



grand theft auto ONLINE *CUNNING STUNTS*

STUNT RACE CREATOR GUIDE





CREATE A STUNT RACE

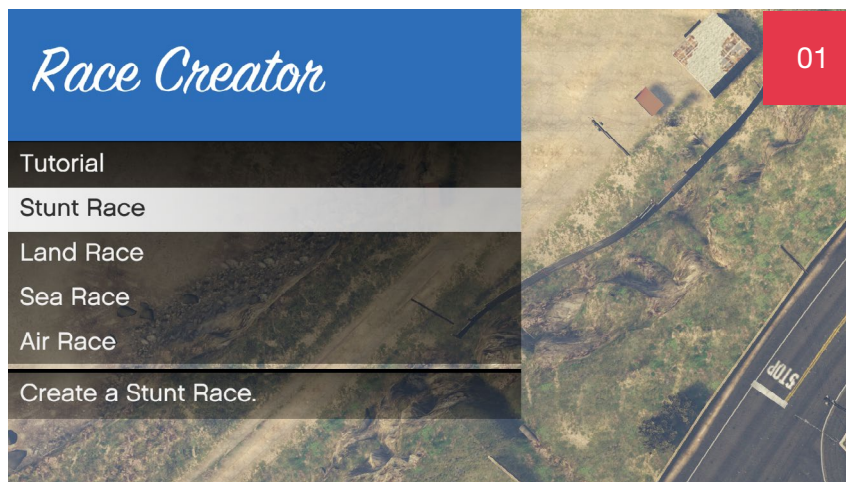
The Stunt Race Creator expands the possibilities of the GTA Online Race Creator by adding hundreds of Stunt Props and new features, enabling the amazing Creator community to unleash their talents in a new era of player-made racing mayhem.

While the Stunt Race Creator bears many similarities to the Land Race Creator, new creative tools including moving props, audio cues, RP boosts, and speed strips radically change the kinds of races you can make, opening up a new universe of opportunities for creators and players alike. This guide offers some general tips to get you started on constructing and sharing your very own Stunt Races.

INTRODUCTION

To access the Stunt Race Creator, enter the Pause menu screen, scroll down to select “Creator” and choose the Stunt Race option from the Race Creator sub-menu⁰¹.

Creating Stunt Races follows the same framework as creating races by Land, Air, and Sea; prerequisites include details such as a race title, description, and photo, and you’ll need to define format options such as race type, route type, available vehicles, etc., as you would with all other races.

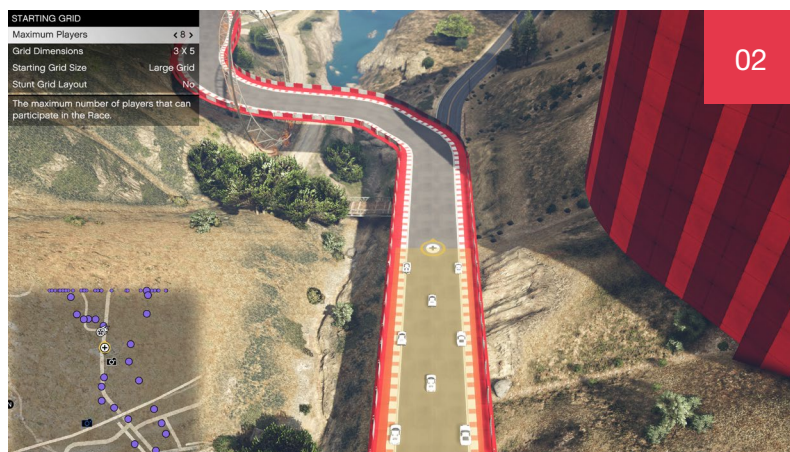


For a detailed explanation of race details, visit the Social Club for the [Race Creator Guide](#).



PLACEMENT

With your race details in place, it's time to start laying out your Stunt Race course; in the Race Creator main menu, select **PLACEMENT**.



Like race details, placement prerequisites follow the same format as creating any race⁰²; you'll need to drop the race trigger, lobby camera, and checkpoints. From the placement menu, select Props to tap into over 500 Props, including new and exclusive Stunt Props.



