

# San Francisco Rush 2049 FAQ

by Katman

Updated on May 11, 2001

SAN FRANCISCO RUSH 2049:  
Shortcuts & Guide to the Coins

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/=====v
|BY                |
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^-----/
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Started: 05/03/2001  
Last Updated: 05/09/2001

## 1. About myself (at least playing RUSH)

Name : DRACONAN-X  
Miles: 3050  
From : Lacey, Washington (outside of Olympia)

My Track Statistics (All stats are for based on a 4-lap race, what the machine I play is set at). I play Rush 2049 at the theater where I work, so I play a lot...so this table will change a lot, too. That's a certified Draconan-X guarantee. Wins aren't included here since there's only one machine at my theater.

Preferred Car: Blue SF Police car, earned at 2,049 miles (heh)

```
/ MY RECORD \
|=====v=====v=====v=====v=====v
| Track      | Race Time | Lap Time | Coins | Setting |
|=====I=====I=====I=====I=====I
| 1- Morning | 03'13"17 | 00'46"52 | 60 | Advanced |
|-----+-----+-----+-----+-----|
| 2- Noon    | 04'25"05 | 01'04"44 | 69 | Advanced |
|-----+-----+-----+-----+-----|
| 3- Sunset  | 04'32"01 | 01'06"42 | 91 | Advanced |
|-----+-----+-----+-----+-----|
| 4- The Rock | 04'27"30 | 01'03"98 | 486 | Extreme |
|-----+-----+-----+-----+-----|
| 5- Night   | 05'47"93 | 01'24"14 | 67 | Advanced |
^-----^-----^-----^-----^-----/
```

## 2. Lap Shortcuts and the coins

Before I get started, I'm gonna describe the layout of the section. I'm including rough (read really really crude) ASCII track maps. The letters on the map represent potential shortcuts. Locations of coins are given relative to shortcut locations.

Ex: A, B, C, D, etc mark shortcut entrances, while a, b, c, d, etc. mark their respective shortcut's exit to the main route. I'll go into detail on the track. The numbers on the map mark checkpoints.

```

TRACK 1- MORNING          /-----v
Checkpoints: 4           |  /--BA+-----\  |
Difficulty: Easy         |  |   Start   |  |
Shortcuts: 4             |  \-ba---1---+-----2---\  |
                          |                |  |
                          |                d  |  |
The first track's shortcuts are |                c      C  |
fairly easy to access.      |                4      3  |
                          |                |      D  |
                          |                |      /  |
SHORTCUT A:               |                |      /  |
This shortcut is just off to the |                \      /  |
right after the start. Make a   |                \-----/  |
hard turn once you are past the  ^-----/
row of houses. It's a bit tricky to pull of with the hill, though. If you end
up in the water, don't panic, just keep going and you'll end up on the main
route. Once you reach it again, remember, go right!

```

SHORTCUT B:

This one is more defined, and my preference over A. There is a ramp leading down, just past Shortcut A's entrance. Drop down, plow through the wood barriers, and follow the hard right turn through the tunnel. Once you emerge, hang on to the concrete partition, near the top of it. If done right, you'll lose little speed and return to the main route. Again, it's easy to roll over so don't turn too hard.

SHORTCUT C:

As you emerge from the tunnel after the big jump over [Crookedest Street], you'll find this one. It is on the far right side of the track, calling for a HARD turn. The entrance is blocked by some wood barriers, but the white wall on either side is the real danger. Once inside the subway, shift into second, go past the train tracks, and enter the small passage that goes up. STAY ON THE LEFT SIDE OF THE PATH! If you don't you'll hit the portable toilet and crash once you emerge! Otherwise, if you're going at least 100mph, you'll sail past it and end up on an elevated roadway. Follow it as it goes over the main road, and into a building. Soon, you'll enter a short corkscrew. Be on alert, as the corkscrew emerges on the main route, but at a very sharp angle! TURN HARD TO THE RIGHT or you'll nail the opposite wall!

SHORTCUT D:

This one is my preference over C...and depending on your lap or your timing, it's the trickiest. Past the first subway entrance (Shortcut C), stay to the right. After the turn, head to the right shoulder where you'll see another subway entrance. Inside, you'll find train tracks on either side of you. Head to the right, avoiding the pillars, and keep a hard turn to the right (downshift if you need). You'll then ascend a ramp and emerge flying back on to the main road. On the first lap, this is easy, but on later laps, the trains are running, and it'll be hard to cross that track without getting hit. This calls for some serious reflexes.

