

# South Park Rally FAQ

by Earthshaker

Updated to v0.8 on Apr 28, 2000

**This walkthrough was originally written for South Park Rally on the N64, but the walkthrough is still applicable to the PSX version of the game.**

South Park Rally FAQ/Walkthrough for the Playstation, PC, and Nintendo 64.

Version 0.8, 6/26/2000

Started on 4/28/2000

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~~~~~REVISION HISTORY~~~~~  
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6/26/2000-Version 0.95- I'm working to get this one done. Unfortunately, I can't do much today due to hospital volunteer work. But, it's something, and you should be happy I'm working on it :-P

6/26/2000-Version 0.9- Is it the 26th? Ehhh.. I don't know. It's summer, what should I care? Anyway, now that it's summer, I can get back in business with my writings! Yayayay!  
(after completing update) ::sighs:: I was trying to complete this whole thing today but a lightning storm is coming, so I have to settle with completing twice as many races as I had before, plus two more :-)

5/6/2000- Version 0.85- A minor update. I've been so busy playing rentals and sweating my butt off that I really haven't been able to do much else. Don't worry, when I finish opening my pool today you can expect to see more updates...

4/28/2000- Version 0.8- This is the first version of the FAQ. I ran out of time, so I didn't finish the Championship Mode races, (as a matter of fact, I barely started them.) Items and tracks are done, though.

