

# Micro Machines V3 FAQ/Walkthrough

by msephton

Updated to v1.03 on Sep 14, 2015

MICRO MACHINES V3

Edition 1.03

The Original FAQ

by Matthew Sephton

=====  
CONTENTS

- 1.0 Introduction
  - 1.1 The Game
  - 1.2 Graphics
  - 1.3 Sound Effects
  - 1.4 Gameplay
  - 1.5 Memory Cards
  
- 2.0 Playing Concepts
  - 2.1 The Joypad
  - 2.2 Driving
  - 2.3 Vehicles
  - 2.4 Courses
  - 2.5 Power Ups
  - 2.6 Shadow Racing
  - 2.7 Modes of Play
  
- 3.0 Cheats
  - 3.1 Hidden Options
  - 3.2 Shortcuts
  - 3.3 Small Things
  - 3.4 Hall of Fame
  
- 4.0 What Do You Know?
  - 4.1 Contacting The Author
  - 4.2 Release
  - 4.3 E&OE
  - 4.4 Thanks
  
- 5.0 Version history

---

## 1.0 INTRODUCTION

This FAQ aims to be the definitive source of information for the PlayStation game Micro Machines V3, henceforth V3. It serves no other purpose.

### 1.1 THE GAME

V3 is the first incarnation of Micro Machines on the Sony PlayStation. It follows a number of popular Micro Machines games on many other formats. It is unique in being the first 3D Micro Machine game. V3 is a Codemasters game and Micro Machines (R) is licenced from Lewis Galoob Toys, Inc.

Apparently, the game was two years in development and its release was put back repeatedly as Codemasters tweaked the gameplay. It was worth the wait as they have done a great job in coupling some neat 3D graphics with absolutely fantastic gameplay. They've also given the PlayStation the great multi-player

party game it lacked.

## 1.2 GRAPHICS

Some of the scenery in the game is astonishing. Jaws will certainly drop when the game is under way. Every part of the scenery is interactive in some way, even if that just means that you bounce off an object when you drive into it. Other objects do a bit more.

Some nice objects you may want to examine are: snails, the dog, the cat, petri dishes, bees, dragon flies, cartons, boxes and bottles.

## 1.3 SOUND EFFECTS

Most scenery objects have related sound effects, some of which add quite nice touches to a race. You might want to listen to the sound effects which go along with: bees, dragon flies, the dog, the cat, the mobile phone, bottles, glasses, cutlery and water or spillage hazards.

Codemasters have midi versions of some of the game music available on their web site.

### MAIN MENU MUSIC

<http://www.codemasters.com/gmver5.mid>

These can be played on a PC with a sound card through Windows Media Player.

## 1.4 GAMEPLAY

The game has a wealth of modes and options, and you'll only be able to get the most out of it if you try them all on different occasions. As your skill improves, you will find that more of the game becomes appealing to you.

You would be foolish not to do the go through driving school a couple of times to get the feel of the controls. Effective use of power ups and taking some aggressive driving lines are a definite requirement for serious play.

Learning the courses may not be the nightmare you first think, and you will find that previously impossible looking targets become easily obtainable with more practice.

## 1.5 MEMORY CARDS

You can store as many characters on a memory card as there are free slots, but be aware that the maximum number of players that can be loaded into the game at once is eight. It is also worth noting that as time records are beaten all players on the memory cards are updated. As is the case with those already loaded when swaps occur. Updating memory cards can take some time.

It follows that the best time for a course is universal throughout all characters on a memory card. I don't know what would happen if you mix and match memory cards.

---

## 2.0 PLAYING CONCEPTS

As with any other game playing skills will improve over time. Perseverance is the key. Character selection only dictates vehicle colour, so don't be too fussy in choice. Each vehicle handles differently so try not to concentrate

on any particular one, unless you're trying to beat a Time Trial record.

## 2.1 DRIVING

It is essential that a good driving line is taken. You don't have to stay within the marked road, but you do have to make some effort in doing laps. If you do veer off the road then be sure to not miss out to big a distance or the game will decide that you've been trying to take an shortcut.

Some corners are too tight to drive properly, so it is best to cut of bits here and there. It also may be more sense to lay off the gas or even break at some points to line yourself up with targets, gain more stability or to cause opponents to change their driving line or think a bit.