FINDING COINS ON TRACK 1

\*In the entrance to Shortcut B, there are two coins. At the tunnel's exit, there are 3 more in a line across the track. These aren't too hard to get the first time.

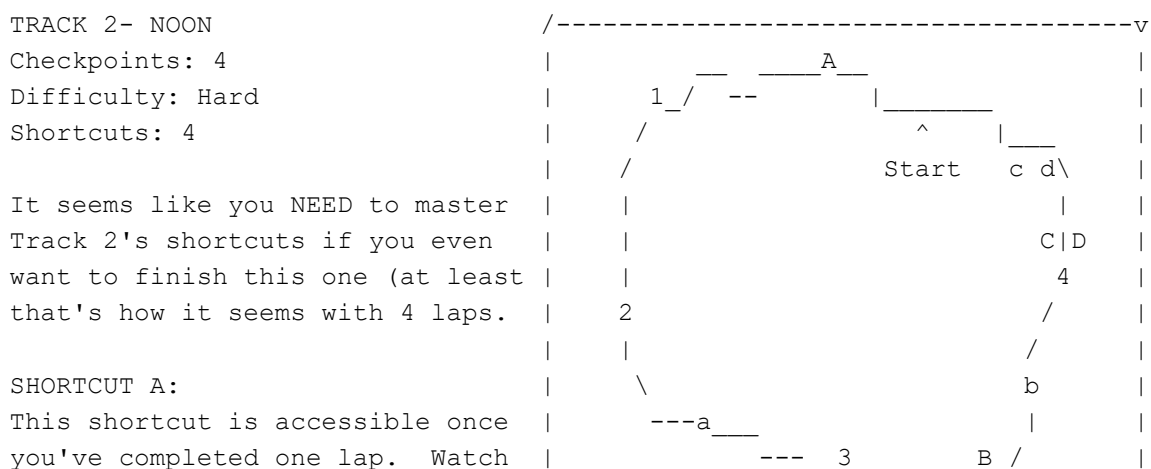
\*On [Lombard Street], before the big jump, you'll see a glass door hidden on the right side of the track. Inside, there are 3 coins. (Yes, plow the door down!)

\*Inside Shortcut C, if you take the shortcut, you'll find about 10 coins on the

corkscrew. If you avoid C's ramp and follow the train track on its left side, you'll hit a line of 10 or so more coins.

\*Also, on Shortcut C, along the train tunnel (where you found the last 10 coins), there's an STU graffiti mark. When you hit it, you'll hear "RUSH!!!". When you emerge into the next open area (the start of Shortcut D), you'll see the yellow wall in the distance drop open. Once it finishes opening, head on in...and...TOONCES, LOOK OUT!!! (sorry). You'll plummet several hundred feet to the bottom of a large fan shaft. If you survive the landing, grab the coin at the bottom, then work your way up the side of the shaft, edging toward one of the five massive beams. Once you reach the end of the incline (and the start of vertical wall), you'll notice a small clearance between the wall and the beam. Use this to get on top of the beam. Follow it up and toward the center of the shaft. In the flat area, you'll find a group of 24 coins! Well worth the effort, in my opinion.

\*The other major coin group I know of is accessible on the third lap or later. As you approach the big Lombard jump, shift down to second and cut your speed to about 110 mph. When you land, stop almost dead and cut the wheel hard to the left on the trolley tracks. You'll notice a small passage. Enter it, and follow the divided road. Up ahead, you'll climb up a large red wall with a chain link pipe in the middle. As you enter the pipe, turn the wheel either way to circle around the pipe, and cut your speed. If you did this right, you'll land on your wheels and find a group of 28-32 coins (I have yet to get these, if anyone has a sure-fire method of reaching them, let me know)



off the right hand side of the track in Golden Gate Park (before you reach the buildings). Follow it (at over 150mph) and you'll hit a jump ramp. It'll put you on a platform on the first building where you'll hit a second ramp, jumping over the main route and over a wall. Follow the dirt path to a third jump. Follow the next dirt path around the left-hand bend and onto a narrow paved road. It'll dip slightly then return to ground level. At the end of it, follow the next dirt path along the lake and you'll return to the main route [19th Avenue].

