Crazy Taxi Secrets

by ruyeyama

```
Crazy Taxi (Sega, Driving Action Game, DCast)
Secrets FAQ
V1.4  2/24/00


Written by: Richard Uyeyama (ru e ama best com)*


* Instances of the letter "y", the "at" symbol, and all periods have been
  removed (replaced with spaces) from the above e-mail address in order to
  prevent unscrupulous UCE (unsolicited commercial e-mail) bot processes
  from adding to the amount of e-mail I already get...

The latest version of this file can be found at:
  What Are You, Crazy?!?
  http://www.best.com/~ruyeyama/dcast/waycrazy.html



Document formatting, organization, and wording Copyright 2000 by Richard
Uyeyama.

Permission granted by author to duplicate (unaltered) this document in its
entirety for non-profit purposes only.  All other rights reserved.  Author
reserves the right to rescind specific or general permission, if he sees a
reason (such as loophole abuse) to do so.  Unauthorized duplication of
this document is a violation of all applicable national and international
laws.

Perry Gentry (PerryG@cnet.com) may not use or duplicate this document (or
any previous version of this document) for any purpose.

Crazy Taxi is Copyright 1999, 2000 by Sega Enterprises, Ltd.  All rights
reserved.



Table of Contents:

0. Document History
I. Basic Stuff
   1. The purpose of this document
   2. Notation and stuff
II. Pre-Cabbie Select
   1. No destination mark
   2. No arrows
   3. Expert Mode
III. At Cabbie Select
   1. Special Taxi (Bike)
   2. Another Day
   3. Both Special Taxi and Another Day
IV. In-Game
   1. View Change, and Speedometer
V. Crazy Box
   1. On finishing Crazy Box mode
   2. Crazy Box stage tips
      A. Column 1 stages
```

```
        B. Column 2 stages
        C. Column 3 stages
        D. Column S stages
VI. Some Technique Notes
   1. Crazy Dash notes
   2. Drift Cancel notes
   3. "Crazy Dash-Stop" notes
   4. Crazy Backdash notes
   5. "Turn-Stop" notes
   6. Limiter Cut notes
VII. Thanks and Stuff



------------------
0. Document History
------------------


V1.4: 2/24/00
      Addendum to Copyright info in Copyright section (top of document).
V1.3: 2/17/00
      Techniques quick reference added to Notation section.
      Special Taxi code command refined (stated more accurately).
      Tips for all Crazy Box stages added to Crazy Box section.
      Crazy Dash-Stop and Turn-Stop notes added to Techniques section.
      Detail and clarity editing in a number of sections.
V1.2: 2/7/00
      Another Day start point for Original Mode at Millennium Tower.
      Fixed a typo in Crazy Backdash section.
      Drift Cancel info added to Technique Notes section.
      Minor editing in a couple sections.
V1.1: 2/2/00
      Special Taxi scores are marked in Records.
      Technique Notes section added.
      Site recommendations added to Thanks and Stuff section.
      Minor editing in a couple sections.
V1.0: 1/31/00
      Launch version.
  (1/27/00: Dreamcast Crazy Taxi now on sale)



--------------
I. Basic Stuff
--------------


I.1  The purpose of this document

     This document is an informational resource for the Dreamcast version
of Sega's Driving Action game Crazy Taxi.  In this Secrets FAQ (side note:
I'm using "faq" herein with its more colloquial definition of "document of
organized information", rather than its more traditional definition, which
implies organizational headings in the form of questions...), I'll be
covering codes and secrets and other such information which may be of
interest to Crazy Taxi fans.
     I will not be comprehensively covering game techniques in this
document, since there are already a number of resources on the Net (for
the arcade version, but all of the techniques (including the Limiter Cut)
are still the same in the home version) covering those.  Neither will I be
covering general game strategies in this document; you should probably
consult a more general FAQ (as opposed to a Secrets FAQ) for that.  =)
     This document is based upon the J version of the game.  However, I
```

suspect that at least some of the information presented herein will
probably apply to other versions of the game as well.

```
    Crazy Taxi basic info:
        1 Disc (HDR-0053)
        1 Player
        Works with: Racing Controller, VMU (23 blocks), PuruPuru Pack,
                    VGA Box
```

    Note on codes: Codes have been tested with the standard Dreamcast
controller. Alas, I don't have a Racing Controller, so I don't know how
the codes may differ when using one of those...

