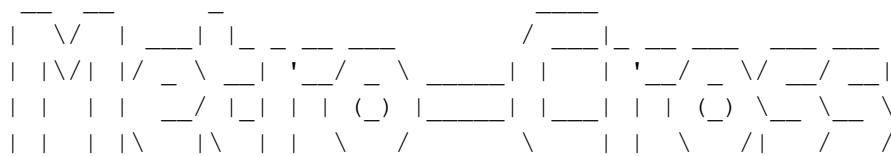


Metro-Cross FAQ

by Da Hui

Updated to v1.1 on Jan 23, 2009

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

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| 1. - Controls | MC1 |
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- D-Pad - Move
- A - Jump
- B - Use Item
- Start - Pause
- Select - No Use

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| 2. - Strategies | MC2 |
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The point of this game is to simply run to the finish line as fast as possible. You will run across a lot of obstacles that you will have to take advantage of in order to make it to the finish line before the time runs up. The timer is along the bottom and actually gets rather difficult pretty quickly.

The trick is to learn which obstacles will help you and which will hurt you. There are certain obstacles that actually help you such as the spring board or the skateboard. There are obviously even more obstacles here to slow you down. For more information check the obstacles section.

You will notice two different types of cans cluttered along all of the stages. If you jump on any of them, the time will stop for a brief moment. You can pick up the orange ones and press B at any time to give you a nice quick speed burst. If you jump onto a blue one and quickly jump onto another one, a small red object will appear right in front of the second can. Pick that up for another speed burst. These will be vital the further you get into the game.

Make sure to hit all of them that you can or you won't be able to beat the later levels, even if you never slow down.

Always try to connect beneficial obstacles. For example, in the third round, the whole round will just be spring boards. Running through it won't let you finish in time. So you have to jump from spring board to spring board. This is an excellent to save as much time as possible.

In some rounds, the extra time you have accumulated will be added to the next round. This doesn't always happen but keep it in mind. Always try to finish as quickly as possible so it could help you in possible future rounds.

Avoiding obstacles is the most important part of this game. You should obviously be running as quickly as possible so some obstacles may appear rather quickly. Try to stay as close to the middle as possible so you have more options when you run into an obstacle. If you stay along the top or bottom and there is something blocking your path, you can only go one way. If there is something there too, you will fall.

You will notice small rodents running around when you get a couple of stages into the game. Don't let them touch you because they will grab onto you and hold on. They will slow you down and the only ways to get rid of them is to crash, bounce off the top of a barrel, or to jump off of a spring board. If they grab you near the beginning I suggest crashing quickly unless there is a spring board ahead. If they grab on towards the end, just keep running.

As you finish a stage, watch the finish line. You should notice by now that there the track is five tiles wide. The highest and lowest tiles at the finish line will be a wall so you can't go through it and you will be stuck there until you move to the center of the track. Make sure not to run into these because it could possibly make you lose a close race.

Heads Up Display [HUD]

	Score		Score - Only appears at end of rounds.	
			Drink - The drink total is the orange	
			drinks that you pick up. They give speed	
			bursts. Press B to activate them.	
			Total Time - Total extra time you have	
			accumulated.	
			Time - How much time you have left in this	
			round.	
			Round - Which round you are in	
	Drink **	Total Time		Area - How far into the round you are.
	Round **	Time		
	Area	*****		

There is also a Points System:

What You Do	Points Achieved
Transfer from one skateboard to another	2000
Every extra second at end of round	1000

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Go in the second lowest set of tiles and jump over the pit. Slow down a bit and you will see two barrels roll along the bottom. The second barrel will stop and go back a little just to throw you off. If you don't slow down a little bit, it will hit you. Get around the barrel and shift upward with the slip pads when you reach them. This part is tricky, start in the second to lowest set of tiles. Jump onto the only free tiles along the bottom. Jump over the next set of slip pads and stick to the highest path you can take in this short section as well.

Jump over the next set of slip pads and land on the center set of tiles to avoid the barrels. Stay along the lowest set of tiles to avoid the obstacles and move upward when the slip pads block your path. There will be barrels that will also shift backwards here so be very careful as you move to the top of the screen. Stay along the top to avoid the rolling blocks and quickly shift downward to get the skateboard. Go down to the lowest tile and skate in between the hurdles.

