

Anon's Guide to SRB2 Kart (draft 1.6)



Intro

Sonic Robo Blast 2 Kart is a **free** multiplayer fangame built on DOOM. Whether or not you're familiar with kart racing games, chances are that you just want to race with /v/ros and give this a spin. The intention of this guide is to shift your perspective from the mechanics of Mario Kart, Crash Team Racing, and Sonic All-Star Racing, to what's really just a heavily modified DOOM game engine. As with any game, you still have to learn the "feel" of each game to git gud. SRB2K is no different in this regard either.

This fangame is built by a community that takes resources and inspiration from other games. It has little original ideas, hasn't been created by experienced developers, and it hasn't been thoroughly play-tested for bugs for that matter. It's like MUGEN for kart racing games. The experimentation and sheer chaos that comes with it makes it a lot of fun to play. But shit that's out of your control can get tiring after a while.

This is where this guide is written for new players in mind. It's meant to be followed chronologically, section by section, but you can jump down to the "How to Drive" and "Mods" sections to get started if you have your controls and video preferences ready.

Let's get started.

Getting Started: Main Menu



- Extras
 - Unlockables—
 - Statistics

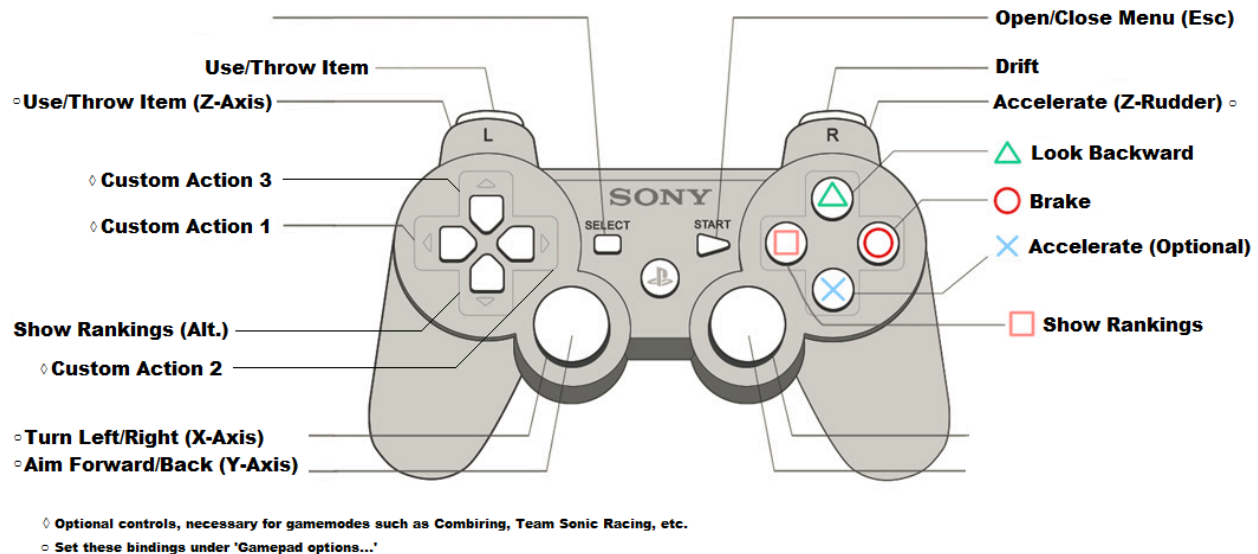
Options

Control Setup...



Here are the default setups for keyboard and gamepad found in the “Tricks & Secrets (F1)” manual. Each control has their advantages; some people do well with a keyboard, some insist on a gamepad (you’ll read the differences on both under “Turning”).

Example setup for Dualshock



For this setup, it’s recommended that you bind your Acceleration to your rudder/triggers. The D-Pad buttons are used for Lua Custom Actions 1, 2, and 3. (The layout above is designated and used for Combi-ring signaling.) You can also use this same setup for regular races and Team Sonic Racing. Just be sure to know which button is which.

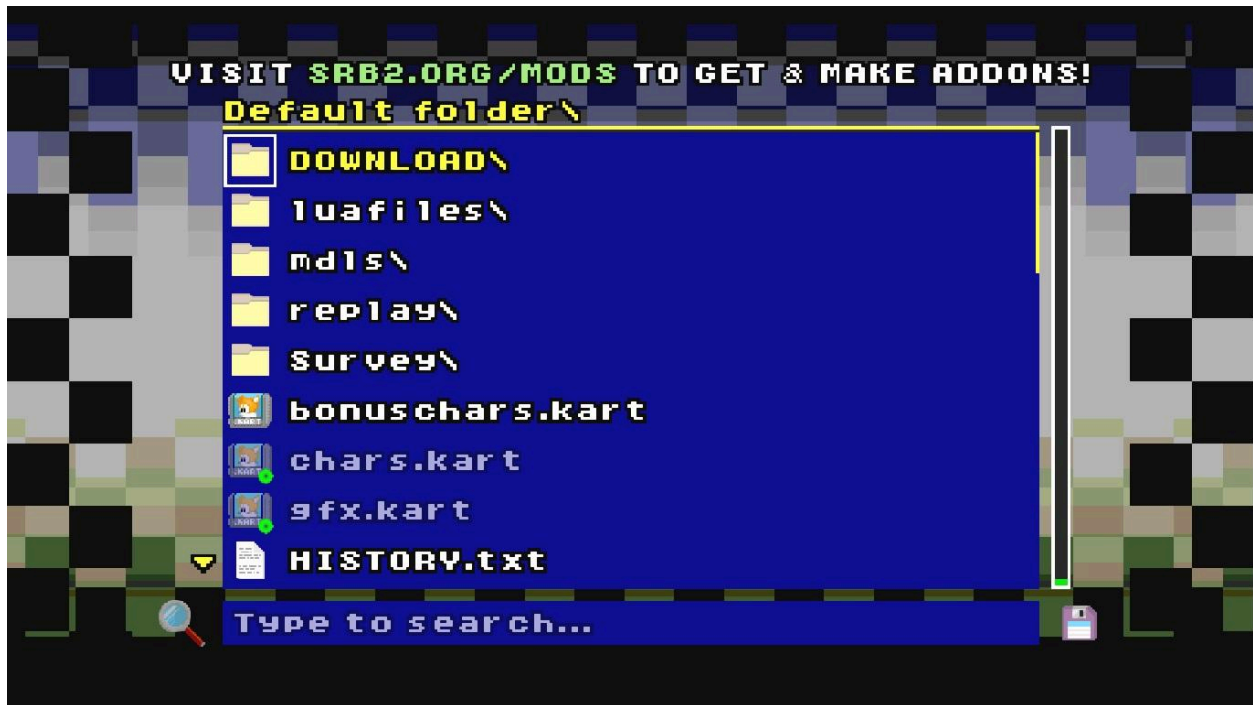
Video Setup...

