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===== <<< 1. UPDATES >>> =====

----- COIN PROGRESS -----

Race coins - 48/48 silver, 48/48 gold, 96/96 total.
Stunt coins - 32/32 silver, 30/32 gold, 62/64 total.
Total coins - 80/80 silver, 78/80 gold, 158/160 total.

So at the time being, stunt coins are excluded from this FAQ/Walkthrough. However, once I have gotten all of the stunt coins, they will be included. Expect to be updated regularly. (BTW, the stunt coins I'm having trouble with is the one on top of the halfpipe in Track 2 and the one way up in the air on Track 4. I think I know how to get them, the question is just getting them.)

----- UPDATES -----

December 31, 2001 - Version 1.5 - First version completed, track 6's shortcuts are included, among other things. In version 2.0 (and hopefully that will be the final version), I'll have the stunt coins and possibly a high score section put up. I can't believe it's taken me so long to get this completed, however, I've been extremely busy with not much time to get much stuff done. Also a few of the formatting changes to make headings, etc. easier to read, in addition to an addition of part descriptions, car reviews, and ASCII art track maps and descriptions.

Coming soon, however, I will have an HTML version of this guide. This will mean:

- I'll have this guide split up into sections - about 1 page per section or so.
- There will be some screenshots (that I will take with my Panasonic camcorder that doubles as a digital camera)
- Some movies, which will serve for the following uses:
 - o Strategies for certain tracks.
 - o How to get some of the tougher coins.

Because this means that I'm gonna need a lot of Web space, I'm going to start searching for a server that won't bombard you with ads and gives a lot of space (because, as we know, videos are very big!) Hopefully guides for games such as Excitebike 64 and F-1 World Grand Prix will be on the way as well in HTML. Considering this'll probably be my last update of 2001...Happy New Year!

March 21, 2001 - Version 0.99.5 - Track 5's shortcuts are done, and now for a version 1 all I need to do is just do Track 6's shortcuts. I was also notified of a TYPO in this document (gasp, shock...horror!) It turns out that in "Rush 2049 from A to Z", I put down "Unlock in SFR in Rush 2..." when I meant "Unlike in SFR and Rush 2...". Thanks to madster@canada.com for notifying me of this error. Also another question.

February 24, 2001 - Version 0.99 - You'd probably think that I'd be done version 1 by now, but I have completed the descriptions for battle courses 3 to 8 - but shortcuts are yet to be completed. I do have a tip submission, though.

February 13, 2001 - Version 0.98 - Happy premature Valentine's Day. Descriptions for battle courses 3 to 8 and shortcuts for tracks 5 and 6 are missing, but that's because I'm in a hurry to get this online. They will appear in version 1, which should be coming within the next couple of weeks.

===== <<< 2. LEGAL STUFF >>> =====

First of all, under no circumstances can I be held responsible for any of the following unsolicited or solicited events:

- Damaged Rush 2049 game
- Damaged game(s)
- Damaged Nintendo 64 system
- Damaged system(s)
- Damaged reputation
- Damaged wall(s) or house(s)
- Damaged computer(s)
- Damaged privilege(s)
- Damaged body part(s)
- Damaged city(ies), state(s)/province(s), country(ies), or the whole world
- Damaged...etc.

...that seem to be the source from this FAQ/Walkthrough. I don't intend to wound everyone within a fifty-mile or eighty-kilometer radius, or farther. If in any case any of these happen, I sympathize, unless my life is in danger because of it. But I cannot do anything, it's not my fault, I just wrote this thing, it's supposed to help you, not hurt you. Not to mention I'd feel guilty for the rest of my life if something like that happened. Next...

NO PLAGIARISM, PLEASE. Don't get me wrong - I know there are plenty of people out there who are very good up-and-coming FAQ writers, or writers, period - but they shouldn't have to rip off other people's work just to get fame themselves. If you do wish to use this FAQ for information, I'd much prefer that you give me credit. It's just a lot easier, isn't it? I'll find out anyway if you do rip me off, too. And I'm pretty sure that there are so many lawyers right here on planet Earth that are looking for a way out of their mounting bills, so they can sue your butt off. Then maybe with the extra money the lawyers get, they can take their family (or themselves) for a vacation that they've been thinking about for the last three years. You have been warned.

Finally, if you wish to use my FAQ on a web site you must get permission from me, and that means sending me an e-mail. Now, that means that the FAQ is on your site. You don't link to it. GameFAQs, which is pretty much the "home" for all my online video game work, clearly says, "Feel free to link to the HTML pages, but not directly to the FAQs." Or something like that. But if I do create an HTML version or create a site where the FAQ is available for linking, well, sure, why not. But right now that isn't happening. If I do approve it, you can use it. Oh, and did I mention that if I hear bad things about a website, I turn them down? I actually did that once. But most of the time I will say "yes."

Sites that this FAQ is approved to be made available on:

- www.gamefaqs.com
- www.cheatcodes.com

Now that's out of the way, you can finally get to the meat of all this!

===== <<< 3. RUSH 2049 FROM A TO Z >>> =====

It's pretty sad that Nintendo 64 doesn't have very many games. But Rush 2049 is absolutely, positively, no doubt about it, the best arcade game to hit the N64 console. Two previous Rush games have ported to Nintendo 64 - San Francisco Rush and Rush 2: Extreme Racing USA. While SFR had six overblown tracks but nothing else, and Rush 2 had a total of ten tracks plus a stunt track, SFR 2049 delivers huge in everything that made the previous two games a hit. And it also flashes forward 49 years into the future.

But let's take a look at it first. The slogan of Rush 2049 is "Adrenaline cubed". And it's cubed for good reason. There's Race Mode, where you scream through six futuristic San Francisco tracks. Stunt Mode, where you twist, flip, and wheelie through four awesome arenas. Then, finally, Battle Mode, where you do your best to kill other players in 8 killer arenas. (Rated E for Everyone with animated violence, available for Nintendo 64, Dreamcast, and Game Boy Color.)

And 2049 delivers huge in the in-the-future department. Midway left a few unforgettable landmarks of the City by the Bay where they were, like leaving the most crooked street in the word, Lombard Street, right where it was and also leaving the Golden Gate Bridge where it was. Even though the days of fog are long gone in SF, you can still shroud the city in pea soup through adjustment. But as for futuristic looking stuff, there are plenty of futuristic-looking buildings, monorails aplenty, but the dark days of the 20th century are gone. Ignore big brother and keep your finger on the A button. A for acceleration.

And what about the hills? They're there, all right, and they still let you fly through the air, thanks to a lack of gravity. Thanks to wings hidden in the undercarriage of your car, you can glide in the air and also recover your car from spins, which can become very helpful.

There's practically one thing that has not changed from previous Rush games: shortcuts. Yes, look around and you will find very good ways to kick the competition's butt. Not to mention, hidden around the courses are switches that open or close doors. (See strategy later.) Even better, there are silver and gold coins in the streets, waiting for someone to pick them up. First you get a pile of money, then you get to drive the hot cars. Unlike SFR and Rush 2, cars can not be driven on only one track if you get a certain number of items on that certain track. Coin collection is cumulative and it adds up ALL the tracks.

Even better, there are four new stunt tracks. Plus battle mode. It's just too much. Rush 2049 took what we wanted from the previous two games and gave even more. Oh, and one more thing - keep your eyes peeled for green and red arrow strips on the track. If you approach them head-on, they'll boost your speed to well over 200 miles per hour in the direction they are pointing. If they're pointing forwards, great - but beware arrows going in the opposite direction. They bring you to a dead stop and then send you backwards.

(By the way: Coins are not exclusive to the Nintendo 64/Dreamcast version of Rush 2049. And neither is the unlocking part. Let me explain. The arcade version of Rush had coins in their tracks. 100 each track, and once all 100 were collected, they were put back into their original positions, you have to collect them ten times, then you can't do any more collecting, for a total of 1,000 collectable coins. And that's a feature that you can get with "Team Rush". By entering a ten-digit number into a keypad, you get all these cool features. Enter the number on any Rush 2049 machine and you get access to all your cool stuff, like tracks, cars and their paint job. Awesome. I've never tried it, but that's what I hear.)

Now for my review from the GameFAQs website (extremely condensed, check out the full review on www.gamefaqs.com):

SCORES

Play Control - 9.0
Front end - 7.0
"Show-offs" - 10.0
Graphics - 7.0
Music - 10.0
Sound - 7.0
Multiplayer - 10.0
Satisfaction - 10.0

Total score - 70.0 / 80.0
Average score - 8.8 / 10.0

Opinion score (without Controller & Expansion Pak) - 5.0
Opinion score (with Controller & Expansion Pak) - 10.0
Opinion score average - 7.5

FINAL SCORE - 8.2 (rounded off to 8)

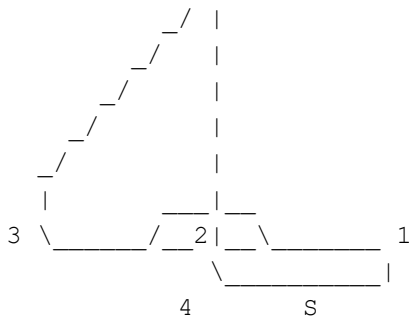
BUY/RENT - Buy it, on the condition that you get a Controller Pak and Expansion Pak. You'll be missing out on too much if you don't get one. The whole package will most likely add up to big bucks (possibly around \$100 US or \$150 Cdn.), so if you're really under pressure for money, go for the controller pak at first.

And finally, the controls (with the default controller setting):

Control Stick - steer, control car while in the air and wings are activated.
A - accelerate.
B - brake.
Z - wings (hold down to keep the wings extended).
- shoot weapon (battle mode only).
C-Up - abort, place car back on track.
- get rid of weapon (battle mode only).
C-Right - nothing.
C-Down - downshift (manual transmission).
C-Left - activate reverse gear.
L - change camera angle (helicopter view, tail view, bumper view, and hood view)
R - upshift (manual transmission).
Right (control pad) - horn.
Start - pause game.

===== <<< 4. TRACKS >>> =====

Track 1 (Marina) - Track 1 is the easiest track and couldn't be much simpler than what it is, except if it was an oval. There are plenty of long straights that allow you to burn it down at almost 200 MPH and gain position in the race. There are some turns that are sharper than 90 degrees but they are not difficult to make. The coins in this level will not be difficult to find and therefore you'll probably clear out this track's coins before any of the other tracks. The track itself runs along the Marina, goes around the Palace of Fine Arts, and also Market Street makes the cut (not to mention Coit Tower and the Embarcadero) and the track has a huge jump that sends you flying over Lombard Street (but when you are running the track backwards, you skip the Lombard section of the course and go onto a road that runs parallel to it.)



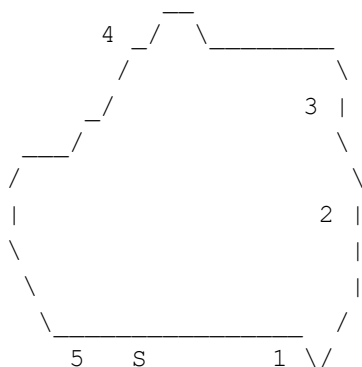
1: The first turn on the circuit may catch you off just a little bit. Stick right to the left-hand side of the road and as you head onto the Lombard Street stretch, stay off the right wall.

2: Assuming that you have just a little bit of speed built up, the jump over Lombard should be pretty easy. The cable car going across the street could ruin the whole experience, though. Try to aim slightly towards the left to prepare you for the next turn. If you're running the course backwards, slow down a little as you turn right and leave Lombard behind.

3: In Rush 2049, the slightest change could send your car well out of control. As you head onto the Embarcadero, get from the left-hand side of the road to the right. Just be careful not to go onto the curb - it could easily flip your car over. Go right next to it, avoid the wall, stick to the left, drift out, then head down the road.

4: At the final turn, you can build up a good amount of speed for the start/finish line. Stick right to the inside of the turn, then just drift out slightly. You'll maintain most of your speed and, assuming your car is almost completely upgraded, you should hit something like 200 MPH and possibly even higher.

Track 2 (Haight) - Track 2 goes through the Haight Ashbury section of San Francisco and also goes through Golden Gate Park, Sunset Boulevard, and makes a brief trip through the Mission District. There are also plenty of straight stretches for you to blow away the competition, but this time they have turns so your fast Sunday drive needs to be adjusted once in a while. There are plenty of turns here but the majority of them are sweeping so you shouldn't have a hard time taking them - however there are a few turns that are tight. The coins here are more difficult and four of the gold coins are in secret areas that are tough to reach. Use the lava lamps to play cheap, and when you're running side by side bump people into them and send them flipping through the air.



1: On this ASCII map, this may look completely straight, but as a matter of fact, it is not. After you get off the start/finish line, the road will start to wind right, then left, then left again, then right. The differences are not

great, though, until you hit the last turn. Then the road curves sharply left for section 2.

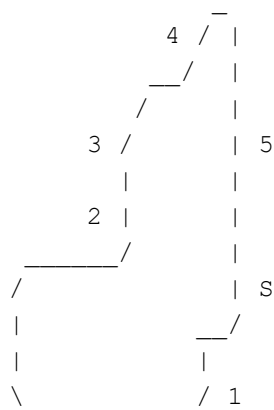
2: Use this long straight to get ahead on the track. On the right side of the road, there is an arrow strip going straight ahead, but on the left side of the road, there is an arrow strip going back towards you. You want to take the strip to the right if you want to get ahead.

3: Don't be afraid to cut corners a little if you want to get ahead on the track. This strategy especially works if your alternate route is pavement. In this section you'll see a telephone booth and a striped arch. Stay to the right of the telephone booth, then aim straight ahead for the road. It works a lot better than following the official course, which winds around the arch and phone booth.

4: As the road ends you'll see arrow lights ahead warning of a sharp turn. Unfortunately, this is a bit sharper than you think. If you hit the far retaining wall on the exit ramp, try to hit it parallel to the wall. You'll get back the speed pretty quickly anyway, as it's a downhill slope.

5: There is one final right-left turn that you can cut (similar to number 3 on this map). At the exit you'll see lava lamps. If there's another player that's giving you a hard time, try to run side-by-side with them up the straight, then shove them into the lava lamp. Unfortunately, they can work against you. Maybe they'll give you some flipping airtime, or maybe you'll just crash and burn.

Track 3 (Civic) - Track 3 winds through various sections of town, but was especially known in the arcade version - and is known in Rush 2049 console versions - for the Mount Sutro shortcut (just after the tunnel). This is a dangerous shortcut that, if you can get to the top, can be a very good time-saver. The course itself mainly consists of sweeping 90 degree turns and plenty of shortcuts, not to mention shortcuts that lead to these shortcuts. The coins in Track 3 are not that difficult, but they might be tough to reach at some times.



1: As the course turns right onto a main expressway, you'll notice a narrow pathway to the right. As you see the road up ahead, get up onto the blue lights and try not to get right up to the top of the bank. Or, you can just go through the gas station and onto the side road on the left.

2: It's a simple left-hand turn. Easy enough, right? Problem is, you don't want to drift too much to the outside of the curve. There's no retaining wall there, you'll go up the bank and most likely start flipping. Then, some dirt down below will slow you down by a few miles per hour. The speed loss is not so bad if you are running the track backwards, however.

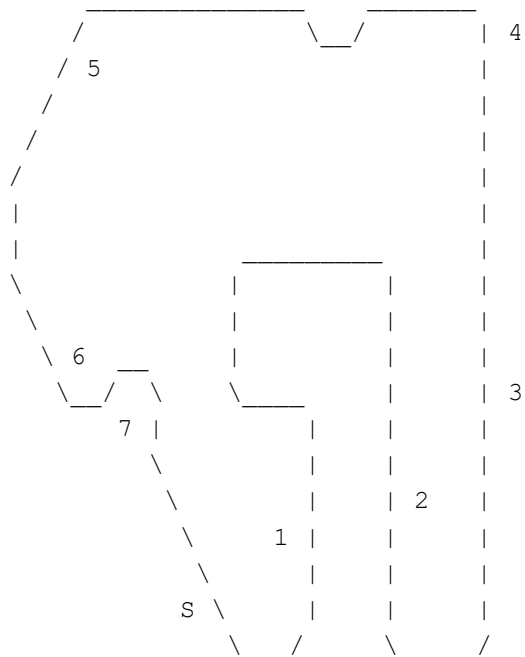
3: If you're a real cheap shot, you're going to like this tip. To the right,

there's a huge mountain. To the left, there's an embankment with no guardrail. If you can push drivers off the track at that point, it will most certainly help. Take this opportunity while you can, though, as pretty soon there's going to be a wall to your left.

4: This is what you play Rush for. At this point there is a huge jump. If you have the Expansion Pak installed, there will be jets flying dangerously close to your flight path. You might have some pretty close calls. And it's no fun if they actually hit you. They'll make you blow your cool - and your car.

5: The final straight has a few minor jumps, but enough for you to build up your speed. On the final lap, if you're going for the lead, you might be able to squeeze by and win down this final straight, especially in the air when you really want to use the wings.

