff: 0.28

0-60 MPH Acceleration: 2.88 Seconds

Power: 472HP V12 DOHC 48V

Name of Car: Rhino 4x4

Top Speed: 145 MPH/233 KPH

Skidpad: 0.89 G

Aero Coeff: 0.39

0-60 MPH Acceleration: 2.98 Seconds

Power: 510 HP V8

Name of Car: Sardine Extreme

Top Speed: 145 MPH/233 KPH

Skidpad: 0.89 G

Aero Coeff: 0.39

0-60 MPH Acceleration: 2.98 Seconds

Power: 600 CC Nitrous Injected

Name of Car: Road King

Top Speed: 147 MPH/236 KPH

Skidpad: 0.85 G

Aero Coeff: 0.25

0-60 MPH Acceleration: 3.15 Seconds

Power: 395HP Twin Turbo V6

Name of Car: Grass Hopper (Hidden)

Top Speed: 144 MPH/231 KPH

Skidpad: 0.95 G

Aero Coeff: 0.74

0-60 MPH Acceleration: 2.83 Seconds

Power: DUEL AXLE C20L

Name of Car: Bulldog (Hidden)

Top Speed: 142 MPH/228 KPH

Skidpad: 1.05 G

Aero Coeff: 0.52

0-60 MPH Acceleration: 3.08 Seconds

Power: V6 Rack

Name of Car: Enforcer (Hidden)

Top Speed: 144 MPH/231 KPH

Skidpad: 1.03 G
Aero Coeff: 0.35
0-60 MPH Acceleration: 2.55 Seconds
Power: V8 Twin Cam VX1

Name of Car: Skool Bus (Hidden)
Top Speed: 145 MPH/233 KPH
Skidpad: 0.79 G
Aero Coeff: 0.36
0-60 MPH Acceleration: 2.35 Seconds
Power: Diesel BR3

Name of Car: Conductor (Hidden)
Top Speed: 147 MPH/236 KPH
Skidpad: 1.12 G
Aero Coeff: 0.88
0-60 MPH Acceleration: 3.25 Seconds
Power: V12 Single Set XOL

Name of Car: Speed Demon (Hidden)
Top Speed: 147 MPH/236 KPH
Skidpad: 1.21 G
Aero Coeff: 0.19
0-60 MPH Acceleration: 1.98 Seconds
Power: Turbo Mac V10

Name of Car: Monsta (Hidden)
Top Speed: 147 MPH/236 KPH
Skidpad: 1.05 G
Aero Coeff: 0.36
0-60 MPH Acceleration: 3.43 Seconds
Power: 535HP Brand 1800 BRH

Name of Car: Surgeon (Hidden)
Top Speed: 147 MPH/236 KPH
Skidpad: 0.95 G
Aero Coeff: 0.56
0-60 MPH Acceleration: 2.56 Seconds
Power: 375HP Injector 318 Axis

Name of Car: Tommy (Hidden)
Top Speed: 142 MPH/228 KPH
Skidpad: 1.03 G
Aero Coeff: 0.35
0-60 MPH Acceleration: 2.96 Seconds
Power: 380HP SMR Turbo ET

Name of Car: New York Taxi (Hidden)
Top Speed: 144 MPH/231 KPH
Skidpad: 1.01 G
Aero Coeff: 0.28
0-60 MPH Acceleration: 2.88 Seconds
Power: 472HP V12 DOHC 48V

Name of Car: Rocket (Hidden)
Top Speed: 145 MPH/233 KPH
Skidpad: 0.98 G
Aero Coeff: 0.47
0-60 MPH Acceleration: 2.88 Seconds
Power: 4.5L Vee II Turbo

Name of Car: Howler (Hidden)
Top Speed: 144 MPH/231 KPH
Skidpad: 1.01 G
Aero Coeff: 0.42
0-60 MPH Acceleration: 3.08 Seconds
Power: 400HP Vee III Diesel

Name of Car: Exec (Hidden)
Top Speed: 145 MPH/233 KPH
Skidpad: 1.03 G
Aero Coeff: 0.32
0-60 MPH Acceleration: 2.65 Seconds
Power: V8 Turbo Injection

3. Modes

Below are lists of modes that provide the fun to this game!

3a. Cruise The World

In this mode, you go to all of the tracks. You must place 3rd or better to advance in the race, otherwise you must start the race over again. This is the only mode that fast times may be set in, not in championship mode. Like in Championship Mode, doing certain tricks during the race will give you extra time at the end of the race, so be ready to be pulling off some flips and rolls if you want to be impressive.

3b. Championship Mode

This is the other mode. In this mode, you may select from 3 different championship roads: Easy (Germany, Egypt, Hawaii), Medium (New York, England, France, Kenya), Hard (Italy, China, Australia, Mexico), or, if you have completed the Hard Championship, a new road opens up called Bonus (Russia, Japan, Florida, Moon)

For every race, you get a certain amount of points.

The largest amount of points you can get in one race by placing in:

1st with no tricks: 150 points

2nd with no tricks: 100 points

3rd with no tricks: 40 points

Also, to get this many points you must be on the master difficulty for Championship mode. Also, flips give you 1 point, as do Super Heli's, and Mega Rolls deliver 2 points of damage.

