STAR WARS
EPISODE I
RACER

OFFICIAL

Nintendo®

PLAYER'S GUIDE

WHEN YOU CAN'T RELY ON
JEDI MIND TRICKS...

Being dragged by a pair of screaming jet engines at speeds
well over 500 miles per hour can turn everything into a blur.
That's when you need to sharpen your focus and hone your
Podracing skills with the help of the pros at Nintendo Power.
Because when you pack this Player's Guide along with you in
the cockpit of your Podracer, you'll be carrying the secret
weapon that will help you leave Sebulba in the dust and bring
balance to the Force. Nintendo Power will be with you.
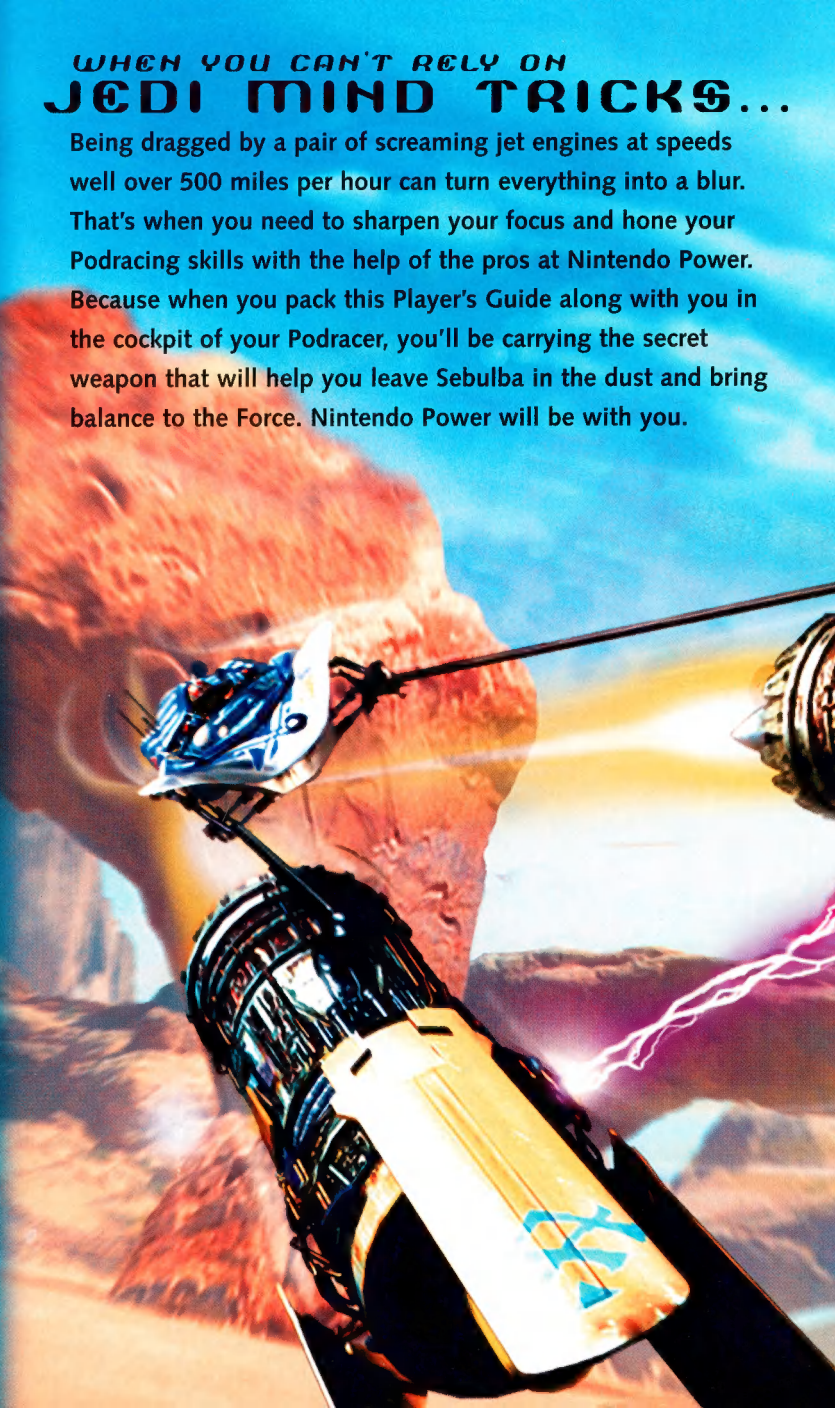
THE OFFICIAL NINTENDO PLAYER'S GUIDE

STAR WARS
—EPISODE I—
RACER

Contents

Racing into History

In a single race, the fate of young Anakin Skywalker and the future of the galaxy will forever be decided. Revving the twin engines of his custom-built Podracer, he sits at the starting line, dreaming of being the first to cross the finish. If he wins, it will mean his freedom from slavery. And of greater consequence, it will set in motion the chain of events that will ultimately lead to his future rebirth as tyrant Darth Vader.

From the first chapter in the *Star Wars* movie saga comes *Star Wars:* Episode I: Racer, the first in a series of Nintendo games based on the film, *Star Wars:* Episode I *The Phantom Menace.* Inspired by the movie's Podracing scene, Racer rolls out 23 customizable high-tech chariots in a cutthroat competition that speeds across 25 whiplash-inducing courses. Among the seven worlds the races tear through is Tatooine, the scorched home of the Boonta Eve Race and, in one of the film's pivotal moments, the site where Anakin Skywalker proves his Jedi potential.

Raised in slavery, nine-year-old Anakin and his mother Shmi toil under the orders of Watto, a winged junk dealer who, like many of the planet's inhabitants, enjoys betting on the celebrated Podraces.

The transmitter implanted in Anakin's body prevents the boy from escaping his master Watto, but the exceptional child, with his knack for mechanics, might have constructed his ticket to freedom. Experienced in building droids like his household servant C-3PO, Anakin has created a souped-up Podracer that may speed him to victory in the Boonta Eve Race. There the biggest prize could be his freedom, which the gambling Watto has staked in the event.

For the Boonta Eve Podrace, Watto bets against underdog Anakin. No other human has been able to master the complex vehicles, but Anakin, adeptly wrangling the dual flying engines as they tow him in his cockpit, has proven himself to be a natural-born pilot. Qui-Gon Jinn, Jedi and mentor of Obi-Wan Kenobi, has noticed the boy's unexploited talents. When Watto rolls the chance cube to determine the slave to be freed if the human wins the race, Qui-Gon uses his Jedi powers to force the cube to land in favor of Anakin.

But freedom won't come as easily as a Jedi mind trick comes to Qui-Gon. Anakin has driven in just more than half a dozen races, and he has never finished one of them. More dauntingly, the infamous Sebulba, a reckless driver whose aggressive ways have made him a stranger to both losing and the meaning of fair play, has entered the Boonta Eve Race. The rest of the pack is equally reckless, since each racer is driven by ulterior motives. With more than just a purse of truguts riding on the breakneck races, you will have the racers' destinies in your hands. Take the reins and be the first to steer them home.

Drivers and Podracers

Much like their Podracers, pilots come in every shape and size. But no matter which corner of the galaxy they hail from all drivers share one common passion—a love of danger. The collection of drivers you see revving their engines at the starting line will undoubtedly be the most colorful bunch of rapscallions and scallywags ever assembled. Which Podracer and pilot will you hitch your chances for fame and fortune to?

ALDAR BEEDO — MANTA RAMAIR MARK IV FLAT-TWIN TURBOJET

Don't let Beedo's stick-like facade fool you. This Glymphid's real profession is as a hit man. Although he's a second-rate driver, he is one of the most dangerous creatures on any course. He has a particular interest in ruining Sebulba's day. Winning with this Podracer will be a challenge.

VEHICLE STATISTICS

TRACTION
TURNING
ACCEL
TOP SPEED
AIR BRAKE
COOLING
REPAIR

The Manta sounds tougher than it is. The Podracer has no single outstanding quality. When computer controlled, Beedo's AI will force the ship to ram neighbors.

ANAKIN SKYWALKER — MODIFIED RADON-ULZER 620C RACING ENGINES

Young Anakin Skywalker and his mother, Shmi, are slaves belonging to Watto. The boy has an amazing grasp of mechanical things, and he has built his own protocol droid and Podracer from scratch. His vehicle is fairly well-balanced, making the Radon-Ulzer a good Podracer for any driver and track.

VEHICLE STATISTICS

TRACTION
TURNING
ACCEL
TOP SPEED
AIR BRAKE
COOLING
REPAIR

Anakin's Podracer features good traction for getting around tight corners, but it isn't particularly fast. Good repair and cooling attributes should keep it in the running.

BEN QUADINAROS

BALTA-TRABAAT BT310

Quadinaros is a good-natured Toong who has virtually no Podracing experience. He is the tallest pilot in the field, although short for a Toong. The quadra-Pod design of his vehicle is very fast but inherently unstable. It's also prone to stalling at the start of a race.

VEHICLE STATISTICS

TRACTION	
TURNING	
ACCEL	
TOP SPEED	
AIR BRAKE	
COOLING	
REPAIR	

The Balta-Trabaat's unique quadra-Pod design can reach amazing speeds, but its acceleration is slow. As an opponent, he does not tend to ram other Podracers.
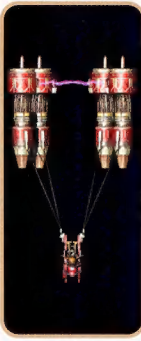
BOLES ROOR

BIN GASSI RACING ENGINES QUADRIJET 4BARREL 904E

This Sneevel from Mos Espa is a famous glimmik singer known for his brash wagers and reeking body odor. Fortunately, he has enough cash to spend on his Podracer to ensure that his foot is extracted from his mouth. The quadrijet design that he pilots can attain high top speeds.

VEHICLE STATISTICS

TRACTION	
TURNING	
ACCEL	
TOP SPEED	
AIR BRAKE	
COOLING	
REPAIR	
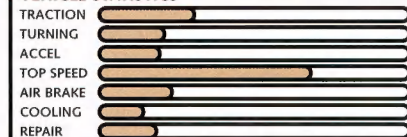
Running hot with a Bin Gassi Podracer isn't a good idea since the cooling and repair attributes are limited. With top speed that high, you won't have to use thrust for long periods.

BOZZIE BARANTA

SHELBA 730S RAZOR

Bozzie Baranta is best-known for worrying too much. Of all the Podracer drivers, he stops in the pits most often, which tends to keep him out of the winner's circle. He is less a danger to others on the course than he is to himself.

VEHICLE STATISTICS

TRACTION	
TURNING	
ACCEL	
TOP SPEED	
AIR BRAKE	
COOLING	
REPAIR	
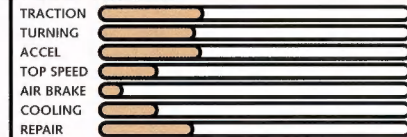
The Shelba Razor has the most evenly distributed attributes of any Podracer, except for the low air brake ranking. Use your winnings to upgrade the brakes, and you'll have a winner.

"BULLSEYE" NAVIOR

IRATEQ RQ 550C DART

"Bullseye" may look like a pushover, but the little fellow has great balance, and his Irateq RQ 550C Dart is a loaded machine that's great on winding tracks. You'll unlock Navior's baby on Aquilaris. Once you have his Podracer, it won't cost you much to enhance since you'll need to upgrade only the top speed.

VEHICLE STATISTICS
- TRACTION
- TURNING
- ACCEL
- TOP SPEED
- AIR BRAKE
- COOLING
- REPAIR
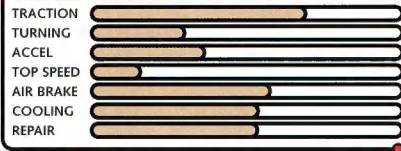
The Dart boasts amazing traction and very impressive ratings in the areas of cooling and repair. Its top speed is the biggest question mark, but that can be remedied with upgrades.

ARK "BUMPY" ROOSE

VOKOFF-STROOD PLUG-8G 927 CLUSTER ARRAY

Dim-witted and paranoid, Bumpy fears that Anakin Skywalker has his number, and he intends to do something about it. If Bumpy is nearby, Anakin should be doubly cautious. Other racers, however, have nothing to fear when Bumpy draws near.

VEHICLE STATISTICS
- TRACTION
- TURNING
- ACCEL
- TOP SPEED
- AIR BRAKE
- COOLING
- REPAIR
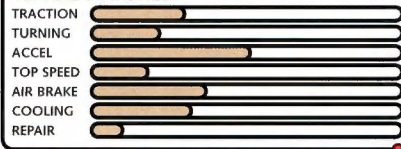
The Cluster Array has one outstanding feature: It has excellent acceleration. Bumpy can get the jump on his opponents, but he won't hold it easily because of poor top end speed.

CLEGG HOLDFAST

KEIZAAR-VOLVEC KV9T9-B WASP

Clegg makes his living writing for *Podracing Quarterly*, a journal that covers all the events of the circuit from an insider's perspective. As a race reporter, Clegg has taken to racing himself, but the pros consider him something of a joke.

VEHICLE STATISTICS
- TRACTION
- TURNING
- ACCEL
- TOP SPEED
- AIR BRAKE
- COOLING
- REPAIR
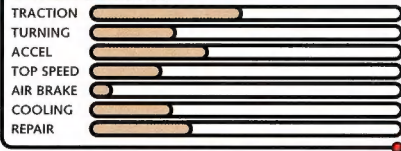
The Wasp exhibits superb handling as long as you don't want to slow down. If you jostle other pilots, however, the highly rated acceleration of the Wasp will get you back in the running.

DUD BOLT

VULPTEREEN RS 557

Bolt is one driver that other pilots should watch out for since he acts as a bodyguard to Sebulba during races. The Vulptereen is known to be a shameless toady with no more mettle than a womp rat. Look for him whenever you see Sebulba.

VEHICLE STATISTICS
- TRACTION
- TURNING
- ACCEL
- TOP SPEED
- AIR BRAKE
- COOLING
- REPAIR

The RS 557 has great traction but little else to recommend it, particularly for newbie pilots. If you choose Dud Bolt's Podracer, be prepared for a great challenge, particularly in hot climates.

EBE ENDOCOTT

JAK RACING J930 DASH-8, SPLIT X CONFIGURED

The brash Endocott backs up his swagger with winning ways and a spanking new Corellian freighter for shipping his Podracer from race to race. His three first-place finishes on Malastare may not count for much now that he is racing in the big leagues.

VEHICLE STATISTICS
- TRACTION
- TURNING
- ACCEL
- TOP SPEED
- AIR BRAKE
- COOLING
- REPAIR

Endocott's Split X looks cool and runs cool. The Podracer ranks high in traction and repair, as well. Performance in the speed, acceleration, turning and air brake categories is at or above average.

ELAN MAK

KURTOB KRT 410C

There's a very good reason why Elan Mak glowers with rage. His real name is Kam Nale, and he's the son of a Fluggrian crime lord who has been recently murdered. Mak believes that the assassin is none other than pilot Aldar Beedo, so the young Mak has joined the circuit seeking revenge.

VEHICLE STATISTICS
- TRACTION
- TURNING
- ACCEL
- TOP SPEED
- AIR BRAKE
- COOLING
- REPAIR

Elan Mak didn't have much money to spend on his Podracer, and it shows. The 410C will test any pilot because of its low acceleration and low top speed—which is not a good combination.

FUD SANG

Condemned to serve four life sentences on the asteroid prison Oovo IV, Fud Sang finds time passes by slowly, except for occasions when his warden allows him to participate in a Podrace. A shoo-in for the Oovo IV courses, Sang is a mediocre racer and of little threat, despite what his criminal record may indicate.

VEHICLE STATISTICS

TRACTION	
TURNING	
ACCEL	
TOP SPEED	
AIR BRAKE	
COOLING	
REPAIR	

Sang isn't about to win any races on top speed until his Podracer has been upgraded considerably. In the early going, it will be touch-and-go.

GASGANO

Always one of the favorites at the Boonta Eve Race on Tatooine because he's backed by Gardulla the Hutt, Gasgano has yet to defeat Sebulba. He never gives up, and his pit droids usually keep him in the thick of things. You might think that his 24 fingers would get in the way, but he keeps most of them crossed.

VEHICLE STATISTICS

TRACTION	
TURNING	
ACCEL	
TOP SPEED	
AIR BRAKE	
COOLING	
REPAIR	

The Ord Pedrovia may not look pretty, but it stays on the track no matter what surface lies below the suspensor field. The vehicle's good repair rating is another initial strength.

MARS GUO

Guo is more at home bragging at glimmik concerts than paying attention to the important things such as what goes into his Podracer. Even so, the Phuii drives a fast, tight machine with good acceleration, top speed and traction.

VEHICLE STATISTICS

TRACTION	
TURNING	
ACCEL	
TOP SPEED	
AIR BRAKE	
COOLING	
REPAIR	

The fact that Sebulba tries to sabotage Guo's Podracer suggests that the Phuii is a considerable threat on the course. Don't underestimate this competitor.

MAWHONIC

Mawhonic hails from the planet Hok, although most of his species live on their homeworld of Kinyen. With his three eyes on movable stalks, you'd think that Mawhonic could stay out of the way of more aggressive pilots such as Sebulba. Don't bet on it.

GALACTIC POWER ENGINEERING GPE-3130

VEHICLE STATISTICS

TRACTION
TURNING
ACCEL
TOP SPEED
AIR BRAKE
COOLING
REPAIR

Mawhonic's GPE-3130 lacks top speed and acceleration, but it has passable repair, cooling and traction attributes. Neither the Podracer nor the pilot is formidable.

NEVA KEE

Neva Kee pilots the most unusual Podracer of them all. Not only does the vehicle lack tethers, the cockpit and engines are fused into one unit. And this is the only Podracer in which the pilot rides in front of the engines. This arrangement has several advantages, particularly on winding courses like those on Baroonda.

FARWAN & GLOTT FG 8T8-TWIN BLOCK2 SPECIAL

VEHICLE STATISTICS

TRACTION
TURNING
ACCEL
TOP SPEED
AIR BRAKE
COOLING
REPAIR

Excellent acceleration marks the strength of Kee's Twin Block2 Special. Traction is also exceptional, but the Y-frame Podracer has worse turning than you might expect.

ODY MANDRELL

Although he is of the Er'Kit species, Ody Mandrell was born and raised on Tatooine. He has Podracing in his blood, but he is reckless and poses a threat to other pilots and bystanders. The Exelbrok XL 5115 stops for nobody.

EXELBROK XL 5115

VEHICLE STATISTICS

TRACTION
TURNING
ACCEL
TOP SPEED
AIR BRAKE
COOLING
REPAIR

Ody spends a lot of time slamming opponents, so his good acceleration and repair ratings give him a distinct edge. Try to stay out of his way.

RATTS TYERELL — VOKOFF-STROOD TITAN 2150

Known as "the little scrapper," among the other Podracer pilots because of his tiny dimensions—the smallest on the Podracing circuit—Ratts Tyerell has a big heart and an even bigger pair of engines powering his Vokoff-Strood Titan 2150. You won't be able to unlock Ratts until you reach the planet of Ando Prime.

VEHICLE STATISTICS
- TRACTION
- TURNING
- ACCEL
- TOP SPEED
- AIR BRAKE
- COOLING
- REPAIR

The Titan 2150 may begin with horrible acceleration, but it fares pretty well in most other categories. It has good turning and traction—you just don't want to lose speed for any reason.

SEBULBA — COLLOR PONDRAT PLUG-F MAMMOTH, SPLIT X CONFIGURED

Sebulba, a member of the Dug species, never plays fair. He hires other racers to run interference for him, and he is the one racer who actually will use a weapon against his opponents. He particularly fears young Anakin Skywalker and will stop at nothing to see that the human boy loses.

VEHICLE STATISTICS
- TRACTION
- TURNING
- ACCEL
- TOP SPEED
- AIR BRAKE
- COOLING
- REPAIR

Sebulba's Pondrat has tremendous top speed, so once he gets into the lead, there's no looking back. The Podracer's slow acceleration, however, makes Sebulba vulnerable.

SLIDE PARAMITA — PIZER-ERROL STINGER 627 S

Slide Paramita would love to live up to his name and slide into the winner's circle in his Stinger 627 S. The only thing keeping this pilot down is his low top speed. The widely separated engines make Paramita's Podracer very stable, but you'll have to use more tilt to squeeze through tight corners.

VEHICLE STATISTICS
- TRACTION
- TURNING
- ACCEL
- TOP SPEED
- AIR BRAKE
- COOLING
- REPAIR
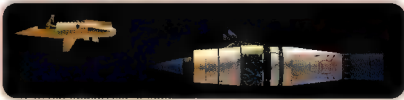
The Stinger is a great Podracer for hot worlds such as Tatooine, but its low top speed makes it an unlikely victor until upgrades help boost it to ∎ competitive level.

TEEMTO PAGALIES

Teemto is a Veknoid outcast from Moonus Mandel who reins in the longest pair of engines in the circuit. He is in love with Ann Gella, one of Sebulba's masseuses, and he's worried that other Podracers have designs on her, as well. In order to protect Ann Gella, Teemto takes up offensive driving.
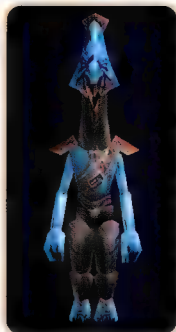
VEHICLE STATISTICS

TRACTION	
TURNING	
ACCEL	
TOP SPEED	
AIR BRAKE	
COOLING	
REPAIR	

Featuring excellent traction, acceleration and repair attributes, the Longtail may be able to overcome a modest top speed. This is an easy Podracer to upgrade quickly.

TOY DAMPNER

TURCA 910 SPECIAL

Toy Dampner is no plaything when it comes to Podracing. This tall competitor will be unlocked on Oovo IV, giving you the opportunity to pilot the well-balanced Turca 910 Special. This Podracer gets down to business right away. It features excellent potential even before you buy any upgrades.

