

# Tokyo Bus Guide (Import) FAQ

by Lee Johnson

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      B U S   G U I D E !

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## 0. CONTENTS

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(I didn't want to make it No. 1)

This is version 1 of the faq

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## 1. INTRO

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I always thought that people that wrote these faqs had way too much time on their hands BUT nobody seems to care about this game and it hasn't had a single faq written for it! Well I guess it is up to me then! This Japanese game has a lot of people baffled, it is written completely (or almost) in the squiggly Japanese writing and not in the English font which would have helped a bit. I don't know Japanese at all but I am starting to figure out this game!

I first borrowed this game off a friend (not having many) (thats games NOT friends) (well okay but I am trying to cure that BO problem and i've stopped spitting when I talk) anyway, his name is Shaun and he's an A-Hole but he comes in handy when i'm bored with my own Dreamcast games! Well I played it once and then decided "I Gotta Have This"! I went and got a copy of my own and now I have fun driving a bus!

P.S. This is designed to run fullscreen in notepad with the default font (fixedsys) size 9!

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## 2. CONTROLS

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Okay here we go, I was going to draw out a dreamcast control using the stupid symbols but then I thought, nobody is going to read this (maybe one or two people like you!) so I'll just list them instead!

Analog LEFT = Steer left (well duh!)

Analog RIGHT = Steer right (If you can't work that out on your own, get a PS 2)

A Button = Close doors and tell the peeps where they are going next!

Y Button = Change view

X Button = Left Indicator

B Button = Right Indicator

L Trigger = Brake

R Trigger = Accelerate

Digital DOWN = Flip to reverse

Digital UP = Flip to forward

START Button = Pauses the game and lets you Retire (Crashing the bus is a more fun way though!)

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3. THE MENU  
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This is an English bit so I will be brief (or try to be)! Here are the menus from when you press START!

You will first be asked about your VMU saved game, this is pretty simple, either select the VMU you want to save or load your game to/from or select NO SAVE if you don't have enough space (or you don't want to save)! You will get Japanese text and a YES/NO thingy, it is asking you if you are sure! The white circle is the selected one!

You are now on the main menu, from here you select what type of game you want and mess around with the options, have a play about, most of it is in English!

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STORY  
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This is the main game, here you practice and learn how to play the game, unlock stuff in Japanese and open up the other levels. If you select this there will be a screen with nine cards on the right and four buttons on the left. The cards are routes in the three cities, when you first start you can only play the first routes of the village and city levels, the other routes and all routes for the town level are locked. Select one of these if and when you are ready to play. The four buttons on the left are for different things:

PRACTICE

This is where you access the training levels, which would be as easy as cake to do if you knew Japanese, which i'm assuming you don't since you're reading this. Basically it goes step-by-step through the different functions of the game. I'll go over the Training later.

SYSTEM

This is where you save, load and quit the game, SAVE saves the game, LOAD loads the game and QUIT quits the game! You can also return to the game by pressing RETURN! (Writing a faq is much easier than they make it out to be!)

EVENT

Sometimes when you pick people up they will have little conversations (in Japanese), these people will then appear with all of their Japanese stats on it, oh well!

## ALBUM

I don't have a clue about this, all I know is every now and again when you play a piece of paper with Japanese writing appears on it!

## ----- FREE RUN -----

This is a free bit of the game, it is the same as STORY except for the following differences!

- \* You cannot unlock anything.
- \* You cannot access the EVENT or ALBUM buttons.
- \* Time does not go by (i.e. the date) when you are driving in free run.
- \* It doesn't matter whether you do good or not in any way.
- \* You do not gain exp for driving.

Basically you get the idea, if your friend wants a go or you want to play "hit and run" then select FREE RUN.

## ----- OPTION -----

Time to mess about with the game a bit. You are given a bunch of options seperated by little sections, like AUDIO or KEY CONFIG!

