


```

\,=====.'
|
| SECTION 1 -----> I n t r o d u c t i o n |
| SECTION 2 -----> C o n t r o l s & T e c h n i q u e s * |
| SECTION 3 -----> C h a p t e r   W a l k t h r o u g h * |
| SECTION 4 -----> C a r s   S e c t i o n * |
| SECTION 5 -----> L e g a l   J u n k &   O t h e r   S t u f f |
| * - Unfinished |
\,=====.'

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*****
***** I N T R O D U C T I O N *****
*****

```

```

=====
Y O U R   G A R A G E
=====

```

"Access your garage to test driver or Challenge for cars, or to select a car to drive."

This is where you go to earn your cars. At the start you get three garage slots, which means three different cars. As you proceed through the game you can earn three extra garage slots. At the start you can only choose between five cars. The Fiat Barchetta, Mazda MX-5, Mazda Miata, Mazda Roadster or the MGF. You can also view an exhibition race between two of any car. And test drive any car you hve unlocked. And if you decide you want that car, go to the challenge option to complete a challenge that will earn you the car.

```

=====
S T R E E T - R A C I N G
=====

```

"METROPOLIS STREET RACING. Use your skill and style to earn Kudos as you work your way through 25 chapters of driving challenges!"

This is the main option you will be selecting, because this is the actual one player game. When you first go on Street Racing you must have a car in your garage ready to driver and you will have access to the first five races of Chapter 1. Complete a race and youearn Kudos. Earn enough Kudos and you can earn new races and new chapters. There are 25 Chapters in total. 10 Races in each chapter.

```

=====
T I M E   A T T A C K
=====

```

"Race against the clock to record your fastest lap times, challenge ghost cars and practice circuits you've unlocked in the game."

This option is a one that I never use, because you can practice circuits and record fastest laps pretty easily as you progress through the 25 Chapters. However if you want to challenge Ghost Cars, or record as fast as a lap you can on any course you've unlocked then this option is for you. Also, there are extra options once you enter the Time Attack mode.

```

-----
T I M E   A T T A C K
-----

```

"Race against the clock to try and get your fastest lap times. Best laps can be saved as Ghost Car laps to your VM."

This is the main Time Attack mode. Thats probably why its got the same name. This is where you race against the clock to try and beat lap times. You get infinite laps on every course. This is similar to the practice option in the main Street Racing Mode.

GHOST ATTACK

"Challenge the Ghost Car Laps that are saved on your VM, and save new ghosts for those you beat!"

This option I have never used because my VM's are always full of data so I cant store any ghosts on them. Therefore I cannot give much info on this option.

RECORD ATTACK

"Try to beat the fastest ever records, from your own or your friends records, or the Worldwide Internet Rankings!"

I havent tried the Worldwide Internet Rankings yet, but I have read in a magazine that someone in the UK won a Vauxhall VX220 from coming top in the rankings. Thats pretty awesome, because those cars are VERY expensive, and he got it for free. This mode is highly similar to the Time Attack mode. Except it has a few more things in it for you to play around with.

=====
Q U I C K R A C E
=====

"To setup a Street Race for fun or practice, choose this Quick Race option"

This is a cool option, for those days where you're bored and cant think of anything to do, just stick MSR in your Dreamcast and have a Quick Race against 5 barchettas on a tiny course, with wet weather, and 100 laps! Thats very fun. Make sure its one of those with thin road as well. This gets you in the mood for the real thing, if you couldnt be bothered beforehand. Also you can use this mode for practicing your street races, Championships or One on Ones.

=====
I N T E R N E T
=====

"Use this option to view the MSR website, and compete against laptimes and Ghost Attacks from the Internet."

I aint ever been on this option because I havent got my Dreamcast hooked up to the Internet, the modem doesnt work for some reason. If anyone who reads this knows what this option is, plz email the info to me at danzdelta@aol.com

=====
O P T I O N S
=====

"You can choose to access and customise many options associated with the game."

There are many options here so I'll list them in Sections:

SETTINGS

"Change various settings in the game, such as display, audio, messages, ghost car and controller settings."

- - - - -
Game Settings
- - - - -

"Change the way the game is displayed on the screen"

- CENTER SCREEN - This allows you to center the screen if it is dodgy.
- DEFAULT CAMERA - This changes the default camera angle.
[LAST] [BUMPER] [INCAR] [BEHIND] [CHASE] [HOVER]
- MIRROR - The rear view mirror.
[ON] [OFF]
- MIRROR BIAS - Detail of the rear view mirror.
[LO DETAIL] [HI DETAIL]
- UNITS - Unit of distances etc..
[MILES] [KILOMETERS]
- TYRE SMOKE - The smoke that comes off the cars tyres.
[ON] [OFF]
- SCALE MAP - The maps of the circuits can be scaled or not scaled.
[ON] [OFF]
- CITY FLYTHROUGH - This is the sort of cutscene before each race.
[ON] [OFF]

- - - - -
Audio Settings
- - - - -

"Configure the master audio settings such as volume balancing"

- MASTER - Master volume.
[0] [10] [20] [30] [40] [50] [60] [70] [80] [90] [100]
- MASTER CD - Master CD volume.
[0] [10] [20] [30] [40] [50] [60] [70] [80] [90] [100]
- PLAYER ENGINE - Sound of your cars engine.
[0] [10] [20] [30] [40] [50] [60] [70] [80] [90] [100]
- PLAYER CAR - Your cars sounds (tyres skidding).
[0] [10] [20] [30] [40] [50] [60] [70] [80] [90] [100]
- OTHER CARS - Opponents cars sounds (engine and tyre skids)
[0] [10] [20] [30] [40] [50] [60] [70] [80] [90] [100]
- AMBIENT - Stuff like wind, rain etc...
[0] [10] [20] [30] [40] [50] [60] [70] [80] [90] [100]
- EVENT - Event Sounds
[0] [10] [20] [30] [40] [50] [60] [70] [80] [90] [100]
- MENU - Menu Sounds
[0] [10] [20] [30] [40] [50] [60] [70] [80] [90] [100]
- DEMO MUSIC - Music in Demos
[0] [10] [20] [30] [40] [50] [60] [70] [80] [90] [100]
- FRONTEND MUSIC - ??????????
[ON] [OFF]
- VM SOUNDS - Beeps and sounds from your VM.
[ON] [OFF]
- SOUND MODE - Mode of Sound
[STEREO] [MONO]

Message Settings

"Customise the in-game warning and praise messages with your own text!"