## 2.2 THE JOYPAD

Here is a list of the default joypad buttons and their functions. Remember that when sharing a controller menu operation is as normal.

BUTTON	RACING	MENU	SHARING
Left	Turn left	Cursor left	P1 Brake
Right	Turn right	Cursor right	Use power up/horn
Up		Cursor up	Left
Down		Cursor down	Right
Square	Brake/Reverse		P2 Use power up/horn
Triangle	Jump	Cancel/previous menu	Turn right
Circle	Use power up/horn		Brake
Cross	Accelerate	Accept/next menu	Turn left
L1	Jump		
R1	Jump		
L2	Drop power up		
R2	Use power up/horn		
Start	Pause menu	Accept/next menu	

Note that you cannot jump when sharing controllers.

## 2.3 VEHICLES

Statistics are given for each vehicle at Level 1. Vehicles are ordered by the total sum of the four characteristics, resulting in better vehicles being listed first. There are 32 vehicles in the game.

NAME	ACTUAL	SPEED	ACC.	GRIP	HAND	TOTAL
Hot Rod	Model T Ford	86	86	45	70	287
Cor!	Corvette	91	60	65	51	267
Rattler	AC Cobra	86	80	50	50	266
60s F1		79	78	50	58	265
Beamer	BMW Series 5	70	70	55	46	241
Jam Jar	Police car	67	70	35	46	218
Tank		45	44	55	35	179
Micro	Mini	50	58	30	40	178
Rig	Articulated lorry	57	40	30	38	165
Speed Boat		43	36	25	42	146
Super Snail	Citroën 2CV	36	32	17	32	117
Tester Roadster	Testarossa					
Locust	Lotus 7					
Surf Wagon	VW Caravanette					
Hovercraft						
APC						
Willys	Jeep					

Duck	
Peace Wagon	VW Beetle
Dumper	
Barbarian	Monster truck
Conemasters	Ice-cream van
GT Racer	
Dune Buggy	
Night Boat	

Getting a vehicle that is already in your collection is not a bad thing, as it simply goes up a level. This means that it has slightly better statistics and may also be more difficult for your opponent to win in Keepsies. Each vehicle has distinct horns, different pitches for each player. The exception are tanks which fire shells instead.

## 2.4 COURSES

There are 48 courses in total. Which courses are available to you depend on which game mode you are playing. The courses available for Time Trials are different than those available for Challenges which are listed below.

BEGINNERS	TRICKY
Swerve Shot	Pond Life
Periodic Park	Formula X
Cheesey Jumps	The Main Course
Vindaloo Drive-Thru	Beached Buggies
	Super Bowl
DIFFICULT	ADVANCED
Baguette Balance	Snail Trail
Beware of the Dog	Learning Curves
Right on Cue	Tanks Alot
Interesting Voyage	Dunes Of Hazard
Bucket and Speed	Cereal Killer
MASTERS	ROCK HARD
Must Try Harder	Pot Luck
Rack 'n Roll	Bio-Hazard
Splash 'n Dash	Destruction Dirtbox
Hair Of The Dog	Pebble Dash
Pulling Power	Text Book Manoeuver

Use scenery to your advantage, whether it is to get you around a corner faster (bounce off an object) or to slow you opponent down (bounce them into the scenery). Some scenery has side-effects, see Section 2.5.

Watch out for uneven surfaces. Even slight imperfections, or small objects can throw you off course or hinder your driving.

Use track-side objects to help you remember the layout of each course.

## 2.5 POWER UPS

The a few power ups available and effective use is definitely required to get through anything past Beginner. They are the little green parcels that you see around the courses. Multi-coloured parcels are global power ups for every opponent on the track. There is no way to judge what a power up is before it gets picked up.

ITEM	NUM	EFFECT
------	-----	--------

Dynamite	%5	Travels in an arc trajectory. Can ricochet off track side objects.
Fire Ball	'5	Explodes any opponent on contact. Makes it more difficult to judge direction.
Force Field	3	Repels any very close opponents away.
Mallet	3	Crushes any vehicle under it.
Mines	3	Explodes vehicle that drives over it.
Missile	3	Travels straight ahead on current level, so avoid uneven surfaces. Can ricochet off objects.
Turbo Boost	!	Gives vehicle burst of acceleration and speed.
Wheels of Fire	'5	Half way to a fire ball. Sort of.

