

Stunt Race FX FAQ/Walkthrough

by The Jiggyman

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FAQ #14

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The walkthrough!

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Welcome to the guide for Stunt Race FX, one of my favorite racing games along with Top Gear 2 and Uniracers. No one wanted to write a guide for this gem of a game, so I'd better make one while it's still around.

Plus, this game was a marvelous masterpiece in 1994 (Although the DKC trilogy and other RPG's by Square would beat it in the graphic department, true). Why? Because it used the FX chip, which allowed 3D graphics onto a console! Back in the day, these graphics were revolutionary (And the same can be said for the examples in parenthesis.). Give it a try if you come across this.

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1. Controls

Control Pad: Move

B: Accelerate

Y: Boost

A: Brake/Reverse

X: Honk horn and split in half

L: Turn to the left more sharply

R: Turn to the right more sharply

Select: Change view

Start: Pause

2. Gameplay Basics

As you drive, you'll notice the following things on your screen. Apart from your rank, a map, and the course time (Three lap times put together for the entire course), you'll see another timer, the race time. In order to build it up, you must pass a checkpoint before it runs out of time.

Also on the screen is a boost meter. Obviously, by pressing Y, you'll go faster and can be combined B to give you more speed. Eventually, you'll run out. Pick up blue spheres to replenish a good portion of your boost.

Then there's a damage meter. By carelessly crashing into anything, the black meter will become red. Once it's fully red, you're scrap metal. Sometimes your car will break apart, but will be re-assembled automatically if the meter isn't all the way up. Get red sphere along the course to avoid crashing into pieces for good.

There are four modes of play for you to choose from. And all are different from one another (For obvious reasons).

Speed Trax

You know the drill-pick your car, then your difficulty class. There are three of them-Novice, Expert and Master. At the beginning, Novice, and Expert are available. Only by beating these two will the Master course be available.

Here, you must drive through four courses, and halfway, you have the option to go to a bonus stage for more lives and extra time. You have 3 tries, and once all three are gone, it's game over.

You're racing against three other vehicles. You must come in AT THE VERY LEAST 3rd place before going to the next track. If you come in 4th, a try is lost. You also lose a try by crashing one too many times, not making it to the checkpoint/Finish line before the race time is up, and by splashing into the water.

Once you've beaten that class, you're free to practice on any one of the courses on that difficulty. See "Free Trax" for details.

Stunt Trax

There are a total of 4 stunt tracks and special 5th one that can be accessed by getting a perfect on all four of them. Here, you must try to collect all 40 stars. Each stunt course is split into four parts with ten stars each. You're also timed, and the only way to add time is by collecting as many stars as you can. The pink ones add 2 seconds worth of time, and gold ones add 5.

There are a total of 32 pink stars and 8 gold stars, and there are 8 pink ones and 2 yellow stars, making a total of 26 seconds in each area of the course. Obviously, you lose when you run out of time. And when you complete a course, your total # of stars and the time remaining is recorded.

If you take any damage or you used up some of your boosts, passing through a checkpoint will replenish it. But be warned—once you pass through it, you can't go back EVER AGAIN. Remember this if you're going for all of the stars.

Battle Trax

Basically, it's a VS. battle against another player. There are only four courses, however. You must race against each other to win, the same rules apply.

Free Trax

This replaces the "Test Drive" (Where you just practice driving for fun) option after you've beaten either Novice or Expert option. This like a time trial, where you just drive for the fastest time without the fear of, say, other cars crashing into you.

Now, for your vehicles.

3. Vehciles

F-Type

Body: Weak
Acceleration: Slow
Top Speed: 220 mph

Where it lacks in a strong body and a nice acceleration, it's top speed is the fastest of the original 3 cars. Due to the fast speed, however, the turning's a tad loose, so watch it. It also breaks easily, due to the weak armor, often having go literally go to pieces. For expereniced racers who can avoid crashing carelessly and for those who know how to control it with ease.

Coupe

Body: Medium
Acceleration: Medium
Top Speed: 190 mph

The game's middle vehicle, it's decently balanced in every area. It has an OK turn, too. For intermediate racers who got the idea of taking care to avoid crashing to much and those looking for a "Just right" car.

4 Wheel Drive (4WD)

Body: Strong
Acceleration: High

Top Speed: 160 mph

This can get you off to a great start when you first start off the race, and can take lots of punishment. It moves kinda slow unless you use your boosts, and the turning's a little more tight than any other vehicle. For beginners who want a vehicle that can take punishment and for those wanting a strong vehicle who can handle the tougher courses.