=====  
~~~~~INTRODUCTION~~~~~  
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I'm tired tonight, so just a short introduction. South Park Rally is simply the best racing South Park game released so far, as it actually has more replay value than the other two games! IMO, it is on par with Mario Kart as a great racing game! Plus, the hilarious voices we all know and hate/love are in here, which is South Park's main charm. And one final note before I start... since this IS a South Park game, I'm sure none of you will be offended by some cursing (anything censored on the Message Boards at GameFAQs will remain censored here as well.)

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~~~~~ITEMS~~~~~  
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This section describes each of the items you can collect in South Park Rally, and use to make your opponents go into a cursing frenzy while they fly through the air.

\*^\*^\*^Yellow Box Items^\*^\*^\*

MR. MACKEY'S BALLOON HEAD- Pressing Z with this selected fires a rainbow-colored peace sign straight ahead of your car. If a player gets hit with it, his or her head will expand and his car will float above the earth. After a sudden drop, the player has some majorly reduced speed.

- It's got an average firing time between uses.
- You only get one per box.

PUKE- Press Z and you blow chunks behind your car. If anyone runs over this puddle of yellow matter, they slow down dramatically and lose control of their car. This lasts until the puke comes out of the tires.

- The firing time between these is terrible.
- You get two per box.

MR. HANKEY- This is an immediate pickup. The moment it is activated, Mr. Hankey circles around your car and will absorb a hit from a weapon or a bad effect item (like Pinkeye and Spooky-Vision.) He disappears once this happens.

KITTY- Bad Kitty! Pressing Z launches the feline terror forward. She will hone in on the nearest car and become a whirlwind. This whirlwind is the exact same thing as the earthquakes in the Volcano: it will slow the person down and only allow him/her to steer when he/she touches the ground.

- The firing time between these two is EXCELLENT!
- You get two per box.

\*^\*^\*^Purple Box Items^\*^\*^\*

WEIGHT GAIN 4000- Beefcake! This is an immediate pickup. The moment you pick it up, your driver grows and shrinks. If anyone touches your driver, he will go flying as if he had hit the School Bus, Bulldozers, or Booktastic Bus.

EXPLOSIVE DIARRHEA- As Ike says, "Poopy!" Hitting Z drops a pile of watery feces on the ground. Hit it, and an explosion ensues, followed by your car flying through the air. It's great for setting traps.

-The firing rate between these is average.

-Three per box.

ANAL PROBE- Cartman's greatest fear! Hit Z, and this thing comes out of your rear end and fires a laser. If anybody gets hit by it, they get stopped short and begin singing with a disturbing face. This could be one of the best pickups!!

-The firing rate between two or more of these is terrible.

-One per box.

\*^\*^\*^Red Box Items^\*^\*^\*

TERRANCE TURBO- Toot toot! You get a minor speed boost when you pick this up. It fires immediately, and can be found in Terrance boxes around the courses as well.

RATS- They're what drag away Kenny. Time to repay the favor by hitting one! That's not a good thing though, because your car begins acting like you are driving on ice, while the blood stays in your tires.

-The firing time between rats is EXCELLENT!

-You get three in a box.

CHEF'S SALTY CHOCOLATE BALLS- This is a straight-firing projectile. The salty chocolate balls aren't good for much, except for knocking items necessary to win in championship mode loose.

-The firing time between these are okay.

-You get three in a box.

HERPES- Firing this launches Frida the hooker to chase after the nearest car. If it connects, that player gets red dots all over his screen, which will not go away for the rest of the race.

-The firing time between each Frida shot is okay.

-Only one virus-inducer comes in a box.

\*^\*^\*^Green Box Items^\*^\*^\*

CHEESY POOFS- Cheesy poofs kick ass! These are like Salty Chocolate Balls, except a cluster of them fire at once, and each one bounces off of each slope it touches. Anyone who gets hit, goes flying!

-The firing time between these is good.

-Three of this useful item comes in a box.

MEXICAN STARING FROG- The best mine IMO! Drop a Mexican Staring Frog behind your car and if anyone gets within a large radius of it, the frog will send out a shockwave, and anyone who gets hit by THAT will have their car turned to stone, which cuts its speed and control WAY down.

-The firing time between these is average.

-Only one of this item comes in a box.

PHILLIP PHART- A VERY nice pickup. Press Z and a cloud of gas erupts from your rear end, and speeds your car up considerably. Unlike Terrance Turbo, you can save these for later.

-The firing time between these is terrible.

-THREE of these items come in a box.