I.2 Notation and stuff

    In order to avoid any potential confusion, here are some of the
standards of notation I'll be using in this document:

```
    A       A button on Dreamcast controller
    B       B button on Dreamcast controller
    X       X button on Dreamcast controller
    Y       Y button on Dreamcast controller
    L       Left trigger on Dreamcast controller
    R       Right trigger on Dreamcast controller
    START   START button on Dreamcast controller
    Dr      Hit "Drive" gear
    Rv      Hit "Reverse" gear
    AccON   Hit accelerator
    AccOFF  Release accelerator
    BrkON   Hit brake
    BrkOFF  Release brake
    +       at the same time as
    ,       then
    n(p)    hit n, then while holding n, hit p
    n-off   release n (button or trigger)
```

    And here's a quick reference guide to some of the techniques I
mention in this document (techniques I don't know the official names for
(or don't know if there *are* official names for) will be listed below in
"quotes"):

```
    Crazy Dash          AccOFF+BrkOFF, Dr, AccON
    Crazy Backdash      Crazy Dash, Rv
    Crazy Drift         while moving, Rv, Dr, turn
    Drift Cancel        when skidding, Crazy Dash
    Limiter Cut         after Crazy Dash, AccOFF+Rv, (wait), Dr, AccON
    "Crazy Dash-Stop"   while moving, Crazy Dash, Rv+BrkON
    "Turn-Stop"         Rv+BrkON, turn (& hold), BrkOFF, (wait), BrkON
                           or some other technique to stop perpendicular
                           to your direction of movement (see Techniques
                           section for more details)
```

    Note that the above is *not* a comprehensive list of techniques, but
rather just techniques I may make reference to in this document...


```
--------------------
II. Pre-Cabbie Select
--------------------
```

II.1 No destination mark

     Before the Cabbie Select screen, hold down: L+START. When the Cabbie
Select screen appears, the message "no destination mark" should be printed
(in red) in the lower left corner (and will remain there during your
entire next game). Select your cabbie, and during your game, instead of
the normal green cage that marks your passenger's destination, there will
only be a green outline on the ground.

II.2 No arrows

     Before the Cabbie Select screen, hold down: R+START. When the Cabbie
Select screen appears, the message "no arrows" should be printed (in
yellow) in the lower left corner (and will remain there during your entire
next game). Select your cabbie as normal, and during your game, you won't
have any directional arrows indicating the direction of your passenger's
destination.

II.3 Expert Mode

     Before the Cabbie Select screen, hold down: L+R+START. When the
Cabbie Select screen appears, the message "EXPERT" should be printed (in
white) in the lower left corner (and will remain there during your entire
next game). Expert Mode is a combination of "no destination mark" and "no
arrows"!

III. At Cabbie Select

III.1 Special Taxi (Bike)