- SLIDE - Your message for when you do a slide.
[BAD ASS SLIDE!!!]
- PENALTY - Your own message for when you get a penalty.
[SHIT HAPPENS!!!]
- WRONG WAY - Your own message for when your going backwards.
[! WRONG WAY !]

Ghost Car Settings

"Setup how you want the ghost car to appear in the game."

- GHOST CAR - Whether you want the ghost car on or off.
[ON][OFF]
- GHOST CAR - The way you want it to appear
[SOLID][GHOSTLY]

Controller Settings

"Configure your controllers, including analogue and digital settings"

- CONTROLS - Control Type that you want to use (Type A highly recommended)
[TYPE A][TYPE B][TYPE C][TYPE D][TYPE E][TYPE F]
- VB PACK - Vibration Pack
[ON][OFF]

RECORDS

"View all the records in the game, and combine your records with those from another VM"

Player

"Display your personal Details and Records"

Street Race

"Display your personal and the World Best records for Street Races"

Time Attack

"Display your personal and the World Bset records for Time Attack."

SPEED CHALLENGE

"Display your personal and the World Best records for Special Races"

Merge Records

- - - - -

"Load in the Kudos records from another VM to merge with your records and compete against."

DEMOS

"View demos from the game"

Here are a list of all the available demos in the game:

- Battle of Trafalger
- The Shibuya Skyline
- London Audi Battle
- Tokyo Kuruma Kyoso
- Embarcaderan Encounter
- The Cenotaph Fly Past
- Spiders on the Thames
- On Her Majestys Service
- Alcatraz Bay
- Parliamentary Duel

CD/RADIO PLAYER

"Modify your I.C.E and create your own music CDs"

This is a pretty cool feature in MSR. Very original as it is not in any other game I know of. It has an in game radio, with three radio stations for each city, with presenters and all. However I dont like most of the music in this, I like a few of the Rock ones which arent too bad, but the rest of the music pretty much sux. Better than most other in game music though. Tony Hawks music rockz any other games music. Fact. Anways, below is all the info about the Games radio stations and CDS.

- - - - -

Radio Stations

- - - - -

S A N F R A N C I S C O : -

- * The Roadhouse - This is mostly Country style songs. Not too bad.
- * Rock 101 - Mostly Rock Music. Probably the best station.
- * K-Vibe - Sorta mixed, but mostly pop.

L O N D O N : -

- * The Underground - Dance music station.
- * West Central One - Mixed music, probably the best in London.
- * Capital Jazz - Jazz Music, unsurprisingly.

T O K Y O : -

- * Tokyo 102 - Mixed Music.
- * J-Mix - Mixed, mostly pop though.
- * Yamanote Broadcasting - Mixed music again.

- - - - -

CDs

- - - - -

C D 1 : S E G A D A N C E

- 1 - Overdrive
- 2 - Heartland
- 3 - Am I Only Dreaming
- 4 - Push
- 5 - Club Paris
- 6 - Passion
- 7 - Show Me Your Love

C D 2 : S E G A R O C K

- 1 - Fallen Angel
- 2 - California Demon
- 3 - Sold Out
- 4 - Red Line
- 5 - Live Your Life (this aint rock!)
- 6 - Dont Wait (neithers this rock!)
- 7 - I Can Still Believe (no rock here!)

C D 3 : S E G A J A Z Z F U N K

- 1 - Think About It
- 2 - State of Mind
- 3 - Outside In
- 4 - It Doesnt Really Matter
- 5 - Low Lights
- 6 - Freeway
- 7 - Come on Baby

C D 4 : S E G A D R I V I N G S O U N D S

- 1 - Overdrive
- 2 - California Demon
- 3 - Show Me Your Love
- 4 - Fallen Angel
- 5 - Am I Only Dreaming
- 6 - Sold Out
- 7 - Red Line

C D 5 : S E G A P O P

- 1 - I Can Still Believe
- 2 - Holding On
- 3 - Time
- 4 - Passion
- 5 - It Doesnt Really Matter
- 6 - You Can Love Me
- 7 - Live Your Life

C D 6 : S E G A L O N D O N C O L L E C T I O N

- 1 - Am I Only Dreaming
- 2 - Heartland
- 3 - Push
- 4 - Low Lights
- 5 - Outside In
- 6 - Think About It
- 7 - I Can Still Believe
- 8 - Live Your Life
- 9 - Come On Baby

C D 7 : S E G A S A N - F R A N C I S C O C O L L E C T I O N

- 1 - Fallen Angel
- 2 - California Demon

- 3 - Red Line
- 4 - Dont Wait
- 5 - When She Comes Back
- 6 - Long Long Road
- 7 - Lets Get It On Tonight
- 8 - You Can Love Me
- 9 - Time

C D 8 : S E G A T O K Y O C O L L E C T I O N

- 1 - It Doesnt Really Matter
- 2 - Freeway
- 3 - Holding On
- 4 - Sold Out
- 5 - State Of Mind
- 6 - Club Paris
- 7 - Show Me Your Love
- 8 - Overdrive
- 9 - Passion

CHEATS

"Have a look at the Cheat options that you've unlocked in the game"

I havent earned any of these cheats yet, so if anyone out there has got any of these cheats please send them to me at danzdelta@aol.com

***** C O N T R O L S & T E C H N I Q U E S *****

People have different views on MSR's controls, however, the negative ones are first impressions, so stick with the default controls as they work the best once you have them sussed, which shouldnt take long. Also if you have played a lot of Crazy Taxi or another racing game, at first playing MSR you will crash, crash and crash, as the skidding round corners and manouvres are completely different. I few months ago I had to start from scratch almost because I had just bought Crazy Taxi, and played that to death. Then when I came back to playing MSR I was really really bad, because I kept thinking I was playing Crazy Taxi.

