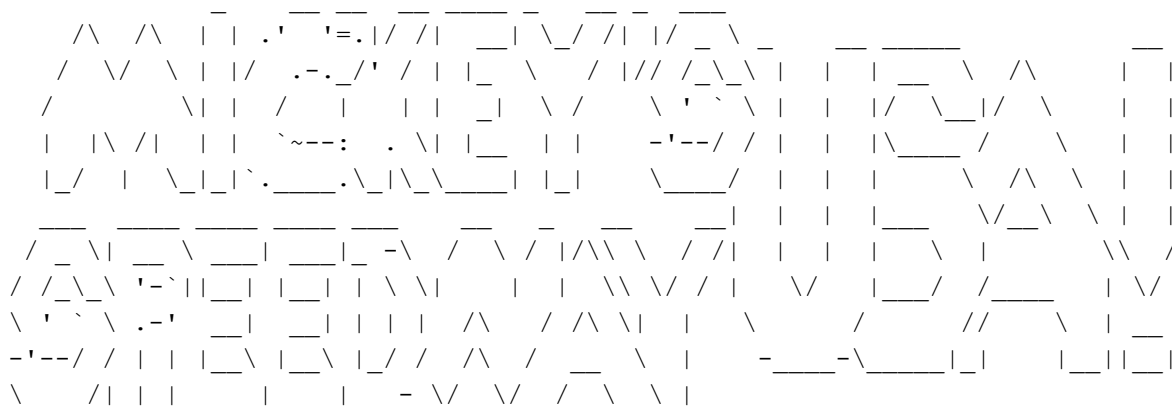


Mickey's Speedway USA Game Guide

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I. Controls

The controls in Mickey's Speedway are pretty basic. They are almost exactly the same as every other Rare/Nintendo kart racer around.

A button: Accelerate
B button: Brake
Control Stick: Steer
Control Stick Down & B button: Reverse
Z button: Fire weapon / Use horn / Character Speech (see cheats)
R button(when used with a direction: Hop / Powerslide
C up button: Change Camera
C down button: Look behind
C right button: Toggle between course map and speedometer
Start button: Pause

When hopping, to get across holes etc. tap left/right and R button to hop. This sometimes requires some skill to pull off. Also, to get round sharp corners, start a Powerslide well in advance to pull off the corner with ease. Also, for the tricky turns, tap the R button and B button at the same time to pull off an extremely sharp turn.

II. Modes of Play

To start with choose your character then press OK.

There are a number of game modes in Mickey's Speedway USA:

First of all, Traffic Troubles, Motorway Mania and Freeway Phobia are tournaments, in which you play four races and score points depending on your position at the end of the races, playing overall for a cup.

Time Trial is just you, and optionally a ghost. You try to get the fastest time possible.

Battle mode is where you are put in an arena with 3 other opponents, and you use weapons to try and be the last one left alive.

Practice mode is an area where you do nothing but practice, which is pointless. !NEW! I have found a reason for this-see race track 21 !NEW!

The options menu is where you can choose between numerous sound and vision options, as well as toggle the cheats.

III. Characters

At the beginning, there are six Characters to choose from. This is their stats and how I rank them:

Mickey Mouse:

Weight: |||::
Handling: |||::
Acceleration: |||::
Speed: |||::

Mickey is an all round OK guy. To start with, the handling is a bit off, but an experienced player can control him with great ease. 3/5

Daisy Duck:

Weight: ||:::
Handling: ||||:
Acceleration: ||||:
Speed: ||:::

Daisy Duck is a good player for beginners, until you unlock the secret players, and has good acceleration and handling. 4/5

Goofy:

Weight: ||||:
Handling: ||:::
Acceleration: ||:::
Speed: ||||:

Goofy is a bad racer in every aspect. He is slow to get off the starting line, and has extremely bad handling. His speed isn't much difference to the others, so steer clear. 1/5

Pete:

Weight: ||||:
Handling: ||:::
Acceleration: ||:::
Speed: ||||:

Pete is also a bad racer in every aspect. Like goofy, he is slow to accelerate and hard to control. 1/5

