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This Chocobo Racing unofficial guide app, all the characters, their name, locations and various parts of the game depicted in this app are trademarks of their respective owners. 1999 video game Chocobo RacingNorth American coverDeveloper (s)SquarePublisher (s)JP: SquareNA: Square Electronic Arts PAL: SquareDirector (s)Takashi TokitaProducer (s)Shinji HashimotoArtist (s) Toshiyuki I Takashi TokitaComposer (s)Kenji ItoSeryCoboPlatform (s)PlayStationReleaseJP: March 18, 1999NA: August 10, 1999EU: 11 October, 1999JP: February 10, 2009 (PSOne Classic) multiplayer company Chocobo Racing, known in Japan as Chocobo Racing: Genkai e no R'd (チョコボレーシング ~幻界へのロード~, lit. Chocobo Racing: Road to the Spirit World is a racing game for the PlayStation game console. The game was developed by Square Co., creators of the Final Fantasy video game series. The game was released in Japan in March 1999. North American and European releases followed in the same year. As a formulaic card racer, Chocobo Racing is often compared to Mario Kart and Crash Team Racing. The star and namesake of the game is Chocobo, the mascot of the Final Fantasy series. Other figures in the series, such as Mog the Mooglee, Black Mage and Cid, fill all final Fantasy. Most of the soundtrack to the game is written using songs from previous Titles Final Fantasy. The game was later released in Japan along with the Chocobo and Dice de Chocobo stallion as part of the Chocobo collection. On December 20, 2001, the game was released individually as part of the PSone Books series. The game received generally average reviews, citing its poor quality in several aspects of gameplay. It was released in Japan as the PSOne Classic on February 10, 2009. Gameplay In Chocobo Racing, the player controls characters inspired by Final Fantasy, most of which race in go-karts. Other characters fly, ride scooters, ride magic carpets or even run. Players have five different racing modes to choose from: History Mode, vs. Mode, Grand Prix, Relay, Attack of time. In story mode, players are guided through the story of Chocobo Racing, which is narrated by Sid, in the form of an on-screen version of a pop-up book. Players who complete Story mode are given the opportunity to customize their rider; Completing the story mode also unlocks secret racer characters. In Versus mode, two players can race with each other on a horizontally split screen, where one player races while viewing the top half of the screen and the other player racing while viewing the bottom half. In Gp mode, the player races computer-controlled opponents on four selected tracks of his choice. In relay mode, the player selects three riders to participate in the relay. In Time Attack mode, the player can choose any stage and try to beat the fastest time record set there. There are ten track options: Sid Test Track, Mooglee Forest, Ancient Gate, Mythril Mines, Black Manor, Floating Gardens, Gingerbread Land, Vulcan O Valley, Fantasia, and F.F.VIII Circuit. During the race, the player can accelerate, brake, rev, activate the Magic Stones or use special ability using an analog stick and game controller buttons. An additional movement is a skid, which is performed by simultaneous braking and acceleration in the turn; As a game turning technique, skid can be used for sharp turns quickly. If the player skids too sharply, however, spin will occur. Before any race, the player's character receives a speed boost if the player accelerates at the correct time during the countdown. In this example screenshot, the White Magician activates the Barrier's ability to defend against magical attacks. The special ability sensor in the upper left corner of the screen will not be recharged until the Barrier disappears. In the world of Chocobo Racing, Magic Stones are scattered across each course, and can be picked up by a player by driving through them. Magic stones can also be stolen from enemy players by bumping into another player. The player can activate the Magic Stone for some special effect. The activation of Haste Stone, for example, gives the character a short speed boost. In some Magic Stones, the strength of the stone increases if the player picks up more than the same stone. Each stone is represented by a matching symbol on the racetrack, while the stones marked with question marks represent random magical stones that bestow on the player either Stone of Hurry, Firestone, IceStone, Thunder Stone, Minimize Stone, Reflection Stone, Doom Stone, or Ultima Stone. Special abilities are another important aspect of Chocobo Racing. Before each race, the player is asked to assign the chosen character a special ability. During the race, the player can