

Looney Tunes Racing FAQ

by Palen92

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Legal & Misc. Stuff

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Version History

v2.0 (September 2017): The guide was updated in accordance with the new editor. The main two sections were heavily modified, and two new sections englobed all the miscellaneous stuff for easier access. Also, since I never had the chance to really polish the guide, I went ahead and did it now.

v1.0 (May 2017): The original version of the guide.

Credits/Special Thanks

Gamefaqs, for hosting this guide

You, dear reader, for reading it

All the people, developers and publishers alike, that allowed us to enjoy such a wacky game

Contact Me

Right now, the best way to contact me is via PM since I'll be around here quite often. I'll update this in the future should anything change.

Before Starting

About this guide

This guide is aimed to bring you the general information you need to know about the game. As such, it will only focus on giving the player the needed knowledge to tackle every challenge with confidence in their skills.

The main sections of this guide will be the power-ups and the tracks. The first section will cover the available items and how can they be obtained, with a screenshot that identifies each item. The second section will give players a full lap around each of the game's tracks, detailing everything the tracks can offer for the best and for the worst.

Note that this guide won't be including the 2-player only Battle Arenas. This is because their layout is kind of easy and you don't need to fully know it to perform well enough. One thing to be noted is that it lacks weapon levels 5 and 6, which will be covered in their corresponding section.

Basics

While this game is quite simple when it comes to driving (the lack of sharp turns eliminates the need to use the brakes in ALL races), there are still a couple things you need to know besides the weapon system.

The first thing is drifting. Your car will dirft while you keep pressed one of the shoulder buttons but not for more than 3 seconds straight, which means you'll need to start more than one drift if attempting long turns. While drifting, your car doesn't lose any speed, which means it's the fastest way to go through turns and thus the key to improve lap times. Since most tracks are wide you'll have an easy time mastering drift, but don't get too ahead of yourself because you'll also need to learn to not crash often for some of the game's challenges.

The second thing are the ACME portals. These portals are scattered through the track, and any driver passing through them triggers some kind of hazard just ahead, where one or more white X can be seen on the track. This can come in handy to slow down any driver in front if you're low on items, though sometimes not even the driver who triggered the hazard is safe from it. When triggered, all hazards flatten the drivers they manage to hit, slowing them down to a halt. Each hazard also has a different recovery time, meaning some can be activated more often than others and also meaning that a driver in front can voluntarily trigger them just so they're disabled for the pursuers. They surely are a big tactical advantage, so learn how they work and where they hit to maximize your performance on all tracks.

Why there's not a Character Section?

Simple answer: they all behave mostly the same.

At first, I refused to think that all characters behaved equally, but after making runs with all of them I can finally confirm their behavior doesn't differ too much from racer to racer. Stats about speed and acceleration are the same for all, and most of them have the same handling. I do have noticed one character with slightly worse handling and one which actually has horrible handling, but just because two characters out of the 19 available in the game behave differently in a single field I don't see the need for a Character section. After all, there would be very little to note about each character.

Just to make it count, the character with horrible handling was Hector and the one with slightly worse handling was Granny. There could probably be more like Granny but they don't make that much of a difference, and I can tell there's no one like Hector because it's easily noticeable.

The power-up system

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This game utilizes a very unique power-up system. Instead of the traditional item boxes that either spawn a random item or start an item roulette, this game features a specific "meter" of six different items which is "filled" via the coins scattered through the track that respawn rather frequently.



Here you can see the meter at its fullest. Each item has its own spot in the meter, and the coins you collect earn you access to the items starting from the bottom.

There are three types of coins: red coins which increase the meter by one, green coins which increase the meter by two and blue coins which increase the meter by three. Utilizing any combination of these you'll progressively get access to the higher rated items with more powerful properties. Red and green coins are fairly common, but blue coins are very rare with barely one existing in certain tracks.

To summarize, everytime you get a coin the item meter will light up depending on the coin collected. From that point on, you can opt to use that item or collect more coins to access another item. Once an item is used, the meter empties and the process must start again.



Level 1: Cream Pie

The lowest rated weapon is a simple projectile launched in a straight line. Can do the work if you're running out of chances or if you're close to the driver in front, but it's preferable to skip it in favor of more advanced items. Any driver who gets hit by one of these will spin out for a brief while and lose momentum.



Level 2: Bomb

Probably the item of choice when going first, because it can be left behind. Using one of these in strategic points like an ACME portal, turbo pads or right after coins can prove deadly. It can also be launched forward so you plant it right in front of the leading driver or directly hit them. Any driver who hits or gets hit by one of these will spin out for a brief while and lose momentum.



