

c. The Menu

1-P Circuit --- Complete objectives in 3 main levels to unlock more levels and characters. Those unlockables can be used in 2-P.

Practice --- Practice on unlocked levels at your will.

Versus --- Players take turns playing a track. The usable characters/track are unlocked in the 1-P Circuit.

Options --- Adjust Volume Control, Vibration, Memory Card options.

Records --- See the best scores! Yay?

Credits --- Wow...

d. Playing in 1-P Circuit

You start off with only one level, Scooter Park, but you can access the next level by completing the first objective (Level Clear - XXXXX Points). The same goes for the second level, to the third level. However, the 'secret' levels (the six after the first three) have to be unlocked by completing the SAME form of objective in all levels. If you complete all 3 'Grind' objectives (#2 in the list), you will receive the secret level #2.

In the bonus levels, all you have to do is collect every 'Wheel' set all over the level. Once you complete it, you will receive the 'trapped' character. Get all six and you'll get one final secret!

e. Story

The general story was never really recited in the manual nor in the scenes of the game, but after some research, I have found out the general story of this game.

One day, Norton, a robot, was fiddling around with some machines when he suddenly grew huge and tall. He went berserk and kidnapped some of his closest friends, the Razor crew. It is up to the remaining team members (Chad and Ami) to rescue their friends and Norton by completing Norton's Sky Fortresses. Once they have beaten a Fortress, Norton will re-gain some of his former sense and return one of his victims. When all of the members are returned... the members will unite to down-size Norton back to his normal self.

Not big... it's actually really, really, really crappy. But take in the consideration that the team HAD to rush it (it is very evident if you play this game) because they knew the 'fad' of scooters bad in the day wouldn't last long. So here it is. :)

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II. Walkthrough

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Level 1 - Scooter Park

1. Level Clear - 10000 Points
2. Grind 600 Feet
3. Extreme Score - 30000 Points
4. Pull a 6000 Point Combo
5. Earn 100 Bonus Seconds
6. Get 30 Wheels

Level Clear - 10000 Points

Relatively simple. Just use the quarter-pipes in the cleavage to the right of the starting point. Also go for 30000 Points while you're at it. Get some air and do a flip move (X Button) and then a short hold (B Button) afterwards. A few of those will fetch you this goal.

Grind 600 Feet

Really easy. Just use the rails around the quarter-pipes to the right of the starting point. Grind like there's no tomorrow. Remember to hold the button down, or you won't be able to grind long.

Extreme Score - 30000 Points

See the 'Level Clear' objective above.

Pull a 6000 Point Combo

You could do some fancy moves and such to get 6000 points in one combo, but it ain't easy. Instead, go to the hangar (enter the door facing you once you start the level, it pops open when you nears it). Now, listen carefully to this step-by-step instructions.

1. Once in the hangar, you need to find a way to enter the recessed room to the right of the hangar door. It is up in the wall, so you have to use a ramp to get there. You can either use the rails leading it up (grind it) or use the ramp right next to the glass opening (of the aforementioned room) and jump into the room diagonally.
2. Jump the quarter-pipe into the window to the right. Do a hold or a spin trick.
3. After the trick, grind on the rail just beyond the window.
4. Keep grinding all of the way. Use every inch of the rail.
5. At the end, jump off and do a small trick (spin or hold, doesn't matter).
6. Land and collect the goal completion!

Earn 100 Bonus Seconds

Also can be attained the easiest in the park to the right of the starting point (again!). To get a 10-second bonus, you have to successfully complete several high-scoring tricks and fill the bar up. When the bar is full, you get the 10-second bonus. If you bail (fall), the bar will reset. Fill the bar up 10 times in a run to get this goal.

