



Driving Techniques

To break up the monotony of endless races, your progress through *Midnight Club II* is rewarded with new techniques to help you best your competition. However, the benefits of some said techniques may not be so easy to realize. Here's a run-down on everything you need to know to become the world champ.

Burnout

At first glance, the burnout is simple: **while stopped, hold the hand brake and apply the gas to smoke your tires, then release the hand brake and get a massive acceleration boost.** The obvious use is to do a burnout at the start of any race, to get off the line quicker and hit your max speed way faster than you would otherwise. But it's also important to keep in mind the burnout at other times during a race.

If at any time you smash into a wall, get nailed by traffic, or just swerve out of control and lose your speed, take the time to do a quick burnout. It's even worth stopping yourself (if you're still moving, but slowly) just to get that bit of acceleration that could be the difference between keeping your lead and getting dusted by your opponents.

As a general tip for launching off the starting line, you can learn to time your release of the handbrake for optimal take-off. There are various sorts of countdowns that occur before races, a timing for all of which can be learned. The best launches, however, always come from countdowns where the numbers "3-2-1-GO" appear on your screen. As soon as the "1" fades away release the handbrake and you'll get the best boost possible.



Weight Transfer

The designers of *Midnight Club* give you a decent run-down on the capabilities of weight transfer in-game, but some of the intricacies may not be quite so obvious. Unlike any other technique, however, weight transfer has different functions depending on whether you're manning a four-wheeled car or a two-wheeled crotch-rocket.

Cars

When driving cars (which you will be doing through most of this game) the effectiveness of weight transfer can be subtle...but at times make all the difference in the world. The main use of weight transfer is to stabilize your vehicle in mid-air to make a great landing: **just hold the L1 trigger, and use the left analog stick to position your car before you land**. It may not always seem terribly useful, but in some situations this technique is indispensable.

Coming down from any jump in a given course, the way you land your car affects how much speed and control you lose from the impact. As a general rule, follow this: **when landing your vehicle, make sure the back tires hit the ground first, minimizing any loss of control due to the impact**. If your front tires slam into the ground first, you're *very* likely to take a real turn for the worst, and end up losing a lot of speed. So be sure to push your rear-end *down* while floating and you should maintain complete control after landing.



Motorcycles

Weight transfer in mid-air can act very similar for motorcycles as it does for cars, but its application while on the solid roads is where learning new skills becomes essential.

The main use of weight transfer while on a motorcycle is to lean your bike, essentially making you turn sharper and faster without losing speed on your bike (as you would with a hand-brake turn). **Simply hold L1 in conjunction with a hard pull on your left analog stick to take corners with a much tighter turning radius.**

There are other, less-useful (but still very effective) techniques to keep in mind as well. **Hold L1 and pull backwards on the left analog stick to pull a wheelie.** During a wheelie your bike will get a quick boost in speed. Used in conjunction with a burnout, a wheelie can effectively get you off the starting line at insane speeds, and out ahead of the pack early on. Keep in mind, though, that the boost is brief--you can hold the wheelie as long as you'd like, but only the first few seconds of it benefit your speed. Once you slow back down, let down off the wheelie and perform another if you want speed again.

The final use of weight transfer on a bike is to make you more aerodynamic: **hold L1 and press forward on the left analog stick to lean your rider forward, reducing drag and increasing speed.** Unlike the wheelie, this speed boost is continual (though not as effective) and won't limit your turning abilities.



Slipstream Turbo

Conserving your NOS reserves for boosting through shortcuts and over jumps is often times essential, but during early straights, when the AI is boosting to a lead, you'll no doubt want to keep up. Use slipstream turbo to keep up: **simply follow behind an opponent close enough to fill up your turbo bar--the closer you are and the faster you're going the quicker your bar fills up--and when the bar flashes red smack the turbo button and take off.** The most obvious uses of slipstream turbo are for starting out races, when you often start behind your opponents. But taking advantage of their haplessness into corners can also lead to success.

If you're running down a long straight, behind an opponent, and know that a fairly sharp turn is coming up, build up your slipstream turbo meter but don't fire it off right away. The bar will flash red and remain active for about a second, even after you've left the drag line of your opponent. When you approach the turn, turn sharply, straighten yourself out and *then* hit the turbo. If you do it right you'll get a great boost around some corners that would otherwise slow you down terribly.



Two-Wheel Driving

As a continuation of weight-transfer techniques, two-wheel driving is learned in Paris as a means of dealing with thick traffic: **hold L1 and tap either left or right on the left analog stick to pop up onto two wheels, allowing you to fit between cars and tight places more easily.** The practicality of this is less than convincing however, as your vehicle becomes insanely vulnerable.

There is one, at least semi-practical use for two-wheel driving, though. The use is very specific, but can lead to very quick turns in the right situation. If you need to make a quick 180 turn--such as if you're hitting a check point at the end of a long straight, and the next is in the opposite direction--try doing a two-wheel 180. **Use weight transfer to get up on two wheels, approach the point you want to turn on, and turn (turn the way the top of your car is facing) with the handbrake while holding weight transfer.** If you do it right, you can turn *on a dime* and when you land from the two-wheel stunt you'll be smoking your tires for the perfect burnout take-off.



Watch the Movie

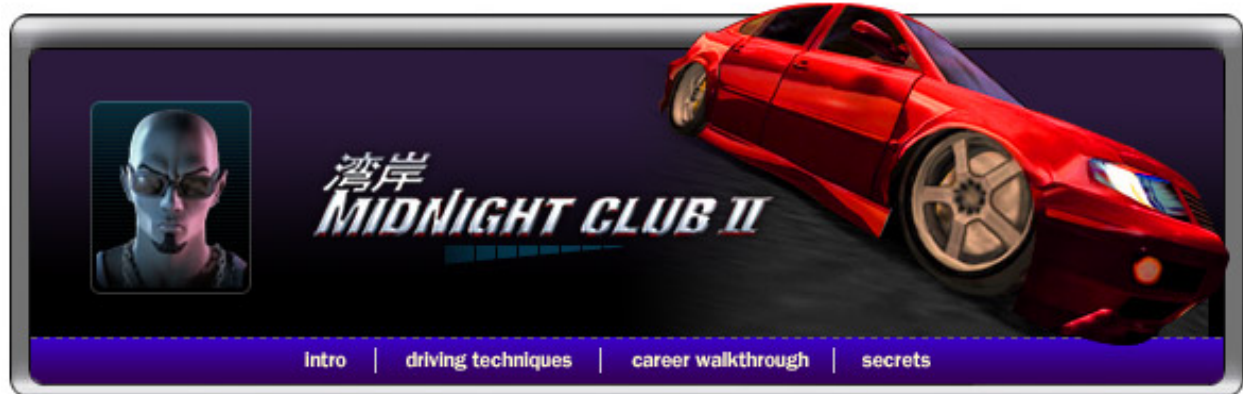
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Career Mode

Sure, your buddy Moses does a good job of initiating you into the underground scene of *Midnight Club II*. But where his help drops off we pick up. If you're having trouble with any of *Midnight Club II*'s challenging races let us guide you--just pick your city and hookman from below.

Los Angeles	Paris	Tokyo
Moses Steven Maria Angel Hector Gina Dice	Blog Primo Jewel & Julie Farid Stephane Ian Parfait	Shing Ricky Haley Nikko Zen Kenichi Makoto

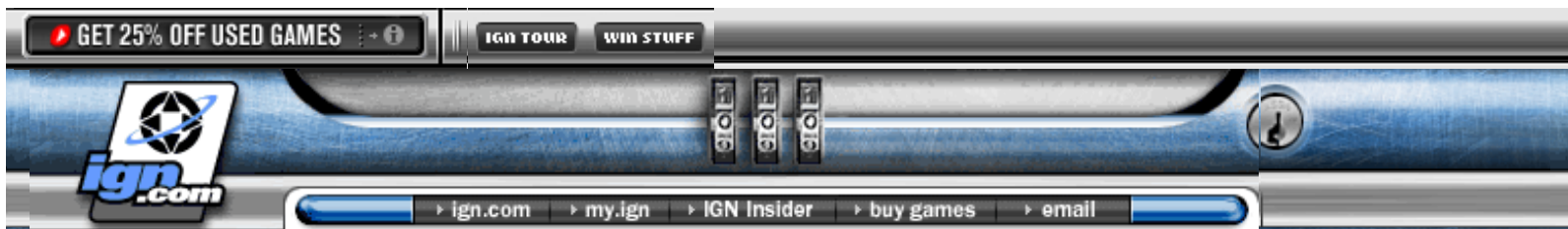
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LA Career: Moses

Moses is here to get you started, and while his races are simple, your only vehicle of choice is, well... less than spectacular. Know your path and gas it--you can do it.

Race One

Race One has you driving along one main road--your only obstacle being the cross-traffic and a few bold turns.