Minnie Mouse:

Weight: ||:::
Handling: ||||:
Acceleration: ||||:
Speed: ||:::

Like Daisy, Minnie is a good beginning player, with top acceleration and handling. 4/5

Donald Duck:

Weight: |||::
Handling: |||::
Acceleration: |||::
Speed: |||::

Donald is exactly the same as Mickey, so is an average player. 3/5

Dewey Duck:

Weight: ||:::
Handling: ||||:
Acceleration: |||||
Speed: ||:::

Dewey Duck is a brilliant player. He is like Daisy and Minnie, except with even better acceleration, so he is always first off the starting line. 5/5

Louie Duck:

Weight: ||:::
Handling: |||||
Acceleration: ||||:
Speed: |||::

Louie Duck is the best racer possible. He has a higher top speed than Dewey, and better handling, although the acceleration is a little less. 5/5

The Professor (dun dun dun)

Weight: |||||
Handling: |:::
Acceleration: |:::
Speed: |||||

This guy's like Marmite. You'll either love him or hate him. His speed is amazing, handling appalling, and you'll only be able to use him on the easy tracks with long, wide turns. Also, if you don't get a boost start, you'll lose. He is basically the only character who can win you the time trial tokens.

IV. Weapons

The weapons in Mickey's Speedway are rubbish, a dire rip off of Mario Kart in every way. Oh well, here they are:

Oomph Token: Gives you three Oomph tokens.

Spritzer: Gives you a speed boost.

Paint Splotcher: Placed on the ground to make a racer skid on it. Can be thrown forward.

Baseball Chucker: Explodes when another kart is hit by it. It can be dropped behind you.

Tracechaser: Homes directly in on a kart in front of you.

Magno Flyer: Follows the course to hit an opponent ahead of you.

Shield Shell: Gives you a temporary shield, speed boost and lets you travel at top speed across slow surfaces.

Stormy Weather: Rains on all cars ahead of you and slows them down.

V. Tournaments.

A tournament consists of 4 races, and points are given depending on what your place is in each race. After the four races, trophies are given depending on how many points each person got. To qualify to the next race, you must place 4th or better. The points are 9 for First, 5 for Second, 3 for Third and 1 for 4th. To get a Platinum Cup, finish first in each race

1) Traffic Troubles

Race 1: Indianapolis

A classic raceway where Von Drake tests his cars.

On this easy race, in all difficulties, just drive along the inside of each corner and you'll be fine. You can also drive over the yellow sand and keep your speed, but not the mud. The stolen car part is hidden in an alcove just after the tunnel, do a U-turn to the left and you'll find it.

Race 2: San Francisco

A course through the steep city streets.

The same rules apply for this race: hug the inside of each turn. Powerslide early around the 90 degree turns, and use powerslides in all turns that you possibly can.

Race 3: New Mexico

A wide course with gentle turns.

Stay on the inside turns, and Powerslide round all of the corners. If you pick up a Spritzer, then at the end, instead of driving around the corner, drive straight across the grass, and use the item when you are about to slow down.

Race 4: Grand Canyon

The longest track you'll find in the game.

Just after the start, you can drive over the dusty stuff turning left on a small path that the CPU opponents also use. After you come out of the cave, there is a gap in the barrier to the left that is the start of a shortcut. Don't take the shortcut, as at the end you must travel uphill over grass to get back to the track, which just slows you down. Before the S bend, stay left, and take the first corner lightly, then pull far left on the joystick to

get round the next corner. When the track splits around the rock, go straight forward, and you can also drive over the dirt and keep your speed. Go over the zipper and round the corner to the finish.

2) Motorway Mania

Race 5: Los Angeles

A great place to test your Power sliding technique

On this course, hug the wall, driving on the green stuff all the way round. You can Powerslide if you want.

Race 6: Alaska

An icy course with a dangerous intersection

At the start, drive left between the hump of ice and the wall to put yourself in first. Exit the tunnel and pull a hard right, and drive diagonally straight towards the jump. take the jump at an angle and turn into the tunnel on the right. Exit this tunnel, hit the zipper and fly through the gaps by the ice bumps.

