

Suzuki Alstare Extreme Racing Race / Prize Guide

by Nemesis

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Suzuki Alstare Extreme Racing™
{Race / Prize Guide}
Platform: Dreamcast™
Version 00.60
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01. Introduction

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This Race / Prize Guide is for Criterion Studios™ and Ubi Soft™'s Suzuki Alstare Extreme Racing™ for the Dreamcast™. This moto-bike racer is very arcade-like, and that's the way I like most of my racers (excluding the likes of Gran Turismo). The handling is right-on, and the racing action is very fast, while the game runs at a rock-solid 60fps at all times (there have been zero incidents where the frame-rate has dropped. Simply stunning). The graphics are amazing, and the game is just fun to play. There are a few quirks, though. For one, the Novice section of the game is extremely easy, while the later levels (Reserve and Team), can become very difficult. Not only that, but if you slightly hit a wall wrong, or TOUCH the edge of a fence or something, you WILL go flying off your bike. This isn't too bad, but since the game runs fast and the sensation of speed is very fast, it can be tough seeing on-coming corners and turns, and it can be tough to judge what's ahead of you, and you might hit a corner too fast, and go flying. Another thing is that the A.I. of the computer racers is...dumb. If you crash, and you drop to 5th place out of 8 racers, you can still grab the lead position within a lap or so. And once you get pole position in the race, the only thing that you have to do is keep that position, and if someone passes you, just hit the Nitrous booster, and fly by 'em. Anyways, this game rocks, and I strongly suggest it to any racing fan with a Dreamcast™.

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02. Legal Stuff

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03. Updates / Revision History

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Version 00.60 (12/20/00)

- Updated through the Reserve Difficulty level.
- Updated the Course & Bike Listing.
 - 15KB

Version 00.50 (12/19/00)

- First released version.
 - 13KB

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04. Race - Prize Guide

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This section tells you what courses, bikes, or extras you can win for each series of races in each difficulty level (Novice, Reserve, and Team).

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• NOVICE •

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Session 1

Bikes Available for Racing:

GSX-R600 Standard

Courses:	What you Win:	Courses:	Bikes:
Sandstorm Canyon		Brooklyn Nights	GSX-R600 Racing
Tropical Trail	----->	Orchard Lane	---
White Mountain		---	---

Extras you can win:

None

Session 2

Bikes Available for Racing:

GSX-R600 Standard
GSX-R600 Racing

Courses:	What you Win:	Courses:	Bikes:
Tropical Trail		Tudor Hill	---
Brooklyn Nights	----->	Coastal Falls	---
Orchard Lane		---	---

Extras you can win:

None

Reserve Qualifier

Bikes Available for Racing:

GSX-R600 Standard
GSX-R600 Racing

Courses:	What you Win:	Courses:	Bikes:
White Mountain		Winter Lake	GSX-R SuperSport
Tudor Hill	----->	---	---
Brooklyn Nights		---	---
Coastal Falls		---	---

Extras you can win:

You win a place in the Reserve Alstare Racing Team.

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• RESERVE •
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Session 4

Bikes Available for Racing:

GSX-R600 Standard

GSX-R600 Racing
GSX-R SuperSport

Courses:	What you Win:	Courses:	Bikes:
Orchard Lane		Castle Raceway	---
Winter Lake	----->	---	---
Brooklyn Nights		---	---

Extras you can win:

None

Session 5

Bikes Available for Racing:

GSX-R600 Standard
GSX-R600 Racing
GSX-R SuperSport

Courses:	What you Win:	Courses:	Bikes:
Castle Raceway		Devil Gate Drive	GSX- R750 Standard
White Mountain	----->	---	---
Tropical Trail		---	---
Tudor Hill		---	---

Extras you can win:

None

Team Qualifier

Bikes Available for Racing:

GSX-R600 Standard
GSX-R600 Racing
GSX-R SuperSport
GSX-R750 Standard

Courses:	What you Win:	Courses:	Bikes:
Brooklyn Nights		Rocky Drift	GSX-R750 Racing
Coastal Falls		Tobacco Road	---
Castle Raceway	----->	---	---
Winter Lake		---	---
Devil Gate Drive		---	---

Extras you can win:

You earn a place in the Full Alstare Racing Team!

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• TEAM •
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Session 7

Bikes Available for Racing:

- GSX-R600 Standard
- GSX-R600 Racing
- GSX-R SuperSport
- GSX-R750 Standard
- GSX-R750 Racing

Courses:	What you Win:	Courses:	Bikes:
Castle Raceway		???	???
Rocky Drift		???	???
Coastal Falls	----->	???	???
Orchard Lane		???	???
Tobacco Road		???	???

Extras you can win:

You earn a place in the Full Alstare Racing Team!

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05. Course & Bike List
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COURSES:	Difficulty:
Sandstone Canyon	Easy/Moderate
Tropical Trail	Easy
White Mountain	Moderate
Brooklyn Nights	Moderate
Orchard Lane	Moderate/Hard
Tudor Hill	Moderate/Hard
Coastal Falls	Moderate/Hard
Winter Lake	Hard
Castle Raceway	Moderate/Hard
Devil's Gate Drive	Hard
Rocky Drift	Hard
Tobacco Road	Hard

BIKES: Ranking:

GSX-R600 Standard	1/5
GSX-R600 Racing	2/5
GSX-R SuperSport	3/5
GSX-R750 Standard	4/5
GSX-R750 Racing	5/5

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06. Basic Strategies

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- You don't have to slow down 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 (for very sharp turns on the track), 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. Also, try not to take turns very quickly, or you will hit the wall, and go flying off your bike.
- Try not to hit the other bike in a race, since you will bounce off of him/her, and slow yourself down, and possibly spin-out, get turned-around, or go flying off your bike.
- 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, or a crash, 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. This doesn't happen very often in this game, but sometimes you'll hit another bike or a ramp/jump, and turn around, then go the wrong way. This is not good.

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