=====
C o n t r o l s
=====

This is the recommended control type, and coincidentally it just happens to be the default control type. I have tried the others and these controls are the easiest and best to use. I highly recommend you use these controls:

- L Trigger = Brake
- R Trigger = Accelerate
- Analog = Steer
- DPad Up = View Change Zoom In
- DPad Down = View Change Zoom Out
- DPad Left = Horn

Dpad Right = Horn
A = Handbrake
B = Gear Up (if in Manual)
X = Gear Down (in manual), Reverse (in automatic)
Y = View Behind
START = Pause Menu

=====

T e c h n i q u e s

=====

MSR is all about technique. And I mean all about technique, I aint the master of racing games, but I'm pretty good at MSR so I know the techniques to use. Below is detailed explanations of how to perform each technique, however...Remember that, this isnt a cheat, you dont just do it and everything becomes ok, this game takes a helluva lot of practice. Play on it late, the night before school like I do. ;) There will be more techniques here in a later version, but the most important technique is here, which may take you a while to learn it to perfection, but it will be highly worth it once you do learn it. Once you do learn them properly you will enjoy the game a lot more, because you will have more control over the cars.

POWERSLIDING

There are lots of different ways to powerslide. It can also depend on the weather, for example..If its wet weather the ground will be wet therefore you will skid and slide a lot easier. This means you would only need to use a bit of brake while turning to powerslide. When its raining it will be even wetter, and downpour will be very wet and make the roads incredibly slippy. Clear Weather means that the roads are dry and the sun is out (if daytime).

To powerslide you can use the handbrake, brake, or just let go of the accelerator at the right time. I'll start off with powersliding using the handbrake.

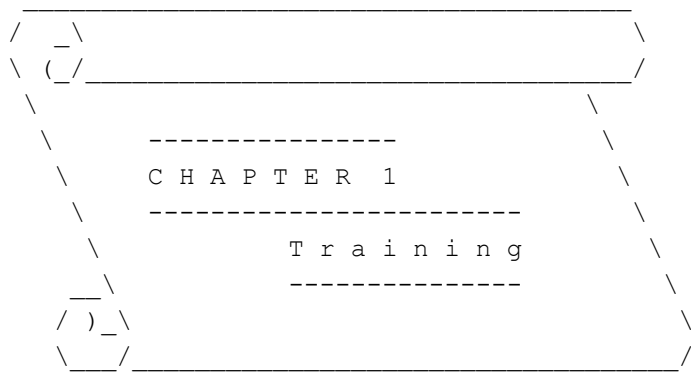
In the following example practice on a 90 degree turn. For a handbrake slide you wont need to stay on the outer part of the track before the turn usually because the handbrake makes it easier to turn round corners. Stay in the middle of the road as you approach the turn now make sure you are going 50-60MPH. Either slow down or speed up depending on your speed. About 2 seconds before you reach the turn start turning normally into the turn. After you pass the inside corner tap and hold the handbrake for about half a second to a second. Then let go of the handbrake and press down the brake accelerator, while aligning your car with the road. Then let go of the brake and accelerate away. You shoulnt hold the brake for more than 1 second. You press down the brake to make it easier to align yourself. And it stops the skid skidding into the wall. Sometimes the car might actually stop facing the right way. This is because you would've held down the brake too much. This is very hard to learn, and even harder to explain. But just imagine the way it should happen then experiment till you get it right.

You use the brake if the ground is wet or you are going very fast, because the faster you go the more you will skid when using the brake. Approach a 90 degree turn and get yourself on the outside of the turn. Now make sure you are going 90-100MPH. Start turning early without the brake, then once you pass the inside corner hold the brake and let go off the accelerator until you are aligned with the road, then tap the brake again for a split second and push down on the accelerator to speed away. Hopefully you will not have dropped below 50MPH and will start gaining speed again straight away. This can be even harder to learn than the handbrake one.

Powersliding without the brake or handbrake may sound hard but its not really. It should only be used when the cars at near top speed. Like before

I'll try to take you through it step by step. Find yourself a course with easy 90 degree turns. Sna Francisco, Pacific heights have unlimited numbers of these turns. Approach the turn from the outside of the turn. Make sure you are going at least 100MPH, now start turning very early and when you're nearly at the inside corner, let go of the accelerator and turn very sharply. If all goes well you will start skidding into the turn, when the car has skidded enough tap the brake and then push down the accelerator. This should put you down to a lower speed, but if you had used the brake or handbrake you would have skidded into the wall most likely.

 ***** C H A P T E R W A L K T H R O U G H *****

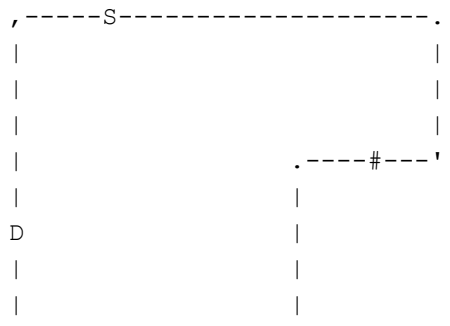


=====
 RACE 1 : HOTLAP
 =====

"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
 Clear Weather
 3 Laps

This is the first race, and it is not suprisingly, incredibly easy. Turn into the corners and use the brake if you need to. You can set your time very low on this one. Practice to see how good of a lap you can get, then continue setting your time a few seconds higher than you can get, to make sure you get it. Beat the time on your first lap then spend ten minutes on each of the next laps spinning 180 spins around a section of track, this will up your style kudos by about 500 - 2000. Depending on how many you do.