[JPG of “Video Setup...” screen]

[shit on resolutions, skyboxes, draw distance, and how all this shit affects ping, etc.]

Addons

Here is where you'll find WADs, PK3s, and other files to modify your game. When you download addons (i.e. characters, tracks, mods) from a server, the game saves them in your default SRB2 Kart folder under "DOWNLOAD". "bonuschars.kart" is the roster pack that adds onto the original Sonic, Tails, Knuckles, Eggman, and Metal Sonic.



To load mods offline from a server you've raced in (i.e. the /v/ server), either:

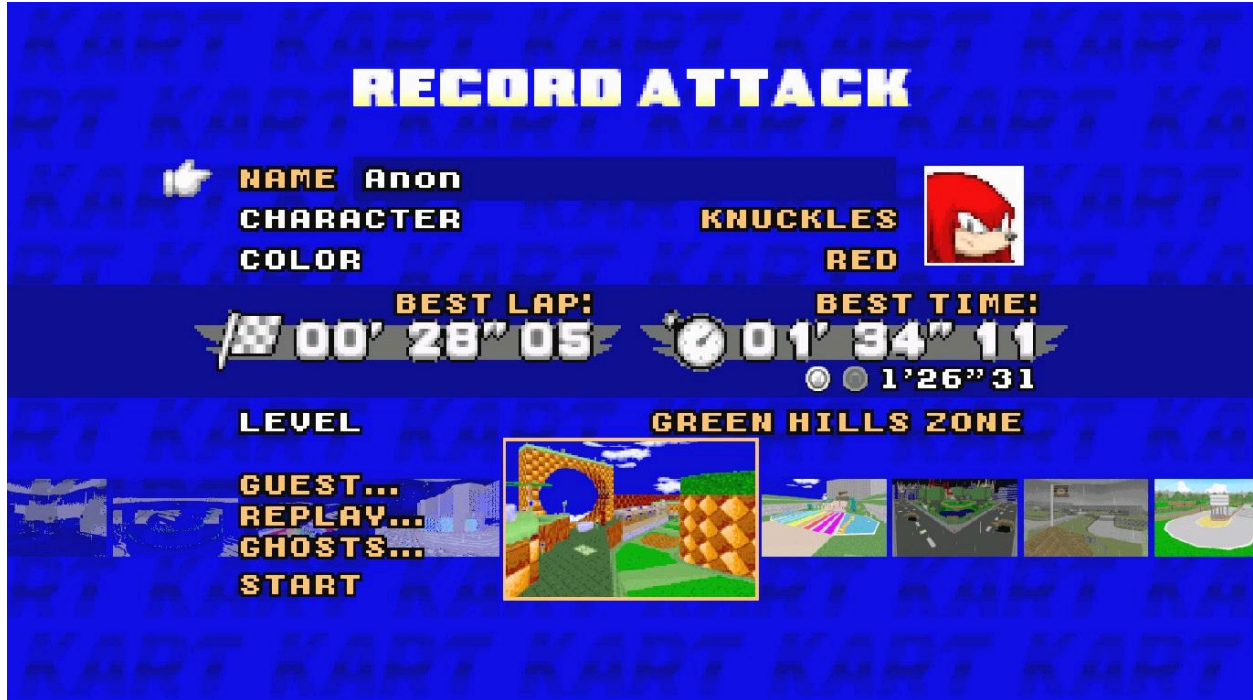
1. Go to 'Extras' then 'Replay Hut' and load a replay from a server race you were in.
- OR**
2. Browse your 'DOWNLOAD' folder and load whatever addons you wish.

To rejoin any server, you don't need to load these one-by-one manually. The game will load the respective addons for you. However, *you cannot switch to different servers in the same running process. You will need to close out ("Quit Game") and then rejoin.*

If the game prompts you that it's not possible to race in Time Attack mode, then you must practice offline under "Multiplayer" then "Offline...(2-4 players)". Don't forget to change the "Gameplay Settings" to Hard speed. *Don't you dare pussy out and race on Normal speed.*

