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Chocobo Racing Track. Chocobo Races is a minigame in Final Fantasy XV where the player can race their chocobo on the Chocobo Race Track south of Wiz Chocobo Post. Chocobo racing is the national sport of Lucis. New tracks become available as the player completes the current challenge, and all challenges can be undertaken in Chapter 8. The player wins medals to decorate their chocobo with, and can find various fruits along the track that can be used to dye chocobos' plumage. Chocobo racing is a recurring activity in the Final Fantasy series, popularized in Final Fantasy VII. See also: Chocobo racing (minigame) Mechanics[] The player can race after the mark Deadeye has been felled and chocobo riding has been enabled. Talking to the man at the booth at the track lets the player race. The controls are the same as when riding a chocobo on the field, and the chocobo's stats are the same. The player can improve their chocobo by leveling it up and by feeding it special greens at camp. Straying off course leads to being disqualified. The course is marked by the blue quest markers while the player is riding. Placing first wins medals the player can use to adorn their chocobo and unlocks the next challenge—each race track is different. Fruit can be found along the track, sometimes depending on weather, which can be used to unlock new chocobo colors at the Chocobo Salon at the Wiz Chocobo Post. There are two types of races: versus and hoops. In the versus races the player must win against opponent(s), whereas in the hoops races the player must jump through every hoop placed along the track while under a time limit with obstacles placed along the course. Chocojockey and Chocoracer are abilities unlocked in the Ascension that allow the player to gain 1 AP/50 EXP from winning a race. They cost 32/99 AP to unlock and are not generally considered worth the AP cost. Tips[] Noctis racing. Versus The player can improve their chocobo's performance by feeding it greens at camp before the race. Sylkis Greens (become available after completing all quests for Wiz Forlane) allow the player easily win versus races, even the one against Iris. It is best to not jump and glide much, unless going over rocks etc. to cut a corner. The player should pay attention to the stamina bar and time a new sprint when the previous dash ends. The bar replenishes when not sprinting. When the stamina bar is almost empty, the player can perform consecutive slides by tapping L2/LT (once for a slide, and again just after the chocobo jumps). This is faster than trotting and refills stamina gauge incrementally. Once there is enough stamina, the player can sprint again. The mini-map shows where the opponent is. The player can strafe back and forth in front of the opponent to stop them from passing. Hoops Grabbing a vegetable gives a major speed boost. The player should sprint whenever they don't have a vegetable boost. The player must jump through the hoops, as well as cross obstacles. It is best to jump a few steps before each object. Holding the jump button lets the chocobo glide. When the obstacles are more complicated, it is best to position so the obstacle and the hoop beyond are in a straight line as not to worry about steering. Gliding and jump boosts from greens can be detrimental, as the courses are designed for the basic jump. List of races[] To get the medal for the versus races, the player simply needs to beat their opponent. To get the medal for the hoops races, the player needs to post a good enough time. The time required for the short course is around 1 minute, whereas the time needed for the long course is around 2 minutes. Other appearances[] Racing at Mooglee Chocobo Carnival. Chocobo racing was also a minigame at the Mooglee Chocobo Carnival and Final Fantasy XV: Assassin's Festival. Gallery[] Cieldalae Pear location. Chocobo Races will give anyone who has played Final Fantasy since the PlayStation era a wave of nostalgia, with the chance to take your bird to the track and unlock exclusive medals, as well as collecting hidden Chocobo Pears to unlock new Chocobo colours. To start Chocobo Races, first unlock the ability to rent a Chocobo in Final Fantasy 15 as part of the Friends of a Feather side-quest. Then from the Chocobo Post in east Duscae, go across the highway to the south east to find the race track. Talk to the vendor in the outhouse to get started with the first race. (Note as well as the following in the main game, for a limited time there are extra courses as part of the Mooglee Chocobo Carnival event, named Seaside Scamper and Water Trotter, which offer exclusive Trophies to collect for fast times. Good luck!) Let's Play Final Fantasy 15 - WHAT IS GOING ON (Xbox One Gameplay) Here is the list of every race in order they unlock, and the hidden Chocobo Pear locations within. Since each Pear is off the beaten track, you won't win the race after you've hunted for it, so call it a write off; instead, just run to the edge of the race boundary to get disqualified. Don't worry, you'll still earn the pear you just collected. Against Prompto (features Cieldalae Pear, O'Ghomoro Pear, Doman Pear) Against Gladio (win above race, features Xelphatol Pear) Chocobo Hoops: Grange Gallop (win above race, features Mamook Pear) Against Ignis (win above race, reach Chapter 5, features Han Pear) Full Field (win above race) Chocobo Hoops: Rocky Road (win above race, features Val Pear) Against Iris (win above race, reach Chapter 6) Note