Metropolis Street Racer FAQ

by CaptainSyrup   Updated to v1.4 on Jun 13, 2001

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=============================================================================
=-----------------Metropolis Street Racer (MSR):- The Syrup FAQ ^-^ ---------=
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=----------------------------V1.4 13/06/01-----------------------------------=
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FINAL!FINAL!FINAL!FINAL!FINAL!FINAL!FINAL!FINAL!FINAL!FINAL!FINAL!FINAL!FINAL!F

                        kudos\ku"dos\,n.

              1. Respect given to a skilled individual
              2. Praise conferred for status achieved
              3. Honour awarded to the ultimate winner

                   From the Greek; "Magical Glory"


=============================================================================


Contact:- CaptainSyrup@ignmail.com

IMPORTANT! If you e-mail me a question and you don't want to be mentioned in
the FAQ, tell me in the e-mail!

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Most updated version available at:- www.geocities.com/captainsyrup or
www.gamefaqs.com


=============================================================================

Text Viewing Test One:- Are the two lines below the same length? If they are,
fine! If they aren't, try viewing this document with a font in which each
character is the same length, such as courier, or you may have difficulty
viewing any ACSII diagrams.

123456789/*-+/WWWW@@@iii
abcdefghiJKLMNO)(*&#$%!~

Text Viewing Test Two:- Is there a single line of numbers and full stops below?
If so fine! If the line has been broken into two or more lines, this document
may be difficult to read. Copy it, and paste it into a word processer, like
Microsoft Word.

.........1.........2.........3.........4.........5.........6.........7.........

Thanks to Steve Towle and Dustin Cushman. I copied this text viewing test from
their NiGHTS FAQ, which can be found at www.gamefaqs.com, in the Sega Saturn
section.

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Solving problems:-

1. Save the guide and open it up with WordPad (recommended).
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2. Open the File menu, then choose Page Setup. At the section where they put Margins (inches), look for Right and type 0.8" in it.

If you still have problems, well, I don't know what to do!

Thanks to Clement Chan Zhi Li on these text viewing tips. Check out his Sonic Adventure Lyrics Guide at www.gamefaqs,com, under Dreamcast.

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=--------=
=Updates!=
=--------=

V1.0 21/01/01 (2853 words, 10 pages, 20KB):- First version:-

* Everything is new!

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V1.1 27/01/01 (5511 words, 25 pages, 37KB):- Pretty much everything is updated:-

* Guides to getting the first five cars in Street Racing.

* Car Guide for the first five cars.

* Lots of FAQs.

* Some Tips added.

* Credits updated.

=--=

V1.2 11/02/01 (7578 words, 32 pages, 52KB):- A reasonable update:-

* Guides for a few Street Racing tracks.

* FAQs updated.

* Tips updated.

* Credits updated.

* A few other small things.

* Some of my e-mails were deleted, so sorry to anybody who's FAQ or tip isn't up here.

* Sorry for the lack of updates; I had 'flu this week (honest!).

* Finally, I would be very grateful to anybody who could do a Kudos logo ASCII art...otherwise you may be looking at my pathetic attempt next update...

=--=

V1.3 10/04/01 (8900 words, 39 pages, 60KB):- Sorry I haven't updated in ages, I'm doing my GCSE coursework (exams soon!) but it's Easter now, so I should be

able to get in a little work. By the way; if anyone has sent me an e-mail in
the past week or so, the chances are I haven't seen it, ignmail has been really
messed up recently, and I'll try and check my mail as soon as possible. Anyway,
not a massive update:-

* Quite a few more FAQs...

* And the resulting Credits.

* Usual minor alterations.

* I've had numorous requests for lyric listing for the song, so send me any
requests. I can't promise I'll see them, but as soon as my mail is sorted out,
I'll take a look...

=--=

V1.4 13/06/01 (12485 words, 55 pages, 84KB):- Well, here is basically the
finished version. The walkthrough now gives at least a reasonable introduction
to the game, covering up to the end of Chapter One, with all the cars up until
there covered in depth. However, you can still send me FAQs about any aspects
of the game you are unsure of. I'll probably have a lot more time, since I
finish school in a couple of weeks. And, hopefully, I might be able to start an
in-depth Sonic Adventure 2 FAQ...

* Walkthrough up to the end of Chapter One.

* Quite a few more FAQs...

* More reader tips, including a list of every car in MSR!

* Of course, Credits.

* And I wrote my silly closing, as I do at the end of every FAQ, just for
tradition...

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=----------------------=
=Legal Stuff/Disclaimer=
=----------------------=

"A vague disclaimer is nobody's friend" - Willow Rosenberg:) So true, so true..
unfortunately, I'm afraid to say that due to certain legal issues, I can't beat
you to death with a shovel if you plagiarise this document. I may, however,
take legal action. See you in court:)

This document is Copyright Captain Syrup 2001. All rights reserved. Use it at
your own risk:)

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=-----------=
=Webmastas:)=
=-----------=

There are no restrictions on the placement of this document, as long as it is
distributed free of charge, and not altered in any way.

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=------------------=
=Table o' Contents:)=
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=------------------------------------------------------------------------=
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=--------------------------------------------------=
=I. Introduction:- Enter Metropolis Street Racer!:)=
=--------------------------------------------------=
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Why a Metropolis Street Racer (MSR for short) FAQ? Well this game is approching
an American release, plenty of people are going to need help. MSR has been
available on general release for several months here in the UK and has received
critical acclaim from many sources describing it as the best game on Dreamcast,
but there are very few guides or FAQs available on the internet, so I have
decided to step in and rectify the situation. I'm not the best at driving
games, so updates may be a little slow, but since this is the only full FAQ for
the game I know of, I'll try to update as much as I can.

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=------------------------------------------------------------------------=
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=------------=
=II. Controls=
=------------=
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The controls could be a little tricky to pick up if you're not used to playing
racers, so I'll cover them in detail.

* Type A controls (the default and IMO best) are shown here. There are five
other set-ups which can be selected in the Options menu, under Settings.

Analogue Pad:- Steer car (analogue)

D-Pad:- Press up and down to change the camera angle and left and right to
sound the car's horn

A:- Handbrake

B:- Shift up (with manual gears)

X:- Shift down (with manual gears), reverse

Y:- Rear mirror (hold down to see behind you)

L-Trigger:- Brakes

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R-Trigger:- Accelerate

Start:- Pause, access menu

=----------------------------------------------------------------------=

Powersliding:-

* Holding down X as you steer starts a (very) weedy powerslide. Useful only for
very mild turns and unlikely to gain you much Kudos.

* Holding down A as you steer starts a sharp, almost incontrolable powerslide.
Only use it on VERY sharp turns, or to gain Kudos (you will get a lot).

* Holding down L as you steer starts a medium powerslide, allowing you to take
most corners without slowing down. You may also gain a little Kudos too...

=----------------------------------------------------------------------=

=--------------------=
=III. 3rd rate story:)=
=--------------------=

Pah! This game doesn't even HAVE a story, really. You are some guy who
participates in street racing to be "cool". Yeah, that's great... I think this
game would have benifited from a stronger story.

=----------------------------------------------------------------------=

=-----------------------=
=IV. Game Structure/Kudos=
=-----------------------=

This game doesn't work like your standard racer. Like Bizarre (the developers)
say; "It's not about how fast you drive, it's about how you drive fast". Well
actually, you do need to drive fast, but you need to have other skills as well.
Basically, for each race, your ranking not determined by your lap time or
placing, (although these are factored in) it's about how cool you are! This
isn't as complicated as it sounds. Your "cool rating" or KUDOS is determined by
different factors depending on the level objectives, but one way to add to it
(though not significantly) is to powerslide, particularly with the handbrake.
Similarly, in any race you will lose a small amount of Kudos for "penalties",
such as hitting the side of the road, or other cars. If you fail the objective
for a level, you will lose 25.0 Kudos, and if you give up part-way through,
you lose 50.0 Kudos! But remember, if you do well, you can earn hundreds, even
thousands of Kudos! One last thing; changing your car can lose you a percentage
of the Kudos you earned with it! So then, let's take a look at your objectives,
and how they affect you're Kudos. Each level will have one of these objectives,
and only one (you won't have to do, for example, a Hotlap and Timed Run at the
same time).

=----------------------------------------------------------------------=

Hotlap:- You are given a minimum goal to beat on a lap time, e.g. 30.0 seconds.
You may be given a set number of laps to beat the time, an average lap time to
beat over a set number of laps, or unlimited laps to break the limit. You may
have the option to lower the time limit, and if you still beat it, you will
earn more Kudos. (E.g., if you got a time of 24.0 seconds on a lap, with 30.0
set as the target, you would get more Kudos than getting a time of 24.0 seconds
on the same track with the target set at 32.0 seconds). Remember that you may
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gain or lose kudos in the normal ways; powersliding to earn Kudos, hitting
barriers or cars to lose it.