3b. 1. Upgrade Levels

After a certain period of time in Championship mode, you should have allotted a certain amount of points for him to get upgrades to his car. As far as I know: Earning 8 points in championship mode gives you Power Level 2. Earn at least 100 points in championship mode to get Power Level 3. Earn at least 500 points in championship mode to get Power Level 4. Earn 1500 points and receive Power Level 5. 20 points earns you a paint job. 150 points earns you a second paint job, with one base color, and a racing stripe like color. Earning 9,999 points (takes a while) will get you the Speed Demon, which, when on Power Level 5, has a max speed of 230 MPH!

4. Fast Times

Fast Timetable (Cruis'n Mode)

Track	Fast Time by biggie2k	Fast Time by Raunuk R	Fast Time by
Servo15000			
Hawaii	1:04:46	56:26	N/A
Japan	54:19	44:79	N/A
Australia	54:79	43:46	N/A
China	1:11:13	52:69	N/A
Kenya	1:06:69	48:53	48:53
Egypt	1:01:79	49:46	N/A
Russia	1:08:13	57:23	N/A

Germany		1:11:13		55:69
Italy		1:07:69		56:59
France		1:14:49		56:96
England		1:01:93		55:06
Mexico		1:15:79		59:33
New York		1:06:53		54:43

(NOTE: Times for Florida, the Moon, and the entire Cruise will be added at a later date.)

I know you all can beat me, but why don't you prove it? Send me an e-mail at wyltn3d@hotmail.com and give me your fast time on any of these tracks, and you, can have your fast time posted here!

5. Tips, Cheats, and Hints

This section has been created to allow fans of this game to get tips, hints, and cheats (as the title of this section tells us.) As of v. 1.1, this is a very small section, simply because I haven't compiled that much.

5a. Tips

The Proper Time and Place to Use Turbo Boosts.

This is very crucial for survival in Championship mode. You are given 3 turbo boosts, allowing you to get to a very high speed, going over your top speed easily. The best time to use these is on a long straightaway. If this straightaway is near the finish, that's even better. You should probably use 1 turbo a lap, but if you are in 1st, save the turbos in case you get in an accident. The Power Slide Power sliding, done by hitting A+B at the same time while turning, allows you to slide around turns, and, in most cases, sheds lots of time on tracks. So, when is it good to use power slides? When you are alone. Seriously. When practicing championship or cruise the world, if you want to save time, you should probably use power sliding a lot, to shed time off. NEVER do it when you have 3 cars right in front of you, because you will easily crash, usually leading to a certain bad finish in the race. If you are alone, however, in a real race, not practice, and you are behind, looking to catch up, use this tactic to save time.

5b. Cheats

Quick Note: This game requires the Yoshi keycode. Consult your Gameshark manual for further information on how to obtain and use this keycode.

Another Quick Note: Please, do not e-mail me and ask if I have the keycode. To my knowledge, there is no way to enter a keycode into the Gameshark, as they are already set in there when you first by the enhancer.

Enable Code - Must Be On

de2ad4000000

812fe5ec2402

812fe5ee0001

Always Place 1st P1

803ce0230001

Always Race on Moon

803bf2ef000f

Have All Car Upgrades

803bee420005

Have All Cars

813bee781fff

Infinite Time

813d0d3c4296

Unlimited Boosts (Championship Mode)

803c75e70003

5c. Hints

Wheelies Over Cars

A nice way to get ahead of your fellow racing opponents, is to just go over them. :) Do a wheelie while lined up behind a car. If done correctly, and close enough to the car, you will ramp over it, and be launched in front of it. Sometimes, you may get lucky enough to get trick points for it, but it rarely happens in such respects.

Easy Mega Roll Bonus in New York

In order to do this trick, you need to use a car that goes at about 140 MPH. Enter a Championship race in New York and as you are about to make a sharp turn, do a wheelie straight in the curved wall. You should do a Mega Roll and bounce back on course! Make sure that you are at a fast speed when performing this trick.

----- 7. Credits -----

Well, it's been nice guiding you through Cruis'n World with myself.

First, I'd like to thank my mom, for allowing me to buy an N64, for which this game came with. I'd like to thank Midway and Nintendo for delivering an addictive game to all households.

Credit goes to codes.ign.com for the time activated car cheats, the power level upgrade list, and other assorted goodies I will later add to this site.

Also from sages.ign.com, I'd like to credit Grifter356, Kabal40 and Tim Morton. These 3 provided the shortcuts in the Hints section. Nice job, guys/gals. Andrew O. Ali provided the Mega Roll in NY trick.

Gameshark.com and sages.ign.com gets credit for the Gameshark Codes for this game.

I'd like to thank GameFAQs and Neoseeker, allowing people like me to post FAQ's like this.

Also, thanks to Herman for the in-depth track analysis.

----- 8. Copyright Info -----

This FAQ was made by Jake Ryder, for use on neoseeker.com and gamefaqs.com only. Any other use of this FAQ for any other website could result in legal action if simple polite statements given to webmaster or webmasters of the offending site results in lack of action from the said party. After offending these limits, a site may request my FAQ, for which I will consider, with proper credit to the creator.

Adios!

--The Evolution
wyltn3d@hotmail.com