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Pocket racing guide yakuza kiwami

If you play Yakuza Kiwami, this is the guide to winning all the cups in the Kiwami Yakuza and substories and Majima circuits, let's check it out. admin March 1st, 2019 2 Comments **POCKET CIRCUIT STADIUM 100% GUIDE [UK]** By Show me your Titties Guide to win all the cup on Yakuza Kiwami + Substories and Majima circuit Home » Guides » Yakuza Kiwami – Pocket Circuit Ideal Builds and Part Location Guide Ybot February 23, 2019 1 Comment The Pocket Racing Circuit is considered one of the toughest mini-games from Yaku Kiwami. It's all about RC racing and competitors having to build and modify small cars and to hit each other on the race track. How to open the Circuit you have to go to Shichifuku Street West, and you will find the Stadium at the end of the road in the west. Here you have to talk to Pocket Circuit Fighter and you will see option to enter in the Substory Successor Fighter. If you want to unlock Pocket racing, you have to accept the sub-story, because here you will get your first car, a Tiger Golem and some car parts. If you talk to Fighter again you will be able to customize the car, to make a trial and to emeter in the tournament. How do I solve the Successory Fighter substory? If you complete the substory, you can receive the Mark II Godspeed Monitor and you must try to do this earlier to start the tournament. Once you get the Tiger Golem, head to Theater Avenue, at Club Saga to start the substory. Here you will meet Hideki, and he will challenge you to race at Pocket Circuit Stadium. Go out there and do your best to beat him in the race. This after goes to Stadium and you'll see a prompt coming. After all the cutscenes, go back to Pocket Circuit Stadium and win another race. In the end you'll compete with Pocket Circuit Fighter. Where do you find Pocket Racing parts to buy? It is very important to buy new parts, and you can find them in many locations. The shop is an obvious place but you can find parts at the dealership forming a western park, in Don Quijote and at Ebisu Pawn Shop. It is important to buy every piece forming all retailers as you will need it. If you want to win a race, you have to buy parts and replace them. Best race strategy There are many factors that influence the final race. You can lose races because cars fly off the circuit. In this case you have nothing to do. It is very important to practice all tracks just to learn the previous circuit to start the race. You can think that it is enough to press the push button and be in front of another car, but this is a very risky strategy simply because you can fly off the circuit very quickly. You have to use the boost rationally and wait for the right moment to Each section has a price limit, and it happens with tracks. The price of a novice trophy is 25 and the Pro-am Race has a price of 35. You won't win a car or part in every race so you need to do a test to find out what it is The best for you. In this circuit you can attend 14 circuits and you need to win them to complete the minigame. We'll show you all the details about each circuit. You need to know the distance you are going to travel, the price for each circuit, the lap number, and the car or parts recommended for each circuit. What you will read below works for me, but you can find other optimal solutions to win this minigame. You can use the same build many times, and you can get different results even if you play the same all the time. You have to be patient and remember that, if a competitor is in front of you at the start, if you play well you can lap him up. Again, remember that you can fly off the road apparently for no reason. The Introductory Race is 88.1 m long and has a price limit of 20. It has 8 laps and the recommended parts are Speed Frame, Regular Gears, Cool Striker, Soft Tires and Speed Motor. For the Little Racer Cup you have a circuit with a length of 147.2 m, a price of 20 and 8 laps. You will need Cool Striker, Speed Monitor, Reagular Battery, Soft Tires and Regular Gears, and Speed Frame. Rookie Race is 196.1m long. It costs 20 and has 8 laps. Recommended parts are Cool Striker, Speed Motor Plus, High Speed Battery, Speed Frame Plus, Slim Tires Plus. The Novices Cup has a total distance of 196.1m and a cost limit of 25. You will play 12 laps and you need Cool Striker, Speed Frame Plus, Spiked Tires, Balanced Gear Plus, Speed Monitor Plus and High Capacity Battery. The Amateur Cup is 179.4m long and has a cost limit of 24. You will play 8 laps and if you want to win you need Cool Striker, Extra Metal Frame, Extra Spiked Tires, Extra Balanced Gears, Extra Speed Monitor and High Speed Battery. For the Standard Cup you will play a race with 194.3m in 8 laps, with a cost limit of 30. You must have Cool Striker, Extra Metal Frame, Extra Balanced Gears, Extra Speed Monitor and Medium Suspension. The Intermediate Cup is 220.7m long in 8 laps and has a price limit of 30. You must have Cool Striker, Super Rocket Frame, Extra Slick Tires, Super Speed Motor, High Capacity Battery, Boost Gears Plus and Medium Suspension. The Advanced Cup is 223.9m long in 12 laps, and with a cost limit of 30. You must have Cool Striker, Super Speed Frame, Super Slick Tires, Boost Gears Plus, Super Speed Motor, Medium Suspension and High Capacity Battery. The Pro-am Race is 238.6m long in 8 laps and the cost limit is 35. You must have Cool Striker, Ultra Speed Frame, Ultra Slick Tires, Super Speed Battery, Extra Boost Gears and Medium Suspensions. The Elite Cup is 192.6m long in 8 laps and the maximum price is 35. We recommend Cool Striker, Ultra Rocket Frame, Ultra Tires, Godspeed Monitor, High Speed Battery, Boost Gears and Medium Suspension. Expert race has a length of 240.6 m