## GAME

- GAME DIFFICULTY This alters your 'health' bar giving you more with easy and less with hard. Crashes or fatalities still always end the game though so don't bother practicing "What pedestrian?"
- DRIVING Simple or normal driving, with simple driving you can't crash into the walls, it controls the steering while you control the speed and corners, to corner simply indicate and the bus will magically turn at the next corner. Normal driving gives you full control of the bus. When you are on SIMPLE driving and you want to change lanes you must press the indicator once to indicate, and when you are clear (check your mirrors) press it again to change lanes.
- DEFAULT CAMERA You can have:  
    Outside bus  
        (default)  
    Long View  
    Inside bus view  
        (for added bus realism)  
    Infront of bus view  
        (same as above but w/o the bus ambience)
- VIBRATE Got a vibrating pack? set this to yes and your driving experience will become much more realistic.
- ROLL When OFF the camera won't fix behind the bus, causing a delay between the bus turning and the camera turning, looks nice to some but does show you less of the road after turning.
- ## KEY CONFIGURE
- CONTROLLER I recommend leaving this set to A but all the others do is shift around A B X and Y so it won't take too long to figure out the changed controls.
- ACCELERATOR Change how sensetive the accelerator is, push the acelerator to the desired position then press A (can be difficult to press A without affecting the accelerator) Brake is the
- BRAKE

same, just change the word ACCELERATOR to BRAKE

AUDIO All there is in here is volume and sound test, I guess you are familiar with both of these!

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VM GAME

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There is a VM game with this, however it is a road sign puzzle game which is useless to and English person, Japanese writing scrolls down the side and then you have to match it with the corresponding sign as quickly as possible. Just don't bother at all!

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4. TRAINING  
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Well that was boring wasn't it, you learned that the Japanese should learn English but that is just about it! Now we go on to the more interesting stuff! Playing the game! You have to learn to crawl before you can walk so first lets do the Training levels!

Incase you didn't read the MENU section click on PRACTICE while on STORY mode to start a training level. Level 1 is very simple, Level 11 is a bitch (if you'll pardon my french) but I'll go through them all anyway.

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LEVEL 1  
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Level 1 is pretty simple, you will learn how to control your bus and get from point A to point B, hopefully without getting to point C, the dole office!

Okay, i'll now pretend to translate the objectives for this level, on the snapshot (picture) of the bus the green box with the arrow first points to the local speed limit. This will flash when it changes or when you are breaking it. The second arrow (when you press A) points to your speedometer, which shows how fast YOU are going. Keep a watchful eye on this at all times.

Right, now it will ask you if you want to continue, move to yes and then we're off! You will get the worlds coolest loading screen ever in the world ever (and thats pretty damn good)! Then we get started, you do lose health for accelerating or braking too quickly, this may happen to you on the school bus quite often if you still go and this normally results in people who are in different seats than they were a minute ago and very angry peeps which we don't want! So GENTLY push the accelerator down, the speedometer will move but it will take a second before the bus starts moving so just keep it held gently! The bus should now be in motion, start too fast and red writing with a 5 will be displayed, this also happens when you brake too quickly so start slowing when you get near the traffic lights (none in this level so don't panic)!

Get used to the power of left and right control and stay on the left side of the road (easy for us Brits but the Yanks might find this difficult) Make sure you stay near 40mph but I normally play about at 25mph for some reason! Things so far you can get in trouble for are:

* Speeding	10-30 points
* Accelerating or decelerating too quickly	5 points
* Going on the right (as opposed to left) side of the road	30 points
* hitting a car or peep! (Usually game over!)	60-999 points
* Going the wrong way (Green arrows point you the right way)	999 points

\* Going off the road

999 points

Thats about all for Level 1, it is pretty easy, just try to get 100%

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LEVEL 2

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Level 2 is advanced Level 1, just it now includes steep hills and more vicious corners so read up on your Level 1 instructions and you should be fine, you may not get 100% this time as it is easy to accidentally go onto the right side of the road!

No new rules I think, just watch what you're doing!

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LEVEL 3

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Okay now you have to worry about traffic lights, when you are approaching a traffic light a traffic light will appear at the top of your HUD (Heads-Up Display) and the lights show corrspondingly. I assume you know green is go, red is stop and amber means about to go red (amber does not appear when shifting from red to green however)! If you didn't know, well, you do now! Just before you reach the second traffic light (the one after the one when you first start) a roadsign will appear to the left of your HUD with some lanes on it, any lane you can use to cross the road will be flashing, make sure you are on that lane.

Remember don't brake too suddenly!

\* Crossing at a red light 70 points

\* Failing to indicate 10 points

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LEVEL 4

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Stupidly, they teach you something that you needed to know to complete Level 3 (100% anyway) so anyway, lanes! Lanes have arrows on them, and the arrows point to the direction you can turn at a traffic light, for example:



Go straight ahead Turn left only Go straight or right

You get the idea! A sign on the left of your HUD will show you which lanes you can go in! Good lanes flash! Don't use any other lanes unless you want a big, hefty fine!