Level 3: Storm Cloud

Sends a homing storm cloud that searches the closest driver. When it reaches a driver, it starts raining on it before hitting it with a lightning strike that stuns it briefly to lose momentum. It can travel some distance before stopping, at which point it will float about in the spot, and any driver passing below it will suffer its effects like usual. The cloud can be shaken off by constantly moving from side to side, though it's not an easy task and sometimes it can slow you down more than its effects do.



Level 4: RC Cream Pie

An enhanced version of the starter item, but this time it's radio-controlled so it can aim for the player in front. It has a greater reach and accuracy than the Storm Cloud and it's also much faster, which explains why it's ranked this high. It has the same effects as the regular Cream Pie besides the homing capabilities.



Level 5: Anvil

This item appears over the driver in front via a portal to flatten them like the track hazards do when triggered. The reason why it's ranked this high it's because the item is unleashed simultaneously over all drivers in front of the user, no matter the distance. Therefore, this item is sure to hit unless a driver is already suffering the effects of another item or hazard. Kind of useful when you're behind, kind of irritating when you're in front for being unpredictable and nearly unavoidable.

Level 6: Magical Powder

The user gets surrounded in some powder that makes them shine of different colors. While it lasts, the user is protected from any harm and it also receives a boost in speed. It lasts for barely 5 seconds, though, but given how you can refill your item meter rather easily you can get several of these in a single lap.

Tracks

Tracks are divided in "levels", and I mean it that way because there's no exact pattern to determine what level each track belongs to. Only one of them has a true pattern, the rest may have some differences like being overall longer and slightly harder, but not much more. Tracks will be included here depending on which level they belong to because you need to pick a level before even picking a character, therefore it will allow players to better know what each level offers.

There are a total of five levels: Rascal, Stinker, Despicable, Bonus Levels and Speedways. The first three are the average tracks, getting longer and slightly harder as we progress through the game. Bonus Levels are only available in Single Race, comprising three races each with a unique feature. Speedways are four short tracks available only in Multiplayer (2-player VS submode), they don't feature ACME portals simply because of their length but they do feature the weapons (and with a very wide array of coins, may I say). As of version 2.0 of this guide, Bonus Levels and Speedways will be sharing a single section due to formatting purposes.

Rascal

Wascally Woods

A short track through the forest, crossing mountains, valleys and even rivers. The ACME portals are quite deadly here and can allow for position changes at the very last minute, so don't let your guard down at any second.

Right after the start, we see the first ACME portal in the center-left of the track. Upon crossing it, three mechanical boxing gloves jump onto the left part of the track. Kind of easy to avoid because of the track's width and because it's not recommended to go through the left path. Right besides the portal there's a green coin, and ahead of the portal lies a set of red coins, and two additional red coins are on the left after passing the landing zone of the gloves. Staying to the right, we can take a turbo pad to cross the next section.

This section has a set of red and green coins at the very start, two more red coins right ahead, one to each side, and a final green coin to the left. One last set of red coins marks the entrance to a left-right chicane, after which there's a turbo pad to gain speed for the upcoming straight. Besides the turbo pad there's a green coin, but it's impossible to take both in the same lap. Continuing straight through the bridge to cross the river, we face another set of red coins, and a set of red and green coins before crossing the second ACME portal as the track turns left.

This portal unleashes three sheeps staying on the right side of the track, which cross half the track before returning to their positions. The three X marking where each sheep turns back again hold a red coin, a green coin and a red coin, respectively. After this, the track goes downhill to another turbo pad and a green coin to its left. Going uphill again, we tackle a left turn and aim for the mountains, with a set of red and green coins welcoming us. This section is quite tight and twisty, so be careful not to crash. Up ahead there's the last ACME portal with a green coin at its right, which unleashes several rocks just ahead after crossing the bridge. The driver triggering it is unaffected due to the distance, but it can be activated again quite fast so better cross this as fast as possible. On the exit of the last right turn there's a red coin, and a turbo pad on the right can take us straight into a blue coin on the exit of the left turn leading to the start/finish line.

Duck Dodgers' City

Set in a futuristic city, this track is full of long and smooth turns, to the point its only straight is the double path near the end of the lap. Its ACME portals aren't very dangerous, so you will have to rely on your items and speed to take the win.

Right after the start, we face a downhill left turn with the first set of red coins ahead. After them there's the first ACME portal in the center, which triggers the traffic light up ahead so several ships cross the track. Not hard to avoid, specially since its recovery time isn't great. Towards the right wall there's a red coin under the traffic light, and the track goes uphill through a right turn with a turbo pad on the right side. Before it we can see a green coin on the left part, and right after the turbo pad there's a solitary red coin.