VEHICLE STATISTICS

TRACTION	
TURNING	
ACCEL	
TOP SPEED	
AIR BRAKE	
COOLING	
REPAIR	

The Turca 910 has modest to good ratings on many of the Podracer's important attributes. The vehicle's strong acceleration and repair ratings make it ideal for twisty courses.

WAN SANDAGE

ELSINORE-CORDOVA TURBODYNE 99-U
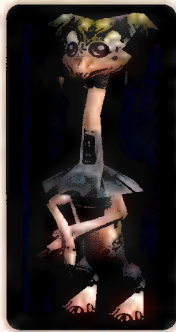
Wan began racing at age two, but Devlikks have a lifespan of only ten years, so at six years of age Wan knows that time is running out. The dashing pilot may be willing to turn to treachery in order to eliminate some of his primary opponents, such as Sebulba. Aldar Beedo may be in league with Sandage.

VEHICLE STATISTICS

TRACTION	
TURNING	
ACCEL	
TOP SPEED	
AIR BRAKE	
COOLING	
REPAIR	

Wan Sandage's 99-U has incredible traction, making it practically immune to the disruptive effects of varying terrain. Combine this with fair turning and acceleration, and you have a potential winner.

Driver's Ed

A Podracing contender must have swift reflexes, iron nerves and grace that transcends the fury of competition. Anakin Skywalker is considered the only human in his galaxy capable of successfully piloting a Podracer. Do you have the skills to be the human that represents our galaxy?

BASIC CONTROLS

START
The Start Button pauses the game and brings up the Options Menu.

L BUTTON
The L Button cycles through the different radar and map views.

Z BUTTON
The Z Button slides the Podracer while cornering. As you enter a corner, pressing Z will cause you to drift and save some brake power.

R BUTTON
Holding down the R Button repairs damaged engines in midrace. If you race as Sebulba, double-tapping it operates the Flamejet.

C BUTTONS
The left and right C Buttons tilt the vehicle to either side. The top C Button cycles through four camera views. The bottom C Button snaps to a rear view.

CONTROL STICK
Steer your Podracer with the Control Stick. The controls are touchy, so apply pressure only when necessary—push too hard and you'll slam into the wall.

B BUTTON
Need to bring your Podracer to a halt, or at least to effectively slow it down? The B Button activates the airbrakes.

A BUTTON
You will spend most of the race with your finger on the A Button. It's the accelerator, and letting off of it will slow your machine.

◉ THRUST MODE

Podraces are about one thing and one thing only: speed. Nobody crosses the finish line without turning the engines inside out in a display of pure velocity. While 600 mph is an impressive number, engaging the Thrust will boost your vehicle past an insane 900 mph. The colored circle at the top of your Thrust Meter by the speedometer shows you when you can initiate the boosters and when you need to let off. While thrusting, the circle will turn red. Listen for a beeping noise to warn you of overheating.

THRUSTING AND COOLING
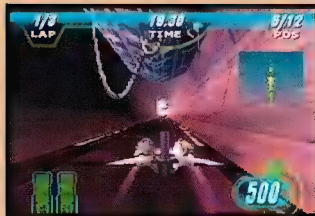
The Podracer must be going in a straight line to start the Thrust process. Press Up on the Control Stick when the circle is green. As soon as the Meter hits yellow, pop the A Button to start the Thrust and accelerate into the red zone.

Thrusting heats the engines to the melting point. The better, and pricier, your cooling apparatus is, the longer you can delay an engine fire caused by an overheated Thrust. You can race with an engine fire, but it will eventually cause the Podracer to explode.

◉ CORNERING

Anybody can let it out in a straightaway, but only a winner can corner without losing precious speed. The turning and traction ratings of your vehicle substantially affect how well your Podracer can negotiate corners. Environmental hazards like ice and mud will also affect the traction of your vehicle. Use the Z Button to slide through corners and gently turn the machine to avoid hitting the walls and losing speed.

TURNING DYNAMICS

BEGIN SLIDE
DECELERATE
ACCELERATE
RELEASE SLIDE
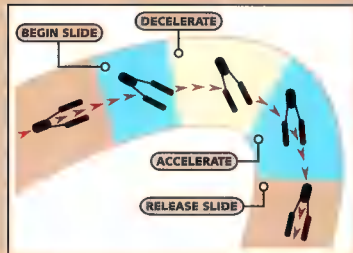
As you enter a turn, start to slide and steer into the corner. When the vehicle starts to shift, let off the accelerator. As soon as you clear the apex of the turn, press the accelerator to regain speed and release the Z Button to straighten back out.

If you can maintain your position in the center of the lane, you should be able to turn without oversteering. Hug the wall and you run the risk of steering into it. Overdrift and you won't be able to straighten out in time. If a turn looks bad, don't hesitate to brake accordingly.

As you rush headfirst into the wind, your Podracer's shape and design can weigh heavily in determining its ease or in some cases, its difficulty of control. A wider machine may leave less track for the competition, but it is more vulnerable than narrower ones to being hit from behind. A wide Podracer offers greater stability, which affects the vehicle's cornering. Models with long tethers have the tendency to swing wide while turning. Large engines with shorter tethers allow a pilot to corner tightly but do not slide as well as vehicles with longer tethers. Some vehicles are better suited than others to handle certain tracks' sharp turns.

PODRACER VARIABLES

● ALDAR BEEDO
○ TEEMTO PAGALIES

● WAN SANDAGE
○ BOZZIE BARANTA
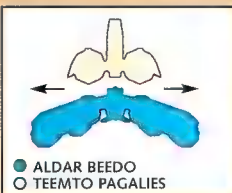
A wide Podracer is stable, but it is difficult to steer through a tiny opening. The length of the tethers also affects control while turning. The longer the tethers, the wider the Podracer will swing while cornering.

Just before you try to pass through a narrow aperture, use the left and right C Buttons to tilt your machine. Tilting can also help you shave the surface of a wall when you need to corner tightly.

Podracers with longer tethers have looser steering than those with little distance between the cockpit and the engines. It's easy to slide too much when taking a sharp corner with a long Podracer.

◉ ENGINE ENGINEERING

In addition to tilting your entire Podracer, you can tilt your engines forward and back. Pulling back on the Control Stick will point your engines upward, slowing your craft and increasing your stability. This is helpful when turning. If you press Up on the Control Stick, you will pick up a little extra speed.

SHOOT THE TUBES

While in the anti-gravity tubes of Oovo IV, use the forward and back tilt and swing your Podracer from side to side with the Control Stick to dodge boulders without losing speed.

You can milk a little extra distance while jumping by pulling back on the Control Stick and pointing your engines slightly upward. If you press Up instead, you will pick up extra speed but slam into the ground and take damage.
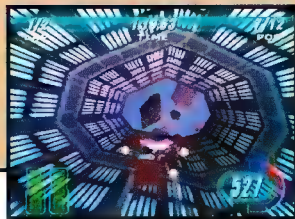
MOB MENTALITY

It may be in your nature to play fair, but don't count on the same hospitality from the other pilots. When caught in the middle of a crowded pack, you'll observe that other racers can be downright brutal. Crashing into other racers damages both your vehicles. Don't be afraid to give whatever abuse you receive from the racers right back to them as a way of saying, "thank you."


There are times when you should deliberately lag behind. Rocketing to number one will only attract the undesired attention of the track favorite. Wait until the competition least expects a breakaway, like right after a tight turn.

When caught in the center of the mob, use the left and right C Buttons to tilt one engine into the air. If you bring it down on top of another racer, you can bump him out of the way or steer him straight into a wall.

DIRTY, ROTTEN SCOUNDREL

Sebulba may possess an uncanny knack for Podracing, but he employs trickery and illegal tactics to stay ahead of the competition. If you race as Sebulba, you can use his custom-built flamejet by double-tapping the R Button when an opponent pulls alongside of you.
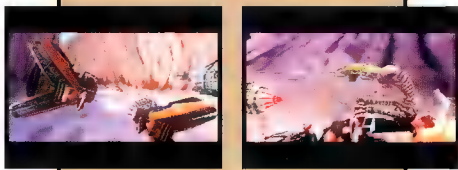
If your Podracer hasn't taken any damage, you can try to strong-arm the competition. Fire up your thrusters and ram another racer from behind or land on top of him after a jump. You will take damage, but it's usually minimal.

SURFACE TENSION

Even though you're not technically racing on the ground, your repulsorlift unit will react to the changes in terrain. It's difficult for the engines to "bite" into the icy lakes of Ando Prime, and the soft clay on Tatooine will slow your machine down. Naturally, your machine handles best when zooming over streets and paved areas, but solid surfaces like the packed sand of Tatooine won't impede your speed, either.

The sandy beaches on Baroo Coast make it difficult to accelerate, but the traction there is good, as opposed to icy Ando Prime where speed isn't the issue—steering is.

Podracer Maintenance

Podracing is not an elegant sport. It is a savage, no-holds-barred race for the finish line where you mow down whatever or whoever has the misfortune of standing in the way. The fierceness of the competition will take its toll on your Podracer, so it is important to keep your machine in tiptop condition if you want to see the finish line.

TAKING DAMAGE

You must take care of your Podracer if you want to finish in first place, much less finish the race at all. Throughout the races you will inevitably take damage from ramming into the other machines, by colliding with environmental hazards such as icicles on Ando Prime, or by landing too hard after a huge jump. Keep tabs on your vehicle's level of damage and repair it when appropriate or necessary.

Avoid "pinballing" off the walls in tight or narrow spaces, such as the suspension bridges in Ord Ibanna. It's difficult to correct yourself before taking excessive damage.

ENGINE DAMAGE
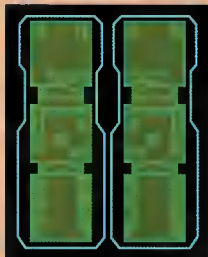
When you take damage, a transparent diagram of your engines will appear in the lower-left corner of the screen. Your engines are divided into three segments each. Surrounding the engine diagram is a blue outline indicating the engine temperature. When the outline is blue, your engines are at an acceptable temperature. After thrusting, the outline will turn red, indicating that the engines are too hot to attempt another boost.

GOOD CONDITION   **BAD CONDITION**

When you start each race, the engine diagram will be green. As you take damage, the color of the engine segments will shift to red, indicating that your engine has sustained severe damage.
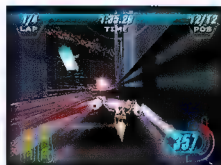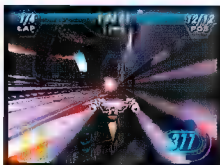
Damage is caused by more than direct crashes; you can take damage also by merely brushing against something. A flurry of white sparks means that you are rubbing against a railing or wall and are taking damage.

Newton's law of equal and opposite reactions holds true on the Podracing circuit: Anything you do to damage an opponent will cause damage to your your vehicle. If you bump into other racers, you will take damage.

⊙ ENGINE FIRE

As soon as your Thrust Meter turns red, your engines begin to overheat. Listen for a series of beeps to indicate that your engine temperature is near critical. If you do overheat, the engine will catch fire and shut down. Then, you will have to make midrace repairs to your vehicle, which will slow your Podracer, defeating the entire purpose of thrusting.

Thrusting on a straightaway is the easiest way to break away from the pack, but don't open up your thrusters for the entire distance. Don't push your engines to the limit unless you're in the final stretch.

⊙ SINGLE-ENGINE RACING

If you lose a single engine in a wreck or by brushing past an environmental hazard, you'll be granted a couple seconds of grace driving time before your vehicle slams into a wall or completely explodes. Don't release the Control Stick when this happens. Instead, keep driving straight ahead and milk a few extra meters or try to take another Podracer down with you.

If you happen to lose an engine in midair, keep driving. Use those extra seconds to make any additional headway. It's worth mentioning that vehicles with long tethers last longer than those with short reins.

⊙ MID-AIR PIT STOPS

When you are deciding how to spend your truguts, don't always go for speed upgrades. One of the most important modules on your Podracer is your repair unit. Repairing your machine in midrace slows down your vehicle, so make sure you have an upgraded repair unit to minimize down time.

When you repair an engine, it temporarily shuts off. Your vehicle will then slow down and pull slightly to that side.

Choose an opportune moment to repair your vehicle. A straight stretch is best because you won't be pulled into a corner wall.

Never repair while stuck in the pack. You will get mauled by the other vehicles, which will interrupt your repair process.

⊙ REPAIRING BETWEEN RACES

Between races, you can watch your own private army of pit droids make repairs on your vehicle. The more pit droids you have, the faster repairs are made. Use the Vehicle Upgrades option to inspect the performance level of your various parts. A green bar indicates that the part is in good shape. An orange bar means that you should consider replacing that part, even for a temporary downgrade.

If you have to downgrade to get a better part, do so. A new inferior part will outperform a better quality broken part.

Watto has three pit droids for sale. Buy all three as soon as you can. They'll make maintaining your vehicle quicker and smoother.

A Podracer is not a fixed bucket of bolts. In fact, the machine's ability to evolve to the needs of its driver is almost organic. Pilots construct their breakneck chariots from whatever spare parts they can salvage, and use their winnings to buy fuel injectors, cooling mechanisms, repair modules and more—anything to coax extra speed out of a Podracer.

WATTO'S SHOP

Once a pilot wins enough truguts to afford an upgrade, there's only one alien in the galaxy to visit: Watto. He is known for driving a hard bargain, but the quality of his wares are second to none on Tatooine. Everything from pit droids to R-300 repulsorgrips is found on his shelves and easily modified to fit on any Podracer. Be prepared to part with a hefty sum for the best upgrades. The increase in performance is well worth the monetary sacrifice.

Watto is all agog over his remarkable selection of merchandise, and flashing your truguts will have him chomping at the bit, wanting to show and sell it to you.

As you scroll through the catalog, press A to scrutinize an individual item. From this screen, you can accept or reject the unit.

THE JUNKYARD

Just behind Watto's Shop is a courtyard cluttered with parts salvaged from Podracer crashes, previous trade-ins and discarded upgrades. Watto will sell these components for much cheaper than the shiny, new parts in his shop, but the trade-off is dependability. Most parts in the junkyard have been damaged, some to the point of near uselessness. So remember the two rules every Mos Espa shopper must abide by when making a purchase: buyer beware, and you get what you pay for.

You can rescue abandoned parts from Watto's junkyard for a lesser ransom. What you gain in savings, though, you sacrifice in quality.

◎ THE PARTS

TRACTION

A Podracer's traction determines how closely it hugs the ground. As you increase your machine's speed, augment its traction for better handling.

R-20 REPULSORGRIP COST: 250 TRUGUTS	**R-100 REPULSORGRIP** COST: 1,200 TRUGUTS
R-60 REPULSORGRIP COST: 400 TRUGUTS	**R-300 REPULSORGRIP** COST: 2,600 TRUGUTS
R-80 REPULSORGRIP COST: 600 TRUGUTS	**R-600 REPULSORGRIP** COST: 6,000 TRUGUTS

TURNING

To increase your Podracer's turn response, buy turning components. The better the part is, the more touchy the steering of your craft will be.

CONTROL LINKAGE COST: 200 TRUGUTS	**CONTROL COUPLING** COST: 1,600 TRUGUTS
CONTROL SHIFT PLATE COST: 400 TRUGUTS	**CONTROL NOZZLE** COST: 3,800 TRUGUTS
CONTROL VECTRO-JET COST: 700 TRUGUTS	**CONTROL STABILIZER** COST: 7,500 TRUGUTS

ACCEL

Is it taking too long to go from zero to 600 mph? Purchase upgrades for your fuel injection system to give your Podracer a little extra kick at the starting block.

DUAL 20 PCX INJECTOR COST: 800 TRUGUTS	**QUAD 32 PCX INJECTOR** COST: 7,000 TRUGUTS
44 PCX INJECTOR COST: 2,200 TRUGUTS	**QUAD 44 INJECTOR** COST: 10,400 TRUGUTS
DUAL 32 PCX INJECTOR COST: 5,600 TRUGUTS	**MAG 6 INJECTOR** COST: 14,000 TRUGUTS

TOP SPEED

Thrust Coils increase your maximum speed. As you upgrade your thrusting mechanisms, you will reach speeds in the neighborhood of 900 mph.

PLUG2 THRUST COIL
COST: 1,000 TRUGUTS

PLUG3 THRUST COIL
COST: 2,400 TRUGUTS

PLUG5 THRUST COIL
COST: 6,000 TRUGUTS

PLUG8 THRUST COIL
COST: 14,000 TRUGUTS

BLOCK5 THRUST COIL
COST: 17,500 TRUGUTS

BLOCK6 THRUST COIL
COST: 20,000 TRUGUTS

AIR BRAKE

You think these Podracers can stop on a trugut? Hardly. You need to upgrade your air brakes in order to slow down quickly enough when the courses get hairy.

MARK II AIR BRAKE
COST: 700 TRUGUTS

MARK III AIR BRAKE
COST: 1,400 TRUGUTS

MARK IV AIR BRAKE
COST: 3,600 TRUGUTS

MARK V AIR BRAKE
COST: 7,000 TRUGUTS

TRI-JET AIR BRAKE
COST: 10,400 TRUGUTS

QUADRIJET AIR BRAKE
COST: 14,000 TRUGUTS

COOLING

As you reach your Podracer's top speed, your engines will start to overheat. A good cooling system will cool down your engines quickly after thrusting.

COOLANT RADIATOR
COST: 50 TRUGUTS

STACK-3 RADIATOR
COST: 100 TRUGUTS

STACK-6 RADIATOR
COST: 300 TRUGUTS

ROD COOLANT PUMP
COST: 900 TRUGUTS

DUAL COOLANT PUMP
COST: 2,700 TRUGUTS

TURBO COOLANT PUMP
COST: 5,400 TRUGUTS

REPAIR

You can repair your Podracer midrace, but it will slow down your craft. Purchase better repair modules to fix your machine faster and maintain your speed better.

SINGLE POWER CELL
COST: 150 TRUGUTS

DUAL POWER CELL
COST: 300 TRUGUTS

QUAD POWER CELL
COST: 800 TRUGUTS

CLUSTER POWER PLUG
COST: 1,400 TRUGUTS

ROTARY POWER PLUG
COST: 4,000 TRUGUTS

CLUSTER2 POWER PLUG
COST: 7,000 TRUGUTS

THE BEST OF THE BEST

Just like the snowflakes that blanket Ando Prime, no two Podracers are alike. As you work your way through the circuits, your winnings will buy some impressive upgrades and eventually you will max out all of your Podracer's attributes. But since you can't earn enough truguts to do this until the end of the Galactic Circuit, select Podracers based on their strengths.

TRACTION
1. WAN SANDAGE
2. NEVA KEE
3. "BULLSEYE" NAVIOR

TURNING
1. SLIDE PARAMITA
2. "BULLSEYE" NAVIOR
3. NEVA KEE

ACCELERATION
1. NEVA KEE
2. ARK "BUMPY" ROOSE
3. TOY DAMPNER
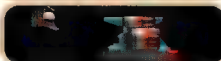
TOP SPEED
1. SEBULBA
2. BEN QUADINAROS
3. BOLES ROOR

AIR BRAKE
1. WAN SANDAGE
2. TOY DAMPNER
3. "BULLSEYE" NAVIOR

COOLING
1. SLIDE PARAMITA
2. "BULLSEYE" NAVIOR
3. EBE ENDOCOTT

REPAIR
1. SLIDE PARAMITA
2. "BULLSEYE" NAVIOR
3. TOY DAMPNER

To buy upgrades and droids, you must race in Tournament Mode. By placing fourth or better in a race, you'll unlock the next race in the circuit. Only the Invitational Circuit is not accessible at the beginning, and to unlock one of its tracks, place third or better in any circuit's Race 7. By placing first in every track through Race 3 of the Invitational, you'll unlock the final track, Inferno.

AMATEUR PODRACING CIRCUIT
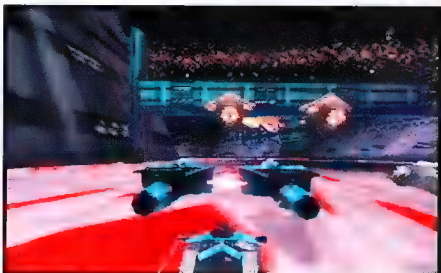
RACE 1	RACE 2	RACE 3	RACE 4	RACE 5	RACE 6	RACE 7
THE BOONTA TRAINING COURSE	MON GAZZA SPEEDWAY	BEEDO'S WILD RIDE	AQUILARIS CLASSIC	MALASTARE 100	VENGEANCE	SPICE MINE RUN

SEMIPRO PODRACING CIRCUIT

RACE 1	RACE 2	RACE 3	RACE 4	RACE 5	RACE 6	RACE 7
SUNKEN CITY	HOWLER GORGE	DUG DERBY	SCRAPPER'S RUN	ZUGGA CHALLENGE	BAROO COAST	BUMPY'S BREAKERS

GALACTIC PODRACING CIRCUIT

RACE 1	RACE 2	RACE 3	RACE 4	RACE 5	RACE 6	RACE 7
EXECUTIONER	SEBULBA'S LEGACY	GRABVINE GATEWAY	ANDOBI MOUNTAIN RUN	DETHRO'S REVENGE	FIRE MOUNTAIN RALLY	THE BOONTA CLASSIC

INVITATIONAL PODRACING CIRCUIT

RACE 1	RACE 2	RACE 3	RACE 4
ANDO PRIME CENTRUM	ABYSS	THE GAUNTLET	INFERNO

Tatooine

Best known as the home of the Skywalkers, Tatooine is also reputed for serving as the host planet to the famed Boonta Podracing event. On one Boonta Eve, precocious Anakin enters the race and proves himself to be the only human capable of handling the complex mechanics of a Podracer.