     The Special Taxi, which is basically a bike-drawn cart (a rickshaw
sort of thing), is accessible in one of two ways: via a code (which is,
btw, different from the arcade version code), or by finishing Crazy Box
mode (see the Crazy Box section of this document for more info). Here's
the code:
     At the Cabbie Select screen, input the following:
         (L(R), L-off, R-off), repeat, repeat
     Make sure to let go of the L trigger *first*, then release the R
trigger, after each L(R). So basically, you just have to do the following
three (or more, if you want) times: hit (and hold) L, then while holding
L, hit R, release L, release R. Alternating L and R quickly three (or
more) times (L,R,L,R,L,R) will also work, so long as your L commands
aren't fully released when you input your R commands.
     Now select your cabbie as normal (if you let time run out, the code
will not activate), and you should hear a bicycle bell chime twice. When
the city loads, you should have the Special Taxi (the bike & cart),
instead of your cabbie's normal taxi.
     The Special Taxi, if I'm not mistaken, has better acceleration,
braking, and top speed than any of the normal taxis. However, it has tabhe
worst (by far!) traction, and so is quite easy to lose control of. If you
haven't mastered the Limiter Cut, then using the Special Taxi will
probably improve your scores, but if you can pull off the Limiter Cut with
ease, you're probably better off going with a taxi with more stability.
Unless you're just playing for fun, of course; the Special Taxi is a whole

```
lotta fun.  =)
     Oh, btw, after a game in which the Special Taxi was used, if you exit
back to attract mode, the Special Taxi will be used during the next cycle
of attract sequences.  =)
     (High score note: For records (Arcade, Original, and Crazy Box Modes)
shown in Records Mode and Crazy Box Mode, scores for which the Special
Taxi was used will have the cabbie listed in yellow, instead of white.
The Top 20 lists shown during attract mode, however, do not seem to mark
Special Taxi scores in any way.)


III.2  Another Day

     (note: for those of you familiar with Reverse Mode (or Reverse Track)
in the arcade version... that's what this is)

     At the Cabbie Select screen, input the following:
        R,R(hold, and select cabbie)
     So basically, hit the R trigger once (or more, if you want), then
again, holding it down while you select your cabbie normally (if you let
time run out, the code will not activate).  After selecting your cabbie,
the message "another day" should appear (in green) in the lower left
corner (and will remain there during your entire next game), and you
should hear a car horn honk twice.
     In Another Day, things will be slightly different.  Mostly, it looks
like the passengers will be located in different places, and will have
different destinations (and the general flow of passenger destinations
will be going in a different direction than normal).  You also won't start
out in the same place as normal (in Arcade Mode, you'll start out on the
other side of the street, and facing the other direction; in Original
Mode, you'll start out in a completely different location (at the
Millennium Tower)).


III.3  Both Special Taxi and Another Day

     Yep, you can do both codes for the same game.  Either do the Special
Taxi code followed by the Another Day code, or simply hold the R at the
end of the Special Taxi code (you don't actually have to release the very
last R for the Special Taxi code to work), while selecting your cabbie
(the Another Day code will ignore the L inputs from the Special Taxi
code), as follows:
        L(R),L-off,R-off, L(R),L-off,R-off, L(R),L-off (keep R held down,
           and select cabbie)
     Alternatively, you can input the above in the following manner
instead: "L,R,L,R,L,R(hold and select cabbie)" (see Special Taxi section,
above, for more details).


-----------
IV. In-Game
-----------

IV.1  View Change, and Speedometer

     If you have a controller plugged into the P3 slot (port C), then
after starting a game (Arcade or Original), press the START button on the
P3 controller to activate the following commands on that controller:

        A    standard camera view
```

```
          B    first person view
          X    speedometer (kph) (press X button five times to activate;
                                  thereafter, X button is on/off toggle)
          Y    third person quasi-fixed view (attract mode view)
```

     Note that in third person quasi-fixed view (this is the camera option
used during attract mode), neither passenger markings nor destination
zones will be visible (just as in attract mode)... plus, directional
arrows will usually not be visible, either!


```
------------
V. Crazy Box
------------
```

V.1 On finishing Crazy Box mode

     Crazy Box mode starts out with 9 stages, designated 1-1 through 3-3.
After you finish all three stages along a particular row or column, a
fourth stage will appear. When complete, your Crazy Box stage select
should look like this:
```
          1-1   2-1   3-1   S-1
          1-2   2-2   3-2   S-2
          1-3   2-3   3-3   S-3
          1-S   2-S   3-S   S-S
```
     Stage S-S will appear after all other stages have been completed. If
you finish Stage S-S (hint: mastering the Limiter Cut makes things a *lot*
easier... though it is possible to finish without it), you will earn the
use of the Special Taxi (the Bike) in all modes of the game, including
Crazy Box. In Crazy Box mode, simply scroll to the right of Gus to access
Cabbie & Bike selections. In Arcade and Original Modes, simply press up
on the d-pad at the Cabbie Select screen.

V.2 Crazy Box stage tips

     Since some people seem to be having trouble with some of the Crazy
Box stages (especially 2-S, 3-S, S-3, and S-S), and thus have not been
able to unlock non-code use of the Special Taxi, here are some brief tips
for each of the stages in Crazy Box Mode (note: for more information on
the techniques referenced below, see the Techniques section of this
document):

V.2.A Column 1 stages

     1-1 (Crazy Jump)
     If you can Crazy Dash, you should be able to complete this stage.
     For longer distances, use the Limiter Cut, which you should have time
enough to do two, or maybe three times.