=--=

Timed Run:- In a timed run, the minimum goal is the time you have to complete
one "round"; a certain number of laps on one track, or split into several. In
Timed Runs there may be other cars on the track, however, they are not racing
against you, they are merely obstacles. You may have the option to lower the
time limit, and if you still beat it, you will earn more Kudos. (E.g., if you
got a time of 24.0 seconds on a lap, with 30.0 set as the target, you would get
more Kudos than getting a time of 24.0 seconds on the same track with the
target set at 32.0 seconds). Remember that you may gain or lose kudos in the
normal ways; powersliding to earn Kudos, hitting barriers or cars to lose it.

=--=

One On One:- In One On One, you compete against one other car, which may or may
not be the same as yours. Obviously, you need to beat it to complete the
objective, but you may have the option of giving you opponent a head start, the
up-shot of this being that if you still managed to win you will gain more
Kudos. Remember that you may gain or lose kudos in the normal ways;
powersliding to earn Kudos, hitting barriers or cars to lose it.

=--=

Street Race:- In this objective, you must race against several other cars,
either on one track or across several, however you DON'T need to win to
complete the objective (though you must not come last). Kudos is gained by
doing well in the race, relative to the power, or Car Performance Factor (CPF)
of your car. For example, if you place third in a fast, powerful car, you won't
gain as much Kudos as if you placed third in the same race, driving a slower
car. Remember that you may gain or lose kudos in the normal ways; powersliding
to earn Kudos, hitting barriers or cars to lose it.

=--=

Championship:- In this objective, you must race against several other cars,
across several tracks in a mini-championship, however you DON'T need to win to
complete the objective (though you must not come last). Kudos is gained by
doing well in the race, relative to the power, or Car Performance Factor (CPF)
of your car. For example, if you place third in a fast, powerful car, you won't
gain as much Kudos as if you placed third in the same race, driving a slower
car. Remember that you may gain or lose kudos in the normal ways; powersliding
to earn Kudos, hitting barriers or cars to lose it.

=--=

Challenge:- Challenges are rather unique. There is no universal objective, so
I'll cover these in the Street Racing section as each have individual
objectives. However, remember that you may gain or lose kudos in the normal
ways; powersliding to earn Kudos, hitting barriers or cars to lose it.

=--=

Special Stages:- Special Stages may have objectives from any of the above
catagories, however you will need to have fufilled certain objectives to enter,
depending on the level. For example, you may need to be driving in a certain
car to enter. Special Stages have two goals, the first giving you Kudos, the
second unlocking a bonus item (which depends on the level) as well as extra

Kudos. If there is a race involved, the Kudos you earn depends on the number of
cars racing. If there is only one opponent, you need to beat it to complete the
forst objective, but you may have the option of giving you opponent a head
start, the up-shot of this being that if you still managed to win you will gain
more Kudos. If there are several opponents, you DON'T need to win to complete
the first objective (though you must not come last). Kudos is gained by doing
well in the race, relative to the power, or Car Performance Factor (CPF) of
your car. For example, if you place third in a fast, powerful car, you won't
gain as much Kudos as if you placed third in the same race, driving a slower
car. If there are no opponents, and instead a time limit, you will need to beat
the minimum limit to complete the first objective. You may have the option to
lower the time limit, and if you still beat it, you will earn more Kudos.
(E.g., if you got a time of 24.0 seconds on a lap, with 30.0 set as the target,
you would get more Kudos than getting a time of 24.0 seconds on the same track
with the target set at 32.0 seconds). Remember that you may gain or lose kudos
in the normal ways; powersliding to earn Kudos, hitting barriers or cars to
lose it.

=--=

Other Kudos related info:-

* At certain points in the game, you may be able to earn Jokers. Using these on
a level DOUBLES the amount of Kudos you earn or lose!

* Recompleting a level you have previously completed may earn you Kudos, but if
you do worse than your previous attempt, you will LOSE Kudos on that circuit!

* Be careful and always practise before you try a track!

=--=

=----------------=
=V. Street Racing=
=----------------=

On any ASCII maps, S is the start/finish line and C is a checkpoint. Note that
the maps are approximate, and NOT to scale with each other or the real cities.

=--=

Garage:-

=--=

Before you actually begin racing, you need a car. Go to the Garage and test
drive each car to get a feel for the game. When you feel you are ready, you can
take a challenge with a car to perminantly add it to your collection, allowing
you to use it in street races. Since discarding a car will usually lose you
Kudos, I suggest that you only aquire one at this stage, specifically the MGF.
However, you choose the one you find easiest after test driving it, so I'll
guide you through the challenges for every car (none of which are particularly
tough).

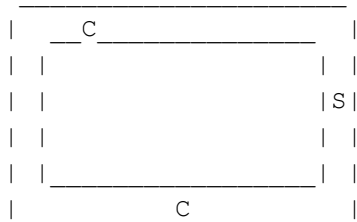=--=

=------------------------=
=Fiat Barchetta Challenge=
=------------------------=

To earn the BARCHETTA, you have to beat a lap time of 0:25.0 minutes. You are given an infinate amount of laps to try to beat the time.

San Francisco,
Fishermans Wharf

Laps - Unlimited
Weather - Clear

Map:-

```
  _____
 |   __C_____   |
 | |                 | |
 | |                |S|
 | |                 | |
 | |_____| |
 |_____C_____|
```

Guide:-

This is very easy. Race around the track at top speed, and don't break when you come to a corner. Instead, powerslide around them, by staying on the opposite side of the track to where the corner is until the last moment, then holding down L and turning into the corner (unfortunately, you can't earn Kudos on Garage races). If you need to, release the accelerator during the slide to turn a little more sharply. After a couple of laps of practice, you should be able to break the time limit.

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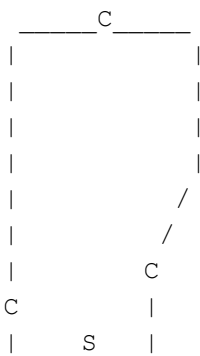=--------------------=
=Mazda MX-5 Challenge=
=--------------------=

To earn the MX5, you have to beat a lap time of 0:33.0 minutes. You are given an infinate amount of laps to try to beat the time.

Tokyo,
Shibuya

Laps - Unlimited
Weather - Clear

Map:-

```
   _____C_____
 |           |
 |           |
 |           |
 |           |
 |         /
 |       /
 |      C
 C      |
 |____S___|
```

Guide:-

A little more difficult this, but you'll get a more powerful car. For most of the corners, you will only need to powerslide, however, a couple of corners or

so after the start, you will need to brake will L or A to get around a
difficult corner. Apart from that, this is as easy as the last track, but a
little longer.

=---=

=-------------------=
=Mazda Miata Challenge=
=-------------------=

To earn the Miata, you have to beat a lap time of 0:33.0 minutes. You are given
an infinate amount of laps to try to beat the time.

Tokyo,
Shibuya

Laps - Unlimited
Weather - Clear

Map:-

```
 _____C_____
|             |
|             |
|             |
|             |
|          /
|         /
|       C
C         |
|____S___|
```

Guide:-

A little more difficult this, but you'll get a more powerful car. For most of
the corners, you will only need to powerslide, however, a couple of corners or
so after the start, you will need to brake will L or A to get around a
difficult corner. Apart from that, this is as easy as the last track, but a
little longer.

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=------------------------=
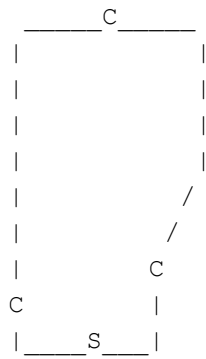=Mazda Roadster Challenge=
=------------------------=
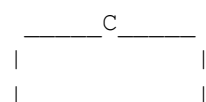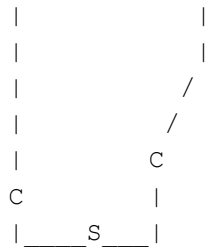
To earn the Roadster, you have to beat a lap time of 0:33.0 minutes. You are
given an infinate amount of laps to try to beat the time.

Tokyo,
Shibuya

Laps - Unlimited
Weather - Clear

Map:-

```
 _____C_____
|             |
|             |
```

```
|              |
|              |
|             /
|            /
|        C
C           |
|____S___|
```

Guide:-

A little more difficult this, but you'll get a more powerful car. For most of
the corners, you will only need to powerslide, however, a couple of corners or
so after the start, you will need to brake will L or A to get around a
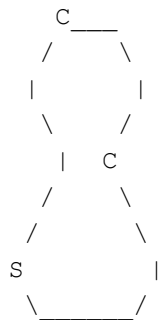difficult corner. Apart from that, this is as easy as the last track, but a
little longer.