While Anakin wins the Boonta Eve Race in the film, the young Skywalker won't guarantee you a victory in the N64 version of the course. Superior steering will play the larger role in determining which racer pockets the most truguts. And with up to 2,000 of them up for grabs, the Boonta Training Course, cluttered with rock obstacles and wicked hairpin turns, will force entrants to work for each and every trugut of the winning purse.

When you revisit the opening stretch on your second and third laps, you will have built up enough speed to clear the first turn with just a tap of the Z Button. By sliding while turning left as you pass under the starting arch, you'll round the bend sharply enough to avoid fishtailing into the grandstands.

START

ROCKS
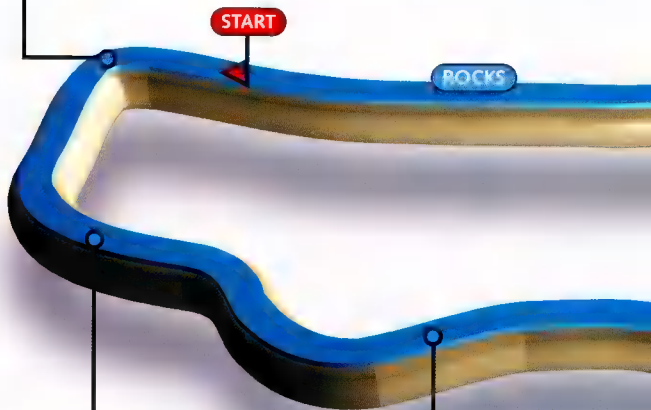
As you vanish from the sight of the Mos Espa grandstands, the course will throw a gentle S-curve into your path. Since the zig and zag are wide, race over the shoulders to cut a somewhat straight path that will provide you an opportunity to activate Thrust Mode.

The other racers usually take the middle path through most roads, and they'll tend to bunch up in the Mos Espa Arena's first straightaway. To steer past the pack, veer to the right and pilot your craft along the shoulder.

Keep a straight path in the final stretch, since most of the rocks in the road are breakable. By far the easiest portion of the track to navigate, the straightaway is ideal for you to thrust through. In turn, it's easy to overheat your engines on such an easy stretch of roadway, so avoid pushing your Thrust Meter to the limit.

At the end of the corridor, the two canyon walls meet and racers must squeeze through a crack in the barrier to exit. Your getaway will run more smoothly if you tilt your Podracer on its side as you slip through the crack, but immediately straighten out once you emerge.

CANYON HOLE

Use Thrust Mode in conservative bursts, even though you can easily maintain your boost on the long straightaways. With Tatooine being such a hot planet, your engines will be particularly prone to overheating.

Immediately before reaching the pivotal hairpin that leads to a series of severe S-curves, hit the Z Button to slide into the bend. As you tightly round it, prepare to tilt your Podracer with the left or right C Button along with the Z Button slide to slither through the upcoming snaking turns.

The Boonta Classic

The Boonta Classic is the race that determines the fate of young Anakin Skywalker and the future of the galaxy. Here is your chance to truly relive the exhilarating Podracing sequence from the film. Just like the movie, Sebulba will be on hand to try to cheat his way to victory. Use skills and instincts to avoid the nasty Dug and cruise to an unbelievable victory in front of Jabba the Hutt, Qui-Gon Jinn and thousands of other wildly cheering spectators.

As you round the bend you'll be surprised by a rambling Jawa sandcrawler. Unfortunately, there's no time to barter for Podracer upgrades. Just zip around the sandcrawler.

RAIDERS

START

ARENA

As you approach Mushroom Mesa, dive into the shortcut on the right side of the track before the fork in the road. If you miss the shortcut, take the cave that forks to the right. Keep to the center of the track as you emerge from the mesa, because the red clay on either side will slow you down.
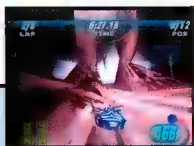
The caves are straight and have wide curves, so unless you're caught in the middle of the pack, you can accelerate constantly. If the other Podracers start bashing into you, cut up to either side of the cave to avoid further trouble.

This cluster of sandstone formations should look familiar—they perfectly mirror the film's dangerous desert run. Zigzag between the stone arches to avoid harrying Podracers. Negotiate the switchbacks with the Z Button and a touch of the brakes.

PAVILION

Beware of the Great Pit of Carkoon and the ravenous Sarlacc. Pull back on the Control Stick to hop over the pit.

VILLAGE

Pull back on the Control Stick as you approach the ramp before the Ebe Drop. Accelerate to thrusting speed and blaze across the desert before reaching Beggar's Canyon.

Choose from the three winding paths that cut through Beggar's Canyon. Watch which route the pack takes and then select a different one.

BEGGAR'S CANYON

SNAKY CURVE

ARENA

EBE DROP

STARLIGHT FLATS

MUSHROOM MESA

DUNE SEA

HUTT FLATS

JAG CRAG

JAWA BEND

ARCH CANYON

DROOPY DROP

LAGULA CAVE

JETT'S CHUTE

TUSKEN TURN
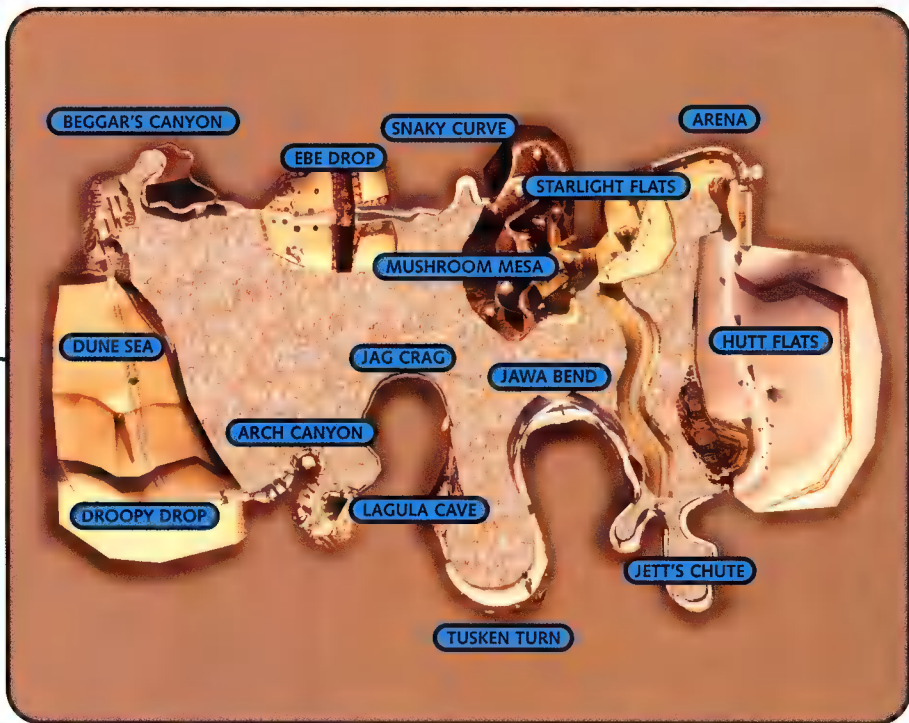
Instead of leading to Mushroom Mesa, the Boonta Training Course detours after Starlight Flats.

Both Tatooine courses tear through the Hutt Flats, a wasteland peppered with rocks and boulders.

A fixture in Shadows of the Empire and Rogue Squadron, Beggar's Canyon reappears in Racer.

Upgrades

THE BOONTA TRAINING COURSE

The Boonta Training Course allows rookie racers to drive alongside veterans. To speed ahead of them, soup up your vehicle with top speed and cooling that will counter the desert heat.

COOLING   **TOP SPEED**

THE BOONTA CLASSIC

Speed upgrades will help you pick up the pace in the desert straightaways, and traction will give you the precision you'll need to weave through canyons and mesas.

TOP SPEED   **TRACTION**

Tournament Tips

BOONTA TRAINING

AMATEUR CIRCUIT
LAP TIME- 00:37.730
RACE TIME- 01:53.981

FAVORITE: SEBULBA

In *Star Wars:* Episode I *The Phantom Menace,* Sebulba was the terror of Tatooine's Boonta Eve Podrace, and in the game he's garnered a little more favor. The track favorite, Sebulba excels in the top speed department, and his swift vehicle will make conquering the sandy straightaways a desert breeze.

THE BOONTA CLASSIC

GALACTIC CIRCUIT
LAP TIME- 02:04.210
RACE TIME- 06:20.012

UNLOCK: SEBULBA

Sebulba is widely regarded as the best Podracer in Mos Espa, so it's no wonder that the Dug is track favorite for both of Tatooine's racetracks. His superior top speed and average traction teamed with his offensive flamejets enable Sebulba to overcome any obstacle—or rival—that stands in his way.

STAR WARS EPISODE I

FROM THE SILVER SCREEN TO YOUR TV

Based on the Podracing scene in *Star Wars:* Episode I *The Phantom Menace,* the Boonta Classic is the site where Anakin wins his freedom from slaveholder Watto. While the game doesn't recreate the sabotage and driving mishaps that occur in the film, it does present all of the racers competing on the same terrain as shown in the movie's fastest action sequence. A Jedi and a droid or two from the film may also pop up in the game—just check Watto's shop.

Anakin Skywalker

Young Anakin Skywalker was no stranger to the dangerous sport of Podracing. But the veteran of over half a dozen races had yet to win. In fact, he had crashed twice and miraculously walked away unscathed each time. This Boonta Eve, though, the mysterious Force that guided his destiny was on the boy's side as he rocketed across the sands of Tatooine, for his very life depended on the outcome of this race.

The relative short height of Anakin's Podracer made it easy for him to tilt and swerve around curved structures like the statues on Ando Prime.

Anakin's sleek engines did not impair his view of the track, giving him an advantage over racers with more "bulbous" engines.

ENGINE: MODIFIED RADON-ULZER 620C RACING ENGINES

Anakin's hotrod was a testament to his talents as a mechanic. The narrow half-cylinder shaped cockpit had a pivoting rudder skid attached to its smooth underside for tighter turning. After befriending young Anakin, R2-D2 gave the boy's Podracer an impressive paint job. The cockpit was pulled by twin Radon-Ulzer engines with advanced scoop-air stabilizers.

TOP VIEW

FRONT VIEW

BACK VIEW

SIDE VIEW

Ando Prime

For entertainment, the Bendu Tribe of monks established Ando Prime's circuit of Podracing courses that climbs and winds through the icy planet's frozen passes and glacial ravines. One part funnels into the Andobi Mountain pipeline, the same conduit from which the Bendus siphon their water.

Blanketed by snow and frozen in ice, Beedo's Wild Ride begins in the Bendu Tribe's chilly mountain village. It winds into frigid caverns and over subzero lakes, with slopes and glassy surfaces that provide little traction—almost all of the roadways are slick with compact powder. Before schussing and sliding through the passes, you'll be wise to outfit your ride with suitable traction—if you don't, you'll last about as long as an Ando Prime snowball on the surface of Tatooine.

The yellow flags flanking the road not only mark the main path, but they warn of upcoming chasms, so build your speed or risk falling into the gaps.

ICE CAVES

START
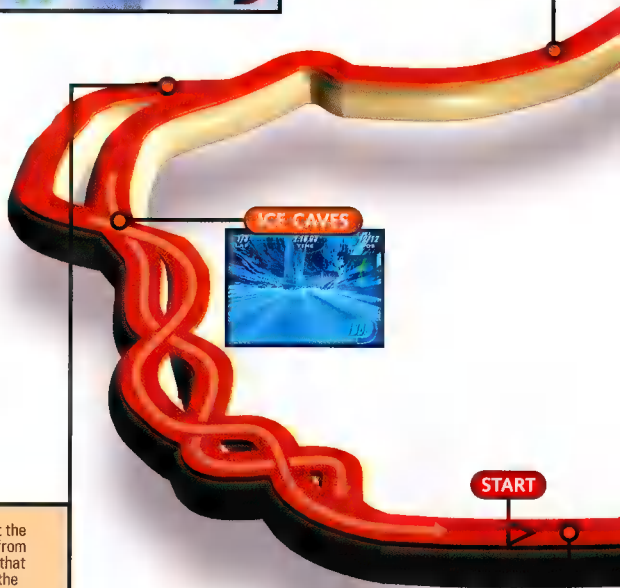
When you exit the tunnel, break from the main path that passes under the rock archway by veering right to head up the embankment. The off-road detour will require less precision steering than the cramped cave on the main path does.

In front of the starting line towers a rock formation skirted by a red-and-yellow banner. Rather than swerving to the left or right of the obstacle in the middle of the road, drive straight over the base that doubles as a ramp.

During your descent down the mountain, the track will abruptly break into a series of drop-offs. Podracers drawn by long control cables will have more trouble recovering from the leaps, especially since the landing surface is icy. The safest bet is to center your vehicle on the road as you approach a drop-off.

ICE CLIFFS
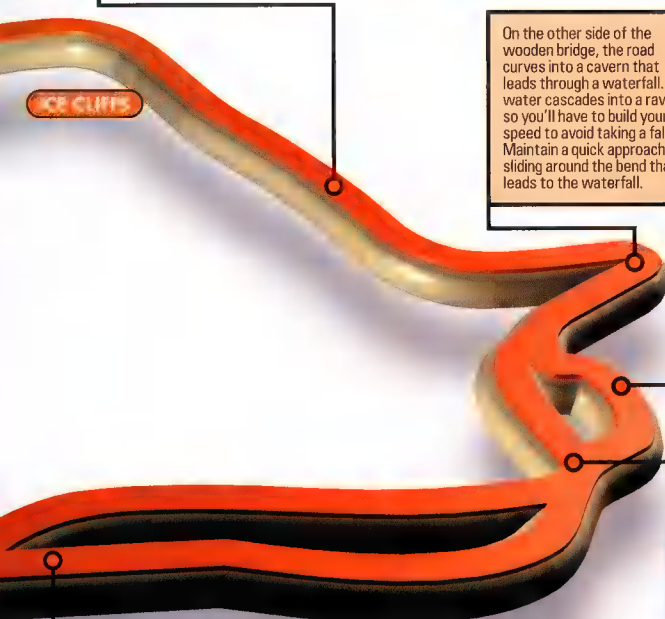
On the other side of the wooden bridge, the road curves into a cavern that leads through a waterfall. The water cascades into a ravine, so you'll have to build your speed to avoid taking a fall. Maintain a quick approach by sliding around the bend that leads to the waterfall.

BRIDGE

After the first lap, the red-and-yellow tent on the left will open to reveal a tunnel that doesn't appear on your on-screen map. By entering the passage you'll be able to perform a series of thrusts through the arrow-straight tunnel.
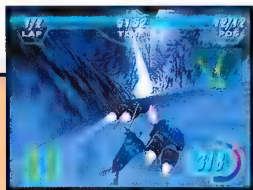
Swoop left to race along the ledge. When you hit the end of the line, shatter the ice wall to enter a cave detour that's considerably straighter than the beaten path.

Howler Gorge's ravine is bottomless, and it is but one of the many dangerous obstacles that will have drivers racing to their wit's end, if not career finale. The snowcapped terrain forces Podracer pilots to finesse their rides through narrow trenches and winding caves before sending harried drivers around an unprotected hairpin, where a wide turn could result in a fiery crash off the cliff. But then, Howler Gorge was originally intended for transporting water, not high-speed racing.

As soon as you land from your cliff-side jump onto the ice, cut tight to the inside as you round the bend so you can fishtail onto the ramp in the center of the expanse.

VIADUCT

START

VILLAGE
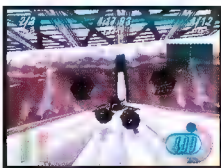
Flanking the central path are narrow trench routes. The middle road is the quickest and easiest to navigate, except for when it leads you through the narrow arches. By tilting your Podracer as you enter, you'll be able to successfully scrape by.

In the home stretch, weave around the rock obstacles while steering toward the inside of the curve and away from the yellow flags lining the ledge. If you swing toward the flags, you'll risk falling off the cliff.

The stone idol serves not only as a sacred shrine to the Bendu Tribe but as a warning sign to racers. Behind the statue, the road drops sharply at a cliff and continues on a snowy road far below. To avoid skidding into the barricades lining the landing strip, make a beeline through the center of the shrine's archway.
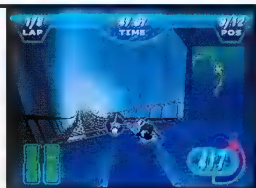
When you reach the fork in the right channel, head into the brighter, right pathway but avoid barreling into it at high velocity. The right fork leads to a narrow wooden bridge, and if you speedily approach it at the wrong angle, you'll have little time to straighten your Podracer before hitting a guardrail.

CAVE

The wide snow plain funnels racers into the narrow entrance of a cave. Drive along the left canyon wall to find the entrance, then tilt your Podracer to enter the slit.

Enter the tent when it opens after the first lap. Inside, the detour will be relatively straight, save for a kink marked by a giant piece of ice. Once you spot the frozen slab, veer to the right to clear the jog.

Andobi's Bendu Tribe holds nonconfrontational beliefs, except when it comes to commercialism. Attracting visitors with their racing events, the Bendus hawk their crafts to the fans. Mountain water is among the tribe's most treasured goods, and their Mountain Run gives racers a whirlwind tour of its source. But with a course that guides drivers through canyons and off cliffs, the Bendus could profit from selling Podracer repairs as well.
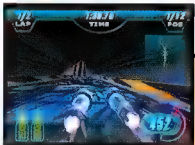
Inside the pipeline, black-and-yellow stripes mark the guardrails and medians. The path is narrow, so stay centered—one scrape with a barrier could bounce you into the opposite guardrail.

ICE PLAIN

CREVASSE

The Andobi Mountain pipeline spits you out into the wide glacial canyons where the track becomes less defined. Let the dark blue path on the ice be your guide, and steer your Podracer toward the strings of red flags and yellow flags that dangle overhead.

Hang a left after leaving the pipeline. Keeping the giant ice mesas to your right, steer into the narrow rift bathed in dark blue light. The tight valley is a more difficult route, but it is also considerably shorter than the main road.

The icy runway you land on after clearing the ravine makes it difficult to enter the building without sliding. If you find yourself skidding into the entrance at an awkward angle, hit the Z Button to slide back on track.

When you drive through the stone idol arch, you'll launch off a cliff. The road lies far below it and a ravine looms farther ahead. Chances are, your ride will be powered up with super speed, so try launching at full velocity to rocket straight over the gap.

CAVE BRIDGE

ANDOBI VILLAGE

START

The village tent that hides a shortcut will open after you complete the first lap. Once you've passed the lap marker, veer to the left to slip into the entrance of a tunnel straightaway that is perfect for Thrust Mode.
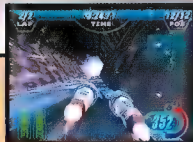
When you exit the cave, drive along the main path marked by compact, bluish snow. If you drive on the whiter powder that covers the shoulders, your Podracer will slow down.

Ando Prime Centrum takes you into the center of the Bendu Tribe's modern city, where drivers must beat their own paths around buildings and through alleys. While the racetrack's curves are not as severe as other courses' curves, its roads are just as unpredictable, since the unmarked city streets give Podracers a license to drive wherever they want to go and wherever they can fit. Pilots with a sense of direction will prevail on these streets.

Once you spot the rotunda, veer to either side of it while hugging its walls to clear the encircling paths that lead out of the city labyrinth.

DOWNTOWN
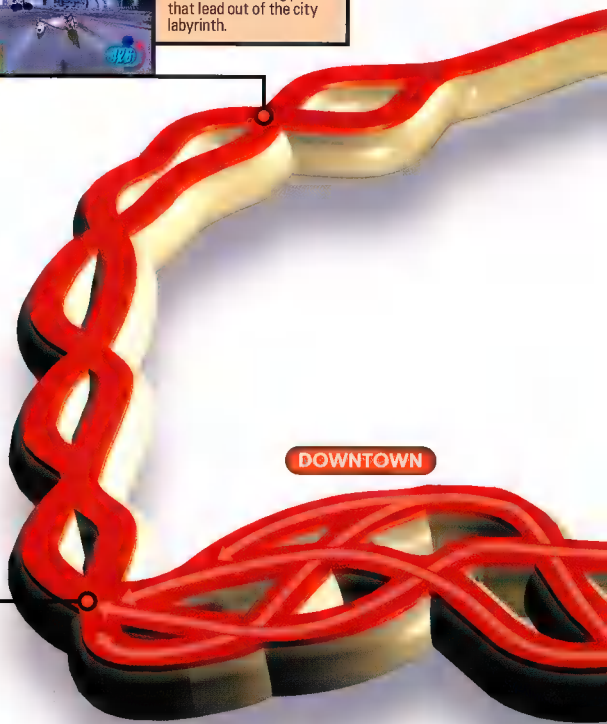
The track opens up in the city as the road forks into multiple paths and branches that weave in and out of buildings. Though there is no defined route, maintain as straight a path as possible to avoid venturing too far to the outside.
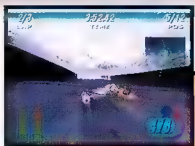
You'll reach a ramp outside the city limits that will launch you back into the snowy outskirts. While jumping, thrust and center your Podracer on the incline. If you land on the soft snow instead of the main road, you won't slow down as much if you've activated your speed boost.
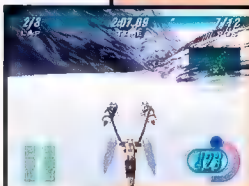
START

SNOW PLAIN

The left branch requires drivers to take a dip that can cause unnecessary damage. Play it safe and stick to the main road on the right. Not only will you keep your Podracer ship-shape, but you'll also be lined up to steer directly into the building entrance at the junction of the two branching paths.

