

# MagForce Racing FAQ

by Jp7010

Updated to v0.2 on Aug 7, 2000

MagForce

RACING

R A C I N G

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Title:      Mag Force Racing
Type:       FAQ
Author:     Jp (Jp7010)
FAQ Version: 0.2
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## TABLE OF CONTENTS

1. INTRODUCTION
  - 1.1 About this FAQ
  - 1.2 About Mag Force Racing
  - 1.3 Version History
2. MODES OF PLAY
  - 2.1 Championship
  - 2.2 Time Trial
  - 2.3 Multiplayer Classic
  - 2.4 Multiplayer Arcade
  - 2.5 25% Faster
3. CONTROLS
  - 3.1 Standard Controller
  - 3.2 Race Controller
4. TRIPODS
  - 5.1 H&K Series
  - 5.2 Sinus Series
  - 5.3 Pulse Series
  - 5.4 Cyclone Series
  - 5.5 Firma2 Series
  - 5.6 REAC Series
5. COURSES\*
6. SECRETS\*
7. GAME SHARK CODES\*
8. SAVED GAME FILES\*
9. FAQ
10. SPECIAL THANKS

## 11. CONTACT INFO

\*-Nothing here yet.

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## 1. I N T R O D U C T I O N

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1.1 - About this FAQ  
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Title: Mag Force Racing

Type: FAQ

Author: Jp (Jp7010)

FAQ Version: 0.2

Created On: 7/22/2000

Released On: 7/22/2000

Last Updated: 8/7/2000

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-----  
1.2 - About Mag Force Racing  
-----

Name: Mag Force Racing(Dreamcast - America)

Publisher: Crave Entertainment

Developer: VCC team FEB

Genre: Racing

Category: Future Racing

ESRB Rating: E (Everyone)

ESRB Content: (Nothing Listed)

VMU Saves: Save Game (19 Blocks)

VMU Mini-Games: No

Jump Pack: Yes

VGA Adaptor: Yes

Internet: No

Players: 1-4

Peripherals: Standard Controller  
Race Controller

Released: July 21, 2000

Prices:	\$44.99	www.EBWorld.com	New
	\$44.95	www.FuncoLand.com	New
	\$34.99	www.FuncoLand.com	Used

-----  
1.3 - Version History  
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0.2 - 8/7/2000

- Added more Tripods.
- Added the title ASCII art.
- Removed contents of 'Courses' section, in plans to overhaul it.
- Modified FAQ header.

0.1 - FIRST RELEASE - 7/22/2000

- First Release!
- Added 'Introduction'.
- Added 'Modes of Play'.
- Added 'Controls'.
- Added 'Tripods'.
- Added 'Courses'.
- Added 'FAQ'.
- Added 'Contact Info'.

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=====  
2. M O D E S O F P L A Y  
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-----  
2.1 - Championship  
-----

Manual Description:

This race pits you against a field of other Tripod pilots in a three-

lap contest that counts toward the league standings and your quest to complete that class of races.

-----  
2.2 - Time Trial  
-----

Manual Description:

In this challenge you are the only competitor in a race against the clock. You will race 3 laps and attempt to set new lap records.

-----  
2.3 - Multiplayer Classic  
-----

Manual Description:

Traditional split-screen racing at its best.

-----  
2.4 - Multiplayer Arcade  
-----

Manual Description:

After the discovery of artificial computer intelligence, the MK league was able to enhance power-ups and controls directly by nterfacing with the on-board tripod computers. This mode allows for these enhancements to be used, everything from free power-ups to free maximum power-ups to unlimited shots to cease-fires.

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2.5 - 25% Faster  
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Manual Description:

If you are able to come in first place on every track in all of the leagues, you will be rewarded with this super-fast racing mode.