=--=

=-------------=
=MGF Challenge=
=-------------=

To earn the MGF, you have to beat a lap time of 0:33.0 minutes. You are given
an infinate amount of laps to try to beat the time.

London,
St. James' Park

Laps - Unlimited
Weather - Clear

Map:-

```
  C___
 /    \
 |      |
  \    /
   |  C
  /    \
 /      \
S        |
 _____/
```

Guide:-

This a simple challenge. You only need to slide with L when you are at a
corner, though you can use L on the long curves to cut your lap times. You
shouldn't need to break at any time.

=--=

Chapter One:- Training

=--=

=-----------------=
=Round One:- Hotlap=
=-----------------=

Race against the clock to try and beat the goal time. Your FASTEST of 3 laps is
```

recorded. The time you have to beat is 0:49.2 minutes

San Francisco,
Pacific Heights,
Buchanan South

Laps - 3
Weather - Clear

Map:-

```
 ____C_____
|                 |
|                 |
|            ___C__|
|          |
S          |
|_____|
```

Guide:-

You shouldn't have any problems here. Take the corners wide, and slide around
them, without slowing down. Just drive around the track at top speed basically.
And set your target equal or lower than your car's par time.

=--=

=------------------=
=Round Two:- Hotlap=
=------------------=

Race against the clock to try and beat the goal time. Your FASTEST of 3 laps is
recorded. The time you have to beat is 0:30.5 minutes

London,
St. James' Park,
Great George Street East II

Laps - 3
Weather - Clear

Map:-

```
 _____C____
|                 |
|                 |
C                 |
|__S_____C_|
```

Guide:-

Another very simple track. Set a low target, (below your par). and break it
with ease by powersliding like before.

=--=

=-------------------=
=Round Three:- Hotlap=
=-------------------=

Race against the clock to try and beat the goal time. Your AVERAGE of 3 laps is
recorded. The time you have to beat is 0:33.0 minutes

San Francisco,
Pacific Heights,
Octavia North

Laps - 3
Weather - Clear

Map:-

```
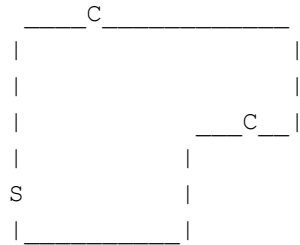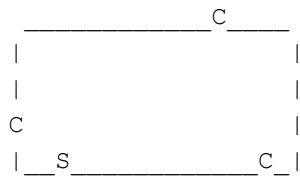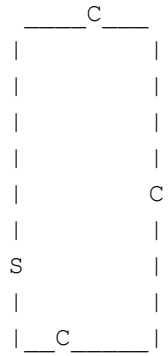 ____C___
|         |
|         |
|         |
|         |
|         C
|         |
S         |
|         |
|__C_____|
```

Guide:-

This a little harder, because although this is an easy track, beaten by using
the usual powersliding strategy, you need to get a high average lap time, which
means concentrating on every lap. Practice and win after setting another under
par target.

=--=

=---------------------=
=Round Four:- Timed Run=
=---------------------=

A race timed against the ever-ticking clock. You have 1:31.0 to try and
complete 1 round(s). But beware of slower moving traffic!

London,
St. James' Park,
Great George Street East II

Laps - 3
Weather - Clear

Map:-

```
 _____C____
|                 |
|                 |
C                 |
|__S_____C_|
```

Guide:-

Tougher. It's more difficult to beat under par targets here. The slow traffic
is easy to avoid (you can use it to your advantage, but that will cost you
Kudos). Really, you just need to practice to see how fast you can complete the
level.

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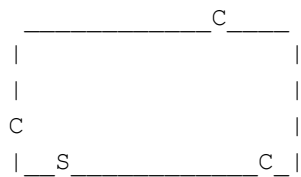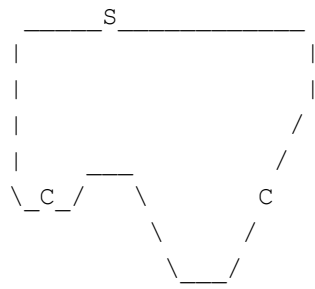
=---------------------=
=Round Five:- Timed Run=
=---------------------=

A race timed against the ever-ticking clock. You have 1:36.0 to try and
complete 1 round(s). But beware of slower moving traffic!

San Francisco,
Financial District,
Pine West

Laps - 3
Weather - Clear

Map:-

  _____S_____
 |                   |
 |                   |
 |                   /
 |    ___          /
 \_C_/    \        C
          \      /
           \___/

Guide:-

More hardness. Beating the par will be difficult, because although most of the
track is straightforward, one corner is a nightmare (the lowest dip on the
map). Either brake, with L, before you reach it, and turn around it slowly, or
release the accelerator as you enter the corner, tap L and B to turn, then
start to accelerate again. Set a reasonable target.

=----------------------------------------------------------------------------=

=---------------------=
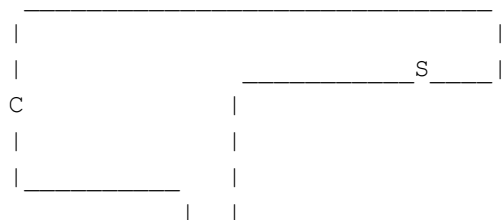=Round Six:- Timed Run=
=---------------------=

A race timed against the ever-ticking clock. You have 2:31.0 to try and
complete 1 round(s). But beware of slower moving traffic!

London,
Westminster,
Parliament Square West II

Laps - 3
Weather - Clear

Map:-

  _____
 |                              |
 |               _____S____|
 C               |
 |               |
 |_____     |
            |   |
```

```
            |  |
            |  |
            C  |
            |  |
            |  |
            |__|
```

Guide:-

This could be quite tricky, so I recommend taking it a little below par. The
first straight is easy, and the corner is nice easy left, use L and powerslide.
The second corner could cause problems, however. Slow down a bit, and if you
feel that you aren't turning fast enough, tap L+A. The next half-loop is
pretty easy, judt let off the accelerator a little if you need to, maybe
powersliding at the sharpest points. The last corner is a tough 180 degrees,
but satisfying if you get it right (practice!); slow down a fair bit on the
straight as you approach it, amd start a powerslide, with L, at the last
minute, tapping A for a much tighter curve, and releasing the accelerator a
liitle just before you start spinning out of control to take the corner with
minimum speed loss. By the way, this is a great strategy for 180 degree corners
through the entire game. The important thing is practice.

=--=

=----------------------=
=Round Seven:- Challenge=
=----------------------=

A Skill Challenge! Overtake as many cars as you can within 2:10.0 minutes. Your
goal is 7 cars.

London,
Trafalgar,
Nelson's Column North

Laps - Unlimited
Weather - Clear

Map:-

```
  _____
 |          |
 S          C
 |          |
 |          |
 |___C_____|
```

Guide:-

This is pretty easy, in my opinion, thanks the track design (it's more of a
circle than a square:) meaning that there aren't that mny difficult corners.
However, you don't get too much Kudos, I recommend ramping the target up to
eight cars, or more. To start off, the forst corner is easy to underestimate,
so slow down quite a bit before you take it. The second corner, however, is
easy, you probably won't even need to use L. However, do powerslide around the
slightly tighter third and fourth corners. Obviously, don't worry about lap
times, just overtaking cars, so use your rear mirror to block any you've
recently overtaken.

=--=
```
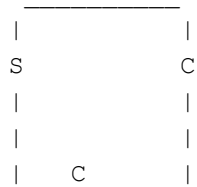
```
=======================
=Round Eight:- One On One=
=======================

Go head-to-head against a single opponent over 1 round(s). Give them as big a
headstart as you dare!

San Francisco,
Financial District,
Pine West

Laps - 5
Weather - Clear

Opponent - MGF (CPF 1.0)

Map:-


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|          |
|          |
|          |
C          C
|          |
|_____|

Guide:-

This a very short and, in my opinion, easy track, so it's easy to concentrate
on beating your rival. Take most of the corners by powersliding with L,
reducing the accelerator if you need to. Overtaking is easier on straights, and
you don't run the risk of hitting into you rival as much (which loses you
Kudos), so stay on the opposite side of the road from them if you can. If you
really need to though, you could use the as a "barrier" on corners, helping you
take the corner tighter, while pushing them out of control, but only if you
must. After practice, decide where to set you target, bearing in mind he is
pretty tough, but I recommend giving them a slight headstart, since the track
is simple enough.