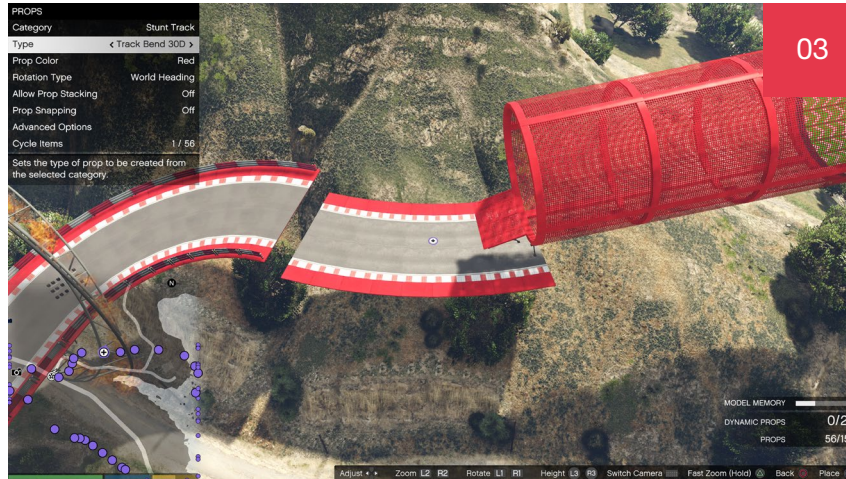
STUNT PROPS

Stunt Props are the building blocks that make Stunt Races a class of their own – in fact, when a Stunt Prop is added to any created Land Race, it automatically becomes categorized as a Stunt Race.

Stunt Props include stunt tracks, ramps, jumps, raised tracks, set pieces, speed boosts, dynamic elements, and more that make for high-flying, adrenaline-pumping Stunt Races.

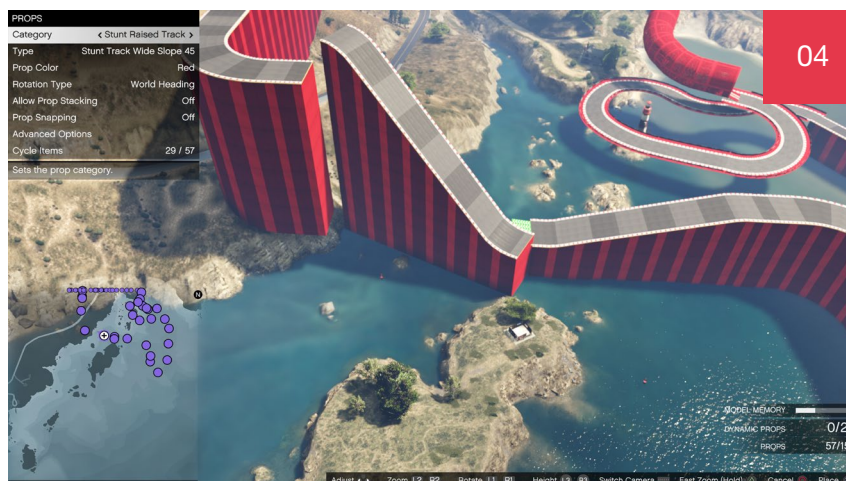
STUNT TRACK

Stunt Tracks include starting grids and a variety of roadway types to apply to your course. Use tracks for your start/finish straightaways, or connect your course with straights, bends, and turns of varied sizes. Tracks can also be used to channel racers through forks, narrow the racing field with funnels, or challenge racers with chicanes and obstacles⁰³.