ICE CAVE

The tunnel leads to an architectural oddity buttressed by arches radiating from its cylindrical base. When you spot the spiderlike structure, veer to the left or right to take the high road up one of the ramps flanking the building.

Ando Prime Overview

BENDU STATUE

CREVASSE

WOODEN BRIDGE

HOWLER GORGE

ANDOBI MOUNTAIN PIPELINE
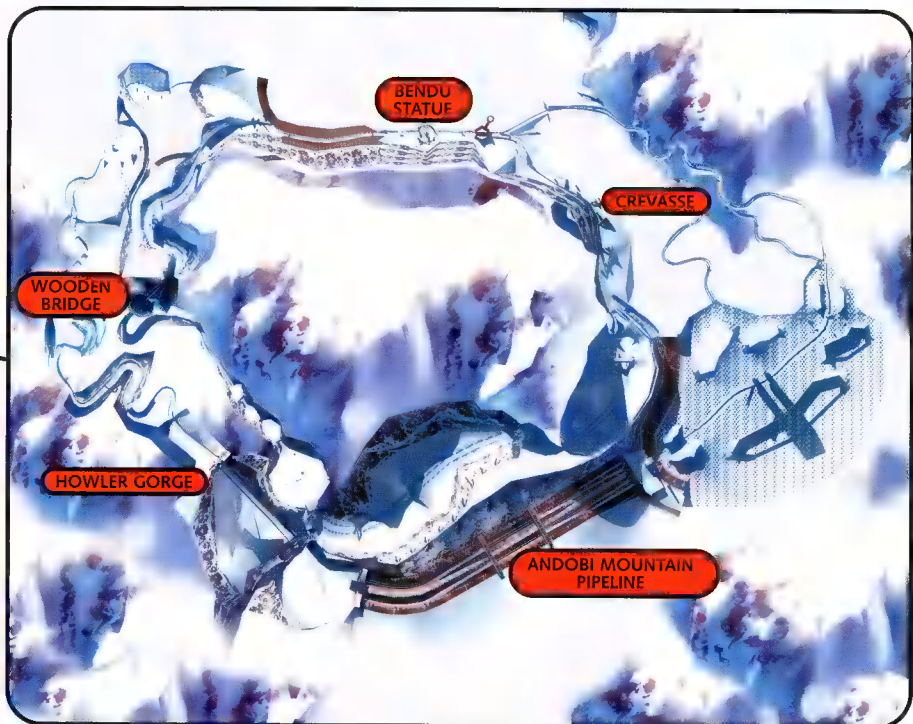
Near the starting line, the Bendu tribe has erected a village of tents around the towering Bendu Statue, dedicated to their benevolent deity.

All of the Ando Prime courses carve into the massive glaciers and snow-topped peaks of Ando Prime. Some of the icy stalactites can be crushed.

The straightaway through the Andobi Mountain Pipeline is an excellent stretch to open up the throttle and overtake the competition.

Upgrades

BEEDO'S WILD RIDE

Beedo's wintry wonderland requires a Podracer with upgraded repulsorlifts for better traction and a high top speed for zipping through straightaways.

TRACTION TOP SPEED
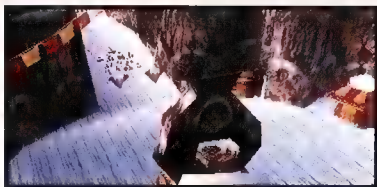
HOWLER GORGE

The icy landscapes in Howler Gorge demand a vehicle with solid traction. A good repair module will help fix the damage caused by the giant jump.

TRACTION REPAIR
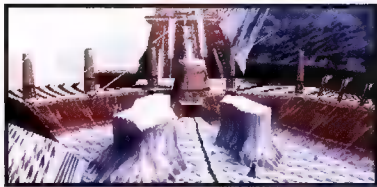
ANDOBI MOUNTAIN RUN

The excellent straight stretches on the Run almost beg to be mastered by a Podracer with a high top speed and great traction.

TRACTION TOP SPEED

ANDO PRIME CENTRUM

The chilly air over Ando Prime isn't enough to cool down your engines; you'll need an upgraded cooling pump to prevent engine fires while thrusting.

ACCEL COOLING

Tournament Tips

BEEDO'S WILD RIDE
AMATEUR CIRCUIT
LAP TIME- 01:02.986
RACE TIME- 03:16.697

UNLOCK: **ALDAR BEEDO**

Aldar Beedo's Manta RamAir Turbojet engines are some of the fastest turbines seen on the circuit—too bad it takes so long to get to their awesome top speed. The massive engines have excellent traction, though, and they help keep Beedo in the race.

HOWLER GORGE
SEMIPRO CIRCUIT
LAP TIME- 01:31.370
RACE TIME- 04:48.510

UNLOCK: **RATTS TYERELL**

Ratts must suffer from a Napoleon Complex. He's the smallest pilot, but his Podracer has huge engines. Its considerable traction keeps his machine on the course, and his repair cell fixes any damage he incurs.

ANDOBI MTN. RUN
GALACTIC CIRCUIT
LAP TIME- 01:39.309
RACE TIME- 05:05.648

UNLOCK: **MAWHONIC**
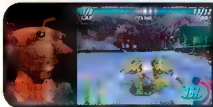
Three-eyed Mawhonic's massive Podracer has outstanding traction, which prevents him from winding up in a snow drift. The pilot from Hok has a decent top speed, too.

A.P. CENTRUM
INVITATIONAL CIRCUIT
LAP TIME- 00:58.410
RACE TIME- 03:03.260

UNLOCK: **SLIDE PARAMITA**
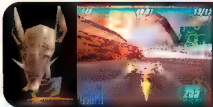
Unlike their pilot's temper, Slide's Pizer-Errol-built engines rarely overheat. A natural expert on the icy surface, Slide can keep his machine on the track while blazing through straightaways.

Ebe Endocott

Having come off three consecutive victories in the difficult Semipro Circuit on Malastare, Ebe Endocott had a right to feel cocky. His next triumph would be to put an end to Sebulba's winning streak on Tatooine. Ebe used his winnings to puchase a new Corellian freighter to deliver his Podracer to the sandy planet. Confident as he was, it turned out that Ebe's arrogance would be his downfall.

Right out of the starting block, Endocott's speedy Podracer will break away from any pack. But with high speed comes a loss of control.
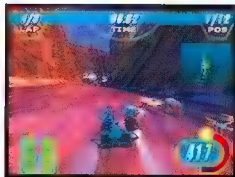
Because Ebe sat just behind the engines, his view was obstructed. Other racers knew this singular weakness and often stayed in his blind spots.
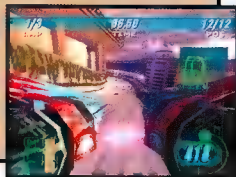
ENGINE: JAK RACING J930 DASH-8

Ebe's stubby Podracer was pulled to three stunning victories on Malastare by two ferocious JAK racing engines. The rascally pilot sat high on his cockpit so his fans could cheer him on during his moments of glory. Ebe demanded complete control over his engines, hence the short-tether design. What the design made up for in control, it lost in stability. If the Triffian oversteered, regaining control before careening off a wall was all but impossible.

TOP VIEW

FRONT VIEW
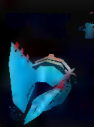
BACK VIEW

SIDE VIEW
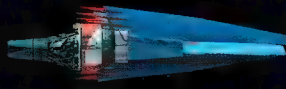
Aquilaris
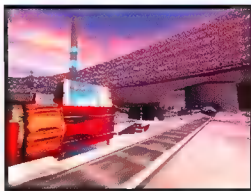
Almost entirely flooded, Aquilaris offers scarce refuge for landlubbers, save for its coral islands and floating cities. A former floating township, the Old City now serves as both a Podracing track and as a sunken reminder of the powerful storms that brew on the planet.
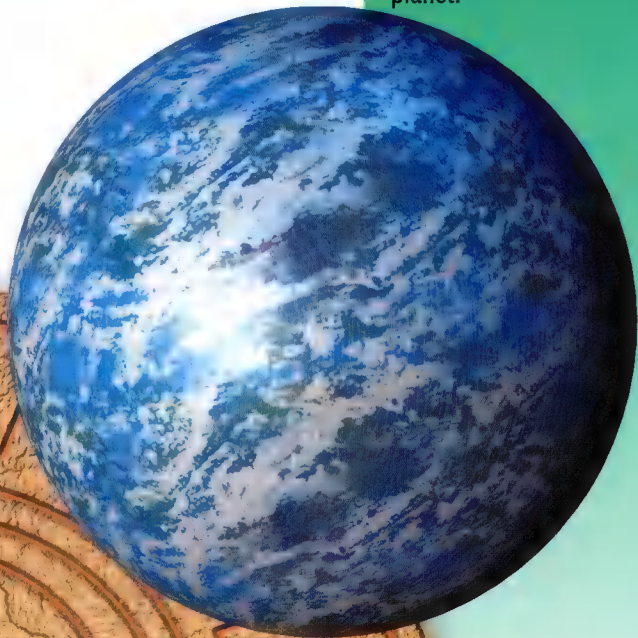
In Aquilaris's most basic course, you'll test the waters of the ocean planet as the forking paths lead you from the Floating City's Grand Arena into the sub-merged tunnels and to the outskirts of the Sunken City. Spilling over with switchbacks, the Aquilaris Classic requires drivers to antic-ipate turns and to slide and tilt on a trugut. And to make sailing even less smooth, the course will change with every lap as the deep-sea city's air locks open and close the channels that serve as your roads.
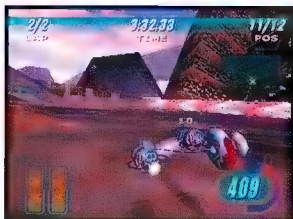
Tightly turn left when you emerge from the underwa-ter tunnel, then launch from the ramp to sail over most of the standing water on the track.
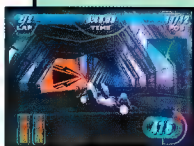
Boost through the straightaway leading into the tunnel, then heed the large, yellow arrow sign that greets you at its entrance and veer right.

RAMP

UNDERWATER TUNNEL

After rounding the wide turn, accelerate until you can activate Thrust Mode. With your speed boost fired up, blast through the straightaway, then slide and tilt when the road forks at the red-and-white median centered in the path. Continue to slide and tilt as the final stretch weaves left and right before it straightens out and the course comes full circle.

The black-and-yellow barrier and the barrier just down the road from it divide the tunnel into two lanes. To either side of each barrier is a sliding door that will close off one of the lanes. If the first barrier's door blocks the left lane, the second one's will block the right and vice versa.

Strong winds blow as you exit the tram tunnel. Steer your Pod accordingly to counter the gusts.

UNDERWATER TUNNEL

TRAM STATION

TRAMS

Launching from either ramp in the tunnel can give you the jump on your rivals. Pull back on the Control Stick to maximize your flight time and steer to the left or right to avoid crashing into the cave walls.

START

By tilting your Podracer, you'll be able to skim by the three roundabouts, and by rounding the right side of the final one, you won't need to jockey your craft much to steer it straight into the next tunnel.

The second Aquilaris course dives back beneath the crystal waves of the planet's endless oceans in a furious chase for the trophy. The transparisteel tunnels are straight enough for thrusting, but even the bravest pilot will brake for the twisted run through the ruins of the Sunken City, a hulking reminder of nature's strength over technology. As the pack throttles for the lead position while entering the wide arc of the Grand Arena, the crowd pulsates with noise and the infectious spirit of Podracing.

After you skim across the murky puddles in the Sunken City, drive through the rusted tube on the left. Cut left through the break in the tube for a shortcut.

RUST PUDDLES

HI-LEVEL TUNNEL

If you choose to remain on the lower level of the track, watch out for the ramp that leads back down from the top route. It's painted dark gray, and the poor lighting in the tunnel makes it almost indistinguishable from the background.

The valve doors vacillate back and forth, creating quite a hazard. Whichever door is open on the first valve, the opposite door is open on the second. Plot a diagonal course through the two open doors—and don't brake.

UNDERWATER

BI-LEVEL TUNNEL

The Grand Arena is perfect for sliding around the pack. Enter the coliseum by thrusting, and hold the Z Button to make one smooth, uninterrupted turn around the arena on the inside of the track.

START
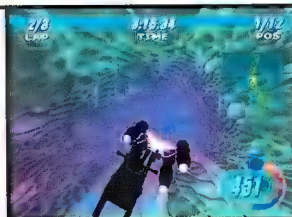
Use the two jumps in the dank tunnel to escape the pack, but pull back on the Control Stick to minimize damage when you hit the ground running.

These switchbacks can make or break you on this course. The rest of the pack will hesitate and decide at the last minute which direction to take. Avoid them by steering wide early and line up subsequent turns.

The applause of an electrified crowd almost drowns out the roaring engines of the Podracers as they peel away from the Grand Arena. The smooth steel of the arena eventually gives way to the wave-rocked atolls that give Bumpy's Breakers its name. En route to the rusted Sunken City, you will sail through the cool ocean spray between stretches of disjointed track. Most pilots cringe when they hear the crunch of their machines smashing against the rocky outcroppings that connect the pieces of the battered course.
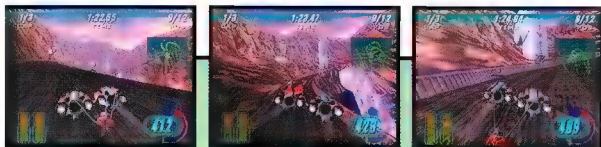
As soon as you emerge from the tunnel with warning hatches on the wall, veer to the right and fall off the track. Just beyond the ledge is a shortcut that will take you past the gushing water spout instead of under it.

COAST

Warning stripes on the outside wall of the track warn you if a particular curve in this mess requires sliding. Pull back on the Control Stick as you turn to maintain traction.

It's too bad the track is segmented here—it would have been a beautiful straightaway to thrust through. Use the thrust sparingly as you fly over the jumps; you don't want to soar into the embankment and explode or land on other Podracers.

If you're caught in the middle of the pack, take the ramp on the left side of the track to reach the upper level of the tunnel, and thrust.

START

ARENA

UNDERWATER TUNNEL
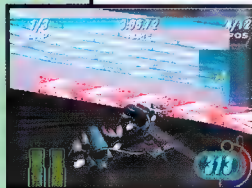
Whoever installed this hairpin turn must have done it out of spite, because the corner has a history of claiming Podracers. Use the Z Button and the brakes to survive the turn. It's better to lose speed than to explode this late in the course.

As luck would have it, every time you approach these valve doors they start to switch. Accelerate and stick close to the divider to slip through safely.
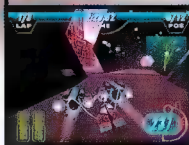
The shortcut in the rusty tunnel at the Sunken City city limits is still open on this course. Slip between the disjointed halves of the tube. It's more important to risk the shortcut now because of the level of competition that is pursuing your Podracer.

VALVE DOORS

SUNKEN CITY

TRAM STATION

WATER SPOUT

GRAND ARENA
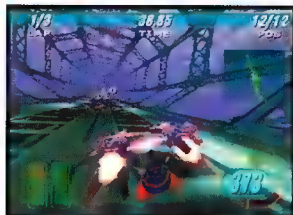
The underwater tunnels that connect the broken atolls on Aquilaris are wide enough to let you pass the other Podracers.

A set of rapidly opening and closing valve doors in the center of the underwater tunnels can sever the tethers of a slow-moving Podracer—and have.

The gushing water spout on Bumpy's Breakers marks a significant shortcut if you dive off the right-hand side of the track as soon as you see it.

Upgrades

AQUILARIS CLASSIC

Since there are few lengthy straight stretches in the Classic, a Podracer that can quickly accelerate to top speed after a tough turn is critical.

ACCEL **TURNING**
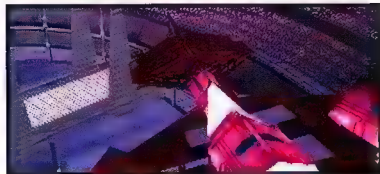
SUNKEN CITY

The tangled tour through the rusted ruins requires a machine that can slow down for the rough spots and return to top speed on the smooth straights.

ACCEL **BRAKING**

BUMPY'S BREAKERS

Without solid brakes, you're as good as last on Bumpy's shattered track. A beefed-up fuel injector will get you back in the race in case you wipe out in the surf.

ACCEL **BRAKING**

Tournament Tips

AQUILARIS CLASSIC

AMATEUR CIRCUIT
LAP TIME- 01:04.700
RACE TIME- 03:16.926

UNLOCK: CLEGG HOLDFAST

Holdfast is known for his racing columns in *Podracing Quarterly*, not his skills on the track. The journalist may be mounted behind twin Keizaar-Volvec KV9T9-B Wasp engines known for quick bursts of acceleration, but that doesn't mean he knows how to use them.

SUNKEN CITY

SEMIPRO CIRCUIT
LAP TIME- 01:52.620
RACE TIME- 05:43.010

UNLOCK: "BULLSEYE" NAVIOR
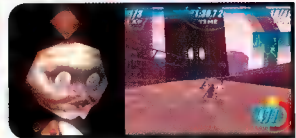
Navior's Irateq RQ 550C Dart-driven Podracer may not be the fastest machine on the circuit, but when he wants it to stop, it stops. The vehicle's superior air brakes make cornering easier than losing to Sebulba, and its acceleration is superb.

BUMPY'S BREAKERS

SEMIPRO CIRCUIT
LAP TIME- 02:09.358
RACE TIME- 06:47.380

UNLOCK: ARK "BUMPY" ROOSE
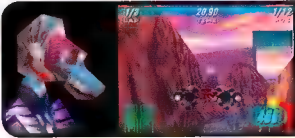
Although he may not be the brightest pilot on the circuit, Roose and his Vokoff-Strood Plug-8G 927 Cluster Array engines put him far enough ahead of the pack that he can waste a little time trying to decide which route to take.

Sebulba may have been the best pilot in the galaxy, but nobody stays on top for long without a little help. The crafty Dug enlisted the support of Dud Bolt, a depraved Vulp-tereen hit man, to act as his mid-air bodyguard. The lapdog was secretly paid to take down as many racers as possible, clearing a path for Sebulba to take home the prize. But this Boonta Eve, not even the almighty pocketbook could buy Dud Bolt's survival.

The rented assassin's Podracer hugged the ground low enough for him to easily slip an engine beneath an unsuspecting opponent.

Ruthless driving requires solid visibility. Bolt's fanged engines were far enough ahead of the cockpit to guarantee optimum visibility.

ENGINE: VULPTEREEN RS 557

Bolt's Podracer wasn't a pretty sight. Severely dented engines were evidence of mid-air jockeying gone awry. But Bolt wasn't in Podracing to win, so he rarely took the time to repaint his battle-scarred machine. The understated cockpit that housed the Vulptereen was so small that it didn't drag on the oversized engines that would allow Bolt to catch up to the pack after knocking a pilot out of the race.

● TOP VIEW

● FRONT VIEW

● BACK VIEW

● SIDE VIEW

Ord Ibanna

No longer used for its gas mines, the cloud world and its suspension bridges and floating pipelines have become mere scrap heaps in the sky. Kept afloat by antigravity generators maintained by scrap dealers, the mid-air catwalks double as speedways overseen by head scrap scavenger, Dethro Glok.

Scrapper's Run

Scrapper's Run, named for Ord Ibanna's circuit of catwalks where scrap dealers loot parts from the surrounding machinery, hangs in the sky like the skeletal remains of a giant droid. A floating heap of fragmented roadways, the cloud world's Semipro course requires drivers to have nerves of steel. Without them, steady driving would be next to impossible, and without controlled steering, a Podracer wouldn't last long before it smashed headlong into the guardrails that flank the ultraslim thoroughfares.
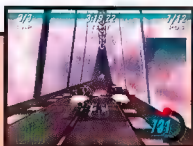
The course will straighten out on the suspension bridge beyond the metal towers perched over the right shoulder. As you traverse it, activate Thrust Mode, then deactivate the boost when you enter the tunnel.

SUSPENSION BRIDGE

DROP-OFF

The curving viaduct leads you to a slight drop-off. Steer clear of other racers when making the jump or you could land on another Podracer and cause a fiery wreck.
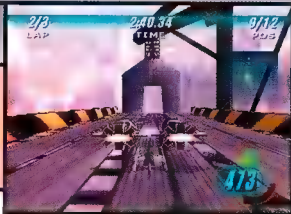
After you pass the arch by the second crane, the road will drop to a platform far below. Black-and-yellow striping highlights the landing zone, so steer your craft toward it while in midair.

A second drop-off follows the pipeline. Avoid sailing out of the tunnel at high speeds or you won't descend soon enough to clear the steel girders hanging over the lower road. Your landing strip will immediately curve to the right once you touch down, so be prepared to turn.

DROP-OFF

DROP-OFF

START

If you accelerate and push the pedal to the metal, your Podracer will be up against the steel of the curving pipeline. Centrifugal force will push your machine toward the right-hand wall if you round the tunnel's curve too quickly. To avoid a close shave, stay on the brown path by gradually decelerating.

Beyond the brown, cylindrical towers, the track drops off into a pipeline. To avoid crashing into the sidewalls of the tube, line up your vehicle with the pipe's brown central path during your descent.

While gliding at 700 mph across the piecemeal platforms that effortlessly hang above Ord Ibanna, there is but one rule: Don't look down. In a competition this frenzied, a pilot cannot afford a dizzying spell of vertigo. It was said that Dethro Glok, boss of the scrap metal slingers that prey upon the abandoned gas refineries, designed this course to provoke acrophobes into losing their edge. Nothing delighted the circuit host more than the screams of a Podracer careening into the gassy void.

As you thrust across the wide open spaces on this platform, you will approach the entrance to a tunnel. Instead of decelerating and ducking below with the rest of the pack, keep thrusting and swerve around the entrance.