Track 4 (Metro) - Track 4 is in the same area as Track 1 and on the start finish straight, you might just catch a glimpse of Lombard Street behind the cones. There are plenty of cool shortcuts and FIVE GOLD COINS are in the same area. A good source of money. The track itself consists mainly of sharp 90-degree turns that challenge you to slow down at the curves. There's no question about it - this is not as easy as it looks!



1: It's the big one! Whether you're going forwards or backwards on the track, this is a pretty dangerous jump, because you'll be landing quite close to the next turn and will have to pull the steering wheel full lock if you want to get around that turn. Ease up on the throttle as you approach the crest of the hill, then try to land on the downhill side. You'll be able to maintain some speed.

2: Track 4, it seems, is all about jumps at first, and here's the proof. You have a huge jump that takes you to a 180 degree turn. Like the first tip on this track, you'll have to pull the wheel full lock to get around the turn. There's a ledge to the right, and a building edge juts out and tries to flip you, so try to stay over the road as you're flying through the air! Don't be afraid to drift up onto the quarterpipe!

3: This long straight up Fillmore is really going to give you the opportunity to speed past a few cars. But as you head into the plaza area, as you take the jump, watch out for the side roads on the left and right. They can make good

shortcuts if you hit them right. If you crash into them, you'll get into trouble.

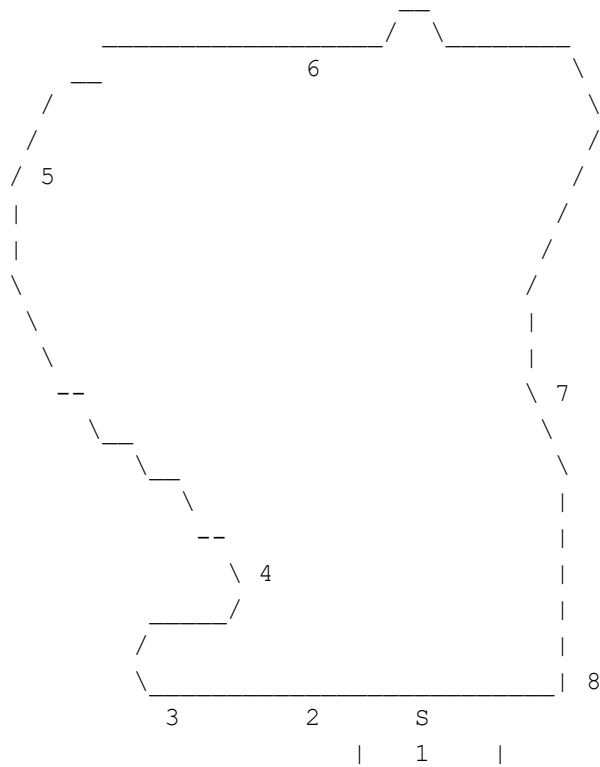
4: After you hit some of the highest speeds of the lap on Fillmore you'll have to turn left. It's a very sharp left, and you should probably tap the brakes to slow down (don't slam on the brake pedal, the car will just spin), then steer through the curve and don't be afraid to cut the corner a little. The far wall can flip you, as a few CPU players might just demonstrate to you.

5: You'll reach another long straight as you exit the tunnel. Unfortunately, it runs parallel to a subway train. They keep on stopping at different stations, but as you go onto this road, you can drift up onto the quarterpipe if you have the space to do so. On the other hand, if the subway train is right there, you're going to see a lot of cars go up in flames. Slow down and speed past the burning shells.

6: This is a tough one to get right. Turn left well before the turn. You'll cut off an extremely sharp turn. The CPU players will take this opportunity, so don't miss out on it.

7: When you head onto the start/finish straight be careful for three things: a building as you enter it, the cable car as you go down it, and the left-hand turn after the start/finish line as you exit it. All can catch you out quite easily, so make sure you have the B button and the control stick ready for some evasive action if you need it.

Track 5 (Mission) - Track 5 winds through the Mission District and also by Lake Merced, Candlestick Park, and plenty of other San Francisco landmarks (Track 5 is in the same area as Track 2). Surprisingly enough the turns are not the hardest in the game and are just like Track 3's - smooth and sweeping. On the other hand, the coins are murder to get - they're that tough.



1: The area where I have the box that shows a certain part of the start/finish straight is a bridge that tapers up quite sharply. And that's not all. On subsequent laps after the opening lap, you'll have to take this bridge after you come off the final corner. Line up perfectly, as if you misalign, you'll have enough speed to go over the top of the bridge walls and into the river

that you're crossing over. A major loss of time.

2: At this point in the circuit the track divides into two separate roads. If you're not travelling backwards, take the right one, as it's less hazardous (the left one has a building with pillars you can easily get tangled up in). In addition, you have a jump that you can take there. But stick to the left side as you're taking this road. When they merge back together, there's a wall right there to ruin your hard work.

3: The section of the course here is very difficult, and the challenge multiplies at high speed. Where the "3" is on this ASCII map, the road rises just a little, but it's enough to get you flying. If you take it at full speed, you can't gain traction fast enough. By then, you're already flying off onto the grass, and the tree line border can make your car start to flip.

4: Midway through this corner you may notice the car get a little bit loose as there is a small elevation change. It's not enough to get you into the air, but it is enough to get you possibly into the wall. Of course, that doesn't hurt you. But coming up next is a switch that will bring out a corkscrew. Slam into it, you die. And you never know when a computer player will just get a couple of wheels up onto that switch. So get back to the inside (left) as soon as possible so if you or someone else runs over the switch, you have an escape route.

5: Every time the track changes direction in this sector there is an elevation change. I guarantee it. You'll definitely get air. At first, the track curves right and upwards. Then, it starts to go downhill. That downhill section is the most difficult, as the chances of you getting into the wall are pretty high. After the final turn, there's a big jump that brings you to the lake area. It wouldn't hurt to slow down to prepare for it. You won't get much time after you land.

6: There are two jumps that, if you were running a motocross race, you could just go up the first and jump down the second. Unfortunately, it's not that easy here. Even at low speeds, the jumps will send you flying. At high speeds, you can multiply that challenge several times over. If that wasn't fun enough, there's a kink in the circuit that you probably won't get to stay on the official course for. When you land, you'll probably land on grass. And if you don't land straight-on, you're going to start spinning. Maybe your car might even decide to take a few flips if you're unlucky.

7: After the big jump you have a pretty easy drive. That is, until you hit a certain kink that may get you screwed up. The official course goes 90 degrees left, then 90 degrees right. Fortunately, you can cut across the different coloured pavement. No problem, right? There's a building right there, however, so you want to shave it off as little as you can to get the straightest line. In addition, you can get tangled up in a pillar that juts out onto the road a bit.

8: This final turn can get a little tricky. The final jump on the course before you turn hard right for the finish should be taken around 150 miles per hour.

Track 6 (Presidio) - Track 6 goes through the area where Track 1 took place in the original San Francisco Rush. The track starts just off the Golden Gate Bridge and then begins to wind through the Presidio, making some brief trips through the well-lit city - but the turns are extremely tough to make - in both the city and the forest area. Don't let it fool you, though - the coins are still there and this track is long - and you know what that means - the coins aren't going to be a piece of cake to find.

winning, but so is you blowing up once you hit that retaining wall at high speed. If you lift off the crest of the hill flat-out, you won't have time to turn before that wall comes up. Ease off instead and cut through the gas station at the left.

6: This is a jump where you will actually be hitting air in two parts. The first is a huge jump, then when you land you might land on the top of another jump. In some cases, you might be travelling fast enough to take them both. In any case, be prepared to crank the steering wheel a little bit to the left.

7: As you return to the forest you still have a couple of more problems to contend with. You travel over a bridge which has blue lighting. It gets a little narrow here, so be sure to be in control. In addition, it gets slightly hairy as you cross the finish line to complete one lap. You'll catch just a little bit of air, so be sure of yourself as you reenter the tunnel to start your next lap.

Other notes: Your first lap will be longer than your second and succeeding laps, therefore, your lap time on lap 1 will be longer. In addition to the small differential with the added time required to accelerate to racing speed from a standing start at the beginning of the lap, I wouldn't recommend running a 1 lap race just to set a best time or best average. I wouldn't recommend it anyway, but especially not on track 6.

===== <<< 5. CARS & PARTS >>> =====

There are 13 cars in San Francisco Rush 2049, but only six of them are available when you hit the ignition. You'll have to collect coins lying and levitating in the streets if you want to see these cool vehicles. So here they are. They're all the same in stats, assuming that they have the same parts on them, but they don't quite handle the same. Try them all out to see which one fits you the best. I've also included a little tidbit about how well it handles.

Formula 1
Rating: 7/10
Opinion: Tendency to understeer quite a bit.

Rocket ZX
Rating: 7/10
Opinion: Flames coming out of the car can be distracting, car tends to oversteer.

Magnum
Rating: 8/10
Opinion: Steering is just about right.

Super GT
Rating: 8/10
Opinion: Just about the same as Magnum.

Bruiser
Rating: 8/10
Opinion: Steering is pretty sensitive, it's good for getting into narrow areas.

8-Ball
Rating: 8/10
Opinion: Not much to say about this car. So-so.

Venom (hidden)

Rating: 5/10

Opinion: You'll have to put a standard frame on for this car to do well. Not a good thing, even though it looks cool.

Crusher (hidden)

Rating: 4/10

Opinion: Don't use it. It blocks off a lot of your screen and it's impossible to see much, if anything. Handles the same as Venom.

Euro LX (hidden)

Rating: 8/10

Opinion: Another good car.

Locust LX (hidden)

Rating: 9/10

Opinion: Excellent. Handles just right and works almost perfectly. One of my top picks.

GX-2 (hidden)

Rating: 7/10

Opinion: Fair.

Mini XS (hidden)

Rating: 9/10

Opinion: Excellent, except it'll get a lot of air time and might be pretty hard to control.

Panther (hidden)

Rating: 8/10

Opinion: Handles almost the same as all the other cars. It's not really worth all the money you collected.

But there isn't much difference between the cars. The difference comes when you start to unlock parts for your vehicles, which come as the game odometer reaches different milestones. Here's where they all come:

MILES	PART EARNED
100	All Terrain tires
150	Light Alloy frame
200	Sport Auto transmission, Sport Manual transmission
250	5.0 Litre High Performance V6 engine
300	Slick tires
400	Standard Alloy frame
450	
500	Pro Auto transmission, Pro Manual transmission, Turbo 400 engine
600	Off Road tires
700	Heavy Alloy frame
800	7.0 Litre V8 engine
1200	6.5 Litre High Performance V8 engine, Pro Slick tires
1600	Turbo 500 engine
2000	8.0 Litre V10 engine

And now, I explain the different sections where you can customize your car, and the parts that you can get for each one, the mileage at which you get them at, and my opinion on each of them:

--- TRANSMISSION ---

Automatic (0 miles)

A good transmission to start the game with. You won't have to shift, you'll just have to drive. You might want to begin the game with this transmission on you.

Manual (0 miles)

You start off with a manual transmission at the beginning of the game as well. This is just about as good as Automatic, so if you don't feel confident in your shifting skills, you might want to stick with the automatic transmission.

Sport Auto (200 miles)

As soon as you get this transmission, upgrade all your cars to this transmission, assuming you haven't gotten used to manual shifting yet. You don't have anything to lose, really. Your car will get faster, though.

Sport Manual (200 miles)

You're going to be using this transmission for the next 300 miles that you are on the road until you get the Pro transmissions. This is going to give you the best speed, so try to switch over as soon as you can.

Pro Auto (500 miles)

The best automatic transmission in the game. If you still want to pump your speed up further, read on...

Pro Manual (500 miles)

Never mind the best automatic/manual transmission, this is the best one you can get! Learn how to manually shift if you want to win the game! (Note: You can check out the tips section if you really want to learn how to "switch gears" from automatic to manual.)

--- HANDLING ---

Normal (0 miles)

This is okay to start the game, but it's not all that precise, because the car is going to have a big tendency to understeer. If you're going with track 1 or 2, this is okay, but you won't win very many races until you start to get up with better handling...

Advanced (0 miles)

There are only two cars that you should just stick with this type of handling for the whole game: Venom and Crusher. Otherwise, you should move on to the next type of handling.

Extreme (0 miles)

This is excellent. The car goes around the corners just the way you want it, it handles perfectly. Try to learn this type of handling as soon as possible. If you're using slicks or pro slicks, however, DO NOT USE THIS TYPE OF HANDLING! You will not have any control over your car in the turns!

--- ENGINE ---

3.2 Litre HP V6 (0 miles)

Along with the other two starting engines (Turbo 350 and 5.0L V8), they all pretty much have the same power, and are all pretty humble to drive.

Turbo 350 (0 miles)

Same power, same output, absolutely no difference.

5.0L V8 (0 miles)

Nothing more comes out of this baby than the other two starting engines.

5.0 Litre HP V6 (250 miles)

This is the first engine upgrade you will receive. It's slightly faster, but it's just a sign of things to come.

Turbo 400 (500 miles)

Your car will get faster. Why not upgrade it? You won't have any problems with the small speed differential, anyway...

7.0L V8 (800 miles)

Once again, the speed of the car goes up, up, and last but not least, up. It's not a major upgrade, but why not take advantage of it?

6.5 Litre HP V8 (1200 miles)

More upgrade. Go right to it. 'Nuff said.

Turbo 500 (1600 miles)

Ummm...take the hint.

8.0L V10 (2000 miles)

This is the final upgrade that you will get in the game! Take it immediately and keep it for the rest of your life! Don't waste your time lolly-gagging around with the other engines!

--- FRAMES ---

Light (0 miles)

Like all frames, it has its advantages and disadvantages. It's the fastest of the regular frames, but the problem is you don't have as much control over your car. In addition, you'll get beaten up quite a bit. Don't use in Battle. But for the responsible driver, this is one of the best choices. It's a bad choice on Venom and Crusher, though.

Standard (0 miles)

Well-balanced. It's firm, and reasonably quick. If you have to pick one frame to stay with for the whole game, I suppose this is it (except for the alloy frames)

Heavy (0 miles)

Don't use in race mode. Period. Your car will not be hitting it's maximum performance and you're just wasting time. However, in Battle Mode, this is the optimum frame.

Light Alloy (150 miles)

The light alloy frame is the same as the light frame. It has no increased strength, but it does have a speed advantage over the plain light frame.

Standard Alloy (400 miles)

Looking for an all-around frame that has a little bit of extra speed as an add-on? This is it.

Heavy Alloy (700 miles)

The best for Battle Mode. If you want to use an item such as the battering ram a lot, get this piece of metal on your car and start wrecking.

--- TIRES ---

Radials (0 miles)

For some reason, I have been using these tires for all the time that I have played Rush 2049. If you have the speedster and the cheater in you, this is the optimum tire. It handles well on grass and pavement and you can push it pretty hard even on Extreme handling. Sure, if you push it hard enough on the grass you'll spin out, but it's reasonable.

All Terrain Tires (100 miles)

It's okay on the road, but you can take it on the grass and it'll be born to be there. That's pretty much it. It's a well-balanced tire, but it's not 100% suited for the road.

Slicks (300 miles)

On the flip side of the coin, you have slicks. They are built on the road, and grip very easily (they can mess up how your car handles, though, which is why I don't recommend Extreme handling with these types of tires). Don't take these on the grass, though.

Off Road Tires (600 miles)

"Because so much is riding on your tires." -- Michelin. Well, there's a lot under your tires as well, like dirt and grass. This tire is just built to get in touch with them. You will get very little, if any, advantage, once you get back on the track, so if you decide to screw around and skower for coins in Practice mode, and you don't want to waste your time spinning around, be my guest and use these.

Pro Slicks (1200 miles)

This could push your car to unbelievable speeds, but only if you use them properly. Even Advanced handling is a gamble if you're using this tires, and you need a lot of a practice. I only recommend this to the expert racer. Since it's a risk, I don't use these. And don't even THINK of taking these on the grass. You will be so doomed if you do.

===== <<< 6. RUSH SETUP >>> =====

This section details all the options that can be set in each mode. Press A to select an option and press B to back out of a menu, and use the Control Stick to change options.

----- MAIN MENU -----

Players - Select from 1 to 4 players. This is what the choice is going to be if you want to get into the game. If you don't have four controllers plugged in, the game will gray out the appropriate numbers.

Records - Select this option to enter the records area. You can see the totals for the game, or you can view a specific player's statistics.

Options - Control the options in the game. Most of these options will affect what you see in the race mode.

Audio - Control your audio setup.

Video - Control your video setup.

----- OPTIONS MENU -----

Player Arrows - In ghost mode or any multiplayer mode, player arrows mark the location of another player or ghost car. They are marked as arrows and show the location of another player or ghost. If you have it on, you will see someone coming. But if you don't, well, you're in the dark when it comes to locations -

you'll have to rely on the track map if you have one. You can turn this option on or off.