Get 30 Wheels

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- 1~2. Can't miss (unless you're actually blind...). On the ledge left of you.
 3. On the ramp dead right of Wheels 1~2, on a wooden ramp. A sign is behind it.
 - 4~5. Beyond the sign, use the kicker/ramp (Wheel 3) to jump onto the rail with Wheels 4~5.
 - 6~7. On the top of the quarter-pipe to the left of Wheels 4~5.
 - 8~9. On a ledge above the quarter-pipes, on the back of the park. Slightly to the right of Wheels 6~7.
 - 10~11. In the tunnel below the 'Race Kart' ads. The entrance is in the quarter-pipes area.
 - 12~15. After you exit the tunnel, head to the right, where you will end up in the hangar. On some rails are 4 total Wheels.
 - 16~18. On the long curvy black rail, also in the hangar.
 - 19~21. Use the large wooden kicker (right by the black rail) to pull yourself to the double rail in the sky. Land on the left one to pick up 3 more Wheels.
 - 22~25. Go through the window in the 'highened' area, the room beyond the rail with Wheels 19~21. Don't forget to grind the rails!
 - 26~27. Jump off the rail with 22~25 and head slightly left, to a quarter-pipe by a mural with a pop can and hot dog. Jump into the Wheels to the left.
 - 28~30. After getting the last two Wheels, you should be atop a building, right next to a halfpipe. Look around for triple-rail. On one of those rails lies the final Wheels.

Level 2 - Schoolz Out

1. Level Clear - 15000 Points
2. Grind 700 Feet
3. Extreme Score - 45000 Points
4. Pull a 7000 Point Combo
5. Earn 100 Bonus Seconds
6. Get 30 Wheels

Level Clear - 15000 Points

There's a fantastic empty pool in the northeastern point in this area that you can rip up to get unreal scores. Extreme Score is easily accessible here too.

Grind 700 Feet

There's a PLENTY of rails around here. In fact, it's EVERYWHERE. The best place is easily the pool, since you can go circles in it.

Extreme Score - 45000 Points

See 'Level Clear'.

Pull a 7000 Point Combo

Quite difficult here. In the pool area, build up enough speed and height to get atop the diving board with three Wheels on it. However, before you can get there, you should do a kick or a hold. Then you may grind and drop down to the pool once again. On the way there, do a HOLD, since it rewards you with more points that is necessary for this completion. DO NOT STOP! Keep going by grinding on the lip of the pool.

At this period of the combo, if you have a x 2.5 multiplier, you need 2333+ points to get 7000. If you have a x 2.0 multiplier, you need 2800. If your score matches one of those criteria, you can stop right now. If not, try to add ONE more kick into the pool. Good luck. :)

Earn 100 Bonus Seconds

At the Pool. Duh.

Get 30 Wheels

1~2. Directly front of you, on a rail.

3~5. Fly over the gap in the quarter-pipes for three more.

6~7. Might be tricky... Using the right quarter-pipe in the original area, jump SEMI-SHALLOWLY into the window/opening to the right.

8~9. Once in the skyroom, jump onto the rail on the wall for two extra.

10~13. Probably the hardest ones... If you waste too much time here, you might fail the entire thing. Try to cut the time needed here... Here's where and how: use the kicker on the elevated platform to the right to get on the dual-double-rails. Two of those wheels are on one side, and two are on another. So, jump on the left rail of the first set and press A and right at the end to jump to the right side. Collect the final two wheels and ta-da!

14~16. On the top of the diving board in the pool. Aim high! :)

17~19. Knock down the white post in the pool area by JUMPING into it. Then use it as a grind to get up to where the Wheels are.

20~21. After the previous Wheels, jump from the platform to the light orange in the tennis area. If you didn't make it... just use the kicker in the far corner to get up there quickly.

22~24. Really obvious, come on. On the bleachers in the tennis area.

25~27. Leaving the tennis area, look for a quarter-pipe in the junction/intersection. Above the pipe = three more.

28~30. In the area with the buses (Northwestern corner)... Fly over the buses to complete this damn objective! Yay!

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1. Level Clear - 20000 Points
 2. Grind 800 Feet
 3. Extreme Score - 60000 Points
 4. Pull a 8000 Point Combo
 5. Earn 100 Bonus Seconds
 6. Get 40 Wheels

Level Clear - 20000 Points

You could use the abundant number of quarter-pipes and half-pipes around this humongous level, but you also can find an ubiquitous pool... Here's how:

1. Grind the bench to the second platform
2. Grind the long rail to the left to the third platform
3. Jump over the kick or grind over a rail to the fourth platform
4. Drop down to the fifth platform.
5. Follow the path upwards and use the quarter-pipe to get into the tiny hole in the wall, signaled by two Wheels in the air.
6. Ta-da! Enjoy the pool! Adult swim!