UNDERWEAR GNOMES- Launch these and little gnomes sing while chasing after the nearest car. If they touch a car, they will steal all of the items on that character. It can definitely get annoying, if people launch them at you!

-The firing time between these is okay.

-Two of these items come in a box.

\*^^^Blue box items^^^\*

WATER BALLOON- This mortar-like item fires forward from your car, and when it hits the ground, it explodes into a blue shockwave. This shockwave will push anybody but you away. Unfortunately, this isn't very useful, because it does not stop you, merely hinders you until it disappears. Hold down Z, and the balloon launches farther.

-The firing time between these depends (on if you tap the button or hold it.)

-Two of these items come in a box.

FAKE COW- Anybody who goes on a cow ramming spree will definitely hate this item... rather than flying away, it explodes, and launches the person airborne!

-The firing time between these is okay.

-Only one of this item comes in a box.

CAFFEINE- This is an automatic pickup. Blue skids follow your tires, and speed you up, and it seems to last a bit longer than the farting pickups.

SPARKY THE DOG- The gay dog fires from your car with Z, and chases the nearest car. While it moves slowly, if it touches a car, it will begin to \*\*\*\* it, and that car will be stopped short for a LONG time.

-The firing time between these is bad/okay.

-Two of this item comes in a box.

\*^^^Other items^^^\*

Spooky-Vision!- This comes in a random box. Five semi-transparent pictures of Saddam Hussein fill your screen. It's incredibly annoying, but learn to avoid it. If you have Mr. Hankey before you hit a box with Spooky Vision,

Pinkeye- This rare item comes ONLY in its own box. This is like a variation of the thunderbolt in Mario Kart, except longer lasting, and a little different. Drivers will turn around and drive in reverse, so their steering is reversed as well. They will also move much slower. It's particularly useful on Turkey Day.

Cupid's Equipment- The bow and arrow are the key to winning the Valentine's Day Race. You pick up the bow and arrow, then shoot everybody with it. It's kind of like an unlimited amount of Salty

Chocolate Balls.

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~~~~~RACEWAYS~~~~~  
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Simply put, these are the descriptions of the eight raceways in South Park Rally.

\*^\*^\*^THE CITY^\*^\*^\*

The city is the first place unlocked. The starting point is at the southernmost point, and if you follow the road forward, you will find a circle, which is where you will be A LOT. Running horizontally through the center of the city is the railroad track, and north of the tracks is a large open area with rampaging snowplows. On the southeasternmost point of South Park is a square, with a parking lot in the middle. In this square is normally the 3rd checkpoint.

\*^\*^\*^THE FARM^\*^\*^\*

Once you reach the Cow Days race in Championship Mode, you unlock the farm in multiplayer mode. There are four barns along the perimeter, and one in the center, along with a chicken coop. In the northwestern point is a useful open area with a bull in an enclosure, and at the northwestern point of THIS area is a pinkeye box! Be careful of the farmer that drives around maniacally!!!

\*^\*^\*^BIG GAY AL'S BIG GAY ANIMAL SANCTUARY^\*^\*^\*

Once you play Valentine's Day in Championship Mode, you unlock Big Gay Al's pad! There is a big rectangular section in the center, which has some furniture, blaring radios, and a swimming pool! (Don't dive in though.) On the northeast wall, there is an entrance to the dance floor, and on the northwest wall, there is an entrance to a skating rink! The starting point is at the end of the Big Gay Boat ride, which runs through the north track. Most of the southern part is outside, with a big area in the center, and two towers in the other open areas. By the towers are two ramps lined by Terrance boxes. Upstairs is a giant balcony, and at the intersection here, there is a secret passage. It leads somewhere in the Big Gay Boat Ride, where you exit via a pass-through painting of a figure skater.

\*^\*^\*^THE SEWER^\*^\*^\*

You unlock this after playing Spring Cleaning in Championship Mode. The sewer is the most basic racetrack, but it's still fun. It is basically a large oval, with a square of tunnels in the center. At each corner of the square is a large open area. In the northwest area, you can use Terrance boxes to go flying up a ramp and into a UFO, which leads directly into the four open areas!

\*^\*^\*^THE FOREST^\*^\*^\*

Open the Read-A-Book Day race in Championship Mode to unlock this. This place includes two bridges across Stark's Pond- one is a paved road, the other is a natural bridge. There are cemeteries and buildings scattered about, but most of interest is the area with teepees, because in Championship Mode, this is where the checkpoint appears... both races. In the southernmost point is the petting zoo, where chickens, lollipops, or other items normally appear.

\*^\*^\*^THE MOUNTAIN^\*^\*^\*