you can get the same Pear across some other (but not all!) courses, but for clarity, we've listed each location at the first opportunity you can collect it. Against Prompto How to unlock: Already unlocked Strategy: You have to beat Prompto. This is a short and simple loop - as long as you chain your stamina effectively, you'll overtake about halfway and won't look back. If you're having any difficulty, then sticking to the inside of the track will give you a slight edge. Collectables: Cieldalae Pear location - After the final bend has straightened out, a dirt path splits off to the right; in between that and the main course is a fenced off area, and the yellow pair is next to a tree. Cieldalae Pear location O'Ghomoro Pear location (Only at night) - On the last corner, you can turn right back to where the sign up desk is for the races. If you head towards the highway from here, you'll notice the blue pear by the Chocobo Races sign next to the road. O'Ghomoro Pear location Doman Pear location (Only during rain) - Just as the final corner begins to curve, take a left, past the short stone wall and into the centre of the course. Just past the bushes you'll see a rock formation to your left, with the green pear sitting in the middle. Doman Pear location Against Gladius How to unlock: Win 'Against Prompto' Strategy: This has a few more twists and turns, but is a fairly simple race. Again, Gladly will be far ahead for half the race, but if you chain your boosts, you can speed ahead. Cut the inside of corners if it's particularly close. Collectable: Xelphatol Pear location - At the southern-most point of the route, there is dirt path going off to the left (it's easiest seen on the map) followed by a flat rock that curves round the corner. On the other side of that rock is the red pear. Xelphatol Pear location Chocobo Hoops: Grange Gallop How to unlock: Win 'Against Gladius' Strategy: Despite the time limit there's no huge urgency on this one, it's just a case of leaping through all the hoops. Collecting the hovering greens will give you a speed boost. After the two hovering greens about halfway, you should be able to glide (hold jump) through the two sets of hoops afterward. Collectable: Mamook Pear location (Only during rain) - As soon as you begin, take a sharp left, and it's next to a tree and the wall. It's light green and hidden in some grass, so look carefully! Mamook Pear location Against Ignis How to unlock: Win 'Chocobo Hoops: Grange Gallop', reach Chapter 4 Strategy: This is a particularly long race - expect Ignis to take the lead almost immediately, but if you have careful maintenance over your stamina - including the hop trick described at the start of the bullet points in the 'how to win Chocobo Races' section at the end of this article - you should be able to overtake him about a third of the way round. We found he has a surge of speed about halfway, but if you keep it up, you should take him. Collectable: Han Pear location: As soon as you begin, turn round and jump the fence, heading into the inside of the standard small loop course. Go north and keep going until you reach the rocky area where you found the Doman Pear previously, near the inside of the other end of the loop. Just north of there are a few trees, and the pear is in the undergrowth there. Han Pear location Full Field How to unlock: Win 'Against Ignis' Strategy: This is race against your party members around the short loop track - may the best Best Boy win! As with other previous Against races, you'll over take them fairly easily about halfway, but here you'll see a last minute sprint from others that can see you overtaken at the finish. This is difficult to win without feeding your Chocobo before hand; we recommend Curiel Greens (to increase sprint speed), which you can purchase at the Wiz Chocobo Post and feed when you camp. Between that and some savvy stamina gauge management, you should be able to wipe the floor. Chocobo Hoops: Rocky Road How to unlock: Win 'Full Field' Strategy: This second and final Hoops obstacle course is a long one, but you should have plenty of time to complete it; feel free to run round or make a direct beeline round obstacles to the next hoop if that's easier - you don't have to stay on the main path at all times - and use your boosts as much as you want, since the leaps will give you time to recharge your stamina. The only difficult obstacle is on the second to last corner, with three platforms with gaps that you can fall into between them. We recommend approaching these from the right side and then leaping straight onto the second platform, then from there into the loop above. Collectable: Val Pear location (only at night): This is located directly ahead from where you start, on the top of the huge pile of rocks. Work your way to the top - approaching from the side should make it easier to scale the entire thing - and you'll see the Pear at the summit. Val Pear location Against Iris How to unlock: Win 'Chocobo Hoops: Rocky Road', reach Chapter 6 Strategy: This is a long and challenging race, and you need to pull out all the stops; feed your bird with sprint-boosting Curiel Greens, and savvy stamina usage and the hop technique so you're almost always sprinting. With some right timing, you'll just about run of stamina by the end with a sprint finish if you manage it correctly. Establishing a lead on the first corner can block her lead a little which helps, while doing the hop technique (where at the end of your sprint you put on the breaks, sliding