Track Map - The track map is located on the right side of the screen and is only shown in any racing mode. It shows your location on the track and other players if there are any. If you don't need it, turn it off. But if you do need it, keep it on. Computer players are identified by gray squares. (Player 1 is blue, Player 2 is red, Player 3 is yellow, and Player 4 is green when you are playing in Ghost Mode or Race Mode.)

Radar - The radar is located on the left side of the screen and is only shown in any racing mode. It shows where other players are and keeps a focus on who is behind you. If you want to be left in the dark knowing who's behind you, and give yourself a challenge, you can turn this option off, or keep it on.

Time Elapsed - This is shown below the track map and indicates how much time has gone by in the race. This is useful to most racers, but if you're not one of them, you can change this option from on to off, or vice versa.

Time Remaining - If your allotted time limit runs out, your game ends. The time remaining clock will show how much time you have left. This option can be changed from on to off or off to on, but the time still counts down anyway. The time remaining clock is only displayed in ghost mode and stunt mode. (NOTE: you will get a warning at the 30-second mark, and then that same sound will play for a five-second warning, then every second after, until time is up. If the time remaining clock is on, it will begin to flash when there are only five seconds left.)

Tachometer - If you have a manual transmission on your car, this bar keeps track of the RPM your car's engine is running at. If you turn this off, you will have to listen to your engine to decide when to upshift. If you turn it on, it will be beside the speedometer, and be shown as a bar with a green area (safe), then a yellow area (caution), then a red area (upshift once the brighter area reaches this point).

Speedometer - This will show you the speed of your car. Usually racers will want to know their speed, but if you don't, try turning this option off.

Odometer - This option is shown below the speedometer and shows the distance you have travelled so far IN THIS RACE, not in the whole game or for the car. It can be turned either on or off.

Place - This is shown in the top right corner of the screen and shows both your current position in the race and the lap. The place indicator shows your position out of how many racers. Try to put a 1 up there as soon as possible. It also shows the lap you are on and how many laps there are in the race (if they match, you are on the final lap). If you don't want these, turn this option off.

Gearshift - If you have a manual transmission on your car, this display shows what gear your car is currently running in reverse, 1st, 2nd, 3rd, or 4th, indicated by GEAR and then, respectively, R, 1, 2, 3, and 4. This should be used in conjunction with the tachometer. But if you don't like the gearshift on your screen, you can turn it off (it will not be there if you have an automatic transmission on your car.)

Metric - This shows what measurement system you will use, and it applies to the whole game. If metric is turned on, kilometers per hour is shown as the speed, kilometers are shown on the odometer, and it applies to records as well. If it is turned off, miles per hour is shown as the speed, miles are shown on the

odometer, and it applies to records as well. Usually the difference between using the imperial or metric system in Rush 2049 is what country you're in (probably either Canada or the United States) and what measurement system you're used to.

Wrong Way - If you've made a wrong turn, and you're now driving the wrong way on the track, and this option is on, text will appear on the center of your screen, which will say, "Wrong Way". If this is turned off, well, you'd better know the course, because it will not tell you that you are going the wrong way.

Coins - There are silver and gold coins in the tracks, and this will show how many have been collected out of 8 silver coins and 8 gold coins. Turn it off for a true arcade feel. Keep it on if you want to know how many coins you have for that track. The number of coins you have collected for each track is also accessible from the records screen.

----- AUDIO SETUP MENU -----

Music Volume - This option has a selection from 0 to 10. The higher the number, the louder the volume. The number 0 indicates that the music is off/muted. "Music" is the background music that plays during a race, it is not sound effects.

Sound Volume - This option has a selection from 0 to 10. The higher the number, the louder the volume. The number 0 indicates that the sound is off/muted. Examples of sound effects are: menu navigation sounds, engine, announcer, etc.

Music - This option has a selection from the following selections. When you select a particular song selection, it will play for every track.

- Default (this plays the respective music for every track, as shown below beside every music track.)
- Bassy (Track 1, Battle 1 background music)
- Garage (Track 2, Battle 2 background music)
- Night (Track 4, Battle 4 background music)
- Seventies (Track 3, Battle 3 background music)
- Trancey (Track 5, Battle 5 background music)
- Title (Title screen, menu music)
- Credits (End of game music)
- Retro (Track 6, Battle 6 background music)
- Stunted (Stunt 1, Stunt 2, Battle 7, Obstacle background music)
- Flier (Stunt 3, Stunt 4, Battle 8 background music)
- Battle1
- Battle2

Speakers - Select from Stereo or Mono. The Stereo option is for two-speaker TVs, the Mono option is for one-speaker TVs. Make sure that you set to the appropriate setting, otherwise you may not hear all the sounds.

----- VIDEO SETUP MENU -----

Horizontal Position, Vertical Position - Set this to the appropriate integers to center the screen appropriately if not all of it is visible. The picture will be moved accordingly as you set it. (NOTE: some TVs are rounded at the edges and will still block out some of the picture. Newer televisions are square at the edges.)

Restore - Reset the Horizontal Position and the Vertical Position indicators back to 0 and in turn reset the screen back to the original position.

(NOTE: There are colour bars below the screen - if the gray scale bar is not

fully visible, e.g. black is too far to the right, or black is not completely black, adjust the contrast on your TV so it goes from black to white accordingly. If the red, green, and blue colours are bleeding, the TV is too saturated - turn down the brightness, so the picture is of maximum quality.)

----- PLAYER MENU -----

Just Play - Select this option to get your race going immediately, but your scores will not be saved. You will have no choice if you do not have a Controller Pak but to select this option.

Controls - This is next to the "Just Play" option and any players available. Select this to change your controls to whatever you want it to be. The default setting is usually the most comfortable, but change it to your preference.

Controller Pak - You can select from controllers 1, 2, 3, and 4. If there are any Controller Paks plugged in on any of the controllers, select that controller and it will detect the Controller Pak, along with any players available on the pak.

Create Player - If there is a Controller Pak available, this option will appear. Select it, then enter in your name, then go to "END". A file will be created for you and will be available on that Controller Pak. (NOTE: A player takes up 9 pages out of 123 on a Controller Pak.)

Delete Player - If there is at least one player on a Controller Pak, this option will appear. Select it, then select the player you want to delete. You will receive a screen that will ask if you are sure you want to delete this player. Select YES if you really want to delete the player. Select NO if you don't. If you select yes, the player's stats and the player itself are removed from the Controller Pak, freeing up 9 pages.

player name - Select a player to enter the respective game file. You will enter the Mode Selection Menu like in the Just Play option.

----- MODE SELECTION MENU -----

Single Race - This is for one or two players. This is basically a simple racing mode. Player 1 selects the track and then the car is selected. This is for anyone who just doesn't want to go through complicated stuff and wants to get right down to the racing part.

Practice - This is for one or two players. Practice mode allows players as much time as they want to explore a track to the fullest (a difference from original Rush games - SFR and Rush 2 gave only 999 seconds, Rush 2049 has absolutely no time limit). Bonus coins can also be collected here.

Ghost Race - This is for one player only. The ghost race mode puts you on a track by yourself, trying to set the best time. You have a time limit here, and you can record ghost(s) and race against it. (With an Expansion Pak, you can race with up to three ghosts, but without it, you can only race with one ghost. Ghost races can not be saved to your Controller Pak.) In ghost mode, you can not use wings.

Circuit - Are you good enough for the big time? You can enter one of four circuits (Beginner, Intermediate, Advanced, or Extreme), but only the Beginner Circuit is available to you at first. Place in circuits to unlock more circuits.

- Beginner Circuit - Tracks 1 through 4 forwards and backwards (8 races).
- Intermediate Circuit - Tracks 1 through 5 forwards and backwards (10 races).

- Advanced Circuit - Tracks 1 through 6 forwards and backwards (12 races).
- Extreme Circuit (without Expansion Pak) - Tracks 1 through 5 forwards, backwards, mirrored, etc. (20 races)
- Extreme Circuit (with Expansion Pak) - Tracks 1 through 6 forwards, backwards, mirrored, etc. (24 races)

The Beginner, Intermediate, and Advanced circuits all go in order - Track 1 forwards, then Track 2 forwards, until all the tracks have been raced forwards, then they are raced backwards in order - Track 1 backwards, etc. The Extreme circuit randomizes the tracks and how they are raced - forwards or backwards, normal or mirrored, etc.

After every race, you score points for your finishing position. The point system is set up like the following:

- 1st Place - 10 points
- 2nd Place - 7 points
- 3rd Place - 5 points
- 4th Place - 3 points
- 5th Place - 2 points
- 6th Place - 1 point

Points are scored cumulatively through each of the races. At the end of the circuit, the final point scores are determined and the player with the highest score earns 1st place, the second highest score earns 2nd place, and the third highest score earns 3rd place - circuit placing and circuits are registered into the records. Circuit Mode is for only one player.

Stunt - In Stunt Mode, you can put your foot to the floor in four arenas and just go crazy to pull off the most awesome stunts possible. But you only have one to start with and you'll have to earn the other three by scoring stunt points. See "Stunt Mode" for more details. This is for up to four players.

Obstacle - This is a level that consists of several rooms, and each has its own unique challenge to master, and will not be easy to solve. And you'll only have a five-minute period to get through - and that's not a very long time. Getting through this level itself is a challenge, but unlocking it is just as much of one. This is only for one player.

Battle - Battle Mode is a two to four player death match mode where you pick up weapons lying around arenas and use them on other players, trying to get them to blow up. The question is, will they do the same to you? Whoever reaches the point goal first wins.

----- TRACK SELECTION MENU -----

Track - You can select from six tracks. However, when you start the game, only four are available. You will have to place in circuits to earn the remaining two tracks.

Laps - Make the race longer by adjusting this option. You can select from one single lap or a lengthy eight laps. Beginners will no doubt lean towards allowing more laps to pass the field faster. The default lap setting is three.

Backwards - This option can be turned on or off. If Backwards is turned on, you race the track in the opposite direction. The track itself is basically the same (except for tracks 1 and 6, where some minor adjustments are necessary); you just race it in the opposite direction.

Mirror - This option can be turned on or off. If mirror mode is turned on, the track is inverted. For example, if a track has a left-hand turn, it will now be a right-hand turn.

Fog - Control the weather in this option by moving the meter left and right to

select from four different settings. The farther to the right the meter is, the more fog there will be on the track. Racing with fog can be fun and challenging, but it does reduce visibility and when fog is at the extreme point (far right), it can turn deadly because turns and obstacles will pop out of nowhere.

Wind - The further right you move the meter (to five different settings), the harder the wind will blow. If you become airborne with windy conditions, you can start sailing off the track. Practice flying with your car before racing with windy conditions.

Drones - This option can range from 0 to 5. Drones are also known as artificial intelligence (AI) cars or computer players. The drones actually were raced by real humans. There are four or five types of AI on each track, and is set up that if you bump a drone off its path, it will find the closest route and start racing on that AI path. If you can keep up with them, you can easily beat them. Watch closely!

Difficulty - The further this meter is moved to the right (between six settings), the more difficult drones will be to defeat. Usually the difference between an easy drone and a hard drone is their knowledge of the tracks and shortcuts, as well as the power under the hood. Remember that the more difficult you set the drones to be, the more likely your chances of not winning the race.

Handicap - The further this meter is moved to the right (between three settings), the easier it will be for less advanced players to compete with tougher players. This is only in two player races only.

Deaths - This option can be turned on or off. If Death Mode is turned on, a skull and crossbones will appear in an area on your screen. If you crash when Deaths are turned on, you're out of the race. Just like in real life. This also applies to drones as well. If Death Mode is turned off, your car will reset itself back on the track after every crash, and you can use the C-Up button to reset your car or "abort" manually.

Minutes (Stunt Mode only) - Select how much time you want to allot yourself. You can select from a quick one-minute freestyle drive up to twenty minutes of stunting. The more time you have, the more opportunities you will have to score major points - and most likely your score will be larger.

Points (Battle Mode only) - Select how many points you want to play to, from five to fifty. The more points, the longer the match will most likely be - the first player to reach this amount will win the match.

Negative Points (Battle Mode only) - There's an option to liven things up a little in Battle Mode. If Negative points are turned on, every time you flip over and crash (in Battle Mode, you can't blow up just by slamming hard into a wall), you will lose one of your points. This can increase the difficulty of getting to the point goal - and doesn't let you crash just to escape someone that's after you.

----- CAR SELECTION SCREEN -----

Car - There are thirteen cars to choose from in Rush 2049, but seven of them are hidden at first. The other six are yours to start with. They all start the same when it comes to performance, but by tweaking settings, they start to become different. See "Cars and Parts" for information on all that.

Transmission

Handling
Engine
Tires
Frame
Wings
Colors
Rims

Team - In Battle Mode, if you have three or four players, you can select which team you want to be on, so you can make it a two-on-two match, three-against-one unfair match, or whatever you want. This changes the colour of your car, by the way.

===== <<< 7. SILVER COIN LOCATIONS >>> =====

Rush 2049 has several coins in its tracks. You can earn coins by touching them. Once they are touched they are recorded on the coin tally for that track (between the lap counter and the track map). Coin tallies in total and for each track can be viewed on the Records screen. This section only covers silver coins. See part 8 for gold coins.

----- TRACK 1 - MARINA -----

1. At the beginning of the race, stay to the left of the track. You should see a road that leads to the Palace of Fine Arts (as indicated by a sign on the right side of the road.) Stay to the left until you can drive down onto the sidewalk area. You will see a tunnel seemingly blocked off by green pylons. Plow through them and drive through the shortcut. You will find a silver coin about halfway through.
2. Rejoin the track after you've collected silver coin 1 and stay to the right of the track this time. At the first intersection after the Slim Jim gas station, you will find an office building to your right. Go off the main road and shatter the glass. If you look to the right side, you will find a fountain with a couple of trees and there will be a silver coin there. Just drive up and get it.
3. It doesn't matter if you took or missed the office building, just keep going full speed anyway. Speed through the tunnel, then stop. Once you reach the traffic light intersection by the Rush City Diner, turn right and the coin will be at the intersection straight ahead.
4. Continue along the track along the right side. You should see a dirt path leading to another road blocked by pylons. Drive over the red switch on the right, then enter the BART (Bay Area Rapid Transit) subway tunnel. Go straight until you're nearly at the wall, then turn right and go up the ramp. You will hit the coin as you go off the rise (you can not get the coin if you do not hit the switch because the outdoor toilet will be in the way).
5. Follow the shortcut and once you come out the ramp, turn around and follow the left side of the road. Before you reach the Civic Center tunnel, turn around and stay to the right. You should see a platform that leads to a building entrance - the silver coin is in there.
6. Drive on after you get silver coin 5. Once you reach the entrance to the civic center, turn around, drive down the road and slowly look to your right for a red switch. Do not drive over it. Now, look to your left for a set of stairs. Drive up them, and a silver coin will be hiding in the building. You can get it, no problem.

7. Turn around once again and drive through the civic center. Now, follow the left side of the track. By the outdoor elevators, you will find another building, and there is a silver coin in the entrance area. Just drive in.

8. This is the final silver coin. Turn around one final time and drive to the start/finish. Keep to the right. Past the "Palace of Fine Arts" highway sign, you will find some low buildings. Turn into the side road that goes off the right side. Follow it right to the end, then turn left. Go behind the buildings to find that final silver coin.

----- TRACK 2 - HAIGHT -----

1. Go down the sidewalk that appears after the first right-left turn (it will be to your right). Follow it, and you will see a switch to the right. You have to hit it to get this coin. When you do, a ramp will rise up, now hit it and let it take you to another platform. There will be another ramp straight ahead. Go on it, then hit the brakes once you hit the ground again and go to a dead stop. You should see a ramp with two tire treads on it. Accelerate again and go up it at around 125 MPH, while following the tire marks exactly. You will go up to another platform, and you should see the silver coin by the windmill. If you have enough speed, you can fly through the air and get it. If not, there is a platform you can go onto, and the silver coin is reachable from there. Watch out for the spinning blades, therefore you may not get this the first time.

2. Head down the divided road (the one with the green arrow strips on either side), but once you reach the end, make a left and you will be going up a side road. Once you reach the end of this side road, make another left turn and you will see the silver coin there, with nothing separating it from you.

3. This is an extremely easy one if you know what you're doing. Go down the exit ramp after the freeway (that starts after the striped arches). Once you reach the tunnel with the blue grate under it, turn around and start driving back the way you came, except you will see a ramp just after the exit ramp point. Go up it and you will see that you are driving into a pipe. If you follow and drive on the green flashing lights, you will drive right into the coin - now read on to silver coin 4.

4. After you get silver coin 3, keep on following the flashing lights to take you down to ground level. Once you are back upright, exit the tunnel slowly, then stop and turn around. Drive to the right of the tunnel exit slowly (not too fast), and you will start driving up a grass ledge and into a silver coin cleverly hidden there. Read on to silver coin 5.

5. At the end of the road you will see some cones seemingly blocking your exit. Go through them slowly, and you will be away from the road in a secret area that was not reachable normally. Off to the side from your exit is a silver coin. You might get stuck in some raised ground, but it is possible to get out. Just be cautious. And if you really do get stuck or roll over, just abort and try again.