SCENERY	NUM	SIDE EFFECT
Green spillage	'3	Causes fire ball.
Milk	!	Reduces grip.
Red spillage	'3	Causes invisibility.
Transparent spillage	!	Slows vehicle down.

KEY: ! = instantaneous, ' = number of seconds, % = directable.

% = By holding down on the joypad, you can fire some weapons behind you.

It is a good thing to figure out what each power up on a course is and then decide which one is most effective with your driving method and try to pick it up on each lap. This can be the difference between winning and losing a race, regardless of driving skill. Some power ups are hidden away.

## 2.6 SHADOW RACING

When you complete a Time Trial your exact race movement is remembered and if you race the same course again, without loading a new one, then you can race against the shadow of your previous attempt. If you beat the shadow, then that new performance will replace it, if you don't then it won't. Simple.

## 2.7 MODES OF PLAY

There are numerous modes of play, but they are all based on a couple of basic themes. These are discussed below, along with any other modes that deserve a special mention.

### SINGLE RACES

The aim is to get all the lights down the side of the screen to your colour by getting far enough, usually about a screen, ahead of your opponent several time in a race. The winner is the first to do this or, failing that, the one who has the majority of points after the three laps. If all is equal after the laps whoever gets the next point wins (a playoff).

### CHALLENGES

This is the more normal race mode. You have to finish first or second to progress to the next course. To win a group, you must come first in the last race of the group. Vehicles are awarded for coming first in a race.

### DRIVING SCHOOL

Learn the Micro Machine essentials here. Do it a couple of times. Any new friends coming to play, although they may find it boring are well advised to do the first few lessons, at least.

### HEAD TO HEAD

Vehicles are awarded for completing a group. Don't be too concerned with laps if you can get away with it. Spot the sections of the course you can get a

big lead on and exploit them.

#### TIME TRIALS

Vehicles are awarded for beating your current record. Time Trial Challenges are great ways of getting at a lot of records in one go.

#### COLLECTING

It is perfectly legitimate, in my book, to repeatedly race Time Trials and Challenges to further your vehicle collection. Even if you've completed them fully, many times before.

---

### 3.0 CHEATS

There are some really cool cheats for MMV3. Using any of these cheats will not give a validation code suitable for the Hall of Fame.

#### NAME ENTRY

Enter these on the name entry/character selection screen. A beep will let you know that the cheat has been recognised.

#### 3LIVES

Unknown.

#### CATLIVES

Nine lives in one-player mode.

#### CONFETTI

Unknown.

#### GIMMEALL

All tracks available in multi-player game.

#### NOTANKS

Tanks are still available, but cannot shoot.

#### TANKS4ME

Race tanks on all tracks, but not on water.

#### WINTERY

Reduced grip, as if you're driving on ice, but graphics stay the same.

#### DURING THE GAME

During the game, it's best done on the PAUSE screen, enter a code below. A beep will let you know that the cheat has been recognised. Entering the code toggles the cheat on/off.

[KEY: U=Up, D=Down, L=Left, R=Right, O=Circle, X=Cross, S=Square, T=Triangle]

ANY OBJECT           D D U U R R L L

BEHIND CAR VIEW     L R S O L R S O

BIG BOUNCES         S R R D U D L D D

DOUBLE SPEED        S X O S T X X X X

FLOATING OBJECTS S T S S T S S T X

SLOW CPU CARS O T S X O T S X

DEBUG MODE S U D D S O O T X

Under Debug Mode the following button presses are available:

SELECT+X Quit Race + Win (except Time Trial).  
SELECT+U|D|L|R Change camera angles.  
SELECT+L2|R2 Change camera zoom in/out.  
SELECT+S Turn players car into CPU drone.  
X+T+O+S Blow up all cars.

### 3.1 HIDDEN OPTIONS

To start with you can race Beginner, Tricky and Difficult. On completion of these more groups become available. Once you have got them they will stay, so if you decided to redo Difficult once you got Advance and did not complete it Advance would remain on the menu.

