

Cro-Mag Rally Speedrunning Practice Mode guide (PC)

Getting Started

Before being able to play all tracks and use all vehicles, you will need to complete the game's tournament once. Unless you use cheats to unlock them (see below).

Cheat codes

"Secrets" allow you to unlock all tracks and carts immediately after installing the game.

Screen	Press C+M+R simultaneously
Track select	Enter locked track
Vehicle select	Use locked car
In-game	Win race (your time won't be saved)
Main menu page 1	Set tournament progression to 100%

Obviously these cannot be used to reduce the time of your speedrun!

Difficulty Differences

The most major differences, arguably in order of importance, are:

1. Driving assists (better traction and suspension at low difficulty)
2. CPUs can throw weapons on higher difficulties
3. CPUs start with randomised vehicle on hard difficulty (and consequently the path you need to take to avoid them differs)

Preferred by both top runners, **the lowest difficulty is strongly recommended** for beginners. However, if you'd prefer, there is also a less run Hard Practice category.

Debug mode

F8 will cycle through debug modes:

- 1) Shows information about the player's position and movement, as well as other technical information like your FPS.
- 2) In addition, shows hitboxes
- 3) Shows the level's "wireframe".

These modes are all run legal. Having the first mode on is strongly recommended, as this will automatically skip the black screen that precedes the start of each race.

Leaderboards

You can view your fastest times for a given level, as well as the individual lap times, in **MAIN MENU > EXTRAS > LEADERBOARD**.

Important game mechanics

Probably the most unusual part of the driving physics in Cro-Mag is that you cannot change the direction/speed of your vehicle in the air.

Driving tips

[Summarised here](#)





Vehicles have four stats in the game:


- Speed
- Acceleration
- Traction*
- Suspension*

*more info in table below

Items and Powerups

	Item	Powerup
Takes up item slot	Yes	No
Effect	Items stack and the effect only occurs when one is used.	Instantaneous.

	Targets	Effect	Speedrun uses?
 Nitro (item)	You	High speed forced for five seconds when used. This timer stacks. <ul style="list-style-type: none"> Forces gas pedal down (you cannot coast, brake, handbrake or reverse) Changes max speed to 7000 (regardless of what it was prior) for five seconds. Buggy if used when reversing. 	Yes
 Sticky Tires (powerup)	You	High traction effect set to 20 seconds when collected. Traction helps your car stick, improving stability and preventing skidding. Also helps you climb hills.	Yes
 Super-Susp. (powerup)	You	High suspension effect set to 20 seconds when collected. Suspension is buggy in the PC version. When your vehicle's suspension value exceeds a threshold, the player's ability to turn is hindered. So the suspension powerup should be avoided.	Avoid avoid avoid
 Bone (item)	Direction of throw.	Throws bone.	Very rarely to clear the path of a CPU.

 Oil (item)	Direction of throw.	Throws oil which causes skidding when driven on.	Do not use it as you will skid on it on the next lap.
 "Bong" Bottle rocket (item)	???	???	1986: a great year; also the last time a bottle rocket hit a target.
 Roman candle (item)	Nearest player	Fires rocket into the air which locks on to the nearest enemy player (or, if it can't find one, you).	No.
 Homing Pigeon (item)	Nearest player.	Fires exploding pigeon which locks on to the nearest enemy player (or, if it can't find one, you).	Very rarely to clear the path of a CPU.
 Freeze ball (item)	Direction of throw.	Throws a frozen ball which, when it lands, freezes any player within range.	No.
 Mine (item)	Ground beneath.	Places a mine which explodes if driven over.	Do not use it as you will probably set it off on the next lap.
 Torpedo (item)	Nearest player in front.	Fires torpedo which locks on to the nearest enemy player ahead. You can also hit yourself with it if fire into wall.	No.

Objects and obstacles

Objects and NPCs

Most objects and NPCs in Cro-Mag are solid and impassable, even moving ones like golems and mummies function as brick walls.

A small selection of objects will shatter upon contact with a vehicle, but slow the player down in the process. Examples include large cacti (Desert) and snowmen (Glaciers).

Goddess Statues (Crete only)



These statues hit you into the air, preventing steering. So it's important to either avoid them entirely (by driving to the left) or to ensure you're facing the desired direction when driving through them with no sideways momentum.

Gongs (Great Wall only)



These double the number of the usable item you're holding, and double the timer of powerups you have. For example, if you drive through a gong with 14 seconds of sticky tyres and 3 nitros, you will then have 28 seconds of sticky tyres and 6 nitros.