MINING PLATFORM

SEVERED TRACK

There are two enormous jumps in succession. As soon as you spy the first ramp, press the Control Stick forward to rev to thrusting speed. On the second jump, you need to slip between two gas pipes. If you nick the side of one, there is no recourse.

The upper level of the track is smoother sailing, but it's difficult to keep from falling to the lower level. Take it slow and use the Z Button to minimize damage.
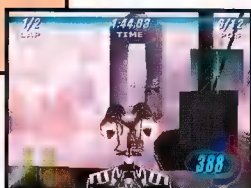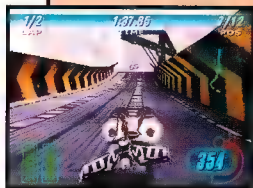
You can shave considerable time off your lap by venturing "off-track" here. Cut to the right of the designated route, veer to the left, whip around the desolate structures and swoop back on to the track just at the edge of the mining platform.

MINING PLATFORM

SUSPENSION BRIDGES

START

On this initial section of split-level track, try to remain on the upper tier. Your machine will suffer if you get caught in the middle of the pack through these tight corridors.

The suspension bridges will guide you through a giant refinery just after the starting line. Be prepared for an easy right turn as you emerge from the deserted duct. Use the Z Button to drift through it smoothly.

Is that the maniacal laughter of Dethro Glok you hear above the howling winds that rattle the maze of suspension bridges networking the vacant mining platforms, or is it just the voice of common sense pleading with you to consider early retirement? Abyss, the most taxing course over Ord Ibanna, requires a nimble driver with an ironclad will, because the tour will drag you across miles of bridges barely held up by wind-damaged cables and two jumps that require pinpoint precision to survive.

You can reach two of the shortcuts on Abyss only by taking the top route on the suspension bridges. The tight left turn makes it difficult to remain on the top track, but if you brake enough you can make it.
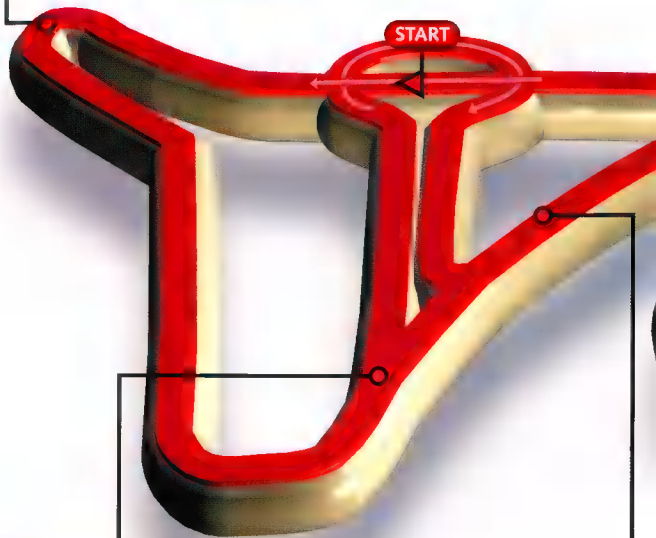
START

The payoff for racing the course's upper track is this shortcut. Keep centered and you'll hop the turnbuckle, effectively skipping one-tenth of the track in one small jump.
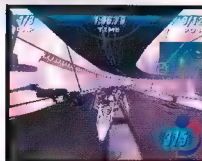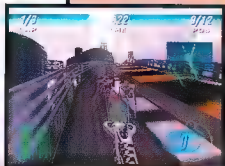
If you start careening off the wires on the lower track of the suspension bridges, you'll take a lot of damage. Get caught in the middle of a pack and you'll likely take out a few other racers along with yourself.

Use your thrusters on the stretch prior to the jumps and press Up on the Control Stick just before passing through the needle-like structure to maintain a straight path.

The girdered scaffolding between the two buildings looks impenetrable, but there is a small opening in the center that you can cut through to shave several seconds off your lap time. Use the Z Button to drift through it.
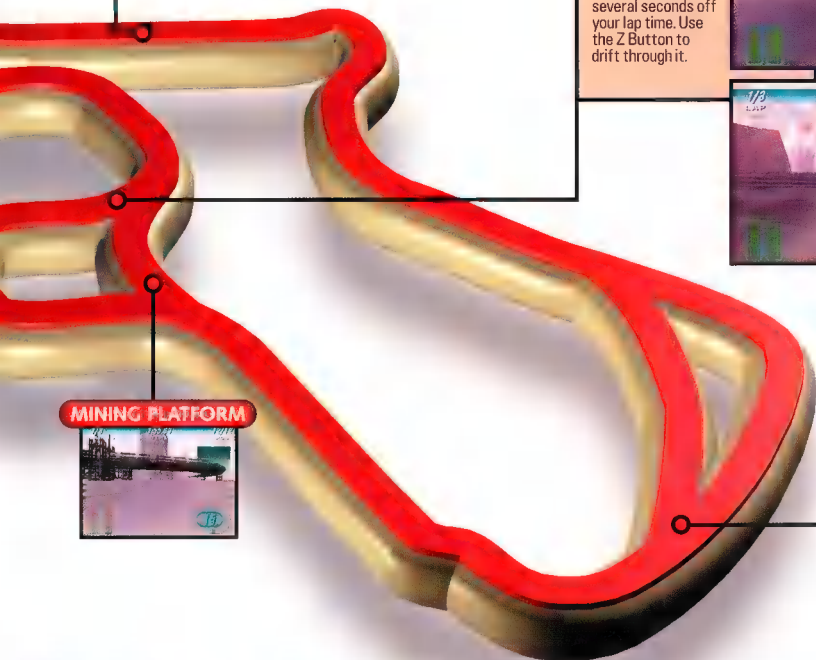
MINING PLATFORM
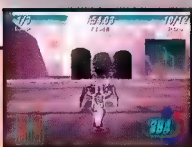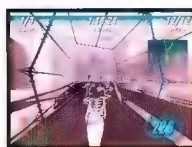
If you've managed to stay on the upper track, aim for the yellow flags and press Up on the Control Stick to drop down to a shortcut made of a couple of disjointed platforms.

GAS REFINERY

MINING PLATFORM

Constantly be on the lookout for shortcuts that circumvent the enormous gas tanks that populate the abandoned Mining Platforms.

The tubes that shoot you through the Gas Refinery are excellent areas to engage your thruster. Be sure to slow down for the curves ahead.
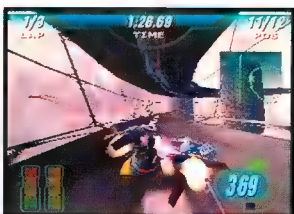
The massive network of narrow, split-level suspension bridges connect the floating, deserted Mining Platforms.

Upgrades

SCRAPPER'S RUN

Without a doubt, you will take some damage while shooting across the old suspension bridges at speeds greater than 600 mph on Ord Ibanna.

REPAIR **TOP SPEED**

DETHRO'S REVENGE

Dethro Glok designed this track with lots of turns, but he enjoys seeing the fury of a pack of Podracers zooming across the straightaways, chasing first place.

BRAKING **TOP SPEED**

ABYSS

A healthy top speed upgrade will keep you ahead of the pack. Unless you maintain your position on the top track with good turning mechanisms, first place will be lost.

TURNING **TOP SPEED**

Tournament Tips

SCRAPPER'S RUN

SEMIPRO CIRCUIT
LAP TIME- 00:44.904
RACE TIME- 02:23.978

UNLOCK: WAN SANDAGE

Sandage may never have won the Boonta Eve race, but that doesn't mean he's a bad driver. In fact, the Devlikk's Elsinore-Cordova-powered chariot can reach incredibly high speeds and can efficiently repair damage caused by unruly competitors.

DETHRO'S REVENGE

GALACTIC CIRCUIT
LAP TIME- 00:54.610
RACE TIME- 02:49.010

FAVORITE: ODY MANDRELL
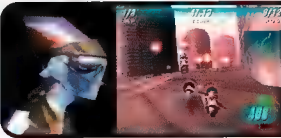
When Mandrell wants to get somewhere in his Exelbrok XL 5115 Podracer, he gets there quickly. His voracious appetite for high-speed recklessness usually leads to violent clashes on the track, so Mandrell is sure to equip his machine with an excellent repair unit.

ABYSS

INVITATIONAL CIRCUIT
LAP TIME- 01:02.639
RACE TIME- 03:12.934

UNLOCK: BOZZIE BARANTA

Baranta's Podracer is his pride and joy, and he's installed a top-of-the-line repair module to guarantee that his baby gets the best attention. The Shelba 730S Razor engines on his machine always place him at the head of the pack.

Gasgano

The Xexto pilot might have been blessed with 24 fingers, but none of them would hold the Boonta Eve trophy. A true showman, Gasgano was the popular choice with the locals. He was the center of a bet between his sponsor, Gardulla the Hutt, and Jabba the Hutt. But as Boonta Eve came to a close, both Hutts would have to pay respects to the boy who prevailed over both their champions.


Gasgano's deliriously fast Podracer made him a champion of the straight stretches. He often fared well on the unswerving Oovo IV routes.

Gasgano's huge engines were a mixed blessing. They were fast, but the Xexto couldn't always see where they were taking him.

ENGINE: CUSTOM ORD PEDROVIA

Gasgano had yet to defeat Sebulba when he entered the Boonta Eve Classic, but the Podracer he piloted that year had the potential to give the villainous Dug a run for his truguts. The Xexto racer had his smooth-surfaced cockpit lassoed to massive twin Ord Pedrovia engines. Pedrovian rigs had a reputation for speed, and with the help of a little tinkering, Gasgano thought there would be a reckoning on the track that Boonta Eve.

● TOP VIEW

● FRONT VIEW

● BACK VIEW

● SIDE VIEW
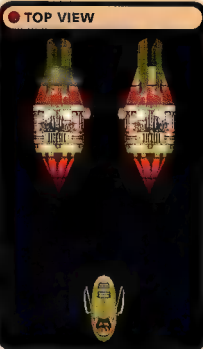
Baroonda

Under the leadership of Queen Maja Fey'ja, Baroonda's Majan people have built a thriving metropolis that surrounds the swamp planet's ancient ruins. In stark contrast, the terrain beyond the city limits degenerates into less inviting regions marked by overgrown marshes and volcanic caverns.
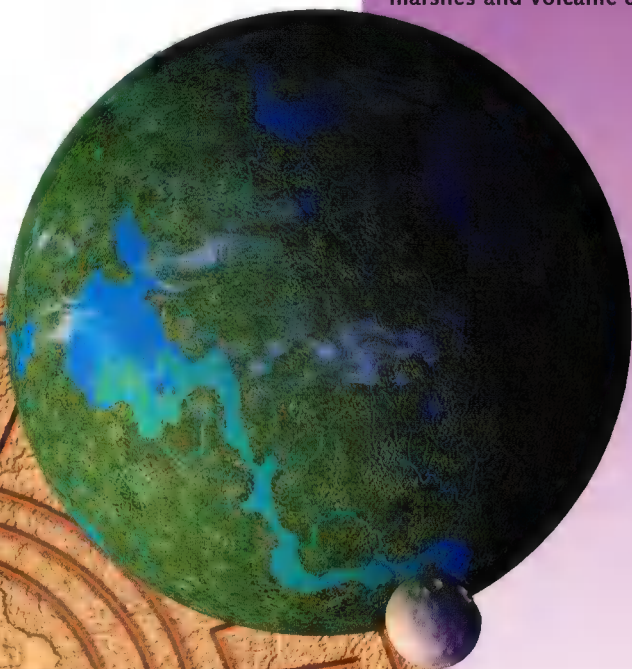
Racing on Baroonda presents a charming juxtaposition: There you are, sitting behind two tremendous engines that are the product of modern technology, racing through the archaic ruins of a culture that has long-since vanished into the folds of time. At 900 mph, it's hard to read the arcane glyphs etched in the aged stones, but you can't shake the feeling that the ancients would have frowned upon speed-driven pilots who desecrate this sacred ground with the machinery of a savage blood sport.
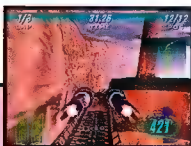
Immediately following a sharp right is a huge jump. Hug the right edge of the track and follow the outcropping to the end. As you sail through the air, drift to the left and land on the stone bridge. Be careful—the railing on the right has fallen away.

MOUNTAIN ROAD

The curved tunnel that burrows through the cliffs is an outstanding passing zone. The pack has a tendency to group up here and take the turn wide and conservatively. Use the Z Button and a touch of the brakes to skirt past the pack on the inside of the track. As you exit the tunnel, slow down for a hairpin turn to the right.

As you pass through the center of Queen Maja Fey'ja's great city, avoid the ornate columns that rise from the floor—or drive the competition into them! Slow down prior to the difficult hairpin turn.

START
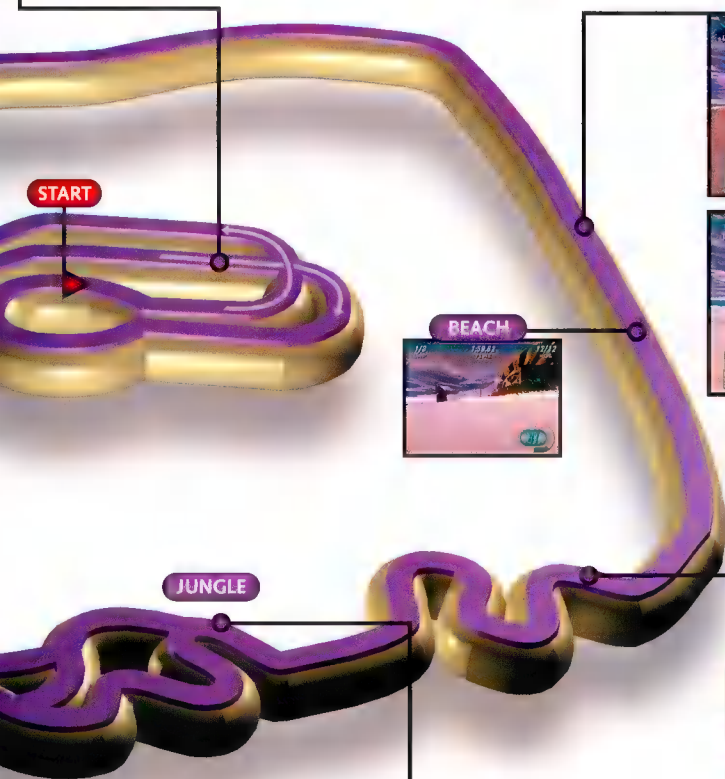
BEACH

You'll kick up plenty of sand as you thrust across the beach. Keep your eye on your engine temperature and don't wake the slumbering Baroo Heads by slamming into the sides of them.

JUNGLE

The S-curves here will devour some of the lead time you made on the beach. Start your turns wide and early, and slide through them with equal pressure on the Z Button and the brakes.

Burst through the thick forest underbrush on the right side of the track to discover a time-saving shortcut that will put you ahead of the pack. The hanging jungle will not damage your vehicle.

Gnarled by more kinks than even Sebulba's best Twi'lek masseuse could knead out, Grabvine Gateway twists and turns like a sleepless Jawa on the hottest of Tatooine nights. The course begins gradually enough, but once it exits the city, the road begins to slink into a pretzel of switchbacks zigzagging over rocky, marshy and slick surfaces. Winding down with a tour through Baroonda's swamps, the course whips into straighter thoroughfares only as its mesa roads lead back into the new city limits.

In the final stretches, the track will straighten out, providing a prime location for you to slow down for repairs or speed up to initiate Thrust Mode.

BRIDGE

BRIDGE

IDOL
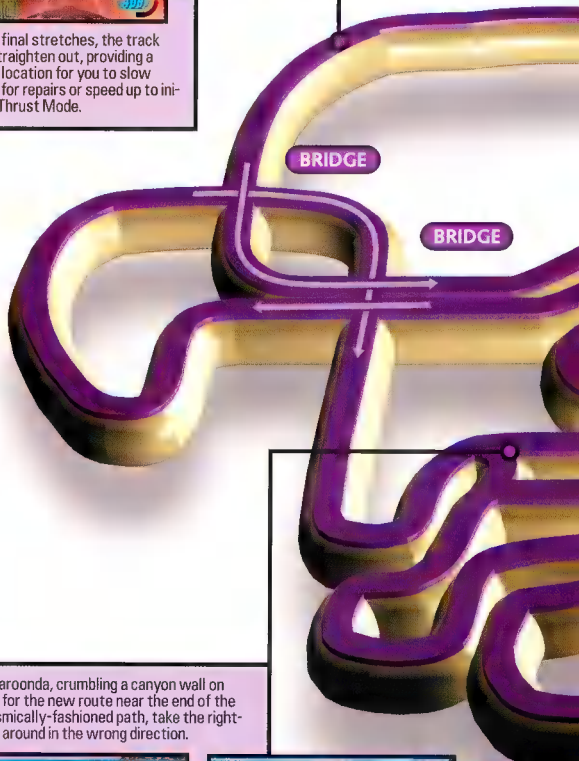
During the second lap a quake will strike Baroonda, crumbling a canyon wall on the right that conceals a shortcut. Search for the new route near the end of the left-curving road. As you traverse the seismically-fashioned path, take the right-hand road at the fork to avoid circling back around in the wrong direction.

The swamps bog you down with outrageous switchbacks, so immediately follow every zig with a zag. To further mire your travels, tree trunks and roots clutter the slippery area, but a Z Button slide or two can help you weave through them.
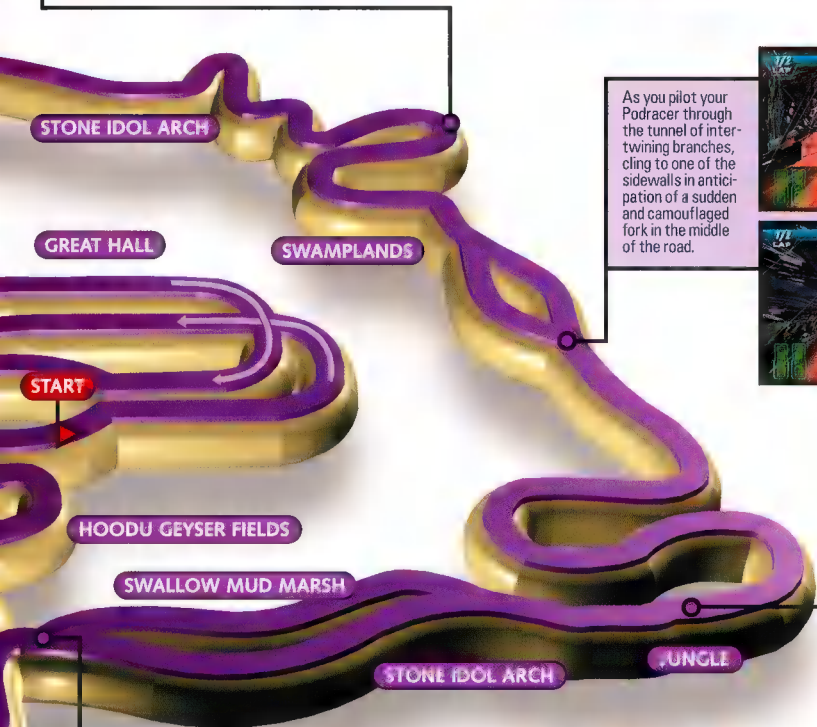
As you pilot your Podracer through the tunnel of intertwining branches, cling to one of the sidewalls in anticipation of a sudden and camouflaged fork in the middle of the road.

STONE IDOL ARCH

GREAT HALL

SWAMPLANDS

START

HOODU GEYSER FIELDS

SWALLOW MUD MARSH

STONE IDOL ARCH

JUNGLE

The stone archway splits the road in two. Regardless of the path you choose, center your craft in the dirt path, since the muddy shoulders will slow down your speedy travels.

Beyond the stone idol, the course stretches into an overgrown jungle. Use the top C Button to switch to the long-distance camera view and gain a clearer perspective of your pathway.

The most difficult of Baroonda's tracks erupts with a trip through the center of an active volcano. Where survival is rare and engine fires are common, Fire Mountain Rally turns white-knuckle driving into white-hot danger—one false move could send a Podracer off a snaking isthmus and into one of the lava streams below. Precision driving—not speed alone—will prevent you from getting burned in the volcano course.

Crisscrossed by fallen trees, the forest road requires that you drive over or under horizontal trunks to steer clear of the log jam.

GREAT HALL

START

The curtain of water cascades into a gap in the road. Push the Control Stick forward to max out your speed as you approach the falls, then pull it back to clear the ravine.

STONE IDOL

On your second lap, a quake will reveal the same shortcut that seismic activity shook open in Grabvine Gateway. On your third lap, you'll be able to enter the alternate route by veering left.

The ashen road in the shadow of the volcano leads to a tunnel that curves right. As you bank, pilot your craft along the outside of the turn to avoid cruising into the lava pool bubbling in the inside of the curve.

LAVA FIELDS

INSIDE VOLCANO

The steaming lava emits a smoke screen that can cloud your view as you exit the volcano. A stone archway greets you at the top of the road, so aim for the middle of it as you drive along the narrow stretch flanked by lava.

If you fall into the magma, your engines will likely catch fire. Press and hold the R Button to extinguish a blaze and continue skating across the molten surface until you cruise onto a ramp that reunites you with dry land.

Inferno, set almost entirely within the fiery gut of a volcano, travels through such hot territory that engines overheat exponentially faster than normal. Amidst the intense heat and smoldering lava, Thrust Mode will push engines to the breaking point faster, and explosions will result from collisions more often. By repairing your engines often, you can avoid spontaneous combustion, but you'll still have the oceans of lava to deal with.

For an opportunity to cool your jets or activate less volatile thrust, veer into the left fork for a short jaunt outside of the volcano. At the arches, the road reenters the oven.

