

Star Wars: Episode I Racer FAQ/Walkthrough

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This walkthrough was originally written for Star Wars: Episode I Racer on the N64, but the walkthrough is still applicable to the PC version of the game.

Star Wars Episode I Racer

By biggs_darklighter

Hello and Welcome, this is my extensive FAQ on Star Wars Podracing. I hope you find it useful, and that it may apply to your game as it does to mine. I am a very proud writer, so on a polite term I do not expect to see this posted on any other site as detailed in the legal disclaimer.

Also, I do refrain from cheating at the best of times, using them only when in great need, or just to muck around with. This FAQ not only includes a description on each world, track, racer, upgrade or secrets, I have also posted some cheats and tips on glitches that you can use.

Happy Reading!!!

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1.1 - Legal Disclaimer

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1.2 - Other Requests

I urge you to tell me if you find any incorrect information in my FAQ, as I want it to be as efficient for users as possible. I will gladly accept helpful emails, and I may even reply with thanx for it. Or if you find this FAQ on any other site. Cheerz, BIGGS.

1.3 - Introduction

Star Wars started in 1970's with George Lucas (a genius) creating a movie called Star Wars. A phenomenon, popular demand brought George Lucas to creating another two movies to create a trilogy. These movies were box office records under two weeks of viewing. But it wasn't until 1999, when George Lucas revealed the first in another trilogy, when the action began. An awesome movie in itself, Episode One brought not only the old Star Wars fans, but younger ones to experience the overwhelming story once again. The highlight of the movie: Podracing. And that's what this game is about. Racing in 23 different racers, in 25 different tracks, this game brings a new meaning to Nintendo 64. Enjoy...

1.4 - Controls and Navigation

Controls

A =	Acceleration
B =	Brakes
C Up =	Change camera veiw
C Down =	Look behind Pod
C Left =	Turn Pod vertically left
C Right =	Turn Pod vertically right
Z =	Skid
R (hold) =	Repair engines
R (tap twice) =	Insult other Pods
L =	Change map (birds eye, birds eye 2, long map, around the screen map)

Navigation - At start menu

Tournament: Where you can race for Pod's, buy upgrades and pit droids, and aquire money. This is the only way to unlock other tracks, racers and upgrades. You can't decide how hard the other racers are going on you.

Free Race: This is just a relaxed place for you to get better skills and experience, but you can't unlock tracks or racers. You can decide how hard the racers are going though, and you

can race in any track as long it's unlocked on your game.

Time Attack: This is where you go to make time records. Rules apply for Free Play, but your time is recorded.

2 player: Obviously, this is where you go to play with a mate. You can decide how hard the racers are going, how many racers (0,2,4,6) and the AI racer's speed. You can race in any track as long as it's unlocked on your game.

Language: You can change the language from English, Dutch, and French.

Navigation - At Game menu

Start Race: Where you can start the race you have chosen. Once you select this, you have to quit to get back there.

Inspect Vehicle: This is where you can inspect your driver, pit droids, engines and cab by moving around it and zooming in.

Veiw Upgrades: Here, you can check how healthy your upgrades are. You can go to Watto's shop by a shortcut and replace them.

Junkyard: In here is old, second-hand junk that is quite cheaper, but less reliable. There aren't many upgrades in here.

Buy pit Droids: Go in here to buy Pit Droids. You can only buy three however.

Change Vehicle: Use this to go back to the select vehicle screen.

Options: This just has the audio controls and visual controls. Also, here you can change from Hi-resolution or Lo-resolution. For Hi-Resolution you need an expansion pak.

2.1 - World Descriptions

These are all the worlds you may visit in Star Wars: Episode I Racer. They will occur two to three times during gameplay, most likely in different curcuits. I have listed them in order of Appearance.

Tatooine: This is Anakin's homeland, which only occurs twice in the whole game: Boonta Eve Training Course, and the Boonta Eve Classic. The terrain is mostly desert, with few features.

Mon Gazza: Home to an industrial wasteland, you will experience fiery caverns, industrial sites, cranes and possibly jumps over red hot lava pools.

Ando Prime: Rather like Hoth, Ando Prime is covered in ice and snow. Ice proves a little problem with traction, so make sure you head in the right direction before you enter the Ice.

Aquilaris: This is a world which will take you from surface to sea, bringing with it many dangers, such as opening and closing gates, and the dreaded city.

Malastare: This world is like nothing seen before, with pools of Methane and

long jumps, plus high speed and tight turns. You're in for a rough ride.

Oovo IV: This world is located on a series of asteroids, right in the middle mining. Including anti-gravity tubes that allow you to exceed speeds of 1000 mph!