SHORTCUT B:  
Right after leaving Shortcut A, as you clear the left bend after the checkpoint, watch for the pillar to the left with the yellow "<" sign. Turn hard to the left (as closely to the last building as you can get without hitting it) and you'll sail off an embankment and on to [Northbound 280]. Provided you turned hard enough, you'll land right on the highway. If you didn't turn hard enough you'll land on the white partition between the highway and the main route. In this case, center yourself on the wall and drive off the VERY END of it. This

will get you a decent landing. Turn too hard getting on the highway and you'll graze the fence and possibly flip.

#### SHORTCUT C

This is the left-hand alternate route at the 4th checkpoint. Follow the uphill route and clear two gaps. At the end of the path you'll emerge heading perpendicular to the main route, near the Haight-Ashbury entrance (a bad position) Stop almost dead so you can make the hard left turn without crashing.

#### SHORTCUT D

This is the right-hand route opposite Shortcut C. Position yourself on the left side of this uphill, pointed somewhat to the right. If you're going fast enough, you'll land on a long platform. Clear the small gap ahead and you'll end up in a parking garage. Pull to the right and prepare to make a WIDE and HARD left between the second and third to last pillars! To top it off, try to enter Haight-Ashbury by staying to the left of both giant lava lamps. I prefer this shortcut over C.

#### FINDING COINS ON TRACK 2

\*The best group of coins (that I found) is near the end of the lap. But you can turn around at the start of the race and after clearing the lava lamps, stop and turn right to find a long staircase leading up a hill. Climb it SLOWLY and hit the STU mark. Back at the bottom, enter the tunnel next to the staircase and follow the passage inside it to the right. It bends to the right and enters an inverted cone-shaped room. Enter it at about 100mph. Drive in a circle up the wall to find a HUGE ring of 28-32 coins at the top!

\*After clearing the 3 jumps on Shortcut A, you'll hit a line of 5 coins. Also on the narrow paved road, you'll hit 5 more.

\*On the Golden Gate Park path (before the first jump), stop and turn around to find an alcove holding about 7 coins.

\*At the end of Shortcut C, you'll find a group of 10 coins.

\*Explore the gaps in Shortcuts C and D. There are coins hidden there.

	/-----v
	/b----1-----C---_
TRACK 3- SUNSET	\
Checkpoints: 3	__aB c
Difficulty: Medium	/
Shortcuts: 4	\
	\
Track 3's shortcuts are my	\
personal favorites, since some	eA / D
of them lead to HUGE air. The	<Start D
shortcuts are also really complex.	E
Some have several entrances, and	/
others have multiple exits.	/
	d
SHORTCUT A:	
This shortcut has many many	
entrances. First, there's the	
most obvious one at the start.	A
Right after the start, pull to the	A
right and pass through the doorway	_3/d

to build some extra speed. If you | \\_d |  
go at least 125 mph, you'll clear ^-----/  
the massive [Strawberry Hill] jump with little trouble. The other entrances (at  
the end of the lap, on the [19th Avenue] downhill, are harder to get on,  
although the one on the right side is the easier one. The right hand entrance  
is near the top, after the first section of downhill. Watch for the small  
pathway off the right shoulder. You'll pass through a tunnel, and a sheet of  
glass. After going across the roof of a building, you'll sail over a row of  
bushes and be heading toward Strawberry Hill. Lining up for the big jump is  
hard from this route, so I prefer the left-hand entrance to Shortcut A. It's  
accessible from a ramp leading up the side of a building on the left. It's hard  
to get on to, but if you get it right, you'll land on the roof of a building and  
then go over a chain link path suspended above the main route. Go off the end  
of the path, edging your car to the right as you do. This will line you up much  
better for the jump. With the right speed and angle, you'll actually land right  
on the entrance to Shortcut B!

#### SHORTCUT B:

Less of a shortcut, but more of an easier way of making the wide right at [Park  
Presidio]. The turn is tight but if you shift down to third, it should be no  
problem.

