

Road Rash Game Genie Codes

by THedstrom

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Original Sega Genesis Game Genie codes created by:

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NOTE: A few of these codes may be a little buggy, or may cause the game to glitch after awhile, but they're very fun to try out and they bring some new life to this great old game.

Road Rash

- RH9T-R60T master code (must be entered)
- AJPA-BAFG Sierra Nevada track is 12 miles long, & perfectly straight, with no traffic on left side of the road! (Perfect for testing the experimental bikes below.) Remember, stay on the left side! Also, Grass Valley is much straighter.
- BAPA-AAFG new level, goes beyond normal end of tracks. (only on Sierra Nevada and Pacific Coast).
- BAPA-BAFG can race Palm Desert with no cops, & traffic on one side only!
- ATPA-BAFG Sierra Nevada is perfectly straight, and 16 miles long. Left lane is clear of traffic.
- ANPA-BAFG Redwood is much straighter
- AYPA-BAFG Palm Desert is almost straight
- A2PA-BAFG Pacific Coast & Sierra Nevada are much straighter. (16 miles long)
- ANPA-AAZG Palm Desert is only 2.4 miles long (instead of 5.7)
- AEPA-BAZG Redwood is only 2.7 miles long (instead of 5.4)
- ATPA-AAZG Sierra Nevada & Grass Valley tracks are straight. And left lane has no cars.
- AELA-AAOW Ride during a thunderstorm
- 3JPA-AAGW bike starts out and stays in Overdrive!

It's slow starting out, but once it gets going, watch out! It's much faster than most of the other bikes on top end. And it's much easier to control. The only drawback is that the game quits after your first wreck. So don't crash. :-)

AEPA-AAG4 finish 1st place on sierra nevada

AEPA-AAHW finish 1st place on palm desert track

02PA-BH8L player 1 starts with \$623,900

AJPA-BAFG straight test tracks. This code changes Sierra Nevada and Grass Valley tracks, from twisty 6 mile long tracks, into straight 12 mile long tracks. You should use this code when you are trying out the experimental bikes below. And remember to stay in the left lane, because this code also eliminates all of the traffic in the left lane. Sierra Nevada is the best one to use.

A quick note about these experimental bikes below: I know some of these bike codes are not perfect, but they do work. Some of the bikes will work normally (by pressing the "B" button), but some of them aren't so easy to get them to go. Here's how: Set your controller so that the "B" button has turbo on, then hold down the "A" button, and press "B". As soon as the bike starts to go, let up on both buttons. You may be asking "if you let go of both buttons, then how will the bike keep on going?". Well, some of the bikes accelerate so fast, and reach speeds so high, that you can easily pass all of the other riders while coasting! And sometimes, you can even finish a race by coasting all the way from the start line! But if you slow down too much, don't worry, you'll be so far ahead of everyone else, that you'll have plenty of time to get the bike going again. And, as I said in my last posting of Road Rash codes, make sure you let the other riders have a big head start. If you don't, you'll smash into them from behind.

72PA-AAGW test bike. Almost instant acceleration to about 290 MPH. Barely controllable.

ATPA-ANGW test bike. VERY fast. Top MPH = ???

AEPA-BA0W test bike. Goes from 0 to 180 MPH in less than 1 second. Top MPH = ???

ATPA-APOW test bike. Is it fast? Yep.

AEPA-BB0W test bike. Wanna go fast? Try 280 MPH.

ATPA-AAOW test bike. This motor will turn about 20,000 RPM! The regular bikes only turn about 8,000 RPM. Make sure that you turn off the music so you can hear the engine. Top end = 164 MPH.

AYPA-AAOW test bike. This motor turns 21,500 RPM @ 158 MPH. Turn off the music to hear.

AEPA-ABOW test bike. The motor turns at 23,000 RPM (instead of 8,000). 140 MPH. Remember, turn off the music.

3JPA-AAOW test bike. Starts and stays in 3rd gear. Best with music off.

7JPA-BAGW Faster bike (see note below)

ANPA-ALOW Super fast bike (see note below)

AEPA-BAGW Another super fast bike (see note below)

ATPA-ANOW Nitrous oxide bike! Super fast. (see note below)

BJPA-ABGW NITRO bike! Accelerate instantly to 280 MPH. (recommend using straight test track above, & letting other riders have 30 second lead so you don't crash into them from behind.) (see note below)

NOTE: to get these bikes to work right, you have to just "tap" the "B" button while holding down the "A" button, then release them both. It takes a little practice. Also, using these bikes can sometimes cause the game to quit.

AEEL-AAGW road looks like it's frozen solid.

AEEL-ATOW the road is yellow instead of black.

NOTE: If you are using these codes with a real Sega Genesis (not an emulator), they should work fine. If you are using an emulator (like KGEN98), a few of the codes may cause the game to quit after awhile, especially if you mix them (ie: if you mix the "overdrive bike" code with the "12 mile long Sierra straight track" code, the emulator may quit after a couple of miles, but the codes will work fine by themselves.)

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