Grind 800 Feet

Pool itself is not necessary... Just use the rails/lips. The long rail between the second and the third platforms are over 100 feet long so you can use that repeatedly to get the goal easily (if you drop down and 'die', you return to the original position so you can use it repeatedly).

Extreme Score - 60000 Points

ONCE AGAIN... Look at the first objective!

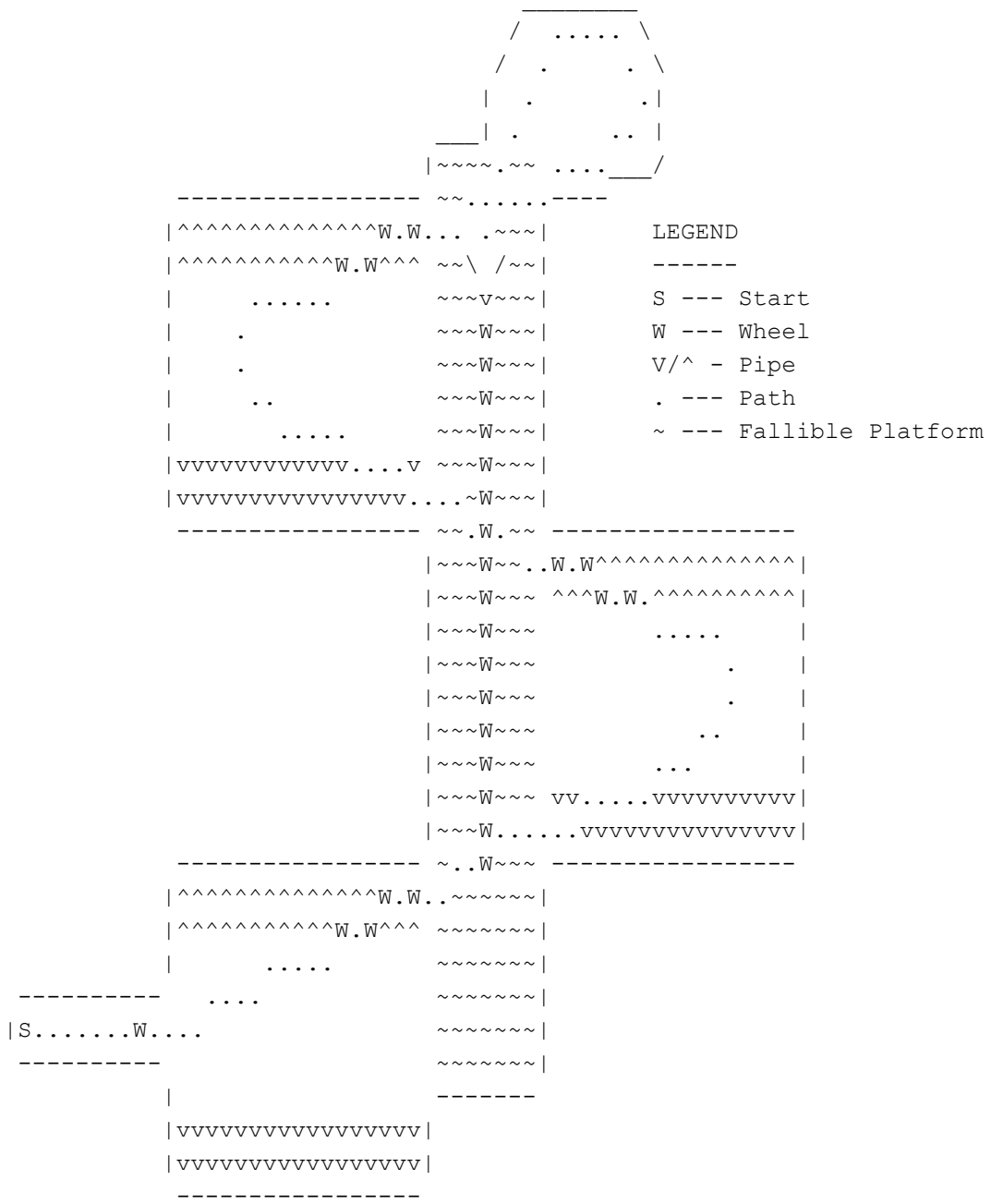
Pull a 8000 Point Combo

A toughie.