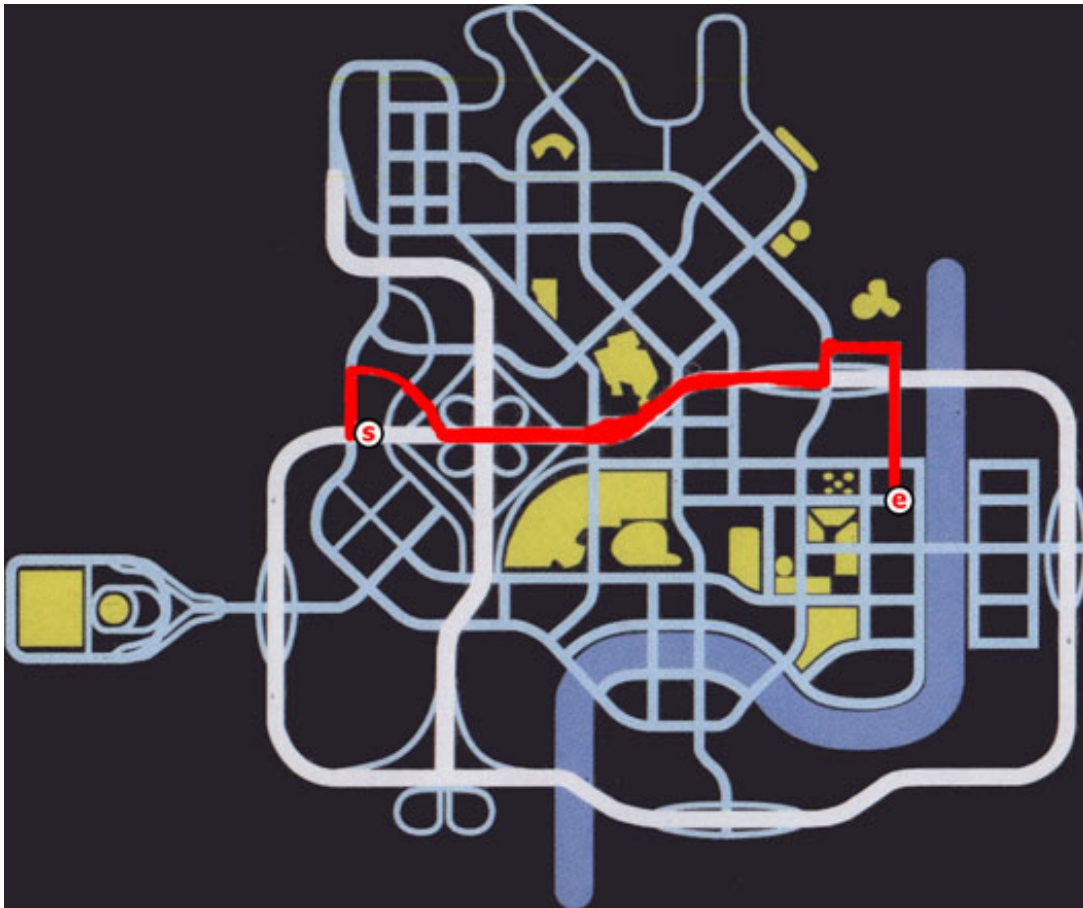
At the intersection for the Checkpoint 7 there is a scripted semi truck that always tries to get in your way--aim yourself right and you can pass right under his trailer.



After Checkpoint 8 make sure you stick to the left-most path. It lets you keep the straightest lines, and the highest speeds.

Race Two

Race Two introduces you to a bit more level exploration, but still stuck with your lame wheels you'll have to keep mistakes to a minimum.





Make sure you line up right for this huge jump--if you happen to meet with Moses on this narrow path, nudge him to send him falling below, effectively ending his race.



On the final stretch look for this narrow path. It gives you a longer straight, letting you keep your speed up, and giving you a shorter path to the finish line.

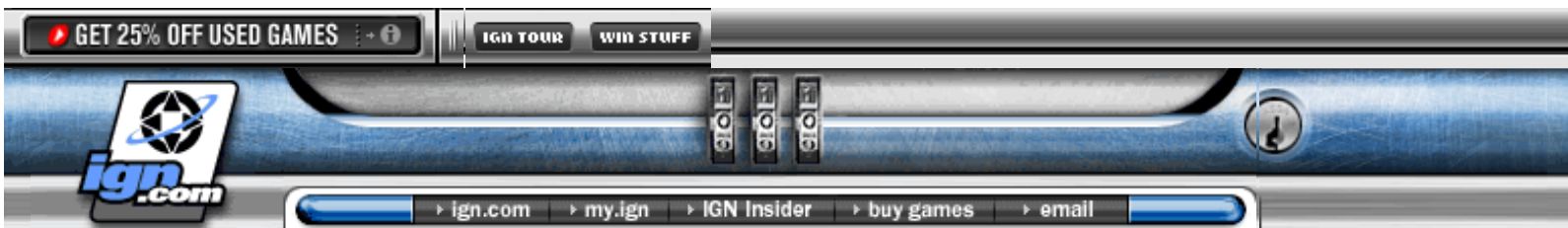
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LA Career: Steven

Your first hardcore ricer boy can be obnoxious for sure, but keep your head cool and this introduction to more complex courses should be a snap.

Race One

This simple time trial will show off a few of L.A.'s big-air jumps, and let you test out your new turbo ability.





Turn left *right* at **Checkpoint 2**. There's a nice shortcut that may take some maneuvering, but can save you a good chunk of time.



On your way to the finish line look for this opening in the large building--make your way through it and get a straight-shot to the finish line, worthy of a nitro boost.

Race Two

Your first try at one of *Midnight Club II*'s many free-for-all races, just nail the checkpoints in any order. Pay close attention to the map to find the optimal path.





Right off the bat punch it going the same direction you start out facing--watch for the first check point and turn right, *hard*.



As you approach the finish line, use your turbo across the grass for a clean, fast finish.

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LA Career: Maria

Maria's races are some of the most difficult at this point in the game--keep your cool (and ignore her mindless, insulting banter) and plot your course, and you should be able to deal with her in no time.

Race One

This simple freeway race will test your vehicle's speed, but most importantly keep you on your toes--dodge traffic as if your life depended on it (pretend the race is your life, 'cause the race does depend on it).



The second time the path of the checkpoints leads you down an off-ramp (and back up the following on-ramp) be ready for the scripted semi-truck towing a trailer. Aim yourself to dash under the trailer and make a smooth pass.



The third and final time you're lead off the freeway, turn left (*before* you reach the on-ramp) and boost down the final stretch.

Race Two

This urban sprawl requires more maneuvering skills than pure speed. Pick something you can handle through corners, and pay close attention to the early checkpoints in the race.



You can cut the corner here and smash through these windows. It won't make your path much shorter, but it will let you keep your speed a lot higher through the corner, allowing you to overtake Maria if she gets ahead of you by a bit.



Look out for this short cut, right after the measly police barricade. Break through the barrier to enter a small construction zone.



Once in the construction zone, look for this narrow path to make your escape, and earn yourself a couple of seconds time.



For the second-to-last checkpoint, take a plunge off the cliff and nail it on the way down. It's a quick, no-hassle way to get to it--just watch out for oncoming traffic.

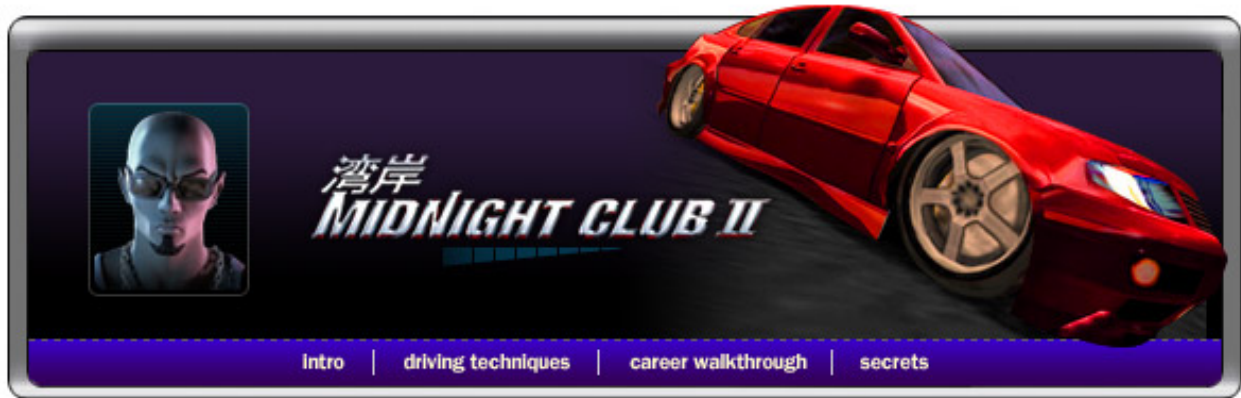
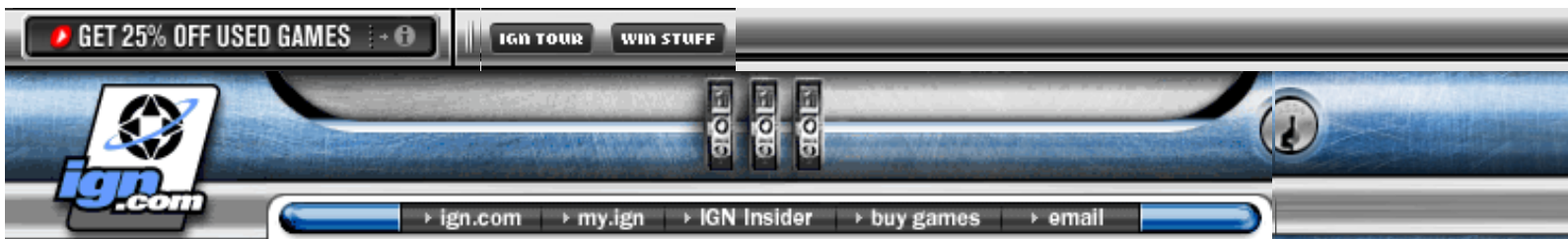
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LA Career: Angel

This punk kid challenges you, and when he loses he calls on his dad for back-up--you can earn yourself some sweet wheels for taking out the duo, so keep your mind clear and take 'em on.

Race One

Like Steven's free-for-all, you can nail these checkpoints in any order. Follow the map below for the best route, and smoke the competition.



Immediately spin your car around and make your way through the winding path, opposite the way your start out facing.



Be careful not to miss this sharp left-hand turn. It's very difficult to see coming, but if you're waiting for it you shouldn't have too much of a problem.



As you approach this checkpoint blast straight through the three-way intersection, keeping your path straight. You'll follow a sweeping turn that'll let you keep your speed better than the alternative--a duo of hard 90-degree turns.



