

# Creating Tracks

## Step 1

Turn on the track editor in the Options Menu.  
This is only available after registration.

## Step 2

Select Clear Track from the Track Menu to clear all track data.

You will see the starting segment of your track in the center of the screen.

Make sure Edit Objects is not checked in the Track Menu.

## Step 3

Click above the starting segment or in the square to the right.

A new track piece will appear.

Try clicking again on this new piece.  
It will change to a new option.  
You can click again to change it back.

**NOTE:** Whenever you lay out a new track piece, it must connect to a

previous piece. If Ruckus doesn't choose the right piece,

click again to change it to the proper piece. Usually, you will

have two options but sometimes there is only one possible

option.

#### Step 4

Use the arrow keys to scroll around the level when you need more space.

Continue adding new track pieces, eventually linking up to the starting point to make a loop. You may have to tweak the design a little until it fits perfectly into the starting piece.

The map window will update your track as you create it. You can click in the map window to move quickly from one place to another.

As you create your track, it will stay centered in the map window. Your track cannot be larger than the map window allows.

You can delete track pieces by holding [delete] and clicking on a track piece.

#### Step 5

Turn on Edit Objects in the Track Menu.

#### Step 6

You can select a new object by holding the space bar and moving the mouse over the desired object. Then release the space bar.

To place objects, simply click in the window where you want the object to be.

**NOTE:** There is a maximum of 300 objects.

#### Step 7

Turn on Edit Data in the Track Menu.

#### Step 8

Set the desired number of laps.

Type the name of the track that will come after the current track. If you are not yet sure, you can come back later and enter it. Use this option to link the order of tracks.

Set the maximum throttle for the opponents and the player.

You may want to make the opponents slower for easier tracks, but it is probably a bad idea to make the player slower.

**NOTE:** Speeds of 30 make a good track.

Set the Skid Control to determine how much traction the cars will have.

You can change the terrain, setting it to Grass, Snow, or Night. This has no effect on the game play, except that night can be disorientating. You may want to match the Skid Control to the terrain.

If this is the last track in a course, check Last Track.

If this is the first track in a course, check Course Starter so that the track will appear in the course menu.

If you are making a bonus level, check Bonus Level.

## Step 9

Save your track!

Always save your track before playing it, since Ruckus reloads the track from the file. If you do not save your data, you will lose it when you play the track or when you go to the main menu.

To erase a track from a file, select the track in the Load Menu while holding [delete].

## Step 10

Select Play Track from the Track Menu.

If an error occurs, reload your track and check its continuity.

If you don't like something that happens, turn the editor back on and change it.

## Tips For Great Tracks

Lots of Rockets, Bombs, and Turbo Arrows will keep your track exciting.

Shorter tracks are usually more fun, because you have frequent interaction with the other cars. However, a few long tracks won't hurt.

Make sure there are enough laps for the player to improve a bit as they memorize the course, but don't make so many laps that the track becomes tedious.

To make tracks more difficult, reduce the number of obstacles and increase the number of weapons and power items. The opponents usually do better when there are less obstacles.

If you want to make an exceptionally hard track, try to study the paths the opponents take for the current Skid Control setting. Then move the best objects into those paths and the obstacles out of those paths. When traction is good, the opponents tend to stay on the inside curves, so that is a good place to put Turbo Arrows and other goodies. Use the cheat codes to make a super car. This will make it easy for you to drive along with the opponents and study their behavior.

Try stringing arrows together, or even putting arrows backwards.

### Low Speed Tracks

Tracks that have opponent speeds of less than 10 will have reduced point values for various items, as well as first or second place. Use this feature to make courses for people who can't drive very well. They can have fun without topping the scores of the speed demons.

### Bonus Levels

Whenever a player obtains 4 bonus spheres, the next level will be a special bonus level. Don't worry about the color, since Ruckus will automatically place a color that the player does not currently have. It is best to put no more than 1 sphere for each level.

After a player gets 4 bonus spheres, Ruckus will choose 1 of the bonus levels you have created. If you have 5 tracks, create 1 bonus level. 10 tracks support 2 bonus levels, and so forth.

To create a bonus level, check the box marked Bonus Level in the Edit Data dialog. You can put items anywhere because there are no boundaries in bonus levels. The only requirement is that they should be full of goodies and secret stashes to discover.

## Course Starter Tracks

If you check Course Starter in the Edit Data dialog, the current track will appear in the course menu. Players will be able to select this track as a starting point.

## Last Tracks

If you check Last Track in the Edit Data dialog, the current track will be the final track of your series. When a player beats this track, the game will display the Victory screen and return to the title screen.