How to Drive, Part I

Time Attack



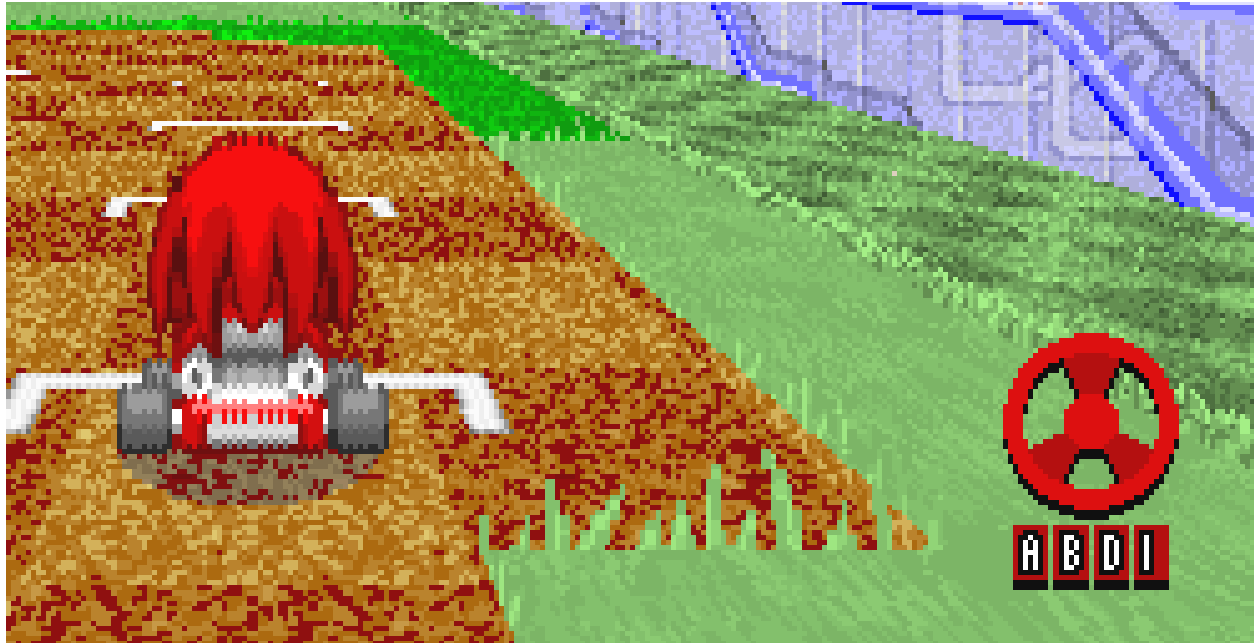
- Single player mode with AI and bots doesn't exist in version 1.3, so we'll learn how to drive in "Time Attack".
- Start here with *Knuckles*.
 - He has (5,5) stats, the most-balanced stats in the game. You'll learn more about stats below in the section "Character Select & Stats".
 - **"Most-balanced" doesn't mean he's the *best character*, rather he's the *best starting point* to branch off into your own playing style.**
- "*Green Hills Zone*" is a great track to learn, warm-up, and try new and different characters.

Starting boost



- To get a starting boost, **press acceleration as soon as 1 appears.**
- The example above is the most powerful.
 - There's a risk of starting with a dud or blowing out if mistimed.
 - Be aware that online lag can affect the timing of your starting boost.
 - To help practice in getting that sweet, sweet perfect boost, see Afrorule's "Start Boost Helper" mod in the "Mods" section towards the end.

Turning & Drifting



- **Analog controls** correlate to the angle of your gamepad stick.
- **Digital controls (keyboard)** compensates this with *turn easing*.
 - Turn easing gives you the slight tilt of analog control; holding the key transitions your turn as if it's a full tilt.
 - Turn easing makes it easier to do small fine movements and readjust your aim when you throw items. But if you want to do a sharp turn immediately, analog controls can handle it much better.
 - In Moe Mansion, you can adjust this in “Control setup...”
- *For gamepad suggestions:*
 - Browse the /g/ archive
 - <https://desuarchive.org/g/search/text/gamepad/>
 - <https://desuarchive.org/g/search/subject/sqt/>
 - Look into older gen controllers
 - Xbox 360
 - Dualshock 3 / 4
 - Wii U Pro Controller

Drifting



- To drift, turn and hold the drift button.
 - *Drifting eases off the reduction in speed when turning.*
- Hold drift long enough, and you'll get **drift sparks**.
 - When you let go of a drift spark, it gives you a **drift boost**.
 - Drift boosts are essential to maintaining your speed around turns and obstacles.
 - **Blue sparks** are the first level of drift sparks.
 - Subsequently after **blue** comes **red** sparks and finally **rainbow sparks**.

When you're about to let go of your drift spark, aim for a line ahead of you to straighten out, then release your drift and turn as little as possible.

Drifting and Drift Boosts



- **Boosts in this game work as a being of “state”.**
 - Each successive drift spark color puts you in the boost state longer. *The rushing-wind animation behind your character means you’re in a boost state.*
 - Look at the example above. Notice how I let off the acceleration at the bottom of the turn; when I resume accelerating, I get instantaneous acceleration and faster speed (see the speedometer KM/H at the bottom-left).

For new players, a common bad habit is to constantly hold the drift button. As a newbie, your first goal in getting good is to stay on the road and avoid hitting walls.

- ***Let go of the habit of holding drift unless you intend to **get drift sparks, slipstream, or dodge.*****
- ***Remember: drifting eases off the reduction in speed when turning, but you still slow down.***
- **Again to reiterate, you want to turn as little as possible after drifting (unless “Slipstreaming”).** Don’t forget to experiment with inward and outward drifting as you’ll read on.

Inward and Outward Drifting



- In the example above, I turn ***inwards*** towards the direction I'm turning. This is **inward drifting**.
 - Look at the wheel when I make the second turn. On the second turn, I got red sparks faster than I would have if I had just left my steering in neutral position as I did in the last page.
- **Outward drifting** is where you turn opposite the track direction turn.
 - This is useful if you mistime a drift and need more space.
 - Be aware of your surroundings as drifting outwards away from the wall or border can leave you wide open for attacks.

Drifting Summary

1. Turn and hold the drift button
2. Hold drift until sparks appear
3. Aim for a line to straighten out
4. Release the drift button

With experience, you'll be more accustomed to getting the timing down for drift sparks. **This is one way of gaining mastery of the game AKA “gitting gud”**. You'll be able to better time red and rainbow drifts on the right turns as you become more familiar with the feel and gameplay. With this skill you learn new tracks much quicker. Once you get the hang of Knuckles, choose a character you would like to main, and pay attention to their drift spark rate. Each character has *different drift spark rates* as we'll learn next.

