# Power Rangers Zeo: Battle Racers FAQ/Walkthrough

by Seth0708 Updated to v1.0 on Mar 4, 2005

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                FAQ/Driving Guide
Version 1.0
by Seth0708
/ / INTRODUCTION
Power Rangers Zeo: Battle Racers was a racing game released late in the Super
Nintendo's life. It featured eight racers (one secret) and a fairly decent
selection of tracks. This guide covers each of the drivers and the tracks. For
the drivers I've provided an analysis of each. For the tracks I've provided
both a map and some general strategies for finishing first.
Controls:
Y-Button (Brake)
B-Button (Gas)
X-Button (Fire)
A-Button (Jump)
/ / THE RACERS
Blue Ranger
      The Blue Ranger has the top acceleration in the game, but both his grip
      and speed suffer because of it.
Cog Soldier
      The Cog Soldier has the best grip in the game, but both his speed and
      acceleration are very low.
Gold Ranger
      The Gold Ranger has above average acceleration, but just below average
      speed. His grip, meanwhile, is right about average.
Green Ranger
      The Green Ranger has excellent grip, average speed, and about average
      acceleration. Use him in the later races where turning corners is key.
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King Mondo

King Mondo has high speed, average acceleration, and low grip. Use him if you're really confident in your steering abilities.

## Pink Ranger

The Pink Ranger is just like the Blue Ranger, except her top speed is actually lower than his.

## Red Ranger

The Red Ranger possess average speed, acceleration, and grip. He's the most balanced of the racers and a good pick for beginners.

## Yellow Ranger

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Like the Green Ranger, the Yellow Ranger has excellent grip. Her speed and acceleration, however, are switched so she has average acceleration and high speed.

# 33333

Finish every race in first place to unlock this racer. The secret racer has maximum speed, acceleration, and grip. Of course by the time you are ableto unlock said racer you will already have mastered the game.

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/ / THE RACING TRACKS
Race 1-1: City Circuit 1
****************************** Your first race is the most basic of the basics, the
******* terms of the strategy here, just keep going until
                      *** you come around. Don't miss the turns.
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Race 1-2: South Island 1
\star\star\star\star\star\star\star\star\star\star\star\star\star\star\star\star\star\star\star\star\star\star This track looks a little more difficult than the
****************** last, but really it isn't. It is essentially just
              ****** another circle, except if you hang on the edges you
* *
                ****** may get crash into the curving side. Instead stick
                ** *** to the middle when not taking one of the four
                      ** corners. If you do, this track should be a piece of
                     ** cake.
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Race 2-1: City Circuit 2  $\star$  This track is your first real variation from the \*\*\*\*\*\*\* not too tough, although the \*\*\* bottom left area can pose some problems with two \*\*\*\* \*\* quick turns one after the other, but you actually \*\*\*\* \*\*\*\*\*\*\* \*\* have a little bit of breathing room when making the \*\*\*\*\*\*\*\*\*\*\* \*\* turns. \*\*\*\*\* \*\*\*\*\* \*\*\*\*\* \*\*\*\* \*\*\*\*\* \*\*\*\*\* \*\*\*\*\* \*\*\* \*\* \*\*\*\*\* \*\* \*\* \* \*\*\*\* \*\* \*\* \*\*\*\* \*\*\*\* \*\*\* \*\*\*\*\* \*\*\* \*\* \*\*\*\*\*\* \*\*\*\*\*\* \*\*\*\*\*\*\* \*\*\*\*\*\* \*\*\*\*\*\* \*\*\*\*\*\*\*\* Race 2-2: Rangers Base 1 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Again we have a small variation on the basic circle \*\*\*\*\* \*\*\*\* City Circuit 2 since it lacks any double turns. \*\*\* \*\*\*\* However if you slide off the road you'll end up \*\*\*\*\* \*\*\*\*\*\* \*\*\*\* \*\*\*\* falling down the pits on either side, so if you have \*\*\*\*\*\* \*\*\* \*\*\*\* trouble with handling this track can be a nightmare. \*\*\*\*\*\* \*\*\* \*\*\* \*\*\* You can always try and knock your opponents of the \*\*\*\*\*\* \*\*\*\*\*\* \*\* track, although that may be harder for some than \*\*\*\*\*\* \*\* \*\*\*\*\* \*\* just racing. \*\*\*\*\*\*\* \*\*\*\*\* \*\*\*\*\* \*\*\*\* \*\*\* \*\*\*\*\* \*\*\* \*\* \*\*\*\*\*\*\* \*\*\*\*\* \*\*\*\*\*\* \*\*\*\*\*\* Race 2-3: Grand Canyon 1  $\star$  faced thus far. It's got several sharp turns to \*\*\*\*\* \*\*\*\* hamper you. Thankfully the roads here are fairly \*\*\*\*\*\* \*\*\*\* wide, allowing for more room to turn. I suggest \*\*\*\*\* \*\*\*\* \*\*\* saving this one for last of the round two races. \*\*\*\*\* \*\*\*\*\* \*\*\*\*\* \*\*\*\*\*\* \* \* \*\*\*\*\* \*\* \*\* \* \* \* \* \*\*\*\* \* \* \*\*\*\*\*