=============================================================================

=======================
=Round Nine:- Street Race=
=======================

(Special: Come in first place to earn an Opel opc!)

Test your racing skills in this Street Race. You'll be up against 3 other cars.

London,
St. James' Park,
Horse Guards South II

Laps - 5
Weather - Clear

Opponents - MX-S (CPF 1.2)
            MX-S (CPF 1.2)
```
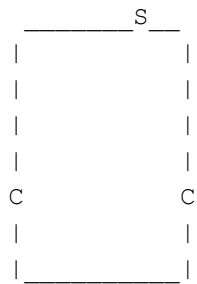
```
            MGF   (CPF 1.0)

Map:-

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            /         \
          /             \
        /                 |
      /                    C
     C                    /
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      |                |
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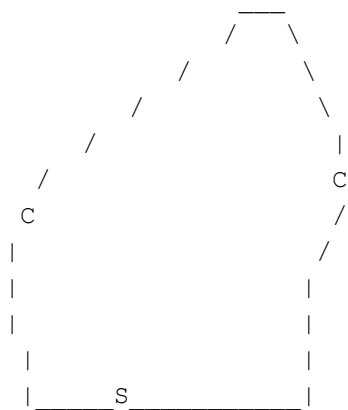
Guide:-

This is along track, but it isn't too difficult, and you want to be aiming for
first anyway, to win that extra car! Near the beginning, when everybody is
close together, overtake as many cars as you can. This will help you later on
in the race, as not only will you be ahead of the pack already, you won't have
any annoying cars blocking you way. Powerslide the first corner, and slow down
if you need to, and take the second major corner the same way. If you're
behind, ovetake, and if you're ahead, use you rear mirror to check on, and, if
necessary, block any overtaking cars, especially on lond straights, where you
don't have to worry about the track. Powerslide the third corner, and maybe
slow down a little for the final, more difficult corner. Concentrate for the
whole race, and keep it up!:)

=--=

=----------------------=
=Round Ten:- Championship=
=----------------------=

A full-on Championship! Try to get as many points as you can against 5 other
cars over 2 rounds.

Opponents - Astra Coupe (CPF 2.1)
            Astra Coupe (CPF 2.1)
            Barchetta   (CPF 1.0)
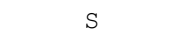   MX-S   (CPF 1.2)
            Megane   (CPF 1.9)

That's right, some of these cars might have more than double the CPF of yours.
Feeling lucky? Well, it's not too tough. Aim for first place.

Round One:-

Tokyo,
Asakusa,
Sumida-Gawa North

Laps - 3
Weather - Clear

Map:-

                _____S_____
```

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  _____|      |
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 C              |      |
 |          ___|
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 |         C
 |_____|
```

Guide:-

As before, overtake as many cars as possible at the start. Speed down the first
straight, then powerslide through the first corner, slowing down if neccessary.
Also, slow down for a tighter second corner and overtake on the next long
straight, but slow down to 'slide the difficult third corner. There is a
"shortcut" here, accessed by turning left into an alley before the third
corner, but I wouldn't recommend taking it unless your route is blocked by
cars, as it is difficult to enter. Either way, speed down the next straight,
and powerslide the reasonably easy fourth corner. Take another straight and
slow down for a difficult fifth corner, which you need to powerslide carefully
with L. Drive through the tunnel, then slow down on the curve and take the
sixth corner, take another straight, and slow down and powerslide around the
seventh and final corner. If you didn't come first (or at least in a
reasonable position), restart the Championship.

Round Two:-

San Francisco,
Financial District,
Sansome North V

Laps - 3
Weather - Misty

Map:-

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            |    |
            C    |
            |    |
            |    |
            |____|
```

Guide:- Your first in poor conditions, but mist isn't much of a problem. Hey,

some racers having this much "fogging" in normal play! Practice until you know
the track, so fogging won't be a problem. Otherwise, it's a long, though pretty
easy, track. Most of the corners aren't difficult, just poweslide them with L,
slowing down if you must. The corner before the last checkpoint is tricky
though, and you may need to slow down or use A. Otherwise, you shouldn't have
any real problems in taking first place.

=--=

When you finish Chapter One, you'll recieve a spanking new OPEL ASTRA coupe!

=--=

=------------------=
=OPEL opc Challenge=
=------------------=

To earn the OPEL opc, you have to beat a lap time of 0:32.0 minutes. You are
given an infinate amount of laps to try to beat the time.

Tokyo,
Shibuya

Laps - Unlimited
Weather - Clear

Map:-

```
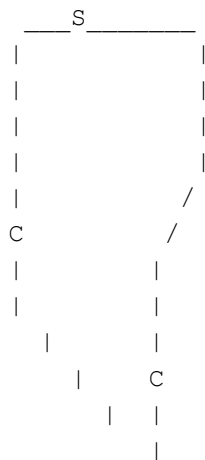  ___S_____
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 |            |
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 |          /
 C         /
 |        |
 |        |
   |      |
     |    C
      | |
        |
```

Guide:-

To take this nice home car you need to beat a pretty tight time. Take the
first straight at top speed, but don't let the first corner suprise you; you
need to powerslide. The next straight has a curves, but these shouldn't be a
problem. Slow right down for the second corner though, it's very tight. Cruise
the next straight, and take the third and final corner as you did the first.

=--=

=--------------------=
=ASTRA coupe Challenge=
=--------------------=

To earn the ASTRA coupe, you have to beat a lap time of 0:33.0 minutes. You are
given an infinate amount of laps to try to beat the time.

Tokyo,

```
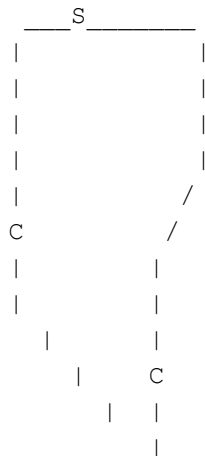Shibuya

Laps - Unlimited
Weather - Clear

Map:-

  ___S_____
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C          /
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   |      |
     |    C
       | |
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```

Guide:-

This time you get a slightly more generous time, but the car isn't so great.
Take the first straight at top speed, but don't let the first corner suprise
you; you need to powerslide. The next straight has a curves, but these
shouldn't be a problem. Slow right down for the second corner though, it's very
tight. Cruise the next straight, and take the third and final corner as you did
the first.

=--=

=-------------=
=VI. Car Guide=
=-------------=

Note that if two or more cars appear on the same row on the selection screen,
they are regional variations of the same model, signified by "A.K.A." on the
list below. Apart from the name change, there is no difference at all between
these cars.

=--=

Car Table:-

=--=

This table is an easy reference to see at a glance how well cars perform in a
racing situation:-

Vehicle	Chapter	CPF	Drive
Fiat Barchetta	Zero	1.0	Front
Mazda MX-5	Zero	1.2	Rear
```

```
| Mazda Miata (A.K.A. Mazda MX-5)                    | Zero    | 1.2 | Rear   |
|_____|_____|_____|_____|
|                                                    |         |     |        |
| Mazda Roadster (A.K.A. Mazda MX-5)                 | Zero    | 1.2 | Rear   |
|_____|_____|_____|_____|
|                                                    |         |     |        |
| MGF                                                | Zero    | 1.0 | Rear   |
|_____|_____|_____|_____|
|                                                    |         |     |        |
| ASTRA coupe                                        | One     | 2.1 | Front  |
|_____|_____|_____|_____|
|                                                    |         |     |        |
| opc                                                | One     | 2.7 | Front  |
|_____|_____|_____|_____|

=----------------------------------------------------------------------------=

Vehicle map:-

=----------------------------------------------------------------------------=

Here is a diagram of where each vehicle appears, to show which cars are
different, and which are regional variations.