Ord Ibanna: This world is a gas giant, and you are flying on floating peices of junk with a bottomless drop beneath you. Be careful though, as ironically, there a lots of jumps!

Baroonda: This planet (like Yavin 4) takes you through fauna and flora, with many variations of terrain. Ocean, forests, sand dunes, rocks, lava, rivers, and swamps. There are 4 in the game.

2.2 - Track Descriptions

There are 25 tracks (7 in the first curcuit, 7 in the next one, 7 in the last one, and 4 in the bonus curcuit). Although worlds appear more than twice in the game, the terrain is much different in each one, offering an interesting race every time. I have displayed the name of the: Track Favourite, Description, Rating for hardness (out of ten asterists), Obstacles, World and tips for winning.

* = You can't unlock this podracer in that race

+ = You have already got this Podracer

Amatuer Racing Curcuit

The Boonta Training Course.

Description : This is practically the most easiest course in the whole game. If there's any action, it's crashing into the breakable rocks near the end. Yeah!!!

Track Favourite : Sebulba*

Rating : *

Obsatcles : The small closing at the end of the canyon

Tips : Just boost whenever you can to make the race go faster. You're going to win anyway.

Mon Gazza Speedway

Description : No harder than the first one, this doesn't really live up to it's name. It is sometimes possible to even lap four or five pods on this one. Once I lapped all of them.

Track Favourite : Teemto Pagalies

Rating : * (and I'm being generous)

Obstacles : The advertismment column thingies in the middle of the track. Just stick to the side of the track when approaching these.

Tips : Tips? What tips? You don't need no tips! Watch out for columns.

Beedo's Wild Ride

Description : This is a larger jump from ridiculously easy to quite easy. There are frozen lakes, icicle caves, and even a big shortcut (at the start on the second lap, there is a tent with an opening. Go down here (careful on the ice) and emerge just before the bridge).

Track Favourite : Aldar Beedo

Rating : ** and a half

Obstacles : Ice bergs in frozen lak, Icicles in caves, deep ravines after the frozen lakes and strabge rock formations in the canyon before the bridge.

Tips : Don't try and boost near concealed corners where you don't know whats around them, try and drive in a straight line in the frozen lakes, and don't try and be a hero in the icicle cave, as you may meet the same end as Ratts Tyerell did in Episode One.

Aquilaris Classic

Description :This is a pretty cruisy trip from earth to water, you may see a republic cruiser flying around, and even a Gungan sub swimming about. Use your long peroids of straight race track to concentrate on insulting your opponents! Or boosting.

Track Favourite : Clegg Holdfast

Rating : **

Obstacles : Opening and closing gates (they are such a pain in the neck).

Tips : On the first lap, when you come to the gates, go right on the first set, then quickly change to the left gate on the second set. For the second and third laps, go left and then right. If this doesn't work (SORRY!) because it works on mine.

Malastare 100

Description : This world is a rocky wasteland with nothing pleasant. It has a green methane pool, and a shortcut (See tips). Not very interesting.

Track Favourite : Dud Bolt +

Rating : ***

Obtsacles : A big jump and a really tight curve after that.

Tips : For insurance, boost just before the jump, but pull back analog stick for the best fly over. Brake immediately, and use your skid to manouvere around the tight corner (took me more than ten goes to perfect).

Vengeance

Description : Have your wits about you on this one. Rotating crankshafts, rotating gates, anti-gravity tunnels, 1200 mph: this looks like fun!

Track Favourite : Fud Sang

Rating : *** and three quarters

Obstacles : Rotating crankshaft (the funny plus looking things going round and round), rectangular gates that rotate at the worst of times, and rocks in the anti-gravity tunnels.

Tips : In the rotating crankshaft bits, try and go around the bits sticking out. Stay in the middle of the path while going through the gate, and in the anti-gravity tunnels, just don't go too fast and dodge them.

Spice Mine Run

Description : Ever been in an underground coal mine? This comes pretty close to it. Meet giant cranes that would like nothing better than to crush you, and conveyor belts that either speed you up or slow you down.

Track Favourite : Mars Guo

Rating : ***

Obstacles : Cranes, buildings and walls.

Tips : When you reach a crane, it is possible to go underneath it, but for safety reasons, I recommend that you go around for your first tournament race in this one. When you come to the conveyor belts, the left and middle ones make you go faster, and the right one slows you down.

Semi-Pro Racing Circuit

Sunken City

Description : This is NOT a cruisy course like it's prequel, in fact it's anything from it. I think it tricks you into taking this one easy like the last one, to show you the surprises it holds.