     1-2 (Crazy Flag)
     If you simply want to pass this level, do a Crazy Backdash, don't
turn the wheel, and just hold the Accelerator down.
     For quicker times, use a quick turnaround technique, then abuse the
Limiter Cut. For my best times, I've used either a Crazy Backdash-based
turnaround: Crazy Backdash, turn wheel right, BrkON, Crazy Dash, turn
wheel left, Limiter Cut three times. Or a stationary skid-based
turnaround: turn wheel left, Rv,Dr,AccON, Drift Cancel (or BrkON, Crazy
Dash), turn left, Limiter Cut three times.

1-3 (Crazy Balloons)
    I haven't played this one enough to have figured out an efficient
pattern to use, for the regular taxis. In general, though, I'd recommend
Crazy Dashes, Crazy Drifts, and Drift Cancels. Also, for the clusters of
three balloons, if you hit two balloons at the same time (i.e. hit one
"side" of the triangle), you can actually pop them both, then follow
through on the third (which will have bounded away a small distance),
getting rid of those three balloons fairly quickly and efficiently.

    1-S (Crazy Bowling)
    Crazy Dash, head for the 1-pin (the closest pin), Crazy Drift, then
Drift Cancel. I would not recommend using the Limiter Cut (it probably
won't wear off soon enough for you to Crazy Drift), except down the long
alley before the seventh (last) set of pins.
    Some notes on the Crazy Drifts: The first Crazy Drift should be done
to the right, then after that, alternate between left and right; wait
until you're fairly close to the pins before doing the Crazy Drift;
approaching the pins, aim either directly for the 1-pin, or slightly to
the opposite direction of the upcoming turn (i.e. if you will be Crazy
Drifting to the right, aim your taxi slightly to the left of the 1-pin).

V.2.B Column 2 stages

    2-1 (Crazy Drift)
    Crazy Dash, then Crazy Drift. Repeat as necessary. Umm, that's
pretty much it.

    2-2 (Crazy Turn)
    Crazy Dash, Crazy Drift, Drift Cancel. You can also sneak in the
occasional Limiter Cut to improve upon your times.

    2-3 (Crazy Bound)
    Crazy Drift on each ramp, so that as you leave the ramp, you're
already facing the direction you'll want to be going next. Right after
you land, Drift Cancel to reestablish traction, and head for the next
ramp.
    To improve your times, you can Limiter Cut towards the last jump
(straight jump), and do a Crazy Dash-Stop at the end.

    2-S (Crazy Zigzag)
    Crazy Dash, then Crazy Drift into the turn, and Drift Cancel out of
it. Remember, for the sharper turns, you'll want to start your Crazy
Drift slightly sooner. Also remember to time your Drift Cancels properly
(i.e. when your taxi is facing the direction you want to go), or you may
find yourself zooming into the ocean!
    To improve your times, do a Crazy Dash-Stop at the destination zone.
Something slightly riskier (you may lose control of your taxi, or not be
able to Crazy Drift in time) you can try, which may improve your time
slightly, is doing a minor Limiter Cut (don't hold down the Accelerator,
but just tap it briefly) *right after* you Drift Cancel past the third
turn...

V.2.C Column 3 stages

    3-1 (Crazy Rush)
    Crazy Dash towards passengers and destinations, and Crazy Dash-Stop
to stop.

To improve your times, when heading towards passengers and
destinations, either do two Crazy Dashes (pretty easy), or a Crazy Dash
and a Limiter Cut. In picking up passengers, take whoever's on the far
side (relative to where you're coming from) of the cluster, since he'll be
going more or less in the direction you're already heading. Finally, when
stopping at a destination zone, try to have your taxi turned towards the
side when you stop, to make it easier to get back to pick up the next
passenger (either use an arcing path (i.e. approach the destination from
an angle) before you Crazy Dash-Stop, or use a Turn-Stop technique instead
of Crazy Dash-Stopping).