#### SHORTCUT C:

This one can be tricky, since one of its entrances varies between laps. The  
first entrance is the elevated roadway to the right hand side (at the top of the  
blue embankment). If you can get up here on the first lap, you should be fine,  
but on the second lap and beyond, watch out! Depending on your timing, the  
train will cross the path at regular intervals, and you may crash and burn! The  
alternate entrance is on an incline on the right side where the road rises to  
ground level. In the shortcut, you'll find a sharp banked turn to the right,  
leading into a courtyard with several pillars across the path. Avoid these and  
you'll be back on the main route.

#### SHORTCUT D:

This shortcut has several variations since it involves the crisscrossing paths  
on this section of track. The first entrance is just past the second checkpoint  
(marked by the big detour sign). Shift down to third and make the turn wide.  
If your speed is at around 130-140mph, then you should have no trouble making  
the first jump. The second entrance (if you wanna call it that) is accessible  
if you take the main track's left turn too shallow and go off the track. At the  
top of the hill, you'll find the alternate route. The first exit you can take  
is once you get around the left turn on the next section. Look at the horizon  
and look for the gap in the trees in the distance. Aim your car straight for  
the guard ramp where that gap is. You'll go FLYING LIKE A NITRO-FUELED DRACONIS  
AIRSHIP (Damn, got carried away again)...you get the point, you'll get big air.  
If you angled the jump right, you'll touch down on the main route. The second  
exit is at the end of the route (make one more jump and follow the path.).  
It'll put you right before the third checkpoint. The third exit comes if you  
take the route leading to the second exit (before the checkpoint), but if you  
pull to the right, you'll enter into a building that leads underground. Follow  
the narrow path (you'll hit the checkpoint inside the tunnel), and you'll emerge  
at the bottom of the big hill, one turn away from Shortcut A.

#### SHORTCUT E:

Oh, man is this one hard...and the most awesome shortcut in the entire game! Go  
as if you were taking the second entrance to Shortcut D, though head straight  
for the stone hill (the one with the yellow and black towers on top). Cut your  
speed, and shift into first as you reach the base of the hill. Let off the gas  
as you hit the summit. If you did this right, you'll plummet down an air shaft  
and land upright, facing into the route! Now, for the next hard part. Get

going full speed. You'll speed toward a huge fan right in your path. DO NOT HIT THE BLADES! You'll crash and burn like so! After one fan, you'll encounter a broken section of the path. At about 150 mph, you should be able to clear the jump (don't worry about the falling boulders). You'll pass a second fan, and the track will start to turn harder to the right. A third fan awaits, but with two columns reducing the path to 3 narrow passages. This is the most dangerous section of the shortcut. If you survive all this, follow the path up, staying to the left, and you'll blast out of the side of one of the buildings, right at the finish line. If you stay to the left, you'll land on the main route (albeit at an odd angle; a hard right turn should remedy this).

#### FINDING COINS ON TRACK 3

\*The first major coin group can be found near the start of the lap. When you approach the first bridge, cross it, slowing to about 90mph. Make a U-turn to the right to head down and below the bridge where you'll find an STU mark. Hit it, grab the line of coins under the bridge, and follow the dry creekbed until you enter a doorway. You'll emerge in a MASSIVE ROOM well known as the [Golden Gate Halfpipe]! Resist the urge to climb the halfpipes, unless you're REALLY skilled at landing. Instead, grab the lines of coins on the ground, then, pick a side and climb one of the steep inclines (not curved walls). At the top, look along the edge of the path for a long spread-out line of coins. Carefully pick up these coins, then check the other side of the room for another similar line. (There are so many coins here, I can't remember just how many there are [35-40 in all?])

\*There's a group of coins in a small pool of water, accessible if you can jump your car over a small stone hill next to the first entrance to Shortcut D (by the Detour sign). The hill is oddly shaped, so you'll likely flip your car once or twice, but if you're lucky, you'll touch down in the water on your wheels. Pick up 8 coins here. IMO, one of the wackier Rush 2049 stunts.

\*In the route leading to the third shortcut D exit, there are 8-10 coins along the edge of the path in the tunnel.