We now tackle an extremely long but also very smooth left turn. Before starting it there's a set of red coins, with one more in the middle of the turn and a final set of red and green coins near the end. One last green coin can be seen near the right wall, but it's preferable to aim for the turbo pad on the left side. As the track turns right once again, a solitary red coin can be seen towards the right side before a full set of red coins.

Right ahead lies the last ACME portal, which triggers an electric trap. It lasts very shortly, but also has a short recovery time to allow for successive activations. We tackle the last left turn, slightly heading downhill, crossing two sets of red coins and a solitary green coin to the right. We now head onto the only straight of the track, which is a double way. The right one features a turbo pad at the start and nothing else, while the left one features two red coins at the start and a turbo pad at the end. After the double way, we still have a set of green and red coins before crossing the start/finish line.

Desert Dash

Quite a long track we have here. It's not as filled with coins as the first two we've seen, so it's going to get even longer to clear it. Its ACME portals can be deadly, specially the last one, so this track can always give a hard time. It also has a big elevation difference, easily seen in the monstrous downhills that are nearly vertical (the uphills aren't as long or steep).

Ahead of the start lies a set of red coins before the track turns slightly left, with a turbo pad near the left side. Another set of red coins precedes a bumpy section leading to the first ACME portal, which lets a heavyweight fall down ahead. It has a bad recovery time and covers just a small part of the track, so not the most useful hazard ever seen. After the portal, the track goes downhill snaking for a while, with a green coin at the right side, before levelling in a left turn with a turbo pad to the left side..

Going slightly uphill we face a set of red and green coins before the track levels and we see the second ACME portal. It triggers the train when crossed, so be careful with the railway up ahead and also with its short recovery time. A solitary green coin can be seen to the right before the railway, and a set of red and green coins after it precede the entrance to the rocky tunnel. It snakes side to side, with a green coin near the right side and a red coin slightly ahead to the left side before we go uphill to the exit to face the upcoming left turn, with a red coin to the right side.

Up ahead there's a turbo pad to the left and a red coin right besides it to the right. The track goes slightly left before going fully left after a set of red coins. Another set of red coins precede a right turn that starts another uphill, with a turbo pad to the right before entering three short tunnels. A set of red and green coins is inside the first tunnel, and a set of red coins is after the second tunnel. A solitary green coin to the right and a solitary red coin to the left further ahead precede the last uphill.

Before the uphill there's the last ACME portal, which makes the three cannons ahead fire over the track. A green coin, a red coin and another green coin can be taken during this tight and dangerous uphill, paying close attention to the short recovery time of the cannons. Slightly after the tight section ends, we start another massive downhill, passing twin green coins before crossing a rill until the track finally levels again to cross the start/finish line.

Gossamer's Castle

Another track lacking straight sections, though this one is actually quite complicated. Its turns are tight and can be rather sharp compared to the other tracks of its level. Its ACME portals can prove deadly throughout the whole track, so losing focus here means losing the race and probably by a fair margin.

We start with a tight right-left chicane. The left turn has a red coin in the inside part, another on the outside slightly ahead and there's one more in the inside of the next left turn. A small downhill leads to a very short straight before going uphill again, describing a left-right chicane. There's a turbo pad in the right turn in the center of the track, and a set of red and green coins ahead of it. We head into a long left turn heading uphill, with a red coin in the inside part and another in the outside part slightly ahead, before the track levels again.

After the following right turn there's the first ACME portal to the left, which triggers some kind of machine that launches two projectiles across the track. There's a blue coin in the impact zone, so it's worth the risk. A right turn takes us into a set of red and green coins before a left turn takes us downhill. A turbo pad near the left side allows us to gain speed while exiting the castle and going through a set of red coins.

A left turn ahead brings us to the second ACME portal, which triggers the shields above the entrance of the castle to fall down onto the track. They effectively cover the whole width of the track and have a short recovery time, so be extremely careful here. A left turn takes us inside the castle again through a short straight with a turbo pad to the left side and three red coins slightly separated from each other: the first to the left, the second to the right and the last one to the left. We enter one last left-right chicane through a set of red and green coins before facing the last ACME portal, which unleashes Gossamer to cross the track from right to left. It will stop in the center a couple of seconds, so aim for the sides and be extremely careful, because the start/finish line is right behind it!

Stinker

What's Opera, Doc?

Quite a colorful track, with many environment changes. It has a few sharp turns and is kind of twisty, which coupled with dangerous ACME portals make this track quite complicated. Above average skills in driving will be needed.