Hit the nitro down the final stretch--there's not a lot of traffic so you'll get the full effect of it, and the AI won't have time to react.

Race Two

A quick drag race for pink slips can be more challenging than you might imagine. Use your fastest vehicle (at this time, that's the Emu) and do not let off the gas.





Make use of the new burnout technique to get off the line as quickly as possible, and try your best to cut in front of Angel's dad.



As you approach the dam, Angel's dad will take a huge ramp to jump over it. Instead, veer to the left and go through this passage. You'll be grounded and accelerating much more quickly.

Race Three

Angel's third race will have you all over Los Angeles searching for the finish line. A number of violent shortcuts can lead to surefire victory if plotted well, so take some time to learn to feel your way through the fog.





After Checkpoint 3, continue through the following intersection before turning right towards the next checkpoint. This path will give you the longest straight, and assuming you're using your new muscle car this is a good thing.



After the complete 180, you'll blow through a narrow passage and nail a checkpoint--continue through towards the wall just beyond the checkpoint and smash through the glass for a great shortcut.



A second path through broken glass can be found, and it'll shave precious seconds off your time if you nail it right.



As you approach this checkpoint turn *early* and slide your car, but keep it under control. Plow into the parked semis behind the checkpoint and you're asking for trouble.

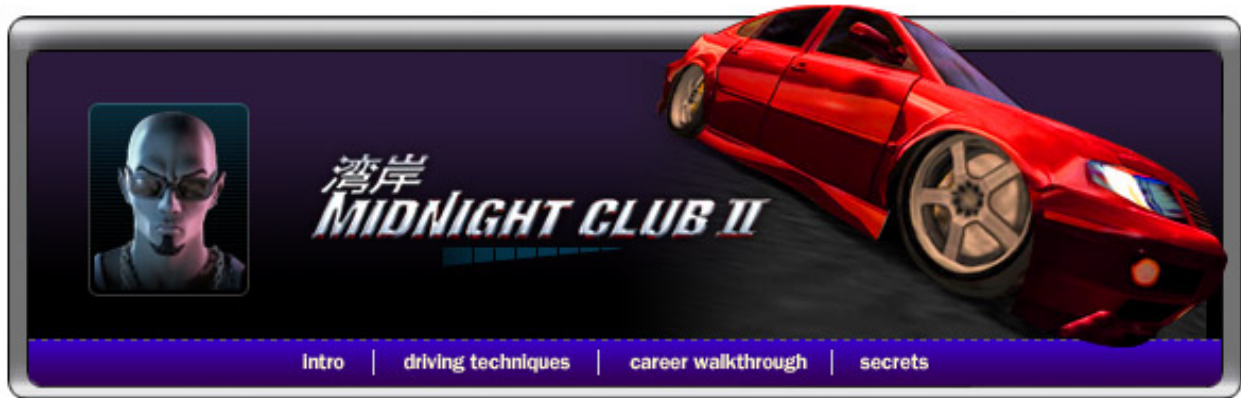
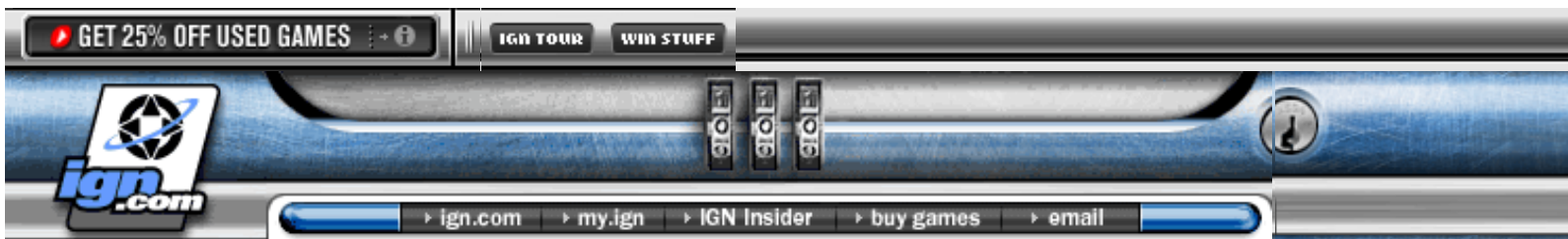
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LA Career: Hector

Maria's big brother might not be too happy about you hustling her car from her, but you're about to do the same thing to him. His high-speed races can be a challenge, and his insults terribly annoying, but like always, plan your race *before* the event and you should dominate.

Race One

Already Hector's got you in trouble: The goal of this race is to outrun the cops and reach the checkpoint without any tail. Thankfully, this mission isn't too difficult.



Your first move should be to jump into the ditch, and then line up the straightest path possible for maximum speed.



Once you're speeding down the straight the cops will be lost in no time as you reach maximum speeds. After that it's coasting to the finish.

Race Two

A free-for-all in the rain can be a bit intimidating...but follow the path in the map below and you should easily cross the finish line first.



Late in the race, when heading for the eastern-most checkpoints, look for this ramp to get you over the large ditch at max speed.



For the final stretch, hit the nitrous early to get the most out of it and just floor it to the finish.

Race Three

Hector's third race is where the skill level gets bumped up a notch, with the introduction of a new racing technique, the slipstream turbo. Don't get caught up in trying the technique too much--you could end up doing yourself more harm than good.



Watch the Movie



Right off the bat, burn out and ride the ass of the guy in front of you to build up your slipstream turbo. Fire it off and continue straight for a couple of blocks.



When you reach this point cut across the grass, keeping as straight a line as possible to avoid spinning out. You can shave off some time and keep your high speed.



This narrow path can really let you keep your speed up through an otherwise sharp turn--just be careful not to hug the right side too tightly, or you'll smash the wall.



When you're ready for the finish line look out for this little short-cut--barrel through the narrow passage and go over a series of ramps for a straight-shot to the finish.

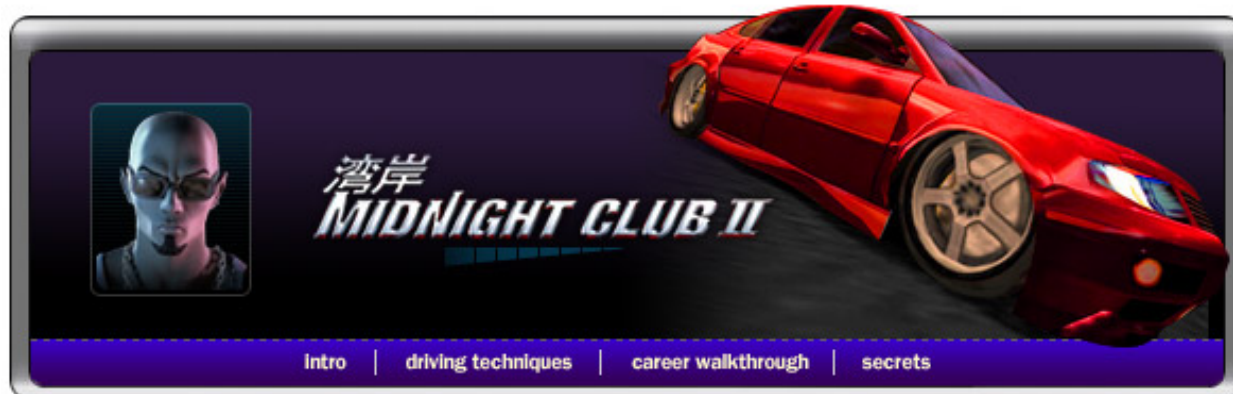
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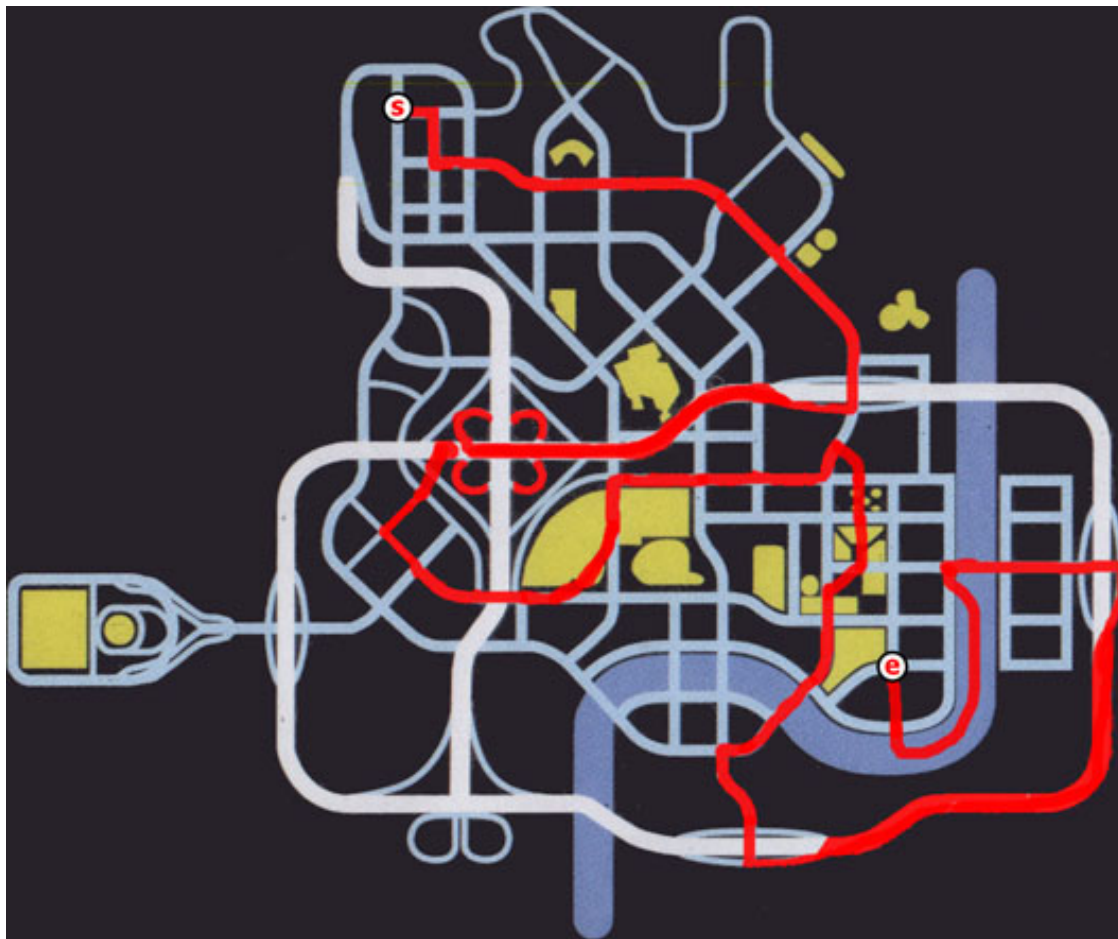


LA Career: Dice

Los Angeles' resident champ finally has respect enough to let you race him. Beat him and he'll really respect you...but that's easier said than done. In either of Dice's races you'll want some fast wheels--if you can handle the motorcycle, take it...but otherwise recommended is the Monstruo.

