

Star Wars Racer Masterclass

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Make it easy to improve you lap times, find hidden secrets and unlock all the characters.

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MASTERCLASS STAR WARS EPISODE I RACER



60 COMPUTER AND VIDEO GAMES **ISSUE 213**



“I NEED SIX HANDS TO PLAY EPISODE I RACER”

WORDS & SCREENSHOTS: ALEX HUHTALA PHOTOS: MATT BARNES

Make it easy to improve your lap times, find hidden secrets and unlock all the characters

THIS MONTH: Win it all

Anything related to Star Wars is a closely guarded secret until the day of release and *Episode I Racer* is no exception. So how will three players who have never seen the game before get to grips with pods that can travel up to 600mph? We found three players, of different abilities, to discover the answers before improving their skills and make them all winners.

TESTING How good are you?

All three players wanted to practice for a while, and then a while longer. For the inexperienced, getting to grips with this game's controls can be tough. While the others were still finishing in 12th place and struggling to go in a straight line, Gary was placing first and starting to roll the pod onto its side to clear the tighter parts of the course. Richard got better the longer he played, but was still too slow in the more twisty parts of circuits. And as for Christian, he really could do with an extra pair of hands. Three guys at three different levels; it's time to offer them some friendly advice.

HERE TO LEARN



NAME: **CHRISTIAN ROBINSON**
 AGE: **18**
 LIVES: **PETERBOROUGH**
 CURRENT FAVE GAMES: **FIFA '99, TEKKEN 3**

Christian's our beginner for the day. He hasn't had much experience with racing games, so we'll need to pull out all the stops to improve his lap times.



NAME: **RICHARD COLES**
 AGE: **18**
 LIVES: **YAXLEY**
 CURRENT FAVE GAMES: **TOMB RAIDER 3, FIFA '99**

We're in Richard's house, so we'll treat him with respect, being a fan of *Gran Turismo* we reckon it'll be easy to get results from this intermediate player.



NAME: **GARY NORMAN**
 AGE: **18**
 LIVES: **PETERBOROUGH**
 CURRENT FAVE GAMES: **'1080', FIFA '99**

Gary wants to be a policeman, but we won't hold it against him. He owns a Nintendo and is used to the tricky controls of *1080'*, which makes him our expert for the day.

MASTERCLASS STAR WARS EPISODE I RACER

THE BEGINNER

Christian has trouble getting in a straight line

THE PLAN

Of the six racers on offer at the beginning of the game, it's best to pick Anakin. The small size of his Pod makes it easier for you to negotiate tight sections of the course and squeeze through small gaps. The stats for the Pods are pretty even, so you won't have to worry about upgrades.

KEEPING IT SIMPLE

Christian needs all-round help, so we'll start by limiting him to only essential controls needed to play the game: the control stick and the A button to accelerate. Christian's first lesson is to hold up on the stick, this allows the pod to go slightly faster and, funny enough, makes your Pod go in a straight line. Perhaps being a PlayStation fan he's not used to the NS4's pad or analogue controls.

So, it's off to the Boonta Training Course, always holding up and slowly turning left or right, but not turning the stick to the side. Instead, pointing it at 45° angles, top left or top right. After a few laps, he learns to push the stick further left or right for the tighter turns whilst on gradual curves

keeps the stick as far forward as possible. The reason for this becomes apparent later, so it's a good idea to get into the habit now.

MAP READING

This diet of controls improves Christian's stability after 10 mins, so what's his next problem? "I haven't a clue what's going on, some tracks are hard to see."

It's time to learn about the map which sits nicely on the right of the screen. It's there for a reason; and until you learn each course it's a good idea to make use of it. The simplest tip is to find the best time to use it, although in a game as fast as this where corners occur in the blink of an eye that can be difficult. Christian's advised to glance quickly at the map after



Start things simply by choosing Anakin



Quickly glance at the map after a bend

each corner, setting him up for the next one. Then he'll know which side of the track it'll appear on.

On straights, especially long ones, you've got more time but knowing where a corner is in advance, plus its severity, is the key to beating this game. Especially as the length of each race, and circuit,

can play havoc with your concentration levels.