activate the selected special ability when the counter in the top left corner of the screen is full. Full. Using a special ability, the player must wait for the meter to recharge to use it again. The plot of Installation Chocobo Racing borrows themes and elements from Final Fantasy I to Final Fantasy VI. Story Mode narrated by Sid and includes nine chapters in a pop-up fashion book with FMVs. Before each chapter begins, the player is given the option to view the story or skip the race, except for the first replay of the history mode. The characters in the Chocobo Racing cast are taken from recurring creatures and characters from the Chocobo Dungeon and Final Fantasy series. Eight characters - Chocobo, Mog, Golem, Goblin, Black Magician, White Magician, Chubby Chocobo and Hippopotamus - are immediately available, and additional, secret characters such as Katoir, Bahamut, Cloud, Aya and Squall can be unlocked after the story mode is completed. The first chapter of the story, entitled Gadgets a go-go, begins with inventor Sid introducing Chocobo with a pair of Jet-Blades and offering Chocobo the opportunity to test with them at the racetrack behind his lab. After the race, Mog Mooglee falls and asks Sid about the progress of the race car he ordered. Sid promises to bring the car by tomorrow, but later trusts Chocobo, that forgot about it. The next day, after presenting the dubious Mog with his scooter, Chocobo and Mog race. After Chocobo's victory, Mog confronted Sid because of his car's poor performance, but Sid replies that Chocobo won because of differences in their abilities (i.e. Chocobo's Dash). He explains that the secret to Chocobo's Dash ability is the Blue Crystal in his foot ring. Might ponder his lower abilities Flap and decides that he wants the Blue Crystal, so Sid recommends that they go on an adventure to learn the secret of the Blue Crystal. Two heads to discover the secret behind the Blue Crystal, meeting (and racing) many along the way. When they reach Mysidia, the village of magicians, the White Magician notices that all the companions have Magicite, which comrades previously called blue crystals. Satellites want to know the legend behind the magita fragments; The White Magician agrees to tell them on the condition that they race it in floating gardens, with the story as a prize winner. After the victory she tells them about the legend: There are Magicite shards scattered all over the world. It used to be one big Magicite Crystal... But people kept fighting each other because of it. So, the founder of Mysidia, the great magician Min-wu, broke the Crystal into eight parts. It then scattered the shards to four winds. He did this to ensure the later restoration of Magicite Crystal... when all eight pieces are assembled again. After this discovery, the satellites to find other riders in possession of crystal fragments. After defeating The Hippopotamus in the race, the monster joins their ranks, bringing the party's number to eight. The satellites then notice that their Magicite shards are starting to glow, and Mog discovers that he possessed Magicite the whole time. The convergence of all eight fragments of the Magita crystal is fulfilled by the prophecy of Ming-Wu, and the gates to Fantasia, the Land of The Espers, are opened. When the satellites arrive in Fantasia, they are met by Bahamut, king of the Espers. Bahamut decides to test his worth with the final test, and welcomes their attempts to defeat him in the race. After the race, Bahamut recognizes the strength of the group. He then rhetorically asks if his comrades knew why Min-Woo had broken up the magite, and explains the legend again. Bahamut is pleased with the companions, note that people, moogles, chocobos and monsters have come together in good will. In celebration, he decides to leave the portal between the world and Fantasia open, stating that Fantasy must exist in harmony with your world from this day on. At the end of Story mode, players are assigned a maximum of one hundred points, determined by their performance. Using these points, the player is given the opportunity to create a racer with individual color and performance. The point value is split between five parameters: Max Speed, Acceleration, Grip, Drift and A.G.S., which determines how fast the rider's ability to evaluate charges. A maximum of twenty points can be assigned to each of the five racing parameters. Individual riders can be used in all modes of the game except for the history mode, and only the main characters and Bahamut are open to tune in. Development First Chocobo Racing demonstration was at the Autumn Tokyo Game Show '98; then it was unclear whether there would be a North American release. IGN editors noted his striking