Race One

Race One with Dice is just getting your feet wet...but he can still dust you if you're not on the ball. If you're having difficulty mapping out your course, check out our map below and, even better, our video demonstration!



Watch the Movie



Take advantage of slipstream turbo when one of Dice's crew overtakes you, *especially* while on the free way bits of the course. Most traffic can be avoided by hugging the walls.



When the course dives off of the freeway be *sure* to use weight transfer to balance your car. It's especially easy to lose control on this dive down, so lower your rear end and prepare for the worst.



Once back on the streets, look for this window to smash through. Most of your opponents know this shortcut as well, so it's essential that you take it to keep up with them.



As you emerge from the underground parking lot, look for another window to break through. This again is essential, so don't miss it.

Race Two

If Dice's first challenge wasted you, then get ready; his second race will have you all over the city of Los Angeles, and will no doubt have you tossing your controller in frustration. Take a look at our map and video demonstration, though--with patience and the right take on the race, you'll be driving Dice's snazzy car yourself.



Watch the Movie



First thing: after the first block pull left, going through some glass and out into an open area.



From here make your way through the fog and towards the parking garage, using this shortcut to get an early lead.



After the long straight, cut across early between these street lights and towards the next checkpoint. You should be able to keep a very high speed throughout.



Through the fog aim yourself to crash through this fence. You'll head down a narrow alley way and then back onto the street.



Again make use of the parking garage and speed through the lower level to make a nice diagonal towards your next checkpoint.



Right at the end, the course takes an unexpected turn-- follow the checkpoints through the glass to reach the final stretch...inside a building.

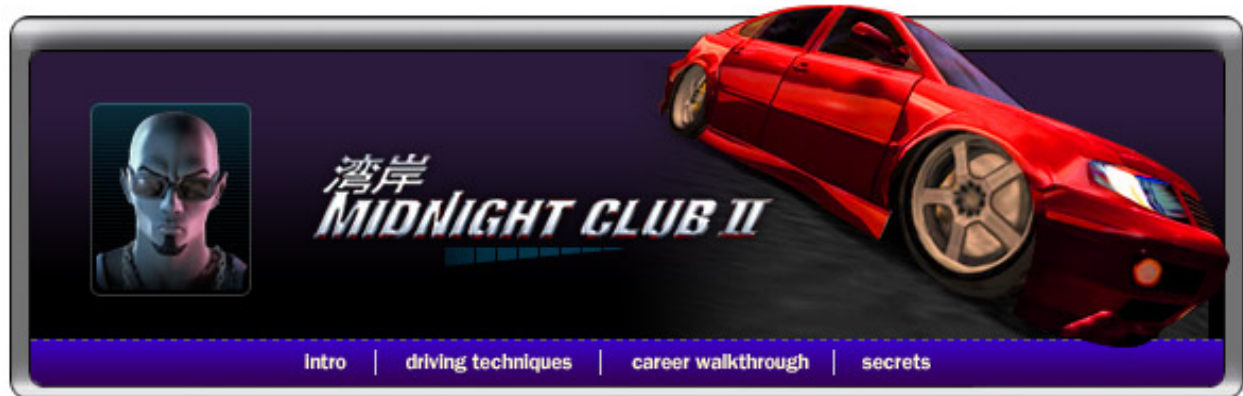
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Paris Career: Blog

The small-time in Paris is still tougher than most of what Los Angeles had to offer, and racing in new territory has its inherent difficulties already. Make use of your new wheels, though, and Blog should get wasted.

Race One

Your first go-at-it with Blog will get you used to Paris' decidedly different road grip. Use Monstruo or Jersey for this race, plot your course and you should be fine.



Right after Checkpoint 1 you'll need to pull a sharp 180--prepare for it *before* you actually hit the checkpoint, and use one turbo to get yourself back up to speed and ahead of the pack.



This huge jump will drop you back onto the main road with a lot of force so make sure you use weight transfer and even aim your front-end a little to the left (to match the direction of the road below).

Race Two

For pink slips Blog challenges you again, and with more back-alley paths than you can shake a stick at this race can be a lot of fun.



Blog as his buddies can out-accelerate you easily, but use this to your advantage--draft behind and use a slipstream turbo around the first corner.



When you're going over the roof tops make *certain* you straighten yourself out with weight transfer. You can easily lose seconds if you don't do it well.



Look for this little shortcut right before you head into the underground roadway. The AI takes a much longer path around the buildings you'll go between.



Drive between these two buildings for short path and a much smoother turn for keeping your speed up late in the race.

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Paris Career: Primo

It's always fun to put a snooty dude in his place: Now's your chance to do it with style. Primo's races aren't too challenging, but they'll keep you on your toes.

Race One

A free-for-all to start it off, taking the right path in this race can be *the* deciding factor in whether you win or lose.



Your first smart move would be to take a sharp left at Checkpoint 2, then enter the freeway and nail those checkpoints in order.



Right at the last checkpoint before the finish, look for this conspicuous opening--take the path and it'll lead you right to the finish line.

Race Two

Primo's second challenge is more adventurous than the first. Take the right shortcuts and it becomes a cinch, though, and Primo's car will be yours.



Immediately at the race start, pull a 180 and take an alleyway to Checkpoint 1.



When heading onto the freeway smash through the railings to keep your speed.



Near the end of the race find this path--cut across the grass and you'll discover a huge ramp that'll send you flying over the water.



From the previous jump you'll land on another ramp--the use of some NOS is necessary to get yourself to the finish, so be sure to have one saved up for this great shortcut.

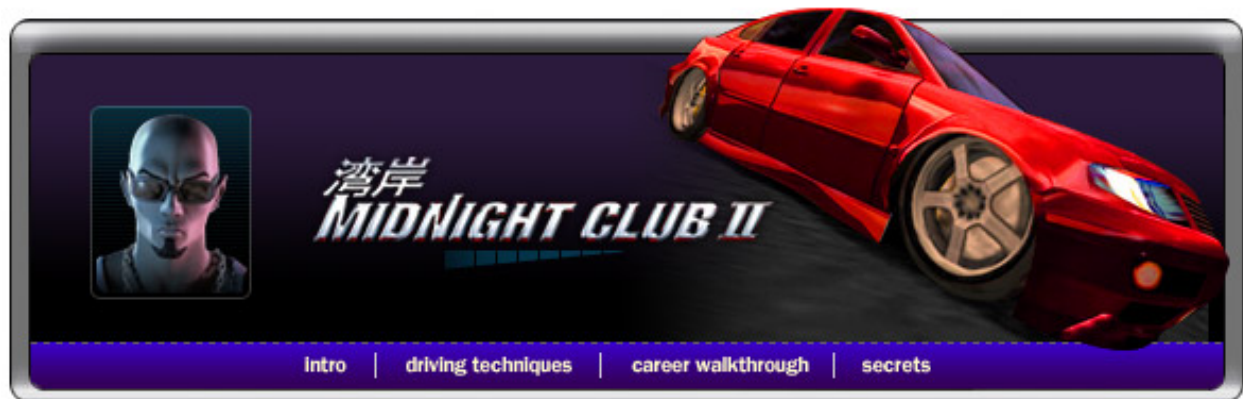
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Paris Career: Jewel and Julie

This duo of French femmes shouldn't challenge you too much (they're too busy flirting with you), but make any slight mistake and they'll punish you for it. Use Blog's Boost for these races and you'll be fine.

Race One

This relatively simple free-for-all is actually very structured--the main challenges lie in the many narrow alleys you'll pass through, so keep on your toes.



When the race starts out follow the racers going right, towards the nearest checkpoint. It'll set you up for your grand finish...



...Your grand finish being this ramp. Launch up the middle of it and you'll fly right into the finish area.

Race Two

Taking the right shortcuts through the second race with Jewel and Julie can mean sweet, sweet victory. But failing to take them can mean utter defeat.



Use slipstream turbo at the start to get a large boost down this long straightaway--there's not much concern for traffic or losing control here, so use it.



Right at Checkpoint 2 look for this ramp leading up to the inside of a building--you'll shave tons of time by hopping over rooftops here (just keep left).



When the course takes a brief turn for the freeway smash through this railing to avoid slowing down for a "proper" turn.



For the final stretch look out for this ramp to send you flying through some glass and into the finish--saving a nitrous for this isn't a bad idea.

