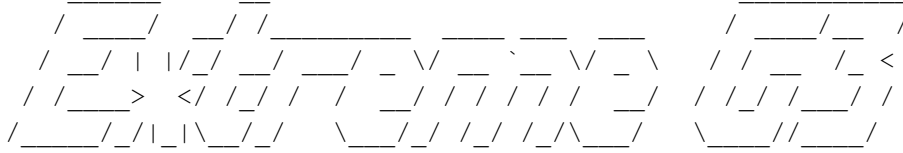# Extreme-G 3 FAQ

by Relle   Updated to v1.20 on Jul 8, 2004

> **This walkthrough was originally written for Extreme-G 3 on the GC, but the walkthrough is still applicable to the PS2 version of the game.**

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General FAQ

by Relle

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==
 1. Introduction
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Wow, I haven't seen this FAQ in years. It was originally submitted under a
contributor name I made up on the spot, then forgotten about for nearly three
years. Now it's basically resurrected as an identical guide, but following
the layout of my current FAQs. If I ever play XG3 again (which I might) I'll
add to this guide, but otherwise, read on and enjoy.

==
 2. Latest Updates
==

1.20 - Finally found this old thing and revised it.

1.00 - The faq. Probably the last version, unless I decide to amend
it with some extra tidbits of info.

==
 3. The Game
==

First of all, I've made an unofficial discovery that the computer starts using
weapons once you buy your first one. As I said, this is unofficial, I just
know that they all started dropping micro mines after I bought my heat-seekers.
If anyone wants to confirm this, feel free to do so, I give credit like Visa on
a bender.

Just as a tip, when you have the money, always buy better engines. Even if you
move only slightly faster than everyone else, you'll have that much of an
advantage. You can only buy three engines per G class, though, so eventually
you'll have money for weapons, and that's where this review comes in.

Cannon - This is your default weapon. You have to hold the weapon button
down a split-second before it starts firing. This can be used to drain an
opponent's shields on a straightaway, but in turns, it'll often miss. Since
you can't buy or sell it, you'll always have it, so use at your own
discretion.

Rockets (Cost: 13000) - An almost-perfect weapon, should be your first.
Shoots straight, does good damage, and can actually destroy enemy bikes if
you time your shots right. The only downside is it does shoot straight, so
you have to have good aim to hit someone.

Rear Blasters (Cost: 14000) - Shoots a stream of flames behind you, it's
supposed to damage tail-riding enemies and provide you with a slight boost
of speed. I never found it very useful, even as a slight turbo boost, as
most enemies don't get close enough to you for it to be effective.

Heat Seekers (Cost: 31000) - Fire and forget. That's the best way to
describe these babies. Unfortunately you can't fire them right away, first
you have to get a lock-on. This is achieved by keeping yourself mostly
centered behind the enemy, then once you have a lock-on, you have to stay
centered to keep it. These are weaker than the regular rockets, but they
can still blow up an enemy if you have enough weapon power. Considering the
cost, they could be better. Use at your own discretion, or if you like
homing missiles.

Destabilizers (Cost: 29000) - Remember the big purple wave in the previous
XGs? It's been reduced to a simple lightning show that centers around your
bike. You have to keep the button pressed for it to continue working,
otherwise it takes a split-second to recharge. Not a good buy for career
mode, might be useful in multiplayer.

Leech (Cost: 20000) - This weapon would be better if it weren't for the fact
that you can't drive straight all the time. The Leech works by shooting a
small pod in a straight line in front of you that moves as you move until it
locks onto a bike. Once it does, it drains their energy and replenishes
your shield energy. Like I said, this would be better if you didn't have to
go around turns, because the connection is broken if the leechee drives away
or breaks away from the leech.

Micro Mines (Cost: 15000) - The weapon of choice for cheap-ass computers.
This weapon drops several blue bouncing mines onto the track that, if hit,
will damage your bike and slow you down immensely. This weapon is useful
when someone is coming up behind you, either in career mode or in
multiplayer. Just don't drop hundreds of mines and hope somebody hits them,
as they do disappear after a period of time. Buy it only if you think you

can utilize its abilities, otherwise it's a waste of cash.