in 8 laps and with a price of 40. We recommend to have Cool Striker, Rubber Frame Plus, Ultra Slick Tires, Godspeed Motor, High Capacity Battery, Super Boost Boost and Medium Suspension. The Master Cup is 262.1m long in 12 laps. The cost limit is 40. We recommend Cool Striker, Ultra Rocket Frame, Ultra Spiked Tires, Godspeed Motor, Ultra Boost Gears, Heavy Suspension and High Capacity Battery. The Champion Cup is 220.6m long in 4 laps. The cost limit is 45 and we recommend Cool Striker, Ultra Rubber Frame, Ultra Spiked Tires, Godspeed Motor, Regular Battery, Ultra Boost Gears, Heavy suspension and Bumper plate. The 2005 King of Speed Cups was 256.8m long in 12 laps. The cost limit is 45 and we recommend Cool Striker, Ultra Metal Frame, Ultra Slim Tires, Ultra Godspeed Motor, High Capacity Battery, Ultra Boost Gears, Heavy Suspension, High Capacity Battery and Bumper Plate. InfoOne's game of the more difficult mini-games in Yakuza Kiwami is Pocket Racing Circuit. Pocket Racing is a Yakuza RC racing, where contestants have to build and modify a small RC car and pit them against others on the RC race track. That's what makes it a difficult activity, and even more involved here at Yakuza Kiwami than in yakuza 0.How to unlock the Pocket CircuitFirst race, go to Shichifuku Street West, Pocket Circuit Stadium is at the west end of the road. When you approach you will meet Pocket Circuit Fighter, after you talk to him briefly you will have the option to start the substory The Fighter's Successor. You have to accept that sub story to unlock Pocket racing, as he will give you a Tiger Golem (your first RC car) and some spare parts. If you talk to him again after that, you will finally have the option to enter the tournament, customize your car, and even take part in trials. It is not mandatory to complete The Fighter's Successor substory to enter the tournament, but it is recommended because it gives you additional items. Complementing the substory of The Fighter's SuccessorThere is a nice engine part you can accept called godspeed motor mark II if you complete this substory, so you have to do it before starting the tournament. After you talk to the Pocket Circuit Fighter and he gives you the Tiger Golem, go to club Sega on Theater Avenue to continue with the substory. There you will meet Hideki, after a series of cutscenes he will challenge you to race at Saku Circuit Stadium, go back there and beat him in the race. After that, go to Stardust until you see a look-prompt appear. Doing so will trigger another series of cutscenes, then return to Pocket Circuit Stadium for another race. Finally, you'll challenge Pocket Circuit Fighter and race with it. Where to buy New Pocket RacingPurchasing parts is very important, and they are sold in several different locations. Pocket Circuit parts stores are an obvious place, but you can also buy spare parts from western park arms dealers, Ebisu Pawn Shop, and even Don Quijote. Buy every part of each of these retailers, you will need it. The only way you'll actually be able to install the competition is to buy new parts and replace them regularly. General racing strategy The hardest thing about Pocket Racing is just the random factors involved. Sometimes you'll lose races just because your car randomly flies off the circuit, and there's nothing you can do about it. You have to practice each track at least once just to feel the layout before actually going on to win. It's easy to think you can just hammer on your push button and get well in front of another car, but if you try to do it this way you'll probably just fly off the track faster. Use the boost sparingly and wait for the long stretch of the track to use it. Each part of the car has a different cost limit, and so does each track. For example, a novice cup has a cost limit of 25 while the Pro-am Race has a cost of 35. No be-all-end-all car build will win you every race, so you'll need to experiment and see what works. Ads. Keep scrolling for moreRacing Circuit Overview and Recommended PartsThere are a total of 14 racing circuits that you need to win to complete the Pocket Racing minigame. Below are the details for each track in terms of the distance your car needs to travel, the cost limit for each, the number of laps, and the parts/cars we recommend. You should also follow our Locker Guide so you know where to find Cool Striker cars, it will make some of these races a lot easier. Disclaimer: The sections recommended below work for us, but as previously stated there is no no-be-all-end-all car build for each track. There are many RNG involved in this minigame and you can go to the races by building the same many times and get different results each time even if your parts and style of play don't change at all. Be patient with it, and use sparing encouragement. Sometimes competitors will start well ahead of you but in time you will lap them even without encouragement. Know that your car can fly off the track for no apparent reason, regardless of style of play or build. Total Race Distance Introduction: Cost Limit 88.1m: 20 Laps: 8 Recommended Parts: Cool Striker, High Speed Battery, Speed Motor, Balanced Gear, Slick Tires, FrametLittle Balanced Cup Total Distance: 147.3m Cost Limit: 20 Laps: 8 Recommended Parts: Cool Striker, Speed Frame, Speed Motor, Regular Gear, Regular Battery, Soft TyreRookie Race Total Distance: 196.1m Cost Limit: 25 Laps: 12 Recommended Parts: 12 Recommended Parts: Cool Speed Frame Plus, Speed Motor Plus, Balanced Gear Plus, High Speed Battery, Slim Tyre PlusBeginner Cup Total Distance: 195.7m Cost Limit: 25 Laps: 8 Parts Cool Striker, Spiked Tires, Speed Frame Plus, Speed Motor Plus, Balanced Gear Plus, High Capacity BatteryAdvertisement. 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