

# CONTENTS

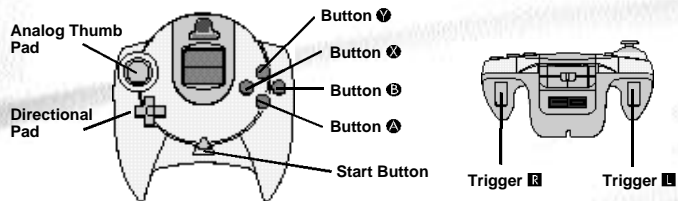
Thank you for purchasing Metropolis Street Racer. Before you start playing the game, please read this instruction manual.

## CONTENTS

<u>Basic Controls</u>	2
<u>Starting The Game</u>	
<u>Starting the game</u>	4
<u>The Home Menu</u>	5
<u>Options</u>	6
<u>Kudos</u>	7
<u>Playing the Game</u>	
<u>Your Garage</u>	9
<u>Street Racing</u>	12
<u>Time Attack</u>	19
<u>Quick Race</u>	19
<u>VMU</u>	20
<u>Internet</u>	20
<u>Multiplayer</u>	21
<u>Hints and Tips</u>	22

- This game is for 1-2 players.
- Before you switch on the power, please connect the Dreamcast peripheral(s) to the console.
- If you wish to reset, press the **A**, **B**, **X**, **Y** and **START** buttons during the game. You will return to the game's Title Screen.
- This game requires a Visual Memory Unit (VMU) for saving the game data.

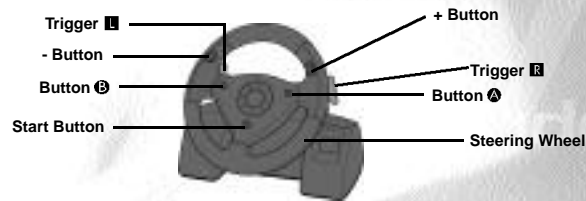
## DREAMCAST CONTROLLER



Keys	Analog Mode	Digital Mode
Analog Thumb Pad	Steer (analog)	Change the driver's view
Directional Pad (digital)	Left or Right on Directional Pad - Horn	Up or Down on Directional Pad - Change the driver's view
Button A	Hand Brake	Accelerate
Button B	Shift Up (for manual setting only)	Brake
Button X	Shift Down (will enter reverse gear if stationary)	Hand Brake
Button Y	View Behind	View Behind
Trigger L	Brake	Shift Up (for manual setting only)
Trigger R	Accelerate	Shift Down (will enter reverse gear if stationary)
Start Button	Pause / In-game Menu	Pause / In-game Menu

- If you have selected Automatic transmission, shifting up and down will occur automatically.
- Reverse gear can be selected when the car is stationary.
- If you insert a Jump Pack into Expansion socket 2, you can feel the vehicle's movements.
- For 2 player games, you will need to use an extra controller.
- Only official Dreamcast controllers should be used to play this game.

## RACE CONTROLLER



Keys	Function
Steering Wheel	Steering (analog)
Button A	Hand Brake
Button B	View Behind
+ Button	Shift Up (for manual setting only)
- Button	Shift Down (will enter reverse gear if stationary)
Trigger L	Brake
Trigger R	Accelerate
Start Button	Pause / In-game Menu

- If you have selected Automatic transmission, shifting up and down will occur automatically.
- Reverse gear can be selected when the car is stationary.
- The Jump Pack cannot be used with the Race Controller.
- For 2 player games, you will need to use an extra controller.
- Only official Dreamcast controllers should be used to play this game.

## Starting the Game

When you start the game, you'll be asked to enter your personal details, which will be used throughout the game.

Also, you'll be asked for your time zone, as MSR operates on the REALTIME CLOCK. This means that wherever you are racing in the world, you'll be racing at the correct current time in the real cities - London, San Francisco, and Tokyo.

You will need to create a save file on your VMU, if you have one, which will then keep a record of your progress. If you do not have a VMU, you will not be able to save your progress and personal details.

- While saving or loading, please do not switch the console off or remove the VMU, controller or any other peripheral.
- Game data (including game progress, Kudos Rating, personal details, option settings, Garage, and best laps) will be saved automatically during the game.
- If you remove or insert the VMU during the game, your data may not be saved/loaded correctly.