The pyramid-shaped stone blocks the right half of the road, so skim along the left edge of the path while tilting your Podracer to skirt past the obstacle.
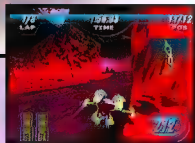
Triangular rocks line the twisting land channels. Watch them to gauge and anticipate your path over the lava. If you end up sailing into the magma, follow the stream until you reach a ramp that leads you back to a main road.

The large rock indicates where the wooden bridges have been built. Begin steering around it early or you may end up launching from the rock and landing askew on the bridge. If it does send you fishtailing across, use the slide maneuver while countersteering.

BRIDGE

Other drivers, rock obstacles and archways can bounce your craft into the lava, so avoid unnecessary jockeying and wide maneuvering. Any damage your Podracer sustains by the race's end will cost you in repairs, and you can save a trip to Watto's by steering with assurance.

START

STONE ARCHES
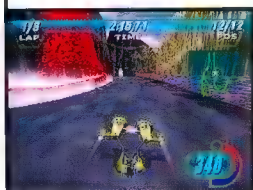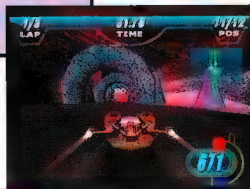
In the final stretch, you'll drive in the open air. Smoke will flank either side of the road, and where there's smoke there's fire, which is what will engulf your engines if you veer off the main path.
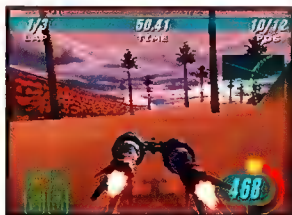
Racers must comb the beaches while weaving around trees that dot the Baroo Coast's shoreline.

In addition to its natural wonders, Baroonda wows racers with majestic Majan constructs like the Grand Hall.

Located on an island off the Baroo Coast, Inferno offers hot-rodders fiery rivers of lava to navigate.

Upgrades

BAROO COAST

There's no room for error on this course—the only way to navigate the narrow, winding pathways along the lush shoreline is with a highly responsive Podracer.

TRACTION **TURNING**
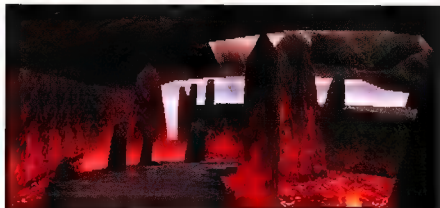
GRABVINE GATEWAY

Even more serpentine than the Baroo Coast track, Grabvine Gateway will make mincemeat out of any Podracer that doesn't have a strong grip on the corners.

TRACTION **TURNING**

FIRE MOUNTAIN RALLY

Traction and turning are still key, but an advanced cooling system may be the difference between taking the lead and setting the engines afire inside the volcano.

TURNING **COOLING**

INFERNO

Inferno has two long straight-aways, so it's wise to spend some truguts on a speed upgrade. Avoid being bumped into the lava by getting a head start.

ACCEL **TOP SPEED**

Tournament Tips

BAROO COAST
SEMIPRO CIRCUIT
LAP TIME- 01:38.300
RACE TIME- 04:59.640

UNLOCK: NEVA KEE

Neva Kee's Podracer—the Farwan & Glott FG 8T8-Twin Block2 Special—has an extremely low top speed, but its great traction and smooth handling make it an ideal craft for the twisting paths of the Baroo Coast and Grabvine Gateway.

GRABVINE GATEWAY
GALACTIC CIRCUIT
LAP TIME- 02:05.363
RACE TIME- 06:20.370

FAVORITE: ANAKIN SKYWALKER

Skywalker's home-built Podracer sports Radon-Ulzer 620C racing engines—not the fastest in the field but with above-average acceleration. Excellent handling and turn response give the young slave the edge on Baroonda's savage curves.

FIRE MTN. RALLY
GALACTIC CIRCUIT
LAP TIME- 02:36.450
RACE TIME- 07:52.270

FAVORITE: EBE ENDOCOTT

With a good cooling system and decent handling, Endocott's Podracer is well suited to the heated maze of Fire Mountain. The JAK racing J930 Dash-8 doesn't have stunning acceleration or turning power, but it's a great all-around racer.

INFERNO
INVITATIONAL CIRCUIT
LAP TIME- 00:59.549
RACE TIME- 03:04.160

UNLOCK: BEN QUADINAROS

Quadinaros is new to the sport, and the Toong's rented Podracer shows it. Below average in turn response, braking and cooling, the Balta-Trabaat BT310 has an excellent top speed that can stretch a lead on Inferno's long straightaways.

Podracing wasn't always about the glory of victory. Murky behind-the-scenes drama and ulterior motives provided a colorful backdrop for the high-speed events. Elan Mak, a native of the Ploo Sector, was one of many who entered the Podracing Circuit for a chance at settling old scores. Mak arrived on Tatooine with his mind set on avenging his father's death at the hands of the evil Aldar Beedo.

The short distance between Mak's engines and cockpit made cornering easy, but the large engine size made fitting into tight spaces another story.

Mak's position above the engines gave him a fairly clear view of the track ahead, but all Mak cared to see was the downfall of Aldar Beedo.

ENGINE: KURTOB KRT 410C

Elan Mak's mission was revenge, and his Podracer was the ultimate tool for exacting it. The flattened spherical shape of his cockpit made it perfectly aero-dynamic. Wind resistance was a key issue for amphibious Mak, after all. If he was going to spend the money to employ the fierce power of two Kurtob engines, he didn't want a fat Pod slowing down his investment.

TOP VIEW

FRONT VIEW

BACK VIEW
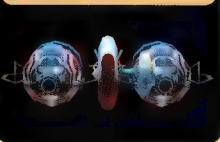
SIDE VIEW

Mon Gazza

An industrial wasteland, the spice world is home to miners who bet so heavily on the races that they have built their own racing circuit. The courses, constructed by gamblers, are no safe bet, since they send racers through sinewy strip mines and into jungles of heavy machinery.

The Mon Gazza Speedway is the shortest track of the Amateur Circuit. Not only is it easy for a seasoned driver to take the lead and keep it on this tiny track, but it's easier for a clumsy pilot to fall behind and never catch a decent thrust boost to regain first place. The rule of this track is to avoid getting cocky. A decent pilot can survive one crash and still take the lead, but multiple wrecks will leave you at the back of the pack.
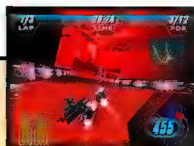
Cut to the wall on the outside of the divider. As you approach the hard left after the divider, use the left C Button to tilt your machine on its side and avoid clipping the outside wall of the track, then get ready to activate Thrust Mode.
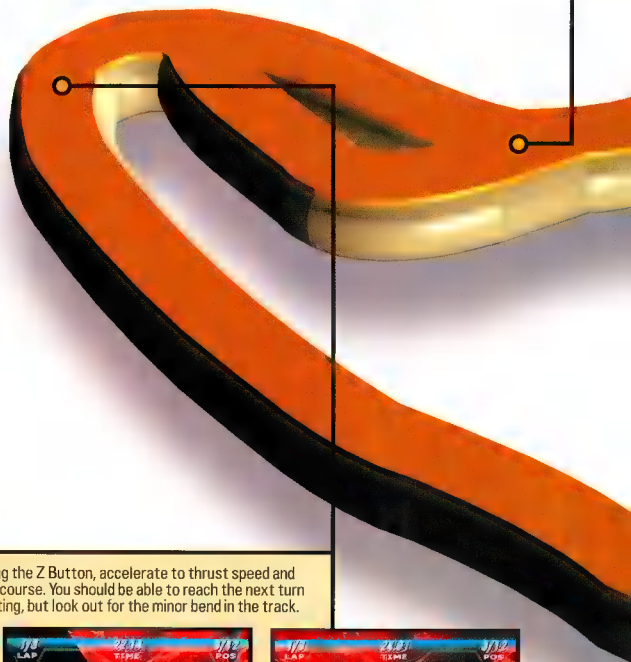
As you shoot out of this turn using the Z Button, accelerate to thrust speed and turbo through the final leg of the course. You should be able to reach the next turn without worrying about overheating, but look out for the minor bend in the track.
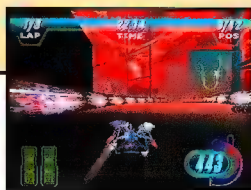
This slight turn is easily negotiated with a little slide. Gently steer into the curve and hold the Z Button. You should fly through the curve with very little loss of speed.

As soon as you start the race, accelerate to thrusting speed. Now's your chance to take the lead you couldn't get before the first corner. Drift through the corner and hit the accelerator when you're pointed down-track.
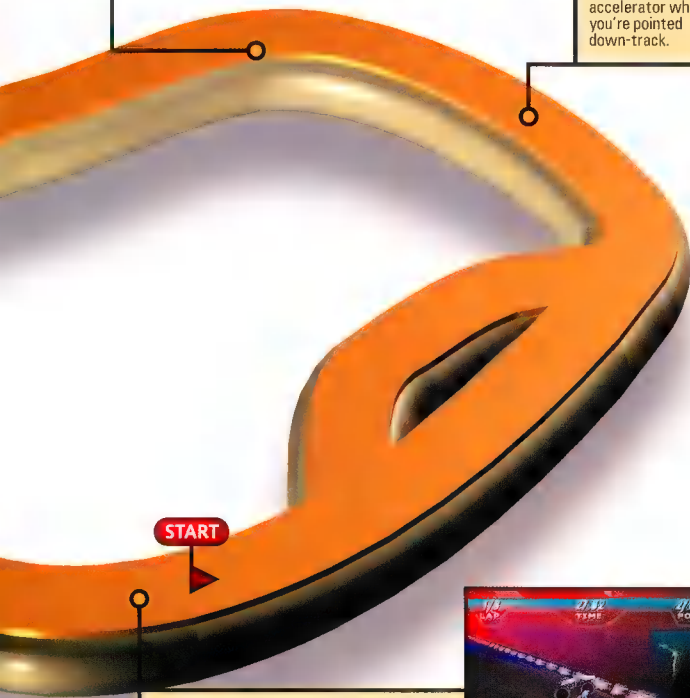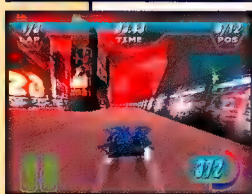
Because the track is short, Podracers will often stay in a pack. As you pass through the finish line, ram the other racers in the cluster. This will temporarily disorient them, and some might crash into the large divider ahead.
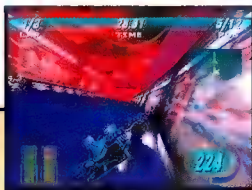
The spice world of Mon Gazza is bathed in a dusty, orange atmosphere that can cloud your view of the path ahead, so always keep an eye on the track radar in the upper-right corner of the screen, especially when you approach the multiple routes on the second leg of the track. There are several sections of the track straight enough to thrust on, but if you wipe out too often in the mines, any lead will surely be lost. Take it easy on the sharp turns and look out for giant cranes!

You have to be decisive—and committed to your decision—at the first fork in the track. The innermost path is the shortest, but you will have to use the brakes and the Z Button to drift through an almost 90-degree left turn.
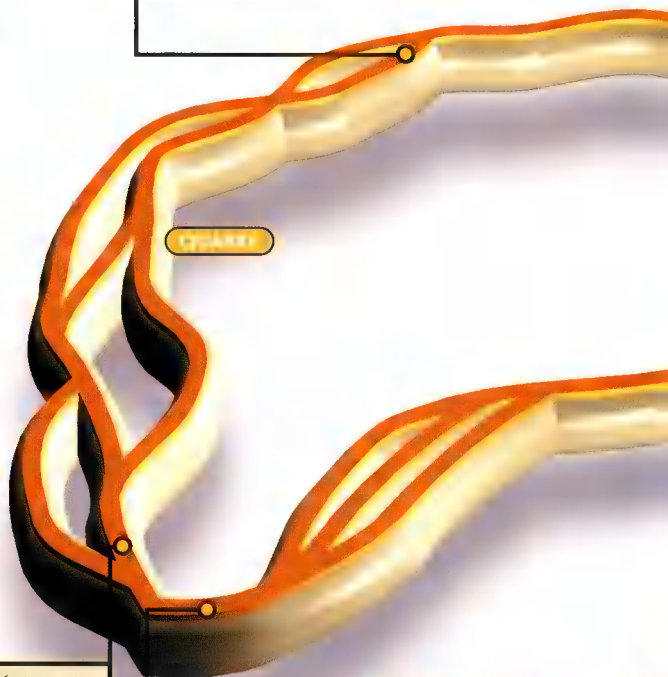
The fastest route is between the treads of the massive crane. The crane's position changes slightly on each lap, so don't plan your cornering technique based on the last run.

The track narrows again before the three-pronged fork. The hard left is negotiable by sliding, but watch out for a tiny crash-causing curb.
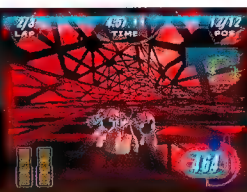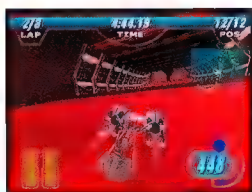
The caged corkscrews are tough to navigate by sight alone, so watch the radar. Try to stay in the center of the track and use the Z Button to slide. If other racers are in the cage, a simple bump will almost always cause a crash, so take it easy with the accelerator.

START

When you descend into the mines, watch out for a mechanized ore loader on the left side of the lane. It moves quickly and is hard to see. Even if you just nick the side of it, your machine will spin and crash into a wall.


The blue spotlights piercing through the orange haze make it hard to see the curbs on this stretch of the course. Try to memorize the S-turns with a few practice laps.

Groff Zugga, the brood-
ing kingpin of the
Galactic Spice Mining
Guild, commissioned the
design and implementa-
tion of what would be
the toughest course in
the sport. For a while,
the Challenge held that
title, but in later years
more treacherous tracks
popped up. As you fly
across the dusty waste-
land, try not to become
depressed by the bleak-
ness of the Strip Mining
Roads and the run-down
Processing Plant.
Fortunately, once you
satisfy the Challenge,
you won't have to return
to Zugga's dump until
the next year.

A convoy of dozers populates the
Strip Mine Roads on the first leg of
the Challenge. Approach the metal
monstrosities straight on and dart
between the massive treads. Use
the Z Button to snake through the
series of winding 45-degree turns.

GRANDSTANDS
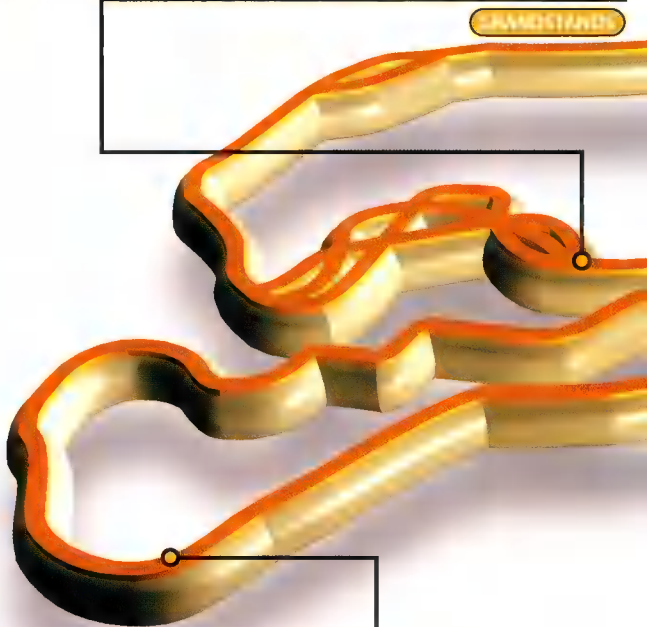
Let off the thrusters before attempting this wide turn. If the drop-off
doesn't surprise you, the giant dozer will. Don't cut the corner on the inside
or you will slam into the dozer's colossal treads and most likely explode.

As you approach this sharp right-hand turn, slip to the left side of the track. You will be drawn down an invisible ramp to ■ route below the main track. This secondary path will lead you through ■ less congested, caged corkscrew.

The safety stripes alert you to the abrupt hairpin turn. The track is banked, so you can slide through this turn at a relatively high speed.

CAGED CORKSCREWS

MIDWAY

START
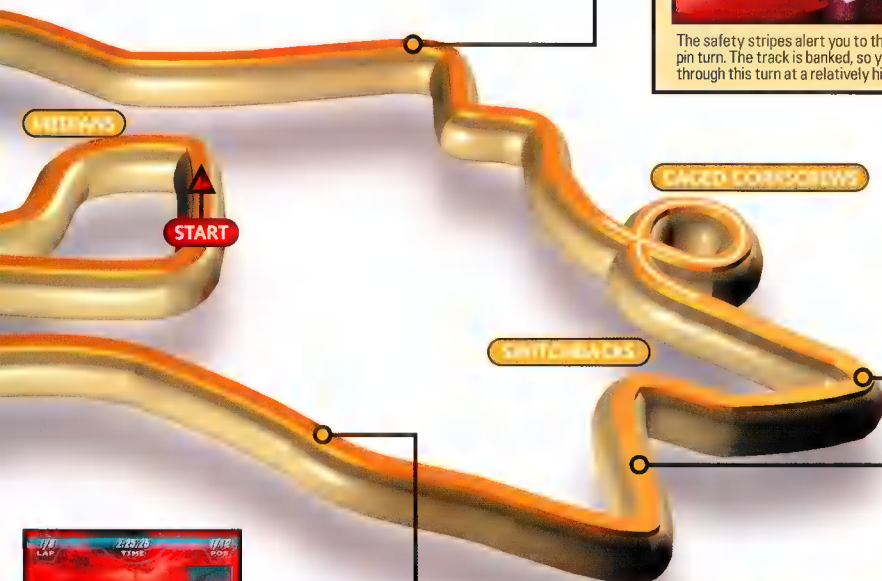
SWITCHBACKS

The corridor after the switchbacks is ideal for opening up your thrusters. Use the Z Button to gently slide through the slight curve in the straightaway.
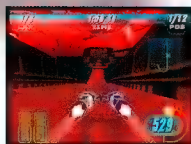
As you straighten out after the last sharp corner, engage your thrusters. You must reach ■ velocity greater than 600 mph, or your Podracer will tumble into the river of toxic industrial waste that carves ■ path across Mon Gazza.

MINER'S TOWN

CAGED CORKSCREWS

SPICE DOZERS

MON GAZZA SPEEDWAY

CRANE

CRANE

Since it's the shortest of all the Podracing courses, the Mon Gazza Speedway leaves little room for pilot error.

The spice dozers and cranes parked along the Spice Mine Run yield to no one, so racers must dodge them.

The Zugga Challenge plunges racers into the heart of the industrial wasteland's operations—Miner's Town.

Upgrades

MON GAZZA SPEEDWAY

Since the track is so short, getting ahead of the pack early is vital. A highly maneuverable Podracer that's quick out of the blocks will garner first place.

ACCEL **TURNING**

SPICE MINE RUN

Long, gently curved stretches and disorienting caves are common on the Spice Mine course, so excellent braking power and a high top speed are equally valuable.

BRAKING TOP SPEED

ZUGGA CHALLENGE

There are areas to open the throttle in the Zugga Challenge, but negotiating the vicious curves and the convoy of mining equipment requires great control.

TURNING TOP SPEED

Tournament Tips

MON GAZZA SPEEDWAY

AMATEUR CIRCUIT
LAP TIME- *00:16.072*
RACE TIME- *00:52.081*

UNLOCK: **TEEMTO PAGALIES**

Pagalies' IPG-X1131 LongTail represents a step up in acceleration, but the engines have no staying power. Superior traction makes up for the relatively low top speed of his Irdani Performance Group Podracer, which gives the Moonus Mandel native great turn response and average handling.

SPICE MINE RUN

AMATEUR CIRCUIT
LAP TIME- *01:29.470*
RACE TIME- *04:30.880*

UNLOCK: **MARS GUO**
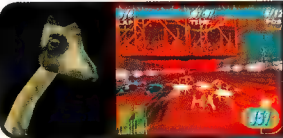
A firm believer in "bigger is better," Guo races with the largest Podracer on circuit, the Collor Pondrat Plug-2 Behemoth. The ceaselessly bragging Phuii talks a big game, but the Behemoth's ponderous engines make for very slow acceleration. The craft's greatest attribute is its solid traction.

ZUGGA CHALLENGE

SEMIPRO CIRCUIT
LAP TIME- *02:01.261*
RACE TIME- *06:10.897*

UNLOCK: **BOLES ROOR**
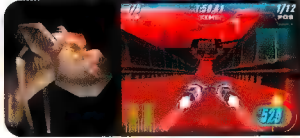
This Sneevel isn't in it for the money—Roor has a reputation of being hugely wealthy. As might be expected from a glimmik singer, Roor's Podracer is glitzy but not very reliable. Boasting Bin Gassi racing engines, the Quadrijet 4-Barrel 904E has a high top speed but is otherwise average.

Crazy Ody Mandrell was one of the oddest entrants in the Boonta Eve race. His appetite for high-speed hijinks made him a natural Podracer, but his mid-air antics made him an absolute terror on the course. During a routine pit stop during the race, Ody's Podracer accidently sucked a pit droid into one of its engines, resulting in a mechanical malfunction that cost him the race as his engines dug into the sand.

The straightaways of Tatooine were the perfect testing ground for his brand-new Exelbrok engines.

Ody fancied everything in excess. It was too bad his hedonistic tastes overrode common sense—his engine blocked half his view of the track.