Track Favourite : Bullseye Navior

Rating : **** and a half

Obstacles : Opening and closing gates, buildings and those wall things with an arrow on them.

Tips : For the gates, refer to Aquilris Classic, for the buildings, just go easy on the speed, and for a big big big shortcut, when you come to the bit where there is a smallish tunnel to your left (a few corners before the buildings), go through the tunnel and hold your Analogue stick left. You will crash into the side of the tunnel but when you come to a gap, you

will pass through it. Manouvere through the buildings and resume course when you emerge near a large black building. CAUTION: It is very easy to emerge from the shortcut and go the wrong way.

Howler Gorge

Description : This is not like the original either. There are more twists and turns involved and there are many different tracks you can take. There is a large frozen lake and a place with many rock formations.

Track Favourite : Ratts Tyerell

Rating : **** and three quarters

Obstacles : Icicles, rocks formations, ravine and large rock walls.

Tips : For the icicles, some you can break, some you can't. It should be apparent which ones you can and you can't. I advise you take all the left routes at the first half of the track. When you come to the place after the frozen lake, go down the trenches to save trying to squeeze through the gap in the rock walls.

Dud Derby

Description : This is much like its former, but this time, if you crash, 9 times out of ten you won't get back in front.

Track Favourite : Elan Mak +

Rating : ***** and a half

Obstacles : Walls that look like shortcut entrances, rocks sticking out of the ground

Tips : If it gets too dark, follow the lights to help you get back on track, and watch out for ignited methane gas, which can come from other pod's engines.

Scrappers Run

Description : This is the first of the Ord Ibanna races, so keep your spirits high, that's where you will be racing: High.

Track Favourite : Wan Sandage

Rating : ****

Obstacles : Bottomless gaps in the track, walls

Tips : This is a relatively easy course, as well as an interesting one. My best tips are that you should stay on track, and hold the analogue stick down while going over the final jump.

Zugga Challenge

Description : Things in this track try and kill you. It is quite long but also interesting...on your first lap. Then it's just like watching static tv for 2 hours. Enjoy!

Track Favourite : Boles Roor

Rating : ****

Obstacles : Cranes, cranes and more cranes.

Tips : If your using Wan Sandage, this course should be a breeze. Just watch out for those killer cranes.

Baroo Coast

Description : This is the most beautiful, most natural, most deceiving develish and nasty course on the Semi-Pro...well not quite. But it IS deceiving. Just when you think: "Yes! I've won...crap!"...

Track Favourite : Neva Kee

Rating : **** and a half

Obstacles : Columns, twisty turns and a nasty headache.

Tips : Not much to say but perhaps try skidding to get around those grunty turns in the forest. And when you come to the ocean, YES you can go on water (Yay!) but it slows you down heaps and you probably won't win if you're dawdling on the water.

Bumpy's Breakers

Description : It's name says it all.

Track Favourite : Ark 'Bumpy' Roose

Rating : *****

Obstacles : Tight tight turns, opening and closing gates, and many many more...

Tips : For the turns, again use skid (it might help), and for the gates refer to Aquilaris Classic. Also the third time you go around, you may see the ground shake, and a ravine will appear. A bit useless as you don't get to go over it (it happens after you pass it).

Well, that's it for Part 1 of Podracing, any normal person would take a break, but if you're that crazy about it, fell free to read more about Part 3 & 4. They are getting SOOOO exciting!!! And, also if you haven't upgraded your podracer by now, 1: I congratulate you for getting this far, and 2: you probably should if you want to come even 6th in the next race: ... but I'm not going to tell you what it is, you'll have to find out for yourself. HAPPY RACING, BIGGS DARKLIGHTER.

Galactic Podracing Curcuit

Executioner

Description : Boy it's an executioner alright. And, it's very very long.

Track Favourite : Slide Parimiter

Rating : *****

Obstacles : Rocks in the anti-gravity tunnels, large buildings in the middle of the track. And on this one in narrow parts, podracers themselves become a hazard.

Tips : Try and stick to the middle when you can, but watch out for the buildings that sit in the middle of the track. Also, shortcuts will probably end up being more lethal than the normal track at the worst of times. There is a rotating gate (make sure you try and go through the middle of it).

Sebulba's Legacy

Description : Another malastare course, be prepared for lots of surprises, as this is the course with the most shortcuts...and the most longcuts.

Track Favourite : Sebulba*

Rating : *****

Obsatcles : Sebulba's flame jets (4 times out of 5 they don't get you), and rock formations.