## The Home Menu

You will find the following options on the Home Menu:

- |  |            |
|--|------------|
| <b>Your Garage</b>   | <b>P9</b>  |
| In your garage, you can view and select your own cars as well as view, test drive, and challenge for new cars.                   |            |
| <b>Street Racing</b>   | <b>P11</b> |
| The Street Racing option is the main MSR game, where you take on a series of races and driving challenges to earn Kudos.         |            |
| <b>Time Attack</b>   | <b>P18</b> |
| This is where you can practice any circuit you have unlocked in the game, record a hotlap, or compete against a ghost car.       |            |
| <b>Quick Race</b>  | <b>P18</b> |
| This option allows you to create your own street races using any of the cars and circuits you have already unlocked in the game. |            |
| <b>Internet</b>  | <b>P19</b> |
| Use this option to connect to the Internet to download or upload your Kudos Rating, records, and ghost car data.                 |            |
| <b>Options</b>   | <b>P20</b> |
| Here you can change many options associated with the game.   |            |
| <b>Quit</b>  |            |
| Quit your current game to start a new single or multiplayer game.  |            |

**kudos** \ ku'dos \ , n.

- 1. Respect given to a skilled individual**
- 2. Praise conferred for status achieved**
- 3. Honor awarded to the ultimate winner**

What is Kudos? Metropolis Street Racer is all about Kudos. It's Kudos that you earn from winning, from driving with style and care, and from being an impressive driver to watch. It's Kudos that you gamble each time you race, and it's Kudos that you lose if you're driving badly!

Each race, speed-trial, and challenge you race on the game's 200+ routes can earn you Kudos. The Kudos you receive is a measure of the skill and style that you drive with and of the successes that you achieve within the game.



The Kudos are added up for an overall Kudos Rating. Your Kudos Rating unlocks the 250 Stages and 25 Chapters that make up the Street Racing game. It allows you to progress, unlock new cars, and compete in the Global Kudos Challenge on the Internet.

## EARNING KUDOS

You need to earn Kudos to progress through the game. But since Kudos are about style as well as success, it's not just winning that boosts your rating. Kudos can be earned in the following ways:

### Skill

- Winning and doing well in races.
- Beating the best times set for the lap.
- Achieving the goals in a skill challenge.

### Style

- Clean, stylish laps.
- Being great fun to watch, and having fun when you drive - doing huge powerslides, massive skids, etc.
- Impressive racing skills, such as clever overtaking maneuvers.

### Gambling

- Each time you retry a race, you are gambling your Kudos on that race, as it's the last time you raced it that counts!
- You can set your own goals to beat in a variety of ways. The higher the goal you set, the more Kudos you can earn.
- Play your Jokers to gamble for even more Kudos!



## LOSING KUDOS

There's always going to be a catch – like real life, your Kudos can go down as well as up! A poor driver will lose Kudos by driving badly, dangerously, or inefficiently. Here's a summary of the ways you can LOSE Kudos:

**Bad Driving**

- Crashes
- Wall-scraping

**Unfair Advantage**

- Using other cars or barriers to gain position.

**Car Swaps**

- Changing your car costs you a trade-in Kudos penalty - a percentage of the Kudos that you've earned with the car.

And importantly, it's the LASTtime that you attempt each race in the game that will count towards your Kudos Rating – NOT your best ever attempt! Your Kudos Rating can go down, but everything that you've unlocked will always stay available in the game.



In MSR, you earn cars to own in your personal Garage. There are initially three slots in your garage available for cars - you can earn extra garage slots later in the game. Selecting 'Garage' from the Home Menu at any time allows you to view information on, or drive the cars you own, view or test drive a car from the Car Showroom, or challenge for a new car.

The first thing you'll need to do to start the game is to earn a car. Select a Garage Slot to fill, and you'll be taken to the Car Showroom, where you'll find three cars initially on offer. The options for each car allow you to view an exhibition race, take a test drive with no obligation, or challenge to own the car.



To own any car, you need to beat the challenge that is set for that car, customize the car, and then the car becomes yours for use in street races. When a car is in your Garage, you can select it as the car that you drive in the races at any time, by highlighting it and choosing the 'Drive Car' option.

## YOUR GARAGE

A new car is on offer in every Chapter of the game (see 'Street Racing' section). If you are successful in all 10 Stages in a Chapter, you will unlock that Chapter's car in the Car Showroom, ready for you to view, test drive, or challenge to own. Bonus Cars are also available as a reward for Special Stages.



