

Hot Wheels Turbo Racing FAQ

by kwolf

Updated to v1.1 on Aug 13, 2003

This walkthrough was originally written for Hot Wheels Turbo Racing on the PSX, but the walkthrough is still applicable to the N64 version of the game.

Hot Wheels Turbo Racing General Information

Version 1.1

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-- 0. Welcome -----

- Welcome -----

This is the first FAQ I have ever gotten anywhere near publishable. In fact, this is the first one I've actually typed up any part of. Well, I was looking for some tips on Hot Wheels Turbo Racing and I found that there just didn't seem to be a whole lot of information out there that I could find so I decided that I'd type up what I could figure out on my own. I know that there are probably a lot of things left out so if anyone would want to point out how dumb my mistakes are (or even tell me if this helped them any) you can check below for contact info.

This is Version 1.1 written in August 2003 by KorbenDirewolf.

Note: I no longer have this game or have any access to it so this is probably not going to be updated again.

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-- 2. Cars -----

- All Cars -----

Hot Wheels Car

Mongoose

Power Pipes

Power Pistons

Purple Passion

Rash 1

Red Baron

Shadow Jet

Snake

Speed Blaster

Splittin' Image

Stealth

Street Rodder

Sweet 16 II

Way 2 Fast

Cat-A-Pult

Deora

Double Vision

Evil Weevil

Gluch Stepper

Lakester (Mystery Car) found in Dawn Encounter

Slideout (Mystery Car) found in Command Center

Super Van (Mystery Car) found in Helicrash

Formula 5000 (Mystery Car) found in Snake River Mine

Bi-Sector (Mystery Car) Win the Hot Wheels Cup

Go Kart (Mystery Car) Win the Hot Wheels Cup

Road Rocket (Mystery Car) Win the Hot Wheels Cup

Strip Teaser (Mystery Car) Win the Hot Wheels Cup

Twinmill (Mystery Car) Win the Secret Car Cup

Twinmill II (Mystery Car) Win the Secret Car Cup

Hot Wheels 500 (Mystery Car) Win the Secret Car Cup

Power Rocket (Mystery Car) Win the Twinmill Cup?

Rigor Motor (Mystery Car) Win the Twinmill Cup?

Rock Buster (Mystery Car) Win the Twinmill Cup?

Sol-Aire CX4 (Mystery Car) Win the Twinmill Cup?

Silhouette II (Mystery Car) Win the Twinmill Cup?

Stage Fright (Mystery Car) Win the Twinmill Cup?

Thunder Roller (Mystery Car) Win the Twinmill Cup?

Dragster (Mystery Car) Win the Twinmill Cup?

-- 3. Tracks -----

- Start of Game -----

Dawn Encounter
Snake River Mine
Road to Rustwell
Cold Fusion
Command Center
Helicrash

- Secret Tracks -----

The following are unlocked by winning the Hot Wheels Cup:

R.M. Sludgeworks
R.M. Test Track
Exhaust Pipes

The following are unlocked by winning the Secret Car Cup:

Serpent Sprint
Volcano Blowout

-- 4. Cups -----

- Hot Wheels Cup-----

Race 1 of 6: Dawn Encounter - Difficulty: EASY Strategy: SPEED!
Race 2 of 6: Command Center - Difficulty: HARD Strategy: STUNT!
Race 3 of 6: Road to Rustwell - Difficulty: HARD Strategy: CRASH!
Race 4 of 6: Cold Fusion - Difficulty: HARD Strategy: SPEED!
Race 5 of 6: Helicrash - Difficulty: HARD Strategy: CRASH!
Race 6 of 6: Snake River Mine - Difficulty: HARD Strategy: STUNT!

Cup Victory:

Unlock Cars: Bi-Sector, Go Kart, Road Rocket, Strip Teaser.
Unlock Tracks: R.M. Sludgeworks, R.M. Test Track, Exhaust Pipes.
Unlock Cup: Secret Car Cup

- Secret Car Cup -----

Race 1 of 2: R.M. Sludgeworks - Difficulty: HARD Strategy: STUNT!
Race 2 of 2: R.M. Test Track - Difficulty: HARD Strategy: STUNT!