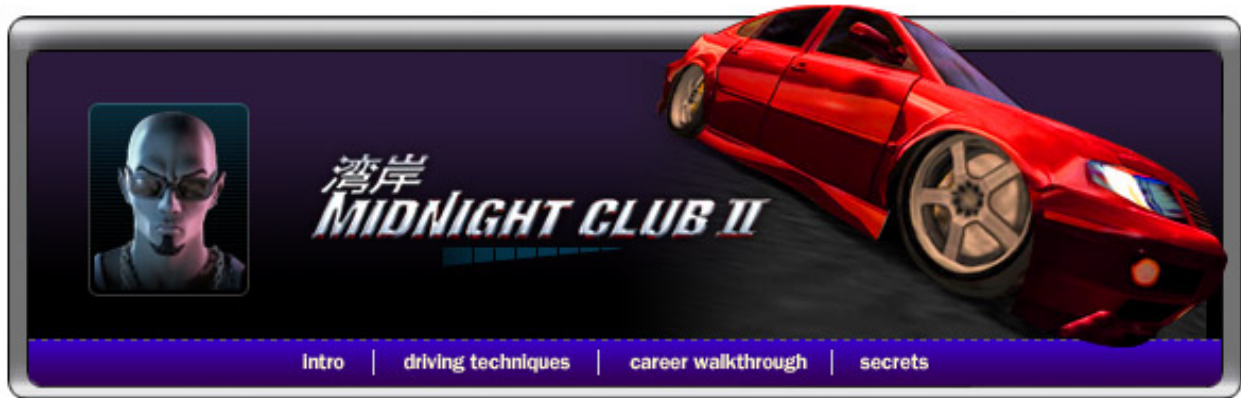
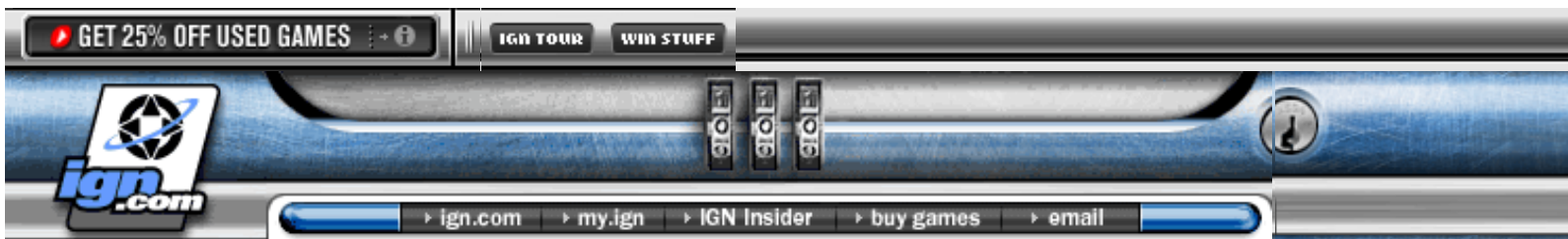
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Paris Career: Farid

This shady character is a fan of the literal underground. Taking races to the many catacombs and hidden paths, Farid's races are straight-forward...until British intelligence gets in the mix.

Race One

There aren't many ways to go wrong here--just stay fast (and avoid all the pillars by hugging walls) and you should have no problem besting Farid here.



At the third checkpoint make sure to anticipate turning hard to the left and back onto the main streets.



Take this ramp over the river and to the finish--use a shot of nitrous and go straight down the middle for a perfect aim.

Race Two

Farid isn't the only one running from the authorities--in this race you just need to outrun the cops and keep them off your tail. What better way to do so than to take to Paris' many underground passageways.



Right away, smoke your tires and spin your car around 180 degrees, even before the race begins, to face the underground entrance.



At the end of the first tunnel, pull sharp to the right and continue through the next passage.



Make another right down this long corridor to enter the next underground passage.



At the end of this tunnel turn left *immediately* and enter the next catacomb.



The next tunnel entrance is right across the street from the end of this one--just blast through straight ahead.



Finally hit the actual streets for a brief run to the end. Any tail you might have should soon be lost in the confusion.

Race Three

When British intelligence gets on your case, you'll need to have a solid gameplan to save yourself. Follow this route and you should be golden.



After hitting Checkpoint 1 take this diagonal path through narrow streets--it's a much quicker route than your opponent takes.



Look for this narrow alley after the second freeway segment of the race. It runs straight into your next checkpoint, and sets you up nicely for the next.

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Paris Career: Stephane

There's nothing quite like the combination of a bad accent and a female name for a man to really immerse you into the romance of France. His pair of races can be a challenge, but we're here to help.

Race One

To initiate you into Stephane's crew he starts you off with a free-for-all race. Follow the map provided for the *best* path through the race. Keep your driving clean and you should have no problem taking the cup.



You start off facing a long straight--ride your opponents' rear-ends and use a slipstream turbo to get ahead of the pack.



When heading towards the center-most checkpoints hit this ramp and smash through some windows for a shorter path.

Race Two

A race in the rain is challenging enough, but throw in Stephane's skill and you've got race to reckon with.



As you make the initial hill climb take advantage of the close-knit pack--slipstream turbo and make a huge jump into the following straight.



Use this glass roofing as a make-shift ramp and fly to the top of the following building. A turbo isn't necessary, but it can definitely help.



As you emerge from the underground road and hit your checkpoint run through this small gap between the buildings for a solid line through the points.



Make sure to save a shot of nitrous for the final stretch--this race is likely to be tight, and you'll want any bit of help you can muster for the end.

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Paris Career: Ian

This daring Aussie plays with you a bit at first...then introduces you to his motorcyclist pals. His races can be tough, but there are plenty of shortcuts here to best him and his biker buddies.

Race One

Your first dealing with Ian isn't so bad at all--just stick to the map for your path and use your nitrous wisely.



A good move right off the line is to get your speed up a bit and use a nitrous immediately. This gets you ahead of the pack, making it much easier to navigate the coming obstacle.



After the first long straight look for this narrow alley to lead you to the desired path--take the corner sharply and dodge into the alley for a very quick, efficient run.

Race Two

Ian's second race is likely his hardest--versus a pack of agile motorcycles you'll have to know your path well. Use something that's comparably good at turns, but won't be a slug in this race's long straights.

Watch the Movie



At the bottom of the initial hill look for this ramp--smash through the windows it leads and use weight transfer for stability.



After this checkpoint beneath the Eiffel Tower turn in the same direction the arrow is pointing. When you reach the street turn left and enter the alleyways.



Once you enter those alleyways you'll reach a few Y-intersections--first go right, then take another right at the next Y, and then finally take a left to hit the main road.



After hitting the checkpoints near the water, going in a nearly full circle, look for this passage--you'll go through some narrow streets and hit a huge ramp that launches you over the water.

Race Three

The third race with Ian is pretty straight-forward...but you're up against bikes, and bikes alone. With few shortcuts, this race almost entirely depends on you staying under control and at high speeds through its entirety.



Take advantage of the bikers' vulnerability--the last place they want to be is between you and a hard-place, so do your best to *put* them there and knock them off their bikes.



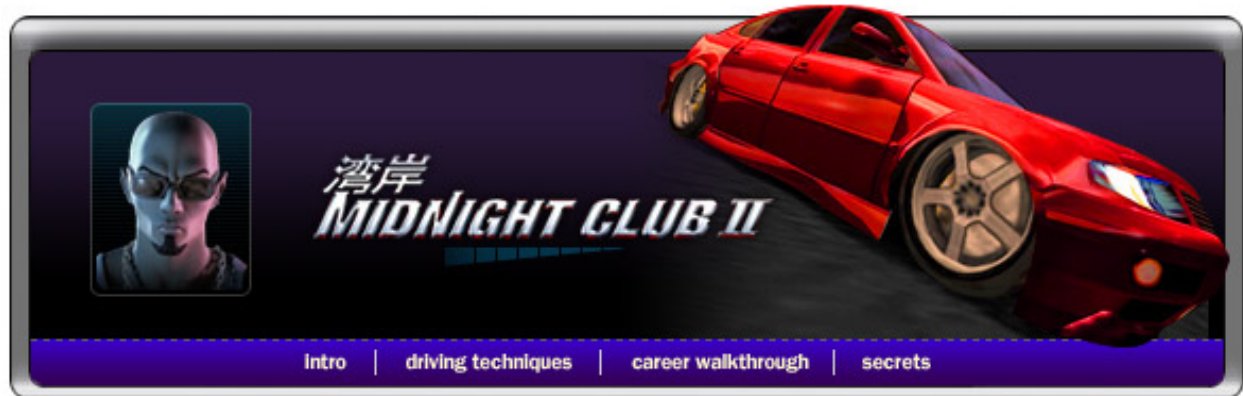
For the final dash to the finish, look out for the alley entrance along the main road (after the last checkpoint) and keep your turn sharp.

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Paris Career: Parfait

Paris' boss, a retired model, challenges you for her racing crown. Now's your chance to topple the best in Europe, but you'll need to study the courses before that becomes easy. Her posse of *extremely* good cars can be a challenge, but shortcuts and persistence are on your side.

Race One

Don't be too shocked by the beauty of Parfait's car--it's a fantastic vehicle, and much superior to yours, but you'll have to beat it. Luckily we've got all you need here to learn how to beat her at her own game.

Watch the Movie



After the first checkpoint look for a small chicane going right into the alleys. It can be difficult to hit correctly, but will lead you to a nice ramp for some time.



Once you cross the water you'll enter some alleys, at the end of which resides this huge ramp--take it for the fastest possible route.



After you come smashing back down the hills of Paris take this hidden route by taking a right at the intersection. It'll lead you to a series of rooftop jumps.



At the end of the rooftop hopping is a massive ramp--save a nitrous for this jump and you'll soar over Paris.



From here you can see your next checkpoint--do your best to aim yourself. You'll likely land on another rooftop, so quickly get down hit the checkpoint.



Take this path after the *big* jump and you'll skip across a barge, ramping up and over the water to your next checkpoint.

Race Two

Through dense fog and traffic, this race can easily have you for lunch. And with few shortcuts to go by, much of your winning chance will rely on your skills as a driver.