Move to the second highest tile and skate over the slip pads. After you pass the lone barrel on top, move to the highest tile. After you see a long barrel toward the bottom, shift down to the second highest set of tiles to avoid two more barrels. Stick on this set of tiles until you see a pit. Move up to go around it and then back down to the second highest tile after the hurdle. You can stay on this set of tiles until the very end and avoid all hurdles and barrels in your way.

Round 07

Stay in the middle path and go on the spring boards. Jump off of them, there will be three. Move up one set of tiles and you will go off three more spring boards. From there, go on the highest set of tiles for two spring boards. Move down one tile for one more spring board. Move down to the center set of tiles for another three spring boards. After those three, move down one set of tiles for two spring boards and then move to the lowest set of tiles.

There will be one spring board here. While in the air, quickly move to the second to highest set of tiles for three spring boards. Then move to the second lowest set of tiles for one, then quickly to the center set of tiles. Go up one set of tiles after the last spring board and then back to the center for two more spring boards. Go to the lowest set of tiles and then back to the center for the last two spring boards.

Round 08

Move up to the second highest set of tiles to go in between the slip pads. Jump up to the highest set of tiles when the slip pads get in your way. Jump over the barrel when you reach it and shift downward when the slip pads get in your way. Follow this path while jumping over the hurdles and pits. Try to stay as high as possible until you reach the end of the section with the slip pads. Move down to the bottom and you will easily avoid the rolling block and bouncing tire.

Move to the second highest set of tiles after the bouncing tire and jump downward over the slip pads. Stay along the lowest set of tiles and jump over the slip pads and pits in your way. Shift upwards when the slip pads force you up. Jump over the slip pads when you reach a big section of them and move to the bottom. Here you will quickly see two barrels rolling at you, avoid those

as well.

Stay along the lowest set of tiles after this section of slip pads and jump over two barrels. Jump upward when you reach the end of this path. You will then reach another strip of slip pads. Jump to the lower path and run along here. Hop on the skateboard and stay along the top half to avoid the rolling blocks. Jump over the two sets of pits. Stay along the center set of tiles until you go in between two retractable walls. Shift upward to avoid the next wall and run for the finish line.

Round 09

Run to the right along the center tiles and shift upwards when the slip pads get in your way. Move to the second highest set of tiles when the slip pads get in your way up here. Shift back to the highest point when you can and move behind the first barrel you come across. Stay on the center set of tiles after you see the three barrels and jump upwards right before you hit the slip pads. Now just follow the path through the slip pads. Stick to the highest path and jump over the slip pads. Jump over the pits at the end to cross the finish line.

Round 10

Jump on the skateboard at the beginning and move to the highest set of tiles. After you go over the second set of higher slip pads, move down a little bit to the second highest set of tiles. Move up before the first pit and then quickly downward to the center tiles. Move up to the highest set of tiles while still on the skateboard once you past the highest retractable wall. Once you pass the hurdle along the second highest set of tiles, move right behind it so you will be on the second highest set of tiles. Just stay on this line until the end.

Round 11

This is another round that you have to take full advantage of the spring boards. Jump over the pit blocking the first spring board and stay in the center for two more spring boards. Move to the second lowest set of tiles for the next spring board and then quickly to the lowest tiles for another. Move up to the second lowest set of tiles for two more spring boards and then to the center. Jump over the pits after the first spring board and go over the next two. Move to the second lowest set of tiles and then to the center for the next spring boards.

There will be two spring boards in the center, move up one set of tiles for another spring board and then to the highest tiles. Shift downward for every spring board from the top until you reach the middle. There will be two spring boards in the middle, then shift downward until you reach the bottom. From here shift upward for every spring board until you reach the second highest set of tiles and you will see two spring boards. Move downward for the last spring board and cross the finish line.

Round 12

Go straight down to the bottom and jump over the hurdle. Jump over the slip pads and then the hurdle followed by the pit. Shift upward and jump over the vent. Try to cover as much distance jumping over the slip pads over here. You won't be able to clear it in one jump so don't worry when you slow down. Jump over the hurdle and move to the center tiles. Avoid the rolling block. Jump upward to cut down as much distance on the slip pads. Move upward after the slip pads and jump over the barrels.