The Mountain becomes unlocked when you play Easter in Championship Mode, and is the LARGEST and most confusing area in the game. Most of note are the railroad tracks, the large center area, the bridges over water, and the northern area. Starting in order: the railroad tracks have entrances behind the starting point and the east side of the large center area. The large center area itself is a great place to hang out, because items appear en masse there. The bridges over water are to the east of the center area, and is a major place to pass through. The northern area is a large open area, and the northernmost road leads to a jump where, if you miss a Turbo, you will definitely fall into a gap. Head west to exit to the center area.

\*^\*^\*^THE VOLCANO^\*^\*^\*

This is the most annoying track, which opens when you open Memorial Day as a race in Championship Mode. There are random spurts of lava all around the track, and if you touch it, you will dissolve and appear elsewhere, as if you fell very far or fell in water. This leads to an annoying glitch, where you may keep driving into the lava until A.) the race ends or B.) someone hits you out of the cycle. As for the layout of the track, there is a major "circle" around the outside of the volcano, with pitfalls to the outside of the mountain (don't drive too close to the edge! This perimeter leads into several openings into the volcano, with the northernmost one leading to another, smaller oval with a crater of lava, and a bridge on the west side leads to an area in its center. There are other minor tunnels in here as well.

\*^\*^\*^THE GRIDIRON^\*^\*^\*

You only get to play this in multiplayer, and only during the scenario Ass Battle. All it is is a football field with item boxes at both sides, behind the goalposts. Nothing else special.

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~~~~~THE SCENARIOS~~~~~  
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These are all the races in Championship Mode, in order. I only have time to do the first one tonight, but I'll catch up on the other ones next update.

RALLY DAYS #1- This is just a normal race, set in the City. Drive forward into the circle, and head to the left, over Checkpoint 4 (nothing happens yet!) Go over the bridge of the railroad, and follow that road to the open area. Checkpoint 1 is here. Follow the road some more to the railroad crossing, where Checkpoint 2 is located.

Cross the railroad, and ignore the right turn. Continue until you see the left turn: take it. Follow the curve, hitting the turbo, and follow the curve until you see another left. Check it, and go around the square. In back is Checkpoint 3. Keep following the square, and once you leave, go forward (you should see the starting point under the tunnel.) Continue to Checkpoint 4, which is on the left side of circle, like I mentioned before. To win, you have to repeat this cycle two more times, but be the first to cross Checkpoint 4 a third time.

SECRET COIN- Go behind the buildings on the outside of Checkpoint 3's square. It is there somewhere.

UNLOCK- Get the Cheat Sheet by not collecting any item boxes, but winning. May be a bit tough to get, because you may slip up and forget to not grab a single box.

RALLY DAYS #2- This race is also set into the city. However, this is not a traditional race: you must find the Rally Days trophy and take it over checkpoints 1, 2, 3, and 4 in numerical order. One great tactic to win this easily is just to cruise around town, picking up Anal probes and or Sparky items, then waiting by checkpoint 4 for the trophy holder. You can then freeze him, ram him to grab the item, and cross the checkpoint for the win. But, if you'd rather take it over the other checkpoints by yourself, I'll let you know a minor walkthrough. The trophy is at the northern point, where the snowplows are on the roads (look for the blue rings surrounding it.) Run into it to pick it up, then head to the road connecting the right part of the circle to the easternmost point of the railroad track. Checkpoint 1 is here. Now, go to the square in the southeastern part of town, where Checkpoint 2 is (in the same location where Checkpoint 3 was in Rally Days #1.) You should know where Checkpoint 3 is, because it was in the same area as the trophy. Finally, Checkpoint 4 is right behind the starting point.

SECRET COIN- Go onto the railroad tracks. In one of the two tunnels (I'm not sure which side.) is the coin.

UNLOCK- Get the English sissy Pip by collecting the trophy, crossing Checkpoint 1, losing the trophy, then gaining it right before Checkpoint 4 and crossing that. You can unlock Mr. Garrison, too, if you cross over all four checkpoints yourself.

COW DAYS- Contrary to what the mayor says, secret government research went terribly wrong, and now every racer has mad cow disease! Even more unfortunately, there is only one cure, and it takes two minutes to take effect! So naturally, the racers are fighting tooth and nail on the Farm for it. If a racer has a green arrow over his/her head, he/she has the cure! Go ram them or hit them with a weapon. The former will give you the cure automatically, Once you have the cure you will have the red or green arrow over your head, indicating you have the cure, and also indicates that everyone will chase you. NOTE: If you have the red arrow over your head, the racers will still chase you, but until it turns green, you can not lose the cure.