Each car that you unlock has a unique Car Performance Factor - or CPF - which is used to calculate the Kudos you earn with it. A car with a higher CPF will generally be more powerful, and those with a lower CPF will generally be less powerful.

If you have a full Garage of cars, and want to own a different car, you'll have to trade in one of your cars by selecting a car in a Garage slot to discard and replace with the new car. Just like real life, there is a trade-in cost, and you'll lose a percentage of the Kudos you earned with that car. The higher the car's CPF, the higher the percentage you lose. Don't forget that the 'Test Drive' option gives you a no-obligation exhibition race or test drive, so you can make sure the new car is worth trading in for!



## STREET RACING

Once you have one or more cars in your garage, you can race in the main Street Racing Kudos Challenge, which is selected via the 'Street Racing' option on the Home menu.

You begin on the 'Chapters' screen. This is where you can access which of the game's 25 Chapters you wish to try. You can find how many Kudos are needed to unlock the next Chapter by selecting the next unavailable one, which will be colored grey. Initially, only the first Chapter - 'Start Your Engines!' - is open (colored white), where there are initially three Stages unlocked and ready to race.



Each Chapter is made up of 10 Stages which are displayed as icons along the bottom of the screen. You need to successfully complete each of the Chapter's Stages to unlock the available car. You need to gain enough Kudos (as shown on screen) to unlock the next Stages and Chapters.

## STREET RACING

Stages that have been unlocked and are ready to challenge are colored white and can be selected and raced. If you highlight the next locked Stage, colored in grey, you will see how much Kudos is required to unlock it. If you have successfully completed a Stage, the icon will display a yellow tick – if you fail a Stage, it will turn red.



You can attempt the unlocked Stages and Chapters in any order, or skip any that you don't want to challenge at that time, as long as you have enough Kudos to progress. And at any time in the game, and with any car, you can return to any of the Chapters and Stages that are unlocked, to try or retry them for more Kudos.

## STREET RACING – STAGE TYPES

There are a huge number of different types of challenges in MSR, which all take place on any of the 200+ circuits in the three cities. These can be roughly categorized into 7 types of stages which are listed below, along with the specific way you can gain Kudos on each Stage. Don't forget that you'll always gain Kudos for stylish and skillful driving.

**HOTLAP**

In these Stages, you must aim to post a best time for the circuit, beating the minimum goal. There are a wide variety of styles of hotlaps on offer – each requiring a different approach – mixed and matched from the options below:

- Set number of laps OR single lap (very hard!)
- Fastest lap achieved OR average lap time over all the laps
- Unlimited time OR 'against the clock' time limit



You have to achieve the given goal time to complete the Stage, but you'll earn more Kudos if you choose to reduce the goal time.

**Kudos: The more you reduce and beat the goal time by, the more Kudos you'll gain.**

## STREET RACING – STAGE TYPES

**TIMED RUN**

Timed runs are all raced against a timer. You will be given a goal time in which to finish either a single circuit race – or in later, more difficult chapters, a series of circuits, with the time being carried over from one to the next. Again, you can gamble to reduce the goal time to earn more Kudos. The timed runs have the added hazard of other cars driving the course – and be warned, they may not be up to your racing speed!



**Kudos:** The more you lower the goal time by, and still beat the clock, the more Kudos you'll be awarded.

**ONE ON ONE**

Here you compete against one other car to win a race – it may or may not be the same type of car as yours. In this type of Stage, you can choose to give a head start to the other car at the beginning of the race, and then try to catch them. You need to beat the other car to win, so think carefully about the head start you want to give - as the more you gamble, the more Kudos you'll gain!

**Kudos:** The bigger the head start that you give, and still win the race, the bigger your Kudos score for the Stage.

## STREET RACING – STAGE TYPES

**STREET RACE**

These are full-on street racing Stages where multiple cars compete in a race event. You could be racing against a variety of other cars (the average CPF will be shown), and the race will take place as a fixed number of laps on a single circuit. You can specify which minimum position you think you can achieve to earn more Kudos.



For this race type, the Kudos also depend on how well you do in the race, depending on your car. For example, 2nd place in a slow car, beating faster cars, will gain more Kudos than winning in a fast car against a group of slower ones!

To successfully complete any Street Racing Stage (either single race or the mini-championship) you don't need to win - but you **MUST** make sure that you don't come in last!