Jump over the stop pads and you will see a decent length of a clear area. Jump over the pit and avoid the chess pieces. Move downward to the middle to avoid tires and hurdles. Move to the bottom quickly after the hurdles to avoid some barrels. Shift upward when the slip pads get in your way and jump over some pits. Avoid the rolling block and shift downward. Shift upward when more slip pads get in your way and jump over the pit. Jump over the hurdles and shift downward. Now just avoid a couple of rolling blocks until you reach the finish line.

Round 13

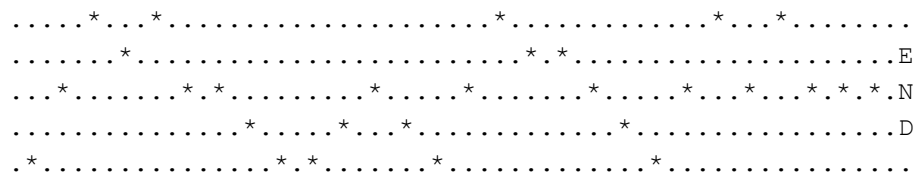
Stay in the middle and jump over the hurdle when you see it. When you reach the slip pads, jump over the barrel. Move upwards when the path splits and you will end up back in the middle. Again, shift upward and then you'll end up in the middle again. Next split, go downward and jump over the barrels. Shift upward at the next split and jump over the vent. Shift to the middle again and avoid a few chess pieces. There will be a long empty area here. Jump over the barrels in the middle when you see more slip pads. The pattern will be the same here, take the lower path three times and then take the higher path. Run to the end from here to finish this round.

Round 14

Stay on the center tiles and jump over the hurdle in your way. When the path splits with slip pads, take the lower path and jump over the hurdles. Shift downward and jump over the stop pads. Avoid the slip pads by taking the lowest path and shift upward to avoid the barrels while jumping over the vent. Jump over the pits and go along the higher areas to avoid the slip pads. Avoid the retractable walls here and follow the path through the slip pads. Jump over the hurdles at the end of the slip pads. Hop on the skateboard and go along the very top of the stage. Skate around the hurdle when you reach it and then stick to the top until you reach the finish line.

Round 15

This round is similar to the third round. The only difference is that it is longer and it has vents scattered around it. I will simply draw a stage layout the same way, however I won't include the vents since they usually don't get in the way and you can see them coming really early. Again, just note, that this stage is not drawn to scale.



Round 16

Move to the right and take the lower path. Move to the center path when it splits and shift upward the wall of slip pads. Move downward through the path and then shift back upward. Jump over the slip pads when there's a wall of them. Move to the lowest tiles when you reach the open are and jump over the pit when you reach it. Shift upward with the slip pads. Avoid the rolling blocks and shift downward with the slip pads. There will be barrels rolling at you at this shift so be careful.

Shift upward again and then keep in the middle when you reach the end of the slip pads. Jump over the pits and avoid the chess pieces. Take the lower path at the split in the next set of slip pads and jump over the barrels as you have to shift upward. Hop onto the skateboard in the middle and go straight up. Stay on the second highest platform and go over the slip pads. Avoid the first three rolling blocks and then shift downward to avoid the last rolling block. Avoid the vent and chess piece in the center and cross the finish line.

Round 17

Move a little downward to run around the first vent and then go back into the middle. Jump over the vent and in between the slip pads. Take the lower path at the split and hit the spring board to jump over the next split. Jump over the pits in the center of the path and then take the lower path. Again, use the spring board to get over the next set of slip pads. Quickly shift to the center tile. Hop on the skateboard and go straight up. It's kind of tough to shift around the hurdles along the top but it's possible.

Stick to the middle and go up after the first barrel. After the set of three barrel, go down a bit. Shift to the very bottom and slow down to shift around the hurdles. Stay along the bottom and skate over everything in your way. You should jump when you see the pits so you dont get wrecked at the retractable walls. Stay in the middle from here on out until you reach the retractable wall in the middle. Shift around it and cross the finish line.