6. These next three coins are all going to be found in the same area (just before the start/finish). You will see one silver coin in the air. This is only reachable by hitting the lava lamp at low speed. So go ahead, hit it at around 20-30 MPH. You should go into the air and into the coin. If you get it wrong, adjust your angle of approach and speed, then try again.

7. There are two dirt paths (one branching out from the other) by the road, next to a tunnel. Now, all you have to do is hit the left one at high speed, and you should go flying through the air on top of the lighted arrow sign. There is a silver coin on top of that arrow sign (you may have seen it, but it

may have seemed hard to get).

8. The final silver coin in this level can only be reached if you hit the dirt path to the right at high speed, following it exactly. The silver coin is on top of the tunnel on a grass surface. If you have enough speed, it shouldn't be hard enough to reach. It might take a few tries, though.

----- TRACK 3 - CIVIC -----

1. After the beginning of the race (driving forwards), you will pass a bridge with blue barriers on both sides. At either end of it, go off the track and you will see that you can drive down to a dirt path below. Below the bridge, there is a silver coin, go down the steep slope, then head towards the underpass to get it.

2. Keep on going, and you will be making two banked turns (they may be tough the first time you take them because your car may have the tendency to spin out). Once you reach the main road, you will see two access roads - one on the right side and one on the left side. Take the access road to the right. Look for a white building, and there will be a silver coin in the first opening.

3. This one is easy enough to get if you know where to look. Going over the main road there is a bridge, but it's fenced off on either side. Now, get on the bridge by going onto a ramp with a switch on it, then turning around and you will be on the bridge. Follow it over the main road, then on the other side, after you turn right, there will be a silver coin.

4. After you make a right turn, you will see three yellow and black pillars rising up from the ground on the side of the road. Turn right, and drive over to the other side of this area. Then, turn right. You will find a silver coin in a gap.

5. Start driving down the track until you reach the huge jump with the jets that fly over. Turn around and face the huge satellite. Now, accelerate again. You want to aim yourself between the main road and the side road off to the right. There is a path there that takes you up to a ledge (it is difficult but if you did it correctly you should have landed on a ledge). Search this ledge to find the silver coin.

6. About halfway through the turn after the large jump, make a right and go up the grass. (You can get to gold coin 4 this way.) You will see a little grass ramp that goes between two buildings. Just drive slowly up and then go down. Once the building to your right ends, you will find the silver coin.

7. At the final straight before the end of the course, there is a building with the title "San Francisco Conservatory of Music". But put down your instrument and look for an opening in the building. Drive through it, then look to the left and you will see the silver coin.

8. On the right side of the road you should see a silver coin just out of your reach, because it is blocked off by the barrier at the edge of the road. But at the right there is a side road. Follow it and turn right once you reach a barrier. You should find the silver coin after you reach the yellow and black-lit barriers and turn right.

----- TRACK 4 - METRO -----

1. Follow the track until you reach a church to your right (there is a yellow-lit building right after it). Now, drive your car right up to the trees. Drive your car through the space between the church and the trees. At the

second and last space to your left, there is a silver coin.

2. At the next turn, you will see that there is a wall to your right along with some streetlights. Just before the intersection and the sharp drop down, stop at the streetlight and turn right. Between two buildings you will see a silver coin at the end of the tunnel.

3. This is easy enough if you know what you're doing. Go down the hill and make the turn that consists of a quarter pipe full of advertising. Now, head up and make sure that you're a little bit to the right or left. If you're lined up correctly, you will reach some sideroads above the main road. Slow down a bit and prepare to merge and make a sharp turn (right or left). Now, once the two sideroads merge together, keep to the left and watch for a bridge. The bridge will become glass and you should get dropped off on some raised earth. Go behind the building and the silver coin is there. If your speed is above 170 MPH at the hill, you can jump right to the point where the two sideroads merge together.

4. After the tunnel area, you should make a couple of more turns then you should be driving parallel to the bullet train tracks. When you come to an intersection where you can turn left or continue ahead, turn left, then turn right and drive behind the pillar you see to score yourself a coin.

5. By the bullet train tracks, to the left there are several pillars. Between two of them there is a road going straight up. Yep - straight up. Just drive up it, well, it doesn't go exactly straight up, but close. If you're using a manual transmission, you might want to take it in first or second gear. As you approach the crest, slow down, then stop once you reach the top. Carefully drive over to a long ledge on your right, which you should see has the silver coin on it.

6. If you're not on the path parallel to the bullet train, go there now. Drive down towards the end of the road, then check out the parking lot to your right just after the turn you make. There should be a silver coin waiting just by a building.

7. Stay to the left of the road and look for an opening. Make the following turns: left, left, right, right. There should be a silver coin waiting in between two of the buildings.

8. Go back to the road and look for a switch to the right just by the fence. The "Cheps" sign will move down exposing a secret path. Take it, and you will see that it is a glass loop. Somewhere towards the top you should run through the silver coin.

----- TRACK 5 - MISSION -----

1. At the first intersection on the track (after the junction), turn right, and then follow the road that goes through a building. Go off the ramp and angle to the left. This ramp will take you to a rooftop and there are some gaps in the roof. There is a silver coin in between the first space. Or, after you start the race, get to the right onto the ramp. You will go onto the rooftop and the silver coin is in the last space from your point of view.

2. At the first intersection on the track, turn right, and then left. You should start driving down the road and towards what appears to be some sort of gallery building. There should be a switch straight ahead, you do not have to hit it. Slow down and go up either ramp on either side, then turn right or left (depending on what ramp you took) to get the silver coin.

3. After getting silver coin 2, preferably abort and put yourself back on the track by pressing the C-Up button. Now, continue down the track normally, make the big jump. After it ends and you're back on the road and solid ground, look for the first intersection right after a dirt path to your right. Turn right, then look to your left and there is a silver coin in the second building gap.

4. Continue driving down the track until you reach Lake Merced Boulevard (the road that goes by the lake). Go off the road and look to your right. There is a house in front of you and between two of its pillars, there is a silver coin. (You have to kind of wonder, whose house is this?)

5. At the green glass structure to your right, stop. Turn right, and go in the tiny space between the two buildings. Turn left and go right against the wall. Start going down, and you will go into this long, thin gap. If you go far enough, you will score yourself a silver coin. (This was silver coin 48 for me.)

6. Go in the tiny space between the two buildings like in silver coin 5, except stay straight. Explore this area, staying to the left of the aquarium and white building. After you pass these two structures, you should see a silver coin.

7. There are two ways to get this coin. After the left-right turn, look for the space in between two buildings. Look for an entrance in the right. Beside the first piece of cargo to the left is a silver coin. Or, you can go to nearly the start/finish and start driving back. Then, go through the window and collect the coin. Both ways are acceptable.

8. This coin is pathetically simple if you know where to look. Once you reach the intersection with the traffic lights around the building where silver coin 7 is, turn right, then turn left. There is a silver coin straight ahead.

----- TRACK 6 - PRESIDIO -----

1. Start the race normally, then drive across the Golden Gate Bridge. Now, follow the track until you enter the tunnel, and prepare to stop. After you exit the tunnel, make a U-turn to the right. In the corner between the barriers and the tunnel is a silver coin.

2. When you exit the Presidio for the first time, go up the incline, and then come back down, then you'll be back into the Presidio area. There is a switch at the base and a building shell that you can enter. There is a silver coin in this building.

3. As you enter San Francisco urban area once again, at the first 90-degree left turn, there is a silver coin in what appears to be a gas station. You can cut through this gas station so at the turn, turn around and you should see the silver coin.

4. Turn around and go back to the last turn before you enter the urban area. Now, stay on the right side of the road, aiming towards a switch. (It's on the shoulder of the road, but follow my instructions anyway. Got that?) Now, hit the switch and make sure you've got a good amount of speed. You will land on a path that goes above the main course. Go off the end of it for a silver coin. Read on.

5. Follow this shortcut and you probably would get coin madness. But look in gold coins for Track 6 or the Presidio track, later. This shortcut road will begin to rise. Soon, you will go flying through the air, over the main course, and the shortcut continues. By some palm trees to the right, there is a silver coin. What a good place to relax at until crazy drivers pick you up, hmmm?

6. Now here's pretty much silver coin heaven for track 6. At the big jump, slow down and wait for the left turn. Now, stop at that point and then make a U-turn. You should see a grassy area. Drive onto it (it's not that hard). Now, keep going and eventually you should be driving on a transparent road. Just keep on following it. Before it goes into a tunnel, you will score a silver coin.

7. Turn around, drop down to the lower level without crashing, then start driving towards the main road. Before the road appears to go into blackness, you will pick up a silver coin.

8. At the final turn before you exit the city area, you can go in between two buildings. Just before the second building, you will see a silver coin between the two buildings.

===== <<< 8. GOLD COIN LOCATIONS >>> =====

You might notice that these gold coins are written independently from the silver coins. That's because I don't want to be like other guides that mix silver coins and gold coins up. Keep them separate, that's my opinion. This way you can get all the silver coins and then all the gold coins.

----- TRACK 1 - MARINA -----

1. At the first intersection past the Slim Jim gas station, enter the office building and break the glass. Proceed down the hallway at around 30 to 35 miles per hour. Once the road ends, you will fall into a gold coin. It doesn't matter if you are upright, just as long as you are traveling at the right speed.

2. Try to navigate Lombard going uphill as best as you can, then drive down the long straightaway. Turn around, then burn it down as fast as you can. Keep to the left and try to get the gold coin (approx. 140 MPH is a fine speed to be at). You might want to use your wings, too.

3. After the Rush City Diner (you can see it if you look to the right and you're going slow, it's on a neon sign), look to the right for a dirt path. Drive down it. You can hit the switch if you want but it doesn't matter. Now enter the BART subway tunnel. Once you enter, stop and turn left. Where the subway tracks appear to go into blackness, there is a gold coin.

4. There are two ways to get this coin. You can head into the subway en route of gold coin 3 and burn it down the subway track, then turn right for the next coin, or turn around at the start, enter the subway to the right (after the first turn), then look to the left. Both ways are acceptable, they get the same coin.

5. Enter the subway shortcut and hit the switch. Now, follow the route described in silver coin 4. Now, follow the shortcut. Keep on going. Before you reach the loop, you will blast into a gold coin, and then it's yours.

6. After you've gone through the civic center, keep going. After you've gone through the next tunnel, stop. Turn around. Burn it down the straight, then keep to the left. After you see the brick shoulder, hit it and at a high speed, go up the left side of the blue ramp and go flying through the air, then land on the deck for your prize. (Note: if you're going backwards on the track, this can be an effective shortcut if you keep on following the route)

7. Turn around once again and keep to the right. Hit the switch that you find on the sidewalks to the right side. Now, get to the left, and you will see a

circular tunnel. Keep to the bottom of the pipe once you enter it, and at about the point when there is a right-left combination, there will be a gold coin on the floor of the pipe.

8. Almost at the end of the course, just before the start/finish line, you will find some openings. Two of them are fenced off, but the last one holds the last gold coin (it'll be the first one you'll see if you're driving forwards).

----- TRACK 2 - HAIGHT -----

1. This is going to be one of two coins that will be extremely hard to get. At the beginning of the race, start normally, then watch for a sidewalk going off the track after the right-left combination. Follow the route, then keep to the left and look for a ramp going down. Follow that path. Drive your car up to the crack in the wall and you will see that your car will not fit through. But you will see that there are two gold coins behind. "But it's impossible to get in there!" you say. No. Back up behind that bar behind it. Now, accelerate and get the car up onto the platform (on two wheels), and if you're lucky, you will get through. The gold coin is right at the entrance. Don't worry if you don't get it the first time, this gold coin is most likely the most difficult in the game.

2. Read the instructions for gold coin 1 and enter, unless you're already in there. Now, there is a second gold coin in another part of the room. Just drive over there and you will get it. You're obviously not going to get out of this room by driving out of it, so crash and burn, or press C-up if you want out of there.

3. This one is pretty easy if you know what you're doing. Go around the track, until you go past the striped arches. Now, go a little slower, and watch for a red switch on the right. Run over it, and get to the left. Now, watch for the red lights on the left. Once you see them, go off the track to the left and through the glass. You will see an arrow strip right in front of you. Go up, and if you have the right speed, you will land on a platform with another arrow strip. Try to get to the left, and as you go off the platform you will get yourself a gold coin.

4. If you've earned gold coin 3, just go off the ramp and drive down the streets to the tunnel. If you didn't, just keep on following the track until you reach the tunnel. Turn around, and burn it down the straight. Now, once you see the ramp in front of you, go up and you will reach a tunnel. Go in and follow the green lights (where silver coins 3, 4, and 5 were). Once you're back down to ground level, you have two choices:

a) Burn it, and if you're lucky you will hit the gold coin next to the fence corner. Thing is, you'll probably blow up.

b) Slow down, land on the ground safely, then look around for a small grass ramp. Drive up and you should hit the coin.

5. This might be a tough one. Towards the end of the lap, look to your right and you will see two dirt paths, one jutting out from the other. Head back behind the lava lamps to the building area, then accelerate towards it. Now here's the tricky part. Go up the dirt path to the left, but just stay a little bit to the left of there too. If you have enough speed, you will fly onto the second floor of the parking lot (note: you can fall off onto the first floor). The gold coin should either be right in front of you or you will just have to look around a bit (feel free to go down the steep ramp).

6. This one is pretty easy. Just past those two dirt paths, there is a tunnel. Go down at high speed and stay to the left. That's important. You'll hit a 180 degree loop and then see a full ramp. It will send you flying through the air

and into the gold coin.

7. Hey, let's try that again. Except we're going to a whole new area. Go down the tunnel again, keeping your speed to approximately 80 to 85 miles per hour. You'll hit that loop once again. Now, flip yourself around using the wings and land safely. To your left, you will find this small opening. It's pretty hard to see, so look carefully. Proceed through cautiously. If you follow that path, you will see that it is a secret area, full of green and red arrow strips and patterns (note: there is no difference between green and red arrow strips, they do the exact same thing). There are two coins hidden in this area. When you enter, turn right and go to the area where there are three arrow strips, two green, and one red in the middle. Now, align your car so you are facing a black tunnel on the other side of the room. Go on the green strip that aligns you with that, and it will boost your speed (maybe you should have some high engine power). You will hit a couple of more green arrows, then align yourself quick and go flying down the tunnel. If you had enough speed (around 230 miles per hour), you will fly down the tunnel and hopefully into the gold coin, but it is possible to overshoot.

8. This coin will pretty much come automatically. After you get gold coin 7, there will be a green arrow strip ready to shoot you out. Let it take you anyway, even if you miss the gold coin. Once you come out, you will go flying through the air and hopefully into another gold coin. This coin is pretty easy to get, but if you miss it (it can happen), you'll have to follow the steps you took to get gold coin 7.

----- TRACK 3 - CIVIC -----

1. At the two access roads, described in silver coin 2, towards the end there is a ramp with a switch on it to your right. Go up at high speed and hit it. Now, the trick is to land on a road which is above the blue and black-lit shortcut. Keep your speed to around 100 MPH and you will go through a transparent blue barrier. Slow down to around 10 MPH or so, then come out the other side. Use your wings to straighten yourself out, then land on a roof. Follow it, and somewhere on that ledge there should be a gold coin.

2. This gold coin is after the tunnel with the flashing red light. Look for a side road branching off to the left. Once you do see it, go up, and look for three trees to the left of the road. Go between the top two, then drive your car up and onto a roof. Now, on the right there is a space between the buildings - drive in there, then turn left. There is a gold coin cleverly hidden there.

3. This is a trial-and-error type of coin. It's difficult to get but easy enough to see. As you speed past the huge satellite, you will see a gold coin hanging in mid-air. Here's how to get it: just after the side road that you take to get to gold coin 1, there is a yellow tunnel. Go down it, and once you get out you will go flying through the air and onto this side road. (You can also keep following the side road in gold coin 1). Keep on following it and it will go over the main path. To the right you will see a secret path. Follow it, and take the left fork. Now, turn around, and you should see a green arrow strip as you accelerate. It will be to your left. So give yourself room to turn that way. If you're right with the accuracy, you will net yourself another gold coin as you fly through the air.

4. This gold coin is really tough to get. After the big jump, at around the halfway part of the next turn, turn onto the grass. Now, go slow. This is actually a ramp that doesn't work all the time, but it's the only way to get to your destination. If the angles are all correct, and you start angling to your right towards the crest, you should be able to get onto a roof with a gold coin

on it.

5. The main road will start to go downhill. Head onto the shoulder of the road (i.e. be as close as possible to the wall.) Soon, you will see a tunnel with two arrows pointing towards it. Follow that tunnel, but don't go too fast. At the end, you will land on some buildings. Stop, then just go slow and you will land on another rooftop, which has a gold coin on it.

6. To the left of the main road there is a green arrow strip. Hit it at around 90 to 100 MPH or so, and try to angle right, not dead center. If you have the right speed and the right angle, you will get a gold coin on a bridge that goes over the main road.