ENGINE: EXELBROK XL 5115

When a manufacturer includes the letters XL in its product's name, it wants you to think big. Exelbrok's XL series of engines were just that—big. Some racers believed they were too bloated to steer easily in a sport that required split-second reflexes, but Ody's need for speed wouldn't allow him to settle for anything less.
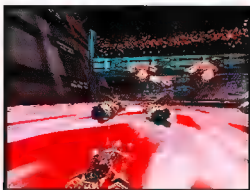
● TOP VIEW

● FRONT VIEW

● BACK VIEW

● SIDE VIEW

Oovo IV

On the fourth moon of the gas planet, Oovo, slaves a penal colony where prisoners are sentenced to mining ore. In appreciation of their labor, warden Fenn Booda occasionally rewards the inmates with a Podrace event. From their cells they can watch as drivers take flight through the prison's security gates and mines' vacuum tubes.

As the cheers and jeers of Oovo IV's inmates cut through the air, 12 cut-throat Podracers hover at the starting line waiting impatiently for the signal. As soon as the race begins, the brutal jockeying through the cell blocks for first place separates the pack in two. Surviving Desolation Alley is tough enough for an experienced pilot, but the breakneck chase through the zero-gravity ore tubes while dodging giant boulders and rocketing at speeds in excess of 600 mph will thin the pack even further.

As you zoom through the zero-gravity tubes you'll encounter a chamber of towers. When you enter the clearing, your machine will start spinning from inertia. Use the left and right C Buttons to control your spin and press Left and Right on the Control Stick to dodge the towers.

ANTI-GRAVITY TUBE

Chances are, when you catapult out of the zero-gravity tubes, you won't be right-side up. As soon as you leave the tube, point your machine down by pushing Up on the Control Stick and maintain your speed.

The purple filament in the reactor core will sever the magbeam that holds your engines together. Use the left or right C Button to tilt your engines out of the way.

REACTOR CORE

ANTI-GRAVITY TUBE

After you slip through the rotating security gate, get ready for your first experience in the anti-gravity ore chutes—it's sure to be a wild ride. Without gravity, you can steer your machine in any direction, and you'll need that freedom in order to avoid the giant pieces of ore tumbling through the tubes.

START

After thrusting through the straight stretch, slow down for this switchback in the tunnel. Yellow stripes will alert you just before you get there, but if you're still thrusting, you might not have the control necessary to survive the quick turn.


The enormous fan blades on this straightaway can slice your Podracer in two. Dart to one side of the first blade, then cut to the opposite side of the track for the second, then back again for the third.

Christened with a name as foreboding as Executioner, this Oovo IV track has a reputation for effectively terminating the careers of upstart Podrace pilots. Annual Podraces are the only diversion inmates on this forsaken rock have from their daily regimen of backbreaking work. To keep the prisoners entertained, Oovo IV's malicious wardens made sure Executioner's zero-grav tubes were chock full of ore to crash into.
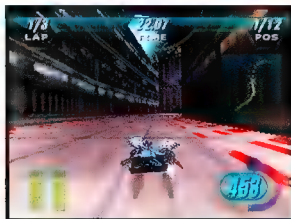
The concourse through the cell block is fairly broad. Traffic remains thick as Podracers violently jockey for first place, but the pack will be decidedly thinned by the slim opening in a giant wall. The opening is wide enough for only one machine, so don't try to pass others here.

START

ANTI-GRAVITY TUBE
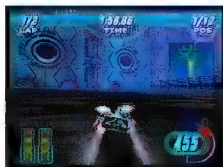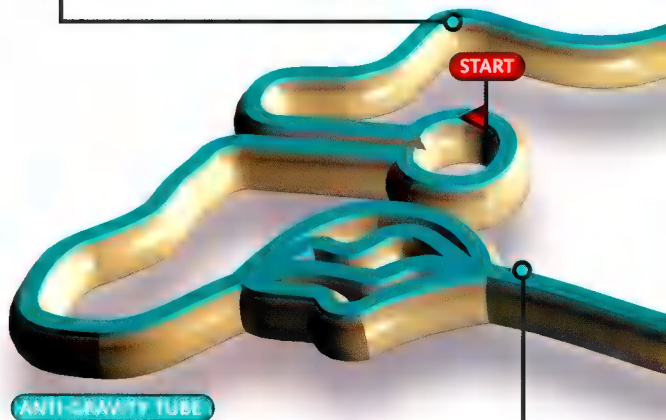
This wide courtyard begs for thrusting, so zoom across the surface until you see the giant wall. You have four openings to choose from. Slow down and swerve into the tunnel on the far right. Use the Z Button to negotiate the wide curve in the passage.

There is a detour around the first anti-gravity tunnel at the end of the descending tunnel. After the narrow opening, hold to the extreme left side of the track and cut farther left as you emerge from the canal.

This is where the track earns its name. The entrance to the second zero-grav shaft is on the ground, so slow down. Press Down on the Control Stick just as it looks like you're going to slam into the wall. After you dive into the chute, look out for chunks of ore the size of a rancor.

ANTI-GRAVITY TUBE

THERMAL PASS

ANTI-GRAVITY TUBE
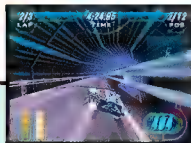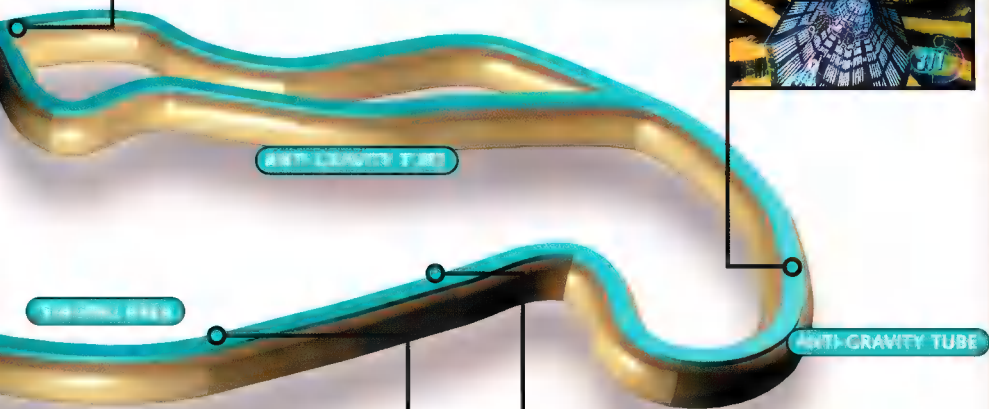
The track is straight enough here to sustain repeated thrusting, but its surface is also curved enough to draw you into the railings. Pull back on the Control Stick to gain stability; it's worth losing speed to keep from taking damage on the guardrails.
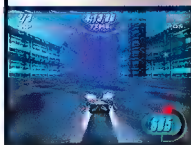
Thrust on this straightaway, but stay in the center of the track. Traffic will bottleneck at a rotating security door, and if you nick the edge of the safety stripes, you'll provide a little of the "entertainment" the wardens promised.

Oovo IV is constantly ravaged by minor meteor showers, and once a year, its erratic orbit drives the asteroid directly into the path of a thick barrage of rock left over from an ancient cosmic collision. While the falling rocks are usually no bigger than a fistful of truguts, their extreme velocity assures deadly impact. It comes as no surprise that the wardens of Oovo IV choose this time to hold a race on The Gauntlet, the only Oovo IV track to spill out on to the unprotected surface and into the fury of the meteor storm.

The prison and mining operations have shields to repel the errant cosmic debris, but the open roads have no such protection. A meteor the size of a marble is enough to put your Podracer out of commission, so drive quickly and swerve around impact sites marked with fiery plumes.

HEX TUBE

START
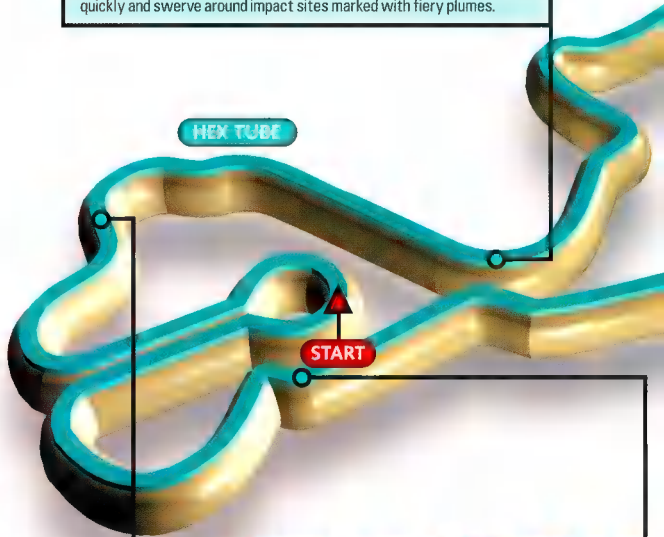
As you scream around the bend, quickly tilt your Podracer on its side to slip through the narrow opening in the massive wall.
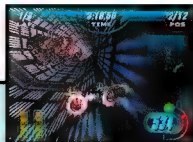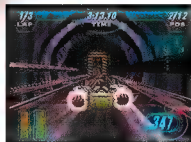
The competition is tired by this portion of the track and will often bump into the hunks of ore. Stay sharp and use this anti-grav tube as your own private passing lane. Keep to the outside edges of the tube and hold down the accelerator.

The surface may seem hazardous to your health, but your Podracer can handle the abrasive walls. Instead of darting into the prison compound, veer to the right and save considerable time. Use your track radar to identify the start of the shortcut.

PRISON COMPOUND

SURFACE
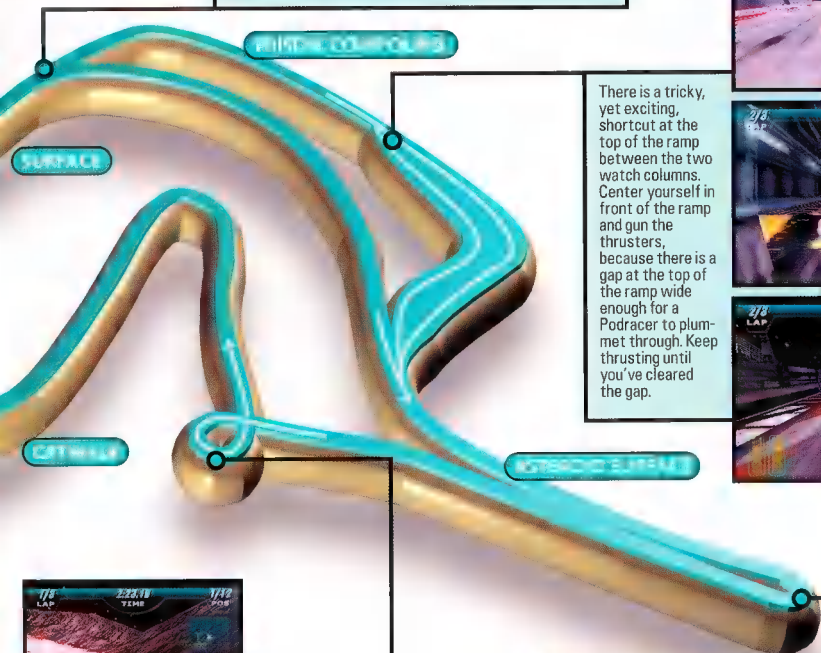
There is a tricky, yet exciting, shortcut at the top of the ramp between the two watch columns. Center yourself in front of the ramp and gun the thrusters, because there is a gap at the top of the ramp wide enough for a Podracer to plummet through. Keep thrusting until you've cleared the gap.

CATWALK

OVERHEAD SUPPORT

Swing wide with the Z Button, then cut to the inside at the end of this cul-de-sac. There's no escape if you tumble into the gaping well in the center of the track.

The hairpin at the tip of the straightaway is marked by bright orange safety stripes, but they can't emphasize enough the need to brake before attempting the turn. It is a bi-level turn, and if you fall to the lower level you may take heavy damage.

Dava IV
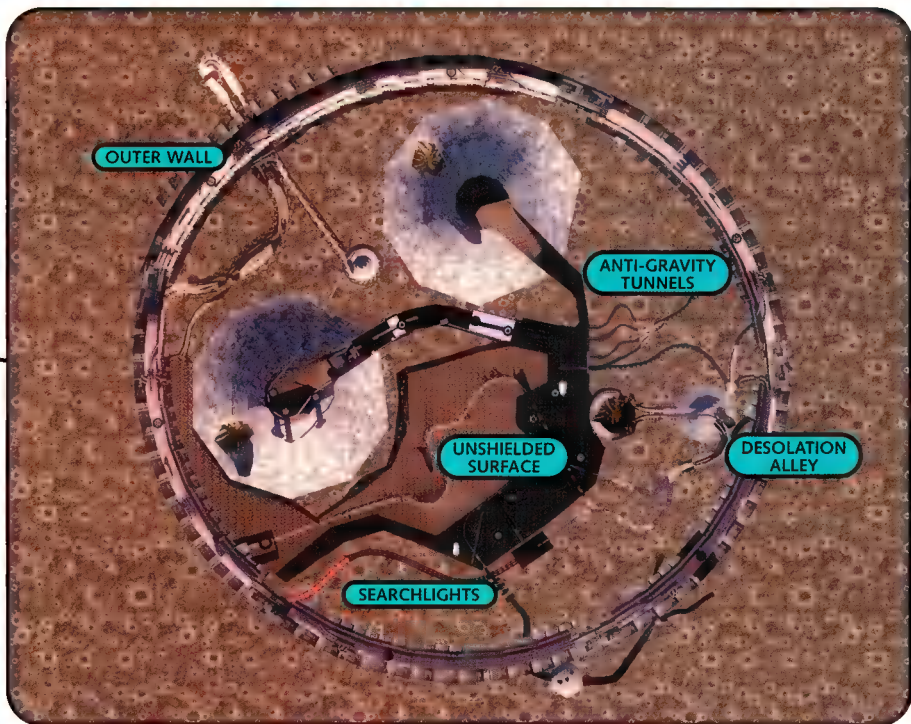
To make their stay in prison short, racers can make a quick getaway in the penal colony's Desolation Alley straightaway.

At least speeding isn't a crime on Oovo IV, since patrol crafts and searchlights abound to keep prisoners in line.

Nowhere else but in the anti-gravity tunnels can racers pilot their Podracers for sustained periods in midair.
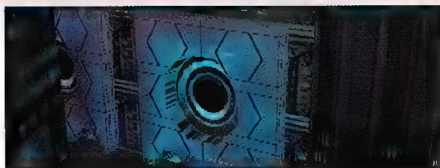
Upgrades

VENGEANCE

The main avenues that divide the cell blocks on Oovo IV are fairly wide, so use a Podracer with a high top speed to take full advantage of them.

TOP SPEED COOLING

EXECUTIONER

Nobody wants to spend more time in the clink than he has to. Get out of jail faster with a souped-up Podracer with a coolant system that keeps temperatures down.

TOP SPEED COOLING

THE GAUNTLET

There's no way around it—when you run The Gauntlet, you will take damage. Choose a vehicle that has a solid repair module to help out when you take a licking.

COOLING REPAIR

Tournament Tips

VENGEANCE

AMATEUR CIRCUIT
LAP TIME- 01:16.880
RACE TIME- 03:51.921

UNLOCK: FUD SANG

Podracing has never seen a character as colorful as the hyperactive Fud Sang. The only thing faster than his motor-mouth is his tricked-out Bokaan Race Engineering BRE Block6 Tri-Ram. It'll have Sang out of jail in no time.

EXECUTIONER

GALACTIC CIRCUIT
LAP TIME- 01:31.540
RACE TIME- 04:42.310

UNLOCK: TOY DAMPNER
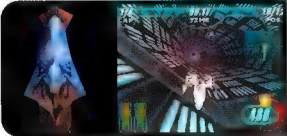
Dampner's Turca 910 Special is definitely no toy. The blazing rig needs more than some time in the cooler to keep the engine temperature under control, so Dampner installed the best coolant pump he could find on his speedy machine.

THE GAUNTLET

INVITATIONAL CIRCUIT
LAP TIME- 02:13.076
RACE TIME- 06:44.576

FAVORITE: GASGANO

Gasgano is the showiest of the racers. But good brakes, not a flair for theatrics, will keep him in the race on Oovo IV's most demanding track. Regardless of the toll that The Gauntlet takes on his Pod, Gasgano has the quick fix since he has installed a superior repair module.

Many considered Sebulba the Dug the best driver—including Sebulba himself. In the last Boonta Eve, Sebulba was responsible for more than a dozen crashes. He would stop at nothing, not even dirty tricks and illegal modifications to his machine, to win a race. But his cheating ways were over when his Podracer engines exploded after tangling with the unlikeliest of racers, Anakin Skywalker.

Sebulba was actually an excellent pilot, but he used dirty tricks, like his flame thrower, to give himself an extra edge.

Sebulba's split-X engines were set low enough below the cockpit that they didn't block the Dug's view of the pack.

ENGINE: SPLIT-X CONFIGURED COLLOR PONDRAT PLUG-F MAMMOTHS

Sebulba's Podracer was the best that blood money could buy. The dart-shaped cockpit was designed for speed, but it was well-armored to protect the hull during its pilot's patented mid-air shenanigans. The split-X Mammoths that hauled Sebulba could rocket from zero to 800 mph in a Corellian minute. An illegal flamejet mounted on the engine was Sebulba's safeguard against any pilot capable of out-driving the wicked Dug.
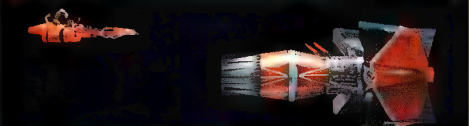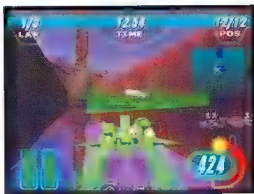
TOP VIEW

FRONT VIEW

BACK VIEW

SIDE VIEW

Malastare

An arid dustbowl of a planet, Malastare is a parched wasteland quenched only by lakes of methane. Sebulba reportedly designed one of the planet's courses, but all of the Malastare tracks share the infamous racer's trademark of cruelty as every canyon road twists with violence and without mercy.

The high-speed Malastare 100 cuts through the mountain ranges of the arid planet. As soon as the race begins, you must jockey for first place along the initial straight stretch. The treacherous run over the methane lake will ravage a few racers, and the hairpin turn on the final leg of the course will make mincemeat of any pilot who refuses to slow down. Use the straightaways to your advantage, and watch out for the jump at Sketto Leap—it's a doozy!

This hairpin claims a lot of Podracers. There is no way to make it around this bend without braking, so slow down. If you mix sliding with braking, you won't lose as much speed.
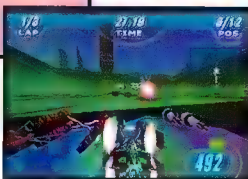
START
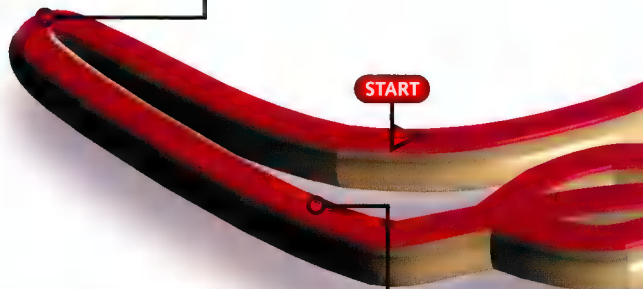
As soon as you exit the tunnel, gear up for thrusting. Nobody survives this jump without a little extra boost. If you're still a part of the pack, line up for the jump and don't bump the other racers or you'll plummet off the track.

Fire up your thrust and spirit across the methane lake. The course bends slightly, but you can negotiate it with the Z Button. The green haze conceals the road on the other side, so use your track radar to line up with it.

There's a rock in the center of the track that's disguised as part of the background, so hug the inside of the lane.

METHANE LAKE

Slide up the embankment on the right side. It's faster than staying on the set course, but your vehicle will suffer damage when it lands.

The middle path is the fastest route, but beware of the pole in the center of the lane that is hidden by the shadows of the tunnel.

It was his three-time victory in Malastare's Semipro Tournament that convinced Ebe Endocott he could rival Sebulba in Tatooine's fateful Boonta Eve Podrace. The Truffian's self-assurance is not unfounded, considering he has already con-quered the unpredictable and treacherous Dug Derby. On a track obstructed by crags and abruptly narrowing roads, any of its victors should be declared wor-thy of giving Sebulba a run for his truguts.

Dug Derby pulls out the stops early by serving up a hairpin just beyond the starting line. Begin turning and sliding left as soon as you see the road disappearing around the bend. Since the pack, which doesn't disperse until after the hairpin, turns wide, you'll be able to clear the traffic and the turn by shooting through the inside.

The tunnel is narrow, and the passage is especially dangerous when clogged by ■ pack of Podracers. Moreover, the slim passage is deceptively curvy, so jockey your vehicle from side to side to stay centered between the illuminat-ed left wall and unlit right wall.
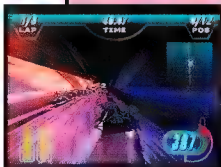
If you don't take the high road detour to the right, cruise along the left side of the left fork to avoid col-liding with the two rocks obstruct-ing the right half of the road. Also watch out for falling rock.

As you straighten out after rounding the first hairpin, veer to the right to take the high road at the fork. The dirt ramp will prove to be the quicker and more navigable route.

START

The final tunnel provides a long straightaway for you to initiate repairs or Thrust Mode. If you go for the extra push, you'll be able to boost past the lap marker until you rocket by the final lightpost that signifies the beginning of the opening hairpin.

Between the turns, rival racers will head down the center of the path. To overtake them, pass on the right by swinging wide after the first turn. As you near the next turn, cut to the inside to pass the racers as they round the bend wide.

Though the jagged tunnel finishes with a straightaway, resist firing up Thrust Mode since the stretch will be abruptly disrupted by a sharp 90-degree zig to the left followed by a sharp zag to right.