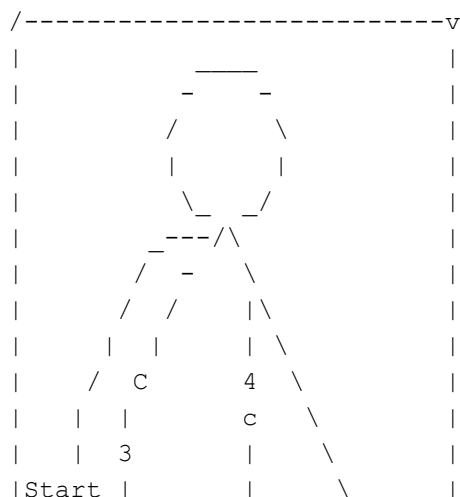
\*In the hard to reach Shortcut E, there's a line of about 10 coins near the exit.

\*On the right hand entrance to Shortcut A (the end-of-lap entrance), there's a line of 10 coins in the tunnel where you go through the glass.

\*At the end of the lap, before the finish line, search the buildings on the left for an opening. Inside, you'll find a row of 6 coins.

TRACK 4- THE ROCK  
 Checkpoints: 4  
 Difficulty: Medium  
 Shortcuts: 3

Track 4 is flat out FAST. It has plenty of nifty shortcuts, and the easiest to find coins of any track. Keep both hands on that wheel.



SHORTCUT A: | || | | 2 |  
 This one is actually the huge | V| | | b |  
 corkscrew you see right at the | |A | | | |  
 start. Simply take it at a decent | | \ | | |  
 speed and you won't have trouble | | \ | | |  
 at all. But you'll probably be | | | | | |  
 going pretty fast once you get off | | \ | | |  
 of it, so be careful. | | | | | |  
 | | \ | | | |  
 SHORTCUT B: | \ | | b |  
 this shortcut has two exits. To | a \ | / |  
 enter the shortcut, simply take | \ \\_/ / |  
 the outside dirt path just after | \\_1B\_/ |  
 the first checkpoint. The first ^-----/  
 exit is just after the hard left turn and will put you at ground level near the  
 first set of buildings. The second exit is tougher to get to, and is accessible  
 via the small passage to the right of the first exit. You'll get some air and  
 land on a concrete dock. Keep your speed up and make the next jump onto the  
 mainland. You'll land again right before the second checkpoint.

SHORTCUT C:  
 This is a big shortcut that calls for some serious skill to navigate  
 successfully. Enter the narrow passageway into the hill on the left, near the  
 checkpoint. It'll open up into a cone-shaped room. Follow the green markings  
 on the ground to turn around in this odd-shaped room. Once you turn around,  
 follow the next long passage which will open up onto the main route near the  
 fourth checkpoint. Be ready to turn hard if you land on the outside of the left  
 turn.

FINDING COINS ON TRACK 4

\*On Shortcut A, the corkscrew, stay in the center of the lane to grab up all of  
 the line of 20 coins!

\*On the path leading to the second exit to Shortcut B, check the left side of  
 the dock for a row of eight coins, as well as one at the end of the shortcut!

\*After the first Shortcut B exit, stop and turn left into an alley between the  
 building and an embankment. Inside, you'll find a group of seven coins.

\*On top of those same buildings, pull to the left and slow down as you go over  
 the small ledge. Turn around for seven more coins. As you leave this hidden  
 area, you'll hit a line of six more coins.

\*Before the route inside the prison building (before the exit from Shortcut C),  
 take the loop before the building entrance. There's a line of five coins across  
 the end of the loop. Also, along the wall on the left, there's another line of  
 9 or 10 coins, as well as one coin tucked away in the far right corner of the  
 building.

\*On top of the building, on the far left and right sides, there are long lines  
 of coins. This totals to about 20.

\*In Shortcut C, there's one coin in the first tunnel before the funky shaped  
 room. As you begin the turnaround, you'll hit a line of six coins. After the  
 turnaround, check the left hand wall before the second tunnel for another group  
 of nine or ten coins, as well as three more coins at the shortcut's exit!

Following these instructions, I can guarantee you getting the full 1000 coins on  
 Track 4!

/-NORMAL SHORTCUT MAP-----v

TRACK 5- NIGHT  
 Checkpoints: 3  
 Difficulty: Hard  
 Shortcuts: 4

Track 5 has the most unusual  
 Shortcuts. The track itself is  
 Hard enough to get through without  
 Crashing, and there are only two  
 'real' shortcuts that I know of.  
 As I discovered and learned of all  
 The possible shortcuts, I cut more  
 Than 1'20" off my race time.

