

Micro Machines 2: Turbo Tournament FAQ

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This walkthrough was originally written for Micro Machines 2: Turbo Tournament on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

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## TURBO TOURNAMENT

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\*Please Note - This entire FAQ/Walkthrough has been designed for easy access. This means that you can use your browser's search function to find any section immediately. Just bring it up by pressing ctrl+f and search for either the section name or the code to the right. You will go right to that section.

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- 1. - Introduction MM0001

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| Game Gear           | Game Boy            |
|---------------------|---------------------|
| D-Pad.....Steer     | D-Pad.....Steer     |
| A.....Brake/Reverse | A.....Accelerate    |
| B.....Accelerate    | B.....Brake/Reverse |
| Start.....Pause     | Start.....Pause     |
|                     | Select.....No Use   |

  

| Genesis             | SNES                |
|---------------------|---------------------|
| D-Pad.....Steer     | D-Pad.....Steer     |
| A.....Brake/Reverse | A.....Accelerate    |
| B.....Accelerate    | B.....Accelerate    |
| C.....No Use        | X.....Brake/Reverse |
| X.....No Use        | Y.....Brake/Reverse |

Y.....No Use  
Z.....No Use  
Start.....Pause  
Select.....No Use

L.....No Use  
R.....No Use  
Start.....Pause  
Select.....No Use

Micro Machines 2: Turbo Tournament is a top down racing game featuring toy cars driving through household tracks. It was released on multiple different platforms. They are: Game Gear, Game Boy, Genesis, and Super Nintendo. Each game does play a little differently and in this section, I will describe those differences.

There is a Super Lap bonus in every version of the game. If you complete the first lap in record time, you will instantly win the race from there and no longer have to complete the rest of the race. Each game has different track records that are hidden so it's hard to judge. There are some tracks you will hit it easily in one version of the game and others that will give you a hard time.

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### Game Gear & Game Boy

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The Game Gear version and Game Boy versions are very close. You will get the same options from the main menu.

- |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 Player    | This is your standard 1 player game, exactly what you'd expect from playing this game.                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 2 on 1      | 2 on 1 is a 2 player game using just one system. You both hold the system sideways and the cars will always be driving with full acceleration. One person will use up and down on the d-pad to turn and the other will use A and Start (for Game Gear) or A and B (for Game Boy.) Once one driver falls far enough behind, they lose a point and the other driver gains a point. The points will be on the left side of the screen. There are 8 points in total. The game will end when one player has 8 points or whoever has more points at the end. |
| Linked Game | Linked Game is a 2 player version of the game that will require two systems, two games, and a link cable. This is a more expensive set up but both players play the game the way it was intended to be played which will give both of you a much more enjoyable experience.                                                                                                                                                                                                                                                                            |
| View Stats  | This is pretty self explanatory. It's just a stats page. It will show you the highest points earned, fastest lap times, most wins, and furthest race reached.                                                                                                                                                                                                                                                                                                                                                                                          |

The obvious difference between the two will be the appearance. Graphically speaking, the games look about the same. The big difference is the Game Gear version is in full color while the Game Boy version is in black and white.

The major rule difference between the hand held and console version is the handheld versions will have you start in the front row.

The games handle just a little differently between the Game Boy and Game Gear versions as well. The Game Gear version will have you slow down a little bit more while turning. This isn't something you can control with the brake or accelerator, it's just the turning mechanics in the Game Gear version vs the

Game Boy version.

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## Genesis & SNES

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The Genesis version and Super Nintendo versions are very close, similar to how the Game Gear and Game Boy versions are close.

- 1 Player                    This is your standard 1 player game, exactly what you'd expect from playing this game.
- 2 Player                    This is a standard 2 player version of the game. This has a knockout style. If one player pulls ahead of the other player, forcing them off screen, the trailing player loses a point and the leading player gains a point. There are eight points in total. First player to reach eight points will win or whoever has more points at the end of the race.
- 3 Player  
SNES ONLY                    This is a 3 Player version. You can either have a multitap or use 2 controllers. It's the same knockout style as the 2 player version. If you use two controllers, one controller will have to be held sideways by two players, the up and down arrows will turn one car and the B and X buttons will turn the other car. You won't have the ability to accelerate or brake.
- 4 Player  
SNES ONLY                    Again, more multiplayer. A multitap helps but is not necessary. If you don't have a multitap, you'll have to share controllers. One player will use up and down while the other will use B and X.
- 4 Player Teams  
SNES ONLY                    This works just like the 4 players version above except you play in teams rather than singles. Earn more points for your team to win.
- Knockout  
SNES ONLY                    Party play is basically a tournament mode for two player. This was designed for anybody that has a group of friends over. You can choose how many players there are total and have a tournament bracket to see who is declared the winner. The Genesis version will be called Party Player and the SNES version is called Knockout.
- Party Play  
GENESIS ONLY                    The Genesis version will be called Party Player and the SNES version is called Knockout.
- View Stats  
GENESIS ONLY                    This is just where you go to view stats. The stats are separated by driver and will include lap records, how many races you completed, how many head to heads you completed, and where you finish in league play.