=----------------------------------------------------------------------------=

OPEL - opc

  |

OPEL - ASTRA coupe

  |

MG - MGF

  |

Mazda - MX-5 - Miata - Roadster

  |

Fiat - Barchetta

=----------------------------------------------------------------------------=

Vehicle stats and comments:-

=----------------------------------------------------------------------------=

Check here for more in-depth information, if you're an automobile obsessive, or
just weird (like me:)

=----------------------------------------------------------------------------=

Car:- Fiat Barchetta

Manufacturer:- FIAT

Full name:- Barchetta
```

CPF:- 1.0

BHP:- 130 BHP

Capacity:- 1747 CC

Kerb Weight:- 1060 Kg

Length:- 3911 mm

Width:- 1640 mm

Height:- 1260 mm

Drive:- FRONT

Colours:- Steel Grey (default), Racing Red, Gorse Yellow, Garden Green, Midnight Blue, Orange, Sea Blue, Luxor Black.

Comments:- Easily the worst of the cars available at the start of the game with difficult handling and mediocre acceleration and top speed (but what else would you expect from Fiat:) Go for the Mazda, or even better, the MGF.

=--=

Car:- Mazda MX-5

Manufacturer:- MAZDA

Full name:- MX5 1.8i

CPF:- 1.2

BHP:- 160 BHP

Capacity:- 1839 CC

Kerb Weight:- 1080 Kg

Length:- 3955 mm

Width:- 1680 mm

Height:- 1235 mm

Drive:- REAR

Colours:- Classic Red (default), Racing Bronze, Racing Silver, Racing Blue, Racing Green, Classic Black.

Comments:- Much better than the Fiat, this is a good option at the begining of the game, however I'd take the MGF instead, as I found it almost as fast and easier to handle, along with the fact that the MG has a lower CPF for a similar or equal performance which means lower par times and higher Kudos.

=--=

Car:- Mazda Miata

Manufacturer:- MAZDA

Full name:- MX-5 MIATA 1.8

CPF:- 1.2

BHP:- 160 BHP

Capacity:- 1839 CC

Kerb Weight:- 1080 Kg

Length:- 3955 mm

Width:- 1680 mm

Height:- 1235 mm

Drive:- REAR

Colours:- Classic Red (default), Racing Bronze, Racing Silver, Racing Blue, Racing Green, Classic Black.

Comments:- Much better than the Fiat, this is a good option at the begining of the game, however I'd take the MGF instead, as I found it almost as fast and easier to handle, along with the fact that the MG has a lower CPF for a similar or equal performance which means lower par times and higher Kudos.

=--=

Car:- Mazda Roadster

Manufacturer:- MAZDA

Full name:- EUNOS 1800 DOHC

CPF:- 1.2

BHP:- 160 BHP

Capacity:- 1839 CC

Kerb Weight:- 1080 Kg

Length:- 3955 mm

Width:- 1680 mm

Height:- 1235 mm

Drive:- REAR

Colours:- Classic Red (default), Racing Bronze, Racing Silver, Racing Blue, Racing Green, Classic Black.

Comments:- Much better than the Fiat, this is a good option at the begining of the game, however I'd take the MGF instead, as I found it almost as fast and easier to handle, along with the fact that the MG has a lower CPF for a similar or equal performance which means lower par times and higher Kudos.

```
=============================================================================

Car:- MGF

Manufacturer:- MG

Full name:- MGF 1.8i VVC

CPF:- 1.0

BHP:- 145 BHP

Capacity:- 1796 CC

Kerb Weight:- 1110 Kg

Length:- 3915 mm

Width:- 1640 mm

Height:- 1260 mm

Drive:- REAR

Colours:- Flame Red (default), White Diamond, Racing Green, Charcoal, Platinum
Silver, Nightfire Red, Tahiti Blue, Amaranth, Volcano.

Comments:- IMO, the best car to start with and use all through C1. Great
handling, acceleration and top speed and all for a low CPF = lots of Kudos.

=============================================================================

Car:- ASTRA coupe

Manufacturer:- OPEL (Vauxhall)

Full name:- ASTRA COUPE 2.2 16V

CPF:- 2.1

BHP:- 147 BHP

Capacity:- 2198 CC

Kerb Weight:- 1308 Kg

Length:- 4267 mm

Width:- 1709 mm

Height:- 1390 mm

Drive:- FRONT

Colours:- Capri Yellow (default), Aruba Blue, Magma Red, Mirage, Chianti Red,
Ural Mountain, Star Silver, Caraba Verde, Carbon Black.

Comments:- A decent car, but not worth the upgrading to, especially considering
the high CPF for only a minimal boost in performance over the MGF.
```

```
=============================================================================

Car:- opc

Manufacturer:- OPEL (Vauxhall)

Full name:- ASTRA

CPF:- 2.7

BHP:- 160 BHP

Capacity:- 1998 CC

Kerb Weight:- 1200 Kg

Length:- 3930 mm

Width:- 1950 mm

Height:- 1370 mm

Drive:- FRONT

Colours:- Aruba Blue (default), Magma Red, Mirage, Chianti Red, Ural Mountain,
Star Silver, Caraba Verde, Carbon Black.

Comments:- Better still than the other Astra, but the CPF is WAY to high for
what you get. Again, a "just for fun" car.

=============================================================================

=---------=
=VII. FAQs=
=---------=

CaptainSyrup@ignmail.com:-

If you have any questions about MSR, they'll be answered here. IMPORTANT! If
you e-mail me a question and you don't want to be mentioned in the FAQ, tell me
in the e-mail!

=============================================================================

First a question from PaulWylie11:-

"Hi
I would like to know if you could help me? I have completed very chapter
except chapter 17, on chapter 17 there is a street race where you are up
against 4 other cars but you have unlimited laps, how do you win this race
and which car is better?
Cheers"

Reply:- Sorry but I'm not that far into the game yet! I'm usually roughly as
far as the walkthrough suggests, so I'll try to help when I reach C17. Note;
this goes for everybody, please don't send in requests for help which are much
further in than the walkthrough.