2 Wheel Drive (2WD)

Body: Medium

Acceleration: High

Top Speed: 220 mph

NOTE: This vehicle is playable after you beat Master class on Speed Trax.

A motorcycle? What fun! It can take a fair amount of damage like the Coupe, have a high top speed like the F-type and have great acceleration like the 4WD. Try not to get too carried away, now...

Semi Truck

The statistics aren't mentioned.

This truck is for the Bonus Stages. It's kind of slow and the turns are wide sometimes.

4. Racing Tracks

Novice Tracks

Easy Ride

Description: Well, the name says itself. Just a few turns and such, nothing to worry about, to say the least.

Notes: A truck will drive in your way at the start of the second lap.

Aqua Tunnel

Description: Cool! We drive through an Aqua tunnel! Too bad the turns are basic in here. You'll see various wildlife while driving through.

Notes: The marine pipe at the start (That halfpipe) can cause problems for some people. Try to stay in the center. If you go too far to the left, move to the right and vice versa. If you go too far, you're thrown off.

Sunset Valley:

Description: Yep, it'll go from afternoon to sunset in a few minutes. Your first canyon course has you driving through some tunnels and the occasional tricky curve here and there.

Notes: Deer will run the moment the third lap starts. You can drive through them without taking damage (?!?). Also, you'll notice a "rocks falling" sign about halfway through the course. Rocks will fall during the second and final laps. Anyone who's driving an F-Type will more than likely be smashed by them and have MAJOR damage done to the car.

Night Owl

Description: Cool! Your first city course and it's at nighttime! There are some nasty curves to navigate, though, including one deadly hairpin curve halfway during the course. Make good use of your L and R buttons for sharp turning.

Notes: Somewhere during the stage, you'll see an airplane fly from various angles while driving. Also, this is one of the few courses where you'll see signs of Nintendo's famous characters.

Expert Courses

King Forest

Description: A beefed up "Easy Ride" with more nasty curves, but it shouldn't be any different from before.

Notes: At the beginning, you'll see fog. It's not much, but it's enough to affect where you drive at first. It'll clear up throughout the course and it should be gone by the start of the third lap.

Sea Breeze

Description: A water course with two marine pipes: One at the start and one after the checkpoint. There are a couple of sharp curves here and there.

Notes: The marine pipes are tricky to navigate. Try to stay in the center of the road and throughout the pipes. All of these cars can easily knock you off, so be careful.

White Land

Oh, goody! A snow course! Several bumps and curves with icy roads is very hard to navigate, as well as snowmen on the sides of the course.

Notes: On the final lap, two big ice boulders will roll down on both sides of the road, stay in the middle.

Night Cruise

Description: This is nasty! 90-degree turns and tunnels and straightaways galore! Some roads are wide, so they put some objects in the middle, forcing you to take left or right.

Notes: You'll mostly be hit with 90-degree turns, so use sharp cornering at the beginning.

Master Courses

Lake Side

Description: The course mainly has ramps and nasty turns and a cargo net you can drive across. It's impossible to make turns perfectly without cornering first (Although you can get away on the first turns if you anticipate ahead of time).

Notes: It's easy to fall off the cargo net. It wobbles around and if you aren't straightened out, you'll be thrown off almost immediately.

Big Ravine

Description: Another mountain course...with a storm! Add some nasty turns to take and you've got a tough course.

Notes: There are rocks at the beginning, but they're easy to avoid. Then there's several hairpin curves, one after another, and adding insult to injury, rocks will fall during the course as in Sunset Valley.

Sky Ramp

Description: You're in the sky! Don't worry, you can't fall off, but this is a long course.

Notes: You'll see Arwings flying from various angles throughout the game. Also, take care when driving through the clouds, someone may pass you up while you're driving!

Harbor City

Description: Final course of the main game...IT has lots of turns and long marine pipes. Be very careful!

Notes: At the end of the second halfpipe, there's a hole on the left side of it, try to avoid it by staying on the right.

And you've beaten Stunt Race FX!!! Feel free to practice on any stage you like. Oh, and before I forget...

Bonus Tracks

Not much is to say about them, other than the fact that you drive the semi in here. After the 2nd course, you have the option to play it for extra time and lives, or skip it and go to the third course.

During the Bonus Stages, you'll see checkpoints. Here, you'll drive through something similar to slalom poles in skiing. Driving through them get you two seconds, but driving and touching one end or the other gets you 1 second. If you drive a lap, you'll get an extra try. At the very least, try to go for two extra lives by taking the shorter route, although you'll typically get one when you first try it.

Of other note, if you're practicing on any of the three bonus rounds, you won't drive the semi, you just drive the vehicle you picked.