Beginners -> Tricky -> Difficult -> Advanced -> Masters -> Rock Hard

### 3.2 SHORTCUTS

It is important to remember that you don't have to stay within the confines of the marked road. It is beneficial most of the time to cut corners. In a few circumstances whole chicanes can be cut off, and as long as the computer controlled opponents stay follow the track you'll leave them behind. Driving as aggressively as possible is the only way to beat the later head to heads.

It is possible to actually reach the power-up on top of the Love Triangle by doing a jump, with a fast car such as the Beamer, just before you leave the playing card ramp. Timing is essential.

### 3.3 SMALL THINGS

#### DOUBLE DISTANCE

If you jump just as you fire a tank shell it will travel about twice the distance. Great when someone's just out of reach and you're not gaining. Jumping when going airborne will give your vehicle extra height.

#### TURBO START

If you start accelerating slightly before the second bleep, then when the race starts you will get a Turbo Start. A proper Turbo Start is greeted with a message saying so on the screen.

#### SPECIAL FINISH 1

When come to the finish line, jump over it. Your vehicle will leave behind a small trail of smoke.

#### SPECIAL FINISH 2

Jump just before your vehicle goes into its first position celebration. If you get it right, you'll be treated to the camera zooming out to encompass huge bounces with smoke trails coming from your vehicle.

### 3.4 HALL OF FAME

If you think that you have a fast Time Trial record, then you may want to get put it up against others. Codemasters offer a service as part of their web

site, where you can enter your times into a Hall of Fame. If they are good enough, they will be automatically placed in the top three of the relevant course and section.

<http://www.codemasters.com/>

To do this you need to fill in your Name, Location and the verification code which is displayed under your time on the records screen.

---

#### 4.0 WHAT DO YOU KNOW?

If you have any additions which you think should be included in this FAQ then please send them to me as below. Already there are a number of questions that need answering.

- 1 Do you have any vehicle statistics not listed?
- 2 Do you know any other cheat codes for the game?
- 3 Do you have any relevant information that would add to this FAQ?

#### 4.1 CONTACTING THE AUTHOR

The author of this FAQ, Matthew Sephton, can be contacted by e-mail or through his web page (which contains information about Björk, other music, Monkey (Magic), the Sony PlayStation and is the place to download some of my Windows 95 shareware).

e-mail: [matt@ewtoo.org](mailto:matt@ewtoo.org)  
www: <http://www.ewtoo.org/~matt/>

#### 4.2 RELEASE

This FAQ is obtainable from various places on the Internet, but the latest version can always be downloaded from this URL:

<http://www.ewtoo.org/~matt/PS/>

I have written FAQs for Choro Q Racing/Penny Racers, Hermie Hopperhead, Motor Toon GP 2 and WipeOut 2097/XL which are also available.

It might also be a good idea to visit the unofficial MMV3 page:

<http://www.geocities.com/TimesSquare/Castle/1171/>

#### 4.3 E&OE

All errors and omissions excluded. As far as I know the information in this document is accurate. Correct me if I'm wrong. Use at your own risk.

#### 4.4 THANKS

Original FAQ by Matthew Sephton. Thanks to my brother Chris Sephton for all his help and being fool enough to race me at Keepsies. Thanks to Jason at Codemasters <[jasonw@codemasters.com](mailto:jasonw@codemasters.com)> for his interest. Love Triangle power up trick from Terry <[tlowen@ucd.ie](mailto:tlowen@ucd.ie)>. More cheats from newsgroup. At last, Michael Harwerth <[micha@dlh.de](mailto:micha@dlh.de)> gets in the FAQ with some cheat words!



--

## 5.0 VERSION HISTORY

0.99,	08 Apr 1997	First public release to prompt for more information. Some tables are incomplete.
0.99b,	10 Apr	Overall slight improvement. Some tables still incomplete.
0.99c,	18 Apr	Love Triangle power-up added. Eagerly awaiting reply from Codemasters.
1.00,	14 May	No reply from Codemasters. Cheats and tips from <a href="http://uk.games.video.playstation">uk.games.video.playstation</a>
1.01,	28 May	More cheat words added.
1.02,	26 Jun	A couple more cars added.
1.03,	12 Oct	Cheats section refined, probable final edit.

This document is copyright msephton and hosted by VGM with permission.