Reportedly designed by nefarious Sebulba, the harrowing course that bears his name is as twisted, dangerous and unpredictable as the Dug himself. The jarring turns of the track blaze over one of the planet's volatile methane lakes before forking into corkscrew turns and swerving into sudden drop-offs. As racers wrestle the writhing serpentine paths, Sebulba's Legacy lives on not only as a course, but as a curse.



As soon as you spy sketto fluttering over the track, steer toward the inside of the upcoming turn to skim along the left shoulder. Otherwise, you'll swing to the unprotected outside, where you'll likely speed off the ledge and onto a lower and longer route below.


While neither winding path is forgiving, the right-hand route through the cave offers a less bumpy ride and more room for error.

Pilots will clog the first turn when the race begins. To avoid the congestion, drive on the left, rounding the curve with ▢ wide approach. As you near the bend, overtake the pack by cutting toward the inside of the turn.

START
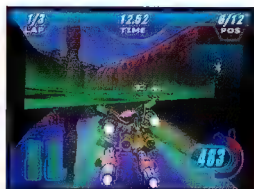
Steer clear of other racers as you head for the narrow strip of dry land at the other end of the lake. Fumes from the lake will obscure the spot where the road continues, so aim for the bright glow of the lights that are shining directly above the lake exit.
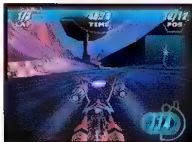
The course forks into a high road and a low road when it reaches the flat, disc-shaped stone balanced horizontally atop a slender mesa known as Table Rock. Opt for the lower path to the right, which will provide both ▢ quicker and a straighter trip back to the main road.

Trailing from the methane lake, the road will abruptly zig to the right. To handle the hairpin, decelerate while cornering, then slide at the turn's sharpest point.

METHANE LAKE

MALASTARE 100

DUG DERBY

METHANE FALLS

SEBULBA'S LEGACY

METHANE LAKE

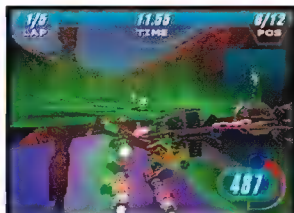TABLE ROCK

No road bridges the chasm where the Malastare 100's Methane Falls cascade into, so racers must jump the gap.
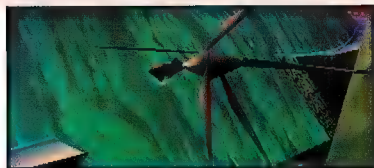

None of Malastare's courses overlap, but they all share abrupt switchbacks like those of the Dug Derby.

The methane lake of Sebulba's Legacy is awash in a green haze that lowers visibility and raises the risk of collision.
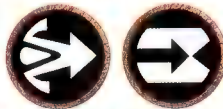
Upgrades

MALASTARE 100

Traffic is heavy on Malastare 100. A serious Podracer driver will use a machine that can break away from the pack and negotiate the sharp hairpin turn.

TOP SPEED **TURNING**

DUG DERBY

The double turn in the Dug Derby has caused plenty of crashes, so use a Podracer that can adequately brake and blaze through the straight stretches.

TOP SPEED **BRAKING**

SEBULBA'S LEGACY

The Dug designed his track with turns in mind. Choose a machine with superior cornering and the ability to accelerate rapidly out of a turn.

ACCEL **TURNING**

Tournament Tips

MALASTARE 100

AMATEUR CIRCUIT
LAP TIME- *00:40.288*
RACE TIME- *02:03.087*

FAVORITE: **DUD BOLT**

Bolt's Vulptereen RS 557 Podracer is anything but a dud. The well-rounded machine specializes in traction but has solid cornering and a top speed that bests most Podracers right out of the gate. He doesn't fare well on some tracks, but he seems to have a knack for the Malastare 100.

DUG DERBY

SEMIPRO CIRCUIT
LAP TIME- *00:46.060*
RACE TIME- *02:20.150*

FAVORITE: **ELAN MAK**

Mak roars up to the starting line in his Kurtob hotrod, but his weak fuel injection system leaves him going nowhere fast. Once he reaches his top speed, he'll fly by the competition, but his inadequate cooling keeps his bursts of speed to a minimum.

SEBULBA'S LEGACY

GALACTIC CIRCUIT
LAP TIME- *00:43.590*
RACE TIME- *02:12.642*

FAVORITE: **SEBULBA**

Don't blink or you'll miss the Dug as he breezes by your Podracer in his Collor Pondrat Plug-F Mammoth dragster. His lack of brakes makes stopping another story altogether. Sebulba's tight turning allows him to corner on the inside and get ahead of the pack.

Watto

In addition to hawking Podracer parts out of his Mos Espa shop, Watto owned two slaves named Shmi and Anakin Skywalker. Little did the portly Toydarian know that one of his slaves would one day assume the role of the galaxy's most feared despot: Darth Vader. In a bet with Qui-Gon Jinn, Watto staked the freedom of Anakin, and the fate of the galaxy, on the outcome of the Boonta Eve Podrace.

If you have the truguts, Watto has the goods. The shelves of the Toydarian's store are overflowing with the best Podracer parts available in Mos Espa.

WATTO'S PARTS SHOP

If you can stand to listen to the moanings of the miserly Watto, you can be guaranteed that you are buying quality merchandise. And you may be surprised by whom you bump into during your visits to Watto's shop. Everybody from Jawas to Jedis stops by.

THE JUNKYARD
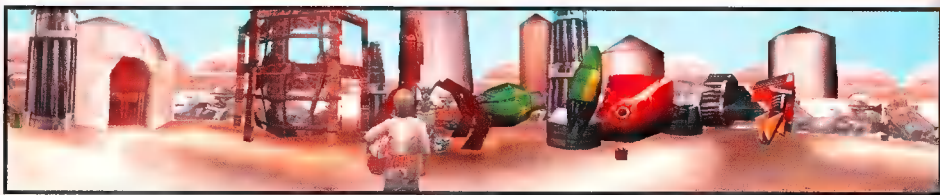
Just behind Watto's shop is a regular graveyard of Podracer parts. These used goods are either salvaged parts from wrecked machines or trade-ins from other pilots. If you're strapped for truguts and need a quick fix, the junkyard is worth a look.

Appendix
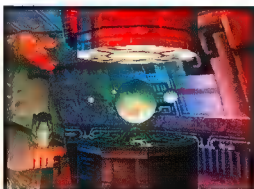
Eight worlds, four circuits, 25 courses, 23 racers and a few thousand truguts later, *Star Wars*: Episode I: Racer still has more to offer. The road hasn't ended yet, and ahead lies a path paved with secret codes that will keep the races exciting even after you've crossed every finish line. To discover more courses, stories and secrets, steer your Podracer into newly charted territory.
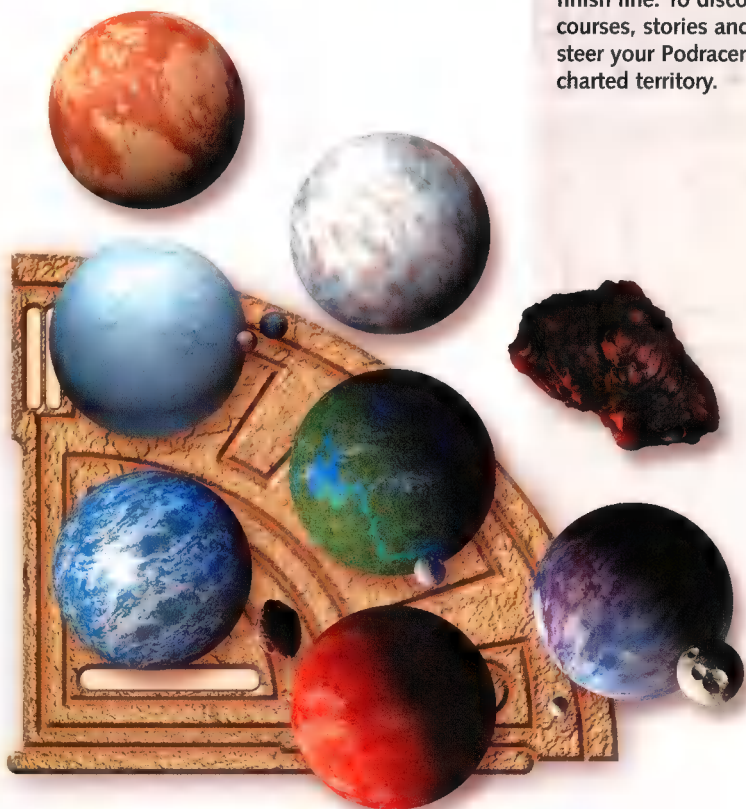
Nuts and Bolts

Short of allowing you to sabotage opponents' vehicles like Sebulba did in the film, Racer manages to keep things intense even after you've raced through every circuit. Through additional modes of play, the game continues to serve up the action, and you won't even have to worry about Sebulba messing with your Podracer while it's parked in the pit.

O GRUDGE MATCHES

Not all of the drivers entered the races to win fame and fortune. As revealed in *Star Wars*: Episode I *The Phantom Menace*, many of the pilots had rivalries with the other racers, and with Two-player Mode, you and a friend can settle the grudges. To resolve the racers' conflicts, pit them against one another in some of the following suggested matchups, where hard feelings run deeper than the canyons of Tatooine.

BIZARRE LOVE TRIANGLE

TEEMTO PAGALIES vs. MARS GUO

Full of hot air and empty promises, Mars Guo boasts to Ann Gella that he will take her from Tatooine. Teemto Pagalies, who secretly pines for Sebulba's masseuse, fears Mars will separate him from his crush, so he rats him out to Sebulba before the fateful Boonta Eve Race.

A MATTER OF REVENGE

ELAN MAK vs. ALDAR BEEDO

Driver Aldar Beedo, also known as "The Hit Man," assassinated a Fluggrian crime lord. In an act of revenge, the victim's son goes undercover to race alongside Aldar. Driving under the assumed name "Elan Mak," the son hopes to avenge his father via vehicular assault.

CALLING BOLES' BLUFF

BOLES ROOR vs. BEN QUADINAROS

Toongs like Ben Quadinaros are reputed to be cowards, and when brazen singer Boles Roor taunts him from on stage, he defends his honor by accepting the performer's challenge to race. With both bettors at the starting line, one will have to eat his own words.

IN FOR A BUMPY RIDE

ARK "BUMPY" ROOSE vs. ANAKIN SKYWALKER

Perhaps fueled by a mean case of road rage, Ark "Bumpy" Roose views Anakin Skywalker as a threat after the young human nearly passes him in a previous race. When Boonta Eve rolls along, Bumpy tries to get the upper hand through sabotage, but he inadvertently tampers with the wrong Podracer.

KINGS OF THE ROAD

EBE ENDOCOTT vs. SEBULBA

Ebe Endocott, the champion of Malastare's Semipro competitions, cashed in his winnings to purchase the Corellian freighter that flies him to Tatooine—where Sebulba has established himself as Mos Espa's best racer and where two mighty reputations will be put on the line.

PRIZE STRUCTURE

To up the ante, you can choose how you want the winnings to be divvied up before a tournament race begins. The purse will vary depending on the circuit you're competing in, but the distribution of the truguts among the racers who place fourth or better will follow three scenarios: Skilled, Fair and Winner Takes All. To change the prize breakdown, move the Control Stick to the left or right when viewing the Map/Track Favorite Screen.

AMATEUR PODRACING CIRCUIT

	FAIR	SKILLED	WINNER TAKES ALL
1	800	1,200	2,200
2	700	600	0
3	600	300	0
4	100	100	0

GALACTIC PODRACING CIRCUIT

	FAIR	SKILLED	WINNER TAKES ALL
1	1,600	2,400	4,400
2	1,400	1,200	0
3	1,200	600	0
4	200	200	0

SEMIPRO PODRACING CIRCUIT

	FAIR	SKILLED	WINNER TAKES ALL
1	1,200	1,800	3,300
2	1,050	900	0
3	900	450	0
4	150	150	0

INVITATIONAL PODRACING CIRCUIT

|	FAIR	SKILLED	WINNER TAKES ALL
1	2,000	3,000	5,500
2	1,750	1,500	0
3	1,500	750	0

MIRROR, MIRROR

To throw the proverbial wrench in the works, compete on the mirrored versions of the courses. On them, corners that originally turned right will turn left instead, and vice versa. To unlock the flipped courses, place first in all 25 tournament tracks. While such a feat will surely suggest that you know the courses inside and out, you'll truly prove it once you've emerged victorious from the courses' reversed counterparts, which boost the game's track count to 50.

Even the most familiar courses will seem new once you've placed first in all 25 courses to unlock the mirror option.

The mirrored courses will force you to relearn the turns of the courses you've committed to memory, since every S-curve will zigzag in the direction opposite of what you're used to.
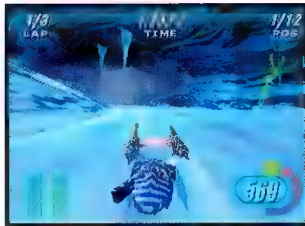
The Podraces take place in a galaxy far, far away, so many of the names and much of the terminology will seem foreign. If a word goes over your head faster than an angry Sebulba, consult this glossary for clarification. The meanings are at your fingertips (all 24 of them if you're a Xexto—look it up).

airbrake: A device designed to stop a Podracer. Multiple ones may be installed on a Podracer to increase its stopping power.

Binks, Jar Jar: A hapless, lop-eared Gungan who feels indebted to Qui-Gon Jinn and occasionally appears in Watto's shop.

Booda, Fenn: The governing warden of the asteroid prison Oovo IV.

Boonta Eve: A Mos Espa holiday celebrated with a Podrace over the deserts of Tatooine.

C-3PO: An unfinished protocol droid Anakin Skywalker is building to care for his mother Shmi. Sometimes called Threepio, the multilingual droid appears in Watto's shop.

control cable: The Steelton rein that tethers a cockpit to one of its dual engines.

Devlikk: A race of being that ages rapidly. Devlikks, such as Podrace driver Wan Sandage, have an average life span of only ten years.

dewback: A large, green dinosaur-like creature. Often used as transportation by Tatooine citizens, dewbacks live in deserts, and one also appears in the pit area.

Donba, Ten-Abu: The Bendu Tribe's high priest who sponsors the Podraces on Ando Prime.

Dug: A species of four-legged beings who reserve their front legs for walking and their hind legs for dexterous activity. Sebulba is a member of the arboreal variety of Dug.

engine: One of the two independent drive units that tow a Podracer cockpit. Connected to the cockpit by a control cable, each engine relies on a second engine for counterbalance to prevent the vehicle from spinning out of control.

Er'Kit: A lanky, bulb-headed species of being such as Ody Mandrell.

Fey'ja, Maja: Queen of the swamp world Baroonda. The venerable leader has led her people, the Majan, to erect a new city around the ruins of their ancient city.

flamejet: An illegal modification Sebulba has added to his Podracer. Used to set rival racers' engines on fire, the flamejet shoots out fire from the side of Sebulba's engine. To activate it, double-tap the R Button.

Fluggrian: An amphibious species of being that includes Podrace driver Elan Mak.

Fode and Beed: The two-headed Troig announcer for the Podraces. They have become a staple of the Boonta Eve races.

Gardulla the Hutt: A gangster and slave owner. Gardulla owned Anakin and Shmi Skywalker before losing them to Watto in a Podracing bet. One of the Boonta Eve drivers, Gasgano, races on behalf of the Hutt.

Gella, Ann: One of Sebulba's twin Twi'lek masseuses and the object of Podrace driver Teemto Pagalies' affection.

Glok, Dethro: The unscrupulous ruler of the scrap dealers who scavenge the abandoned mines and refineries of the cloud world, Ord Ibanna.

Glymphid: A race of long-snouted beings that includes Podrace driver Aldar Beedo.

Gran: A three-eyed species of being indigenous to the planet Kinyen but also found on the planet Hok. Podrace driver Mawhonic is a Gran.

Hutt: Large, sluglike creatures originally from the Planet Varl, Hutts have long been the criminal underlords of the galaxy.

Jabba the Hutt: One of Tatooine's most powerful Hutts, Jabba oversees the Boonta Eve Podraces as well as most of the planet's smuggling and slavery operations.

Jawa: A diminutive and scavenging species native to Tatooine. Cloaked in hooded garb, junk-collecting Jawas frequent Watto's shop and pilot the mammoth sandcrawlers that roll through the canyons of the Boonta Eve Classic.

Jinn, Qui-Gon: A Jedi who discovers Anakin's potential to wield the Force. Sometimes, he appears in Watto's shop.

Kenobi, Obi-Wan: The Jedi apprentice, or Padawan, of Qui-Gon Jinn.

Phuii: A species of being characterized by long necks and pointed heads that counts Podrace driver Mars Guo as a member.

pit droid: A collapsible Podracer repair droid that folds up when hit on the nose. Pit droids specialize in Podracer maintenance and lifting objects that are many times their own weight.

R2-D2: An astromech droid. Serving as a repair droid on the Naboo Royal Starship, the brave R2-D2 saves the craft from being destroyed by Trade Federation battleships. When the ship lands on Tatooine for repairs, Anakin befriends the cylindrical droid, which may occasionally wander into Watto's shop.

Skywalker, Shmi: Mother of Anakin Skywalker and slave of Watto. Shmi sadly gives up her son so he can pursue Jedi training.

slide: A Podracing maneuver enabled by the Z Button that allows the craft to swerve sharply while cornering.

Thrust Meter: The gauge showing how close a racer is to reaching Thrust Mode. Acceleration will cause the gauge's dot to change from green to yellow. When it's yellow, Thrust Mode can be activated and the dot will then be red.

Thrust Mode: When Podracer engines reach their maximum output. If a Pod travels fast enough, its speed gauge will display a yellow dot indicating that Thrust Mode is attainable once the A Button is released then re-pressed. This works in short bursts only, since it causes engines to overheat.

thruster bars: The handlebars of a Podracer. When pushed away from the driver, they increase the power generated by the engines.

tilt: A Podracing maneuver initiated by pressing the left or right C Button, causing the vehicle to bank to one side.

Toong: A tall species of being that is typified as being cowardly. Among them is Podrace driver Ben Quadinaros.

Toydarian: A winged species with webbed feet and a small trunk. Immune to Jedi mind tricks, Toydarians include Watto.

Troig: A two-headed species. Each head thinks and speaks independently, as exhibited by Fode and Beed.

trugut: One of the forms of currency on Tatooine.

Veknoid: A long-tailed, long-eared, intelligent species. Podrace driver Teemto Pagalies is a well-known Veknoid.

Vengaris, Nave: The young governess who rules the ocean planet, Aquilaris.

Vulptereen: A pudgy, flat-billed species that includes Podrace driver Dud Bolt.

Xexto: A six-limbed species of being, such as Podrace driver Gasgano, that sports 24 fingers.

Zugga, Groff: The Galactic Spice Mining Guild tyrant who governs the spice mining world, Mon Gazza.

Secret Codes

Your Podracer has covered a lot of ground, but it's not at the end of the road just yet. Fueled with codes sneakier than Sebulba, Racer will help you squeeze more mileage out of your game. Whether you want to unlock a secret driver or use two Controllers to pilot your Podracer jockey-style, Racer's codes will jam the road ahead with twists.

⊙ ENTERING A CODE

To enter a code, select an empty file, then press and hold the Z Button while you scroll through the letters as if you were entering your initials.

Spell out the code words by pressing the L Button to confirm each letter, then highlight End and press L.
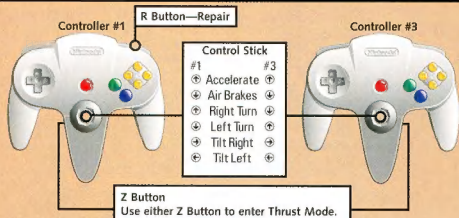
RRJINNRE

Once you've unlocked Mars Guo, type in RRJINNRE in an empty file. If you've entered the code correctly, "OK" will appear once you highlight End and press L. Name that file "A," then open up your file that has Mars accessed. In place of the Phuii, you'll be able to race as new driver Jinn Reeso.

RRDUAL

By activating the RRDUAL code's dual Controller setup, you can pilot each engine with a separate Controller. Player One must use the Controllers plugged into ports one and three, while Player Two must use Controllers two and four.

R Button—Repair

Controller #1

Controller #3

Control Stick		
#1		#3
⊕	Accelerate	⊕
⊕	Air Brakes	⊕
⊕	Right Turn	⊕
⊕	Left Turn	⊕
⊕	Tilt Right	⊕
⊕	Tilt Left	⊕

Z Button
Use either Z Button to enter Thrust Mode.

⊙ CHEAT MENU

After entering the RRJABBA and RRTHE-BEAST codes, you must activate them with the Cheat Menu. To access it, pause a race, then press the Control Pad Left, Down,

Right then Up. Once you've high-lighted a cheat, press the A Button to change its yes/no variable.

RRJABBA

Jabba is one tough Hutt, and the code that bears his name will make you so tough you're invincible. RRJABBA allows you to drive without the risk of exploding or overheating. Only a tumble off a cliff or a run-in with Oovo IV's reactor core can destroy you.

RRTHEBEAST

To activate Mirror Mode, enter RRTHEBEAST as your code. Lefts will become rights and rights will become lefts to make the tracks even more unpredictable. For even more challenge, mix things up by activating the code while you're in the midst of racing.

NINTENDO 64

It'll take more than Jedi mind tricks to win when Sebulba, in his tricked-out Podracer, is breathing down your neck—you'll need the official *Star Wars: Episode I: Racer* Player's Guide to cross every finish line in the galaxy first. Straight from the pros at Nintendo Power—and with insider info from the experts at LucasArts and Lucasfilm—this exclusive guide uncovers every upgrade, discloses all the best driving strategies, and shows you every track shortcut. It's the tool that will take you out of Watto's shop and put you into the winner's circle.

After all, the fate of the galaxy depends on you.

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