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03. Updates / Revision History

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Version 1.00 (12/14/00)

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- First released version.

- 10KB

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04. Car Information

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In the Special Version of Metropolis Street Racer™, there are only two cars to choose from: The VX220 and the Speedster. Both sportscars have roughly the same acceleration, speed, and handling, and they both look the same, except the VX220 is red, and the Speedster is silver.

VX220: | Stats  
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Acceleration (0-60) | 3.55 Seconds  
Max Speed | 126 MPH  
Handling | Very good  
Speeds | 6 Speed

Speedster: | Stats  
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Acceleration (0-60) | 3.20 Seconds  
Max Speed | 128 MPH  
Handling | Excellent  
Speeds | 6 Speed

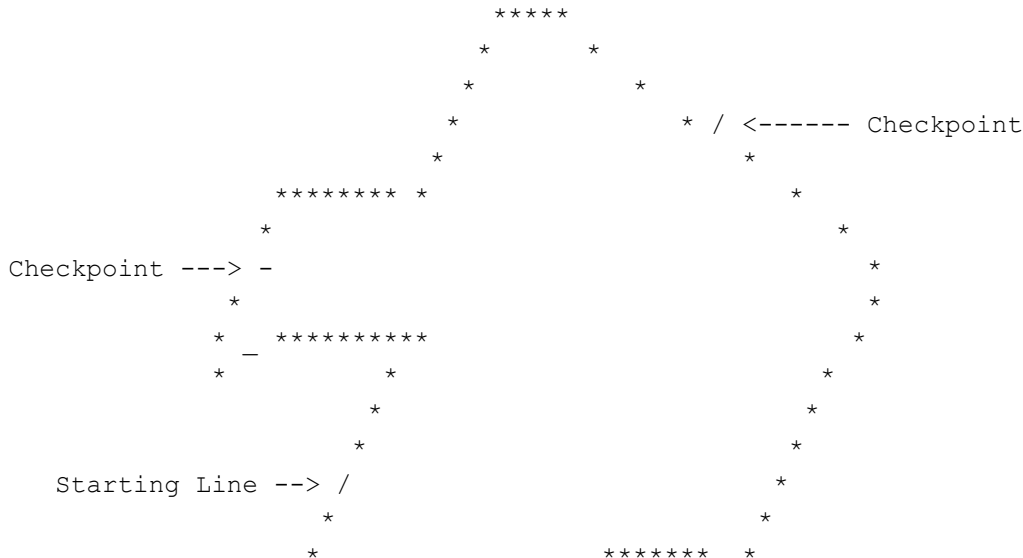
Car of choice: It really doesn't matter, since both cars are almost identical. It's a matter of personal preference (red or silver).

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05. Track Information

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In the Demo Version of Metropolis Street Racer™, there is only one selectable track to choose from, so you'll have to deal with it for now. There are also three modes of play:

"Race The Clock: Drive as fast as you can, to get the lowest lap times."

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Toyko, Asakusa





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## 06. Basic Strategies

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- Power slide as much as you can on most turns in the demo. To power slide, slow down a bit before the turn or chicane with the footbrake, then as you turn, hit the handbrake to make your car swing around the bend (make your car go into the proper direction first), then hit one of your brakes (handbrake is easier to use) while you are facing the direction you wish to be in (straight), and continue driving as normal.
- You don't have to power slide around each turn. Some turns are too tight to try to maneuver around, so just brake very hard with the footbrake to come to an almost complete stop, then turn your car into the desired direction, and hit the gas to get moving again.
- Don't be too hard on the controls, since they are sort of touchy. The cars handle arcade-like, so you won't be spinning out after each turn, unless you really turn sharply or hit a wall at great speeds.
- Try not to hit the other car in a race, since you will bounce off of him/her, and slow yourself down, and possibly spin-out.
- Try to avoid all walls and barriers. Walls and barriers can slow your car down drastically, and they can also cause your car to have an unnecessary spin-out, which you don't want.
- To recover from a spin-out quickly, simply let off the gas while you are spinning or moving, then steer with the spin until you slow down. Once you have done this, simply countersteer (steer into the direction you are spinning), then you will have regained control of your vehicle.

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