\* Using the wrong lane 15 points

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LEVEL 5

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Okay, changing lanes! If you want to change lanes on a straight road, past the white lines, then you will need to do the following; Indicate the way you wish to move and a mirror will appear, showing you behind the bus. When the way is clear, slowly and gradually move accross lanes, don't do it too quickly or, yep! You guessed it, you are fined!

\* Changing lanes without indicating 8-10 points

\* Changing lanes too quickly 5-8 points

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## LEVEL 6

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This level shows how to cross busy crossroads. When a traffic light has a green arrow under the red light, you can still cross if you are going in that direction! In the example there is a green arrow pointing to the right under the red light, so you can still turn right when the green right light is lit. At the second traffic lights you may find turning a trifle (mmmm, trifle) difficult if you look there is a guideline on the road to follow and if you stop where it shows (half-way in to the crossroad) until the opposite traffic stops coming! I hope you can understand that, I find it very difficult to describe! Hopefully you will see what I mean when you play it.

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## LEVEL 7

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This level explains changing lanes which I have already discussed in Level 5, the reason I mentioned it back then was it was handy, though not necessary, sometimes you will need to change lanes in levels 5 and 6 depending on how you do the level.

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## LEVEL 8

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Now you are no longer a guy driving a bus! You are now a bus driver, there are two types of bus stop, a green bus stop and a red bus stop! Green ones, nobody wants to get on or off, just pass them for an extension of time to your next stop and a little health back. Red ones require you to pull up and stop to. This will then load up more of the level for you. Both types of bus stop are shown over the speed limit when you are near a bus stop! As a weird little extra (weird is spelt weird, y'know I goes before E) if you skip the bus stop and keep on driving the floor will eventually disappear!

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## LEVEL 9

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Personally I think this lesson is stupid, they could have just mixed this in as part of another lesson and saved me a bit typing (plus there would be a nice round number for the training levels)! Anyway, when you get your very first customer(s) close the door after them by pressing A. Then drive to the end red bus stop and drop him/her/them off. A good a time to mention it than any, inbetween all bus stops (green AND red) press A to tell them what the next stop is, I don't know about the US but in England they don't do this, ah well!

- \* Driving away with the door open 15 points
- \* Not telling the peeps where they are headed 5 points

## LEVEL 10

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This is effectively a mini-level, it contains every aspect of the game you are probably going to experience, although a lot shorter. Just remember to indicate in at bus stops, always tell the peeps what the next stop is and close the door when you set off and you'll be fine.

## LEVEL 11

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Another mini-level, remember as this confused me at first, when you pull up to a red bus stop, more people will get on the bus and then you continue your journey. When I first played it I thought a red bus-stop was the end of a level and I was pissed off to find out(or so I thought) that it had put me back at

the beginning of the level! I am simple though, I doubt you'll be as numb as I was!

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5. FINES  
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I know that there is a list of fines in the above section but I will now tidy it up and make it look nice, all together as they should be! They are all in fining order so you can find out what you've done wrong quicker! Wherever it says 999 points, just take that as Game Over!

* Accelerating or decelerating too quickly	5 points
* Not telling the peeps where they are headed	5 points
* Changing lanes too quickly	8 points
* Changing lanes without indicating	10 points
* Failing to indicate	10 points
* Speeding	10-30 points
* Using the wrong lane	15 points
* Driving away with the door open	15 points
* Going on the right (as opposed to left) side of the road	30 points
* hitting a car or peep! (Usually game over!)	60-999 points
* Crossing at a red light	70 points
* Going the wrong way (Green arrows point you the right way)	999 points
* Going off the road	999 points

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6. OUTRO  
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I'd like to thank God and Jesus for making this possible...<sniff>...and my mother and father for always supporting me, and buying me the Dreamcast, and I suppose that royal kick-in-the-arse (thats right, not ass) Shaun, for lending me the game in the first place!

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My e-mail, incase you weren't paying attention earlier is:  
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Visit my web-site, I am buying [www.karatekatkoral.co.uk](http://www.karatekatkoral.co.uk) soon but if you use the link below, that will always work!

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karatekat.cjb.net

It's hard to draw in ASCII you know, so don't [extract the urine]!

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