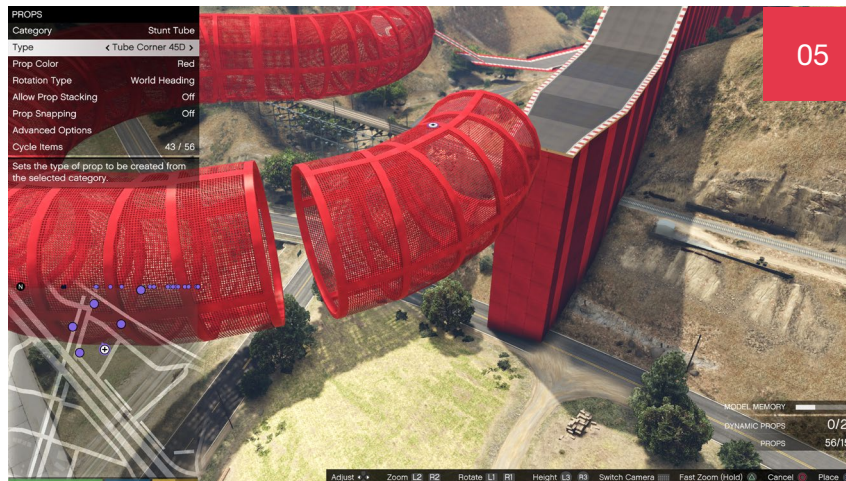
STUNT RAISED TRACK

Similarly, Raised Tracks offer starting grids, straights and turns, all erected high above the ground. Raised Stunt Tracks offer challenges of verticality, including slopes, bumps, jumps and hills⁰⁴. Like Stunt Tracks, Raised Tracks come in a variety of colors including the star-spangled 'Murica color scheme.



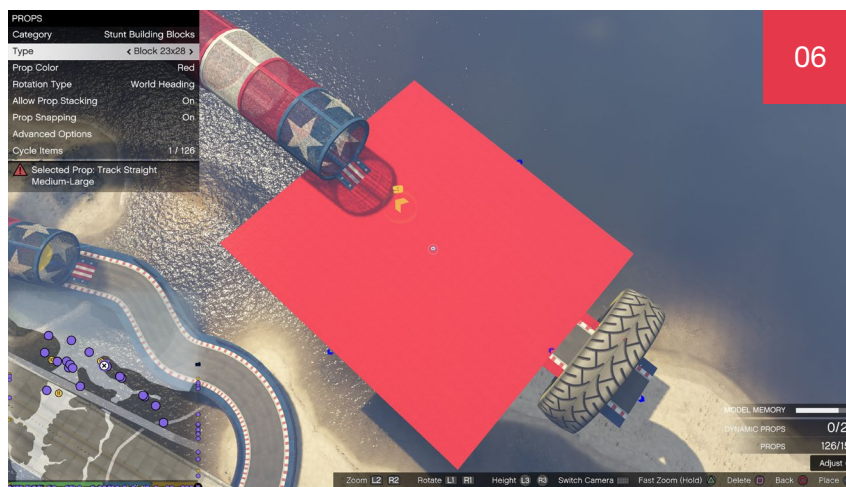
STUNT TUBES

Use Stunt Tubes to enclose players and give them a 360° range of motion⁰⁵. Tubes can be connected to climb high into the air, circle skyscrapers, or create spiraling plummets. Connect tubes with tracks using the Track Tube Blend or Tube Entrance, add extra propulsion with the Tube Speed Boost (limit 15 per race), and use Tube Gaps and rotating Tube Gates to add extra challenges for racers.



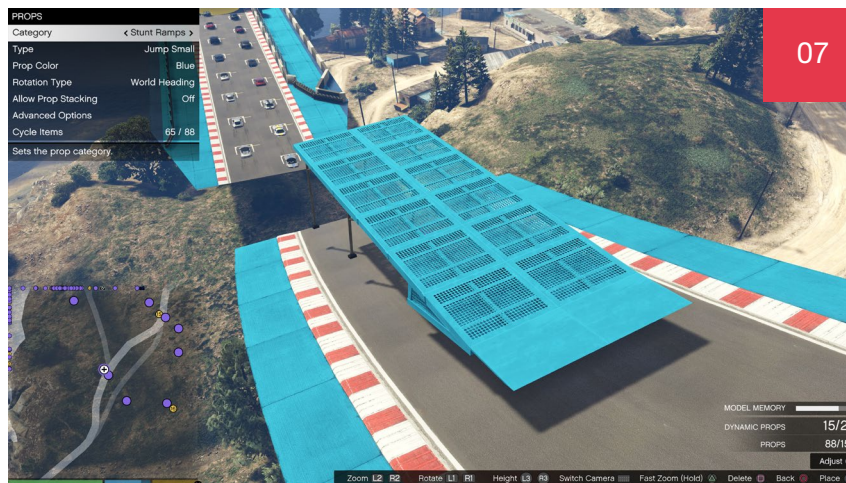
STUNT BUILDING BLOCKS

Add level ground or give other Stunt Props an anchor point using Building Blocks, which are flat, square foundations that come in a variety of size configurations and colors⁰⁶.