SECRET COIN- Check the corners of the barn filled with hay. It's wedged between a large haystack and a wall.

UNLOCK- You can get Bebe by intentionally losing... but wait, there's more! You must NOT touch the cure at all!

VALENTINE'S DAY- Ah, love is in the air (but at Big Gay Al's place, that's not necessarily a good thing :-X). The racers must scramble to find a bow and an arrow, then shoot all of the other players with them, like a normal attack, except it is unlimited in ammo. My advice to you? Cruise the track first, because it sometimes takes a while for a racer to get both a bow AND an arrow. While doing this, you can find

the secret coin and attempt to get the three Golden Cows. But, once somebody has both the bow and the arrow, abandon those pursuits and go find them. Careful that they aren't driving at you, or you'll be hit!! Instead, chase the person with the bow and arrow until they turn around (you can tell who it is because they have a green arrow over their head.) Once the person turns around, ram them with your car! You'll obtain both the bow and the arrow, and will be able to hold on to it for a three-second "invincibility" period. Use the opportunity to shoot one or two people that are chasing you, then hightail it! Lead a wild goose chase around Big Gay Al's, collecting any Golden Cows you may have missed, or the secret coin. Once you've had enough collecting, find a safe place and shoot the other poor bastards (don't forget, ones you haven't shot yet have blue arrows over their heads.) Be the first to shoot all five people and you win!!

SECRET COIN- You can find the secret coin by going to the dance floor's entrance to the Big Gay Boat Ride. In the boat ride, turn around, and you'll see the coin in plain sight, next to the Dance Floor reentrance.

UNLOCK- Well, you can Stan's terror of a sister, Shelly, by finding the three golden cows scattered around the level. Two are on top of the two towers outside (kinda hard to reach, you have to launch yourself off of the ramps upstairs at an odd angle) and another one is in the secret passage. This passage can be entered from upstairs (just head into the left wall at the intersection where you can find the bow) or behind the picture of an ice skating figure (I've heard that is Brian Boitano on the ice skates, hmm.)

SPRING CLEANING- Cartman's Mom/Dad has generously provided three pairs of dirty underwear for the racers to pick up and carry across three checkpoints, which represent wash, spin, rinse, and dry. To win at this, you must carry at least one pair over all four checkpoints, in order, THREE TIMES. And be careful, someone may steal your underwear. My advice to you: immediately turn right at the start, and go in that tunnel. Then, when you zoom out of it, immediately turn left. You should be able to pick up a pair of underwear. Now, just keep going around the square of tunnels, and you should win easy, providing somebody doesn't sic Sparky on you. (God, I hate that dog.) You really shouldn't go out of your way in this race, or you'll lose. Easy as that.

SECRET COIN- If you DO choose to go out of your way in this race, then you can find the secret coin by the ramp that shoots you into the UFO.

UNLOCK- The coffee-maker's son, Tweek, can be yours if you just drink his caffeine. Over, and over, and over again. I'm don't think the other speed boosts work though. You can also unlock the school's guidance counselor with an m'kay salary by winning this race without losing any races beforehand.

READ-A-BOOK DAY- Illiteracy is up in South Park! Oh no! So, the Mayor decides to put all the town's chickens at risk by proclaiming the day Read-a-book Day and granting temporary release to Chicken Lover. Your job is to collect ten chickens and deposit them at the police station checkpoint in the forest. However, you can only carry four chickens at a time. My advice to you would be: grab the secret coin behind the start first, and head to the checkpoint. When there, pick up as many purple or green boxes as you can until you find an alien probe or Sparky. Then, wait around by the checkpoint for people with four chickens to come your way. When they are approaching you, zap 'em so they stop short, then hit 'em with your car, turn around, and deposit the chickens. This will be bound to get many, many people ticked off at you if playing with friends, but you're playing against the computer right now, so who cares?

SECRET COIN- Turn around from the starting point, and head down the bridge a bit. You should see it right away, but getting it is tricky. You have to turn on JUST the right angle to get behind the toll booth.