Cup Victory:

Unlock Cars: Hot Wheels 500, Twinmill, Twinmill II
Unlock Tracks: Serpent Sprint, Volcano Blowout
Unlock Cup: Twinmill Cup

- 4.3. Twinmill Cup -----

Race 1 of 1: R.M. Sludgeworks - Difficulty: HARD Strategy: STUNT!

No matter which car you choose you will face the Twinmill and the Twinmill II in this cup race. If you let them get ahead of you there is vey little chance of catching them.

Cup Victory: This seems to be different each time I won, I think you unlock almost all of the cars you don't already have.

-- 5. Stunts -----

I have noticed that some cars get a different amount of turbos for the same stunts. I have added each different number of turbos for each stunt that I got. One of these days I will get a list explaining exactly what all of these are.

Here is what I have so far:

- Air Stunts -----

I lumped all these type stunts together. Mostly I was given credit for these when I screwed up what I was trying to do, or was coming down off of a small ramp or jump.

| | |
|----------------|-----------|
| Air Ozone | +1 Turbo |
| Big Air | +1 Turbo |
| Compressed Air | +1 Turbo |
| Fakey Air | +1 Turbo |
| Gyro Air | +1 Turbo |
| Kick Ramp Air | +1 Turbo |
| Nitro Air | +1 Turbo |
| Quickie Air | +1 Turbo |
| Spooky Air | +1 Turbo |
| Stolen Air | +1 Turbo |
| Tribal Air | +1 Turbo |
| Wretched Air | +1 Turbo |
| Hangtime | +2 Turbos |
| Like A Bird | +2 Turbos |
| Rocket Style | +2 Turbos |

- Flips -----

A Back Flip is when the car "flips" backwards in the air.

A Frontflip is when the car "flips" forwards in the air.

I am not certain exactly what Somersaults are.

| | |
|------------------|-----------|
| Back Flip | +2 Turbos |
| Frontflip | +2 Turbos |
| Somersault | +2 Turbos |
| Double Frontflip | +3 Turbos |
| Somersault | +3 Turbos |
| Double Frontflip | +4 Turbos |
| Somersault | +4 Turbos |
| Double Frontflip | +5 Turbos |

- Spins, Tabletops, ect. -----

Spins are when the car "spins" horizontally in the air.

I am not yet exactly sure what defines Tabletops, Helicopters and Tornados, but they all involve mutiple spins in the air.

| | |
|----------------|-----------|
| 360 Helicopter | +2 Turbos |
| 360 Spin | +2 Turbos |
| 360 Tabletop | +2 Turbos |
| 740 Tornado | +3 Turbos |
| 740 Tornado | +4 Turbos |
| 900 Tornado | +4 Turbos |
| 540 Helicopter | +5 Turbos |
| 900 Tornado | +5 Turbos |
| 1080 Tornado | +5 Turbos |
| 1260 Tornado | +5 Turbos |
| 1440 Tornado | +6 Turbos |
| 1620 Tornado | +6 Turbos |
| 1800 Tornado | +6 Turbos |
| 1980 Tornado | +6 Turbos |
| 2160 Tornado | +6 Turbos |

- Rolls -----

Rolls are when the car "rolls" in the air.

| | |
|-----------------|-----------|
| Barrel Roll | +2 Turbos |
| California Roll | +3 Turbos |
| Meteor Roll | +3 Turbos |
| Barrel Roll | +4 Turbos |

- Combo Stunts -----

Combo Stunts are various combinations of Flips, Spins and Rolls.

| | |
|----------------|-------------|
| Red Tomato | +5 Turbos |
| Elemental | +6 Turbos |
| Frontside | +6 Turbos |
| UFO | +6 Turbos |
| Visionary | +6 Turbos |
| Walk the Earth | +6 Turbos |
| Allie Oop | +7 Turbos |
| Blindside | +9 Turbos |
| Visionary | +9 Turbos |
| Flippin' Dizzy | +10 Turbos! |

-- 6. Thanks and Credits -----

- Thanks -----

Thanks go out to everyone involved in the making of Hot Wheels Turbo Racing and to GameFAQs.

- Credits -----

Without the game Hot Wheels Turbo Racing this FAQ could never have been written. All of the information in this FAQ was gathered from hours of playing the game.

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