STUNT RAMPS

Ramps vary in size, width, trajectory, and functionality⁰⁷, and offer jumps or flips that can be used to create gaps, tube entries, or stunt camera moments. Ramps also include giant quarter pipes that can be used for wall-riding moments and lend verticality to your track, while Giant Stunt Ramps can offer massive ascents and plummets, vastly changing the pace of your course; be sure to consider speed boost and slowdown props to manage the pace on Giant Stunt Ramps.



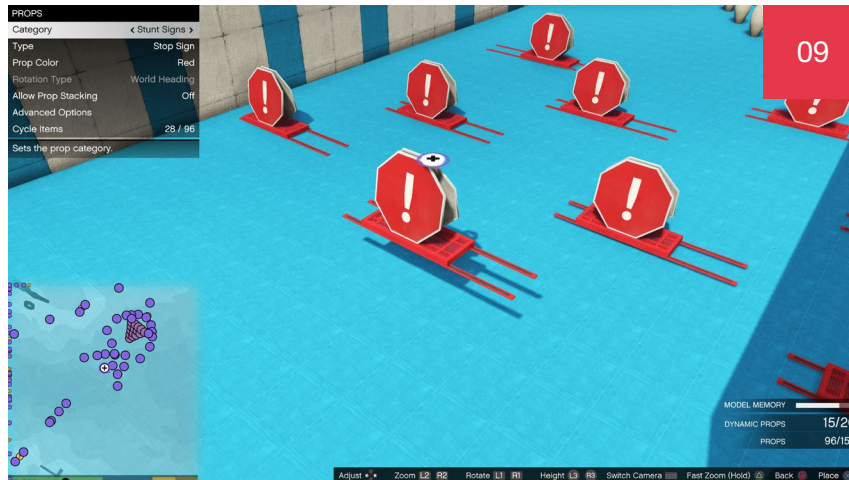
STUNT SET PIECES

Force racers to harness speed and momentum to flip them on their sides or completely upside down with spirals, loops, and wall rides⁰⁸. Some wall ride options include ramps that channel racers into them, while others will require your own transitional build.



STUNT SIGNS

While moving Signs can create obstacles for racers, they can also create barriers or communicate direction for racers speeding through your course⁰⁹. Use Signs to indicate turns of varying severity, upcoming obstacles, or rapid shifts in direction. Or, shamelessly brand your course with Los Santos' favorite racing brands and sponsors.



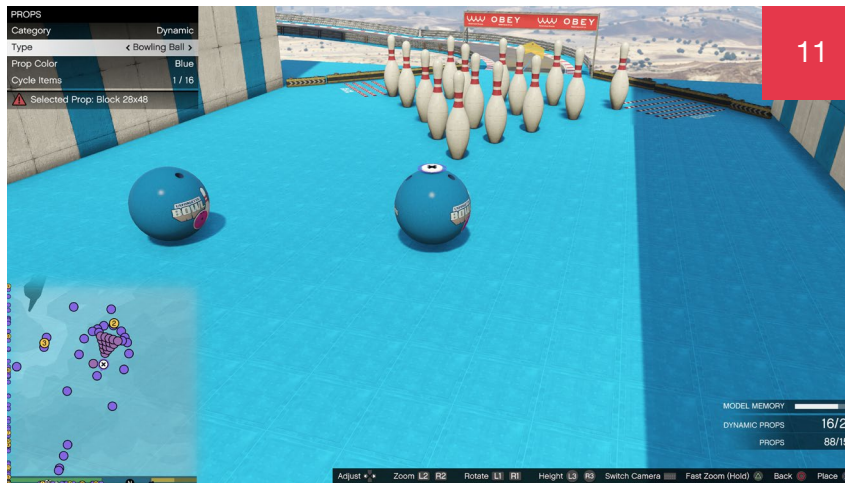
STUNT SPECIAL

Special props include speed boosts and slowdown strips to govern speed, along with set decorations like rings of fire, fireworks, giant tire hoops, and gantries¹⁰. Use audio cues like the PA System to alert players to upcoming jumps or obstacles, or create landing zones with Stunt Targets.



