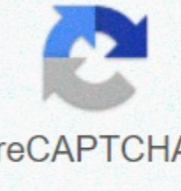


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Hill climb racing best vehicle for forest

Some advice for each stage, and my 3 best vehicles below. As for the money, either take a fully upgraded Truck on the Highway and take your time with it (you can get millions for running this way if you're careful/patient, but the runs are slow), or take something like a Motocross Bike to the moon and just put together air/flips. Countryside Most vehicles here can be fine. Once you hit 2000m, there are several hills that are very complex, and one in particular that it is very hard not to break your neck when you land. Dune Buggy 2223m Monster Truck 2156m Jeep 2154m Christmas Trees don't really come here. I'm not having much fun with this stage, so I didn't drink much. Gas becomes a limiting factor. The 3073m Dune Buggy 2590m Truck 1921m Desert Traction is the key to this. Monster Truck 3638m Tank 3051m Truck 2872m Arctic Again Traction is the main problem. A hill of around 2340m stops most of the vehicles that get this far. Dune Buggy 3219m Snow Mobile 2563m Quad Bike 2431m Highway This one is about gas. The distance between the gas cans rises by about 50 m each time you get to one, so keep an eye on the distance and try to figure out when the next one is coming so you don't jump over it. Any vehicle without gas upgrades will have to hit every gas after about 1400m. Kiddie Express 18028m Truck 14678m Super Diesel 4x4 9047m Racecar 32037m. It requires almost perfect running cave slower or shorter vehicles to do well here because they are easier to keep from flying over jumps. Eventually the traction and speed to get to some hills is an issue at which point you have to get really good at draining the gas early and cresting the hills. Dune Buggy 2876m Rally Car 2431m Jeep 2369m Moon This is really hard to get to distance - the other one round gets out of the ground you're starting to turn. The tank does consistently well because of its tracks. Tank 1253m Monster Truck 1111m Rally Car 1090m Mars Combination cave and moon. The timing when you release the gas becomes even more critical than in the cave. Don't be in a hurry. Jeep 1586m Tank 1562m Quad Bike 1446m Alien Planet Slippery Surface means very early on at the level you need a running start for most hills. If you jump down a hill and land on another slope, you need to step back and start over. Better gently comb the hill, ride down the other side and pick up speed for the next. There is a hill of about 1150 m that stops most vehicles. Snowmobile 2351m Jeep 1313m Racing car 1257m Arctic cave as slicker version of the cave. Dune Buggy 1910m Hovercraft 1235m Snow Mobile 1159m Forest It requires strength and traction to push through the trees. I don't enjoy this much, so I didn't drink much. Hippie Van is not affected by trees, but still does not seem as effective as the 3 below. Tank 1727m Dune Buggy 1602m Monster Truck 1563m Mountain Mountain Stage works best with vehicles they are good at short, steep climbs, and are resistant to flipping. The treads on the tank also handle a large number of sharp points very well when other vehicles get stuck with the tyre on both sides of the point. The Tank 2114m Dune Buggy 1884m Hovercraft 1434m Mudpool Performance seems to decrease as you get muddy in this one, so try to jump as much mud as you can. Traction into the hills becomes the biggest problem. The hovercraft will collect the surface of the liquid, which is useful. Dune Buggy 2266m Big Finger 2142m Tank 2023m Volcano Jumping Fire becomes quite important when gas gets rare. Again, the hovercraft will collect the surface of the liquid, which means that you will never have widespread fires. Tank 2958m Rally Car 2177m Monster Truck 2071m Beach This is actually really simple. The dunes provide a lot of traction heading up the hills. Truck 12338m Tank 5694m Dune Buggy 4357m Roller Coaster The key is a vehicle that can get into very steep slopes - vehicles with downward force such as Dragster, Race Car or Rally Car are efficient. Dragster 3991m Racing car 2652m Rally Car 1562m I did not give so much time to the following tracks. Night Undulating hills and lack of gas make this track similar to highway. However, traction is not so good. Tank 4424m Tractor 2877m Monster Truck 2355m Roofs The key to this stage is not to hit all ramps at speed. Very flat, like the first few wooden ramps, they are safe, as well as dark at the edges of the roofs. Any other higher ramps can land between roofs if you hit them at speed. Unfortunately you don't have a lot of air time to fall into the holes! Monster Truck 2763m Jeep 2666m Motocross Bike 2651m Junkyard doesn't seem to be a big trick on this one. Another traction and gas track. Tank 2746m Super Diesel 4x4 2455m ? The design of the sliding beams make this one more complex. The best strategy is probably to travel slowly to see how the beam is supported and worked from there. Big Finger 1964m Tank 1584m Quad Bike 1564m Rainbow This is a tough course. Just spend a good time figuring out which jumps to make at what speed. Rally Car 2776m Truck 1775m Quad Bike 1507m Haunted This was a pretty boring course, I only went through it a few times. Tank 4684m Super Diesel 4x4 2319m Big Finger 2316m Northpole Also quite boring. Gifts can be annoying. I imagine a tank and a truck would do well, maybe even a snowmobile. Update: BF is good here. The 10m+ coins earned go from level 45 to 62 at once. Big Finger 16040m (level 64) Dune Buggy 6291m Sleigh 2108m Comments Share Steering vehicle built for offroad is quite an asphalt surface experience. At this level you can get far and fast, but gasoline is a limited resource. Highway is the fifth stage in Hill Climb Racing. Price 125,000 coins Fuel distance starts at (increase) The first level 600 m Level Distance 300 m Level Reward First 500-Coin 450 m Highway is one of the most popular maps in the game because of how easy it is to go far in it. It's mostly flat with some gradual hills, when you get to about 2000 meters, there will be some steep hills that you might need to use a booster for. While the level itself is easy enough, the real challenge is fuel economy. Gas canisters move further and further apart as they progress at a level that tests fuel capacity and efficiency. If you are fast enough or have a good enough fuel tank, you can go practically for an infinite amount of time. The race car is amazing in the early game at this level because it can go incredibly fast with flat features in the level, but its fuel capacity is low and can only go around 6000m. Later in the game, the Super Diesel 4x4 and Truck can go around 10,000 meters regularly, due to their much better fuel capacity. This stage has many coins in it, and around a certain point, all of which are 500 coins. It is easy to earn more than one million coins per run, which makes it an excellent level of agriculture. Community content is available within CC-BY-SA, unless otherwise stated. Below you can see the records for each stage. This gives you a clear overview of which vehicle is best for which stage. Countryside Tank 82200 Xmas Truck 8247 Desert Dune Buggy 247306 Arctic Snow Mobile 6715 Highway Kiddie Express 25762 Cave Rally Car 50702 Moon Rally Car 4649 Mars Rally Car 4342 Alien Planet Kiddie Express 9206 Arctic Cave Dune Buggy 2459 Forest Hovercraft 8188 Mountain Hovercraft 3681 Mudpool Hovercraft 14964 Volcano Dragster 4762 Beach Dragster 16429 Roller Coaster Dragster 7415 Night Dragster 12486 Roofs Police Car 10290 Junkyard Snow Mobile 5740 Construction One Wheeler 5274 Some advice for each stage, and my 3 best vehicles below. 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