Race 7: Las Vegas

A course full of bright lights and shortcuts

When the light turns green, drive straight ahead and hop into the tunnel with lots of coins in them. drive as close to the walls as possible, and when you exit the building, cut the corners of the grass thing by hopping. When you turn left onto the road out of town, you can hop over the building using the ramp, but this is risky so I wouldn't advise it. By the end, instead of driving the U turn, go on the thin metal bar and hop at the end to cut out the U turn.

Note: Only take the shortcuts on Professional, Mirror, and sometimes Intermediate modes, as the kart is too slow on Amateur mode to make the jumps.

Race 8: Philadelphia

A hazardous course riddled with falling crates

On the corners, drive between the poles, and when you hit the zipper drive around the green patch to keep your speed. Don't take any notice of the crates if you are first, because you drive past them before they drop. This course copies Mario Kart so much. The hidden car part is inside the ship, behind some boxes.

3) Freeway phobia

Race 9: Dakota

A short, but challenging track

Hug the wall on the first corner, then Powerslide right, hit the zipper

to the far left, and go around the open area. On the next corner, powerslide around it, then go over the bump. Turn right, hit the zipper and cross the finish line.

Race 10: Seattle

A late-night race through city streets and storm drains.

Zoom down the hill, then go mid-left through the poles, powerslide around the corner, and take the left ramp off onto the road. Hug the left wall and go up the ramp and zoom into the sewer. Cut the corners, and when you exit powerslide left around the next corner and go over the zipper, to the finish line.

Race 11: New York

A course with many different routes.

Go around the first corner roughly in the middle, and then drive over the little path over the water. Turn left, and then at the junction turn right, and follow the path into the tunnel, in which you should powerslide around the S bend and over the finish line.

Race 12: Chicago

A race through the city's sewers.

Powerslide up the hills, and then when you get to the open bit, go up the small ramp on the left side. At the top of the hill, Hop and powerslide right, hit the zippers at the end of the tunnel, and zoom down the hill. Drive along the left wall, down the ramp, then powerslide right and follow the tunnel. Exit the tunnel, then turn right, left and over the finish line. The hidden car part is in the second shortcut.

When you win gold in Amateur, Intermediate and Professional for all three tournaments, you will unlock a 4th tournament, Victory Vehicles.

4) Victory Vehicles

Race 13: Yellowstone

A tight track with sharp turns and tricky obstacles.

Powerslide around the first turn, and down the stairs, then powerslide around the bend into the tunnel. Hit the zipper, and powerslide early to hug the inside of the corner and out of the tunnel. Hit the next zipper, and go up the hill. Stay leftish through the rocks, hit the zipper and go over the finish line.

Race 14: Washington, D.C.

A course through the gardens and narrow corridors of the White House.

Go left around the fountain, and then just before the big left turn, go into a powerslide left, and hug the inside of the turn. Go into the White

House, and after a few turns, do one long powerslide around the two consecutive right turns, and then two consecutive left turns. Powerslide out of the White House, and across the finish line.

Race 15: Everglades

A track through a swamp where the trick is to stay out of the mud

Stick to the right, then go across the small left-snaking bridge. Dodge the mud, stay on the left, then pull a sharp left powerslide. Stay on the inside of the rest of the turns, then go right past the last puddle before the finish line.

Race 16: Malibu

A course with sweeping turns and a tricky boardwalk section.

Follow the track left then stay on the outside of the right turn to dodge the sand pits, then powerslide left and into the tunnel. Powerslide around the 90 degree turns, then onto the boardwalk. Stay as far left going across the boardwalk, except for the first obstacle which you should go right around. To get the hidden car part, instead of going on the track at the start, cut across the U turn by going around the cliff. The car part is on this (long) shortcut.

To unlock the fifth and last tournament, you must find the four hidden car parts, described previously.