UNLOCK- Our favorite fat-ass, with authoritah, can be yours, if you just abuse Chicken Lover. That's right, abuse him. Take any weapons you find, and just kick the crap out of him. Hit him enough and you should be able to get Cartman Cop.

EASTER- This EXTREMELY hard race takes place on the Mountain. There are many different strategies to winning this, but what I normally do is go into the square area and drive around in circles, checking the dots on my screen to see where any eggs appear. If none appear for a while, I make one run through the train tunnel and go back. It's a very easy strategy, but watch out, because every now and then one of those evil item/egg-stealing bunnies will come for you in the square area. Other areas you can hang around in are: in the gap beneath the jump, and the northernmost points (beware of bunnies!) Once you have collected twenty eggs, you win.

SECRET COIN- So easy a location, yet so easy to miss! Drive up the right hill of the starting point, and to your left, you should see it.

UNLOCK- Ned, the electronic voicebox user who was a war hero, can be yours, if you pick up LOTS AND LOTS of speed boosts.

PINK LEMONADE- Ah, one of my favorite races! In this race, players must deliver Pink Lemonade to one of the tables (checkpoints) scattered around Big Gay Al's Sanctuary. The first one to reach a checkpoint deposits one of their glasses, and another table then calls in an order. Players must then scramble to reach that table. First player to deposit all glasses wins. The checkpoints are found in these locations: 1. Upstairs, on the intersection overlooking outdoors (by the place where you find the bow and arrow). 2. Inside one of the two towers. 3. Inside the other of the two towers. 4. Inside the Big Gay Boat Ride. My advice to you: go all out to reach checkpoint one first. Once you hit, a random checkpoint will be selected. If it is two or three, drive off the edge of the corresponding ledge and quickly drive into the tower. If it is four, then cut through the secret passage to get there A.S.A.P. Basically, however, if you see that people are a lot closer to the called checkpoint then you, ignore it, and get to a spot where you can easily access two or three checkpoints (on top of checkpoint 1 is ideal.)

SECRET COIN- Go up the ramp in the main room (with the pool and volleyball court) and drive through the tunnels, until you find the Mr. Hankey Box. The coin should be right near it.

UNLOCK- Not much to unlock here, just the big gay pansy, Big Gay Al. Get him by winning the race without losing any beforehand.

Other races (descriptions still must be written)

MEMORIAL DAY- Aliens have overrun South Park! Ahhh! ...So what else is new? Your main goal here is to find the laser hidden somewhere in the volcano stage and charge it up, bringing it across all four checkpoints. It is much like Rally Days 2, except that you have to carry it over all four checkpoints yourself to win (for example, you steal the laser after somebody takes it over checkpoint 3. You have to go find checkpoint one yourself, but if the person who originally had the laser grabs it, then they can head for checkpoint 4 and win the race.) It's a bit confusing, especially with the earthquakes in the Volcano, but it isn't too bad. Checkpoint locations: 1. In the area across the bridge and down the ramp (from the giant crater). 2. On the little island in the middle of the giant crater. 3. Outside, on the north side of the perimeter. 4. In the room with funky mushrooms and

visitor pictures.

SECRET COIN- It's hanging RIGHT on the edge of a cliff by the laser.  
UNLOCK- You can unlock the alien Visitor by finding both potpies. One is on a narrow path between the bridge and checkpoint 4, and the other is on a small raised area, which you can access by going to the downhill ramp but staying VERY CLOSE to the left edge. Follow the curve and you have it. The other person you can unlock is Mr. Kick-the-Baby, Ike. To unlock him, you have "kick" yourself with a speed boost up onto an airplane wing, where there sits a Golden Cow.

These need updating, and will be when I find the time.

4th OF JULY

HALLOWEEN

THANKSGIVING

CHRISTMAS

MILLINEUM NEW YEAR'S EVE

=====  
~~~~~THANKS~~~~~  
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I'd like to thank Yutz, because using his FAQ, I was able to unlock many secrets in this game. So, I'm giving him credit for many of the secret characters and a few secret coins :-)

Thanks, Trey Parker and Matt Stone, because without you two, there never would have been a South Park.

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~~~~~REPEAT COPYRIGHT AND A QUOTE FROM CARTMAN ~~~~~  
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South Park Rally FAQ/Walkthrough for the Playstation, PC, and Nintendo 64.

Version 0.9, 6/26/2000

Started on 4/28/2000

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And now a quote from our favorite fat-ass, and I'm sure you won't be offended if you have even opened this FAQ...

"Next time you do that, I'm gonna chop off your wee-wee... annnnnndddd... put it on some bread... annnnnndddd... feed it to Kitty!