**Kudos:** The better you do in the car that you're driving relative to the opponents, the more Kudos you'll gain.



## STREET RACING – STAGE TYPES

**CHAMPIONSHIP**

This Stage type is a mini-championship where you test your street racing skills over a number of circuits. You and your fellow drivers have to race a whole series of circuits, taking your finishing positions from one circuit to the next. The more you beat the others by, the higher your Kudos!



**Kudos:** The better you do in your car relative to the others, and the higher your position, the more Kudos you'll gain.

**CHALLENGE**

The Challenge Stages are designed to test your skills as a driver. There are too many to list them all here – you'll learn about each Challenge at the start of the Stage. Here are just a few examples:

- Overtake challenge – try to overtake a set number of cars
- Maximum speed – set a top speed for a fast track
- Lap your opponent – try and lap your opponent within the time limit

**Kudos:** Each challenge has a number of ways to earn Kudos – just wait and see!

## STREET RACING – STAGE TYPES

**SPECIAL STAGES**

In some Chapters, you may encounter a Special Stage. The Special Stage can be any of the Stages already detailed but has a restricted entry so you'll have to meet certain requirements to enter. Here are a couple of examples of the requirements needed to enter some of these Special Stages:

- Only certain cars/manufacturers may race in some Special Stages.
- Some are restricted to certain times of day, such as night races.



Special Stages have two goals rather than the normal single goal.

- The first goal is the usual Stage goal, which is successful completion of the Stage, helping you to unlock the Chapter's car.
- The second, more difficult goal will unlock one of the game's Bonus Items. And of course you'll also earn extra Kudos!

**Kudos:** You can earn normal Kudos for a Special Stage, but you also stand a chance of unlocking a Bonus Item!

## TIME ATTACK

**TIME ATTACK OPTION**

This option is outside the main Kudos challenge, and lets you take a drive around any of the circuits you have unlocked in the main game. It also allows you to post a personal 'fastest lap' on any circuit, which means you can compete with others via the Internet and VMU. It's ideal to get some practice on circuits you find difficult, before putting your Kudos on the line by committing to race in the real Stage! You race against your own Ghost Car for the circuit.

**GHOST ATTACK OPTION**

This allows you to load in any Ghost Lap from the VMU which you have saved, received via e-mail, or downloaded from the Internet. You can then race against this Ghost Lap.

## QUICK RACE



The Quick Race mode allows you to set up your own street races, for practice or for fun! You can choose from any of the circuits that you have unlocked, and you can choose to race with, or against, any cars you have in the Showroom. There's no Kudos to be earned, but for those wanting a quick street race, or a practice, it's ideal!

## VMU

When you start the game, MSR will detect and ask you if you wish to use any VMU you have connected. If you do not have a VMU inserted, you will be given the option to insert one. You will need a VMU to save your progress in the game, to combine and exchange data with others, or to upload and download data to and from the Internet.

- The game will automatically save your single player progress in the game, including your Kudos rating, progress, garage, and best laps.
- Ghost laps can be saved after a Time Attack, and loaded via this menu too. Multiplayer games can be saved via the Multiplayer menus.
- Remember not to insert or remove a VMU while saving, as this could damage the VMU or the saved data.



## INTERNET

Select this option on the Home Menu to connect to the MSR website on the Internet. Here, following the instructions on the site, you can upload your own data, and also download data to your VMU, to compete against in the game.

## Options

The Options menu can be found on the Home Menu, and allows you to change the following options, either before you start, or during the game:

### SETTINGS

Choose your control method, and customize the visual and text settings in the game.



### RECORD MERGE

Merge your records with those of a friend via VMU or e-mail.

### DEMOS/REPLAYS

View demos and replays of any Stages you have saved from the game.



### CD/RADIO

Change the audio settings in the game. This includes volume settings and CD and radio options. When using the CD player, you can customize and create your own CD of your favorite music tracks in the game.

### CHEATS

When you have unlocked the game's cheats, they can be activated and deactivated using this menu.

## MULTIPLAYER

MSR has a comprehensive multiplayer mode, which allows up to 8 players to log in and compete in a whole range of different competition types.



The first thing to do is to log in the players, which is done by selecting Set Up from the main Multiplayer Menu, and then adding in the details of each player. All players have the option to input their data from single-player VMU saves, which places all cars from their showroom into the multi-player showroom, and all circuits unlocked into the multi-player circuit 'pool'.