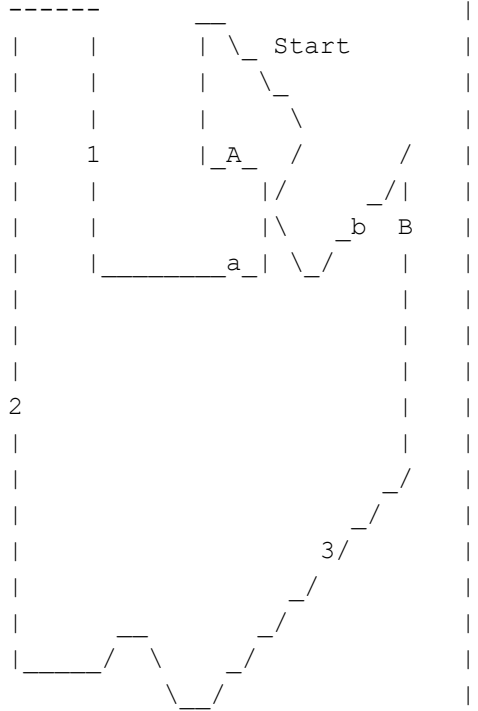
SHORTCUT A:

After clearing the 'skyline' jump  
 and the left turn, if you haven't  
 shifted to second, do so. This  
 shortcut is the first turn to the

right. Follow it and turn right  
 again once you reach the main road. Be careful because of the trolleys that go  
 along the path.

SHORTCUT B:

This one is more of an alternate route than a shortcut. After the easy left  
 turn under the truss pillar, check to the left. Shift to second and turn into  
 the last alleyway. This saves you from that deadly V-angle turn up ahead.



/-CHEATER'S SHORTCUT MAP-----v

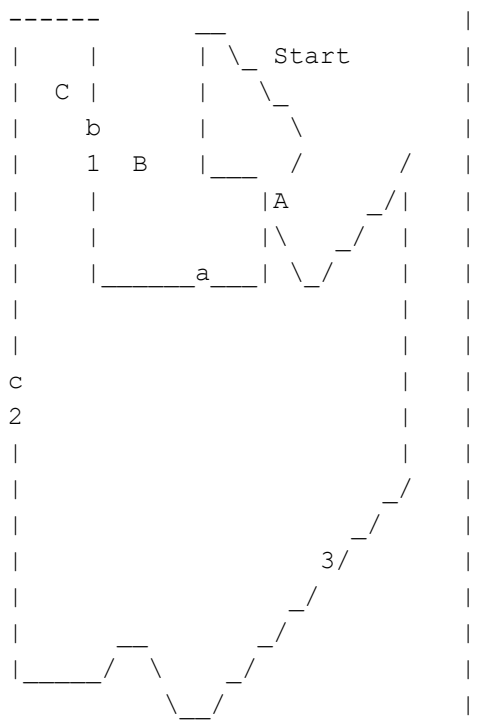
ANOTHER SET OF SHORTCUTS  
 Difficulty: Hard  
 Shortcuts: 3

There are at least 3 places where  
 You can crash and actually end up  
 Further ahead than you would be  
 Normally. Of course some call  
 This cheating, I call it  
 'strategic bumping'. Here are the  
 best places to do this.

SHORTCUT A:

You can do this one on any lap.  
 After crossing the start/finish  
 Line, U-turn and backtrack until  
 You reach the curved wall near the  
 End of the lap. Ride straight to  
 The top at full speed, and crash.

Don't hit the abort button, and you will soon be placed back down, just before  
 the first checkpoint!



SHORTCUT B:

After the checkpoint, turn right into the first alleyway and head straight for  
 the building (turn slightly to the left to hit near the middle of it). Right as



you hit the building, hit the ABORT button. You'll be set down at the bottom of the next downhill.

#### SHORTCUT C:

After being set down at the bottom of the hill, turn hard to the left and build up some speed. Crash into the building near its (inner) far corner on the left. Don't abort, and you'll be placed again near the second checkpoint.

#### TRACK 5 TIPS

The turns on Track 5 catch most people off guard. Many that I've seen try them at full speed in an automatic-transmission vehicle. Here are some pointers.

\*Use a manual transmission. If you haven't mastered it yet, use track 1 as practice.