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3. C O N T R O L S  
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-----  
3.1 - Standard Controller  
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BUTTON	DURING GAME PLAY	OTHER TIMES
(Analog) Stick	Steer Tripod - - - - -	Menu Selection
[D]-Pad	- - /Up\ to Unlock Engine - - -	Menu Selection
/Start\ Button	Pause Game - - - - -	Game Start
(A) Button	- Use Bonus - - - - -	Accept
(B) Button	- Slide Right - - - - -	Cancel
(X) Button	- Slide Left - - - - -	(nothing)
(Y) Button	- Change View - - - - -	(nothing)

[R] Trigger - Accelerate Tripod - - - - - (nothing)  
[L] Trigger - Use Magnet - - - - - (nothing)

-----  
3.2 - Race Controller  
-----

BUTTON	DURING GAME PLAY	OTHER TIMES
(Wheel) - -	Steers Tripod - - - - -	Menu Selection
/Start\ Button	Pause Game - - - - -	Game Start
(A) Button -	Use Bonus - - - - -	Accept
(B) Button -	Use Magnet - - - - -	Cancel
(-) Button -	Slide Left - - - - -	Menu Selection
(+) Button -	Slide Right - - - - -	Menu Selection
\R\ Trigger -	Accelerate Tripod - - - - -	(nothing)
/L/ Trigger -	(nothing) - - - - -	(nothing)

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=====  
4. T R I P O D S  
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-----  
4.1 - H&K Series  
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H&K 303 (Class 1) -  
Top Speed:     \\\  
Acceleration:  \\\\\\  
Grip:           \\\\\\\\\\\\\\  
Handling:       \\\\\\\\\\\\\\\\\\

H&K 6502 (Class 2) -  
Top Speed:     \\\\\\  
Acceleration:  \\\\\\  
Grip:           \\\\\\\\\\\\\\  
Handling:       \\\\\\\\\\\\\\\\\\

H&K 42 (Class 3) -  
Top Speed:     \\\\\\\\\\  
Acceleration:  \\\\\\\\\\  
Grip:           \\\\\\\\\\  
Handling:       \\\\\\\\\\

H&K 2001 (Class 4) -  
Top Speed:     \\\\\\\\\\\\\\  
Acceleration:  \\\\\\\\\\\\\\  
Grip:           \\\\\\  
Handling:       \\\\\\

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## 4.2 - Sinus Series

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### Sinus Alpha (Class 1) -

Top Speed:     \\  
Acceleration:  \\\\\\\\\\  
Grip:           \\\\\\\\\\\\\\\\\\\\\\  
Handling:       \\\\\\\\\\\\\\\\\\\\\\

### Sinus Delta (Class 2) -

Top Speed:     \\\\\\  
Acceleration:  \\\\\\\\\\\\\\  
Grip:           \\\\\\\\\\\\\\\\\\\\\\  
Handling:       \\\\\\\\\\\\\\\\\\\\\\

### Sinus Theta (Class 3) -

Top Speed:     \\\\\\\\\\  
Acceleration:  \\\\\\\\\\\\\\\\\\\\\\  
Grip:           \\\\\\\\\\\\\\\\\\\\\\  
Handling:       \\\\\\\\\\\\\\\\\\\\\\

### Sinus Sigma (Class 4) -

Top Speed:     \\\\\\\\\\\\\\\\\\\\\\  
Acceleration:  \\\\\\\\\\\\\\\\\\\\\\\\\\  
Grip:           \\\\\\\\\\\\\\  
Handling:       \\\\\\\\\\

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## 4.3 - Pulse Series

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### Pulse Rival (Class 1) -

Top Speed:     \\\\\\  
Acceleration:  \\  
Grip:           \\\\\\\\\\\\\\  
Handling:       \\\\\\\\\\\\\\\\\\\\\\

### Pulse 3X3 (Class 2) -

Top Speed:     \\\\\\\\\\  
Acceleration:  \\\\\\  
Grip:           \\\\\\\\\\  
Handling:       \\\\\\\\\\\\\\

### Pulse Clone (Class 3) -

Top Speed:     \\\\\\\\\\\\\\  
Acceleration:  \\\\\\\\\\  
Grip:           \\  
Handling:       \\\\\\

