

Vanishing Point Stunt Guide

by Nemesis

Updated to v1.00 on Jan 16, 2001

This walkthrough was originally written for Vanishing Point on the DC, but the walkthrough is still applicable to the PSX version of the game.

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Vanishing Point™
{Stunt Driver Guide}
Platform: Dreamcast™
Version 1.00
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01. Introduction
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This FAQ is for use for Vanishing Point for the Sega Dreamcast. Vanishing Point is a new racer for the Dreamcast, and it's very fun to play, especially if you like arcade (or even sim) racers. The control can either be great or very poor. Towards the beginning of the game, the 2 cars that you are able to use handle very poorly, and they slide around like they're riding on oil-based tires. Yeah, it's terrible. But if you can learn to control these monsters (just don't oversteer), then you'll be winning races, and winning better cars, as well as tracks, movies, and other secrets. Highly recommended.

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02. Legal Stuff
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03. Updates / Revision History

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Version 1.00 (01/15/01)

- Completed the Event-Point guide
- Added the Event Info section to the document, all complete.
- 16KB

Version 00.30 (01/13/01)

- First released version.
- 07KB

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04. Stunt Driver Mode

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The Stunt Driver Mode is similar to Crazy Taxi's Mini-Games and Gran Turismo's License Tests. The Events in this mode can be fun, but they get very difficult as you open more Events, since you get less time to complete them, the restrictions become tighter, and you'll have to do more things in a shorter amount of time with cars that handle like crap (the Chrysler Viper, for example).

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Event	Points Required to Unlock
The Long Jump	• • • • • N/A
Twists & Turns 1	• • • • • 080 Points
Single Criss Cross	• • • • • 155 Points
Hump Back Relay	• • • • • 237 Points
Twists & Turns 2	• • • • • 323 Points
Tabletop Balloons	• • • • • 411 Points
The Barrel Roll	• • • • • 503 Points
Twists & Turns 3	• • • • • 597 Points
Balloon Slalom	• • • • • 695 Points
Double Criss Cross	• • • • • 796 Points
Bump 'n' Balloons	• • • • • 900 Points
Twists & Turns 4	• • • • • 1007 Points
Barrel Roll Relay	• • • • • 1117 Points

The Balloon Bowl 1221 Points
Triple Criss Cross 1400 Points

E V E N T I N F O

The Long Jump:

Car you use: Lotus Espirit Sport 350

Objective -

In this event you have 20 seconds to negotiate the ramp that sits behind you. Points are awarded for the time taken and the distance jumped.

The distance jumped will be measured from your vehicle's first point of contact to the road.

To get a perfect score, you must jump at least 80 meters in 12 seconds or less!

HINT: Gain extra distance by trying to land with your front wheels first!

Twists & Turns 1:

Car you use: Audi TT quattro

Objective -

In this event you have 30 seconds to negotiate the slalom, 'tag' the check box at the opposite end of the arena and return to the finish box.

To get a perfect score, you must complete this event in 19 seconds or less!

HINT: The key to success is making a fast turn at the check box!

Single Criss Cross:

Car you use: Ford Mustang Cobra SVT 1995

Objective -

This event is comprised of a single 'cross over' jump. You have 30 seconds to negotiate this jump, 'tag' the check box at the opposite end of the arena and return to the finish box.

To get a perfect score you must complete this event in 19 seconds or less!

HINT: The key to success is making a fast turn at the check box!

Hump Back Relay:

Car you use: BMW 325i

Objective -

In this event you have 60 seconds to negotiate the Hump Back jump and alternately 'tag' the check boxes at each end of the arena.

Repeat this until the 'tag' counter reaches 5.

To get a perfect score, you must complete this event in 45 seconds or less!

HINT: The key to success is making a fast turn at the check box!

Twists & Turns 2:

Car you use: Alfa Romeo TTV 3.0 V6 24V

Objective -

In this event you have 40 seconds to negotiate the slalom, 'tag' the check box at the end of the opposite end of the arena and return to the finish box.

To get a perfect score, you must complete this event in 23 seconds or less!

HINT: The key to success is making a fast turn at the check box!

Tabletop Balloons:

Car you use: Toyota Supra

Objective -

In this event you have 60 seconds to negotiate the Table Top jump and pop ALL of the colored balloons.

To get a perfect score, you must complete this event in 1 minute and 23 seconds or less!

HINT: Try and line up as many balloons in one jump as you can!

The Barrel Roll:

Car you use: Ford Focus Cosworth 2000

Objective -

In this event you have 30 seconds to negotiate the ramp that sits behind you, 'tag' the check box and return to the finish box.

To get a perfect score, you must complete this event in 15 seconds or less!

HINT: Position on the ramp is more important than speed!

Twists & Turns 3:

Car you use: Dodge Viper GTR

Objective -

In this event you have 30 seconds to negotiate the slalom, 'tag' the check box at the opposite end of the arena and return to the finish box.