=============================================================================
```

Next up? It's "freak-69":-

"Hi i would really apresiated if u would help me on msr. I think is a grate
game but a hard one too,. Could u tell me how to beat the chapter 1, almost
perfect 1 place on championchip i got the 2 cars already and they still dont
pass me. I would look on the book if i had one but they gave it too me whit out
one. so please can u tell me how too pass onto the 2cond chapter. i am
looking follard, please hurry cause i am dieing to get more cars(mustang,
Fairlady z, AHHHHHH!!!!) so please, Presieted thanks. Hurry please!!!!!!!!
Please!!!!!!!"

Reply:- So you need help on C1? Here are a few tips...

1. Out of the first five cars, choose the red MG. It's about the same speed as
the others, but it handles much better.

2. Get some Kudos by lowering the targets to the par time or lower. You can
earn up to 200 or more Kudos each on the first couple of tracks.

I hope this helps:)

=---=

TeamParadox2k says:-

"You do realise to copyright something you need a attorney, and you cant do it
with the name captainsyrup, unless its a legal campany that you pay taxes
on, im not gonna copy your faq, im just tellin you cause if anyone did, there
really isnt anything you could do about it"

Reply:- As far as I'm aware, all unpublished work is automatically covered by
Copyright. I put the warning there as a reminder. To quote from GameFAQs'
CJayC (who knows what he's talking about); "(if you copy someone's FAQ) they
can sue you and easily win".

=---=

Now a question from dr spectacle:-

"i've been searching the web for about two days now in between school work and
sleep. i gone to numerous web sites looking for strategy guides on sega gt
and mrs. i do not know how to manuver around corners in either of these
games. when i search the web all i get is codes that i'd to beat certain
levels in order to use (as if i can get past the first one) or turning hints
that just don't seem to work.
PLEASE E-MAIL ME BACK WITH SOME TIPS ON HOW TO PLAY THIS GAME.

P.S.: if you cant tell me how to play please tell what site i can go to find
a sufficient in depth strategy guide.

thank you, dr spectacle"

Reply:- You probably haven't played a realistic racer before, have you? Don't
worry, neither did I before MSR:) Tell me if you have played Mario Kart or
something, because if you have, we can work from there. I haven't played Sega
GT, but all of the reviews I read said that the handling was really messed up,
so I can't help you there. (Check GameFAQs, they might have a decent guide).
In MSR, the trick is using the left shoulder button to powerslide. This will
slow you down a little, but it will help you around corners. This should get
you around most corners, up to 90 degrees. If the corner is any steeper, you

will need to break before you turn. Use L again, a while before the corner (it
depends on the corner) to reduce your speed to get you round. Oh, and if you
are at the beginning of the game, use the red MG, it has better handling (IMO)
than the Fiat of the Mazda. Hope this helps:)

===

John34488 asks:-

"Can you customize your cars in MSR? And if so, how much?"

Reply:- Here are the things you can customise; regional name variations
(opel/vauxhall, etc), colour, type of roof (none, soft, hard) for every weather
condition, and number plate. There might be some other things I forgot about,
too. Basically all of these are cosmetic, none of them affect your car's
performance.

===

More from Dr Spectacle:-

"the case with msr is not how to turn but when to start turning. for example
the second hot lap in chapter 1 which is great george street east 2, i can't
figure out how to get around the second to last turn before the start/finish
line. sometimes i powerslide through it perfectly and other times i slide right
into the wall. such is the case with all the turns in the levels i've played so
far in msr. thanks for responding, and thanks for your help."

Reply:- From what I can tell, you're using the handbrake, which is a little
unpredictable. Stick to L. For that corner, (and others), go as far to the
other side as you can before the corner, and maybe break a little, or slow
down.

===

"Pete K." (and maybe other webmasters) would like to know:-

"Hi I read your MSR faq on GameFAQS. And I wanted to ask for your permission
to use your faq on my site."

Reply:- Sure you can use my FAQ, if you follow the guidelines in the legal
section. Oh, and please try to keep it updated if you can (I update about once
a week at the moment). This goes for anybody who wants to use the FAQ.

===

A question from Godslayer6663107:-

"i was wondering how far have u got into metropolis street racer i got the
game lastweek and im taking my time in beating it. i am currently in chapter
3 i have 3 more stages to go to. there's a good chance that ill probably have
to restart one of the stages. can u tell me which stage is the best to use
and do i get any special car besides the chapters [i think its an alpha [i
used my joker already currently i have the roadster the mgf and the megene in
my garage i think the mgf is better anyway i would appreciate it if u can
guide me thanks"

Reply:- Um, well actually I just finished C1! I might be further if I had the
time to play it! Anyway, the best tracks to use Jokers on are those which
normally gain you a lot of Kudos anyway; they double your Kudos. You can get

secret cars, I think. Anyway, stick with the MG at the moment, and I'll try to
give you more help when I get that far!

=--=

DUKemRK23 wants to know:-

"Hi I really wanted to know if you can help me on the 2 chapter of the
game? I am on the second stage and do not know how to get by it!!! Could
you also please give me a good guide of where to get help for this game!!?
Please> Thank you very much"

Sorry, I haven't actually tried that level yet! I can't find any MSR guides
either, but maybe IGN will have one soon.

=--=

hitch86251 has the next question:-

"i was wondering if you knew how to get quest mode. i have all of the chapters
beat but can't seem to find that particular mode. there were 21 tracks left
over with and i've set records on all of them. all that's left are the free
roams, but there is no way to race on the clock with those. a quick reply
would be appreciated."

There is no such thing as quest mode! The tip to get the 911 was refering to
Street Racing, but it was later proven to be false.

=--=

From Nicky:-

"Hi
I can't finish the 2nd race in chapter 24, all the other chapters including
WorldChampion is clear
I wish to know with wich car you finish this race
I have 1 more question: what I will get after I finish this race I mean when
all chapters will be clear, because when I press the X button on MyGarage
apperars that i have to unlock 22 more circuits all the rest is clear without
of course the 2nd race in CH.24 and the MitsubishiEvo6
Thank you"

Sorry Nicky, I'm not that far into the game yet! I do know that finishing the
game will give you the Nissan Skyline GTR and a city explorer mode, where you
can drive around the cities.

=--=

LiMpStah asks:-

"hey, i was juss wondering if there is a stage that shows the golden gate
bridge in san francisco. if you know, tell me the stage, aight? peace out."

Sorry, there is no Golden Gate bridge in MSR. The team didn't set any of the
tracks in that area of the city (it would probably use up too much processing
power). At least I don't think so. Anybody correct me if I'm wrong.

=--=

peterson wants to know:-

"i was reading your faqs and i was thinking if you could help me. i am having
a hard time saving in the game Metropolis Street Racer. can you tell me step
by step how to save. everytime i try to save it syas press A to pick the
memory card and when i do it just go back into registering my name screen .
so can yo utell me if that is normal. or is my game just busted. i would
really be thank full. thanx a lot"

Did you start a new game without setting up a file first? Start a new game, and
create a new file, then save on that, instead of starting a game and saving
without a file.

===

More from Nicky:-

"Hi
I finished the 2nd Race in Chapter 24, so now I won all the 250
races, all the 44 specials I got all the normal and bonus cars including the
cheat cars but I still misses 22 circuits
I have records in time trial on every avaible circuits, so I dont understand
the problem, maybe its because I own a copy of MSR instead of an original
Please forgive me, because I send you a letter daily but I wish to know if
this is all in this game or exist something more
Thank you"

Good for you! I don't think that it's worth worring about those circuits; if
you only have 22 left, you've probably seen everything thing that could be in
them. Almost certainly it won't affect the content if it's a copy.

===

A question from seph:-

"Hi I saw your faq at gamefaqs.com 'bout metropolis street racer. it
helped me a lot. I'm a brasilan guy and i'd like to know if there's any
site where I can get the lyrics from the music of this game ('cuz I
can't understant everything).
Thank you"

I don't know about any site with the lyrics, but I was thinking about adding
them to the FAQ. However, if this happens, it won't be for a while, since I
need to finish more important sections like the walkthrough.

===

From earthling 10:-

"Captain,
Your FAQ on GameSpot was impressive. Are there any cheats or ways to
unlock cars in metropolis Street racer without having to complete it?"

Thank you:) The only way to unlock extra cars, or cheat in any other way is to
use a GameShark or Action Replay.

===

A couple of questions from mitul lad:-

"hi, i was wondering how do you obtain jokers in msr? Please respond

back soon. i would also like to know if you set the target time lower, will
you earn more Kudos? thanks for your time."

Jokers are obtained by completing certain levels. Unfortunately, it isn't
possible to tell if a level will give you a Joker before you attempt it, and
any lists of these levels I've seen are far from comprehensive. So just
complete as many levels as you can, you might get lucky! And yes, setting a
lower target time will give you more Kudos, providing, of course, that you
still complete it.

===

A question from Victoria Vasey:-

"Help me please! I can't figure out how to save my game on MSR. At the start
of the game when it asks if I want to create a file I choose yes. After I put
in my info, it asks my if I want to save or continue without saving. I will
choose save and it will just take me back to the create-a-file screen. I tried
to save after I had earned a car, but it wouldn't save. Although my VMU said
it had successfully saved my game, it hadn't. I want to play this game in it's
entirety but I can't. I don't know if it's the game or if I'm doing something
wrong. Please help me!"

Well, you seem to be doing everything correctly. Considering I've had people
asking me this before, there might be a bug in the game. I know that early
copies (e.g. September and October version of the UK release, maybe later) had
many bugs, but I don't have any specifics. If you have a copy from this run, or
a second-hand copy which may be from this run, you may need to exchange it for
a newer copy where you bought it, or if you live in the UK, call the Sega
support line on 0845 609 0090 (probably premium rate, sorry, I don't know the
number for the US any other countries, check out a DC mag which might have it).
Otherwise, keep trying!

===

A quick question from Jmaal82:-

"How do I gain cars in the two player mode?"

Since the game considers the single and multi-player saves as seperate files, I
doubt that you can use your single player cars in the multi-player and I doubt
that there are any other ways you can unlock them... Sorry!

===

A question from PrimaryMaster:-