The start/finish line is on a hump of sorts. We go down the hump to aim for the first sharp left turn, after which there's the first ACME portal in slight uphill. It triggers a horse to jump from very high onto the track, quite away from the portal. Doesn't have a good recovery time, but can prove deadly. Between the portal and the landing zone there are three successive sets of red and green coins as we head downhill to a short tunnel.

The tunnel has a turbo pad on the right side. A set of red and green coins ahead precede the entrance to a snake pass. There's a set of red coins in the middle, and a blue coin near the right wall when facing a sharp left turn within the pass. After that turn, there's the second ACME portal to the right, which triggers a hammer column. It's lightning fast and recovers rather fast as well, and since it's on the ideal trajectory for the right turn it's placed in so as to take the turbo pad on the right side after it it's probably the deadliest of hazards.

We exit the pass and enter another tunnel that describes a left turn, with a set of red and green coins at its exit. Entering a rather tight path in what seems the outside of a castle, we take a left turn into a turbo pad for the upcoming straight. A set of red coins ahead precedes a fast right-left chicane as we return to the garden we started in. A set of green and red coins precedes a left turn with the last ACME portal, which triggers Zeus to launch lightning bolts onto the track. Since it's placed on the outside of a right turn, we can avoid it easily through the inside. Ignore the green coin near the impact zone, focus on the red coins in the inside and outside of the turn and head into the start/finish line.

Desert Oasis

A very long track, probably the longest in the whole game. It has very few turbo pads, meaning the overall speed is relatively low and thus it takes longer to clear. Also, like its counterpart Desert Dash, it's full of ups and downs, which in some cases can be almost vertical. The ACME portals don't play a heavy role here due to the track's length, so you will mostly rely on your speed.

Right after starting, a left turn takes us into the first set of red coins. The track turns right in uphill, where we see another set of red coins ahead, and goes up and down for a while before we face the first ACME portal. It triggers the same cannons we saw in its counterpart, but this time the track is much wider and thus are easier to avoid, and also this time only a green coin is on the trajectory of the last cannon. A left-right chicane takes us into a semi-straight with a turbo pad to the right side and a set of red coins ahead.

The track turns right to start a massive downhill, with another set of red coins up in front. A right-left chicane, the left turn taken inside a mine of sorts, takes us into a turbo pad on the left side and a set of red coins as we turn right. A long left turn is ahead, after which there's a set of red coins before the track turns right. A left turn takes us into an uphill, with a turbo pad to our left and a set of red and green coins ahead. We describe a very long right turn before the track goes massively downhill again to enter a short tunnel.

The tunnel has a turbo pad to the right and a set of red coins ahead. Upon exiting it, we enter a canyon of sorts as the road snakes left and right while going uphill. Ahead lies the last ACME portal, which triggers the heavyweight also present on its counterpart. This time there's a green coin right under the heavyweight, so playing with its long recovery time will reduce risks in taking it. We continue uphill through the canyon with a turbo pad on the right side, and the uphill goes on for a while after the canyon with a set of red coins. With the track now levelled, we describe a very long right turn with a turbo pad on the right that leads us into the start/finish line.

Planet X

A nearly oval track, with very few changes of direction to the right. It's pretty straightforward, easy to learn but not that easy to master for its tight sections and dangerous ACME portals. This time, most of the track's elevation changes come from jump slopes, so it will mostly have only uphill.

We start with a right-left chicane, with a set of red coins before the left turn and a turbo pad to the left side after the chicane. ahead of which there's a set of red and green coins. We continue straight for a while before facing a downhill into a tunnel, with a turbo pad to the right side once the tunnel levels. After the turbo pad, we go uphill again as the track turns left passing a set of red coins, and going further to the left we exit the tunnel via a jump slope.

We land before the entrance of a cave of sorts. A pillar in the start forces a two way, the left side being just track and the right side featuring an ACME portal. It triggers a giant rocky cross up ahead that crosses the track from left to right twice, meaning it lasts for a while and making it hard to avoid. A second pillar near the exit forces another two way, the right side having a green coin and the left side having a turbo pad, though the turbo pad can be accessed from the right with enough skill. A set of red coins ahead and a left turn after them precede the next uphill.

There's another set of red coins as we head left and uphill to face some turbo pads to tackle the jump slope. Upon landing, a long right-left chicane, with two red coins near the left side exiting it, precedes the last ACME portal. It triggers three meteorites to fall, so it lasts a while even if it covers a wide area, and it also has a short recovery time. There's a green coin to the right, where the first meteorite lands, and a red coin ahead in the center, where the second meteorite lands. We enter a tunnel turning left in uphill, with a set of red coins before facing its crest.