1. Restore speed (just don't lose it) and grind with speed over the long rail between the 2nd and 3rd platforms.
2. With that speed, continue and head for the large hanging rail connecting two quarter-pipes in the back (with 4 Wheels on it). Jump up to it...
3. Do a Hold and finish off with a Grind.
4. Keep grinding the rail... Jump off at the end and do another hold/kick.
5. Re-grind onto the lip of the pipe beneath.
6. DO NOT STOP JUST YET! Grind all of the way to the extreme end and jump off. Do a loooong hold to seize the combo! Finally...

Earn 100 Bonus Seconds

Can be tough because the only real place you can do this is the pool and it's



LEGEND

 S --- Start
 W --- Wheel
 V/^ - Pipe
 . --- Path
 ~ --- Fallible Platform

Alright, you have to follow the quad W's sets on the ramps and jump to the next platform, over the infallible blocks. Do it thrice and you should end up in the horse-shoe circular half-pipe. Jump off at the end to get onto the rail up the middle. Get all 17 and it's done!

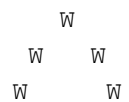
You could also ride over the blocks for the quad W sets but if you miss something, there's no going back. :)

 Secret Level 4 - Sky Fortress 4

Accessible once you clear all 'Combo' objectives in the first three levels.

Unlocks: Tito Ortiz

GET 30 WHEELS!



I can't really draw a map on this level since it's circular and those kind of stuff are next to impossible to draw with text. :/ But luckily, it's VERY linear so you can find all 30 without a helping hand. There are two 'paths', left and right... you are supposed to get all wheels on one path and use the pipe at the end to turn around, get the rest. However, if you just get some and fall into oblivion, you will be placed at the original position so you can select the other path that way.

Don't forget to climb the skies for the wheels on the rails, above the halfpipes. 4 wheels are on each rail. Good luck!

III. Secrets

--Secret Characters

Beat Secret Level 1: Daryl
Beat Secret Level 2: Hector
Beat Secret Level 3: Brittany
Beat Secret Level 4: Tito Ortiz
Beat Secret Level 5: Chippie
Beat Secret Level 6: Tiki Man

The only difference between those ones are their special moves. Yawn.

--Get Norton, the Robot

Beat every Secret Level and you will get this guy, a robot. Yay?

--Unlocking Sky Fortresses

Fortress 1: Beat all three 'Level Clear' objectives
Fortress 2: Beat all three 'Grind' Objectives
Fortress 3: Beat all three 'Extreme' Objectives
Fortress 4: Beat all three 'Combo' Objectives
Fortress 5: Beat all three '100 Bonus Seconds' Objectives
Fortress 6: Beat all three 'Wheels' Objectives

--Pause the game while getting up from a bail

When you fall, hold down L and R to stop the timer as you get up.

--Codes (thanks to divad99 and sega27)

Hold down Start when entering those.

Daryl ----- Left, Down, Left, Down, Right, Up, Right, Up

Hector ----- Left, Left, Left, Left, Left, Right, Left, Right
 Brittany ----- Right, Left, Right, Right, Left, Right, Right, Right
 Tito Ortiz ---- Down, Up, Right, Down, Up, Left, Down, Up
 Chippie ----- Up, Down, Down, Left, Right, Right, Right, Down
 Tiki Man ----- Left, Down, Up, Left, Right, Up, Down, Left
 Norton ----- Left, Right, Up, X, Y, X, Up, Right
 Everything ---- Hold down L, press Right, Down, Right, Left, Right, Up,
 Right, Right

 --Codebreaker Codes

Enable Code (Must Be Always On)	14C4D0BE 00000000 1486809E 00000002
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Quick Score Gain	1A041400 0000FFFF
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Max Score	1A04D400 0001869F
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Infinite Time	14E4D43E 00078000
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Max Wheels	1474143E 0000270F
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SCOOTER PARK

Level Clear-10000 Points	1B345441 00000001
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Grind 600 Feet	1434547E 00000001
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Extreme Score-30000	1534547E 00000001
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Pull A 6000 Point Combo	1634547E 00000001
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Earn 100 Bonus Seconds	1734547E 00000001
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Get 30 Wheels	1034547E 00000001
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SCHOOLZ OUT