Watch the Movie



Before you head into the tunnel at the beginning of the race, make your turn long and sweeping--you'll keep up more speed heading into the tunnel, allowing you to pass the slowing opponents.



The thick fog can oftentimes obstruct your view horribly, forcing you to react at the last-second. Avoid this by flash your high beams at moments of disorientation to see the outlines of your surroundings.

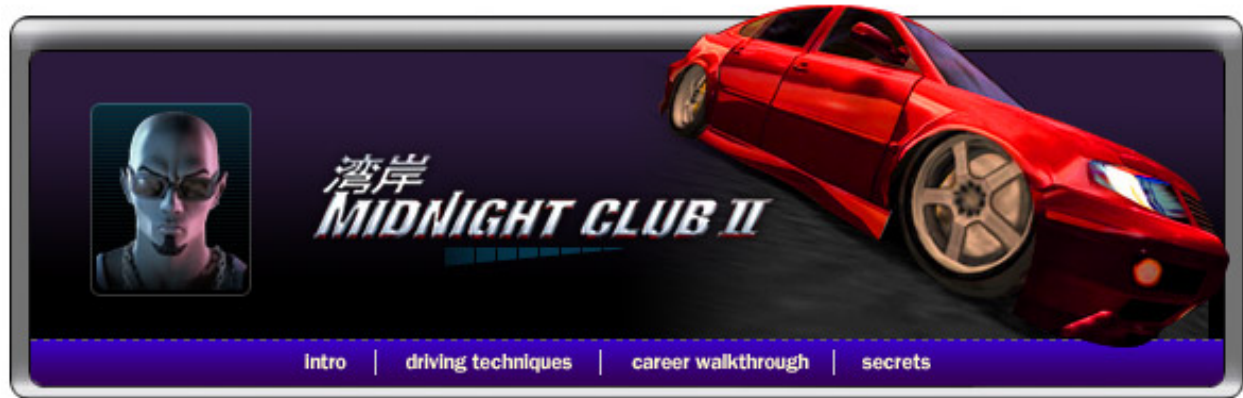
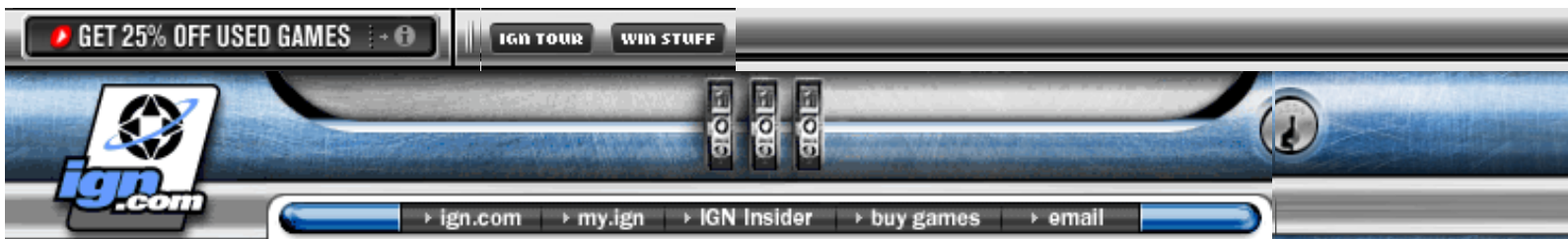
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Tokyo Career: Shing

Shing thinks a lot more of himself than he probably should, and he'll put you through some tests before he decides to step out and race. Just plot your course and you'll be fine through Shing's challenges.

Race One

Two checkpoints, then finish--that's all Shing expects of you at first. This simple race can be a cinch if you take the right path.



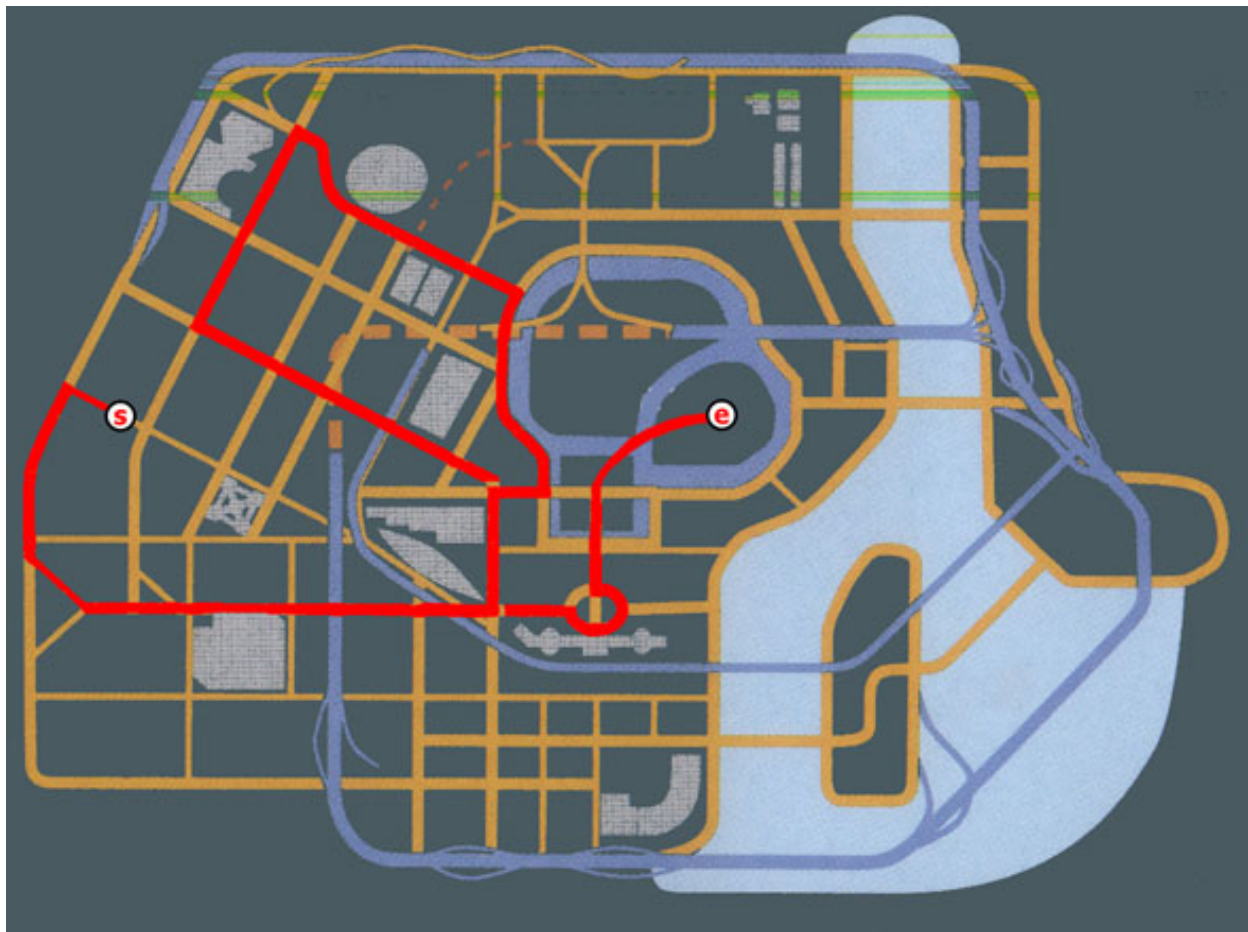
As the race starts, take a right turn onto this freeway entrance. It'll lead you almost straight to Checkpoint 1.



At Checkpoint 1 hop onto the railroad tracks. Follow the tracks all the way across the water and to Checkpoint 2, then finish.

Race Two

The final challenge before Shing steps out to challenge you face-to-face is to race Shing's partner in street racing crime. The race is simple--just follow the correct path.



In a one-on-one race, take any opportunity you get to sabotage the other racer. The AI doesn't recover from nasty wrecks as well as you can, so take advantage!



After you hit the final checkpoint before the finish, cross through the grass and across the canal for a straight-shot to the finish.

Race Three

When Shing finally steps out it's not as spectacular as you might expect--this straight-forward race should be won with relative ease, though it can present a few challenges if you don't have your line plotted out.



About mid-way through the course you'll reach this area (before you hit the railroad). Stay on the sidewalk to avoid all traffic and make a clean line to the railroad.



For the final stretch, go through this work-area--numerous trucks will try to impede your progress, but keep a slow speed and be careful.

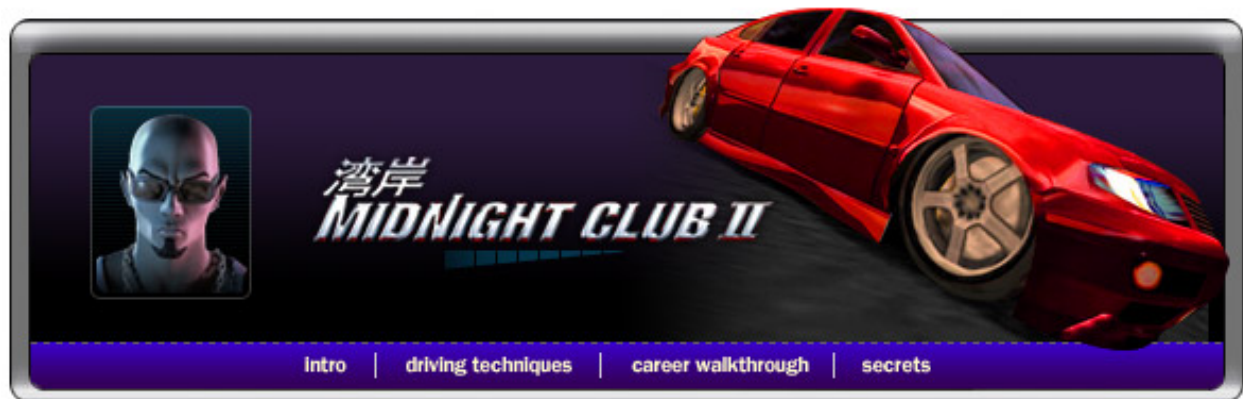
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Tokyo Career: Ricky

What an old man like Ricky is doing with a name like Ricky is beyond me, and what he's doing racing with a bunch of kids is even more baffling, but this entry level Japanese racer does a decent job of introducing you to Tokyo's roads.