5) Frantic Finale

Race 17: Hawaii

A varied course that's a true test of driving ability

This course is actually easy if you know what you're doing. Powerslide around all of the corners, and dodge the coconuts. On the last corner, if someone is ahead of you, hug the inside, and if you are still not first use the weapon that you should pick up before the turn.

Race 18: Oregon

A chance to master the tightest of turns.

Powerslide early for all of the turns, and on the stream part, cut the corner on the last left turn. On the bridge, do normal turns on Amateur and Intermediate, but for Professional do powerslides. If you fall off, you've lost.

Race 19: Texas

An unforgiving course that demands total concentration

hug the inside of the corners, being careful not to fall off, the just before you enter the tunnel, do a right powerslide to successfully navigate the corner. Do a powerslide before the block in the road so not to crash,

then when inside the oil tunnel thing, do a powerslide and go all the way around the corner, and jump the gap. Quickly do a left powerslide, then follow the track to the finish.

Race 20: Colorado

A test of both nerve and skill

I HATE THIS TRACK. I had the unlimited retries cheat on to do this track so I didn't have to do the rest of the tournament again. Basically, do R&B turns around the sharp corners, but never ever do just a powerslide. If you are doing the track on professional, instead of doing the U-turn, jump the narrow gap, but otherwise drive carefully, as even doing this can win the race.

Oh, how wrong I was. I have a new and easy strategy for the corners. Just do a powerslide without holding A, and then press A again about half way through. You won't fall off and you won't come last.

To unlock Mirror Mode, Get at least gold in everything.

!NEW! Race 21: New Orleans !NEW!

This is a rather crap track, but worth unlocking for the sake of it. To unlock it, go to the practice track and go to the ranch area. Run over all the eggs that the chickens will lay, there are about 20, and then you'll hear a sound. Now New Orleans is unlocked in Time Trial Mode.

This is not a hard track, but annoying all the same. It can really annoy you if you hit the wall trying to get inside the red carpeted area, and around the second to last bend, there is a wall, so you've got to dodge that. This means I was wrong when I said the practice track was pointless.

VI. Battle Mode

This mode is not good. It is a dire rip-off of Mario Kart in every aspect. The balloons-as-lives are even there. All four arenas are almost exactly the same, and the game play is soooooo boring. The arenas are:

Dockyard- Grab some weapons, then duck for cover

White House- Use the maze of low hedges to deceive opponents

Arena- Keep moving in this open area

Steamboat- Check the course radar to find your opponents

VII. Time Trial

This is just another typical racing game mode. Try to get the fastest lap and race times by racing on your own, against a CPU ghost or your own ghost.

VIII. Practice

This is pointless. There is just an area you drive around in to 'practice'. It might be useful as a battle arena though. Here is a challenge: See how many times you can do a powerslide round and round the bridge in the central

area.

When you select Practice, you can also play a neat little slot-car game. Hold Z and use the Joystick to move the slot car. Player 2 can also do this with the other car.

IX. Secrets

Unlock Dewey: Get gold in amateur mode in the first 3 tournaments.

Unlock Louie: Get gold in amateur mode and intermediate mode in the first 3 tournaments.

Unlock The Professor: Get platinum in Frantic Finale Professional. I have had e-mails saying you get it for mirror mode, but I got it for professional.

Rainbow Goo Cheat: Get gold/platinum in the first 3 tournaments amateur.

Heckle Button Cheat: Get gold/platinum in the first 3 tournaments amateur and intermediate.

Unlimited Retries: Get gold/platinum in the first 3 tournaments amateur, intermediate and professional

Negative Coins: Get gold/platinum in Traffic Troubles Mirror Mode

Digital Speedometer: Get gold/platinum in Motorway Mania Mirror Mode

Tiny Racers: Get gold/platinum in Freeway Phobia Mirror Mode

Disable Zippers: Get gold/platinum in Victory Vehicles Mirror Mode

View Credits: (Borrrrrrrrrrringgggggggggggg) Get something in some tournament
(Sorry, I've forgotten - e-mail me if you know)

Jukebox: Get platinum in Frantic Finale Mirror Mode.

THE END (yep, that's it)

by Jonathan Mace (that's me!!!)

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