Race for Artifacts

I like a man who can take risks and live to tell the tale. But that doesn’t mean I like you specifically Jak, you understand. Now that you’ve proved your prowess behind the wheel I’ve got a little job for you that involves only a moderate to high risk of painful death. Find the buried Artifacts in the desert before the sandstorms come. Be sure not to hang about, or the winds will rip your flesh off…

To start this act you must first drive to meet Damas in your newly acquired buggy. Head for the tire icon on the map! On your way, Marauders in vehicles will try to block your progress and shoot at you. You’ll find Damas in the garage where Kleiver parks his buggy collection.

After collecting the fourth Artifact you must hop over the broken bridge to reach the next one. When you approach the edge, hold □ to leap across (Fig. 3). After collecting the eighth Artifact use the bridge to avoid falling into the water.

Time to head back to Spargus and look for Seem’s icon. The object of this street challenge is to beat the monks to the finish line after jumping through a series of blue rings on a Leaper (Fig. 1). You won’t have much trouble beating the monks, but where you might come unstuck is making it through all the rings. Miss even one and it’s Mission Failed. You need to be looking out for the location of the next ring while clearing them, but practice makes perfect, so don’t worry if you mess up on the first few runs. Once you’re familiar with the sudden changes in direction required to reach some of the more difficult rings, you’ll be able to complete the challenge wearing a blindfold. There’s no easy way to win this race. It takes equal measures of practice and patience, but keep at it and you’ll soon be teaching the monks a lesson in humility.

Beat Monks in Leaper Race

To sin is easy, but to exercise, now that’s really hard. Especially when you’re tired. You can lead a Leaper to water, but can you make him drink? And if you do, will he be sick afterwards? Such are the great questions that we wise ones must ponder. I don’t usually like to gamble, but if you win this race against my brother monks, I’ll reward you with a Light Eco Crystal.