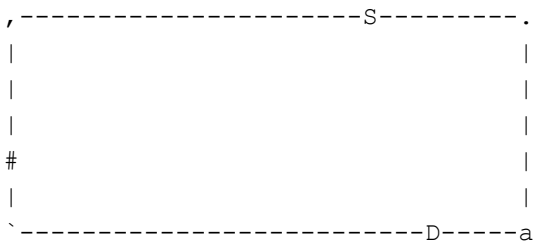
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=====
RACE 2 : HOTLAP
=====

"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
Clear Weather
3 Laps

This is another easy one. However, some of the turns can cause a problem at night, because you cant see the railings, if you practice it enough you should get the hang of where the turns are, and when you have to start to turn (a on the diagram). The other turns are easy though, just turn properly, beat the time first lap round, then use the others for racking up the style kudos.

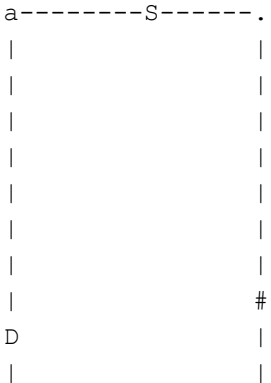


=====
RACE 3 : HOTLAP
=====

"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
Clear Weather
3 Laps

This is a very simple course, however there is a turn which will trick you, it is an easy turn. Its just that when you are going down the downhill part, you have to remember to slow down to about 40 - 50mph. Otherwise you will skid into the side when going for turn a. Remember this and you'll be ok. Also remember to beat the time first lap, then use the others for skidding.



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'a'

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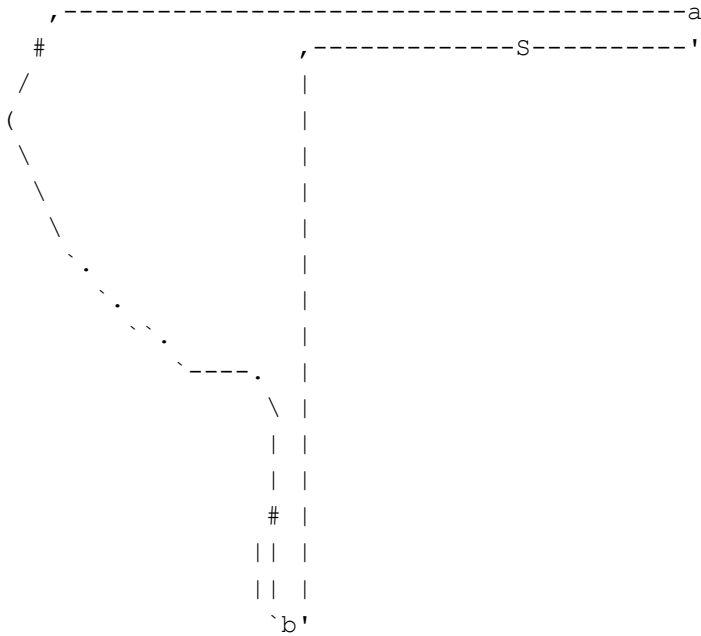
RACE 6 : TIMED RUN

=====

"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
Clear Weather
3 Laps

This is a right pain in the ass. Two 180 degree turns. The second one isnt as bad because you have extra space after the turn, so you dont have to slow right down. But turn A is the pain. You can either slow right the way down, as if in a real car. Or you can skid around it 180, stopping on the way, then accelerate away again. Do it what ever way best fits you.



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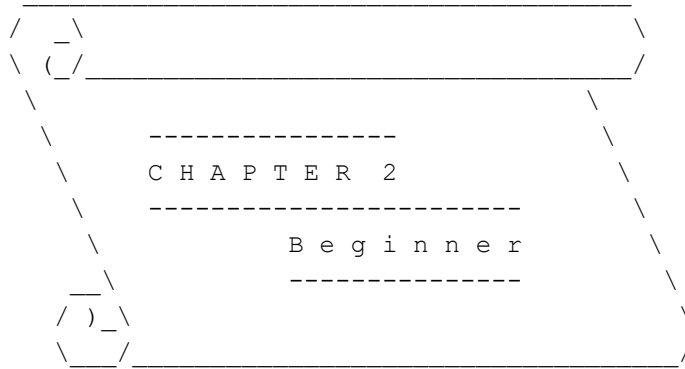
RACE 7 : CHALLENGE

=====

"A skill challenge! Overtake as many cars as you can within 2:10.0 minutes. Your goal is 7 cars."

London, Trafalgar, Nelsons Column North
Clear Weather
Unlimited Laps

This challenge can be hard the first few times you do it, so I dont suggest raising the cars number at first. But once you get better and are confident you can get more, raise it by a few then beat it, if you can, to get more kudos. Try not too crash into the cars, because this will slow you down a lot, and they will get away, and you may even be overtook yourself, which will put you down a car.



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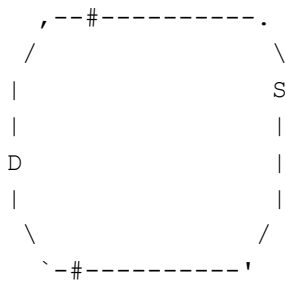
RACE 1 : HOTLAP

=====

"Race against the clock to try and beat the goal time. Your FASTEST of 5 laps is recorded. The time you have to beat is 0:17.7 minutes"

London, Trafalger, Trafalger South
Clear Weather
5 Laps

This is a very small course and will hardly ever need brakes used, unless you feel your going a bit too fast round the corners). Try and stay just in the middle of the road then turn into the turn early so you just miss the inside gates. This is very hard but if you learn on this easy course, later on the game you wont have to practice it on the really hard courses. Once you think you can get a good time on this course, about 12 seconds is a good time. Then go try it and beat whatever your PAR time is.