After the crest there's a massive downhill, after which a right turn takes us slightly uphill again to tackle the last jump slope equipped with turbo pads. After landing, a left turn takes us into a set of red and green coins, and there's also a turbo pad on the left side further ahead. One last right-left chicane, with a red coin near the left side after the right turn, takes us back to the start/finish line.

Dungeon Disasters

A relatively short track for the level we're in, but that doesn't mean it's easy. Its ACME portals are quite deadly, most of them inherited from its counterpart Gossamer's Castle, and the track is full of tricks that make each lap a complicated odyssey: sudden elevation changes, tight turns and spaces... Going all out in all aspects is surely the key to clear this track.

Right after the start, outside of the castle, we see the first set of red coins before taking a right turn. In the center of the turn is the first ACME portal, which makes the shields in the entrance of the castle ahead to fall down. This time the distance between the portal and the hazard isn't very great, which coupled with the short recovery time they have makes it quite deadly. Once inside the castle, a set of red coins starts a sudden uphill and into a slight right-left chicane preceding the hall.

The entrance of the hall has the second ACME portal, which unleashes Gossamer to cross the track from right to left. It will stay in the center for a while, so pass by the sides. A left turn takes us into a set of red coins, and a sudden drop leads to a long right turn in downhill. We then drop into the water-filled dungeon, with a smaller drop ahead tightening the track an awful lot. After the drop, a red coin besides a green coin precede a very tight right turn.

After the turn lies another drop, preceded by the last ACME portal. It triggers the fence up ahead, which activates very fast and has a good recovery time. As we go uphill to pass the fence, a set of red and green coins underneath it precedes a slight turn to the right followed by a long turn to the left. There's a turbo pad on the left side after the right turn and a green coin on the left side when ending the left turn. After said turn, we go right towards the turbo pad on the right side, and slightly uphill for the last set of red and green coins before exiting the castle again to cross the start/finish line.

You Belong In Pictures

Quite a unique track, probably set in the Warner Bros. Studio. Full of ups and downs and with an ever changing track width, coupled with deadly ACME portals, make for a very hard track to master.

Right after the start there's a roundabout. We can take the slower right path to pass by a red coin besides a green coin, or better take the faster left path with a set of red coins, which can be taken almost straight into the turbo pad on the left side just ahead. At the end of the short straight there's a set of red and green coins, preceding the entrance to the studio where the track tightens. A left turn ahead preceded by a set of red and green coins leads into the first ACME portal.

This portal triggers a piano free-falling onto the track and being lifted soon after. Due to how tight the track is and the short recovery time it has, this hazard can prove deadly. After the piano, a tight right turn with a red coin on the right side initiates an elongated right turn that has a blue coin on the left side, which leads us into a turbo pad and exiting the studio, crossing a set of red and green coins.

After dropping outside, a long turn with red coins in the right and left sides and a green coin in the right side just ahead takes us uphill to enter the studio again. With the track tightened once more, we face a turbo pad and two sets of red and green coins just ahead. The track tightens a bit more while heading uphill, with a red coin to the right, as we head into the last ACME portal. It makes the three counterweights ahead to fall down, almost covering the whole width. Stay to the left, where a red coin can be seen, then go through the last set of red and green coins to exit the studio and go downhill while turning right. One last turbo pad on the right side as the track starts turning left heads into the start/finish line.

Despicable

Giant's Garden

A pretty straightforward track, with several turns to the left and sudden elevation changes. It has a wide array of coins, allowing for lots of items and thus potential position changes, so better not to lose focus at anytime during the race.

We face a short straight after the start with a set of red coins. Ahead lies a long left hairpin with a green coin in the middle, and there's also a turbo pad on the left side after the turn, right in the crest that starts a drop heading slightly right. We go uphill again to pass through the first ACME portal, which triggers the giant bees flying about above the track just ahead. They drop quite fast and have a rather short recovery time, so watch out.

A set of red coins before the landing zone of the bees precedes a right turn where the track levels, with a set of red and green coins signalling a tight point ahead. We tackle another long left hairpin, with a set of red coins at the exit, and face the last ACME portal before a right-left chicane. This portal triggers a mine cart to cross the track from left to right twice, so be extremely careful when activated.

A red coin can be seen on the right side as we go uphill after the chicane. With the track levelled, a green coin is on the left side, and right before entering the giant bucket there's a blue coin to the right, just before the turbo pad on the left side. We drop after the bucket to pass a set of red coins and describe one last long left turn. It has a turbo pad on the right side near the exit, and right ahead a green coin to the left side. Two more red coins, first to the left side and then to the right side, mark the last right-left chicane before crossing the start/finish line.

Return Of Duck Dodgers

Just like its counterpart, Duck Dodgers' City, this track is full of long and smooth turns, this time effectively not having any proper straight. It's not very long, its ACME portals aren't very dangerous and it isn't precisely filled with coins, so you'll have to rely on your skills more than anything.