Character Select & Stats



When playing online, press Esc then 'Player Setup...' to scroll through the roster and choose a color. You can choose a character's default color by selecting the bottom color scroll and hitting the Backspace or item button. Characters have 4 stats to note:

- **Handling Vs. Weight**
- **Acceleration Vs. Speed**

Stats are represented on the coordinate graph (x,y) above, where **x is speed** and **y is weight**. So Amy's stats are read as (5 speed, 2 weight), Ray is (2,5), Vector is 7 7, and so on. Note that *the y-axis is read from top to down (in regards to "heaviness")*. Some servers allow you to change your stats as you wish ("restat" mod).

Handling Vs. Weight

The heavier the character, the faster they get drift sparks. Look at the graph and try to guess who gets drift sparks faster (bottom-left vs. top-right). The tradeoff for heavier weight is poor handling. Heavy characters have greater momentum to factor in their turning and drifts; they'll need to approach their drifts at a wider angle to hug turns.

Characters with high handling hold their speed better in turns and drifts, but take longer to get drift sparks. When drifting, lightweight characters can adjust their

inward and outward turns more freely. The consequences of lightweight characters are the butt of jokes: you're more likely to get bumped around by heavy characters.

Acceleration Vs. Speed

Characters trending to the right of the graph have higher top speeds. Whereas characters trending to the left of the graph have more instantaneous acceleration. To exemplify this, here's Sonic compared to the vanilla roster (without starting boosts).



Sonic's stats are (8,2). (Remember: 8 speed, 2 weight.) Look at the stats for the other characters. Metal Sonic and Sonic are both 8 speed, Tails and Robotnik are 2 speed as they lead on ahead, and Knuckles is 5 speed as he trails in the middle of the start.

When you decide on a character to main, factor in how stats affect each other. For example: suppose you want to race as Sonic, who is a high-speed, low-weight character. When you're hit with an item, you'll take longer to regain your top speed unless you have a sneaker on hand or run across a boost pad. Getting drift sparks takes longer too. But if you were to race as Tails in the same situation, you'll recover faster with better accel (but your tradeoff is that you'll have less top speed to catch up.)

Drift Spark Rates

Breed my tight muscle ass.



If you're wondering what the fuck are drift sparks and rates and why the fuck you should care, **the chart (left) shows the rate of how quickly each character gets their first blue spark. (This is assuming neutral drifts.)**

The breakdown is as follows: the base constant is **35 frames or tics** (this is a full 1 second). This number is multiplied by the percentage under each character. The formula is...

$$35 \times D = \text{Blue Spark}$$

Where D is the percentage calculated by weight & speed.

For example, the drift spark rate for Sonic is $35 \times 1.23 = 43.05$ frames.

Therefore, it takes Sonic 1.23 seconds

to get blue sparks. What about red sparks and rainbow sparks? **Red sparks take twice as long as blue sparks. Rainbow sparks take twice as long as red sparks (or four times as long as blue).** So multiply the percentage 2x for red sparks or 4x for rainbow sparks. Here's a handy chart to show blue spark rates for Bonus Chars.

base values to get a blue spark per character			
gamma 35.7 frames	silver 38.85 frames	espio 40.25 frames	nights 41.65 frames
eggman 36.75 frames	mighty 38.85 frames	cream 40.6 frames	blaze 42 frames
motobug 37.1 frames	hero chao 39.2 frames	rouge 40.6 frames	shadow 42 frames
chaos 37.1 frames	ulala 39.2 frames	vector 40.6 frames	sonic 43.05 frames
ray 37.8 frames	beat 39.55 frames	amy 40.95 frames	flicky 44.1 frames
dark chao 38.15 frames	doomguy 39.55 frames	aigis 40.95 frames	
miku 38.15 frames	arle 39.9 frames	aiai 40.95 frames	
chao 38.5 frames	knuckles 39.9 frames	metal sonic 40.95 frames	
wonderboy 38.5 frames	kiryu 39.9 frames	vyse 41.3 frames	
tails 38.85 frames	sakura 40.25 frames	omega 41.3 frames	

How to Drive, Part II: Advanced Strats

Drift Storage



You can hold your drifts over cliffs, edges, and spring boards. Practice the “Green Hills Zone” shortcut shown above. You need a sneaker to get across the gap, but *rather than boosting straight off the shortcut jump then turning, try **starting your drift before the jump and use your sneaker while holding your drift***. Notice how I am adjusting my wheel (*inward/outward drifts*) to avoid hitting fence walls and bumping off into the water OOB (out-of-bounds). Doing so I can store my drift long enough to get a red drift spark rather than just a blue spark.

Boost Chaining



On very wide turns, you'll find it useful to do a *chain of drift boosts* rather than holding a long drift to get rainbow sparks. Doing multiple drifts and drift boosts in the same turn is what's known as **boost chaining**. Pay attention to how I adjust my turning to keep my drift arc along the first turn of "Egg Zeppelin Zone": I'm *outward drifting* so that I don't bump into the wall, all while still maintaining my drift arc to get consecutive drift boosts.

Slipstreaming

[wip]