7. Follow the same steps as in gold coin 7, except be exactly right on target (dead center) and have a lot more speed. If that's done right, you will land on this transparent glass road. Follow it and gain speed. Once you get off, you will land on this dirt road, and once you go off the crest, you will go flying through the air to net yourself a gold coin.

8. At the start/finish line turn around to the left and follow the underground tunnel. Try not to fall off the edge of this road. Go by the fan, and be careful through the cracks in the concrete block. Now, follow the road and pretty soon you should, for sure, see a gold coin on your screen. Drive onto the dirt to get it. If you want, you can also go up the steep hill by the side road in gold coins 1 and 2. It has three pillars rising up from the ground, they are blue and white. Let yourself drop down once you reach the top (there is a hole) but align yourself with the wings. Go through the fan and then once the road is about to drop off, slow down and fall onto the dirt. There is the gold coin on a ledge.

----- TRACK 4 - METRO -----

1. At the beginning of the race, go up the hill and once you're about to make the big jump, align yourself a bit to the right. You should go on top of some buildings and you should find a gold coin there. I found this coin without even knowing it! I didn't even see it coming!

2. This will be tough if you don't have the engine power on you. Go a little farther down the course and then turn around. Come back to the big jump, make it, and then you should go flying into the gold coin. If you don't get it, you should at least notice it.

3. Drive down to the end of the long straightaway at the far end of the course and then turn around. If you're driving fast enough, you should net yourself the gold coin as you go flying through the air towards the advertisement quarter pipe.

4. New advertisement deal: you can get 5 GOLD COINS in this area! Yes, you can get them all using the same process. Just go up that vertical road by the bullet train. This first one is hanging in midair. If you have enough speed at the top, you should get some air, start falling to earth, and fall into the gold coin.

5. Go up the vertical road by the bullet train path once again, but slow down at the top, then stop. Go onto that ledge you see, then just slowly go off of it at the far end. You should be falling into a halfpipe. Once you hit the ground again, you should be in the halfpipe. There is a gold coin at the bottom. Read on for more money.

6. Drive off the edge of the halfpipe at the bottom. You should be falling

towards a rooftop which has a gold coin on it as well. As long as you get it right, you should be getting yourself on the rooftop. Drive around to get the coin. Read on for more gold coin madness.

7. From gold coin 6, look for a break in a fence. No, not on the side of the vertical road and the halfpipe, but on another side, where the red building is. Your mission, should you decide to accept it: drive off of this ledge at around 40 to 50 miles per hour. The trick is to land on a ledge of that red building. If you do land safely, look for a gap in the building structure. The gold coin is in that gap.

8. Go up the vertical road just one more time - because this has to be the coolest way to get to a gold coin. Now, stop once you hit the top and go to that ledge that you go onto to drop down to gold coin 5. Now, accelerate and aim just a bit to the left of the edge. You'll go flying through the air and you'll land on top of a skyscraper if you followed instructions correctly. If you didn't...well, you'll most likely be cinder. Do not be fooled! The gold coin is not in the air! The gold coin is on the roof of this skyscraper, look around to get it.

----- TRACK 5 - MISSION -----

1. After the point where the road branches off and then returns to normal, stop at around the point before the small rise up into the first long turn. Then turn around and look to your right. You should see a green arrow strip going inside a building. The trick is to approach it in first gear, then go on the arrow strip, holding the brake and trying to swerve sideways to the left, perpendicular to the walls on both sides. It's not easy to do, and will require patience. But if you're lucky (hey, it happened to me, why can't it happen to you?), you will stop on this narrow bridge. Drive across the bridge to get a gold coin on the other side.

2. Continue down the road until you reach the big hill. Slow down to around 100 miles per hour. Now, stay to the left, but start going to the right as you approach the crest. If you did this right, you'll end up on the area below the advertising halfpipes, above the long arrow strip. That was the hard part. Now, turn around, and drive down, and you should go onto a building ledge with a gold coin on it. (If, of course, you followed instructions).

3. After the big jump, slow down and look to the right. You should see a dirt road, now take it. It will lead you into a shortcut. Just keep on following it - there's no gold coin in here but it leads to one. Once you exit, get to the right onto the dirt road away from the water, and hit the narrow ramp at around 150 MPH. (That's the one to the left.) You'll go flying through the air onto another roadway above the actual course. Keep on going, while avoiding the miniature bullet trains. Just go as fast as possible while staying in the middle of the road. You'll probably be going really fast now, but don't stop. There is a gold coin straight ahead, towards the end of the road. If you don't have time to stop after you hit it, keep going and eventually you will be placed back on the track as you go off the course area.

4. This might be a bit of a tough one. Keep on driving, until you see a curved ledge to your left. Just keep driving anyway until you reach the left-right turn. Then turn around and start driving back the way you came. At the first right turn, get to the right and go into the green tunnel. If you're going fast enough (around 100 MPH), you'll fly onto the curved ledge described earlier. Just keep on driving and you'll fly onto another ledge. Now, it'll go up, and as you approach the top, start angling towards the right. You will go flying through the air and onto a building rooftop that has the letter "H" with a circle around it on the top. There is a gold coin on this roof. (This was the

final gold coin that I found in Race Mode.)

5. About two-thirds through the course, you will see a structure that has green glass. Keep to the right side of the road, go on the other side of the glass, and you will be going up a pathway. Stay to the right side and you will see a halfpipe straight ahead. Continue being on the right side (so close that you're almost scraping the wall), until you reach the halfpipe. Let it flip you over. You will go flying through the air (flip yourself upright again with the wings) and land on a narrow ledge. On this ledge is the gold coin.

6. Follow the steps for gold coin 6 except stay to the left in the halfpipe area. Turn left, go slightly up the pipe (the two sides are joined now), then back down. Now, come out on the other side. There are two paths: one takes you towards the left and one takes you down towards the main road. Take the one to the left. Just before you enter the building, drop down and search the building ledge for a gold coin.

7. Just after the point where the path from the halfpipe goes down to the main road, you will notice an area which is fenced off. In this area is a gold coin. But you can't get here normally. You have to go back to the start/finish point and start driving to the point where the roads merge back together again. Now, start driving down the track, and stay to the left of the yellow and black lighting. You will see a ship moving from left to right in the river. If you manage to get on it without plunging into the river, let it take you to a pier. Now, drive off the ship there and look for a gap between two buildings. Turn left, then turn right, then turn right, then you will be in that fenced off area where the gold coin is.

8. Turn the backward setting on. Turn around and drive to the point where the two roads merge back together. Start driving down the track and stay to the left of the arrows pointing right (>>>). Now, jump on the ship and keep going. The instant you land on the top floor of the parking lot, STOP. Now, go into the tunnel that has arrow signs on the floor. Stay to the right and start going to the left. Now, once you get out of the tunnel, aim left so you are on an arrow strip. Let it take you. Once you land on the rooftop, stop or let the sign stop you. Now, turn around and look for a bridge going to another rooftop - the gold coin is on that bridge.

----- TRACK 6 - PRESIDIO -----

1. Once you enter the city for the first time, slow down to approximately 90 to 100 miles per hour, then you should get a gold coin behind the monorail tracks at the first jump.

2. At the top of the hill, go onto the left side of the road. Once the road drops off, you will go flying through the air and hopefully into the gold coin. That must be curious for motorists...gold coins levitating above them...

3. Once you exit the city for the first time, drive through the Presidio and enter the city once again. Go to the side of the road on which the red switch is on. You will go flying through the air and onto a path above the main road. Follow it onto a dirt road. Just keep on following it, though. Once the road starts to rise, pretty soon you'll go flying over the main track and into a gold coin.

4. There are two ways to get this coin, but both of them lead to the same place. Preferably use plan A first, then go to plan B if you missed the opportunity for plan A or crash while working on the coin.

a) After you've gotten gold coin 3, keep going, but try not to get into an accident. Just follow the road, then pretty soon you will be able to get to the

right slightly. Start angling right. You will go flying over the main track and onto a bridge that is curved. Start driving around it, and when you get dropped off at the end, you will have scored a gold coin in the air.

b) If you missed this opportunity, there is another opportunity to get to the bridge. Press C-up to put yourself back on the track if you're in trouble. When the road goes up and starts curving right, then there is a sharp left turn. Stay to the left here, but start angling right. You will reach a big jump. Aim right and you should land on the bridge (just be patient here, I got in trouble but landed it the first time, but try to be careful). Now drive to the end, and collect the coin.

5. At the road below the bridge described in gold coin 4, turn around and you will see a grass area. Go up on it, it's not that hard. Now, go on the transparent road just ahead. Drive on it, and once you're dropped off at the end, go into the tunnel. Slow down. Now, you'll drop off the edge, now use your wings to straighten yourself out. You might have fallen right on the gold coin, but if you didn't, drive around and you should find it.

6. This is a trial-and-error type of coin. At the end of the straightaway after the big jump, you can go between two buildings just after the left turn. Go between them and follow the shortcut. You will be on a dirt path with magenta lights on either side. You will go through a tunnel that turns out to be under the main road. Now, you'll be approaching a loop. Just after the halfway point, slow down to a dead stop. You will fall down and hopefully into the gold coin.

7. Turn the backwards setting on. Go through the track normally, until you enter the city. You will make three right turns, then the road will start dropping down. Slow down and look for a switch to the left. Run over it, then accelerate to about 135 to 140 MPH and keep it steady around there. If you've already made a lap of Track 6 you may have noticed lighted arrows blocking off a path. Those arrows will be gone now. Go up this path at around 140 MPH or so. You will fly onto a rooftop. Now stop, if possible. Go off the edge that you were aiming towards when you entered this area, and there is a gold coin on this rooftop.

8. Follow the instructions in gold coin 7 except go faster after you hit the switch. Go up this path as usual, but you should be in another area past where gold coin 7 was once you go off of it. Look around here, and you should find the gold coin on yet another rooftop. If it turns out you fall off one of the rooftops, you will be put back on the track.

===== <<< 9. STUNT MODE >>> =====

San Francisco Rush (the original) never had a stunt mode. Rush 2 had one stunt track and that was pretty much the replayability of it. But now, in Rush 2049, crazy stunts in the City by the Bay can now be done in not one, not two, or three, but FOUR awesome, and brand-new, stunt tracks. But unlike Rush 2, the point system is different - plus, there are more bonuses that can increase your score. Before, if you scored 50 points in one stunt, that was good. But now, with bonuses and everything, scoring 2,000 points in a stunt in Rush 2049 is pretty darn fine. And that's how you score more stunt tracks - scoring points.

----- POINT SYSTEM -----

All flips, rolls, spins, and twists are counted as a 180-degree rotation being one. So, say you pull off a flip and then come back to normal position. You made a 360 degree rotation, therefore you score 10 points, without bonuses. So here's the point system, followed by bonuses. Obviously, the "x" indicates multiplication.

----- BASE STUNTS - POINT SYSTEM -----

Flip (forward, backward) - 5 points
Roll (right, left) - 5 points
Helicopter spin - 5 points
Twist (multi axis) - 3 points
2 wheels - 3 points
Wheelie (up on rear wheels) - 5 points
Endo (up on front wheels) - 5 points
Air time (for every second in the air over 5 seconds) - 5 points

A flip constitutes your car's nose going down or up, then letting the car continue to follow that process. A forwards flip is when the car's nose dips, a backwards flip is when the car's nose rises. Forward flips and backward flips are shown as two different icons.

A roll constitutes the car leaning to the right or left, then letting the car continue to follow that process. A right roll is when the car leans to the right, a left roll is when the car leans to the left. Right rolls and left rolls are shown as two different icons.

A helicopter spin constitutes the car spinning around in the air and staying upright, without lean from the vehicle or the nose going up or down. The direction of a helicopter spin does not make any difference, and it is only one icon.

A twist is a combination of two or more of the following: rolls, flips, or helicopter spins. Regardless of direction, there is only one icon used.

A two-wheel stunt is when your car is only driving on two wheels on either side of the vehicle. This stunt is its own icon.

A wheelie is when your car is up on the back wheels.

An endo is when the car is up on the front wheels (this is not an easy stunt to pull off.)

Air time is the duration that your car is in the air, and none of the car's wheels are in contact with the ground.

Flip icons are red.

Roll icons are green.

Helicopter spin icon is dark blue.

Twist icon is orange.

Two-wheel icon is light blue.

Wheelie icon is light blue. Looks like this: (/)

Endo icon is light blue. Looks like this: (\)

Air time icon is pink or purple (depends on your TV).

----- BONUSES -----

Perfect spin bonus (flawless helicopter spin) - 15x

Perfect roll bonus (flawless roll) - 25x

Perfect flip bonus (flawless flip) - 25x

Partial wings bonus (wings used under 3 seconds) - 2x

No wings bonus (wings not used at all) - 7x

(NOTE: If you have only one icon on the right side of your screen, regardless of quantity, there is an exception: a partial wings bonus is 3x and a no wings bonus is 8x.)

Triple bonus (three individual icons) - 10x

Quad bonus (four individual icons) - 20x

Rush bonus (five individual icons) - 40x

Super bonus (six individual icons) - 60x

Extreme bonus (seven individual icons) - 80x

Super Rush bonus (eight individual icons) - 100x
Extreme Rush bonus (nine individual icons) - 500x
??? bonus (all ten individual icons) - 1000x (?)*

* NOTE: I've heard that this bonus is known as the Papyray bonus but I am not 100 percent sure of that. In the meantime, I'll keep stunting and see if luck is on my side, and if I get all ten icons then I'll know for sure.

Let's just give an example. Say, you pulled off the following stunts. You used the wings for more than three seconds. Therefore:

Roll right 3 (x 5 = 15)
Roll left 2 (x 5 = 10)
Multi axis 7 (x 3 = 21)
2 wheel 1 (x 3 = 3)
Air time 2 (x 5 = 10)

Stunt base total: 15 + 10 + 21 + 3 + 10 = 59
Rush Bonus x40
Total: 2360 points.

And there you have it, ladies and gentlemen, boys and girls. The stunt mode point system.

----- STUNT TRACKS -----

Stunt Track 1 - This is the only stunt track that you start with at first. There is one main tower right in the center of the level and several other pyramid-shaped jumps around the perimeter. Outside the jumps are orange and blue windows which form a slope that takes you up. Therefore you have several opportunities to score major points using the wings. You will have to sacrifice wing bonuses for icon bonuses if you want to score big points, but that's your choice - but Stunt 1 will be the easiest place to score major bonuses - I scored 64,643 points here with an Extreme Rush bonus!

Stunt Track 2 - Stunt Track 2 is only unlocked after you score 100,000 stunt points cumulatively. It may take you a couple of days, though. There are three areas with green arrow pads that can give you lots of air and stunt opportunities. Mainly halfpipes and quarterpipes against the walls. A few odd jumps, too. Like on Stunt 1, you can get major points if you use your wings. But what would you rather have - just a triple bonus and partial wings, or a super Rush bonus?

Stunt Track 3 - At 250,000 cumulative stunt points, you can head into the oasis area, or Stunt Track 3. The course is irregular shaped and has plenty of odd jumps - so it's going to be hard to get major icon bonuses here. But on the other hand, it's easy to get partial wings and no wings bonuses here if you just let yourself stunt without the wing help - and hope for a good-sized reward.

Stunt Track 4 - Once you score half a million stunt points, you will head to the warehouse and Stunt 4. This is the biggest stunt track in the game, but also the most difficult. There are plenty of jumps, but not like in Stunt 1 and 2, where you can successfully control yourself with the wings - several peculiar outcroppings and plenty of levels above the main level below. Just leave it to the jumps like in Stunt 3 and let yourself have a few good flips - and maybe even get some good points, too.

===== <<< 10. BATTLE MODE >>> =====

You might just write Battle Mode off just as a bit of an afterthought to the game. After all, you'd think they could just claim it's adrenaline cubed instead of adrenaline squared, no? But you are hopelessly wrong if you think that way. Battle Mode is its own mode and is intended for two to four players. It's somewhat like Mario Kart 64's battle mode, but instead of losing a point when you get hit, a player gets a point when they successfully defeat (or "kill") someone.

----- RULES -----

Players decide on a certain arena and how many points to play to (5 through 50). They can also decide whether to play with negative points (described later). Cars are selected normally and they're off.

At the bottom of each player's screen is a life meter and as players get hit by weapons, the life meter decreases. Once it runs out, the player's car explodes. Life meters are decreased by using weapons (see next paragraph). There is also a point display in the corner of each player's screen. It has a different colour behind it and if in any case the colours are the same for two or more players, they are on the same team.

Lying around the tracks are weapons (which emit different hues from the top), which are used by pressing the Z button. There are also some power-ups that can make you invisible, shield you, or recover your life meter.

Players score points by using weapons and being able to make other players lose life meter area and explode. The first player to reach the point goal wins. If negative point mode is on, if a car rolls over and explodes by its own doing, one point is taken away from that player. If negative point mode is off, no points are awarded or taken away.