The graphics will obviously be much better compared to the handheld versions. Graphically speaking, the SNES and Genesis versions look very similar, I wouldn't say one looks any better than the other.

The major rule difference between the console and hand held versions is that the console versions will have you start in the back row.

These games also handle differently from one another. The Genesis version has very sensitive steering which could make taking any turn more difficult. This isn't necessarily a fact though, this is just my opinion. If you prefer more sensitive steering, the Genesis version is for you. It will certainly lead to faster lap times.

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Game Modes

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- Challenge Challenge is just races with nothing at stake.
- Head to Head Head to head is basically a knockout mode against the AI. When you get so far ahead of your opponent that it falls off screen, you will gain a point and the AI will lose a point. The first player to eight points or whoever has more points at the end of the race will win.
- Super League Super League is just a tournament mode against the AI. Each race will give you a certain amount of points with and the goal is to finish each series of races with the most points.
- Time Trial Time trials are just you on the track. The goal is to simply set the fastest lap times.

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2. - Tracks MM0002

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Training Camp

Vehicle - ATV

There are no obstacles in this track. The entire track is a big square and each turn is just a ninety degree angle. You don't need to slow down in any version, just hold the accelerator down and make those turns safely without bumping into the walls.

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Toolbox Terror (Driller Killer on Sega Systems)

Vehicle - Rally Car

This track has some obstacles. Most of the left side is on bridges so the track is much more narrow. There are oil slicks in the top left and bottom right corners of the track right around the turns. There are also drills on the left straight that will come from the right side of the track that can cause you to crash. The console versions actually have the drills move back and forth on the right half of the track. The handheld versions just always have them there.

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Sand Castles

Vehicle - Beach Buggy

Every version except Game Boy will have seashells scattered and pebbles littered all over this course. Hitting one at high speed will cause your car to launch high in the air. The long straights are also on a narrow road and falling off the road will cause you to fall into the water and lose you a lot of time. The bottom corners also have a hill that will launch your car so slow down before you fly into a wall.

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Pinball Pursuit (Console versions only)

## Vehicle - Formula 1

This track can be really tricky due to how tight the bumpers are at the top and bottom of the track. The paddles aren't too difficult to avoid. When you're going down on the right side of the track, just hug the inside of the course. It'll help you avoid the paddle in the lower right corner and keep your speed up. The stars are a general guide but remember you don't necessarily have to follow them exactly.

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## Cob Challenge

### Vehicle - Dumper Truck

The main problems with this track is the spinning corn on the cob bridges. The handheld versions don't show the cobs spinning but they will always make you turn towards the bottom of the screen regardless of what system you play on. Make sure to adjust every time you hit those. The knives on the set will only stop you if you hit the handles as well. You can go over the blades of the knives for short cuts but they will jump you into the air. Be mindful of that.

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## Ceiling Circuits (Console Versions Only)

### Vehicle - Off Roaders

There aren't many hazards on this track but it is really narrow and the turns come up very quickly. Be mindful and make sure not to hit the big bolts on the sides of the track because they will make you jump into the air. Hitting those in a turn could easily toss you off the track.

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## Garage Games (Console Versions Only)

### Vehicle - Sportscar

You cannot drive off the track in this track like you could in any other course so far. There are walls on the sides. There are also oil slicks in pretty much every corner. You will bump other cars a lot throughout this race so adjust for that.

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## ATV Action

### Vehicle - ATV

This track is full of jumps. They can easily throw you way off course and ruin your run. The right side is also all water so be careful on that side before you fall in.

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## Lights Out! (Console Versions Only)

### Vehicle - Off Roader

There's not too much to this one, it's very similar to Garage Games. It's a tight track that you will bump into other cars a lot. There are arrows on the track to give you a heads up when a turn is approaching.

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## In A Spin (Handheld Versions Only)

Vehicle - Monster Trucks

There's not any tricks to this track really. The one thing to be weary of is to slow down a bit for the second jump when you start driving straight down on the course. A sharp turn going to the left will come up once you land. If you take this jump at full speed, you will fly off the course when you land.