Brake Drifting

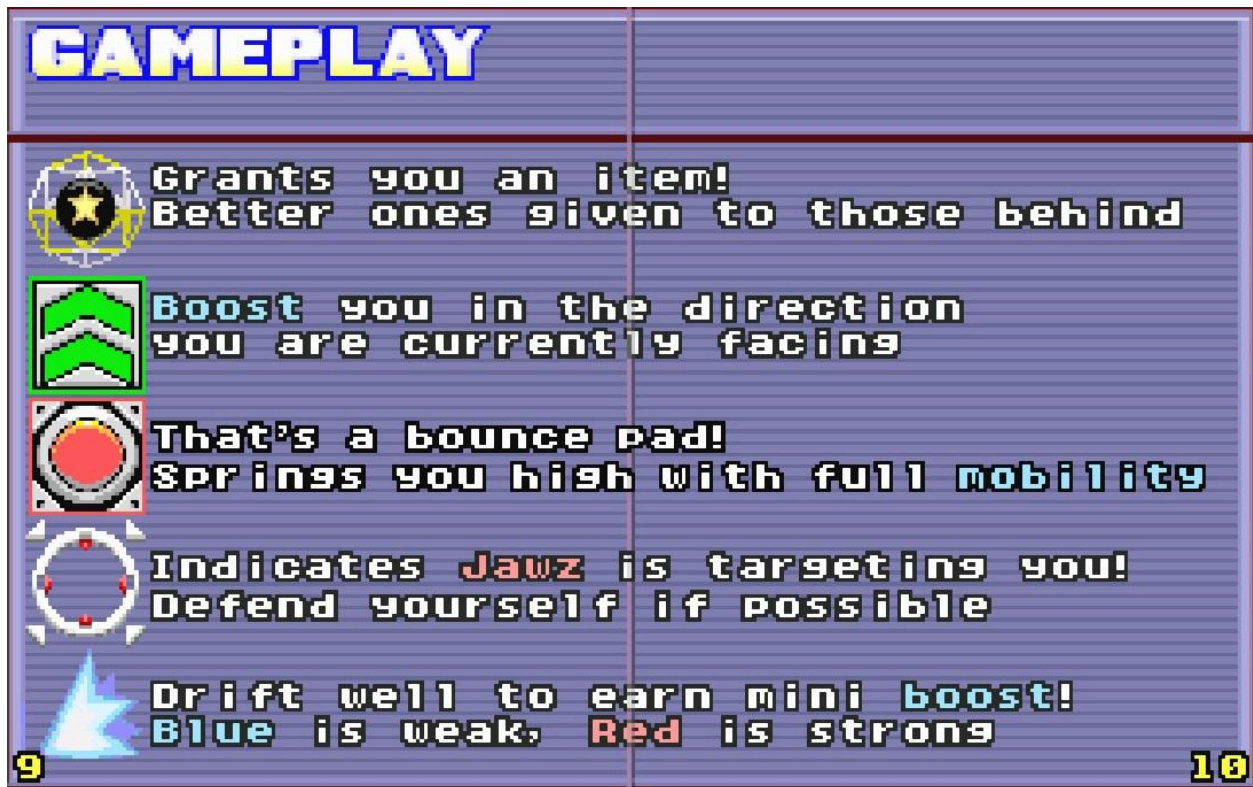


As you play higher speeds and harder tracks, you'll be forced to take turns tighter than your character can turn and drift. To avoid slowing down or going out-of-bounds, it's useful to employ **brake drifting**. **Simply press the brake button while drifting.** Brake drifting is shown above with the parabolic sparks coming out the side of the kart.

Accelerating and pressing the brake button can seem counterintuitive at first. Therefore, try to "pump" your brakes by tapping the brake button little by little, or just hold the brake button when turning. Regardless of your strategy, if you brake drift make sure to *factor in your tightened turning arc*!

Brake drifting should not be a crutch for new players. It should be used as a tool and skill that's developed as second nature while driving. Do not be over-reliant on brakes as if to constantly hold drift. **Most every track is possible with just inward and outward drifts.** This also applies to Hard speed. It's fine to try brake drifting on heavier and faster characters if you're used to slower stats. But the point is that you want to first feel *a character's natural turns* before hitting the brakes.