Race One

Ricky's first race leads you all around Tokyo, through some of its tamer sections, but giving you a hint of what's to come.



Right off the line, take the right (as in, not the left) path, preventing a forced 180-degree turn you'd be faced with if you went left.



Through multiple sections of the race you'll be faced with these obtrusive ramps--in all cases, you'll want to take them through the particular block you're trying to get around.

Race Two

Another straight-forward race, Ricky's second challenge has more opportunities for shortcuts than the first.



As you're heading for your first set of checkpoints, make two trips back-and-forth between these buildings.



It's essential that you make a path through these narrow alleys on the south end of town, and do your best to avoid smacking into any dumpsters.



After the back-alley section (above) cut through these buildings for another brief shortcut to glory.



On the final stretch blast through these windows (coming down from the ramp) and nail the finish.

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Tokyo Career: Haley

Out of place like an American werewolf in London, Japanese street racer Haley challenges you early in your progress through Tokyo. Making use of the Modo Prego earned in Paris you should be able to overcome Haley's crew and their high-speed vehicles.

Race One

A simple free-for-all to start things off, Haley's first race requires that you make very few mistakes and know your path perfectly. Follow the map for the quickest route.



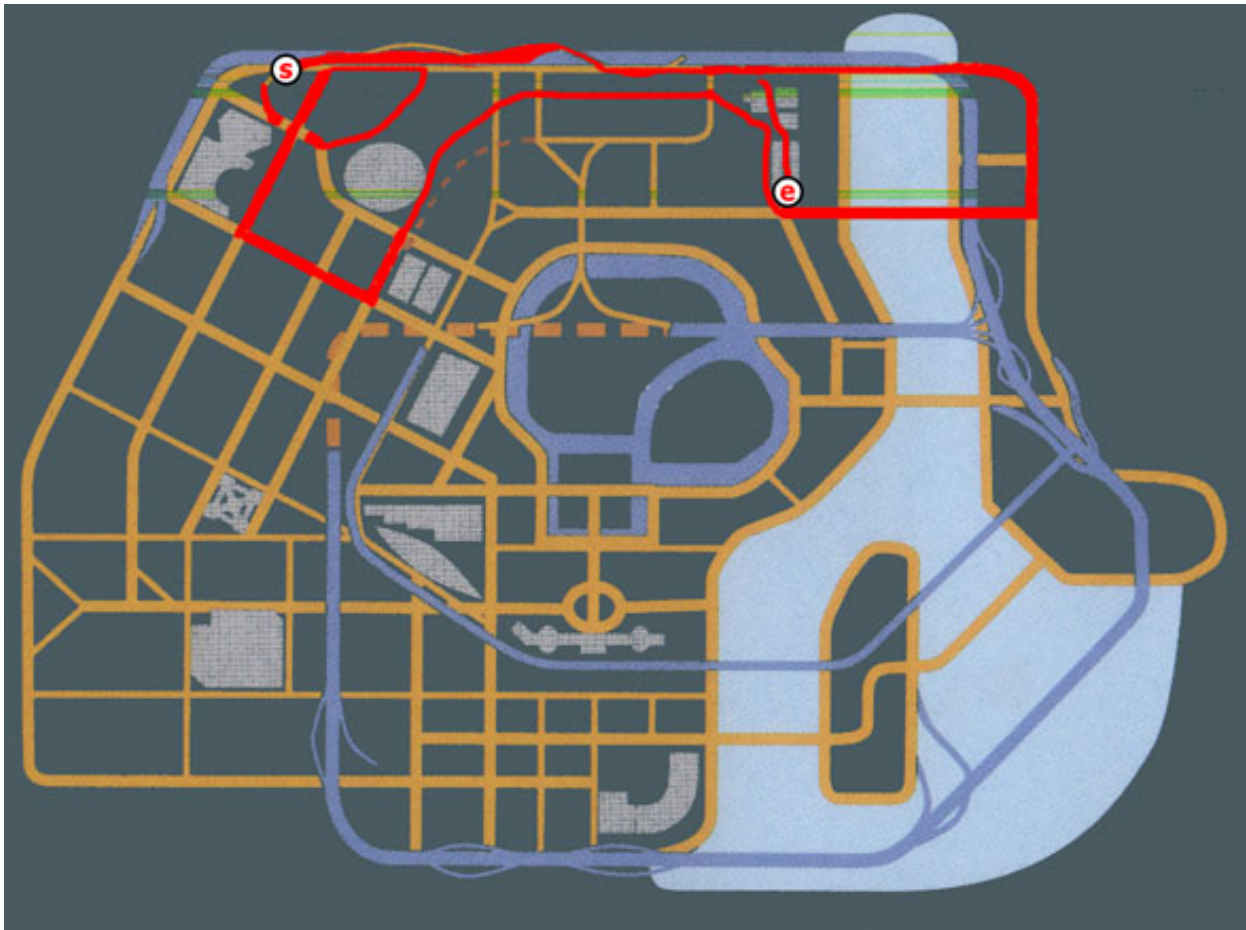
Before the race even starts, turn your vehicle right to face this glass wall--break through it for a better line around the first set of checkpoints.



As you approach the second set of checkpoints stay grounded--take care of the few checkpoints on solid land first, then take for the high-up one.

Race Two

Foggy Tokyo can be rough, and being pit against opponents with perfect vision (AI guys), things aren't stacked in your favor. Look for familiarity in buildings to keep oriented.



Watch the Movie



Use your high beams often in times of disorientation. They light up the surrounding buildings very effectively giving you a much better idea of what's around you, and when to turn.



As you enter this area of the race make a wider turn than what your opponents take. You'll take a much shorter path (you'll have to maneuver well) leading you to the final freeway stretch.

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Tokyo Career: Nikko

As if Nikko's obnoxious wannabe style wasn't enough to bug you, the races he puts you through can be grueling and just frustrating. Concentrate on your paths and endure the rain long enough and you'll nix him sooner than later.

Race One

Superior handling will help you out immensely in the first portion of this race, where the checkpoints lead you in circles around the same loop. Try out your best handling vehicle, but you don't want to sacrifice too much speed.



Your opponents approach the railroad tracks with caution, but you can blow by them--use this chance to boost and get an early lead on them.



Cut back and forth through the center of the loop as the first section of checkpoints leads you in circles. Go between buildings for shorter routes.



When heading for the final checkpoint before the finish, stay along the waterfront until you see this narrow alley between buildings.



The final stretch leads you between buildings, and finally over a daring jump across the water. Save a boost to assure a safe landing on the other side.

Race Two

Nikko's second race can be a lot of fun *if* you know your path and get lucky with the traffic. A few shortcuts can give you the edge you need to beat these power powerful cars.



Watch the Movie



At Checkpoint 4 take a left through this narrow hidden path, and then back onto the main road. It's mildly quicker, and has no traffic.



When presented with this choice in freeway onramps take the right one (as in, not the left one), forcing you against traffic, but for only a short while.

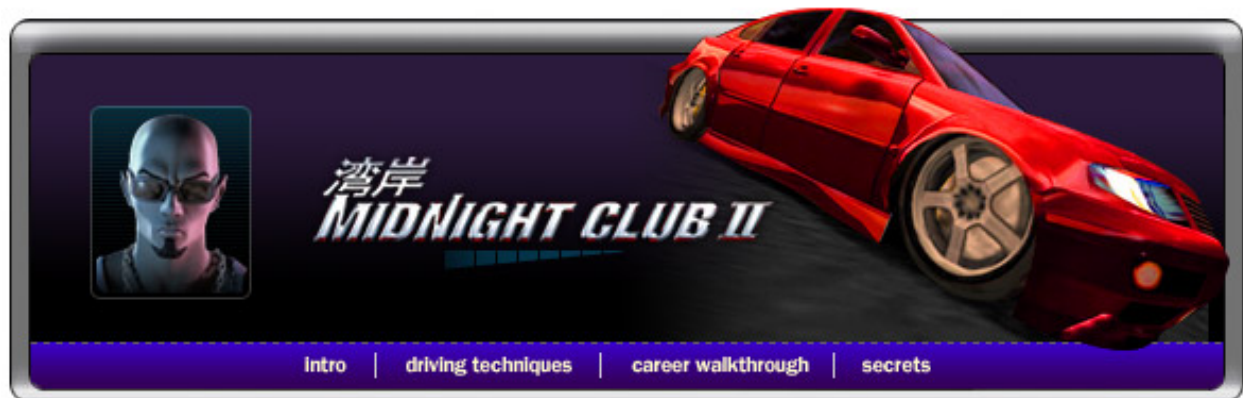
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Tokyo Career: Zen

A bike racer through-and-through, Zen finds advice in ancient words of wisdom. They won't help him; use these maps to obliterate the biker, and as always, take advantage of your car's size!

Race One

Race One with Zen isn't too challenging. Stick to what you know, and make use of the Knight, and he should be toast.