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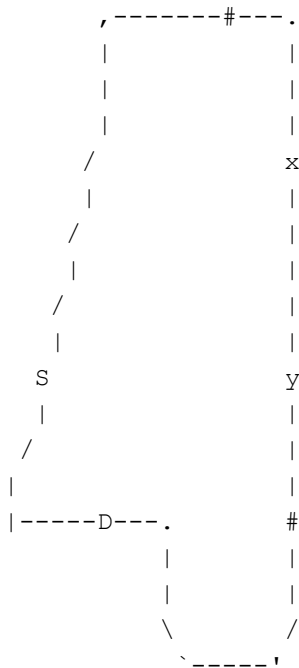
RACE 2 : HOTLAP

=====

"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 0:42.4 minutes"

London, St James Park, Great George Street West
Clear Weather
3 Laps

Quite easy course.. However there are only a few slightly annoying places that can get on your nerves a lot. At point x there is a single monument right in the middle of the road so stay to the right or left of the road after you turn onto this road. At point y there is a monument followed closely by square made of gates. So once again, stay either to the right or left, cos hittin any of these obstacles will result in you completing stopping.



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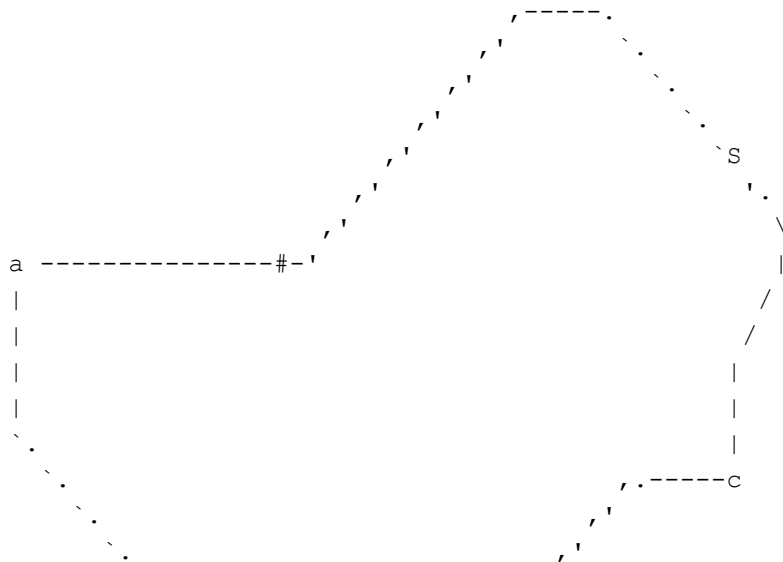
RACE 3 : TIMED RUN

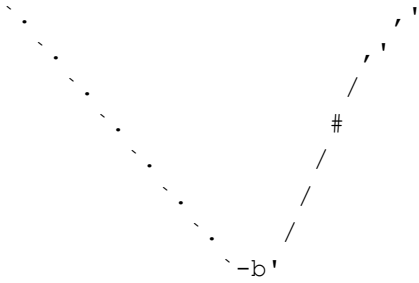
=====

"A race timed against the ever-ticking clock. You have 3:37.0 to try and complete 1 round(s). But beware of slower moving traffic!"

Tokyo, Asakusa, Koen Kita
 Clear Weather
 3 Laps

This is quite a long course this one. And with every long course comes at least a few hard turns. Turn A is can be quite tricky because you would've just sped through alleyways then suddenly this turn appears. Because of that you will probably think this is a really hard turn, but as long as you slow down this is an easy turn. Turn B is virtually the same problem as with turn A. You just have to remember to slow down sufficiently enough. Turn C is usually hard no matter what for me. Its a real pain in the ass. Just slow down a lot, then turn early so you block the computers. The computers arent really that smart, and if your in front of them they'll move to either the right or left, so keep blocking them while you take turn C, unless of course you can do this turn well. The rest of the course is pretty easy.





* This map rulez. It didnt take me that long either! :) *

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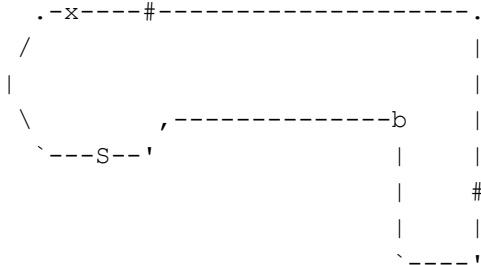
RACE 4 : TIMED RUN

=====

"A race timed against the ever-ticking clock. You have 1:45.0 to try and complete 1 round(s). But beware of slower moving traffic!"

London, St James Park, King Charles Street West
 Clear Weather
 3 Laps

This is a pretty easy race. At point x on the map there is a monument right in the middle of the road which you will want to go to the right of since there is a turn right afterwards. Turn A is a hard turn because of all the black gates that are there, its especially hard at night because everythings the same color as the gates (Black). The gates make it hard to suss out when to turn.



=====

RACE 5 : CHALLENGE

=====

"A skill challenge! In 4 laps and within 5:00.0 minutes you must try to beat an average split speed of 68MPH"

San Francisco, Pacific Heights, Buchanan North
 Clear Weather
 4 Laps

This challenge can be difficult the first few times you try it, after a while it becomes easier. Average Split Speed is the average speed you have between each split. A split is each checkpoint and the starting line. At turn A you dont want to lose any speed because after turn A there is a large uphill section where you wont accelerate much at all, so if you crash on turn A you will go up the uphill section at an average 40MPH, if you dont you will go up the uphill section at around an average 70-80MPH, depending on how well you did beforehand.