To get a perfect score, you must complete this event in 19 seconds or less!

HINT: The key to success is making a fast turn at the check box!

Balloon Slalom:

Car you use: Lotus Elise

Objective -

In this event you have 35 seconds to pop ALL of the colored balloons, 'tag' the check box at the opposite end of the arena, and return to the finish box.

To get a perfect score, you must complete this event in 23 seconds or less!

HINT: Being smooth and controlling your speed is the key!

Double Criss Cross:

Car you use: TVR Cerbera 4.5

Objective -

This event is comprised of TWO 'cross over' jumps in succession.

In this event you have 30 seconds to negotiate the slalom, 'tag' the check box at the opposite end of the arena and return to the finish box.

To get a perfect score, you must complete this event in 19 seconds or less!

HINT: The secret is to be as smooth as possible!

Bumps 'n' Balloons:

Car you use: Aston Martin V8 Vintage Le Mans

Objective -

In this event you have 40 seconds to negotiate the bumps and pop ALL of the colored balloons and return to either one of the finish boxes.

To get a perfect score, you must complete this event in 23 seconds or less!

HINT: Less haste, more speed!

Twists & Turns 4:

Car you use: Lotus Elise

Objective -

In this event you have 40 seconds to negotiate the slalom, 'tag' the check box at the opposite end of the arena and return to the finish box.

To get a perfect score, you must complete this event in 22 seconds or less!

HINT: The key to success is making a fast turn at the check box!

Barrel Roll Relay:

Car you use: Shelby Cobra 427 S/C

Objective -

In this event you have 120 seconds to negotiate the Barrel Roll jumps and alternately 'tag' the check boxes at each end of the arena.

Repeat this until the 'tag' counter reaches 4.

To get a perfect score, you must jump at least 36 meters in 12 seconds or less!

HINT: Perfection is great but not necessary!

The Balloon Bowl:

Car you use: Ford Explorer XLT 1996

Objective -

In this event you have 90 seconds to negotiate all three bowls and pop ALL of the colored balloons and return to the finish box.

To get a perfect score, you must complete this event in 42 seconds or less!

HINT: Careful route planning is the key!

Triple Criss Cross:

Car you use: Shelby Cobra 427 S/C

Objective -

This event is comprised of THREE 'cross over' jumps in succession.

In this event you have 30 seconds to negotiate all three of these jumps, 'tag' the check box at the opposite end of the arena and return to the finish box.

To get a perfect score, you must complete this event in 19 seconds or less!

HINT: The secret is to be as smooth as possible!

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- Power slide as much as you can on most turns in the game. To power slide, slow down a bit before the turn or chicane with the footbrake, then as you turn, hit the handbrake to make your car swing around the bend (make your car go into the proper direction first), then hit one of your brakes (handbrake is easier to use) while you are facing the direction you wish to be in (straight), and continue driving as normal.
 - You don't have to power slide around each turn. Some turns are too tight to try to maneuver around, so just brake very hard with the footbrake to come to an almost complete stop, then turn your car into the desired direction, and hit the gas to get moving again.
 - Don't be too hard on the controls, since they are sort of touchy. The cars handle arcade-like, so you won't be spinning out after each turn, unless you really turn sharply or hit a wall at great speeds.
 - Try not to hit the other car in a race, since you will bounce off of him/her, and slow yourself down, and possibly spin-out.
 - Try to avoid all walls and barriers. Walls and barriers can slow your car down drastically, and they can also cause your car to have an unnecessary spin-out, which you don't want.
 - To recover from a spin-out quickly, simply let off the gas while you are spinning or moving, then steer with the spin until you slow down. Once you have done this, simply countersteer (steer into the direction you are spinning), then you will have regained control of your vehicle.
 - Try not to power-slide TOO much in the game. Why? Because the physics engine of Vanishing Point is very realistic, and if you try to power-slide around a sharp turn at high speeds, your car will flip over, and roll along until it stops. This will slow you down MASSIVELY, especially if you are forced to press the "Y" button to replace your car on the track.
 - Don't take sharp turns at very high speeds (this is especially bad with large vehicles like the Ford Explorer XLT or the Ford Ranger XLT Pickup). Doing this may cause your car to flip, and roll, and will slow you down big-time.
 - Don't concentrate on actually beating other racers on the track, since the racing system is based on time, rather than position. Think of it more like Rally Racing, instead of GT racing. You have a certain time-limit that you must meet or beat to place 1st in a race, and the slower you drive, the lower place you will receive in the end of the race because your overall time is slower than that of the 1st place time. Just focus on cutting your turns fast and smoothly, and avoiding any type of slowdown on the track (like hitting other cars, walls, flipping over, etc.)
 - If your car rolls and lands on it's roof, then the race is over. If your car lands upside-down during a race, then you have no chance on ever regaining your lost time, so it's best to just restart the race. However, you may get lucky, and land on your wheels during a rollover, and can continue the race.

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