4. Stunt Trax

NOTE: The courses will be listed in order, from easiest to hardest in terms of getting stars. Also, stars are easy to collect UNLESS MENTIONED OTHERWISE!

Up'n Down (Easy)

Fairly easy, provided that you can control your vehicle with ease.

Part 1: Go forward, going up a ramp and several bumps while collecting stars. You're already straight, so don't bother turning-that is, until you see a right turn. Do that, and stay straight again. When you reach the jump-ramp, use your boosts. You'll bounce off that big trampoline and land on the ground to collect the star. By doing this, you should have 10 of them.

Part 2: Drive through the tunnel and collect the star, and turn to the right

into the space with the hole, with another star on it. Go up the bridge and collect all the stars. You'll see a few jump-ramps. Be sure to use your boosts on them so you can easily make the jumps and get the remainder of the stars.

Part 3: It starts off simply with a jump and several bumps along the road while collecting the stars, then you'll make a huge jump up another ramp (Use a boost here) with several more pods with holes in them for the rest of the stars toward the exit.

Part 4: After the turn, you'll go up one more bridge, followed by several jump ramps with stars perfectly aligned in a straight line. Unleash your boosts and let loose!

Rock Field (Easy)

Notes: The whole course is pretty easy because the stars are usually in a straight line from point A to point B. The hard part is keeping straight.

Part 1: Linear is the perfect way to describe this. Here, you'll go up a few ramps, then across a few bumps, and finally, in and out of those pods with holes. All the stars are straight, but try not to miss them.

Part 2: After turning, you'll go up a few jump-ramps and hills. Nothing special.

Part 3: Now you'll go up and down several huge bumps. It's hard to get the stars because you'll be constantly thrown around left and right.

Part 4: The final stretch is here! Go up a few small hills followed by a big jump and you're done!

Ice Dance (Medium)

Notes: Very slippery road here! Turn as carefully as possible or you'll skid out of control.

Part 1: You'll go up some small hills while getting stars from left to right, and then a few small bumps.

Part 2: After turning, stay in the middle. Why these wobbling cones are here is unclear. After that, go up the small hill, then you'll eventually go up a small staircase and come back down.

Part 3: Go up the jump-ramp, then you'll see special ramps that you'll have to make a U-turn on (As indicated by the arrow). After three of those, you'll get to go up another jump-ramp (Use your boost here) and use it to land on the platform ahead with the stars on it.

Part 4: You'll see a huge pod w/a hole, and 3 stars inside. After going up several ice bridges, you're done!

Blue Lake (Hard)

The hardest of the 4, IMO, especially on the second and fourth parts.

Part 1: Go forward and drive into the hole with a star in it. Then you'll go up two bridges along the way, followed by several small hills.

Part 2: You'll see a halfpipe with four stars. What I usually do is aim for

the first three (I go for the one on the left), the reverse and get the other one. It's not easy. Then use the ramp to jump on some object and get the next star, then go for the next star on the other one (There are 2 of them) by driving up it like a ramp. Again, it's pretty difficult.

Part 3: A perfect place to make up time. It's several bumps and small hills, with a path with stars leading to the end. Drive carefully and you should get them all.

Part 4: After driving across several bridges, you'll eventually encounter a jump-ramp (Better use your turbo boost) and get to the end where you must drive up the staircase again (See Ice Dance). And after that, all is done!

And your reward if you get a perfect on all of them? Radio Control! It's where you try to crash the other cars by running into them. You have unlimited time, so have fun! There are four courses, but they similar with the exception of color.

6. Battle Trax

NOTE: In Reality, there's not much to look at these four courses, as they are all short. So I'll just list them down with short descriptions.

Cotton Farm

Notes: It's basically a 2-player version of Easy Ride.

Marine Pipe

Notes: Self-explanatory, with two marine halfpipes taking up about half of the course. They're not as tricky to navigate, either.

Toxic Desert

Notes: These two player courses seem rushed. In any case, on the second half of the course you'll encounter huge bumps tossing your vehicle up and down.

Port Arena

You guessed it-another nighttime city course! It's just not as pain inducing as the others, but you still got some nasty curves to navigate.

7. Secrets

Accessing Master Difficulty: You must beat Novice and Expert courses first.

Getting Radio Control Option: You must get a perfect on all of the stunt courses.

Getting the 2WD (Motorcycle): To get the motorcycle, you must beat Master difficulty.

8. Credits

Myself: For typing this guide out.

Nintendo: For making it.

CJayC: GameFAQs webmaster.

9. Disclaimer

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Until the next guide, everyone...

PEACE!!!!!!!

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- "And that's the end of that chapter!" -

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