When you have set up the game to your satisfaction, you have a choice of the following options:

- Single races** A whole variety of single race modes including head-to-head, ghost attack, first-to-split, matchplay, and pursuit.
- Series** This is a series of head-to-head races, with a number of rounds.
- Championship** The game will pick players in turn to compete in a team Championship.
- Quick race** If you want a quick head-to-head race without setting up your players or options, this allows you to go straight into the action!

**JOKERS**

In the main Street Racing game, you'll see that you can gain Jokers which appear below your Kudos rating. These can help you gain big Kudos scores! You can play each joker only once, on one Stage – but it will DOUBLE the Kudos you get on that Stage! But be warned, if you lose, it will DOUBLE the amount of negative Kudos you get too!

**CAR PERFORMANCE FACTOR (CPF)**

Pay attention to the CPF of the car you are driving, and those of your opponents, as it will influence the amount of Kudos you can earn. When driving alone, you will be given a target goal based on your car's CPF. When racing with others, your Kudos depends on your CPF compared to that of your competitors. So you'll get far more Kudos for beating high CPF cars with a low CPF car than you will the other way round.

**KUDOS**

Watch out for the 'K'Kudos symbol appearing on the screen when you're driving. This, along with the associated message, will tell you if you're gaining extra Kudos for good driving, or losing Kudos for being careless! Practice your driving, and learn how to make that positive 'K'symbol appear to maximize the Kudos you can earn!

**Management****Managing Director**

Martyn Chudley

**Business Director**

Sarah Dixon

**Technical Director**

Walter Lynsdale

**Programming****Design, Structure and Frontend**

Martyn Chudley

**Technical Coding**

Roger Perkins

**Engine and Dynamics Coding**

Walter Lynsdale

**Tools and Effects Coding**

Phil Snape

**AI Coding**

Dave Al-Daini

**Sound Coding**

Jonathan Amor

**Artwork****3D modeling and Textures (Tokyo)**

Jon Dugdale, Paul Spencer

**3D modeling and Textures (San Francisco)**

Mark Sharratt, Glen Griffiths

**3D modeling and Textures (London)**

Julie McGurren, Derek Chapman

**Car Modeling**

Steve Heaney

**Car and City Textures**

Lee Carter

**Frontend Artwork and City Textures**

Gren Atherton

**Production****Senior Producer**

Brian Woodhouse

**Associate Producer**

Peter Wallace

**Production Support**

Glynn Williams

**Bizarre PR**

Sarah Dixon

**Office Management**

Michelle Langton

**Quality Assurance****QA Manager**

Ged Talbot

**QA**

Kevin Reilly

## Sega Europe, Ltd.

### Product Department

#### Director of Product Development

Naohiko Hoshino

#### Executive Producer

Kats Sato

#### Sound Producer

Richard Jacques

#### Associate Producer

Jose Aller

#### Test Manager

Jason Cumberbatch

#### Lead Tester

Pete O'Brien

#### Technical Support Manager

Serge Plagnol

#### Hardware Engineer

Tamer Tahsin

#### Support Engineer

Sandeep Bisla

#### Spanish Translator

Roberto Párraga-Sánchez

#### German Translator

Angelika Michitsch

#### French Translator

Caroline Ruiz

### Marketing Support

#### European Product Marketing Manager

Jim Pride

#### European Product Marketing Executive

Mathew Quaeck

#### UK

Tunde Orelaja

## Sega Of America Product Development

### Localization Producer

Howard Gipson

### Supervising Producer

Jason Kuo

### Lead Tester

Benjie Galvez

### Assistant Lead Testers

Shawn Dobbins

Robert Reich

### Localization Manager

Osamu Shibamiya

### Testers

Gabrielle Brown

Jason Jensen

Steven Jee

Devin Tomcik

Jason Mercer

Todd Slepian

Rafael Meza

John Saito

Eric Ling

Joseph Amper

Derek Wong

Aaron Poser

Walter Kim

Daniel Airey

Shaheed Khan

JR Villatuya

Raymond Kwan

David Talag

Chester Lee

Michael Jones

Joseph Mora

### Marketing

#### Product Manager

Rob Alvarez

#### Associate Product Manager

Dennis Lee

#### Director Product Marketing

John Golden

#### Public Relations

Heather Hawkins

Gwen Marker

### Creative Services

Robert Schonfisch

Angela Santos

### Special Thanks

Peter Moore

Chris Gilbert

Charles Bellfield

Karen Brown

Terri Higgins

Molly Fitzpatrick

Kathleen Joyce

John Amirkhan

Todd Slepian

Paulita Escalona

Sandy Castagnola