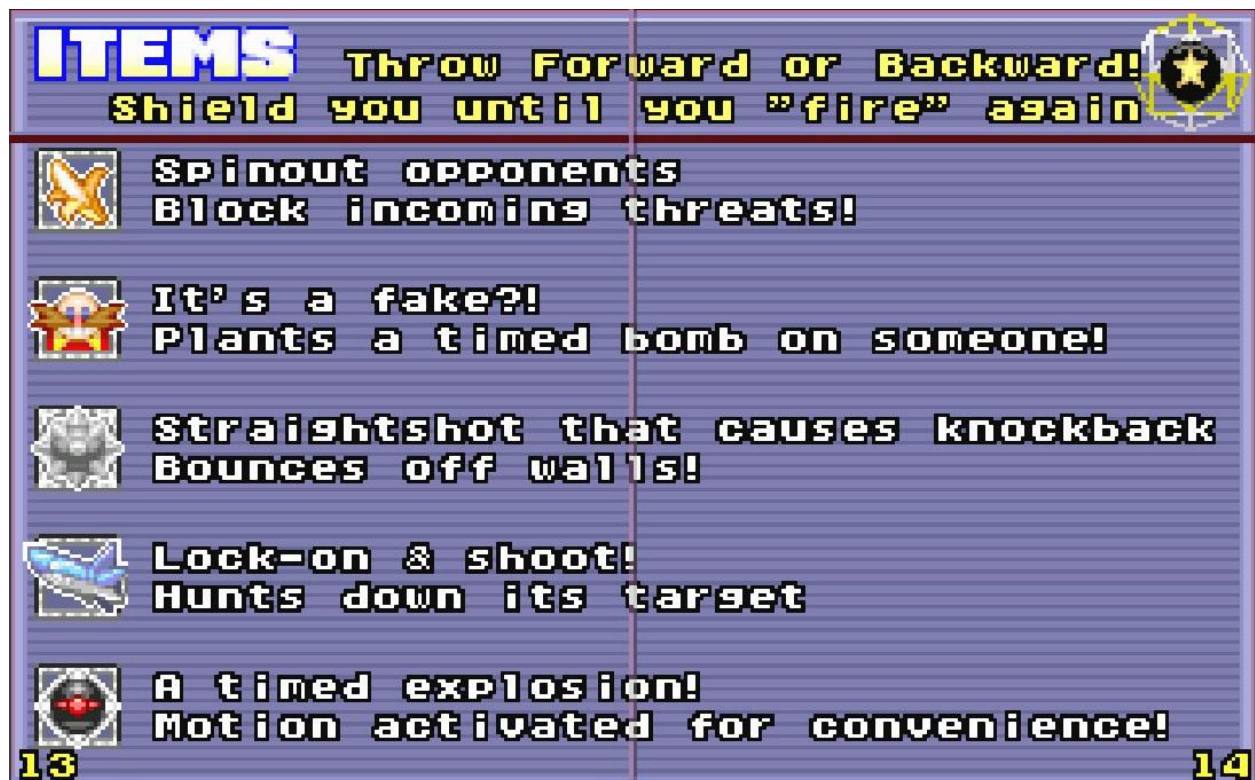
Gameplay



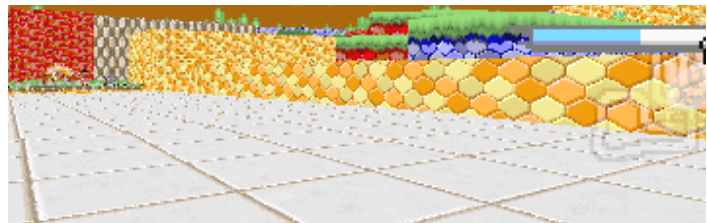
Things and phenomena you'll see while playing Time Attack and Multiplayer.

- **Item Box:** Self-explanatory. Items are explained further down below.
- **Boost:** These are the most common designs of boost pads. *Regardless of the pad's arrow direction, it will boost you in the direction you're facing.*
- **Bounce Pad/Spring:** There are two colors of springs.
 - **Red** is the strongest and propels you ahead depending on your speed.
 - **Yellow** is weaker and short-stops your momentum.
 - [Not Listed] **"Mini/Teeth"-bounce pads:** Works the same as a bounce pad, but can have varying physics depending on the map. Soon to be defunct in later versions.
 - You can drift store over any of these.
- **Jawz Radar:** See the "Items" section for description on Jaws.
- **Drift Sparks:** You know these! Remember: blue, red, then rainbow.

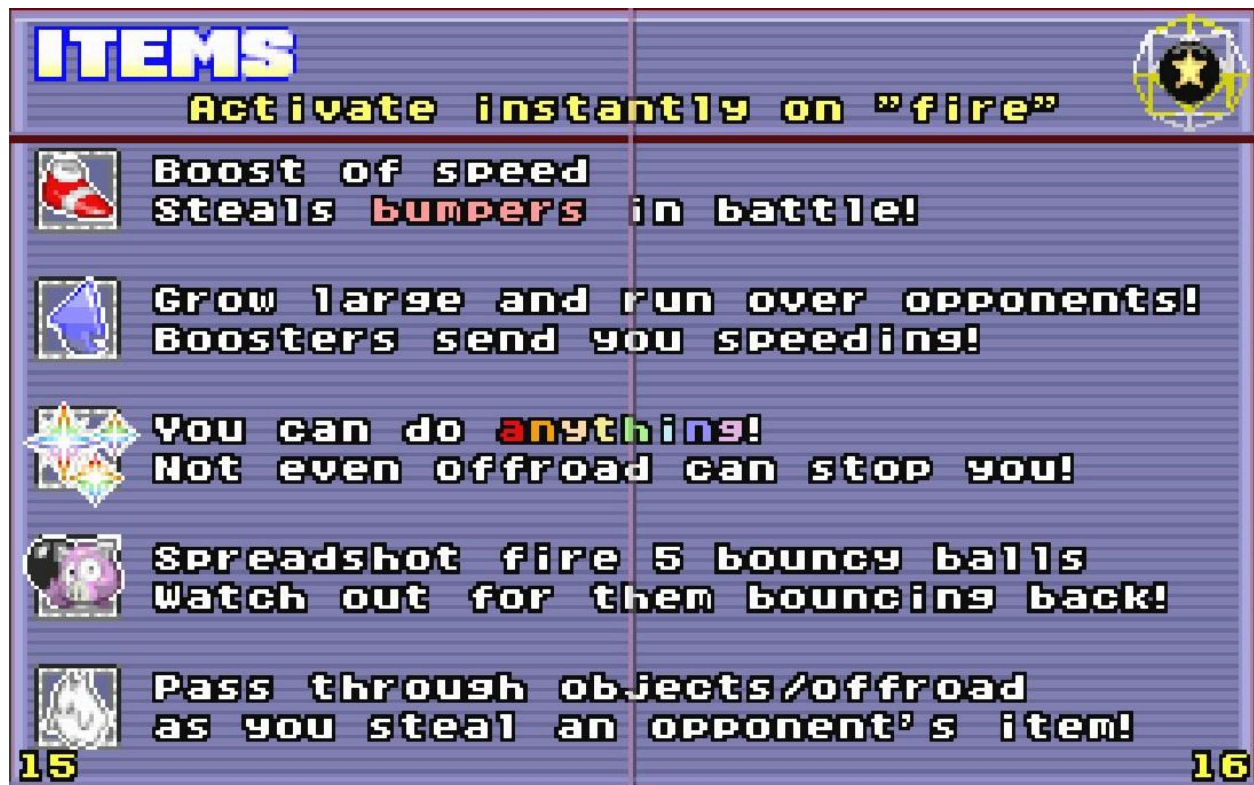
Items



- **Banana***—Same as Mario Kart; lay these on the track to cause others to spin-out immediately upon contact. Can also be used defensively against most items.
- **Eggbomb/Eggbox***—A fake item box. Upon reveal, you blow up in 3 seconds.
 - If you mistakenly pick one up, you can hasten the timer by pressing the item button. Press it again to explode before the countdown.
- **Orbinaut Spike ("Orbis")**—Your main offense item. When thrown, it wanders the track in a straight line, bouncing off walls (i.e. Green shells) until it hits.
 - Can be used as defense, but has a hitbox depending on its position orbiting around you, so you might hit items even when armed.
 - Frontwards throws are faster than backwards throws.
- **Jaws**—An offense item, locks on and targets a player ahead. (i.e. Red shells)
 - *Always travels in a line **directly behind the player**.*
- **Mine***—Self-explanatory. A mine arms when motion is detected in its proximity. To let the offender get away in time it takes a couple of seconds to arm itself.