     3-2 (Crazy Jam)
     Crazy Dash, and when dropping off a customer, try to stop next to the
waiting customer at the destination zone.
     To improve your times, you can also use the Limiter Cut, and stopping
techniques (Crazy Dash-Stop, or a Turn-Stop). If the traffic between the
second and third passenger is problematic for you, you can always drive on
the sidewalk (either side, but the left side might be better, since you
won't have to cross traffic to get to the destination zone); just watch
out for parked cars. For the last passenger, I don't think there's any
specific technique to avoiding the cross-traffic (besides dodging, of
course); I think you just have to get lucky.

     3-3 (Crazy Pole)
     Crazy Dash to each destination; your next passenger will
automatically get in. Try not to get your taxi stuck against a pole.
     To improve your times, you can also use the Limiter Cut, and stopping
techniques (Crazy Dash-Stop, a Turn-Stop technique, or you could even try
Crazy Drifting (or Crazy Drift, BrkON) into the pole). Note that your
time doesn't go down as you change passengers, so there's no real need to
try to stop right next to your next passenger. At your final destination,
you can crash into the pole to stop quickly.

     3-S (Crazy Zigzag 2)
     This is basically the same thing as stage 2-S (Crazy Zigzag), except
that you have 15 more seconds... and you have to drop off 7 passengers
along the way! Use the Crazy Dash and a Turn-Stop technique. The easiest
Turn-Stop technique to use is simply BrkON+turn. Try to start your
Turn-Stops close to the outside of the curve, so as to give your taxi a
greater arc for the maneuver.
     I've mostly used the "Rv+BrkON, turn (& hold), BrkOFF, (wait), BrkON"
Turn-Stop, so here are some timing notes for that: Around when you pass
the white markings, hit Rv, and tap the brakes briefly; turn, and while
turning, release the brakes; if you do this right (it'll take some
practice to get the timing right), your taxi should curve into the
destination zone, so then just hit the brakes when your taxi is facing the
way you want to go next.
     To improve your times, you can use the Limiter Cut in places, or do
multiple Crazy Dashes (just make sure not to do a Crazy Dash just before
a Turn-Stop, or you'll probably stop too quickly to turn your taxi
effectively). At the final destination, Crazy Dash-Stop to stop quickly.

V.2.D Column S stages

     S-1 (Crazy Through)
     The easiest (imho) way to finish this stage is to travel between the
two lanes of oncoming traffic, and to go *really* slowly. Even if you're
going almost at a crawl, you'll still get Crazy Through bonuses, since
your speed relative to the oncoming traffic is still decently fast. Since

you're going slowly, though, it should be pretty easy to avoid hitting any other vehicles.
     To improve your score, just increase your speed... but not so much that you end up bumping other vehicles, of course!

     S-2 (Crazy Parking)
     You can actually finish this stage with just the Crazy Dash, as long as you don't bump into too many things.
     If you want to improve your times, you can Crazy Drift and Drift Cancel around corners (for example, the corner just before a ramp), use the Limiter Cut in places, and do a Crazy Dash-Stop at the end (or if there's a conveniently placed car, you can crash-stop instead).

     S-3 (Crazy Party)
     Here's the order I've used to get my best times: 1) guy by the boxes, 2) guy at the top of the ramp with the bowling pins, 3) guy by the telephone booth, 4) guy in the parking lot, 5) guy at the top of the spiral, 6) and 7) the two guys at the patio area. (you can also start with the bowling ramp guy instead, and pick up the guy by the boxes after the telephone booth guy, and before the parking lot guy...)
     Techniques used for all (unless otherwise specified): Crazy Dash, Crazy Dash-Stop. Other techniques used for each: 1) similar to stage 3-1, you can arc towards this passenger, or you can Turn-Stop instead of Crazy Dash-Stopping; 2) Drift Cancel at the final curve of the ramp, to avoid sliding off; 3) crash into telephone booth to stop fairly quickly; 4) sometimes (but not always), crashing into a parked car will help you stop more quickly; 5) don't scrape the inside wall, and during the latter half of the spiral (i.e. when you start drifting towards the outside of your lane, even while turning right), Crazy Drift... then Drift Cancel and stop (Rv+BrkON), once you get to the top (if you do this right, you can skid sideways up the top part of the spiral, and Drift Cancel right towards the passenger at the top); 6) after taking the jump, Crazy Drift when you land, and Drift Cancel to head back to whichever passenger is closer... then Turn-Stop, so that you face the final passenger; 7) Turn-Stop to face the final path towards the destination zone.
     Location of the destination zone: From the starting position, if you take the ramp, and drive all the way through the patio, you'll find yourself on a narrow path; this path leads to the destination zone.
     To improve your times, use the Limiter Cut whenever some extra speed won't hurt your progress (for example, going up the bowling pin ramp, if you go too fast, the final curve will be a lot harder).