Tips : Try this course on Free play first about 2-3 times right through. Then, when you think you know which is a shortcut and which isn't, beating this course shouldn't be too hard.

Grabvine Gateway

Description : Is this course even possible? If it is, it's damned hard to beat. This is probably more difficult than the Boonta Eve.

Track Favourite : Anakin Skywalker+

Rating : *****

Obsatcles : Too much to count on two hands. Rocks, trees, sand dunes, columns, walls, deceiving swamp things, etc...etc...

Tips : It took me five weeks to beat this one, and my pod had full turning, accell, and traction. The trick is, to get in front, and stay in front. Like I'll mention in the Upgrades section, it's okay to crash as long as you have above average acceleration. Once you fall behind, you will probably continue to fall behind until you reach 12th. When you hit the swamp, stay in the middle of the track, if you play this in Free Play, it helps to memorise the bits where you can't see anything. At the squiggly bit, slow down a bit, but keep a speed high enough to keep in front. Skid sometimes helps as well. Good Luck people, you're gonna need it.

Andobi Mountain Run

Description : Wow, you actually made it! Anyway, this race is quite
cruisy, until you come to the end. If you play Howlers
Gorge a lot (my favourite track), this one should be easy,
but for those of you that don't find it easy, well, listen
up.

Track Favourite : Mawhonic

Rating : *****

Obstacles : Stalagmites, stalagtites, ice formations, buildings,
frozen lakes, small openings...

Tips : The start is like Howler Gorge, so stick to the far left
routes. Podracers here are tail gating you most of the way,
so when you come to the large jump that goes down to the
frozen lake, boost. Start turning left before you hit the
frozen lake, so you can zoom through the tiny opening
gracefully. NOW, if you have AWESOME turning, when you come
to the intersection, take the far left. If you don't, I
seriously advise against it. Try the middle. Once you're
through here, It's just a stroll in Andobi park.

Dethro's Revenge

Description : Whoever Dethro is, he has the best way of getting revenge.
Rather like Scrappers Run, but way harder. This course has
levels...

Track Favourite : Ody Mandrell +

Rating : ***** and three quarters

Obstacles : Jumps, these things that you have to go under with lights
on them, and worst of all, Ody Mandrell himself.

Tips : It's hard to say, I think just trying to stay on course
(however impossible is) is the best advice I can think of.
Oh, and go to the bottom level, it's the best way (for me).

Fire Mountain Rally

Description : Ebe Endacott used to be my favourite racer...Well he
certainly ain't now.

Track Favourite : Ebe Endacott +

Rating : *****

Obstacles : This course has the same obstacles as Grabvine Gateway,
except in reverse order of appearance.

Tips : Not much...refer to Grabvine Gateway (except this course
is backwards) and watch out for the water fall as there's
a jump behind it. Pull the analogue stick back for safe
jump.

The Boonta Classic

Description : If you've been anticipating this course with excitement, you will be dissapointed when it takes you a month or so to complete it. It's no that it's hard, it's just that the length of it doesn't occur to you until you cross the finish line 11th or 10th.

Track Favourite : Guess who? Sebulba!!!

Rating : *****

Obstacles : Tusken raiders, lots 'n' lots of rocks, a jawa sandcrawler, arches, laguna caves (stalagmites and stalagtites), and Sebulba's flame jets.

Extended Tip : You start off in an area like the very first. As you round the corner, There are two tracks. For advanced racers, take the left. For newbies, take the right. On the left you will eventually come to a concealed shortcut. This becomes more visible as you play more. Take it (It's on the left) and you'll emerge in a canyon. If you take a right, use the straight space to boost. While racing through here, keep looking on your right for a ramp. When you see it, take before it's too late.
It's very easy to miss it. This will probably push you into first for a while. When in place with lots of rock columns, stay rightish and at the turn, hard left and hard right again. Then you'll come to a desert. Don't be dumb and try and go down the little holes, stick to the track until you come to the arches. This is my favourite part as it requires a lot of turning. You'll go through a semi cave, and then back into a arch place, and then you'll come to an open place. Once you're at the Laguna caves (where that guy crashed in the movie and anakin only just escaped). just follow the track until you come to the canyon. This is called the Tusken Turn. Why? Guess. Avoid the fire coming out of the ground, go through the tunnels, and come to Jag Crag Gorge. Be on your wits, and dodge the sandcrawler (for adrenaline junkies, try going under it), and you'll eventually emerge in the place that looks like the end of the first course. Do this three times, and if you came first, you deserve a pat on the back.