BOOST IT

The next area to learn is the right time to boost. Now that Christian is making better use of the map, this shouldn't be a problem. He's also holding up on the stick as often as

THE INTERMEDIATE

Still struggling? You need to upgrade your Pod

THE PLAN

Intermediate players like Richard should have a fair understanding of the basic controls and be able to finish towards the front of the pack. The next set of tips should get you winning races, and improving your Pod.

USE THE TRUGUTS

Once you've placed well in a couple of races and have won some Truguts for your efforts, you'll want to improve your Pod. The first thing you should think about is buying a bunch of Pit Droids.

This will allow you to fix your craft if it takes a couple of knocks during a race. Once you've bought them and your engines are looking tired, hold down the right shoulder button during a race to fix any damage. Repairing your ship while on the move limits your top speed, so it's best to use it on corners and not on fast straights. That is, if you want to win.

DEALING WITH WATTO

Richard found the buying of different parts from Watto's shop and junkyard quite confusing. "It's difficult to understand the upgrades and I'm not sure what bits to buy." Like everything, it's easy when you know how. Try taking the six different pods available at the start of the game for a spin in practice mode. After a couple of laps with each of them you should discover how traction, turning and the rest affect the handling of your Pod. Anakin, Ody Mandrell and Ebe Endocoot all have fairly decent Pods, while the others have serious flaws and Dud Bolt really is poor.

From this test it's pretty clear what each statistic means. Each Pod has different abilities and depending on who you're racing means you need to improve certain sections of your Pod before others. On the beginner tracks you won't need to worry about acceleration or top speed, as the opponents here are easy to beat. Concentrate instead on cooling – which is handy for using the boost for longer – and turning, which is essential in any racing game.

NO BRAKES

As the courses get tougher, and your ship gets faster with your



Those pit droids sure do walk funny

winnings, you might find yourself reaching for that brake button – but don't just yet. You can also reduce your speed by holding down on the control stick, and, as you only need

"The opponents here are easy to beat"

THE EXPERT

Gary wants to finish the game as fast as possible

THE PLAN

Gary has no problem winning races. As soon as he picks the game up for the first time he has a fair idea of what he's doing and needs little advice on techniques to learn. Instead, we're going to show him how to unlock all the secret Pods and how to play dirty. Welcome to the dark side, Gary.

WIN MORE TRUGUTS

Before each race you can select how much money you can win by altering the winnings menu. There are three options: Fair, Skilled and Winner Takes All. We advise Gary to select the latter, even though he'll have to place first to win the cash. Any experienced player should be able to place first on all the courses in the beginner mode at first attempt, which allows you to buy better parts for your Pod.

LOTS MORE PODS

The six Pods available at the start of the game aren't the only ones on offer. If you break the track records you can win extra racers, with improved abilities. The following are the hidden racers, where to find them and the times to beat.

● ALDAR BEEDO



Select Winner Takes All to get Truguts



Collect the rest – like the fast Fud Sang



Bullseye Navior has a really skinny ship

Beedo's Wild Ride
Amateur Circuit
Lap Time: 01:02:986
Race Time: 03:16:697
● CLEGG HOLDFAST
Aqualis Classic
Amateur Circuit
Lap Time: 01:04:700
Race Time: 03:16:926
● TEEMTO PAGALES

Mon Gazza Speedway
Amateur Circuit
Lap Time: 00:16:072
Race Time: 00:52:081
● MARS GUO
Spice Mine Run
Amateur Circuit
Lap Time: 01:29:470
Race Time: 04:30:880
● FUD SANG

Vengeance
Amateur Circuit
Lap Time: 01:16:880
Race Time: 03:51:921
● SLIDE PARAMITA
AP Centrum
Invitational Circuit
Lap Time: 00:58:410
Race Time: 03:03:260
● BOZZIE BARANTA