E.M.P. (Cost: 18000) - This creates a giant blue EMP cloud that disables the
weapons of everyone in the immediate area for a short time. Considering how
fast this wears off, it's useless in career mode.

Flash Mortar (Cost: 19000) - Do not buy this in career mode, as it is useless.
You'd be using it on computers, not living people who have to see. This weapon
creates a small dust cloud once released, obscuring yours and everyone else's
vision for several seconds (as long as they're in range). As I said, it's only
useful in multiplayer, when you don't have to deal with the AI.

Rear Turret (Cost: 21750) - A better version of the Rear Blasters, this one
will actually do some damage, but not much. Micro Mines would be a better
weapon for someone sucking your tailpipe. Buy and use at your own discretion.

Railgun (Cost: 36500) - Yes, a railgun. Yes, it's powerful. Yes, it drains
your weapon energy like a mother. If you use the infinite ammo code, this is
the perfect weapon. You can fire rapid shots by holding the Y button down for
half a second, then releasing. Alternatively, you can charge the railgun (and
use up more energy) and shoot a more powerful shot. I've killed eight bikes in
one race with this baby, so I highly recommend it. Be warned, though, it shoots
in a straight line, so always, ALWAYS make sure you have a good shot before you
fire, otherwise you'll waste precious energy.

Ammo Bank (Cost: 20700) - Not really a weapon, this increases your weapon
energy limit. Buy it only after you buy another weapon, as it's not too useful
when you only have your cannon.

Weapon Scoop (Cost: 29400) - Another powerup, this increases the amount of
energy you get from the purple energy strips. Once again, only buy it once
you have weapons that will sufficiently drain your energy reserves.

Shield Scoop (Cost: 30400) - Like the weapon scoop, this gives you more shield
energy from the green strips. I have to confess, I didn't notice too much of a
difference, but then again, by the time I bought this, I was in the 750G class
and was speeding past the strips. I recommend it, especially in combination
with the next item.

Shield Boost (Cost: 30400) - Obviously this increases your total shield
energy. Buy it as soon as possible. More shields means more turbos, which
means more speed, better rankings, and more money. Buy it. Buy it now.

 3b. Tracks

Let's be honest, you're moving too fast to be reading a guide on the various
tracks anyhow. But, just so I have something to put in this section, I'll give
some hints for the uninitiated. Learn the tracks, fast. Things may seem fast
(or slow) in the 250G class, but once you get up to 500G and 750G, you'll hit
the wall on almost every turn if you don't know the courses. Also, when going
up a hill, hold the control stick back to get better traction (and better speed)
and when doing down a hill, hold the stick forward. I've hit Mach 1 when going
down a hill in the 500G class using that little trick.

 3c. Cheats

All these codes can either be entered at the blue title screen, the screen that
shows your current stats (biker's name, what cups you've won, what weapons you
have, your bankroll, etc.) or at any time during the race when you pause the
game. Remember that these codes only work for ONE RACE, so after you finish a
league race or whatnot, you must enter them again.

Double prize Money - L,R,Z,L,R,Z,L+R

Extreme Lap challenge - L,R, L,R L,R, Z, L+R

Infinite Shields/Turbo - Press L+R, Z, L+R, Z for Infinite Shields.

Repeat to turn the code off.

Unlimited Ammunition - Press L, R, L, R, L+R, Z

Unlock all Tracks/Teams - At the start screen enter L,L,R,R,Z,Z,L+R+Z

Unlock Team Starcom - Complete XG Career mode all the way to the end.

Win current race - L+R+Z, L+R, Z, L+R+Z. You'll win the race even if you lose
or blow up.

==
 4. Acknowledgements
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Thanks to you, the reader and gamer, for taking the time to read my faq.

Thanks to the code section at gamefaqs.com for generously letting me 'borrow'
the cheat codes. Everything else I wrote on my own. Really.

Also, thanks to Acclaim for making a terrific game.

And finally, thanks to CJayC and Gamefaqs for hosting this guide.

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 5. Copyright Info
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