----- WEAPONS -----

Pea shooter - This weapon is available when you have no other weapon that you have at the time. It is a good "diversion" weapon but the power is pathetic - you need about ten accurate shots to take your target out. You're definitely going to want to pick up something a little bit more damaging. The bright side is that there is no limit to ammunition.

Gatling gun (yellow light) - This weapon is somewhat like the pea shooter but has a little bit more power. It's also good for diversion but you need to be pretty accurate. This isn't the best weapon out there, because it won't destroy your target in one shot (it'll destroy your target with about five good shots), but at least you have 100 bullets available to you.

Grenade launcher (green light) - This is pretty tough to work with but it can be very effective if you are in pursuit of a target and he's not swerving. When you launch one of the 20 grenades, it will bounce about five times (and bounce off walls and the floor as well), and then detonate on its own. But if it's close enough to a car, it will explode close to it, but it's still not that good for sniping purposes. You'll need two good shots to score a point here.

Battering ram (black light) - Another tough one to work out. But it's effective if you have speed advantage over another player. You don't need the Z button to fire this weapon, but you do need to drive. To use this weapon, drive into someone. They will explode on contact, but the trick is to get to someone (therefore, if someone has driven into the wall, you could be cheap, pick up the battering ram, drive to them and make contact). You can hit someone five times until it's discarded. If you're traveling not much faster than your target, you will still make them lose some part of their life meter, but not

the whole life meter.

Sonic blaster (white light) - Find this weapon as soon as you can because this is one of the best ones to have. To use this weapon effectively, get up close to someone, then press Z to release a circular shock wave that will make players lose part of the life meter for sure. The closer you are, the more effective this weapon is. If you're playing with negative points, this weapon is very useful in flipping players over and causing them to lose points. This can be used five times. If you're really close, this can work in one hit. It's most effective when you are stationary, though, and timing is the name of the game.

Land mine (red light) - This is a neat weapon to use. When you lie down one of the three mines, they're on the track. If anyone runs over them, the land mines will detonate (whoever planted them is shown by the colour coming from them. Player 1 is blue, Player 2 is red, Player 3 is yellow, Player 4 is green.) But if you run over your own, the land mine is deactivated and picked up (but you don't get the mine back). This is good to use in weapon respawning areas - opponents will have to be careful if they want to pick a weapon up. It's also a good weapon for chasing people into.

Guided missile (cyan light) - This is another great weapon to use in Battle Mode. The guided missile locks on to another car's path and if it makes contact, the other car explodes - it's a one-hit weapon - but the trick is that it doesn't shoot very fast and doesn't work when the enemy is behind a wall. Once you get a clear shot, fire one of the 3 missiles you get with this weapon and try to take them out. Since the missiles are relatively slow-moving, they're pretty easy to dodge.

Plasma cannon (orange light) - Originally called the rail gun, this weapon, when picked up, gives you twenty shots. The cannon shots are relatively fast-moving and are great sniping weapons - but the thing is, it's somewhat the same as the gatling gun in the strategy - even though it only takes two hits to kill.

Rocket launcher (blue light) - This weapon, when picked up, gives you 20 rockets that you can shoot. They are unguided and are just barely faster than the guided missiles, so they aren't very good to use - but at least with two good shots, you can take your opponents out.

Invisibility (white eye icon) - The Invisibility, Shield, and Repair icons all move around the arena randomly. The Invisibility icon, when you drive into it, makes you invisible to all players (but they can still spot you coming with the player arrows) - they can not see you, and they can not attack you either because the weapons can not do any damage. It only remains on for thirty seconds or so, so attack quickly. When you use your weapon you will be visible for a brief moment.

Shield (blue shield icon) - The Shield icon puts a barrier around your car which does not make you invisible, but when someone fires a weapon at you it will not do nearly as much damage. There's no question there will still be some damage done, but not very much of it.

Repair (red wrench icon) - This is the best thing to pick up, and sometimes it'll be right under your nose. The Repair icon completely refills your life meter. COMPLETELY. They are usually difficult to reach, but one thing's for sure - if you're getting attacked, rush to them quickly.

----- BATTLE ARENAS -----

Battle 1 - A circular battle arena with plenty of jumps on each side of the arena. Since there are jumps, this arena is a good place to play in for negative points, because it is possible to flip over and crash if you take the jumps wrong. Since there are plenty of platforms around the outside perimeter, sniping is a possibility. If you take a jump correctly you can jump up onto a platform and get yourself a good position for ambushes. The outside path is clear but the inside can be a good place to be sneaky.

Battle 2 - A rectangular battle arena with two levels. On two opposite sides are ramps that can let you go up towards the second floor. This gives you an excellent opportunity to ambush someone. This is also a good place to play in for negative points, because if someone makes a mistake they probably won't be able to make a complete flip and land on their front wheels. There is a separate area where not many drivers will notice you - which can work to your advantage.

Battle 3 - A rectangular battle arena with two levels and at one point a quarterpipe. Like Battle 2, there are ramps that let you go up towards the second floor. Towards the middle of the level there are two lakes that are easy to snipe from. This is another good arena to play in for negative points. Like Battle 1, there are some platforms that you can sneak up around.

Battle 4 - A basically circular battle arena with four ramps all going towards the center. The outside is basically clear with the exception of some structures with different coloured fire coming from them. But the structures still help to sneak up on someone. Flipping over is a hard thing to do in this arena, so chances are you will not lose many points if you play with negative points in this arena. The place that all the ramps lead to is also a good place to ambush someone. Look for Repair, Invisibility, and Shield icons in the middle of the arena, top and bottom level.

Battle 5 - This is one of three street courses in battle mode. This first one has the roads basically arranged in a 2 by 4 pattern with one main road at the top of the arena and one at the bottom (but this is not a two-floor arena), along with a platform that is basically the entrance to a mall. Your only possible source of hiding is some tunnels towards the lower road, and some building shells on the side roads, plus a side road connecting two of the main side roads. Chances are you will see a lot of pursuits here, but not much ambushing.

Battle 6 - This is a very complicated arena because there are roads going all over the place. There is an underground tunnel that has paths looking like this:

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...and also some parking lots at both ends of the arena. Also look for some other platforms around the arena that can easily be used for ambushing purposes.

Battle 7 - Like Battle 5, this is an arena where you will not see very much ambushing, but a lot of pursuits. The good news is that you'll have a lot of room to do them. There are three main roads that intersect with four other roads, and there's a lot of space between them. There are plenty of building shells around, but you probably won't be using them much. Since this arena is

the largest in the game, you can expect battles to take a little while.

Battle 8 - This level goes back to an indoor formula, but a very complicated one at that. There are two floors, and one of them has an area that is a little bit lower than the main level. The second floor has plenty of tunnels and side branches. Expect a lot of strategy here, because the arena doesn't have enough hiding places for ambushing and not enough size for pursuits.

===== <<< 11. OBSTACLE MODE >>> =====

This will only be earned once you score one million stunt points. This will be one of the toughest tests to pass in Rush 2049, so make sure you have what you need. You hopefully should have all the options you need to tackle it by the time it is unlocked.

So here's a full room walkthrough:

Room 1 - Swinging spikes

This will be where you start. The spikes will all knock you into a bottomless pit. If at any time you fail to complete a room, you will have to start it all over again. The speed of the spikes vary - in order, the speeds are: medium, slow, fast, slow, medium, slow, fast, slow, fast. If you can remember that, you'll have done half the job. Then, you have to stop and go, assuming that a spike is coming. "But where do I stop?" At the parts of the path that have light shining on them (not the dark spots). If you can remember all that, you shouldn't have a hard time mastering this room.

Room 2 - Slime pit

Ugh. Now this is what it's like in the sewer. If at any time you fall into the slime, you will have to start all over again (but not from the beginning). As you drive down towards the pit, you'll notice some jumps going up and down. Take the middle jump, preferably, and if you have good speed after the dash arrows, you should clear the pit and land on solid ground. Stay on it and don't touch the slime, and you will have mastered the second room. That's the biggest mistake players make. You must stay on the descending ramp.

Room 3 - Opening and closing walls

This is more like a mini-room than an actual room. The columns move up and down at different speeds. Chances are that if you take off from the slime pit area at full speed, you'll crash. Take it slowly and try not to get crushed. Once you see an opening, go through.

Room 4 - Fan

You could call this a windmill if you want. All you have to do is get through there without getting hit by the blades. This is easy if you've got the right timing. The blades don't move too fast anyway.

Room 5 - Moving walls

The walls here will move up and down, stopping you from driving directly through. So, here's the strategy: when a wall is open and you can drive through, use the stop and go strategy described in room 1. Never stop on the arrows that point ahead, though - that's where the walls close on. If you're on them, you'll get crushed and you'll have to start all over again. There are seven walls in all to navigate, and remember not to go too fast.

Room 6 - Tunnel 1

This is a simple right-hand turn that is also a pipe. Play safe and drift off to the left side of the pipe. Then, once the turn is almost over, go down towards the bottom, and prepare yourself for the next room.

Room 7 - Moving floor

This room will require a lot of speed to get through. Come out of the tunnel with a lot of speed and you will hit a jump. It will send you flying through the air and you will see that the floor is on chains, and it is getting pulled up and down. If you have enough speed on your approach, you won't have to worry about this altogether. But if the situation comes that you do not have enough speed, make sure that the floor is high enough that you can fly on and get off safely, and then go into the next room.

Room 8 - Falling rocks

This is another tough room, and works the same way as Room 7. You will approach it, and then go onto an arrow pad. Then, you'll hit a jump and go flying through the air over a bottomless pit - sounds simple enough, right? Problem is there are falling rocks. They fall about every three seconds, so keep that in mind. If a rock has just fallen as you approach, you should make it across without any problem. Land on the lighted arrows to prepare yourself for the next room. If you lose control on the approach and crash, you'll have a hard time when you try it again.

Room 9 - Tunnel 2

This is just like Room 6 except it's now a left-hand turn, therefore you have to reverse your strategy - drift off to the right side of the pipe. Once the turn is almost over, go back towards the bottom and prepare yourself for the next room.

Room 10 - Rough ground

The objective of this room is to navigate some rough ground that can easily cause you to flip over and crash. Forget about all that rough ground. Instead, as you come out of the tunnel, keep between the left and center. If you're traveling at around 140 MPH or so, you will go flying over. Don't be afraid to use the wings if you're in trouble. After you clear the first set, you'll have to navigate another set. Just take it. If you do clear this second set of rough terrain, but you're in danger of crashing, just press C-Up and you should go on to room 11. But if you can't clear this the first time, it'll be hard to clear on the second and consecutive attempts.

Room 11 - Pillar rows

After you clear room 10 you will hit this long straight, then you will reach some pillar columns with narrow spaces in between them. Shift down to second gear at the highest RPM (approximately 100 miles per hour) and then navigate. After the first set, just go a little left for the second set, then go right for the third set.

Room 12 - Tight squeeze

Chances are, this will be the room that will catch you off guard. There are two lighted arrow paths on the ground, that both lead to narrow passages, then you hit a jump. As you go flying through the air, you will have to use your wings to put yourself at around a 90-degree angle, because you can't fit in normally.

As you go off the jump, use your wings, and you should be able to get through the room - you might not get it on the first try. If you use a car like the Venom or Mini XS, or otherwise a car that isn't all that tall, you shouldn't have much of a problem with this room.

Room 13 - Tunnel 3

After completing room 13 you will have to go through yet another tunnel. This is the exact same as room 6, so read that section, because this is the exact same as that room.

Room 14 - Moving horizontal walls

Once you exit the tunnel you will reach some walls that move out from the actual wall of the room itself. This room is actually not difficult to navigate if you slow down first. All you have to do is just make sure you can do some quick moving of the Control Stick. Some walls that look like they will move actually do not move - so keep that in mind as well.

Room 15 - Lava jump 1

This is a really cool (well, the temperature sure isn't) room - but I should probably give you fair warning. It's not easy. You have to approach the arrow strip at around 95 miles per hour or so. Then you have to go through the burning flames (not below them, they're really pillars that come from the lava), then jump over the lava, through a space into the next room. The reason you have to approach slowly is because you will fly too high and miss the opening if you approach at a high rate of speed.

Room 16 - Vertical jump up

The only room that is more difficult than this is the 18th and final room. The trick to master the vertical jump is to jump up, then use your wings to flip onto the angle of the other set of lights. Then, quickly flip yourself upright. It's not that difficult if you know what to do.

Room 17 - Tunnel 4 and lava jump 2

These two rooms are combined into one room. For tunnel 4, use the same strategy as you did for room 9 (the second tunnel), since you're turning left. Then, once you come out you will go through a loop. When you come out, you will see an arrow pad and three jumps. You can go slightly left or right on the middle jump. You will go flying over the huge lava pit, and hopefully you will land in either the left or right tunnel. If you don't, well, you probably won't crash but you will burn - in the lava.

Room 18 - Vertical jump up/down/up, finish

This is the final - and most difficult - room to navigate. After the lava pit, you will go down this passageway and then merge with the main one. For your first vertical jump up, use the same strategy as you did for room 16. The platform won't be too high, though, so you'll have plenty of time to flip yourself upright. Then go off the other end slowly because this goes down. Then, speed up and follow the same strategy as you did for the last vertical jump. If you've made it through all of this, then just burn it down the final straightaway and into the stadium area. Head towards the checkered platform and you will finish the obstacle mode in style, flying through the air and if you went fast enough, onto (and maybe even onto the ramp above) a platform that has the Rush 2049 logo on it.

This section goes through all the shortcuts for each track, and even shortcuts branching off of shortcuts or going into shortcuts - argh, anyway, here's a full listing!

TRACK 1

1. At the beginning of the track, keep to the left until you see a sidewalk that leads to the Palace of Fine Arts. Go down this sidewalk and you will go into a building. Inside this building is a shortcut which contains a silver coin that doesn't save a lot of time but can get you a bit of a jump on the field off the starting line.

2a. After the big jump over Lombard Street, and the first small right turn, look to the right for a dirt path. Follow it and hit the switch. You will head into the BART subway tunnel. Now, start turning right after you cross the subway track. You will see a ramp, stay to the left as you go off of it so you don't hit the portable toilet. You will go onto a bridge, into a tunnel which contains a gold coin, onto a loop, then back onto the main track. This is most likely the most incredible shortcut in Track 1.

2b. If you decide to turn right at the subway tracks (NOT onto shortcut 2a), keep going and then turn right once you reach the next area - be careful of the pillars. Follow the directional arrows that you see, and you should come out of the subway - but be careful because you may smash into a wall once you come out. Be ready to turn right.

2c. If you missed the previous shortcut altogether there is another opportunity to get in. Once you reach Market Street (the long straight up on the top-left side of the track map), look to the right for two arrows going down into a subway. Once again, follow the arrows to come out where shortcut 2b came out.

3. If you missed shortcut 2a and 2b, you can take this shortcut that may seem like a "hot-dog" shortcut, but it actually saves time because you're traveling a little faster. As you come onto Market Street, stay to the left and go through an arch on the left off the road. You will go onto a transparent ramp (which is slightly faster because you travel faster when you're in the air), then come out as you're about to go into the reactor tunnel.

4. As you come off Market Street onto the next long straight, stay to the right and slow down. Hit the switch you find on the sidewalks, now, to the left there will be a wall that now is a transparent tube (just about where shortcut 2b came out.) Follow it (there is a gold coin in this shortcut), and you will come out on the final straightaway before the start/finish line.

TRACK 1 BACKWARD

1. See shortcut 2b for Track 1, except follow it backwards, and it is just after the first turn.

2. As you come onto Market Street, stay to the left and look for a switch. Hit it and keep going onto a blue and white ramp. You will go onto a rooftop and then into a tunnel. You will fall out, now turn left (a hard left turn is required) and you will be heading towards Lombard Street.

3. See shortcut 3 for Track 1, except do it in reverse.

4. See shortcut 1 for Track 1. Be careful when you enter (slow down and stay on the bank), but exiting is not a problem.

5. See shortcut 4 for Track 1, but when you approach the start/finish line, look for a switch on the left. Hit it, then go onto the grass to the right after you cross the start/finish line - you should enter the transparent tube.

TRACK 2

1a. This is the big shortcut on Track 2. After the first turn, drive down the sidewalk on the right side of the road. Hit the switch after the first time the sidewalk turns left. There will be a ramp that rises up in front of you, just take it. Now, you will go onto a ledge off the side of a building, and there is a jump just like the one you just took at the end of it. You will go onto yet another ledge, which has another ramp that has tire marks on it. Follow that ramp. You will go through a windmill (watch the spinning blades!), over some arrow strips, and into a tunnel. You will go through some water, onto an arrow strip, then into the air. You will land on a sideroad, follow it onto a dirt path, it will drop you off back on the main road.

1b. If you missed the ramp that had tire marks on it, then go onto the dirt path. Don't hit the switch on the wall, you will go over the main road, over some lighted arrows, and onto a dirt path which has a wall to the left. It will gradually go left, and eventually you'll be on the sideroad where shortcut 1a was. Follow it to be dropped off back on the main track.