Round 18

Go to the right in the center path and avoid the retractable wall in the middle. Get back to the center path after that wall. Shift up and down around the retractable walls. Shift downward when the slip pads make you and jump over the barrels. From there, shift up to the top when the slip pads block you.

Shift downward and upward one more time while avoiding some retractable walls. Stick to the middle and jump over the barrels when you reach them. Shift downward with the slip pads while avoiding the retractable walls. Jump over the barrels as you shift upward again and stick to the middle. Jump over the vent in your way at the end of this round and simply cross the finish line.

Round 19

Stick to the middle of the path and jump over the vents that get in your way.

After the second vent, move to the top and jump over the pit. Stay along the higher path at the split in the slip pads. Jump downward when you reach the end of this line and stick to the higher path. Go up again when the slip pads force you. Try to stick to the top as much as possible and jump over the slip pads in your way. Go along the very bottom and jump over the barrel when you reach it. Avoid the last chess piece and cross the finish line, probably with several rats on you.

Round 20

Go down to the lowest tiles immediately and jump over the double slip pads. Jump over the barrel and go upward the first chance you get. Jump over a couple of barrels as you shift upward. Jump over the slip pads as best as you can, you won't make the whole jump. Shift downward immediately when you can and hop on the skateboard near the bottom. Go around the vent in the middle and then go in the middle to avoid the retractable walls. Go along the top and shift downward when you see pits. Stay in the middle on the skateboard until you see a hurdle, shift around it and go back in the middle. When you reach a lone vent, shift to the very bottom and you will avoid the hurdles. Cross the finish line shortly after.

Round 21

Go up one set of tiles and jump over the pit. Move down to the center after the slip pads and jump over the next slip pads. Jump upward to avoid the next lower set of slip pads. Quickly shift downward and try to jump to the lowest tiles in that tight area. You'll likely hit the slip pads but don't worry. Jump over the pits in the center and stay in the center. Shift upward when the path splits. Jump over the hurdles and pits and shift to the center. Jump over these hurdles and pits. Take the higher path and hop on the skatebard. Stay on the highest set of tiles and skate over the slip pads. Go down at the hurdle in your way and cross the finish line.

Round 22

Move down to the second lowest set of tiles. Jump over the slip pads here. Jump over the hurdles and shift up and down in between the next sets of slip pads. Move down to the bottom for the next set of slip pads and try to jump over them as best as you can. You will hit them and slow down, but it's faster than trying to slow down to squeeze in between the next set of slip pads. Stay along the second lowest set of tiles for the next set of slip pads. You will have to alternate between the second lowest and center tiles to avoid slip pads here. Jump over the pit at the end and cross the finish line.

Round 23

Move up to the second highest set of tiles to avoid the first barrels and vents. Three rats will grab onto you and slow you down a lot and you will see more barrels in the middle. Try to jump and bounce off the top of one of the barrels. Your character will look as if he's going to fall but he will keep running. Continue down the middle and jump over the next vent in your way. Shift downward to the second lowest tile and you will reach a large area of

slip pads. Make a big jump and shift upward to the one free block. Here, you basically have to play hop scotch and jump to the free blocks alternating up and down until you reach the end of the slip pads.

At the end of the slip pads, hit the spring board in the center. Bounce from spring board to spring board, they will alternate between the highest set of tiles and the center tiles. After the eighth spring board, shift upward or downward to the highest or lowest set of tiles. Jump over the barrel in your way and then over the stop pad. Avoid the bouncing enemies and jump over the next set of stop pads and avoid the rolling blocks and tires. After those, there will be some more bouncing enemies and chess pieces, then you should cross the finish line.

Round 24

Stay in the middle and take the lower path when it splits. Jump over the vent and shift back to the middle. Jump over the hurdle and the stop pads and try to stick to the middle. Jump over the slip pad while crushing cans. Stick to the middle path after that first pit. Jump upward one set of tiles as you reach the first vent in your way. Follow the path through the slip pads until you reach the split in them. Take the lower split and jump off the spring board.

Immediately jump over the hurdle and then the vent. Jump over a few barrels and shift upwards when slip pads get in your way. After the slip pads, shift to the very bottom. The rats will hop onto you after bouncing around a lot. Jump and try to land on the barrels that come at you to shake the rats off. Shift up and down with the slip pads while jumping over the obvious. Stick to the highest path to avoid the tire and pits until you reach the end.