The action looks a lot faster in this view



The yellow bulb is lit, it's time to boost



Release the A button before you overheat

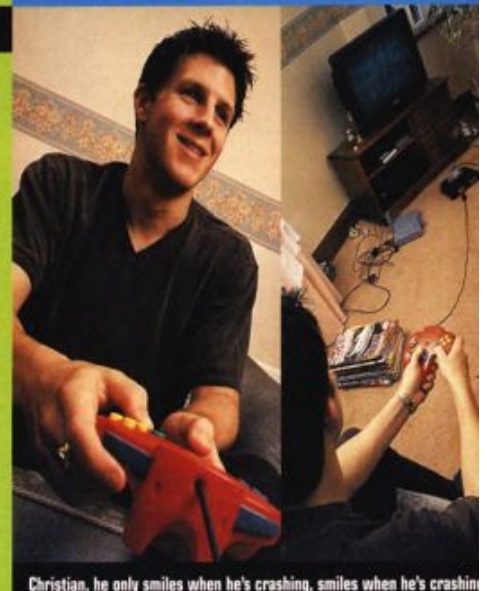
possible, so the opportunity to use the boost is always there. You can boost whenever the yellow light is lit on the thrust meter; activate the boost by quickly releasing the accelerate button and then press and hold it again. The thrust meter will go red and your Pod will accelerate quickly.

Keep an eye on the acceleration bar; as your Pod speeds away as the engines will start to heat up and you'll have to switch off the boost before they explode. Do this by releasing the A button, pressing B or smashing into a wall or opponent hard enough. For starters, limit your boosting to long straight

sections until familiarity with the tracks and advanced controls allows you to use boost in other sections.

STILL IMPOSSIBLE?

If you're still having problems, what can you do? How about a cheat to make your Pod invincible? It will stop you crashing, and losing vital places,



Christian, he only smiles when he's crashing, smiles when he's crashing



It's the Great Gonzo, er... we mean Watto!



The engines have taken a bit of damage



Tilt the pod to negotiate narrow sections

to slow down on corners, it means you can control everything using the stick. Hold down and either left or right at a 45° angle, moving the stick wider to the left or right depending on the corner. This technique can be the difference between taking a corner properly and smashing into a wall and losing

vital seconds. So now's a good time to learn how to use it properly.

SIDE TO SIDE

The next tip is brought on by Richard finding the urge to push his Pod faster and faster. It's the roll button and is designed to be used to get through narrow sections of

the course. Use the roll by pressing either the Left or Right yellow buttons on the pad, this allows you to take a more direct route on some courses. It's not without an element of risk though as Richard soon learns, "I try to use the roll button, but I keep messing up." He's not an expert yet.



Richard, uses a thighmaster to improve his playing posture. No really!

- Abyss
Invitational Circuit
Lap Time: 01:02:639
Race Time: 03:12:934
- BEN QUADINAROS
Inferno
Invitational Circuit
Lap Time: 00:59:549
Race Time: 03:04:160
- RATT'S TYRELL
Howler Gorge
SemiPro Circuit
Lap Time: 01:31:370
Race Time: 04:48:510
- BULLSEYE NAVIOR
Sunken City
SemiPro Circuit
Lap Time: 01:52:620
Race Time: 05:43:101
- APK BUMPY ROOGE
Bumpy's Breakers
SemiPro Circuit
Lap Time: 02:09:358

- Race Time: 06:47:380
- WAN SANDAGE
Scraper's Run
SemiPro Circuit
Lap Time: 00:44:904
Race Time: 02:23:978
- NEVA KEE
Baroo Coast
SemiPro Circuit
Lap Time: 01:38:300
Race Time: 04:59:640
- BOLES ROOR
Zugga Challenge
SemiPro Circuit
Lap Time: 02:01:261
Race Time: 06:10:897
- MAWHONIC
Andobi Mtn. Run
Galactic Circuit
Lap Time: 01:39:309
Race Time: 05:05:648
- TOY DAMPNER
Executioner

- Galactic Circuit
Lap Time: 00:31:540
Race Time: 04:42:310
- SEBULBA
The Boonta Classic
Galactic Circuit
Lap Time: 02:04:210
Race Time: 06:20:012

There are two more characters hidden in the game but you'll need to enter a code to play as them. The first is Jinn Reeso, but you have to unlock Mars Guo before you can use him. To get Jinn select an empty game file, and while holding down the Z button enter the letters RRJINNRE with the left shoulder button. Once you've entered the name, highlight End and press L. The final character is Cy Yunga, but you can only use the code once you have Jinn Reeso. Enter the code in the same way as Jinn



Gary, big and tall, and with that jumper he looks like an undercover cop



EVERYBODY DANCE NOW

MASTERCLASS

STAR WARS EPISODE I RACER



"Why must I be made to pull these ridiculous faces every month?"