We start on a very long right turn, and we can see just ahead the first set of red coins. A tight spot ahead precedes a left turn, which is followed by a long and sharp right turn. On the exit, a turbo pad to the right and a green coin to the left. The following sharp left turn has the first ACME portal, which launches a missile vertically down to the track. There's some distance between the portal and the impact zone, but it has a very short recovery time.

After the impact zone comes one last sharp turn, with a set of red coins in the exit. A smooth left turn takes us into a tight spot before having to choose again between the turbo pad on the right or the green coin on the left. We then start a very long and seemingly banked right turn, with a set of red coins and the last ACME portal ahead. It triggers the electric trap we saw on its counterpart, with the added quirk that the impact zone now has a blue coin to tempt drivers into taking the risk.

Passing the trap, we take a left turn with a turbo pad near the left side, and one last set of red coins marks the start of a very long and smooth right turn. It can easily take two or three full drifts before you even see the start/finish line ahead, so unless you build a gap against your pursuers be sure to go flat out until the very end.

More Opera, Doc?

Just like its counterpart, What's Opera, Doc?, this track is full of different environments. It features nearly the same hazards, but they work a bit differently and give the vibe of not being as dangerous. It's also slightly twistier, so you'll have to rely on your skills and good usage of items to prevail.

Right after the start, we go uphill through the drawbridge that has a set of green and red coins. Once levelled, a short straight precedes a sharp right turn, which hides a downhill and a turbo pad to the right side. Just ahead we see the first ACME portal, triggering the horse. This time, it jumps from the left side, which alongside with the reduced distance between the portal and its landing zone makes it more dangerous. A set of red coins ahead precedes a tight right turn as we head into the twisty section.

After the right turn there's a turbo pad to the right, and also a red coin just ahead. The upcoming left turn has the second ACME portal, triggering the hammer column. It works exactly like its counterpart, but since this time it's on the outside of a right turn we can safely avoid it. We enter the enclosed snake pass, with solitary coins on the outside of every turn, and a turbo pad in the right side just as we exit the pass leads us uphill into the next environment.

A rather long left turn with a set of red coins takes us to a right turn that precedes a steep uphill. There's a turbo pad on the left side after the crest to tackle the upcoming short straight, and up ahead we see the right turn that starts the downhill. There's a red coin on the inside when the turn starts and a green coin on the outside when the turn ends. Another red coin is on the right side ahead right before a turbo pad, just as we head into the garden for the final part.

A set of red coins precedes a long right turn, after which there's another set of red coins in a bump of sorts. Up ahead there's the last ACME portal just as we take a right turn, which triggers Zeus in a mirrored fashion to its counterpart, being on the outside of a left hairpin. One again, avoid it by staying in the inside of the turn, and the start/finish line can be seen right ahead.

Forest Frolics

An upgrade to Wascally Woods. Even if it's longer, it's not very complicated beyond the twisty section of the canyon. It has the same hazards, but they act slightly different.

Right after the start, a set of red coins precedes a long and smooth left turn. Ahead, we can see a turbo pad in some kind of mound in the center, while a green coin shines to the right. Before the next right turn there's a set of red coins, and we enter the canyon section through a left turn. The canyon snakes right and left, and in the middle there's a bridge with the first ACME portal triggering the rocks. Looks like they now have a higher recovery time, so they aren't as deadly. The portal stands in the middle of a set of red and green coins.

We exit the canyon through a right turn, which has a blue coin on the outside. Once again in open field, a long left turn takes us to a turbo pad on the right side with a set of red coins ahead. We then go through an up and down section until we reach the second ACME portal, triggering the sheeps. They don't cover as much of the track, so once again they're not as deadly. After the hazard, a drop sends us into a set of red coins that mark the entrance to a burrow.

With the track now heavily tightened, we go uphill after passing by the turbo pad. A set of red coins lies ahead as we keep going uphill until exiting the burrow. Back in open field, the last ACME portal lies ahead, triggering the boxing gloves. They now land in the center of the track, and since there's a set of red and green coins right before their landing zone they now are deadly. After the gloves we must cross the lake, either through the big log in the center or through the slower water, preferably on the right to collect the blue coin. Back in mainland, one last set of red coins precedes a hump that takes us into the start/finish line.

Planet X²

A very twisty track with few straight stretches, if any at all. Its ACME portals aren't dangerous for the driver triggering them, so they can effectively be used to disable the chances of your pursuers. It has a wide array of coins, so be ready for some action.