### Pulse Mach (Class 4) -

Top Speed:     \\\\\\\\\\\\\\\\\\\\\\\\\\  
Acceleration:  \\\\\\\\\\\\\\  
Grip:           \  
Handling:       \\

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## 4.4 - Cyclone Series

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Cyclone Prime (Class 1) -  
Top Speed:     \\\

Acceleration:	\\\\\\
Grip:	\\\\\\\\\\\\\\
Handling:	\\\\\\\\\\\\\\

Cyclone Firebird 23 (Class 2) -  
Top Speed:     \\\\\\\\\\

Acceleration:	\\\\\\\\\\
Grip:	\\\\\\\\\\\\\\
Handling:	\\\\\\\\\\\\\\

Cyclone BFG 3000 (Class 3) -  
Top Speed:     \\\\\\\\\\

Acceleration:	\\\\\\\\\\
Grip:	\\\\\\\\\\
Handling:	\\\\\\\\\\

Cyclone Ghost (Class 4) -  
Top Speed:     \\\\\\\\\\\\\\

Acceleration:	\\\\\\\\\\\\\\
Grip:	\\\\\\\\\\
Handling:	\\\\\\

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4.5 - Firma2 Series  
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Primetime (Class 1) -  
Top Speed:     \\\

Acceleration:	\\\\\\
Grip:	\\\\\\\\\\\\\\
Handling:	\\\\\\\\\\\\\\

Arkinator (Class 2) -  
Top Speed:     \\\\\\\\\\

Acceleration:	\\\\\\\\\\
Grip:	\\\\\\\\\\\\\\
Handling:	\\\\\\\\\\\\\\

Monolith (Class 3) -  
Top Speed:     \\\\\\\\\\\\\\

Acceleration:	\\\\\\\\\\\\\\
Grip:	\\\\\\\\\\
Handling:	\\\\\\\\\\\\\\

-----  
4.6 - REAC Series  
-----

REAC MS2K (Class 2) -  
Top Speed:     \\\\\\\\\\

Acceleration:	\\\\\\\\\\
Grip:	\\\\\\\\\\\\\\
Handling:	\\\\\\\\\\\\\\

REAC AKNX5 (Class 4) -  
Top Speed:     \\\\\\\\\\\\\\\\\\

Acceleration: \\\\\\\\\\\\  
Grip: \\\\\\\\  
Handling: \\\\\\\\

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=====  
5. C O U R S E S  
=====

\*soon to be redone....

=====  
=====  
6. S E C R E T S  
=====

\*Still working on this...

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=====  
7. G A M E S H A R K C O D E S  
=====

\*None yet...

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=====  
8. S A V E D G A M E F I L E S  
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\*I'll post mines as soon as i'm done with the game, and I figure out how to...

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=====  
9. F A Q  
=====

1. Q.Can I host this FAQ on my website?  
A.This is a very preliminary version, right now, no.. when I hit version 0.5, I'll send it out to others. Right now, GameFAQs.com is the only site i'm letting have this, it's easier for me that way.

2. Q.Will this FAQ work for Killer Loop for PC/PSX?



A.I have no clue... we'll see...

3. Q.What the heck is 'Mag Force Racing'?

A.Short answer; Wipeout-clone. But, I enjoy these types of games, Extreme-G for N64 is one of my favorite games for that system.

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10. S P E C I A L T H A N K S

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-Sega for making the Dreamcast, which I now have 19 games for.

-VCC team FEB for creating this game.

-Crave for being such a cool Dreamcast supporter, and publishing this game.

-CJayC of GameFAQs.com for hosting this FAQ.

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11. C O N T A C T I N F O

=====

Email me at Jp7010@yahoo.com

AIM me at Jp1700

Shameless Self-Promotion(FAQs I have written):

Dreamcast:

-Rippin' Riders Snowboarding

-Mag Force Racing

-Evolution 2 Appraisal Item Guide