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Ball Bonanza

Vehicle - Sportscar

Console Version:

You can fall into any pocket but the only one you want to drive into is the top left one. You also have to drive around almost the entire pool table. If you miss a turn, you will fly right off. Look for the pockets to know when the turn is about to come up.

Handheld Version:

Be careful getting on and off the edges of the pool table. The screen only shows so much of the area so it's easy to miss the cards to come down onto the table. Especially in the area where you're coming off the edge and back onto the table. It's easy to blow right past the cards. If you see pool chucks on the edge, you'll know you're about to miss the turn.

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Spill Thrills for Nintendo & Whine On! for Sega

Vehicle - Dumper Truck

There's a lot of tough twists and turns in this course. The only trick here is in the bottom right corner of the track, you can go to the right of the tomato soup bowl for a nice short cut.

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Roller Coaster

Vehicle - Convertible

Every vertical portion of this track can be tricky. The first 3 portions when you're going up or down will have narrow bridges, some even are covered so you can't see your car. The final vertical portion, you'll be going up before the finish line, you need some speed over the jump to clear a big gap. Make sure to take that last turn with some speed.

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Bury My Body (Console Versions Only)

Vehicle - Beach Buggy

This track actually isn't too difficult, you just have to learn the layout. There's not really many obstacles or too many water hazards for a beach level. There are just a lot of turns. The track isn't exactly closed either so you can cut corners to try to go through this track as quickly as possible.

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## Piano Panic

Vehicle - Monster Truck

There are some tough jumps to make in this course, particularly the one after you drive across the piano. You make the jump in the middle of a sharp turn and there's an obstacle once you land. I suggest staying to the outside and turning towards the inside of the track while going over the jump. There's also a useful shortcut for console versions only on the first hair pin turn after the first jump, there's a whistle and cassette right next to each other on the exit of the turn. You can go right in between those pretty easily and go straight through another hairpin turn for a very beneficial shortcut.

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Bathtub Burnoff (Console Versions Only)

Vehicle - Dragster

This track actually isn't difficult, the cars are just hard to control. It's just a big rectangle. Some bubbles around the course can make you lose control but it's never too bad. Just be mindful of the turns. The dragsters are so fast and don't have great grip, it's easy to fly off course.

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Banked Oval

Vehicle - Beach Buggies

This track is just a big rectangle. The horizontal sections are really short and the vertical sections are really long. This track is actually pretty simple.

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Treehouse Tiles

Vehicle - 4 x 4s

There's a couple areas to be mindful of on this track. First off, the bottom portion of the track is all on a tiled roof so you will constantly be bouncing. There's a jump at the end of the gutter that you will have to turn right immediately as you land. Start turning while in the air for that. Also just past that jump, there will be a section where you're going right then have to turn upwards. If you just keep going right, you can go between a brick and a walkie talkie for a small shortcut.

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Vice Squad

Vehicle - Rally Car

The layout of this track is pretty simple, it's really a big circle. Things to note is there are glue spots in the top left corner of the track that will slow your car down big time. The vices on the right side also open and close on the console versions.

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Musical Hits

Vehicle - Monster Trucks

The layout to this track is also really basic, similar to Vice Squad. The tricky parts are the xylophones. They will get smaller as you reach the end. The hammers will also come down to strike keys at random. They will mostly hit the middle. Your best bet to deal with these are to try to stay close to the edge and just angle towards the middle for the end. The hammers only come down in the console version so if you're playing handheld, you should just stick to the middle of the xylophones.

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Toaster Trouble

Vehicle - Convertibles

This track isn't too difficult. The only trick worth stating is in the lower right corner, once you come off the second cutting board, you could immediately cut straight down for a shortcut. It's pretty hard to hit and you'll need to have enough speed to hit a jump once you get back on track so it may be tough to reach. You can actually fall into the toasters in the handheld versions so try to stick to the middle in those. The console versions will have bread in the slots so you won't fall in.

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Ball Chase

Vehicle - Sports Car

Here's another pool table level. You'll still have to drive around the edge while avoiding the pockets. You can actually go straight from the start and get a small shortcut instead of bearing right then turning left. There is a cue ball rolling up and down on the console versions when you go up on the straight away on the right side. There's also a swinging cue in the console version in the top right corner when you're riding around the edge.

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Crossing Chaos

Vehicle - Bugs

The gimmick to this level is the intersections. They can be dangerous but if you're leading the race, you'll always have a green light through them and won't have to worry about much. The only noteworthy section of this track is after the second intersection, when you go up again, the road will widen and there will be an obstacle in the middle of the road. Make sure to bear to a side to avoid it. The handheld versions actually won't have anything at the crossroads so it'll be a breeze.