"Now that i have MSR for a couple of months i know how to play. Need to ask you
something about those spoilers though. What the f is Quest mode??? I dunno if
the person who sent this tip in confused MSR to some other game but i dont see
any Quest mode in MSR! It says complete the quest mode once to unlock Honda
S2000 and complete it twice for the Porsche 911... Help me understand or i will
go crazy. I see the same tip everywhere else and it seems like they just put it
up without even reading it."

Okay, just forget the whole "Quest Mode". It has been proven as a hoax. Please
everybody, stop asking me! I took it down from the FAQ, but if you see it on
the 'net anywhere, just ignore it.

===

An interesting question from Rufus Meadow:-

"I read your FAQ, very good, but I have a question. I seen a game clip on TV of
MSR and it showed a player driving around SF, not being restricted to a lap but
as if the whole 'city' was open to just drive around. It may have been a japan
version but I just wondered if you knew how to access this mode (I have a PAL
version). Cheers"

You can drive around the whole cities...however, you have to complete Chapter
25! There is no known way to cheat this, so good luck! BTW; Game footage made
for TV is usually from an unfinished version which differ from the final game,
so in the future, it's best to take anything you see with a pinch of salt:)

=--=

redherring has an strange "problem":-

"I do not know how, but, me and my bro, are on chapter 17. We are way ahead
of ourselves. Cos once, we got so many Kudos, it opened up the next 2
chapters. and we are still doing chapter 7 now. And what is extermely freaky
is that we have 5 jokers, and once we use all 5, the spaces are filled up. so
we have always got 5 jokers at hand. I think we got it at about, cahpter 9
when, the screen says now loading, cos i am impatitent, i press all the
buttons on the pad at random.
+ when we use the last joker in the box of 5 on a race, we start the race do
whatever, and when it is totting up the amount of kudos, all 5 are back, but
it normally says"a new joker has been gained" but it does not?!?!?!?
EXTREMELY FREAKY or what? These might be a glitch or Bizzare Creations might
be holding back some push-button codes! It has been done!!!"

I think maybe what happened is that you have more Jokers than the memory can
handle (5+), and it always thinks you have five jokers. Otherwise this is
probably an undiscovered glitch (I know early copies, especially PAL European
versions had many bugs, maybe affecting your version).

=--=

A question from ryan:-

"Hi my name is ryan and i have been playin MSR for some time now. after
completeing the chapter 24, i have gotten to the World Championship chapter,
and have completed all of the races. it told me i have received special
races but i do not know where to find them. i think im a complete idiot or
something but maybe you can help me.. let me know."

I don't know exactly what it means by special races, but I believe that it may
be saying that all of the games available tracks have been unlocked. I don't
think any special objectives appear...

=--=

Question from Kevin Schoener:-

"Great FAQ at Gamefaqs.com! I just have a quick question for you. I noticed
a lot of screenshots for this game on various websites show the Acura NSX.
Do you have any idea what happened to this car?? I can't believe they would
take it out of the game. I'm wondering if it's hidden in the game
somewhere, or if Bizarre actually took it out of the game. It would be
really disappointing if they did. There's also shots of a Toyota Celica

with a custom paint job that seems to be missing from the game. Let me know
if you find out anything about these two cars (more importantly the NSX!!)
Thanks for your help!!"

Well, it's very likely that though the developers wanted to include these
features, licensing issues mean they didn't make the final cut. I haven't seen
these feature either. Shame:)

===

From Joe Hooi:-

"Hey just wanted to ask if you get any special bonuses for the special races?
I have passed the race but i didnt reach the kudo requirements. Does that
matter?"

There sure are! However, not only must you pass the Kudos requirement, but you
might need to fulfil another special condition as well, such as getting first
place in every race in a Champiomship, (just an example). Bonuses include
jokers or maybe even hidden cars.

===

A simple question from mAestro wiGGles:-

"I purchased MSR used and very cheap from a friend but he lost the
instruction booklet. So I am playing this wonderful racer BLINDLY with no
instruction.

I've gotten passed Level ONE (training). But I'm stuck on level 2
(beginner), even after completing the races. Yet I notice 5 small icons
with the letter "J" in them... underneath the total Kudo points on level 2.
One of the 5 "J" icons are lit up. Am I supposed to get all 5 to light up
to advance to the next level? I don't even know what I did to GET that ONE
icon to light up. What do they mean???"

Okay, the five slots are for Jokers to be stored in (hence the J). Sometimes,
when you get a certain amount of Kudos on a track, come first in a race, or
fulfil some other condition, on some races you will win a Joker. The point of
Jokers are that if you use one before a race, you will double the amount of
Kudos won/lost in that race. Hope this helps!

===

=-------------=
=VIII. Secrets=
=-------------=

Nothing yet:)

===

=-------------------=
=IX. Cheat Codes/Tips=
=-------------------=

Obviously SPOILERS!

Obviously SPOILERS!

Obviously SPOILERS!

=--=

First, misc tips from Lee Parnaby at GameWinners (http://www.gamewinners.com);

"In-game reset:
Press A + B + X +Y + Start during game play to return to the title screen.

Hint: Easy win in challenge mode:
To easily complete chapters in challenge mode, just pull handbrake turns (press
A + Left or Right) when going into a corner. If done correctly, the words "Way
Hay" should appear. Keep doing this on most corners. but remember to complete
the objective as well. When the race is done you will stack up the points."

Thank-you!

=--=

Some more GameWinners tips, courtesy of Xpazeman;

"Hint: Easy Kudos on street racing:
To achieve lots of Kudos in just one race do the following. Go to a Hotlap
round, a round in which you only need to beat a lap time, not one of the
average time, and start the race. On the first lap, get the time. You now have
passed the stage, but do not end the second lap. Find a good, straight portion
of road. You get kudos for turning with the handbrake. Go to one side of the
road as fast as you can. As you are approaching, do a 180⅃ turn using the
handbrake, If done correctly, "Wey Hey" should appear on the screen. Next,
drive the way you are facing to the other side and do the same. When moving the
wrong way, you need to spin 180⅃ in order to get the kudos. Just keep repeating
this, then race normally and finish the race. For every five minutes that you
do this, you will get approximately 1000 Kudos. There is no time limit. The
best city for doing this is San Francisco, as it has wide roads. Play jokers to
get more points -- if you do this for 20 minutes with a joker, you can get more
than 8000 Kudos in just one race."

Thanks very much!

=--=

Thank you to Yuk Yan Fung for these excellent tips, which should increase your
Kudos:-

"To gain a little extra Kudos on any race pull a sharp handbrake turn just
before you cross the line. This technique should only be used when you're
confident of completing the challenge, as mistiming it can leave you stranded
in the middle of the track with all opposition zipping past! Make sure you you
know your car's handling! Some, like the Audi TTs, have very small turning
circles.

FWD (Front wheel drive) cars are easiest to handle, and therefore best for
beginners, but don't gain much Kudos inrace unless you use the handbrake
excessively on turns. RWD cars paradoxically gain Kudos more easily, but handle
harder, skidding and losing control easier. Use the handbrake less! 4WD cars
are a balance between those extremes.

The CPU opponents seem to be better the less there are and higher the stakes
you've set yourself. For example, One on One opponents are far better drivers
than five Street Race foes. However, when you set your estimated finish

position at the beginning you'll notice marked improvements the higher you
set your aims!

In a tight race use the mirror/rear view to keep tabs on the CPU cars trying to
overtake. Block them if you can!

CPU cars aren't the most economical drivers. They slow down too much on sharp
bends. Use this to your advantage by using them to slow you down and position
yourself for the coming straight.

Watch the movements of CPU cars ahead carefully. They tend to follow the racing
line and will warn you of sharp turns and obstructions."

Cheers for all of those great tips!

=--=

Thank you Gian Carlo Rodil for this correction:-

"The Honda S2000 and porsche 911 codes are false, it doesn't exist. This is
just some joke that certain websites display. I can guarantee you that this
doesn't work. Try asking JPeat another faq writer and you can confirm it
because he already finished the game. And by the way there is no quest mode in
msr only chapters."

Thanks! (I was a bit suspicious about how they could get the Porsche license!)

=--=

"Sujith Thankappan" has a tip to offer:-

"I've been racing on Chapter 7 and 8 recently. In the one-on-one challenges, I
game myself a 20 sec. headstart and used the lead to do more powerslides. I
don't get many kudos for skill, but I rack up the style. I use the Opel
opc(?)."

Thanks for the tip! Actually the easiest way to use this is on Hotlaps where
only one of the laps has to be below the target, and you can use the other laps
for Kudos, just spinning in the middle oe of the road.

=--=

Here are some cool tips from Infinitum:-

"1.) When racing a CPU they tend to go a little wide around the corners. If
your right behind them and need to get in front use this simple tactic. When
they turn they should be at about a 45 degree angle to you. Come up as fast as
you can and try and ram them at an angle. This is much quicker than trying to
powerslide and much more effective. This will knock out the CPU for a few secs
giving you that extra bit of time to get out in front!

2.) In each race against 5 CPU's they will ALWAYS go straight up the middle at
the begining. To get yourslef off to an early start just move up the side. They
won't even touch you.

3.) Not really a tip, but when driving the CPU's follow a set course and ONLY
react to other cars. Knowing this you will be able to know the course they
follow and use it to your advantage.

4.) CPU's are easily blocked if you use your mirror properly and keep your

eyes on them. They are NOT thinkers they REACT to situations. So if you move
left they will move right. There will be no tricky tactics involved they are
very stupid once you get to know them better.

Hope this helps you out."

Thank-you very much!

=---=

Here are a couple of GameShark codes from Raven-187:-

"1 Time Always 0:00:00 0253BB00
                       00000000

2 Start On Last Lap   0D1A2CD2
                       00000000
                       011A2CD2
                       00000002"

Thank-you!

=---=

Straight from codes.ign.com, here are MANY GameShark codes:-

"code title   code

Garage Slot 1 Modifier 1 F259969000000001 3DB12451000000xx
Chimaera In Slot 1   3DB124510000002D
Garage Slot 2 Modifier 2 4D9A1FDF00000001 7A65D314000000xx
Garage Slot 3 Modifier 3 9E980AE100000001 C11BE7EE000000xx
Car List Barchetta   00
MX-5   01
Miata   02
Roadster   03
MGF   04
Coupe   05
Megane   06
OPC   07
Spider   08
206   09
306 Cabriolet   0a
406 Coupe   0b
MR 2   0c
MR S   0d
306   0e
SLK   0f
SL 320   10
156   11
S3   12
TT   13
GTO   14
TT Coupe   15
Spider   16
Celica   17
Coupe   18
Celica   19
FTO   1a
Eclipse   1b