     S-S (Crazy Attack)
     The object of this stage is to make one complete circuit (counter-clockwise) of the city (Arcade version city), within four minutes. Note that traffic density is set rather high (density 8?) for this stage...
     It's possible to finish this without the Limiter Cut, but using the Limiter Cut makes things a *lot* easier. For more details on the Limiter Cut (including timing notes), see the Techniques section of this document.
     Finally, if you're not familiar with the layout of the Arcade version city, I would recommend taking a look at BFL's Crazy Taxi page (URL listed near the end of this document), which actually has a jpeg map of the city!
     Once you've mastered the Limiter Cut, and have become familiar with a decent path around the city, finishing this stage will hopefully be pretty easy... or at least, not as prohibitively difficult as it was before! =)

VI. Some Technique Notes

Here are some notes which may not be entirely obvious, in regards to some
of the techniques in Crazy Taxi. I've decided to write up this info here
because some (some) of it I have not previously seen in any English
language resources...

VI.1 Crazy Dash notes

    The Crazy Dash (AccOFF+BrkOFF, Dr, AccON) does not necessarily have
to be done from a complete stop; it can be done at any time, even while
moving. Doing a Crazy Dash while moving may briefly give you a small
burst of speed, so doing the command repeatedly on unpaved ground (or
other conditions of slight hinderance (scraping along a wall or traffic
barrier, for example)) may actually help you out (speedwise) a bit; if
you're on paved ground, however, the gradual accumulation of speed after a
single Crazy Dash should get you to a velocity higher than if you do
multiple Crazy Dashes.

VI.2 Drift Cancel notes

    If your taxi is skidding (via a Crazy Drift, or a more normal loss of
traction), you can actually regain traction simply by doing a Crazy Dash.
This is what is known as a Drift Cancel. Combined with the Crazy Drift
technique (while driving, Rv,Dr,turn), the Drift Cancel enables you to
take sharp corners quite efficiently! You can even combine the Drift
Cancel with a stopping technique (Rv+BrkON, for example), if your taxi is
skidding, and you simply want to stop.
    Side notes: It's because of the fact that the Crazy Dash grips the
ground (at the beginning of the technique), that the Drift Cancel works to
reestablish traction. Note that the strong grip on the road also makes it
a little more difficult to steer, right after Drift Cancelling (or any
other Crazy Dash)... so do the technique *out of* sharp curves, and not
into them. =) It's also because of this grip that you can't Crazy Drift
right after doing a Crazy Dash (you have to wait a bit for the grip to
weaken).

VI.3 "Crazy Dash-Stop" notes

    One other side effect of the way a Crazy Dash grips the road is
that this grip actually allows you to stop more efficiently! So as
counterintuitive as it may seem, doing "Crazy Dash, Rv+BrkON" will
actually allow you to stop more quickly than just doing "Rv+BrkON"!
    This technique ("Crazy Dash, Rv+BrkON") is what I've designated a
"Crazy Dash-Stop", in this document.

VI.4 Crazy Backdash notes

    If you've done a Crazy Backdash (Crazy Dash, Rv), you've probably
noticed that after the initial boost of backwards speed, your taxi's
velocity drops to a more normal rate. The Crazy Backdash, though, like
the Crazy Dash, does not have to be done from a complete stop. So if
you're trying to drive backwards to something a moderate distance away
(for example, if you're trying to pick up the passenger to the back of the
starting location in Arcade Mode), just do multiple Crazy Backdashes.

