

STARTER GUIDE

Welcome to Take It Racing 2!
In this guide, we'll go over the basics of the game so you can start racing like a pro in no time.



Can you win every race?

Take It Racing 2 is a pseudo racing game built around stats. Buy better cars to race harder races to earn more money. Each race is split into sections, and you must decide how to race to shave off precious time and gain the upper hand. But keep an eye on your fuel and temperature gauges, or you might be left eating dust!

Using the Cursor



Use the directional pad to control the cursor on the screen, and press the A button to interact and accept.

Stats

To win races, you must compare your car stats to the track stats; if your car stats are smaller, you'll lose time!

Here's what each icon means:



Power - raw speed, increases temperature.



Braking - ability to slow down.



Handling - ability to turn corners.



Fuel Consumption - % fuel loss per KM.



Cooling - reduces temperature.

Drive Type Choices

In races, the current section is displayed at the top right as well as highlighted on the track. Each section, you will get a choice of how you want to drive: Eco, Stock or Hard.

Eco Speed -4, Braking +2, Handling +1, fuel consumption is halved, cooling is unaffected.

Stock Doesn't change your car stats.

Hard Speed +3, Braking -1, Handling +2, fuel consumption is doubled, cooling power is halved.

Pitting On the final section of each lap, you will have the choice to enter the pits to regain some fuel. Running out of fuel will slow you down and increase your time.

Eco
Stock
Hard

Getting to a Race

Starting on the main menu, use the cursor select the Take It Racing buttons to take you to start your first race.

Starting on the main menu, you'll be taken through the team selection, class menu, race selection and finally the car selection.



Make sure you select a race that you can afford and a car you have already purchased.

Teams

New team leaders are locked until their challenge is completed. Interact with the locked button to find out more. Once the team leader is unlocked you'll be able to buy their cars. You can view a team leader's cars by interacting with the car icon.



Cars

Take It Racing 2 features a variety of cars each with unique stats. You cannot upgrade or modify your cars, so choose wisely before each race.



A purchased car will display a tick. A car in a locked team will display an X. And when a car is purchasable the locked button will display a \$.



Classes

Each new class is unlocked once every race is won in the previous class. The class screen will display how close you are to completing each class. Each new class has higher entry fees and even bigger rewards.

Race Screen

Fuel

Displays the amount of fuel remaining in your car. Don't forget to pit!

Temperature

The current temperature of your car's engine. Overheating will cause your car to malfunction and may lead to forfeiture.

Position

Your current position in the race relative to other racers.

Track Stats

The track's speed, braking and handling stats will update depending on the section. Also note the section length is displayed alongside the section number at the top left. This will impact your fuel consumption below.

Car Stats

Your car's speed, braking, handling, fuel consumption and cooling stats will change depending on your chosen driving style. This information can be used to determine how your car will perform on the current section.

Times

Best Lap displays the fastest lap time you've achieved so far during the race. This can be useful for tracking your progress and trying to get faster.

Lap Time displays the time you've currently taken to complete the current lap.

Race Time displays the total time it has taken you to complete the race so far.

Track Diagram and Highlighted Sections

A diagram of the current track, also highlighting the current section number you're on. This can be useful for visualizing the layout of the track and planning your driving strategy accordingly.

Tips

Pay attention to your car's fuel and temperature meters. Running out of fuel will slow you down and overheating can cause you to forfeit the race.

Choose your drive type carefully. Try to maximize your car stats against the track stats to get the best times!

Don't be afraid to try again, there is some randomness in the races meaning you might get lucky the second time!

Tracks

Take It Racing 2 offers various tracks with different levels of difficulty and length. Some tracks are shared between classes, but the laps are generally increased as you move up through the classes. More laps mean more strategic choices and more need for a pit stop!

Laps Remaining

The number of laps remaining in this race. When laps remaining is 0, the race will end after the last section of the track.

Section Number and Length

The current section of the track you're on. Each section has different characteristics and may require different driving choices. Larger KM lengths burn more fuel!