resemblance to Mario Kart. Chocobo's Dungeon 2 album included a video clip of the game. Originally scheduled for release in late September/October, the release date was rescheduled for August 1999 because it was done early and is now ready to go. [28] Square worked with toy company Choro Qi to produce toy cars for the release of the game. Music Main Article: Music of the Chocobo series Chocobo Racing Original Soundtrack is the soundtrack to the album produced by Square. It was released in Japan on March 25, 1999 by DigiCube, and sold about 35,000 units. Almost all tracks are arrangements of Nobuo Uematsu music composed for Final Fantasy games, arranged by Kenji Ito. The only exception is the song played during the final song Treasure Chest In The Heart, which is a vocal track organized by Shiro Hamaguchi and performed by Hiroi Ohta. In the English version of the game performed by Vicky Bell. AdmissionsAgregrgio scoreAggregatorCorGettings61% 31Review of evaluationScoreAllGame Game Informer6.25 of 10-31GameSpot4.4 out of 10 2 IGN5.6 of 10 4 next generation 34 Chocobo Racing sold 300,000 units in Japan. Doug Perry of IGN said the game was Square's attempt to cash in on the popular go-kart genre created by Nintendo's successful Mario Kart. Other reviewers agreed, calling it a tired rewrite because of its colorful but unpolish graphics, raw track design and poor management. Daniel Erickson reviewed the PlayStation version for Next Generation, ranking two stars out of five, and declared, Wait for Crash Team Racing to fill your PlayStation go-kart slot. 1UP.com in Final Fantasy Retro Roundup said it was a decent game shattered by the need for steering with D-pad, and was rated as Not Worth It. Many similarities were noted with Mario Kart, such as similar course themes and the need for a strength slide. It was also called too simple, with a story mode that lasts only two hours, and there is limited playback value, except for unlocking secret characters and courses. Other criticisms included a lack of combat regime and limited customization. The music was considered average, although the last song in the story mode was strikingly beautiful. Cancelled sequel at Nintendo's E3 2010 press conference on June 15, 2010, the new name Chocobo Racing, tentatively titled Codename: Chocobo Racing 3D, was announced for the Nintendo 3DS portable system. However, on October 10, 2013, Takashi Tokita, director of the original Chocobo Racing, confirmed that the project had been cancelled and noted that if it had been part of the development process, it would have made it come out. References to チョコボレーシング 幻界へのロード . PlayStation.com (Japan). Sony. 2009-02-09. Archive from the original to 2013-11-09. Received 2009-02-10. a b c d e James Mielke (1999). 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Square Ko Str. 18-19. Chocobo Racing Training Guide. Square Co. 16-17. Sid: I did a racetrack for my lab here. (Chocobo Racing) - Mog: Heh Heh Heh ... I heard he was going to make a car for Chocobo... So I ordered one for myself too! (Chocobo Racing) - Sid: I'm kinda fergot about my car. (Chocobo Racing) - Sid: Why, of course not! It's all because of the differences in your ability, not my machines! (Chocobo Racing) - Sid: The secret of Chocobo DASH is the Blue Crystal on his foot ring. (Chocobo Racing) - Sid: Say ... why don't you guys go out on an adventure to find out what that secret is? (Chocobo Racing) - White Magician: There are Magicite shards scattered around the world. It used to be one big Magicite Crystal... But people kept fighting each other because of it. So, the founder of Mysidia, the great magician Min-wu, broke the Crystal into eight parts. It then scattered the shards to four winds. He did this to ensure the later restoration of Magicite Crystal ... when all eight pieces are assembled again. (Chocobo Racing) - Could: What...? My utterly evil head-bopper glows too! (Chocobo Racing) - Bahamut: I'll ask you for a final trial... to see how worthy you really are. (Chocobo Racing) - Bahamut: It's true. Humanity fought for Magicite for eon.... (Chocobo Racing) - Bahamut: Fantasy must exist in harmony with your world from this day. (Chocobo Racing) - IGN Staff (October 15, 1998). Chocobo brings surprise extras. www.ign.com archive from the original on September 25, 2012. Received on May 30, 2006. - IGN Staff (May 27, 1999). Chocobo Racing is moving up. www.ign.com archive from the original on September 25, 2012. Received on May 30, 2006. John Shepanyak (February 2018). The untold story of Japanese game developers. 3. SMG Shepnyak. page 194. a b c Lau, Aaron (August 25, 1999). Chocobo Racing Original soundtrack. Soundtrack Central. 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