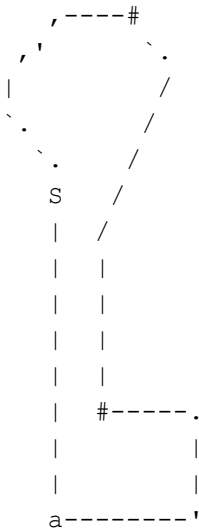
London, Westminster, St Thomas' North

Clear Weather

3 Laps

Vrs : ASTRA Coupé

Not many probs here really, however the Astra coupé is a harder to beat car than the last race, which was when you faced a MX-5. The only real problem is turn A which isnt even really much of a problem anywasys, really its just a reminder to slow down otherwise you can hit the next outside gate and get annoyingly stuck and overtaken. Once you are overtaken after a crash you will not get back in the lead, because it is only 3 laps of a small course.



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RACE 8 : STREET RACE

=====

"Test your racing skills in this Street Race. you'll be up against 5 other cars."

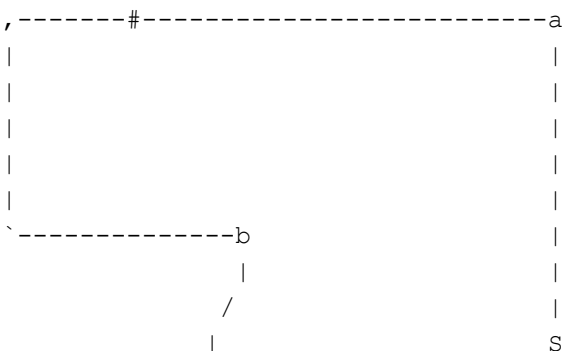
San Francisco, Pacific Heights, Jackson East II

Clear Weather

3 Laps

Vrs : 206, 206, ASTRA coupé, MX-5, MX-5

The cars that you're up against shouldnt cause too much problem, just watch out for the 206's and occasionally the ASTRA coupé can cause you some problems. The course itself is a Pacific Heights course so most of the turns will be 90 degree turns, however on turn A you have to watch your speed otherwise you will crash. Turn B dont lose any speed as you will need as much speed as you can get for the uphill bit, otherwise you will be moving very slowly up the hill. Also, watch out for point X, as the X is where there are obstacles in the middle of the road, so be careful on the turn before them, that you dont end up smackin into them.



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RACE 9 : STREET RACE

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"Test your racing skills in this Street Race. you'll be up against 5 other cars."

Tokyo, Shibuya, Shibuya Kita

Clear Weather

3 Laps

Vrs : ASTRA coupé, MGF, Mégane, Spider, 306 Cabriolet

This course can be a very tricky one or like my friend it can be easy. Since I find it difficult I will pretend that all you people find it difficult too.... The cars you are facin this time are much better than the cars you were facing in the last street race...You want to watch out for the Spider, cos it is a very fast car, fortunately there are no straight parts on this circuit so you wont need to worry too much about it, the 306 Cabriolet is probably your main concern, that or the Mégane. Now for the course. For turn A slow down a lot or handbrake around it, whichever you are better at, just as long as you dont lose too much speed. Turn B can be very tricky indeed since its very hard to tell when you need to start turning. Practice this turn a lot until you know exactly when to start turning, and when you can turn it to perfection, because that is the turn where if you pull it off perfect you will race ahead of the rest.

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RACE 10 : CHAMPIONSHIP

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

Vrs : MX-5, barchetta, 206, 206, 306 Cabriolet

You just wanna watch out for the 206's and the 306, as the other 2 will be easy to beat. the 306 especially could be the one to watch out for.

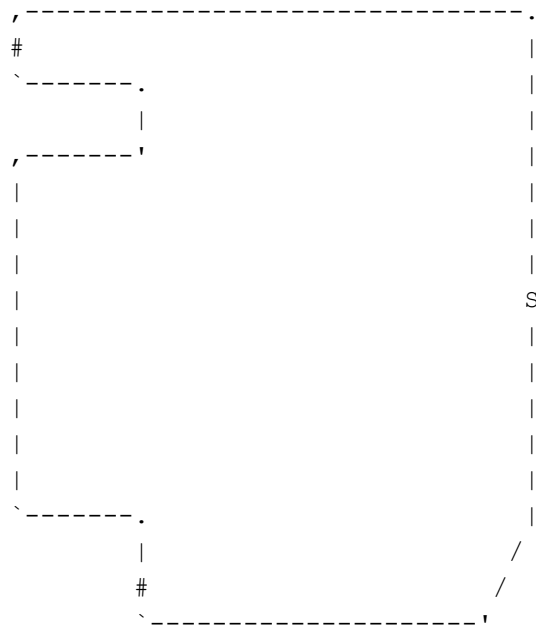
R o u n d 1

San Francisco, Financial District, Pine East II

Misty Weather

3 Laps

This course may look as if it is gonna be your hardest course yet, but the truth is that this course is actually very easy, the misty weather has nearly no effect, as you can still see enough to plan your next turn. Your main thing to do is to be careful and not start turnin too early. Just get the lead in the first lap, then take it easy while blockin out the other cars from overtakin you. Remember to watch out for barriers in the middle of the road after and before the starting line.