Yipee! If you have come this far, take a break. The last four levels are some of the hardest levels in the game. NOT FOR UNEXPERIENCED RACERS!!!. Have all the help you can get from Watto and his pit droids, without them both, you are a goner!!!

----- Invitational Curcuit

----- Ando Prime Centrum -----

Description : Ever heard the saying Fight or Flight? Decision, decision, decision. I'll take flight.

Track Favourite : Toy Dampner

Rating : Without good Upgrades : ***** With : *****

Obstacles : Lots of buildings, lots of ice, lots of lots of things.

Tips : Take the ramp, not the snowy track on the left. When you reach the Ice mountain, go left, until you reach the round about. Go on the right of it, then turn left until you meet the opening. This will take you over the bridge and down. Go as far left as you can, and go down, down, down until you come to roundabout. Don't end up going the wrong way as it is easy to. Go to the left of the place until you find a narrowish track going down in slight turns. Jump of the edge, and you're back again.

Abyss

Description : If this isn't hard, I don't know what its!!!

Track Favourite : Bozzie Barranta
Rating : ***** (full ten)
Obstacles : The whole track is an obstacle.

Tips : Nothing but stay on the top level. No matter how hard it is. Hey, I have only got second on it, but I've tried it so much I know it off the back of my hand.

The Gauntlet

Description : Oovo IV again, except this time, the terrain traverses between asteroid and mining facility.

Track Favourite : Gasgano +
Rating : *****
Obstacles : Rocks, flame shooting up from the ground, anti-gravity tunnels and the canyon.

Tips : Refer to Executioner for the indoors part, but for the asteroid bit, just avoid rocks and flame jets, even then, the flame jets usually just make you skid, they don't do much damage.

Inferno

Description : Whoever thought of racing inside a volcano? I do. In fact, I wouldn't call this race hard. Just make sure your cooling is above average.

Track Favourite : Ben Quadinaros
Rating : *****
Obsatcles : lava pits, rocks and that's about all.

Tips : Try not to travel on lava too much, it can overheat your engines, ESPECIALLY WHILE YOU ARE BOOSTING. Make sure that the shortcuts you take are actually shortcuts. Anyway, I hope you enjoy this course, as it doesn't last for long.

Far Out!!! What a journey. If you have First in every single race, then I

Topspeed : _____
Airbrake : _____
Cooling : _____
Repair : _____

Opinion : With massive, grunty engines, Rats Tyerell can pull some wicked speed, if only the acceleration was a little better. I see this like an MTT. It's made for the worst conditions, but I wouldn't enter it in a race.

Aldar Beedo

Traction : _____
Turning : _____
Acceleration : _____
Topspeed : _____
Airbrake : _____
Cooling : _____
Repair : _____

Opinion : Even though this pod is quite slow and not very manouverable, I use it every now and then just for fun. Rather like Rats Tyerell's pod in a lot of ways.

Mawhonic

Traction : _____
Turning : _____
Acceleration : _____
Topspeed : _____
Airbrake : _____
Cooling : _____
Repair : _____

Opinion : By the time I got this pod, I had no need to use it, and even now I don't use it that often. The few times I have however, I only noticed bad things, leading me to beleive that Mawhonic isn't the best of Racers.

Ark 'Bumpy' Roose

Traction : _____
Turning : _____
Acceleration : _____
Topspeed : _____
Airbrake : _____
Cooling : _____
Repair : _____

Opinion : I think lots of people give poor Ark a bad time. He isn't that bad. It's only his handling that takes a bit of getting used to.

Wan Sandage

Traction : _____
Turning : _____
Acceleration : _____
Topspeed : _____
Airbrake : _____

Opinion : Beleive it or not, I got this going over 1250 mph in Beedo's Wild Ride. How? Even now (2-3 years after I did it), I still wonder at how the hell I did it. Any way, this pod is average.

Clegg Holdfast

Traction : _____
Turning : _____
Acceleration : _____
Topspeed : _____
Airbrake : _____
Cooling : _____
Repair : _____

Opinion : This guy is okay. About no.7 on my list. Clegg Offers a cruisy ride as it hovers higher off the ground than anyone else. His pods are strong as well, so those of you paranoid about damage can relax the finger on R, you won't need it that much.

Elan Mak

Traction : _____
Turning : _____
Acceleration : _____
Topspeed : _____
Airbrake : _____
Cooling : _____
Repair : _____

Opinion : He doesn't deserve a place here, but I have to do it. Below average speed, accell, turning and handling. Not good. He couldn't win a beauty contest anyway. He suks...