Round 25

Shift upward to avoid the first vent in the center. Jump onto the can behind that vent to stop the time and then shift upward again. Now you just have to run straight for the finish line in this very simple stage.

Round 26

Shift up and down through the slip pads to touch them as little as possible. After you see the barrel move along the top, there will be a free square in the center of the slip pads so jump on that to save some time. You will see some rats grab onto you, try to jump and hit the top of the retractable walls to shake them off. Shift up and down through the set of slip pads to get onto the free tiles as you make your way for the end.

Round 27

Stay in the middle path and jump over the vent. Each split will be the same in this area. There will be either tires or barrels in each path which gets annoying. I suggest taking the lower paths since they appear a second later. Just keep doing that until you reach the end of this slip path area. Stick to the middle when you get out. Move around the pit in the center and then quickly move behind it to avoid the next set of pits. Shift downward and alternate

between the second lowest and center tiles to avoid the slip pads. Take either path at the next split. At the next split, take the higher path. Avoid the last three chess pieces one at a time and cross the finish line.

Round 28

Stay along the lowest path for the first split. Go up the first chance you get in this path. Jump over the wall of slip pads when you reach them and take the lower path again. Jump upward when you reach the end of this path and shift downward to accommodate to the slip pads. Avoid the retractable walls and hurdles. Jump over the next set of slip pads and take the lowest path. Shift upward the first chance you get. Jump over the slip pads when you reach the end and jump over the hurdles. Stay along the lowest set of tiles and jump over the most tiles you can.

Round 29

Shift upward one set of tiles and jump onto the can when you reach it. Jump down onto the lower path and onto that can. Jump upward again to crush one more can and move all the way up to the top. Jump on a rolling block to get the rat off and shift downward with the slip pads. Shift downward and upward to avoid the slip pads. Stay along the top and jump off this spring board. Move to the center while in the air to bounce off two more spring boards. Shift to the top in the air and land on the next spring board.

Again, shift to the middle in the air for another spring board. Go to the top for the next spring board and then back in the middle all while in the air. Shift to the second highest tile for the next two spring boards. A rat will jump on you, bounce off the top of the first rolling block you see to shake it off. From here, just go on the second highest set of tiles to avoid all of the vents and rolling blocks until you cross the finish line.

Round 30

Run to the right along the center tiles and jump on the first can. Move to the bottom set of tiles immediately to jump onto the next can. Move up to the second lowest set of tiles for the third can and stay here to avoid the barrels. Jump on the next can on these tiles when you see it and immediately shift to the center to avoid the barrel. Jump onto the can in the center and just run for the end in this incredibly short track.

Round 31

Move up to the second lowest set of tiles and jump over the slip pads and hurdles in your way. After you clear the set of hurdles, move to the bottom and continue to jump over the slip pads. Jump over the barrel next to the pit and then jump over the slip pads. Shift upward and jump over the slip pads when you reach them. Hop on the skateboard in the center when you can go downward again. Move upward and shift around the hurdles.

Avoid the chess piece and go along the second highest set of tiles while skating over the slip pads. Avoid three chess pieces after the barrels. Move to

They are nice because you can ride over slip pads with these. You will fall off if you jump or crash into something.

- Rolling Block These will roll up and down along the quicker paths. They will be a red 3 dimensional block that you have to run around.
- Tire These will bounce up and down from the right to the left of the screen. You can sneak under them if your timing is right but I suggest running around them.
- Retracting Walls These will move up and down out of the ground. If they are up you will crash into them. If they are down you can jump over them. I suggest running around them.
- Stop Pads These look just like the slip pads except they have a white line across them. They are a pain in the butt because if you touch them you will stop completely. You can move up or down but you can't run or jump through them once you touch them. Try your best to jump over them so you don't have to waste your time.
- Chess Pieces You will notice a couple of chess pieces throughout the game. They actually make the same movements as they should. The rooks will move in a straight line, knights will move in that "L" shape, etc.
- Bouncing Blocks You will first see these in round 16, I'm not sure what else to name it since they don't resemble anything. They will simply bounce around trying to hit you. If they hit you, they will bounce off the screen.

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