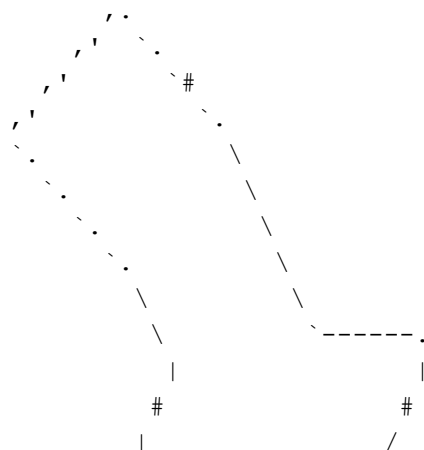
 R o u n d 2

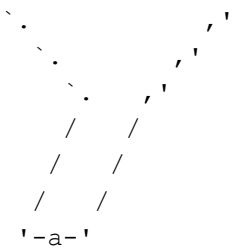
Tokyo, Shinjuku, Shinjuku Hodokyo Shita

Clear Weather

3 Laps

This course looks pretty tricky, and the truth is that it can be very tricky for some...My bro finds this course tricky, but I dont for some reason. The only problem I ever had was with Turn A, you may need to use a bit of the handbrake on that turn. Apart from that I dont see any other bits that are very hard, or need pointin out. Just remember that you may need to block the other cars on some of the straights, cos some of them are faster than your car.





***** C A R S S E C T I O N *****

=====
FIAT BARCHETTA
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There are two Fiats in this game, and this is not only the worst Fiat in the game, but the overall worst and most useless car in the game. This car should be avoided at all costs, because it is a really bad car.

Car.....Fiat Barchetta
Model.....Barchetta
Manufacturer....Fiat
CPF.....1.0
BHP.....130 BHP
Capacity.....1747cc
Kerb Weight.....1060Kg
Length.....3911mm
Width.....1640mm
Height.....1260mm
Drive.....Front
Roofs.....SoftTop, Topless
Colors.....Steel Grey, Racing Red, Gorse Yellow, Garden Green,
Midnight Blue, Orange, Sea Blue, Luxor Black

=====
MAZDA MX-5
=====

This and the other Mazdas are very decent cars, not the best, but decent. The MX-5 would be a good decision to start out with. Gets you quite a lot of Kudos.

Name.....Mazda MX-5
Model.....MX5 1.8i
Manufacturer...Mazda
CPF.....1.2
BHP.....160 BHP
Capacity.....1839cc
Kerb Weight.....1080Kg
Length.....3955mm
Width.....1680mm
Height.....1235mm
Driver.....Rear
Roofs.....HardTop, SoftTop, Topless
Colors.....Classic Red, Racing Bronze, Racing Silver, Racing Blue,
Racing Green, Classic Black

=====

MAZDA Miata

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This is virtually, if not exactly, the same as the MX-5. It looks slightly different and has a different model name. Notice the MX-5 reference in the model name?

Name.....Mazda Miata
Model.....MX-5 MIATA 1.8
Manufacturer...Mazda
CPF.....1.2
BHP.....160 BHP
Capacity.....1839cc
Kerb Weight....1080Kg
Length.....3955mm
Width.....1680mm
Height.....1235mm
Driver.....Rear
Roofs.....HardTop, SoftTop, Topless
Colors.....Classic Red, Racing Bronze, Racing Silver, Racing Blue,
Racing Green, Classic Black

=====

MAZDA Roadster

=====

This is getting all the same now. This car is again exactly the same, except for the model name. This one is quite odd though. Eunoz? This car is again a good choice for the start of the game. And as is the Miata or MX-5.

Name.....Mazda Roadster
Model.....EUNOS 1800 DOHC
Manufacturer...Mazda
CPF.....1.2
BHP.....160 BHP
Capacity.....1839cc
Kerb Weight....1080Kg
Length.....3955mm
Width.....1680mm
Height.....1235mm
Driver.....Rear
Roofs.....HardTop, SoftTop, Topless
Colors.....Classic Red, Racing Bronze, Racing Silver, Racing Blue,
Racing Green, Classic Black

=====

MGF

=====

This is the best choice for the start. Why? Because it has turning, acceleration and speed of the Mazdas but with a CPF of 1.0. A lower CPF means more Kudos for you on a race. Use this till you get the Toyota or Alfa Spider. Either of them should be your choice after you unlock them in Street Racing.

Name.....MGF
Model.....MGF 1.8i VVC
Manufacturer...MG
CPF.....1.0
BHP.....145 BHP
Capacity.....1796cc

Kerb Weight.....1110Kg
Length.....3915mm
Width.....1640mm
Height.....1260mm
Driver.....Rear
Roofs.....HardTop, SoftTop, Topless
Colors.....Flame Red, White Diamond, Racing Green, Charcoal,
Platinum Silver, Nightfire Red, Tahiti Blue, Amaranth,
Volcano

=====
Opel Astra Coupe
=====

This is a good car, better than the others before, however I would not recommend using this car as you can carry on using your Chapter 1 car for the first few chapters, and by that time there will be better cars. However, this is still a decent car.

Name.....Opel Astra Coupe
Model.....Astra Coupe 2.2 16V
Manufacturer....Opel/Vauxhall
CPF.....2.1
BHP.....147 BHP
Capacity.....2198cc
Kerb Weight.....1308Kg
Length.....4267mm
Width.....1709mm
Height.....1390mm
Driver.....Front
Roofs.....HardTop
Colors.....Capri Yellow, Anuba Blue, Magma Red, Mirage, Chianti Red,
Ural Mountain, Star Silver, Carabo Verde, Carbon Black

=====
Renault Mégane
=====

This is a good car, however the same problem as the Astra Coupe. There's no point in using this car, unless you like above the ones that you will get later, as in the earlier chapters you will not get many Kudos for using this car as its CPF is higher than the MGF, or Mazdas.