Richard's brother Robert has a go, and is faster than everyone else



Upset, our contestants decide to take the law into their own hands



Robert is taught a lesson in beating his older brother at a game



And a good wedgie to finish the day on a high [pitched squeal]

IT'S YOUR TURN

Want some help with a game? Give us a call or drop us a line, tell us what you want and we'll send the boys round. You might get to appear on these very pages. Write to: Masterclass, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.

THE BEGINNER

If all else fails, why not cheat?



Enter the cheat code, then turn it on



Now bash your Pod without any worries

but you can still hit objects that will drop your speed and have engine fires. To be invincible, select an empty game save, and keep holding the Z button while you select the following letters with the L shoulder

button, RRJABBA. When you've finished, press End, using the L button to choose it and then enter a name in the usual way. When a race begins, press Start to pause the game and with the d-pad press

"Learn the right time to boost"

THE INTERMEDIATE

Watto doesn't sell him junk anymore



Jumping is easy, try boosting in mid-air



Richard still needs a bit more practice

There's another button to learn as well, it's the Z. You can use it your advantage to slide the back of the pod around corners. It's a fast technique which will help you and also looks pretty cool. However, it's not an essential control and, for now, you can do just as well without it if you find it too difficult.

Richard is soon racing easily around the basic courses and is ready for the final technique - how to jump large gaps. When you approach one, hold back on the control stick which makes you jump higher, putting you out of reach of other Pods. It's handy, because being

THE EXPERT

Only a few more to collect



Wan Sandage - looks more like a plane

Resso's, the code you need is RACYUN, then highlight End and press the left shift button, then A.

DUAL CONTROL MODE

If you've seen the movie, you'll know that the racers control the pods

with two sets of levers. You can recreate this method by using two pads. Select an empty game file and enter RRJABBA while holding down the Z button, and selecting the buttons with the L button. When you've finished select End, press L, then enter your name in the normal way. Your two pads should be plugged into the first and third ports on the console; push forward on both sticks to accelerate, pull back to steer, and press Z to boost.

PLAYING DIRTY

Gary doesn't need any encouragement to try this out. Get a bigger Pod and you'll be able to smash smaller opponents into the walls and out of contention. "They

Left, Down, Right and Up, this will make the cheat menu selectable. Scroll down to it and turn the Invincibility cheat on.

ANY BETTER?

It doesn't take long for Christian to use these techniques to their fullest; his next step to the winner's circle should be to start learning the courses. After being thrown in at the deep end what does he think of the game? "It's great, the graphics are good, but the controls are tough to begin with and the narrow sections of the courses are difficult. You can miss boosts because you're paying too much attention to the track and upcoming bends."

smashed into you while you're jumping makes you plummet to the ground. Not good.

ANY BETTER?

Richard has got the instincts of a racer, but lacked some techniques to get him to the front of the pack. After a couple of hours was soon getting used to the new controls and even experimenting with some different Pods.

With comments like, "I can tell this one's not as responsive," he's definitely on the right track, but what does he think of the experience? "I'm surprised how fast it is, especially on the tighter tracks. It takes time to learn but the controls work really well and the upgrades allow you to keep improving your lap times."

do it to you, so why not give some back?" said Gary. The only weapons in the game comes when you unlock Sebulba. Then, if you double tap the R button you can use his flamethrower - use it to set opponents' on fire.

ANY BETTER?

For Gary it wasn't a question of getting better but of completing the game as fast as possible. With the information of how to unlock the other racers he's well on his way to finishing the game, plus finding new ways to shave seconds off those lap times. "The controls for the game are really nice, just right, they allow you to really exploit the courses. I'm not going to stop playing until I've found all the characters."

"Set opponents' engines on fire"