2a. After the point where shortcuts 1a and 1b come out (by the striped arch), keep on driving. Soon, you will see a red switch to the right, and you will see some red lights on the left side. Hit the switch and go between the wall and the red lights, so you're going off the main road towards the glass (there was a wall that originally said "RockNRoll" there, it is gone now, revealing a glass room. Follow the dirt road, onto a short arrow strip. Now, there are two places you can go: at around 150 MPH, you will go onto a platform that has a long arrow strip on it. Between 150 and 180 you will smash into a platform above. But at 180+ MPH, you will go onto that platform.

2b. If you missed shortcut 2a, go between the first and second set of red lights. Disrespect the warning cones and go through. You will go flying through the air, and most likely back on the main road. It's not a big shortcut, but it's a shortcut anyway.

3a. After shortcuts 2a and 2b, you will see a tunnel and two sideroads on either side. Take the right one. Increase your speed and you will go onto a platform. Follow it into a parking garage, and keep on driving until you see some warning cones. Go through them and you will be dropped off near the lava lamps.

3b. At the tunnel where you enter shortcut 3a, go to the left of the tunnel onto that sideroad. Increase your speed, you will go onto a platform. Follow it, and eventually you will get dropped off in the same area where shortcut 3a comes out.

3c. You can use this shortcut from the entrance of shortcut 3a or 3b. If you are taking shortcut 3a, stay to the left. If you are taking shortcut 3b, stay to the right. You will go onto a road. Take one of the ramps, or the tunnel, it doesn't make a difference because they all bring you to the same place. You will eventually be dropped off near the lava lamps.

TRACK 2 BACKWARDS

1. See shortcuts 3a, 3b, and 3c, except follow it backwards. To reach the entrance to all of the shortcuts, go up the dirt path.

2. After you exit the tunnel, you will go a little downhill and then the normal course turns left onto an exit ramp. But hit the ramp (do not stay on the freeway, it sends you into a bunch of signs that say "WRONG WAY"). You will go into a circular tunnel. Follow the green lights, it will take you upside down and then back down again. You will come out of the tunnel onto a dirt path, then fly back onto the main road.

3. See shortcut 1b, except follow it in reverse. The entrance is just after the striped arch, to the left of the lake. Once you reach the second dirt path, don't hit the switch, it brings a wall out. Follow the shortcut and it will dump you back on the main road.

TRACK 3

1a. Once you get onto the long straightaway, take the right service road, and follow it. Turn right onto a ramp with a switch on it. Hit the switch and you will go flying through the air, and in between a building and its roof (you made the roof go up when you hit the switch). You will land on a side road, now follow it. Now, you will go flying through the air and into what looks like a blue force field. It doesn't work very well, obviously, because you will go flying into a building. Go out the other side and into shortcut 2b.

1b. If you missed shortcut 1a you can get another opportunity to shave off some time. When you see the small ramp (next to the ramp you went off with the switch on it in shortcut 1a), go onto it. You will go onto a blue and black-lit banked track. Follow it and you will come out next to some blue and black pillars, which are next to the main track.

2a. Back on the main track you will go through a tunnel with a red light blinking when you enter. As soon as you exit, turn left and you will go onto a side road that goes gradually up. Follow it and you will jump over the main track onto that sideroad. Keep on following the sideroad and you will jump over the main track once again. Soon you will reach a huge satellite dish, from here you can turn right into shortcut 4a or 4b or keep going. Keep going and you will eventually drive back onto the main track.

2b. Just after the entrance to shortcut 2a, there is a pale yellow-lit tunnel. Enter it and follow. At the end there is a jump, and you will go flying over the main track onto shortcut 2a.

3. After the road turns to dirt turn right onto the mountain slope. Drive up it, then once you reach the summit go into the hole, and drop down into the shortcut (this is a BIG time-saver if you get this right.) You will drive through a tunnel then into this open area. You will be driving through a windmill, then make a jump, then hit the switch to open up the wall with small cracks in it. Then, you will go through another fan. Keep following the path. You will start going up hill then go flying through the air and past the start/finish line!

4a. Go onto shortcut 2a and follow it. Once you reach the huge satellite dish, turn right into the tunnel. Keep on following the road. Pretty soon you will reach a fork where you can go right or left. Go left, the right shortcut is shortcut 4b. Follow the path and you will be past the big jump, just before the final turn.

4b. Go onto shortcut 4a. At the fork, turn right. You will hit a "pressure point" and the road will drop, revealing a secret path. At the end of it, you will go flying through the air. Be careful not to angle too far left at the exit, you will hit a building if you do. Also be careful of the jets flying

over. They are pretty good fliers, but it's not nearly as fun to watch when you're about to collide with them. You will go flying through the air and hopefully onto the main track.

5. As you head down onto the final straight, keep to the left until you see an arrow strip ramp. Go up on it. You should go flying through the air and onto a glass ramp. Follow it and it will dump you off (conveniently) on shortcut 6.

6. At the end of the track, turn right into the space between the two pillars to the right of the main road. Or, just get dumped off after shortcut 5. Go up the hill past the bridge and go flying through the air to skip two whole turns and land on the long straight where shortcuts 1a and 1b are.

TRACK 3 BACKWARDS

1. See shortcut 3 except follow it backwards. At the beginning of the race, turn right to enter it and go into the tunnel. The only difference is that there's a jump getting you onto the next road. You will probably be getting big air when you come out.

2. See shortcut 4a except follow it in reverse. It is just after the sharp turn before the big jump. Enter the tunnel to enter shortcut 4a. At the end, just go onto the arrow strip.

3a. See shortcut 2a except follow it in reverse. The entrance is just after the big rise - stay to the right of the road and you will enter the shortcut.

3b. See shortcut 2b except follow it in reverse. Turn right at the dirt path and then you will enter the shortcut. When you exit, if you're traveling fast enough you will go into shortcut 4.

4. See shortcut 1a except follow it in reverse. To enter it, exit shortcut 4. At the end of the shortcut will be a switch - hit it to raise the roof, then jump back onto the main track.

5. Just after the yellow and black pillars, you will see shortcut 5. It is the same as shortcut 1b for track 3 normal except you are following it in reverse. You will come out at about the point where shortcut 4 comes out.

6. See shortcut 6 except follow it in reverse. It is just after you get off the long straightaway before the start/finish line. Follow the dirt path up the hill and go flying into the air.

TRACK 4

1a. Just after the big jump and the left turn, right away you can make a right turn onto a side road. It's about halfway down the straight so look out for it.

1b. If you miss shortcut 1a, you can take another sideroad just a little farther down that straight. Both are handy ways to shave off a bit of time.

2a. At the end of the California St. straight (the last straight before the big jump, you will see a blue building to your right, with a gap. Enter it, and then you can go back onto the main road, saving a little time.

2b. You can continue your off-road excursion by going into the tunnel that slopes downwards. Once the tunnel ends, you will be dropped off right at the jump.

3a. After the advertising quarterpipe section, start going up the hill, aiming

slightly to the left or right. Once you get some air you will be going on some sideroads. Depending on which sideroad you're on, quickly turn left or right. Then, hit the switch in the center and go flying through the air. At the end of the straight there is a small opening just behind a warning cone. If you get through, you'll go into a secret area. Make a left turn and then turn left or right for a loop. Go in between the two bullet trains when you come out and hit another switch, then look for a door opening on a quarterpipe. You will come out on the main track. This shortcut is for hot dogs only, because it doesn't really shave off any time. As a matter of fact, it's a time waster - too bad there aren't any coins in there.

3b. If you miss shortcut 3a, at the intersection of Duboce and Fillmore (according to the signs on the traffic lights), just stay slightly to the right of the tunnel. You will go into a narrow train track tunnel and there will be a fork pretty soon. Turn left or right, then turn left or right again at another fork. Start turning left and you will come out (gulp) on the bullet train track. Just hope that there isn't anything there.

4. As you go down the road parallel to the bullet train track, you will see some pillars. At the second one, turn left and you will see a vertical road. Speed up it as fast as you can, then once you hit the crest, if you have enough speed, for sure you will get some huge air. But you don't necessarily need it. Towards the top, slow down, then align yourself for the sharp decline down. At the bottom, turn left to get back onto the main track.

5. This is an alternate path, really. Just before the sharp turn towards the end of the course, you can turn left and go through a parking lot and shave off a little time. It's not nearly as hard to turn, and the computer-controlled drones will use this shortcut, too.

6. At around the point where shortcut 5 is, hit the switch to the right. The "Cheps" sign will move down exposing a secret path. Enter it to go around a vertical loop and skip a few turns of the track.

TRACK 4 BACKWARDS

1. See shortcut 6 for track 4 except follow it in reverse. To open up the shortcut, hit the switch right next to the pillars (past the warning cones that block your path from the first turn) and the "Cheps" sign will open right in front of you.

2. See shortcut 4 for track 4 except follow it in reverse. It's just after the quarterpipe between the two blue-lit buildings.

3. See shortcut 5 for track 4 except follow it in reverse. You probably should make a sharp turn when you come out, though - otherwise you'll go flying into the fence.

4a. See shortcut 3b for track 4 except follow it in reverse. Before the two turns that lead to the tunnel you will see the opening.

4b. To the left of the opening to shortcut 4a there is another opening. Now see shortcut 3a for track 4 except follow it in reverse. At least you can get a lot of speed once you come out at the Duboce/Fillmore intersection.

5. After the advertising quarterpipe, start going up the hill and aim towards the left. You will go into this tunnel. Now look at shortcut 2b and 2a for Track 4 except follow it in reverse. Just look for the hole in the building after you hit the grass.

6a. See shortcut 1a for Track 4 except follow it in reverse - it's about halfway down the straight, just past the cathedral.

6b. See shortcut 1b for Track 4 except follow it in reverse - it's on the same straightaway as shortcut 6a except just a bit farther down the road.

TRACK 5

1. When you come down the hill after you start the race, look for a small ramp to the right. Take it and aim slightly right. You will go onto a rooftop. Aim between the two walls straight ahead, slightly to the right. You will go down a ramp onto a side road. You will be heading towards a gallery building. Hit the switch and go in between the white ramps into the tunnel that the switch as opened. You will come out after the turn you skipped.

2. At the big jump, aim slightly right. Once you see a tunnel off to the right, take it. Then, zip through and you have several options after you come out: go to the right and fly through the air back onto the main track. Or, you can keep going straight and go back onto the main track that way. Or, move on to shortcut 3...

3. After you go through shortcut 2, hit the center ramp (the narrow one) - and you will land on this elevated road. Hit the switch in the center and immediately move to the right through the aquarium. You should come back out on the main track (but aim slightly to the right as you come out, since you'll smash into a wall if you do).

4. If you took shortcut 3 you can not take this shortcut. Get to the right after the turn when you come off the road that goes by the lake. You will go onto a side road, heading towards a halfpipe. Head towards it and then as you start going onto the halfpipe turn left. If you turned correctly, you should come out the other end. Now you have two choices: go back down to the main road or go onto another shortcut...

5. After you exit shortcut 4 you can turn left and you will go into a building after the road goes over the track. You will take a jump. Turn slightly left and go out the gap.

TRACK 5 BACKWARDS

1. After the first turn you should be heading uphill towards a building. Slow down to approximately 80-100 miles per hour and you should fly in through a building window (try not to hit the ceiling, as you have to go out as well.) Aim slightly to the right, accelerate, and then go either left or right, trying not to hit the wall separating the two paths. You'll come out near the small lake in the urban area.

2. See shortcut 5 for Track 5 except follow it in reverse. The entrance is by the chicane turn - this road eventually leads to shortcut 4.

3. As you approach the big lake, go off the road and aim between the wall and the pillar holding up the bridge. You will go through the lake. Aim towards a tunnel that you see, and then fly through it (this is shortcut 2, except in reverse). Slow down as you exit to make sure you don't fly into the wall.

4. See shortcut 1 except follow it in reverse - the entrance is seen going into a building. When you come out of it, hit the switch and drive towards the path where the pendulum that is rising up is. Drive through it quickly before you get struck down. Fly out and over the rooftop towards the boat, then head onto shortcut 5.

5. At high speed, at the road junction turn left and then turn left again. At the end of the road you will fly onto the boat, then onto one of two parking lots. Whichever one you land on, turn sharply left to get back onto the road.

TRACK 6

1a. Once you enter the city for the first time, aim to the left of the road, towards a tunnel that you might see. Head in. You're going to be driving up a hill, then, at the end, you will go flying WAY over the track. You should land just on the outskirts just before the right-hand turn.

1b. This is the same as shortcut 1a, except it's on the right side of the road.

2. As you exit the city limits, you'll see a switch. Run over it so that the switch is green. Here's the tough part: if you look to your left, you'll see that the guardrail is interrupted in one spot. Slow down a little and go into that space below the > > > lights. You'll be heading into a green-lit tunnel (if you hadn't hit the switch, a door would have been blocking this tunnel.) Drive through it, there are some gentle right turns, take the jump over some water, then re-enter the course in the second urban area.

3. This is a shorter alternate route if you miss shortcut 3. At around the point of the switch, turn right (there is a silver coin in this building shell. Go straight onto the grass, and you should see a guardrail opening that you can get right back onto the track.

4. As you enter the city limits for the second time, you should see a switch to your right. Hit it so it turns green, then stay on the shoulder and take the jump. You should land on a platform, drive on it, then when it ends just keep going. You are now in a dark tunnel, which has a banked left turn. Stay on the track and then wait for the road to go up a little. Fly through the air, over the track, then burn down the side road between the buildings than rejoin the track in style as you make a huge jump.

5. Before the final left-hand turn before you exit the city limits for the second time, just stay straight and you should see a building opening. You should see a dirt path with purple lights on each side of it, follow that path through a narrow and short tunnel, through a loop, then into a clearing. Go right a little and you should see another dirt road coming. (At this point you probably should see your lap time flash at the bottom of the screen.) Pretty soon, you should rejoin the track just before the tunnel.

TRACK 6 BACKWARDS

1. This shortcut can easily go wrong on you if you don't take it right. As the road goes up the hill as you enter the city for the first time, before the second right-hand turn, turn right just after the side road. You should go up on a lawn, now keep going straight. You're now going to be on a glass road, drive down it, go through the hole in the wall that you see. Drive down the tunnel, fly through the air, and rejoin the track.

2. As the road curves left and downhill, hit the switch to your left (easier said than done when you're flying through the air), then look to the right for a tan ramp ahead of you (if you've been through here before it was blocked off by some lighted arrow signs). Go up on the ramp, fly through the air, go onto the raised parking lot, then smash through the glass ahead of you to get back on the track. It's very easy to make a mistake here so if you do you might as well press C-Up to get back on the track.

3. See shortcut 3 for track 6, except follow it in reverse. After the second-last turn before the short urban area, you should see the gap in the fence. That's where you want to go.

4. Just before the tunnel, you might see a gap in the guardrail and advertising to your right. Duck onto that path then follow it. You should end up in a clearing. Fly over the other path (this shortcut you are flying over is shortcut 5 for track 6 normal, for your information), then continue. You will emerge onto the main track with another lap time and you will be out just before the urban area.

===== <<< 13. GENERAL STRATEGY >>> =====

- A copyright, it almost seems, of the Rush series is crazy physics. If you take a jump wrong or hit an object just right, you could be on your way to a flaming wreck. If so, squeeze the Z button to bring out the wings, then use the Control Stick to align yourself and get to the ground level. You can't turn left or right in the air with these things, however, which turns into a problem because you'll want to be square with the road if you want to keep going the way you want to. If you aren't square with the road, you can start skidding and come to a dead stop. The only time you can let your car lose control is in Stunt Mode. Use the wings to pull off as many stunts as possible - but make sure that you can recover, otherwise you might crash and earn zero points.

- If you've got the Expansion Pak, look out for moving objects. On Track 1, you will find a cable car going across the road after you jump Lombard Street. On Track 3, there will be jets at the big jump, and they go dangerously low. On Track 4, you'll find both cable cars and bullet trains. But there are plenty of other moving objects, as well.

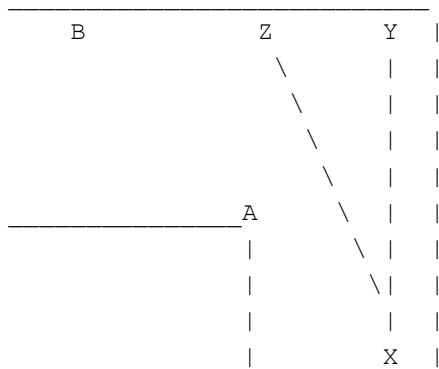
- Shortcuts are definitely worth it. Run through the tracks in practice mode and don't be afraid to look around. It's a good idea to investigate, as inspecting usually leads to money. And then you get to drive the hot cars once you get enough gold or silver coins.

- Switch, switch, switch. Around the tracks you can find switches. They look like grates with red light coming from them. When you run over them, they change green (and if they're green, they change back to red) and do one or more of the following:

- Open a door.
- Reveal a shortcut.
- Close a door.