DYNAMIC

The Dynamic Prop menu expands with new Stunt items as well; add Giant Bowling Pins or Soccer Balls¹¹ to add a little chaos for players to navigate, while also offering the potential to collect RP for targeting specific props (and creating chaos for those in their wake).



NEW RACE CREATOR FEATURES

Along with Stunt Props, the Race Creator adds many new improvements to enhance your custom Races, most notably the option of 'prop override' for finely tuned placement and prop snapping.

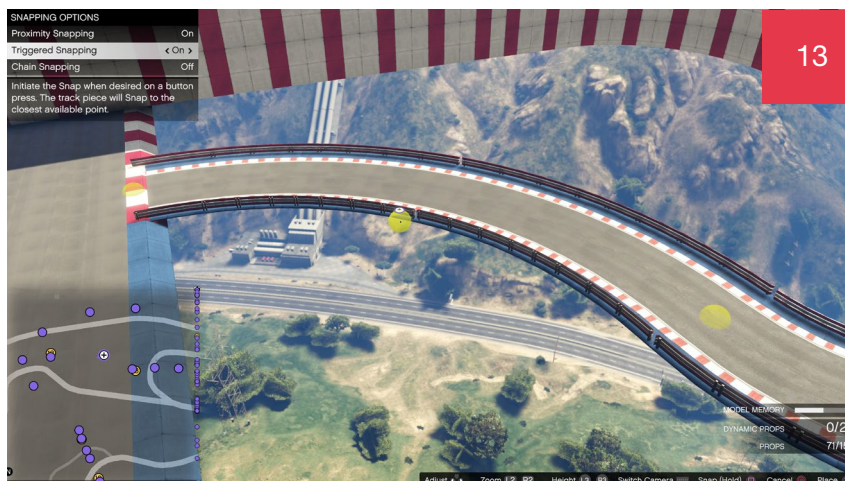
In addition, the prop limit has increased from 100 to 150 props per race, and features like vehicle boosts, circular checkpoints, and secondary checkpoints lend new creative options and solutions for creators.

OVERRIDE, SNAP AND STACK OPTIONS

Override options allow creators to place props with exact control like never before¹²; where uneven terrain or world structures would make prop placement difficult, Override allows users to finely tune the exact position and rotation through X, Y, and Z dials. In the Advanced Options section of the Props Menu, creators can select Override Position or Override Rotation to precisely maneuver a prop into position.