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Race 4-1: City Circuit 4
*************************** This race is a lot like the last race, so get ready
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Race 4-2: Ice Sheet 1
******* to get tough. This track has
***** a lot of sharp turns and only one real straight
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              *** stretch. Lots of turns, several square corners, and
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              ** ice all combine to make this the first real
     ****** ** ** challenge. Take advantage of the fact that you can
   ** ***** ** ** shoot other racers and just keep at it.
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Race 4-3: South Island 3
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\*\*\*\*\*\*\*\*\*\*\*\* a fter the last race, you're given a little break.

\*\*\*\*\*\* and a relative circle for a race, \*\*\*\* this race is not even a challenge. Also, don't even \*\*\*\* \*\*\* \*\* \*\* \* \*\*\*\* worry about the islands on the left side. You can \*\*\* drive on them, but it serves no purpose. \*\*\* \*\*\* \*\*\*\*\*\* \* \* \* \*\*\*\*\* \*\*\*\* \*\*\*\*\* \*\*\*\* \*\*\*\*\*\* \*\*\*\* \*\*\* \*\*\* \*\*\*\*\* \* \* \* \*\*\*\*\* \*\*\*\*\*\* Race 4-4: Rangers Base 2 \* This is the only race to offer you two routes. The \* inside route has a jump, making it more difficult \*\*\* than the outside jump, but it is also a lot faster \*\*\*\*\*\*\* \*\* \*\* to take it than to go around the outside. \*\*\*\*\*\*\*\* \*\*\*\* \*\*\*\*\*\*\*\*\*\* \*\*\*\*\*\*\*\*\*\* \* \* \* \*\*\*\*\* \*\*\*\*\* \*\*\*\* \*\*\*\*\*\*\* \*\*\*\* \*\* \*\*\*\* \*\*\*\*\*\* \*\*\* \*\*\*\*\* \*\*\*\* \*\*\*\*\* \*\*\* \*\*\* \*\*\*\*\* \*\*\*\*\* \*\*\* \*\*\*\*\* \*\*\*\* \*\*\*\*\*\* \*\*\*\*\* \*\*\*\* \*\*\*\*\*\*\* \*\*\*\*\*\* Race 5-1: City Circuit 5 \* It's the last City Circuit course, so breath a sigh \*\*\*\*\*\*\* a circle, but this one zags \*\*\*\*\*\*\* all over the place from there, making it the hardest \*\*\*\* | \*\*\*\*\*\*\* of the bunch. The entire left side can be pretty \*\*\* | \*\*\*\*\*\*\* difficult with all the twists and turns, while the \*\*\*\* \*\*\*\* \*\*\*\*\*\* \*\*\*\* right side is truly not that bad. As always remember \*\* your gun, you may need it here if you start to get \*\*\*\*\* \*\* passed. \*\*\*\* \* \* \*\*\*\*\* \*\* \*\*\*\*\* \*\*\*\*\* \*\*\*\* \*\*\*\*\* \*\*\*\* \*\*\*\*\*\* \*\*\*\* \*\*\*\*\* \*\*\*\*\* \*\*\*\*\* \*\*\*\*\*\* \* \*\*\*\*\*\*\* \*\*\*\*\*\*