*Holding these items behind your kart *slows you down* (unlike in Mario Kart). Hold onto them in your inventory and wait to use them at the right moment.

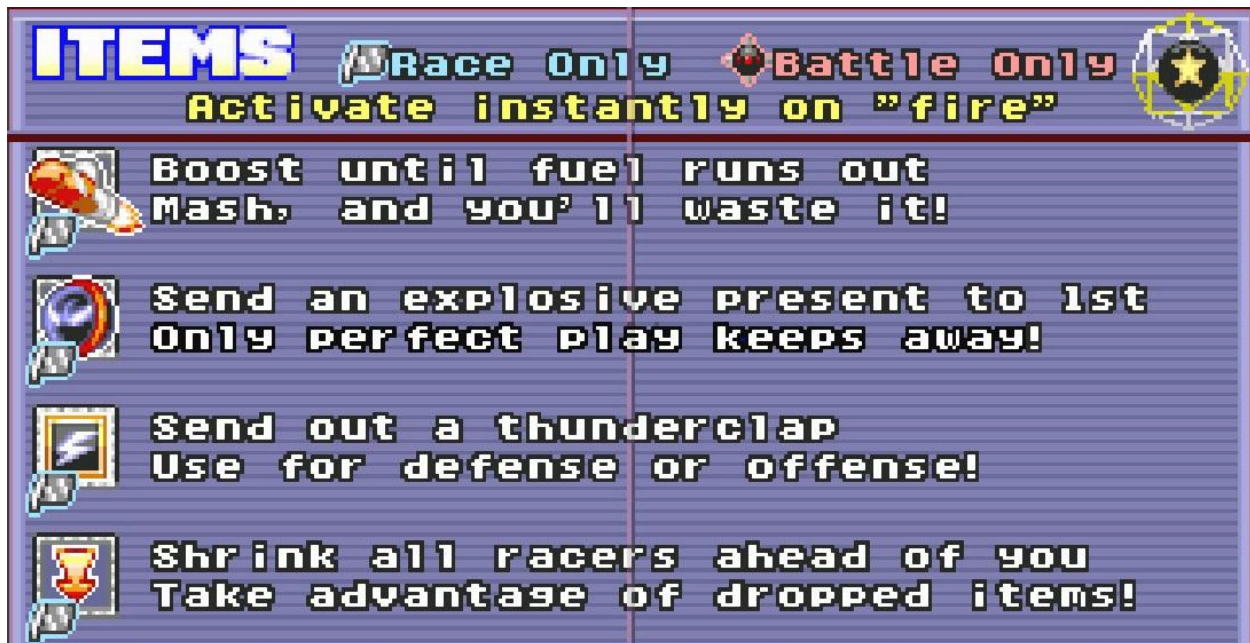


Items (cont.)

- **Sneakers:** A boost item. Comes in singles or doubles (Non-Juicebox: Triple).
- **Growth*:** Makes you large and invincible, and raises your top speed and boosts for the duration, allowing you to squish other racers (i.e. Mega Mushroom). However it doesn't allow off-road traction.
 - *You can cancel Growth by pressing the item button again and holding it.*
- **Invincibility*:** Pure invincibility. Maxes out your top speed.
- **Ballhog:** Throws 5 weak mines in a V-spread formation and ricochets of walls. But has the risk of bouncing damage back onto the offender!
- **Hyudoro/Ghost*:** Steals an opponent's item and makes you *invisible* allowing you to go off-road.

⚠ Going out-of-bounds during these states will cancel them. Be careful!

Items (cont.)



- **Rocket Sneakers:** Timed sneaker boosts. Best used sporadically for prolonged use and longer duration. Pay attention to the white bar in the item inventory.
- **Self-Propelled Bomb (SPB):** The “Blue Shell” item that fixates on 1st place and explodes. Rather than punishing 1st immediately, it puts pressure on the racer by *matching their speed*. **Drifting-mastery is essential!** (see “SPB Attack”)
 - When 1st is being chased, *lower ranks get stronger items* to catch up.
 - If 1st place is overtaken by another racer, *the SPB will switch targets to the racer ahead after 6-7 seconds*.
- **Thunder Shield:** Defense item that cancels out the SPB and Eggbombs when blown in proximity, as well as spinning out nearby players.
- **Shrink:** Fuck this thing. Basically shrinks players and drops their items and reduces their top speed. Being shrunk lasts a fuck-long time and leaves you vulnerable to being squished.

Mods

Tutorial & Skill-Sharpening Mods

Here are helpful mods that can whip you into driving shape.

Refer to the “Addons” section on how to use mods outside of Time Attack.

Lat’s “Driftboost Gauge”

<https://mb.srb2.org/threads/driftboost-gauge.26729/>



A helpful mod enabled in the /v/ server, and the first step in developing your skills of timing drift sparks. The gauge tells you when your character gets blue to rainbow sparks.

Rapidgame7’s “Infinite Laps - Training Tool”

<https://mb.srb2.org/threads/infinite-laps-training-tool.26790/>



Useful for learning new tracks you’ve never raced on, exploration of sneaker shortcuts, as well as overall practice. It removes the lap limit and creates ghosts as you complete laps. Keep in mind that it renews item boxes. (Time Attack removes boxes as you obtain them.) This mod doesn’t work on sprint tracks as they’re not a closed circuit.

Afrorule’s “Start Boost Helper”

https://mb.srb2.org/threads/start-boost-helper-kl_startboosthelper_v1-3-pk3.26491/



This mod helps you attain perfect starting boosts and gives you immediate feedback on your timing. If you prefer, you can turn off the timing bar at the bottom in the console:

```
$showprogressbar <on / off>
```

Tutorial & Skill-Sharpening Mods (cont.)