Level Clear-15000 Points	1B445441 00000001
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Grind 700 Feet	1444547E 00000001
Extreme Score-45000	1544547E 00000001
Pull A 7000 Point Combo	1644547E 00000001
Earn 100 Bonus Seconds	1744547E 00000001
Get 30 Wheels	1044547E 00000001
CLOCK TOWER -----	
Level Clear-20000 Points	1B545441 00000001
Grind 800 Feet	1454547E 00000001
Extreme Score-60000	1554547E 00000001
Pull A 8000 Point Combo	1654547E 00000001
Earn 100 Bonus Seconds	1754547E 00000001
Get 40 Wheels	1054547E 00000001
FORTRESSES -----	
Fortress 1 - Completed	1B645441 00000001
Fortress 2 - Completed	1464547E 00000001
Fortress 3 - Completed	1564547E 00000001
Fortress 4 - Completed	1664547E 00000001
Fortress 5 - Completed	1764547E 00000001
Fortress 6 - Completed	1064547E 00000001

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IV. Movelist

Point System

The moves vary for every character. The moves can be seen in the "Move List" in the Pause Menu.

Spin Moves (X Button)

Handclap --- 625
No Footer --- 625
Front Side Tail Whip --- 625
Tail Whip --- 625
Legsweep --- 625
Barspin --- 625
One Handed Tail Whip --- 750
Body Varial --- 750
Decade Air --- 750

Hold Moves (B Button)

One Hander --- 650
Rocket --- 650
Rocket X-Up --- 625
Superman --- 850
Nac-Nac --- 850
Indian Air --- 600
Tabletop --- 650
Can-Can --- 625
One Handed Can-Can --- 600
X-Up --- 625
Candy Bar --- 625
Turn Down --- 650
Barhop --- 600

Grinds (Y Button)

Feeble Grind --- 250
Crooked Grind --- 400
5-0 Grind --- 400
Smith Grind --- 400
Rocket Grind --- 400

Railslide (Y Button)

Railslide --- 300

Handplants (Y Button)

Handplant --- 1000
Rock and Roll --- 1000
Tap Barspin --- 1000
Backside Boneless --- 1000

Manuals (Y Button)

Nose Manual --- 500
Manual --- 500

Special Moves

Chad

Front Flip --- Up, Up+X --- 1500
Back Flip No Footer --- Down, Down+X --- 2000

Ami

Back Flip --- Down, Down+X --- 1500
Around the World --- Left, Left+X --- 2000

Daryl

Back Flip --- Down, Down+X --- 1500
The Bluenose --- Up, Right+B --- 2000

Hector

Front Flip --- Up, Up+X --- 1500
No Foot Can-Can --- Left, Right+B --- 1750

Brittany

Back Flip --- Down, Down+X --- 1500
Double Tail Whip --- Left, Left+X --- 2000

Tito Ortiz

Front Flip --- Up, Up+X --- 1500
B/F One Hand No Feet --- Down, Down+X --- 2200

Chippie

Back Flip --- Down, Down+X --- 1500
One Hand No Footer --- Up, Right+B --- 850

Tiki Man

Front Flip --- Up, Up+X --- 1500
One Handed Superman --- Up, Left+B --- 1750

Norton

Front Flip --- Up, Up+X --- 1500
Back Flip --- Down, Down+X --- 1500
Back Flip No Footer --- Up, Down+X --- 2000
Around the World --- Right, Right+X --- 2000
Double Tail Whip --- Left, Left+X --- 2000
One Hand No Footer --- Up, Up+B --- 850
The Bluenose --- Right, Right+B --- 2000
No Foot Can-Can --- Left, Left+B --- 1750
One Handed Superman --- Down, Down+B --- 1750

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V. Disclaimer/Version History/Thanks

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DISCLAIMER

I don't mind having my FAQs posted on other sites, but I don't fancy having them posted without my knowledge. Just ask me and I will gladly allow you to do so. my e-mail is hockeyfox@ameritech.net. The following FAQs has my permission:

www.gamefaqs.com
faqs.ign.com
www.neoseeker.com

Version 1.0 --- FAQ completed. Basics, Walkthrough, Move List, and Secrets (01/31/04) are completed. Go me.

Thanks to:

-Whoever you think deserved this thanks. :p

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