```
Eclipse Spider          1c
Eclipse 99              1d
Speedster               1e
VX 22A                  1f
3000 GT                 20
GTO                     21
Mustang                 22
Supra                   23
Fairlady 2              24
Fairlady 2              25
300 2X                  26
RV 8                    27
Silvia                  28
Varietta                29
Clio V6                 2a
Celica                  2b
RX-7                    2c
Chimaera                2d
VI                      2e
S-V8                    2f
OTR                     30
London Taxi             31
Yellow Cab              32
Japanese Taxi           33
Lawn Mower              34
London Bus              35
City Bus                36
Japanese Bus            37


Infinite Jokers         1024168600000005


Notes
Replace XX with the number listed with the car you would like for that slot."

Thanks a lot!

=----------------------------------------------------------------------------=

Tips from David Clark:-

"As a tip, you get far fewer kudos but far faster times with the 'real'
break than the handbrake.  Remember the formula: "brake early, brake
often," and you'll do fine -- you want to get all your braking done early,
and then accelerate all the way through a corner when you're pointing
straight, if possible.  Watch a Formula One race on TV, you'll see how
amazingly slow they seem to enter corners, and then goose it when they've
done the turning.  Remember if your wheels are skidding from the handbrake
they're not transmitting power to the pavement.

You might save a little space in your FAQ by making the qualifying rounds
for the cars that are identical be together, rather than separate.  I
think only the Mazda Miata and one other car are doubled up, though, so
it's probably not a very big deal."

Thank-you:)

=----------------------------------------------------------------------------=

Thanks for a nice tip altern8ive:-
```

"heres an excellent hint for metropolis street racer. Get a good car and enter
a hotlap race. Play a joker, but do not change the race target time - even if
you can whoop it. Complete the time in the first lap, then on the other laps,
do 180 degree handbrake turns to get shit loads of kudos."

Well, that's a pretty well known tip, but thanks anyway!

=--=

Here are a whole lot of cool tips from PrimaryMaster:-

"1- By default the message displayed when you bump into corners walls etc.
blocks your view especially if you are viewing the car from outside when
playing. This gets really annoying at times because you can't see the next
corner because of the damn warning message. OK OK!! I may have lost some points
when i hit that wall but do you HAVE to BLOCK my screen and keep me from
playing???

So what you have to do is before u start the game go to your options > messages
screen and set the warning message. Delete that warning message and then just
add one space to the beginning of the message. Insert NO characters. You can do
the same to that WEY HEY kudos message too. This will help keep your screen
visible at all times.

2- In the end of every race you will be forced to watch a replay. This is very
unfortunate. But still you can press "Start" on your controller and choose
"Exit". Don't panic. This exits the race the same way it exits itself after the
replay.

If you play with jokers and lose a race u will lose double points also!"

Thanks for the tips, though personally, I prefer to put crazy messages in the
warning boxes:)

=--=

Robin Sequira has a few nice tips:-

"When you win the Special San Francisco race in Ch. 17 with the GTR, you win
a cheat code that unlocks the last few tracks.

You don't need to practice before you try a track. The next time you race,
you regain any lost points. Losing the same race twice in a row will result
in -25 points, not -50, because at the end of the race, they reset the
points gained or lost to 0."

All right! Thank-you for these useful tips. I think it's usually more efficient
to practice before attempting a race, but I suppose it's okay to go straight in
if you're trying to speed through the game.

=--=

A few final tips from me, CaptainSyrup:-

Here is a list of every car in the game:-

Fiat Barchetta
Mazda MX5
Mazda Miata

```
Mazda Roadster
MGF
Opel Astra Coupe
Renault Megane
Opel OPC
Alfa Romeo Spider
Peugeot 206
Peugeot 306 cabriolet
Peugeot 406 Coupe
Toyota MR2
Toyota MR-S
Peugeot 306
Mercedes Benz SLK
Mercedes Benz SL320
Alfa Romeo 156
Audi S3
Audi TT Roadster
Alfa Romeo Gtv
Audi TT Coupe
Renault Spider
Toyota Celica 99
Fiat Coupe 20v Turbo
Toyota Celica
Mitsubishi FTO
Mitsubishi Eclipse
Mitsubishi Eclipse Spider
Mitsubishi Eclipse 99
Opel Speedster
Vauxhall VX220
Mitsubishi 3000GT
Mitsubishi GTO
Ford Mustang
Toyota Supra
Nissan Fairlady Z
Nissan Fairlady Z (Spider)
Nissan 300ZX
MG RV8
Nissan Silvia
Nissan Varieta
Renault Clio V6
Toyota Celica GT-Four
Mazda RX7
TVR Chimaera
Mitsubishi Lancer EVO VI
Jensen S-V8
Nissan Skyline GTR


This list is from Dreamcast Magazine (UK), so hopefully, it's all correct.

=---------------------------------------------------------------------------=

SPOILER OVER!

SPOILER OVER!

SPOILER OVER!

=---------------------------------------------------------------------------=

If you have any hints or cheats, please send them to CaptainSyrup@ignmail.com
```

IMPORTANT! If you e-mail me a question and you don't want to be mentioned in the FAQ, tell me in the e-mail!

=---=

=----------=
=X. Credits=
=----------=

* Yuk Yan Fung for a massive contribution.

* Steve Towle and Dustin Cushman for the text viewing test.

* Clement Chan Zhi Li for his tips on how to view .txt (text) documents.

* Lee Parnaby and Xpazeman for their MSR tips at GameWinners
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* dr spectacle for contributing.

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* John34488 for contributing.

* "Pete K." for contributing.

* Godslayer6663107 for contributing.

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* "Sujith Thankappan" for a useful tip.

* Infinitum for loads of cool tips.

* Raven-187 for a couple of codes.

* codes.ign.com for some cool codes.

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* LiMpStah for contributing.

* peterson for contributing.

* Nicky for contributing.

* seph for contributing.

* earthling 10 for contributing.

* mitul lad for contributing.

```
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* Rufus Meadow for contributing.

* redherring for contributing.

* ryan for contributing.

* Kevin Schoener for contributing.

* Joe Hooi for contributing.

* mAestro wiGGles for contributing.

* Robin Sequira for a couple of tips.

=----------------------------------------------------------------------=

=-----------------------=
=XI. Contact and Websites=
=-----------------------=

Try CaptainSyrup@ignmail.com. You're not kiddies any more, so I won't run a
list of unacceptable e-mail. If it's rubbish I'll just delete it, simple as
that. I also have a website which may have more up to date information than
this FAQ; www.geocities.com/captainsyrup

IMPORTANT! If you e-mail me a question and you don't want to be mentioned in
the FAQ, tell me in the e-mail!

=----------------------------------------------------------------------=

=----------------------------------------------=
=XII. Closing:- Exit Metropolis Street Racer:(=
=----------------------------------------------=

Ah, another FAQ comes to an end. It's pretty diffult to write for a racing
game, so I probably won't do it again, except for perhaps Project Gotham (the
true asequel to MSR) if I ever get an Xbox. Which I probably won't. Anyway,
plenty of life in the DC yet, not least Sonic Adventure 2, coming out in roughly
a week as I write this. My next FAQ? Hopefully...

Most recent list of FAQs;

Game;                   Format;                 'Site;

Rakuga Kids             (N64)                   My Site/GameFAQs/FBgames/Neoseeker

Chrono Bike             (SNES)                  My Site/Neoseeker

Jurassic Park           (NES)                   My Site/GameFAQs/Neoseeker

SimCity                 (SNES/PC/Mac/Amiga)     My Site/GameFAQs/Neoseeker

Majora's Mask Archery   (N64)                   My Site/GameFAQs/Neoseeker
```

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Sonic; Ultimate FAQ     (Mega Drive/Sat/PC)    My Site/GameFAQs


 (My Site = www.geocities.com/captainsyrup, GameFAQs = www.gamefaqs.com,
 FBgames = www.fbgames.com, Neoseeker = www.neoseeker.com)


 =-------------------------------------------------------------------------=


 Just enough time to squeeze the legal information in again:)


 =-------------------------------------------------------------------------=


 =---------------------=
 =Legal Stuff/Disclaimer=
 =---------------------=


 "A vague disclaimer is nobody's friend" - Willow Rosenberg:) So true, so true..
 unfortunately, I'm afraid to say that due to certain legal issues, I can't beat
 you to death with a shovel if you plagiarise this document. I may, however,
 take legal action. See you in court:)

 This document is Copyright Captain Syrup 2001. All rights reserved. Use it at
 your own risk:)


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 =Webmastas:)=
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 There are no restrictions on the placement of this document, as long as it is
 distributed free of charge, and not altered in any way.


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 I really would advise you stop reading at this point...:)


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