Tyron's "SPB Attack"

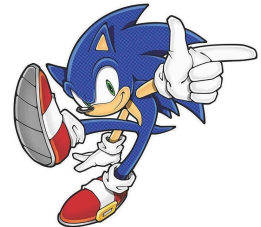
<https://mb.srb2.org/threads/hostmod.26649/> (KL_SPBAttack_Legacy.pk3)



The culmination of everything you've learned so far leads to this. This mod will whip you into a drift master by emulating the pressure of being in 1st place. As it implies, you are chased by the SPB for the entirety of the track with item boxes removed.

Feeling chad and masochistic? Hold both the Drift + Item buttons simultaneously before the start countdown to enable "Expert Mode". This mode leaves a trail of bananas along your racing line and forces you to improvise unique routes while dodging both bananas and the SPB. This mode also works on sprint tracks where bananas are dropped along your predictive racing line ahead of you. You can also combine this mod with "Infinite Laps" to marathon tracks.

If you can master this, you're good to go anywhere in Kart. Go for it!



Gameplay Mods

The following are mods commonly found in multiplayer servers.

Lat's "kartmp"

Tyron's "Juicebox"

FAQs and Strategies

I keep losing!

“why the fuck cant I finish the race? why am I so far behind???”

When you're dead last in the final lap and everyone but you has crossed the finish line, the game "mercy kills" you by blowing you up (Did Not Finish [DNF]). Don't feel bad if you're completely new to SRB2 Kart and this happens a lot. As it says in the introduction, controls for this game will take getting used to. Rarely do new players break the top half in finishing races, and rarely do they pick up the feel for the controls on their first playthrough. Be tough and be aware. Have fun with the chaos, rather than being frustrated. And always, ALWAYS ask for help in the chat.

[Also read the fucking guide.](#)

“why does this shit feel so slippery to control? these controls are awful”

If you find yourself drifting off road and hitting walls often, drift earlier rather than at the turn. Try drifting **before** the turn rather than as soon as the turn bends. If you're still finding yourself unable to make turns without running into shit, switch to a *slower character from the lower-left quadrant* on the stat grid, such as Wonder Boy (4,7), Eggman (2,8), Ray (2,5), or Miku (3,6).

“it's pointless to play with you autists. it's always the same three fags at top”

The /v/ server is small and will have racers that have played the game longer. If you're finding that you're just not making any progress, **there's no shame in breaking off and trying a different server, such as Kart™ Vanilla, RDX Standard**, or whatever other server is populated. Keep in mind that these servers might not have the same setup of mods and characters as the /v/ server, and *the same goes for their rules* (i.e. you can't have a handle like "TrannyBlaster69" or go on a soyboy racial tirade just for the lulz, unless getting banned is your aim). You can turn off the in-game chat in HUD settings for better enjoyment and less cringe. You'll be surprised at how much you've learned from racing with /v/ on different servers.

I'm getting fucked over by items!

“I got a banana in 9th...These retarded items aren't helping me catch up!”

SRB2 Kart is a game that rewards aggression. There exists a "Karma Comeback" meta which rewards you for hitting others and especially your offenders. Basically the gist is "don't get hit", but also, be smart about your item usage. Rather than using a jaw or an orbi for an easy kill ahead of you, try holding onto those items for those farther up ahead or for your own defense. The same strategy can be used for boost items that can help you get back up to speed when you get fucked over by items. As for item RNG...well, it's a bitch. That's all that can be said.

FAQs and Strategies (cont.)

My ping is shit! I keep disconnecting. It must be some BR's fault. Make them leave!

Even though the game is lightweight, the netcode is still garbage on the devs' account. Make sure you're playing connected via ethernet, and not a wireless connection or port. Another important factor are your graphics settings. If your frames are slow, you're slowing down other players too. If your frames are around 35 FPS or lower, try a lower resolution and draw distance. You can make up for the lack of periphery by increasing the "Field of View" (95 - 100 recommended) in "Video Settings".

Thanks for giving this a read. Keep at it, drive hard and fast, but ultimately...

Have Fun :^)



Learn more

DanielDapple2244's "Getting Started | Basics to Kart"

https://www.youtube.com/watch?v=_Uj9FEuIRpk

Essentially an "audiobook" cliffs version to drifting for tl;drfags. Worth your time.

Twins'R'Okay's "Some SRB2Kart Tips"

<https://mb.srb2.org/addons/some-srb2kart-tips.2456/>

What, you didn't think a Sonic fangame of all things could be MORE autistic? A reiterated **written** guide on drifts explained and game meta on momentum and speed.

BigMann's "How to Git Gud at SRB2 Kart - The Basics"

<https://www.youtube.com/watch?v=nm5nt0Lpku4>

A more in-depth commentary on drifting, as well as items.

Trevor P's "SRB2 Kart Tutorials"

https://youtube.com/playlist?list=PLC2GeD6GPtYxLz_43MgJOWCu8LlOfssrD

A finished playlist of kart guides, but ramblly. Skip the first video and jump around.

Revisions:

- 3.27.2021 (1.1) Fixed info on turning in “Controls” and “Turning”. Copy-and-pasted and altered Anon’s info like a bastard. (Source: <https://arch.b4k.co/vm/thread/267509/#p269697>)
- 3.30.21 Formatting shit.
- 4.02.21 (1.2) More formatting. Edited parts for clarity. Moved “On Stats” section. Added “Gameplay”, “Items”, and “Learn more” section
- 4.24.21 (1.3) Cutting fat text, ripping a fat bong, and added Dualshock gamepad bindings. Added FAQs.
- 4.28.21 (1.4) Lots of editing and rewrote parts of Addons, Drifting, and Character Select... sections to make it less verbose. Changed starting boost GIF. Added Mods section.
- 5.07.21 (1.5) Added a section on “Boost Chaining”. Revised “Addons” and “Brake Drifting” for clarity and warning. Added an FAQ for frustrated players.
- 5.14.21 (1.6) Added “Drift Spark Rate” section for autists and tryhards. Updated FAQ.