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Race 5-2: Grand Canyon 2	
*****	This H-shaped course is tough, but it is probably
******	the easiest of the fifth round's races. Each "cap"
	of the 'H' is somewhat tight, but the sides are
****	relatively straight and easy to navigate. Go fast on
	those and power slide around the corners by holding
****	the brake as you turn. If you can master that, this
****	race should be no problem.
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**	The Jumps are back, but this time you cannot avoid
**	them. These ones are right in a row in a straight
**	them. These ones are right in a row in a straight stretch, so they're not as bad as the jumps from
**	them. These ones are right in a row in a straight stretch, so they're not as bad as the jumps from Rangers Base 2. The corners aren't so bad here, with
**	them. These ones are right in a row in a straight stretch, so they're not as bad as the jumps from Rangers Base 2. The corners aren't so bad here, with much more space to turn than the other fifth round
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Secret Race: Sky Course	
	To unlock Sky Course, finish every other race in
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	come in first place, you will unlock the secret
	racer and be a true master of this game.
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/ / THE BATTLE TRACKS	
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Battle 1: Point Race 1	In this and the second battle race, your goal is to
	run over the circles on the ground to gain points.
	The winner is whoever gets the most points. You can
	find the point circles in each of the dead-ends and
	at the top and bottom of the middle column. This is
	a fairly basic setup, but it will give you a feel
	for this type of match.
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Battle 2: Point Race 2	
	Yeah, this map is totally out of scale. Suffice to
	say, there's a lot that can be done here and a lot
	of turns and dead-ends, making it difficult to
	translate to this format. Like the last map, this
	one has you running over circles for points. This
	one is a bit more entertaining than the last map,
	but likewise it is much more complicated. Enjoy,
	and don't run down the long loop on the edge more than once.
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Battle 3: Bumper Chase 1

\* Your goal in this and the next match is to bump your \* opponent of the edge of the map. Here you can also \*\* bump them down the six pits you see on either side  $^{\star\star}$   $^{\star\star}$  of the arena. Again the first map is the most basic, \*\* giving you a feel for what this type of match \*\* entails. \* \* \* \* \*\* \* \* \* \* \* \* \* \* \*\*\*\*\* \*\*\*\*\* Battle 4: Bumper Chase 2 \* An equidistant cross forms the second of the two \*\*\*\*\*\* making it the more difficult of the two. You can \*\*\*\*\* \*\*\*\*\*\* either stick to one of the wings or you can try and \*\*\*\*\*\* force your opponent out from the middle. \*\*\*\* \*\*\*\* \* \* \* \* \* \* \*\*\*\* \*\*\*\* \*\*\*\*\* \*\*\*\*\*\*\* \*\*\*\*\* \*\*\*\*\* \*\*\*\*\*\* \*\*\*\*\* \*\*\*\*\*\* \*\*\*\*\* Battle 5: Blaster Master 1 \* The last two battle maps are just shoot-outs to the \*\*\*\*\*\*\* on your bike, your objective \* \* \*\* is to reduce your opponent to zero health by letting \*\*\*\* \* \* \* \* \*\*\* \*\* loose with your lasers. Strangely enough, however, \*\* is that truly this map is more complex than the \*\*\* \*\* second for this format. Although it is symmetrical, \*\* it provides more cover than the other map. Remember, \*\*\*\* \*\* lasers don't go through the blocks that will stop \*\* your bike. \* \* \*\*\*\* \*\*\* \*\*\* \*\*\*\* \* \* \* \* \*\*\* \*\*\*\*\*\* \*\*\*\*\*\* Battle 6: Balster Master 2 \*\*\* \*\* \*\*\*\* the last map, except with a slightly less complex \*\* layout. Your best bet is to stick to the corners and \*\* \*\* strike as your foe comes for you. \*\* \*\*

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