and regenerating your stamina) as you take the final corner might make the difference between success and failure. Win the race and you'll receive the Jennet Medal as your reward. Need more help? Our Final Fantasy 15 guide and walkthrough can provide tips on main story, as well as the open-world's many quests and activities. Learning how to get AP fast, EXP fast and money or Gil fast will aid you in many optional dungeons and tombs - including how to open and explore their locked doors. There's also plenty of interesting side-quests, too, such as the Scraps of Mystery and Professors Protege frog locations. And if you want to get around easier, you can rent a Chocobo, learn the infinite sprint trick and later in the game, get the flying car Regalia Type F. There's also more to see and do with DLC, such as Episode Gladius and Episode Prompto. To better prepare for races and get better results, these tips may help: To maximise your stamina, begin to sprint with Square / X, and before the sprint runs out, tap L2 to slide and do a little hop. After the hop, sprint again and repeat. The slide and a hop mostly maintains your speed, and also allows you to regenerate your stamina, meaning you can get the vast majority of the race done without being slowing down. It's important to time the slide while you're at sprint however - if at a normal run, then the Chocobo will stop entirely. Practice makes perfect! While it doesn't give you a huge advantage, it's worth upgrading your Chocobo level by general riding use to give it a higher overall top speed. stamina and other abilities. Before a particularly difficult race, make sure you buy some Mimett Greens, Regan Greens (stamina boosts) and our favourite Curiel Greens (sprint speed boost) at the local Chocobo Post vendor, and use them by resting at a campsite. The closest to the race track is to the north at Killiam Haven. While not a huge boost, it's worth unlocking the AP and EXP boosting Ascension nodes; get Choco-bump (32 AP) to earn AP while riding a Chocobo (1AP every so often), Choco-jockey (32 AP) to earn 1 AP for winning a Chocobo race, Choco-bonus (99 AP) for 10 EXP frequently while riding a Chocobo and Choco-racer (99 AP) for 50 EXP per Chocobo Race win.

Final Fantasy is a Japanese science fantasy anthology media franchise created by Hironobu Sakaguchi and developed and owned by Square Enix (formerly Square).The franchise centers on a series of fantasy and science fantasy role-playing video games.The first game in the series was released in 1987, with 16 numbered main entries having been released to date. . The franchise ... Creation and development. The chocobo was created by Koichi Ishii, an artist and game designer who worked on the original Final Fantasy (1987) and Final Fantasy II (1988). The origins of chocobos came from Ishii's childhood. When he was at elementary school, he bought a chick at a festival market and formed a strong bond with it. One day while he was away at school, his ... Final Fantasy (ファイナルファンタジー, Fainaru Fantajī?) est une série de jeux vidéo de rôle (RPG) produite par Square Enix (originellement Square Soft) et lancée par Hironobu Sakaguchi en 1987 au Japon sur la NES avec le jeu Final Fantasy.Le premier jeu de la série est un dernier effort de Sakaguchi pour remettre sa carrière sur pied après plusieurs échecs commerciaux : il ... Sat, Sep 14 2019 2:10 PM CDT Path of Exile Racing App. Can't even argue that it was promotion for a new game at the time, because adding an obscure enemy to a mode that most people won't even play, let alone see due to it being a random spawn, is a kinda poor method of We may have just gotten Nvidia GeForce leak 2. ... There are several ways to ... 26/02/2015 - I will be adding a nice progression guide and other things to this, but for now this is the most important stuff you need to know. Here are other Triple Triad resources from outside the site. Good luck flipping' up those cards and praying to the 12 for 'Plus' regional - you'll need all the divine intervention to win versus these cheaters. Enhance your PlayStation experience with online multiplayer, monthly games, exclusive discounts and more. 29/12/2017 - Final Fantasy XV Wiki Guide. Monsters of the Deep: Final Fantasy XV ... Chocobo Races. Mooglee Chocobo Carnival. Ascension. Elemenacy. ... 500 EXP Hammerhead Decal. Racing Stripes 1, Basic Color ... We will continue to work on all aspects to ensure FFXV WINDOWS EDITION will be a great experience for PC gamers. FINAL FANTASY XV WINDOWS EDITION Benchmark. Reviews & Accolades ... FFXV Holiday Pack+ *Mooglee Chocobo Carnival tickets are not included in the FFXV Holiday Pack+. Bonus Items: [Weapon] Masemune (FFXV Original Model) Shiva's giantess corpse. The transience of the Astrals' existence is best exemplified by Shiva, whose giantess corpse lies in Ghorovas Rift on imperial territory. Despite her corporeal body's death, Shiva exists as both the Messenger Gentiana, and as a flock of fairy-like ice goddesses, who now appear human-sized rather than as a giant. Though Shiva's giantess form is said to be ... Quick Recipep. After beating Final Fantasy XV: Episode Ignis once, Ignis gains access to Quick Recipep (神速クッキング, Shinsoku Kukkingu?, lit. Godspeed Cooking) in the main game when he is in the lead (when using character swap). To also use the tech in the DLC episode, the player will need to acquire the necessary utensil items from the shops during subsequent playthroughs of ...

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