Name.....Renault Mégane
Model.....Megane Coupe Monaco 2.0 IDE 16V
Manufacturer....Renault
CPF.....1.9
BHP.....140 BHP
Capacity.....1998cc
Kerb Weight.....1135Kg
Length.....3967mm
Width.....1698mm
Height.....1366mm
Driver.....Front
Roofs.....HardTop
Colors.....Capsicum Red, Sunflower Yellow, Twilight Blue, Lazuli Blue,
Vertigo Green, Goodwood Green, Cherry Red, Hologram Grey,
Pearl Black

=====

Opel OPC

=====

I used to like this car, I used for a few races in Chapter 2, but after that, I realised it wasn't as good, so I discarded it and started using my old Mazda Roadster again. This car is decent, but not good.

Name.....Opel OPC
Model.....ASTRA
Manufacturer....Opel/Vauxhall
CPF.....2.7
BHP.....160 BHP
Capacity.....1998cc
Kerb Weight.....1200Kg
Length.....3930mm
Width.....1950mm
Height.....1370mm
Driver.....Front
Roofs.....HardTop
Colors.....Aruba Blue, Carabo Verde, Ural Mountain, Magama Red,
Star Silver, Carbon Black

=====

Alfa Romeo Spider

=====

This is a very cool car, I like this car a lot, I used this car, just because of how cool it looked. This is a good choice for Chapter 4 and upwards. Has high acceleration, good turning and fast speed. Not as good as the Toyota MR-2 or MR-S.

Name.....Alfa Romeo Spider
Model.....Spider 2.0 T.Spark L
Manufacturer....Alfa Romeo
CPF.....2.5
BHP.....155 BHP
Capacity.....1970cc
Kerb Weight.....1400Kg
Length.....4290mm
Width.....1780mm
Height.....1315mm
Driver.....Front
Roofs.....SoftTop or Topless
Colors.....Aruba Blue, Carabo Verde, Ural Mountain, Magama Red,
Star Silver, Carbon Black

=====

Peugeot 206

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You've probably raced this car a few times before, and you should have realised that this is a very fast car. It has good stats but quite a high CPF so I wouldn't recommend using this car until at least Chapter 7 and upwards.

Name.....Peugeot 206
Model.....206 2.0 GTI
Manufacturer....Peugeot
CPF.....2.7
BHP.....137 BHP
Capacity.....1998cc

Kerb Weight.....1080Kg
Length.....3835mm
Width.....1675mm
Height.....1440mm
Driver.....Front
Roofs.....HardTop
Colors.....China Blue, Diablo Red, Firedance, Storm Grey, Bianca White
Tuscany Green, Cherry Red, Indigo Blue, Black, Moonstone

=====
Peugeot 406 Coupé
=====

This car is another car with a high performance, but a high CPF means not many Kudos for Chapters 1-8. Only pick this car until after Chapter 8. Not because its a bad car, just that you'll get higher Kudos on them chapters because this car has too high of a CPF.

Name.....Peugeot 406 coupé
Model.....406 Coupe 3.0 V6 SE
Manufacturer....Peugeot
CPF.....2.7
BHP.....206 BHP
Capacity.....2946cc
Kerb Weight.....1458Kg
Length.....4615mm
Width.....1780mm
Height.....1354mm
Driver.....Front
Roofs.....HardTop
Colors.....Scarlet Red, Satellite Silver, Pulsar Yellow, Polaris Blue,
Galilleo Green, Diablo Red, Cosmos Grey, Ariane Blue

=====
Toyota MR2
=====

This car is a pretty good car, infact a very good car...but not as good as the MR-S, although the cars statistics are better than the MR-S's the MR-S is better. If you like the MR2 better than the MR-S then use this there isnt too much difference between the cars.

Name.....Toyota MR2
Model.....MR-2 GT
Manufacturer....Toyota
CPF.....??????????????????
BHP.....245 BHP
Capacity.....1998cc
Kerb Weight.....1380Kg
Length.....4170mm
Width.....1695mm
Height.....1235mm
Driver.....Rear
Roofs.....SoftTop or Topless
Colors.....Super White II, Black, Super Red II, Orange Mica Metallic, Beige
Mica Metallic, Dark Purple Mica

=====
Toyota MR-S
=====

=====
This is a very good car, the best car so far in this section. This is the car I started using from Chapter 6. It gets you lots of Kudos as long as you beat your par times and come first in races. Has very good turning, superb acceleration and a high top speed. All for a lower CPF then the others.

Name.....Toyota MR-S
Model.....MRS
Manufacturer....Toyota
CPF.....2.4
BHP.....140 BHP
Capacity.....1794cc
Kerb Weight.....1080Kg
Length.....3885mm
Width.....1695mm
Height.....1235mm
Driver.....Rear
Roofs.....SoftTop or Topless
Colors.....Super Red V. Super White II, Metallic Green Mica, Blue Mica,
Super Bright Yellow, Metallic Silver, Black

=====
Peugeot 306
=====

This car is quite similar to the 206, however this one has a bit better acceleration, is a bit easier to handle. However it tends to skid out of control more often than the other Peugeots.....Overall quite a nice car with an almighty choice of colors!

Name.....Peugeot 306
Model.....306 2.0 GTI-6
Manufacturer....Peugeot
CPF.....????????????????
BHP.....167 BHP
Capacity.....1998cc
Kerb Weight.....1215Kg
Length.....4030mm
Width.....1680mm
Height.....1352mm
Driver.....Front
Roofs.....HardTop
Colors.....

***** L E G A L J U N K & O T H E R S T U F F *****

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L e g a l J u n k
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C r e d i t s
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Sega - For making the Dreamcast and other consoles and games.
Bizzare Creations - For making MSR, the greatest Racing game ever.
Blink 182 - For making writing this FAQ a lot less boring.
New Found Glory - For making writing this FAQ a lot less boring.

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V e r s i o n H i s t o r y
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09/06/2001 - Version 1.0

First version which means everything here has been added. Chapter 1 completed, and Chapter 2 is halfway finished. Cars up to Toyota MR-S.

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