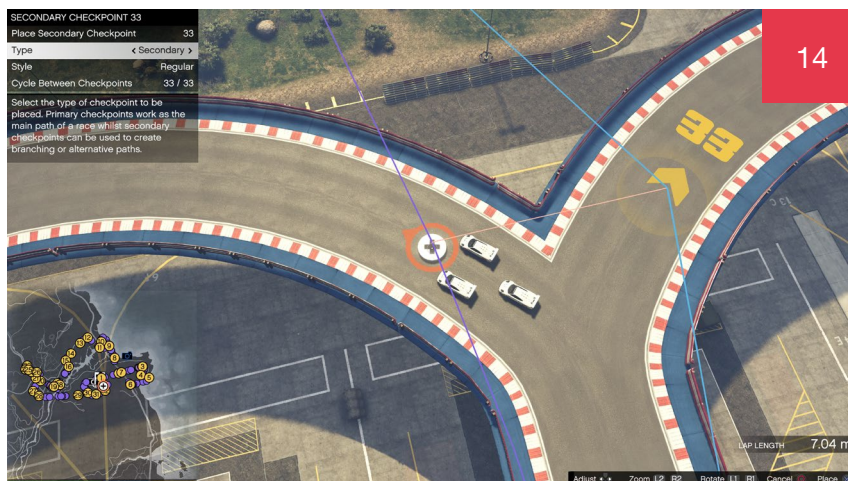


Override, snap and stack options. Prop Snapping allows creators to quickly snap building blocks, stunt track, stunt raised track, and stunt tube props to one another in various ways. Prop Snapping also offers advanced options with toggles to automatically snap props by proximity when their ends are almost touching, manually trigger a snap, or create chain snapping where the next prop is immediately snapped to the last¹³; after a prop is snapped you can still utilize default prop movements such as rotation of pitch or yaw. Prop Stacking, a previous addition to the Creator, enables props to be stacked on top of each other, placed on uneven surfaces, or overlapping other objects.



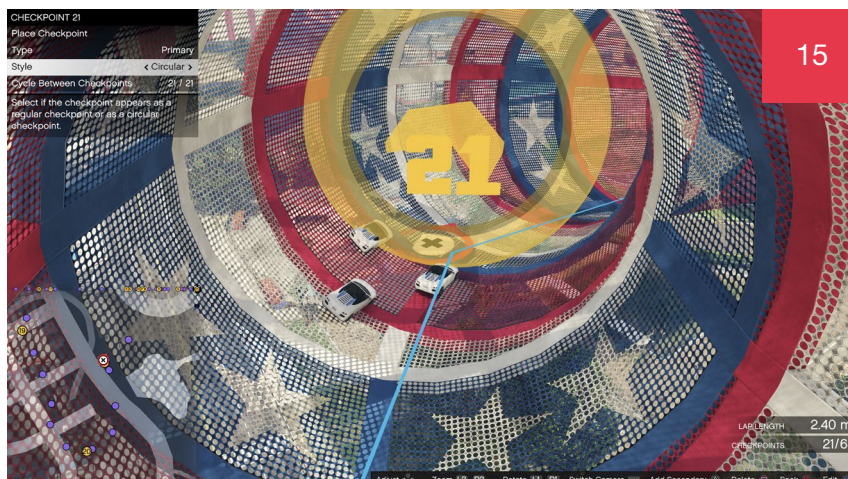
SECONDARY CHECKPOINTS

Creators can now make divergent raceways, to send racers on two different routes; use T-junctions, track splits, forks, or verticality to force racers into separate pathways, then drop secondary checkpoints (designated using a slightly different hue) to complete the route. The tracks will eventually need to merge to finish as one¹⁴.



CIRCULAR CHECKPOINTS

In addition to traditional ground-level checkpoints, creators can take large circular checkpoints – similar to the checkpoints seen in Air Races – and drop them in land races¹⁵. These are especially useful when using Stunt Tubes, or when launching racers through the air.



OTHER NEW FEATURES

- ◆ Fireworks Placements are now available throughout Stunt Races, allowing creators to trigger fireworks at certain moments during races.
- ◆ Audio Props emit sound during races; creators control what sounds they play and at what range the sound is triggered.
- ◆ Fast Zoom allows players to speed up the zoom function while in the creator.



PUBLISHING AND PLAYING

TEST

A full test drive must be completed before you can save or publish your Stunt Race; note that all routes, and checkpoints, will have to be tested if your race contains divergent raceways with separated paths. If any changes are made to the Race after you have tested it, then it must be tested from the beginning again. Not until you have tested from the start to the finish line without making changes can the Race then be published.

SAVE

Save your Race creation at any point and reload it to continue making improvements. Saved jobs must be published before they will be available on the Rockstar Games Social Club.

PUBLISH/UPDATE VERSION

Publishing your Race sends it to the Rockstar Games Social Club. You can publish your Race after completing your creation and successfully testing it from start to finish without making additional changes - for Races with secondary checkpoints, you'll need to test both routes.

It's possible to publish your Race without saving first, but it's wise to also save a version of your creation; this double backup method makes it less susceptible to data loss. When you return to your Race to continue making improvements, you can load your Race from the published version of the Job on Social Club.

Please note that making changes to the published version will reset all of the stats associated with your original job.

Visit Rockstar Games [Social Club](#) to read official tutorials and guides to using the Creator, the Rockstar Editor and navigating the massive open world of GTA Online.