VI.5 "Turn-Stop" notes

A "Turn-Stop" is what I'm calling a technique used to come to a stop
(by yourself, without hitting anything) facing either right or left of the
direction you've been going. Here's the most effective (at least for me)
Turn-Stop technique I've found:
        Rv+BrkON, turn (& hold), BrkOFF, (wait), BrkON.
    So basically, you brake a bit, then, while turning, you release the
brake briefly, then hit it again, once you've turned your taxi (slowing
down allows you to turn more sharply, but you have to release the brake
first).
    Other Turn-Stops: The simplest Turn-Stop is just: BrkON+turn. A
Crazy Drift-based Turn-Stop is: Crazy Drift, BrkON. Another Crazy
Drift-based Turn-Stop is: Crazy Drift, Drift Cancel, Rv+BrkON. You can
experiment with each of these (and any other Turn-Stop techniques you may
encounter in a more technique-oriented faq), in order to see what's
easiest or most effective for you.
    Learning a Turn-Stop technique for the normal game doesn't seem as
essential as learning, say, the Crazy Dash, Limiter Cut, or Drift Cancel
(but it can be somewhat useful at times). Mastering a Turn-Stop technique
can actually be *quite* useful for certain of the Crazy Box stages (see
the Crazy Box section of this document, for more information), however!

VI.6 Limiter Cut notes

    The Limiter Cut (after Crazy Dash, AccOFF+Rv, (wait), Dr, AccON) is
basically like a Crazy Dash in a Crazy Dash. As mentioned above, however,
if you simply do a Crazy Dash followed by a Crazy Dash, you'll only get a
small, brief burst of speed out of the second Crazy Dash. So basically,
you have to "reset" things so that the second Crazy Dash will give you a
boost of speed similar to the first Crazy Dash, allowing you to surpass
the normal velocity limit a Crazy Dash has; that's what you're doing when
you do AccOFF+Rv. The wait is critical, though; if you don't wait for
long enough, you'll probably end up with a Crazy Drift instead. So here
are some timing notes:
    The timing actually seems to be fairly forgiving on the far side. So
if you're having trouble pulling off the Limiter Cut, simply increase the
wait. As far as the near side... well, try timing it to the music. If
you're familiar with the song used during the Arcade Mode attract (it's
also used during the game sometimes), think of the phrase "Yeah Yeah Yeah
Yeah Yeah!" (the first phrase of the song). If you do AccOFF+Rv on the
first "Yeah", then wait until the second "Yeah" before doing Dr,AccON (the
actual minimal wait is slightly shorter than that, but once you get the
hang of the Limiter Cut, you can experiment on your own to find the actual
minimal timing). If that still gives you trouble, then try waiting until
the third or fourth "Yeah".
    One last timing note: After your first Crazy Dash, you have to wait a
little while before doing a Limiter Cut, or your Taxi will jump a bit (and
waste some time). You don't have to wait until your taxi is at its top
speed, but you do have to wait a little bit. There is no such wait
necessary after doing a Limiter Cut, before doing another, though; the
timing for doing multiple Limiter Cuts is similar to that for doing
multiple Crazy Dashes.
    Anyway, hope the above makes things clearer, for those of you having
trouble doing the Limiter Cut! Once mastered, the Limiter Cut is a lot of
fun, and should improve your scores significantly! =)

VII. Thanks and Stuff

```
--------------------

Thanks to:
    The Dreamcast secrets site at
        (http://www.geocities.co.jp/Playtown-Dice/6400/urawaza.html), for
        pointing me in the right direction on the Another Day code, the
        Special Taxi code, and the P3 controller codes...
    BFL's Crazy Taxi page
        (http://www.nanatic.tokio.ne.jp/~bfl/taxi.htm), for helping me out
        with the Limiter Cut!  As well as with various other techniques.
        And for confirming some of the DCast version codes...


And some sites I would recommend, for more Crazy Taxi info:
    BFL's Crazy Taxi page (Japanese)
        http://www.nanatic.tokio.ne.jp/~bfl/taxi.htm
        The Arcade city map has been quite helpful (and it looks like a
        Dreamcast city map is planned too!), as has the techniques page.
        Overall, a very informative and organized site.
    Prisoner's Crazy Taxi page (English)
        http://www.tcp.com/~prisoner/taxi/
        Informative English language page (he even explains what a limiter
        is).  Also has links to lots of other Crazy Taxi pages.



 (eof)
```