Neva Kee

Traction : _____
Turning : _____
Acceleration : _____
Topspeed : _____
Airbrake : _____
Cooling : _____
Repair : _____

Opinion : I'm sorry, but I don't agree with flowerpot on Neva Kee. He is a good racer with mostly above averages. I used him to beat Boonta Eve, where all other racers failed MISERABLY.

Bozzie Barranta

Traction : _____
Turning : _____
Acceleration : _____
Topspeed : _____
Airbrake : _____
Cooling : _____
Repair : _____

Opinion : (I won Abyss today!!!). Yees! Now I can give the FAQ for Bozzie Barranta, a slow pod with average turning and acceleration. But what I don't understand is, why is such an average racer unlocked in such a hard course!?

Boles Roor

Traction : ______
Turning : ______
Acceleration : ______
Topspeed : ______
Airbrake : ______
Cooling : ______
Repair : ______

Opinion : Boles Roor. What can I say about him? Not much really, except that he is quite fast, average turning but strong engines. He is okay, hum-ho. Dunno about you guys.

Ody Mandrell

Traction : ______
Turning : ______
Acceleration : ______
Topspeed : ______
Airbrake : ______
Cooling : ______
Repair : ______

Opinion : Hehe, this guy is weird. I don't like him personally, but I think he is funny for some reason. Maybe I'll find out someday. He has a little above average most things, but I still don't like him. He's sorta boring.

Fud Sang

Traction : ______
Turning : ______
Acceleration : ______
Topspeed : ______
Airbrake : ______
Cooling : ______
Repair : ______

Opinion : Fud Sang is an average pod with an average personality. You want average, you get average. He excels at Mon Gazza courses though. Just a handy tip. I like to use him in Zugga's Challenge. He rips up the course.

Ben Quadinaros

Traction : ______
Turning : ______
Acceleration : ______
Topspeed : ______
Airbrake : ______
Cooling : ______
Repair : ______

This section contains information regarding the upgrades you can purchase at Watto's shop and at the Junkyard. They are in sections: Traction, Turning, Acceleration, TopSpeed, AirBrake, Cooling and Repair. Traction is how much you grip your podracers have to the ground. The more traction the pod has, the more effective turning will be. Turning is the rate of turn for your pod. The more turning you have, the more rate of turn you will have. Acceleration is rate at which you pod goes from stationary to it's top speed. The more Acceleration you have, the faster you will reach your top speed. Top speed is the fastest your podracer can go. The more top speed you have, the faster your pod can go. AirBrake is the rate at which your pod slows down. The more AirBrake, the faster it takes for the pod to slow down. Cooling is the rate at which your podracer cools after boosting. The more cooling you have, the faster you pod will cool and the faster you will be able to boost again. Repair is the rate at which your podracers can repair themselves after they get damaged. The more repair it has, the faster and more effectively it can repair.

- 2.4.1 - Traction
- 2.4.2 - Turning
- 2.4.3 - Acceleration
- 2.4.4 - TopSpeed
- 2.4.5 - AirBrake
- 2.4.6 - Cooling
- 2.4.7 - Repair

2.4.1 - Traction

Item	Price
R-20 Repulsorgrip	\$ 250
R-60 Repulsorgrip	\$ 400
R-80 Repulsorgrip	\$ 600
R-100 Repulsorgrip	\$ 1200
R-300 Repulsorgrip	\$ 2600
R-600 Repulsorgrip	\$ 3050

2.4.2 - Turning

Item	Price
Control Linkage	\$ 200
Control Shiftplate	\$ 400
Control Vectrojet	\$ 700
Control Coupling	\$ 1600
Control Nozzle	\$ 3800
Control Stabilizer	\$ 5700

2.4.3 - Acceleration

Item	Price
Dual 20-PCX Injector	\$ 800
44-PCX Injector	\$ 2200
Dual 33-PCX Injector	\$ 5600
Quad 32 PCX Injector	\$ 7000
Quad 44 PCX Injector	\$ 10400
MAG-6 Injector	\$ 14000

2.4.4 - TopSpeed

Item	Price
Plug2 Thrust Coil	\$ 1000

Plug3 Thrust Coil 50	\$ 2400
Plug5 Thrust Coil 100	\$ 6000
Plug8 Thrust Coil 300	\$ 14000
Block5 Thrust Coil	\$ 17500
Block6 Thrust Coil2	\$ 20000

2.4.5 - Air-Brake

Item	Price
Mark II Air Brake	\$ 700
Mark III Air Brake	\$ 1400
Mark IV Air Brake	\$ 3600
Mark V Air Brake	\$ 7000
Tri-jet Air Brake	\$ 10400
Quad-jet Air Brake	\$ 14000

