# Power Rangers Zeo: Battle Racers <br> FAQ/Walkthrough 

by Seth0708



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FAQ/Driving Guide
Version 1.0
by Seth0708

/ / INTRODUCTION
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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
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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.

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
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.
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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
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Race 1-1: City Circuit 1
************************** Your first race is the most basic of the basics, the
************************** circle. No real strategy here, just keep going until
*** $\quad * * *$ you come around. Don't miss the turns.

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Race 1-2: South Island 1


Race 2-1: City Circuit 2


Race 2-2: Rangers Base 1


Race 2-3: Grand Canyon 1


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Race 3-1: South Island 2
************************** The sequel isn't much different from the original.
$* * * * * * * * * * * * * * * * * * * * * * * * * *$ South Island 2 is little more than a rehash of the
$* * * * * * * * * * * \quad * * * * * * *$ round one race South Island 1 . If you got through
$\star \star \star \quad \star * * * * *$ that one, you can handle this one.

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Race 3-2: Enemies Town 1


Race 3-3: City Circuit 3



Race 4-1: City Circuit 4


Race 4-2: Ice Sheet 1


Race 4-3: South Island 3
$\star * * * * * * * * * * * * * * * * * * * * * * * * *$ After the last race, you're given a little break.

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**************************** With wide corners 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.
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Race 4-4: Rangers Base 2


Race 5-1: City Circuit 5



Race 5-2: Grand Canyon 2


Race 5-3: Enemies Town 2


Race 5-4: Ice Sheet 2



Secret Race: Sky Course
$* * * * * * * * * * * * * * * * * * * * * * * * * *$ To unlock Sky Course, finish every other race in
$* * * * * * * * * * * * * * * * * * * * * * * * * *$ first place. This is the largest and most difficult
$* * * * * * * * * * * * * * * * * * * * * * * * * *$ race in the entire game. If you complete it and
$* * * * * * * * * * * * * * * * * * * * * * * * * *$ come in first place, you will unlock the secret
$* * * * * * * * * * * * * * * * * * * * * * * * * *$ racer and be a true master of this game.

/ / THE BATTLE TRACKS
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Battle 1: Point Race 1

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Battle 2: Point Race 2



Battle 4: Bumper Chase 2


Battle 5: Blaster Master 1


## Battle 6: Balster Master 2



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