\*Shift to second to get around right-angle turns. Start far on the outside of the turn and start the turn early.

\*At the railroad section of the course, don't be afraid to climb up onto the quarterpipe. This prevents you from losing speed...and also is the easiest section of the track if you ask me. Note that the quarterpipe is only accessible on the second and later laps. Depending on your timing, the train may block the path to it.

#### FINDING COINS ON TRACK 5

\*In the Cheat-shortcut B, check to the far right for a narrow alleyway between two buildings for a couple coins.

\*After the first checkpoint, check the right turn of the 4-way intersection (before the hill). At the end of the road, there are three coins.

\*At the large quarterpipe with the Rush 2049 logo (and other billboards), turn right. There are 4 coins at the end of that route.

\*After the U-turn on the quarterpipe, head along the next straight, and you'll come upon two parking lots, one on either side of the road. Both lots have a total of 4-5 coins each.

\*On that same straight, try to land on one of the elevated roads from the big jump. At the end of the elevated route, there are three coins.

\*At the railway section of the track, check along the left for coins scattered here and there. Also, hidden along the left is a STEEP incline. Climb it all the way to the top (First gear!), and let off the gas right as you reach the top. On the platform, there are 12 coins. Jump from that ledge to one straight ahead on the right for some more coins. Now the hard part: Try driving straight ahead off the edge of that platform and landing upright in the halfpipe below. There are 5 or 6 more coins down there. Wait, you're not done yet. Turn and drive off the edge of that to find another line of coins!

\*After the killer V-turn, look along the right for a narrow path (It's marked). In the next area, plow through the glass wall for a line of 10 coins.

THIS INFORMATION SHOULD DO YOU PRETTY WELL. IF ANYONE KNOWS ANY BETTER SHORTCUTS OR WHERE OTHER COINS ARE FOUND, LET ME KNOW!

### 3. Codes

NOTE: Most of these codes will prevent your time from being recorded in the Fast Times listing. Codes for which I know this to be true will be marked with an X.

LUNAR GRAVITY: 66664728# ("Moongrav") X

Reduces the gravity to that which you find on the Moon, about 1/6th of Earth's. Have fun, since in this mode, it's nearly impossible to make a turn on flat ground without rolling over. Also, any moderate or bigger jump (like those on Track 3) will seemingly put you in orbit...and hurl you out of the course!

JOVIAN GRAVITY: 5874837# ("Jupiter") X

Increases the gravity to roughly 2 ½ times Earth's, or equivalent to Jupiter. Even Track 3's super-jumps won't get you much air, but the car won't roll over easily, and you get some monster speed going downhill.

NORMAL HANDLING: 667625# ("Normal")

Changes the car's handling to Normal in mid race.

ADVANCED HANDLING: 23826233# ("Advanced")

Changes the car's handling to Advanced in mid race.

EXTREME HANDLING: 3987363# ("Extreme")

Changes the car's handling to Extreme in mid race.

MORE SPEED: 327837# ("Faster") X

Increases your car's speed.

HEAVY CAR: 8265968# ("TankYou") X

Gives your car the mass of a tank.

TRACK FLIP-FLOP: 666#

Instantly mirrors the track.

END GAME: 8675309# (Jenny)

Immediately ends your race...Any uses for this?

ELIMINATE PHANTOMS (Phantom Photon mode): 86#

Eliminates the ghost (phantom) cars one by one. The drivers' names won't disappear however.

RETURN PHANTOMS: 87#

Makes ghost cars reappear.

CHANGE FRAME RATE: 60#

Changes the game's frame rate (smoothness of the animation)

#### 4. SPECIAL THANKS

\*Lacey Cinemas for having such a great game, and for paying me for working there...and so I have the money to play this game.

\*Terry (Driver name: TERRYT) for pointing out some Track 5 cheat shortcuts and for providing me the best competition.

\*Atari Games for making this game (wish we coulda seen Tracks 6 and 7 in this one).

\*Rush2049.com for the codes listed in Section 3.

\*[Fmodena] for his coin guide...it really helped.

And with all of this, I leave you. This is Karthesios, signing off.

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-----v
|
|           K A R T H E S I O S . . .
|  / _ | B E T T E R - K N O W N   A S . . . \ \ / /
|  / / / / _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ \ \ / /
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|                                           | /
^-----/
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