2.4.6 - Cooling

Item	Price
Coolant Radiator	\$ 50
Stack3 Radiator	\$ 100
Stack6 Radiator	\$ 300
Rod Coolant Pump	\$ 900
Dual Coolant Pump	\$ 2700
Turbo Coolant Pump	\$ 5400

2.4.7 - Repair

Item	Price
Single Powercell	\$ 150
Dual Powercell	\$ 300
Quad Powercell	\$ 800
Cluster Power Plug	\$ 1400
Rotary Power Plug	\$ 4000
Cluster2 Power Plug	\$ 7000

Of course, the most expensive is usually the most effeicient, but I advise you not to focus on one area of upgrades, but to average it all out.

2.5 - Recommended Vehicles

This may seem like a weird section, but to win races you need to have the right racer. Now obiously you all have your own favourite, but for those who are new to the wonderful world of Podracing, here's a little list of the racers I found best for each track. This is of course, the podracers you have unlocked at the time. Hope it is helpful, BIGGS.

 The Boonta Training Course

 Anakin

 Mon Gazza Speedway

 Anakin or Gasgano

 Beedo's Wild Ride

Anakin

Aquilaris Classic

Ody Mandrell or Anakin

Malastare 100

Clegg Holdfast

Vengeance

Anakin or Teemto

Spice Mine Run

Anakin

Sunken City

Mars Guo or Anakin

Howler Gorge

Anakin or Clegg Holdfast

Dug Derby

Mars Guo or Anakin

Scappers Run

Mars Guo or Anakin

Zugga Challenge

Wan Sandage

Baroo Coast

Mars Guo or Wan Sandage

Bumpy's Breakers

Mars Guo or Wan Sandage

Executioner

Anakin or Neva Kee

Sebulba's Legacy

Anakin

Grabvine Gateway

Anakin or Wan Sandage

Andobi Mountain Run

Anakin or Wan Sandage

Dethro's Revenge

Anakin or Wan Sandage

Fire Mountain Rally

Anakin or Wan Sandage

Boonta Eve Classic

Anakin or Neva Kee

Ando Prime Centrum

Anakin or Toy Dampner

Abyss

Anakin or Wan Sandage

The Gauntlet

Toy Dampner or Anakin

Inferno

Mars Guo or Wan Sandage

Mostly I chose Anakin, Mars Guo and Wan Sandage but hey, they're both awesome racers. As I said, you may have your own favourites, but for those who don't, they might just liketo try these ones.

This section is no big deal, I just want to comment on the 4 circuits for those that wanted a little bit of information on them. As I hope you all know, Each official circuit is made up of seven tracks, whereas the invitational circuit has only four. Continue to read below for more information.

Amatuer Circuit

This circuit is relatively easy, with the AI at 1/4 difficulty. You can win as much as 2200 trudgets per race, so long as you set game prize to 'winner takes all' and you come first. Worlds involved are worlds that are training courses to the next relevant track. Like number 1 is the training course to Boonta Classic, etc, etc. They are all very easy. You can only unlock 4 racers on this circuit as well as only being able to purchase the first set of parts at watto's junk shop. You can however buy pit droids to service your vehicle.

Semi-Pro Circuit

Moving on, this circuit proves more challenging than the prior circuit to complete. You can purchase the second set of goods from Watto's shop, and you win 3300 trudgets as long as the prize is set to 'winner takes all' and you come first. AI is at 2/4 difficulty. This is where you'll see the last of Aquilaris and Mon Gazza (YEEEEES!!!), and the start of Baroonda and Ord Ibanna. The rest are continued from the Amatuer circuit.

Galactic Podracing Circuit

This is the final official circuit. Here you can purchase the third set of upgrades from watto's shop, experience the next level of AI difficulty, win 4400 trudgets in each race as long as settings are as they were in the last one. Also, we end the Malstare series, and say hello to the Grand Finale: The Boonta Classic. This is also the last you'll see of Tatooine. Only two racers are unlockable in this circuit, the rest you either already have or you'll have to wait until the Finale till you get it.

Invitational Circuit

As you move up higher and higher on pod racing standards, you are invited to compete in four different tracks in the invitational circuit. Here you can win a whopping 5500 trudgets, earn the last of watto's scrap, and race against AI racers at full difficulty. All but one (GASGANO) are unlockable here, but getting there may prove difficult. You must place 4th or better in Amatuer to earn Ando Prime Centrum, 4th or better in Semi-Pro Circuit to unlock Abyss, 4th or better in the Galactic Circuit to unlock Gauntlet, and 1st in Galactic Circuit to unlock Inferno.