It's a good idea to investigate these switches and what they do, as it usually helps with collecting gold and silver coins. Some switches have permanent effects - they will open a door when someone runs over it and turns it green, and the effect happens - and they keep it open until someone runs over the switch again and turns it back to red, and reverses the effect. Others are temporary. They will just do something that only takes a few seconds, then reverts it back to original (red -> green -> red on its own.) For example, one switch opens a circular door that reveals a shortcut in Track 1. On Track 5, there is a switch that allows a screw-like object to pop out and cause people to explode when they crash into it. In Ghost Mode, all the switches are removed - all doors that reveal shortcuts are opened and any temporary effects are either removed or kept permanent.

- Want to know the secret behind going boom? Let's see. The answer is: hitting walls. Track 4 is where you'll probably experience this, but there will be plenty of other areas, too. And it applies not just to walls, but to any object.



In this diagram, Car X is about to make a turn, but it's obviously not going to react in time. So it makes contact, perpendicular to the wall at point Y. If car X was traveling fast enough, which is usually around 100 MPH or so, and maybe not even that much, it would most likely explode (but if it didn't, the car would most likely come to a dead stop.) But say it does get time to turn, but the car will have to touch a wall. Car X hits point Z. Chances are, the car will not explode because it's not a head-on collision. The car's nose would just smash against the wall and push the car against the wall, so now it's going in the forward direction - but it's not going as fast. In simple terms: if the angle between the wall or object and the car's trajectory is more than 45 degrees, chances are it will explode unless there's not enough speed to do so. That's another reason to take corners carefully and not extremely fast. The best way through a turn would be for car X to go from the point it is at through to point A (the apex), then to point B, making sure that the car is parallel with the wall at that point. It's even better to cut corners.

- The Super Speed cheat works in Race Mode. Even though it's kind of cheap, it works in slashing your times. A car that has an 8.0L V10 engine, a light alloy frame, radial tires, and a pro manual transmission will usually get up to around 200 miles per hour, but can get up to 230 on arrow strips - in the air, the maximum speed is 230 miles per hour. And that's without the Super Speed cheat. But turn it on and are you ever kicking butt: the top speed is around 225, arrow strips can get you over 240 miles per hour, and the maximum air speed is 230, once again. The trick is that the cheat gives you a lot more air - and it's a lot more dangerous, so try to keep to the ground as much as possible, because it can actually allow you more speed.

- Suicide Mode can really be used to your advantage in Circuit Mode. Since the cheat makes cars explode when they touch, when you turn Death Mode on, they're not getting back in the race. Two of the rows on the starting grid (the ones that do not have you in them) will definitely touch. After the first race, you and the second-place starter should probably be the only ones left after the start. In the first race, stop at the beginning, let everyone blow up and keep going - there should be no one ahead. Even if you explode, you'll still be in first place if there's no one still racing. Drivers will sometimes crash into the burning shells at the start/finish line after lap one or two, so keep that in mind too. As long as you drive a clean race, you stand a good chance of finishing first.

- *** READER SUBMISSION *** - In Obstacle Mode, the Mini XS car can be best to use. It can fit through the tight squeeze part easily (something that the other cars, especially the Crusher, can not do well). The Resurrect in Place code can be useful (so if you get in trouble you don't have to start a room all over again, I guess) and the super speed code. (Note: I can find a problem with that sometimes because some rooms do not require the extra speed, so you have to be careful with that). Submitted by Strikeoutdude01@aol.com

- Do not under any circumstances turn before a jump! The car will start to

spin in that direction once you get into the air, and from this point, there are two possibilities:

1. If the jump doesn't have you in the air for too long, the car won't be pointing forwards, but as you land, your car will start skidding. Eventually, it probably should correct itself within a few tenths of a second, but your speed will be decreased.

2. If the jump has you in the air for a medium amount of time, the car will rotate a little bit more, and the car will skid more once you land. The car may just slow down and stop, or, just as possible, it may spin around and you may be heading towards the wall and skidding with the car pointed in the wrong direction.

===== <<< 14. CHEATS >>> =====

Some codes are thanks to N64 Code Center (www.n64cc.com), while others are from Cheat Code Central (www.cheatcc.com). To activate the Cheat Menu, where most cheats can be adjusted, go to the main menu, then press and hold L, R, C-Up, and C-Right, then press Z. Cheats will appear at the bottom of the screen. Select it and press A to enter the Cheat Menu. To activate a cheat, select it and then press the respective button sequence.

(NOTE: There are some codes that I am not sure what use they have. E-mail me if you do.)

All Cars (unlocks all cars)

1. Tap C-Left three times
2. Tap C-Up three times
3. Tap C-Right three times
4. Tap C-Down three times
5. Hold down L, R, all the C buttons, then press Z

All Parts (unlocks all parts)

1. Hold L and R and press Z
2. Press C-down, C-up, C-left, and C-right in order
3. Hold L and R and press Z

Invincibility (makes you invincible)

1. Press C-right
2. Tap L, R, R, L
3. Hold C-left and C-down and press Z

Battle Paint Shop (allows you to change color of your car in Battle Mode like you can in Race and Stunt Mode)

1. Tap Z three times
2. Tap C-down three times
3. Tap C-left three times
4. Tap C-right, C-up, C-left, and C-down in order

Super Speed (boosts your speed)

1. Tap Z
2. Hold L and R and press Z
3. Tap C-down
4. Hold L and R and press C-down
5. Tap C-up three times

Fog Color (changes fog colour)

1. Hold C-up and C-right and press L
2. Hold C-down and C-left and press R
3. Tap C-right, C-left, C-right, and C-left in order

Mass (changes gravity between normal, heavy, and massive - the heavier the gravity, the less air you will get on jumps)

1. Press R and C-down
2. Press L and C-up
3. Press R and C-left
4. Press L and C-right

Super Tires (tires grip more? Unsure)

1. Tap Z three times
2. Tap L and R in order
3. Tap C-up twice
4. Tap C-left, C-right, and C-down in order

Brakes (activates/deactivates brakes)

1. Tap C-down twice
2. Hold L and R and press C-up
3. Tap C-up twice
4. Hold L and R and press C-down

Invisible Track (no track seen, but it's still there - dynamic objects still visible, like coins, switches, transportation)

1. Tap C-right twice
2. Hold L and R and press C-left
3. Tap C-left twice
4. Hold L and R and press C-right

Invisible Car (no car seen, but it's still there)

1. Tap C-up, C-down, C-left, and C-right in order
2. Tap L, R, and Z in order

Frame Scale (the number 0 indicates normal, the number 1 indicates a flat car, the number 2 indicates slightly more than normal, and the number 3 is a fat car)

1. Tap C-left twice
2. Hold down L and R and press C-right

(NOTE: The following codes are from Cheat Code Central - the previous codes were from N64CC.)

Track Orientation (how track is oriented - normal or upside-down: controls are the same)

1. Hold L and R and press C-right, C-left, C-up, C-down, and Z in order.

Car Collisions (if cars crash or not, if this option is turned off then when a car is supposed to collide with another car, they'll go right through each other)

1. Hold L and press Z
2. Hold R and press Z
3. Hold L and press Z
4. Hold R and press Z

Tire Scaling (when you use it, you can set the size of your tires using the "Tire Size F" and "Tire Size R" selections at the Car Selection screen)

1. Press Z, R, C-down and C-left at the same time
2. Press Z, L, C-right and C-up at the same time
3. Tap Z three times

Car Mines (touch another car and you explode, but the other car doesn't)

1. Hold L and R and press Z
2. Hold C-left and C-down and press Z

3. Hold C-left and C-up and press Z
4. Hold C-up and C-right and press Z

Cone Mines (green warning cones are changed to orange mines: touch one of them and you explode)

1. Press Z and C-down
2. Press L and C-left
3. Press R and C-up
4. Press Z and C-right

Auto Abort (puts you back on track when you're about to crash? Unsure)

1. Tap C-left, C-up, C-right, and C-down in order
2. Tap Z, L, and R in order
3. Tap Z twice

Resurrect in Place (places you at the point of when you aborted or crashed)

1. Press Z and C-down
2. Press Z and C-right
3. Press Z and C-up
4. Press Z and C-left
5. Press Z and R
6. Press Z and L

Suicide Mode (all the other cars blow up once they touch each other, including you)

1. Hold R and press C-right, C-up, C-left, and C-down in order
2. Hold L and press C-down, C-left, C-up, and C-right in order

===== <<< 15. UNLOCKING EXTRAS >>> =====

When you first hit the ignition, only a small portion of the game will be available to you. You'll have to do a lot before you see all the futuristic cars and tracks. But this section tells you what you have to do to get it all.

RACE TRACKS

Track 5 - Place first, second, or third in the Beginner Circuit to unlock Track 5.

Track 6 - Place first, second, or third in the Intermediate Circuit to unlock Track 6. However, Track 6 is not playable unless the N64 Expansion Pak is used.

STUNT TRACKS

Score 100,000 cumulative points in Stunt Mode to unlock Stunt 2.

Score 250,000 cumulative points in Stunt Mode to unlock Stunt 3.

Score 500,000 cumulative points in Stunt Mode to unlock Stunt 4.

BATTLE TRACKS

Score 100 cumulative points in Battle Mode to unlock Battle 5.

Score 250 cumulative points in Battle Mode to unlock Battle 6.

Score 500 cumulative points in Battle Mode to unlock Battle 7.

Score 1,000 cumulative points in Battle Mode to unlock Battle 8.

OTHER TRACKS

Obstacle - Score 1,000,000 cumulative points in Stunt Mode to unlock the Obstacle Mode.

CIRCUITS

Intermediate Circuit - Place first, second, or third in the Beginner Circuit to unlock the Intermediate Circuit.

Advanced Circuit - Place first, second, or third in the Intermediate Circuit to unlock the Advanced Circuit. The Advanced Circuit is not playable unless an N64 Expansion Pak is used.

Extreme Circuit (without N64 Expansion Pak) - Place first, second, or third in the Intermediate Circuit to unlock the Extreme Circuit. If you do have an Expansion Pak, you will move on to the Advanced Circuit instead.

Extreme Circuit (with N64 Expansion Pak) - Place first, second, or third in the Advanced Circuit to unlock the Extreme Circuit.

CARS

Venom - Collect all 32 silver coins in Stunt Mode to unlock the Venom car.

Crusher - Collect 16 gold coins in Stunt Mode to unlock the Crusher car.

Euro LX - Collect 24 gold coins in Stunt Mode to unlock the Euro LX car.

Locust LX - Collect all 48 silver coins in Race Mode to unlock the Locust LX car.

GX-2 - Collect 24 gold coins in Race Mode to unlock the GX-2 car.

Mini XS - Collect 36 gold coins in Race Mode to unlock the Mini XS car.

Panther - Collect all the coins in Race Mode and Stunt Mode (160 in total) to unlock the Panther car.

PARTS

See the "Cars and Parts" section above.

===== <<< 16. QUESTIONS >>> =====

----- GAME QUESTIONS -----

Q: When was this game released?

A: I believe it was September 6, 2000.

Q: What does the Expansion Pak do in Rush 2049?

A: It allows music in race mode, enhances the explosions and smoke and dust effects, gets more moving objects, you can play Track 6, there are three ghost racers to race against in Ghost Mode, you get the Advanced Circuit (four circuits total), and the tire rim selection on your car (but I'm not sure of that one.)

Q: What do you think of Rush 2049, personally?

A: I think it's the best Rush yet but thanks to my rating system it still gets an eight, the same as what I've rated the other two games. But I'm reviewing the games again and maybe the marks will be different after that. The reason Rush 2049 gets only 8.2 out of 10 - and not because it's not a good game, because it is - is because there's practically nothing if you don't have the Controller Pak and Expansion Pak. But then again, I think I'm going to modify the review a little bit, too. But look at the marks for the game itself in each of my eight categories: 9, 7, 10, 7, 10, 7, 10, 10. That's 70 out of 80, or 8.75 out of 10, which rounds up to 9. Rush 2049 might have gotten 9 out of 10 had it not been for my rating system.

Q: What's the best car?

A: I don't think that's the question to ask. The answer is, there is no "best

car." All the cars are equal in statistics at first. You have to customize what's under the hood if you really want to change that stuff. If you keep the statistics the same for each car that you have, they'll all be the same. The only difference is how they handle - and only you can decide what style is right for you.

Q: Are there any Rush 2049 websites out there?

A: So far, no, except the official one at www.rush2049.com (which covers arcade and console versions.) I was planning to do a high-score web site, but I'm not going to bother, because it will just be too much to do. I will consider doing a high score section in this FAQ, though.

Q: Why do you have so few questions?

A: Because I had a billion of them in my mind but I had to eliminate a few. No, it's because I haven't had any yet.

Q: Why are there only five drones (computer players) instead of seven like in the first two Rush games?

A: Rush 2049 easily takes the award in the graphics department between the three games, and there are plenty of things that have been somehow (don't ask me how, it's amazing how the development team did it!) crammed into a 96-megabit (12 MB) cartridge. I think it was originally intended for there to be seven drones in the game (up to 82% completion), but I suppose with all the goodies that have been put in (not to mention the awesome graphics), they had to make a tradeoff and take two of them out.

Q: Why is the screen head-up display set up differently in Rush 2049? It was different for SFR and Rush 2.

A: Early versions of Rush 2049 did have it in an SFR/Rush 2-esque setup. But it didn't happen this time. At the 82% completion point, it looks as if they changed it all, with basically the head-up display you have right now, with the exception of that there was no odometer and coin display and there was a red timer at the bottom of the screen (intention unknown), not to mention the checkpoint clock was still there in Race Mode. At the near-complete version it looked just like it does at the final version but it was just minus the coin display. You probably know the rest.

Q: Why can't I get Track 6 and the Advanced Circuit?

A: You need to get the Expansion Pak to get Track 6 and the Advanced Circuit. Once you do get the Expansion Pak, place in the top three in the Intermediate Circuit to get them.

----- PERSONAL QUESTIONS -----

Q: A/S/L? (Age/sex/location?)

A: Mind your own business/male/Northern Ontario.

Q: Why did you know so much about Rush 2049 in the developmental stages? Are you behind the scenes of development or something?

A: Nope. I just kept up on how the game was progressing, that's all. It's too easy to go onto the Internet or somewhere and find out how the game you're anxiously awaiting is progressing. I'm personally glad Rush 2049 was one of the few and proud that made it to Nintendo 64 - I don't know if I could have taken it if it was cancelled (which was the fate of a few games I was looking forward to).

----- CONTACT QUESTIONS -----

Q: How can I contact you?

A: You can contact me in two ways:

1. E-mail - js_sstar64@hotmail.com.
2. AIM - ExtremeMMI.

Q: How long do I have to wait for e-mail/AIM response?

A: Since the js_sstar64@hotmail.com e-mail address is not my "personal" e-mail address, I don't check it extremely often. On a regular day you should expect a response within 48 hours unless your e-mail has gotten lost for some reason. On AIM, put in your request between 3:15 and 4:15 PM Eastern Time on weekdays. There might be other good times as well, but we'll see.

===== <<< 17. CREDITS >>> =====

I'd like all these people to take a bow when I call out their name... (just kidding). Anyway, I'd like to think these people who were instrumental in the creation of this FAQ.

- Jordan Player's Rush 2049 FAQ (for a little bit of a memory refresh of where the coins were and when you get the car parts).
- Rush 2049 instruction manual, for the "Rush Options" section.
- N64CC.com, for codes.
- Midway Games West, and the developing team. They're just here because they've got a game that kicks butt over any other arcade racing title.
- My local game retailer. How else could I have gotten my hands on Rush 2049?
- Myself, of course. I wrote this thing. All 100+ KB of it. *takes a bow*
- Useful submitters of information: Strikeoutdude01@aol.com (tip), madster@canada.com (error notification).

===== <<< 18. END >>> =====

This document is concluded, and rest assured you will be seeing me again (well, at least I hope so!). Enjoy Rush 2049, and after reading this, be no longer in the dark. Or at least a little more in the light. That's it, feel free to help yourself or others to generous servings of help from me.

Oh, and by the way, if you want to print this out, this guide is 55 pages. (Have plenty of paper handy. That's a lot of paper, but I will not compensate any paper or money to buy paper. Regardless if it's Letter A4 or Legal A5.)

You can e-mail me at any time at the e-mail address js_sstar64@hotmail.com, with questions, comments, suggestions, or anything of the like, but not hate mail, mail in all caps, stupid questions, spam, or anything of the like.

FAQs by Superstar64:

- Excitebike 64 (N64)
- Super Mario 64 (N64)
- F1 World Grand Prix (N64)

Coming soon:

- Mario Kart 64 (N64)
- Need for Speed: Special Edition (PC)
- Mario Party (N64)
- F-Zero X (N64)
- F-1 World Grand Prix (N64)
- Mario Golf (N64)

If I've been a little bit too flippy or hyper for you, I'm sorry, I've just tried this FAQ in a bit of a conversational tone, while trying to give out some

information at the same time. Think of it as a sort of one-on-one talk about a game.

document concluded, or, for you sci-fi freaks out there, end transmission from Mars

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