Right after the start, we face a right-left chicane with a set of red coins before the left turn. A relatively long turn coming after, with a set of red and green coins at the start and a red coin past the middle to the right, precedes a crest after which starts a heavy downhill. A red coin can be seen to the left, and as we head downhill we see a green coin right besides a turbo pad. Before the next left turn ahead there's another set of red coins as we start heading heavily uphill.

A crest hides a right turn in steep uphill, and after this second crest we go downhill through a left turn to tackle the first ACME portal. It triggers the meteorites, which now cover a much less wider area and closer to the portal. A set of red coins marks the entrance to the meteorite field, and a turbo pad near the right with a red and a green coin besides it marks its end. Heading into a canyon of sorts, a set of red coins precedes a right turn, followed by a slight left turn with a turbo pad on the left side at its exit.

We head into a tunnel, the last section heading steeply uphill. A set of red and green coins is ahead, separated in two groups at each side. After the crest, a right turn takes us into a left-right chicane, with a set of red coins in the middle. A short uphill leads to another chicane, with a set of red coins in the middle, and the following downhill has a turbo pad to the right besides a green coin. Keeping the downhill, we drop perpendicularly towards one last tunnel.

Heading right, we can see a green coin to the left. Ahead, a red coin to the right precedes an uphill heading left, which has a red coin to the left. At the exit, a turbo pad to the left and a set of red coins before the last ACME portal. It triggers a moving hammer, which travels from left to right to crush anything in the center of the track. Quite fast when triggered and good recovery time make it lethal. A set of green and red coins precedes a long right-left chicane that takes us into the start/finish line.

Martian Platforms

A stand-alone event in the space. Quite fast and straightforward, with a couple turns that need two or three consecutive drifts to take. Its ACME portals can prove deadly under certain circumstances, but more than anything you must rely on your driving skills.

Shortly after the start we face the first set of red coins. After a right-left chicane, a turbo pad on the left helps us boost through the short downhill coming up. Passing a set of red coins, we enter the first long turn to the left. A set of red coins marks its end, and to the left we see the first ACME portal, which triggers some floating platforms up ahead. Their movement is quite erratic but they cover a wide area, sparing no one passing below them at the wrong timing.

The impact zone of the first two platforms has red coins, and a full set of red and green coins awaits past the hazard. Heading right, we stay to the left to take a turbo pad through the upcoming slopes. Once levelled, we tackle the next long turn, again to the left. A full set of red coins is in the middle, and right before it ends we see the second ACME portal. It activates a lion statue to the right that launches some fireballs. The track here is wide and we can avoid it, but there's a blue coin near the right wall that makes the risk worth it.

After the hazard, a pillar of energy creates a roundabout of sorts. The tighter left path has a green coin, while the wider right path has both a red and a green coin and also easier access to the turbo pad right behind the pillar. We head steeply uphill to face the last ACME portal, which triggers an UFO piloted by an Instant Martian. It flies relatively low alongside the snaky section of the track, crushing any driver it hits. The sneaky section features two red coins and a green coin to be grabbed, and a final left turn with a turbo pad to the left takes us to the last set of red coins before the start/finish line just ahead.

Bonus Levels & Speedways

Wackyland

Quite a tricky track we have here. Probably the greatest trick comes from the fact it's inspired in the old cinema, being black and white. Thus, it's very hard to distinguish the coins at first sight, and it's also slightly harder to follow the action on the track.

We start through a right turn, and ahead lies a set of red coins. After a left turn, another set of red coins lies ahead before facing a turbo pad with a green coin right besides it. We head uphill and prepare to take a left turn after a set of red coins, heading to the ACME portal with a red coin besides it. It triggers a gate in a similar fashion to the fence in Dungeon Disasters, so it's very fast and recovers equally fast. Right below the gate there's a green coin, and a turbo pad to the left just ahead.

Heading right after the turbo pad, the track gets trickier than ever. Two red coins are to the left, but two turbo pads are on the right as we head left. Ahead of them, two red coins are besides a turbo pad on the left side, after which we head right to a wavy road after which lies a set of red and green coins (the green one is on the center). Heading left, we pass the last ACME portal to trigger the falling doors. Since there are several doors floating, focus on the darker ones and avoid their trajectory.

There's a turbo pad below the first falling door leading to a blue coin, so the risk can sometimes be worth it. Two red coins are besides a turbo pad near the end of the section, which takes us to the trickiest part. An undulating section of the track goes up and down while describing a right-left chicane, compromising handling more than you can think. After this undulating section, we're back on the main track in time to cross the start/finish line.

Planet Y

The unique quirk of this track is that it's a perfect circle. It's placed on the ring of a planet (not Planet Y, as seen in the background), so we simply go left in a massive and never-ending turn. Since you can't rely on driving skills here, focus on the items and ACME portals to attack other drivers and slow them down.