3.1 - Cheats

Star Wars Podracing has a number of cheats. All the cheats I know are listed here, and descriptions for each one listed underneath the code. Start a new game, and as your name, hold Z and use L to select the individual letters.

RRTANGENTABACUS

This cheat enables all the tracks to become available. Also, Press Up,Left,

Down,Right on the Pause screen while playing a game, and you can enable the cheat menu at the bottom of the screen. In here, you can turn Invincibility on and off, set the debug menu, Edit the podracer stats (speed, accell, cooling, etc,etc). Also, you unlock Cy Yunga (Who takes the place of Bullseye Navior) and Jin Reeso (Takes the place of Mars Guo).

OR

Type RRTANGENT Then select end with L then B. Now type ABACUS still using the same form. Now select end by pressing L then A. Now enter your name.

RRDEBUG

This cheat enables Invincibility by pressing Up,Left,Down,Right at the Pause screen while playing a game. Set the debug level to 1-6, then use these button to activate different features. Using the D-Pad and the Z, Left and Right buttons.

Left + Z See through walls.

Up Fast Foward through level. (you only travel at about 20-40 mph though)

Down Rewind through level. (sometimes this causes you to explode)

Left Make your podracer invisible.

Right Commit Suicide.

RRJABBA

This enables Invincibility. At pause screen while playing a game, press Up, Left,Down,Right. Select Invincibility and press A to turn it on or off. (this is a bad idea if you are in Aquilaris and you come to the gates, if you hit a gate, you will stop instead of blow up. You would have to reverse and go through the other way). Also you can still blow up from overheating and falling from great heights.

RRTHEBEAST

This enables mirror mode. To activate, press pause during a game and press Up,Left,Down,Right. This is really weird, it took me ages to ajust to it. It's like playing a different game.

RRJINNRE

NOTE: You have to have Mars Guo unlocked before you can enter this code. This replaces Mars Guo with Jinn Reeso

RRCYYUN

NOTE: You have to have Bullseye Navior unlocked before you can enter this code. This replaces Bullseye Navior with Cy Yunga.

RRPITDROID

This cheat will allow you to get 6 pit droids at watto's shop. To activate, press Up,Left,Down,Right at Watto's shop.

RRDUAL

Using controller slot 1 & 3, Two of you can pilot one racer. Player One holds up to move forward, and Player Two press's down to move forward. It takes a bit of getting used to.

When you have enabled cheat mode, you can toggle autopilot. (R + Z) This is sort of like being in a anti gravity tunnel: You control speed, but turning is controlled by the computer. If you turn the analogue stick left or right, you will do rolls in the air. Also if you go over jumps you will explode. Turn it off before you get to a jump. Also, glitches in some tracks, mainly Baroo Coast, can cause the podracer to smack into the wall and stay there like a magnet. You must turn it off before you can mantain control again. You can taunt your opponent before the race by holding Z and selcting 'START RACE'. You will see a cut-scene of you and your oppenent insulting each other. Also, tap R twice in the game to hear racers insult each other.

I hope this section is useful to you. It has been a pleasure sharing my FAQ with you, and I hope you check out my other FAQ pages, listed below.
Cheerz...BIGGS DARKLIGHTER

3.2 - Information Credits

Here, I must credit those who have helped me on this FAQ, even people I don't know. Thanks to you all.

Nintendo - For creating such an awesome game to play and write FAQs about.

LucasArts - For bringing the best movie to the best game.

George Lucas - My hero, without you there would be no Star Wars. With Star Wars there would be no LucasArts. Without LucasArts there would be no Episode One Racer. I can't imagine life without any of them.

Flowerpot - Cheerz, when I was stuck, I used your FAQ as a reference. I like your joke about Darth Maul, Qui Gon and Jar Jar Binks. It made me laugh. Cheerz mate.

Marshmallow - Your FAQ blew me away, and I had a difficult time trying to come close to matching it. Thanx 4 da guidance man.

Me - Well! How the hell would you make a FAQ with out yourself to thank?

4.1 - Version Information

Version 1.0 - Did the bulk of the FAQ, I might have a few mistakes. Who knows? Please email me and tell me if you find anything wrong. Went back and changed a few things on the tracks.

4.2 - Conclusion

Well, it's time to say farewell - sniff sniff - I hope this FAQ is useful, and if you have any queries, ideas, or stuff I haven't included in here or just stuff you wanna ask me, please do! My email is:
'biggs_darklighter@hotmail.com'. Remember, check my other FAQ's!

L8RZ, BIGGS DARKLIGHTER.

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