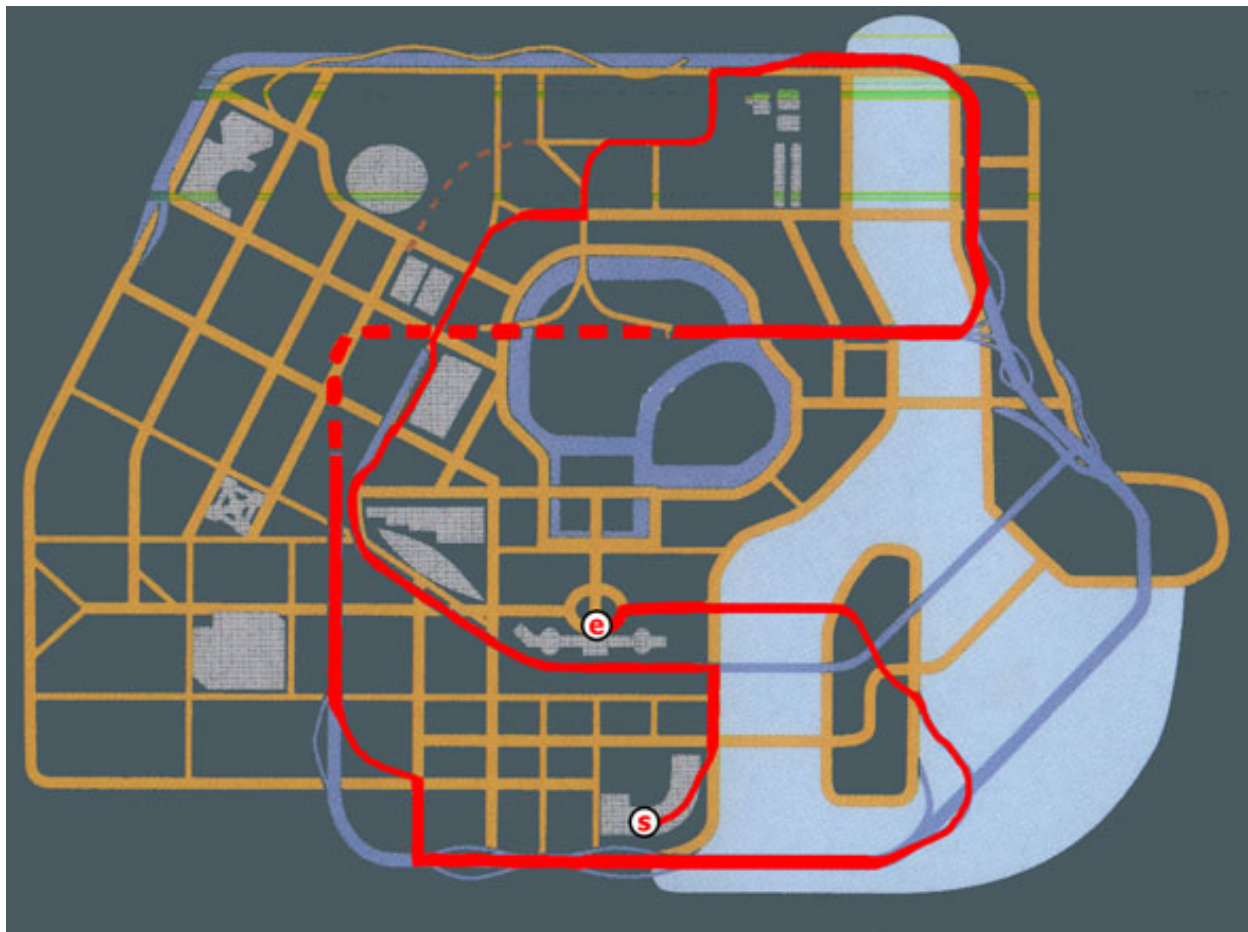
Don't be afraid to cut across the water when you can for a straighter path. You avoid traffic, to boot.



Near the end of the race look for this inconspicuous diagonal path through buildings to get a straighter line through the checkpoints.

Race Two

The second challenge against bikes can be rough--their speed is great for the course. Use the Modo Prego to best match their speed and handling and you'll do well.



After hitting the ramp and the following checkpoint, it's actually beneficial to land on the rail tracks to give you a traffic-free path to the next checkpoint.



When you hit the freeway segments of the race, hug the walls as best you can to avoid collisions with the *oncoming* traffic.



When in doubt, use your size to your advantage and smash your opponents off their crotch rockets.



After getting off of the freeway for the second time, blast through the center of this loop, avoiding its many obstacles.

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Tokyo Career: Kenichi

He's probably Tokyo's toughest racer, and he's got a goatee. Even forget the latter statement and Kenichi is *still* a great force to be reckoned with. Make use of the car Knight, and with enough patience and perseverance Kenichi will topple.

Race One

Kenichi's first challenge can be a lot of fun when you've got it down...and it can be a lot of frustration if you don't. Look out for the few shortcuts and take the best path as shown below.



Watch the Movie



When you dive off of the freeway and onto the main road, do your best to avoid the small corner the two buildings make where they meet.



When the road branches here take the right path and sniff your way to the next checkpoint, through some alleys.



For the jump that carries you over the water, you'll need a speed of about 160MPH or greater--if you don't yet have that speed built up, use a turbo to make the jump.



After the last checkpoint before the finish, blast straight, going south, through this alleyway and onto the main road, giving you a less cluttered path to the finish.

Race Two

An interesting twist is thrown into the mix; in this race, Kenichi has you knock out all of the racers as a favor to him. Just tap the nine opponents (even lightly) to knock them out of the race.



Right away take off and slam into the pack--with any luck, you should be able to take out two or more racers. Also cut corners often to smash into as many opponents as you can.



Often times, at intersections such as these, the pack will veer off and make a loop--if they're far ahead, stay behind and wait for them to make their loop around to gain position.

Race Three

A simple high speed race? Think again: This final race with Kenichi isn't any walk in the park. Though the course layout is relatively simple, dealing with the rain at high speed, and the dense, dense traffic can prove to be ridiculously painful.

*****Watch the Movie*****



Boost off the line to get ahead of the pack--in this race, any racers ahead of you will cause *massive* traffic congestion slowing you down even further, so get ahead and stay ahead.



Especially at points late in the race, the two-wheel driving actually becomes useful. Dodge through the narrow streets and between the traffic can be difficult otherwise.

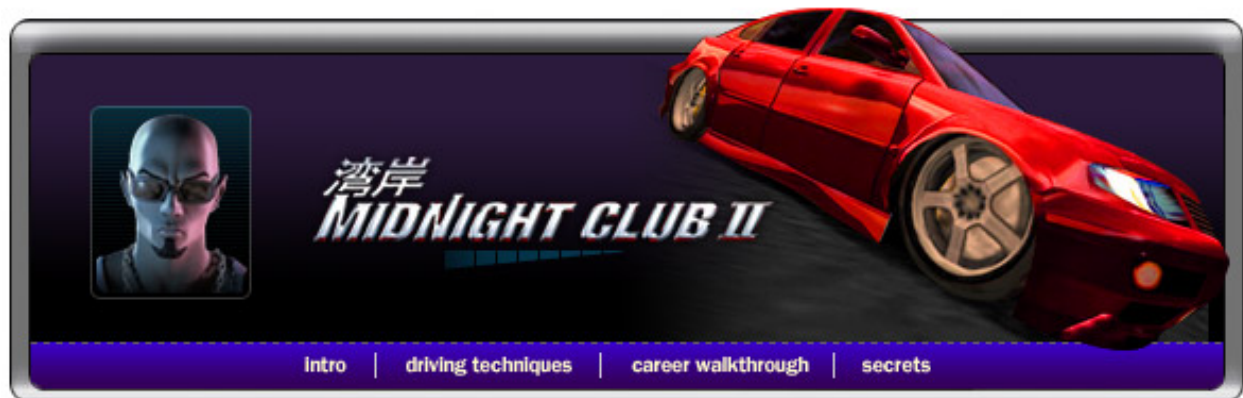
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Tokyo Career: Makoto

Japan's top racer is surprisingly tame compared to some of his predecessors, but without proper planning Makoto can remain a challenge.

Race One

Makoto wants to see if you're worth racing, and so pits you against the clock in a time trial for honor. Taking you across all of Tokyo's major jumps, the course can be fun, and it's not too challenging.



First thing: Burnout and turn your car to the left to face an alley that leads to a main road. From there you'll have a clearer path, though slightly longer.



For the second jump you'll need a speed of about 150MPH as you take off to successfully clear the water without a turbo. Otherwise...just burn some NOS.



After the second jump look out for this shortcut--a path between these buildings leads to a perfect straight run to the next checkpoint.



The final jump, like the second, must be taken at high speeds. You may have the speed built up, but it's good to save a turbo for an occasion where you don't.

Race Two

More lovely rain. Makoto's finally challenging you head-on, and his race will take you all over Tokyo. A few short paths can lengthen your lead by a lot, but make any mistake and you'll be caught up to soon.

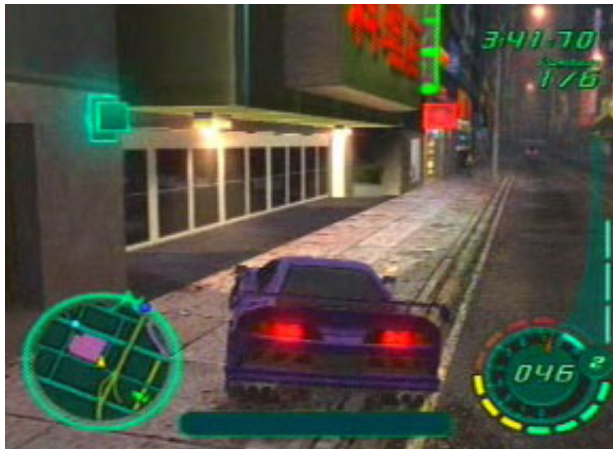




In the section preceding the railroad path, look for this path to the left--it's winding, but gives you a great line to approach the railroad track.



For this jump make sure you have a speed of 150MPH or greater--if you don't use some NOS to get you over the water safely.



Late in the race look for these windows to smash through--they give you a great cut through one block, saving you from making two 90-degree turns.



After you jump off the freeway and hit the second-to-last checkpoint before the finish, take the left path, giving you a long straight heading into the final stretch.

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