Right after the start there's the first set of red coins and also a turbo pad near the right side. Up ahead, another turbo pad is near the right side, right besides the first ACME portal. It triggers the UFO seen in Martian Platforms, but it now travels more slowly and thus can hit the driver triggering it. There's a green coin to the right, out of harm for a while because the UFO covers the whole width during its trip.

Up ahead we see a set of red coins, and a green coin further ahead to the right side. A red coin precedes a turbo pad, and another red coin can be seen on the left, nearly out of reach. A set of green and red coins lies ahead, before two turbo pads take us to the last ACME portal, triggering vertical missiles like in Return Of Duck Dodgers. This time there are at least three missiles fired in quick succession, but still cover a tight portion of the track and can be easily avoided. There's a set of red and green coins at the impact zone, so we can run the risk.

After this last hazard, there's a green coin on the far right side and a turbo pad ahead of it. Immediately after the turbo pad, a set of red coins followed by a single red coin near the right. Up in front, the start/finish line awaits to be crossed.

ACME Factory

Another tricky track, this time for the fact it doesn't have ACME portals. Instead, there are hazards going on continuously through a big portion of the track, so clearing a lap without being crushed by anything is nearly impossible here.

Right after starting, we head slightly right for the first set of red coins. A left hairpin takes us to the entrance of the factory, which welcomes us with a set of red and green coins. Going uphill through a tight path, we start with the ever-active hazards. A heavyweight covers nearly the whole track, leaving only the belt on the left free of harm, though there's a green coin right below it. Ahead, a couple hammers smash from each direction, with a red coin in the impact zone of the first and a green coin in the impact zone of the second.

We now enter a snaky section of consecutive turns to each side. First we face some heavyweights, smaller than the initial one but covering a wider area for being three instead of just one. Both a red and a green coin can be seen near the right side up to twice when passing the heavyweights. A set of red and green coins welcomes us into the blowtorches covering the sides of the track. The last left turn of the snaky section ends with a set of green and red coins and drops us out of the factory, and thus out of harm.

Once outside, we see some coins near the walls on each side, specially a green one right after the last hazard, which drops a wooden box near the right wall during a left turn. One last right-left chicane, with a waterflow on the left side, takes us into the last set of red and green coins, and right after it, the start/finish line.

Garden Speedway

Full of ups and downs, this track features two long left turns at its edges. It's quite fast and straightforward, and since it's filled with coins it allows for a hard but short lasting battle.

We start uphill and then drop into the banked left turn at the top. There's a set of red coins in the middle of the turn. We then go uphill again, with two red coins in succession near the right side, and continue uphill after a drop as we head left passing by a green coin on the left side. We then drop into the banked left turn at the bottom, which also has a set of red coins in the middle. One last set of red coins precedes the uphill leading to the start/finish line.

Planet X Speedway

A rather fast track, though it also has a few sharp turns. It has some elevation differences, mostly caused by the banking of the turns, and isn't as filled with coins as the rest of speedways, which puts an emphasis on driving skills.

To start with, we face a slight left turn with a set of red coins in the middle. The turn sharpens at its end, with a red coin on the outside, and the upcoming right turn has a green coin on the outside at the start and a red coin on the inside at the end. We then tackle a very long left hairpin, with twin red coins in the middle, and being extremely careful near the end because of the sudden direction change caused by a right-left chicane coming immediately after it. A blue coin can be seen on the left side as we exit the chicane to cross the start/finish line ahead.

Forest Speedway

Filled with coins and quite tricky overall, this track promises heated action. Both driving skills and mastery of the items will be needed to claim victory here.

After the start, we can see up in front a full set of red and green coins. While describing a long left turn after it, a green coin is near the right side and a red coin is near the left side. Another red coin near the right side marks a right turn taking us uphill into a set of green and red coins, after which comes a left turn taking us into a green coin. One last sharp left turn takes us into the last set of red coins, right before crossing the start/finish line.

Duck Dodgers' Speedway

Easily the trickiest for its constant ups and downs, it also features several long turns. High driving skills will be needed here if you want to get out unharmed.

After the start, we head downhill into a set of red coins and ready to tackle the first long left turn. After exiting it, we go uphill with a red coin near the right side, and tackle a right turn on the crest to pass a set of green and red coins while still uphill. A left turn takes us into a set of red coins, then the track goes downhill via a right turn, with a green coin to the left. After the track levels, we tackle a long left turn with a set of green and red coins at the start, then tackle the last left-right chicane in uphill minding the green coin near the left side before crossing the start/finish line.

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