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Ups and Downs

Vehicle - Convertibles

The console version of this track has some uphill and downhill sections which are new to this game. There's no way to tell visually which is uphill or which is downhill. Obviously uphill will slow you down and downhill will speed you up. The first two plank bridges will be uphill and the next two will be downhill. The second downhill bridge is pretty long and requires a sharp turn to go down. I suggest turning before you even get on the bridge or you may fly off the track. The handheld version will have the same layout but no hills.

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Bricks and Trees (Console Versions Only)

Vehicle - Chopper

The chopper is a strange vehicle because you can adjust your height. You can go higher or lower by pressing up or down. The branches with leaves are all higher so when you're around them, you want to be lower to the ground. Any obstacle on the ground can be flown over if you're higher in the air. You mainly want to focus on adjusting your height more than anything on this track.

Windy Willows (Console Versions Only)

Vehicle - 4 x 4s

There's no shortcuts to this track and it's the final track in challenge mode for consoles. The only thing worth noting is you'll see large, circular knots in the wood. If you drive over one, it will shake. Next time you pass around on the next lap, it will be a hole you can fall into.

Dervish Danger (Handheld Versions Only)

Vehicle - Beach Buggies

This track can be tough because the lines aren't always there. I suggest not pulling ahead too early and passing after the first lap so you get a feel for the track. The one big shortcut is in the bottom left corner. On the final chicane, you can just go straight through it and save a lot of time.

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3. - Vehicles

MM0003

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ATV

Top Speed - 160 MPH  
Acceleration - 10  
Grip - 10

Rally Car

Top Speed - 178 MPH  
Acceleration - 10  
Grip - 9

Beach Buggy

Top Speed - 163 MPH  
Acceleration - 9  
Grip - 8

## Super Monster

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Top Speed - 140 MPH  
Acceleration - 10  
Grip - 8

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## Formula 1

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Top Speed - 204 MPH  
Acceleration - 10  
Grip - 9

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## Dumper Truck

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Top Speed - 120 MPH  
Acceleration - 7  
Grip - 7

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## Off Roaders

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Top Speed - 138 MPH  
Acceleration - 9  
Grip - 9

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## Sportscar

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Top Speed - 185 MPH  
Acceleration - 10  
Grip - 10

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## Convertible

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Top Speed - 182 MPH  
Acceleration - 9  
Grip - 9

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## Monster Truck

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Top Speed - 140 MPH  
Acceleration - 10  
Grip - 8

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## Dragster

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Top Speed - 256 MPH

Acceleration - 10  
Grip - 6

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4 x 4

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Top Speed - 150 MPH  
Acceleration - 8  
Grip - 10

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Bug

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Top Speed - 172 MPH  
Acceleration - 9  
Grip - 8

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Chopper

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Top Speed - 142 MPH  
Acceleration - 4  
Grip - 4

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4. - Contact

MM0004

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Do you have any suggestions, comments, critiques, or just a simple thanks to me? Well you could e-mail me at [FrankTheTank3388@gmail.com](mailto:FrankTheTank3388@gmail.com) and tell me what you think! You could tell me whatever you'd like about the game whether it's a tip not listed in this guide that you think would help a lot of people, a mistake I made, or just a simple thanks. I will try to get back to you as quickly as possible answering any questions you may have. Just make sure to include something about Micro Machines 2: Turbo Tournament in the subject of the e-mail or I will delete it. Please don't send any attachments or I will immediately delete the e-mail without opening it. I have recently received a virus through an e-mail and was forced to reformat and I'm not going to go through that again.

Things/How to E-Mail me about:

- What you think about this guide.
- If you need any additional help or clarification.
- Some tips for maps or strategies that aren't in this guide.
- Anything you think would be a good addition to this guide.
- Make sure your subject indicates you're trying to contact me about this game.
- Just a simple thanks!

Things/How NOT to E-Mail me about:

- Things that don't have anything to do with the game.
- Anything that is already clearly discussed in this guide.
- Any file attachments.
- With really bad grammar! I understand that for some people, English isn't their first language but that doesn't mean you should send me something completely unreadable because you're too lazy to use punctuations or spaces. If I can't understand what you're trying to say, your e-mail will be ignored.

\*\*\*Also, I would greatly appreciate it if you liked the guide, to also click on the "Would you recommend this FAQ?" "Yes" button at the top of the page!

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5. - Disclaimer

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