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-- 3. Controls --

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B button: Accelerate/change letter at password screen

A button: Brake/change letter at password screen

C button: Attack

D-pad: Steer left/right

Start button: Start/pause game

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-- 4. The Basics --

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Before you jump on your bike and get going, take some time to read over the following information to get yourself familiarized with what the game has to offer and what you should learn before doing so.

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Riding and Maintaining Speed

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As you already know, pressing and holding the B button down on your controller accelerates, and the A button is the brake. It is extremely important at all times (with a few minor exceptions) to never take your finger off that B button. Why, you ask? Because maintaining your top speed is the key to winning each race, that's why. Now although combat, which you can read more about below, is quite enticing and fun to engage in, ramming yourself into rival racers and getting smacked around like a volleyball will have a negative effect on your performance. As for braking on the other hand, you won't have to worry about doing it often except when faced with the possibility of slamming head-first into a car at a high speed. So, with all that having been said, maintain high speeds at all times to come out on top.

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Combat

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Ah, the combat system, one of the most terrific things in all the land. Now although punching every single rival racer you come across in your travels may seem incredibly fun and entertaining, take note of the fact that some riders actually give you tips prior to each race instead of the typical trash talk you've come to love. However, there are only a few good guys, and lucky you, kick the crap out of anyone else by using one of the following attacks:

- Standard punch: To throw a standard punch in the general direction of the nearest rider, simply press the C button on your controller. Although not very powerful, if you successfully land several consecutive punches in a row, your enemy will go down, and boy will he go down hard.

- Backhand: To backhand a nearby opponent, press and hold both up on the D-pad and the C button to wind up, then let it fly. Backhands are much more powerful than standard punches, but if you miss, you're left vulnerable to whoever you just swung at, and that's never a good thing.
- Kick: Pressing down on the D-pad and the C button simultaneously will kick at a nearby rider. Now although landing a successful kick cannot dismount whoever is on the receiving end of it, you WILL knock them for a loop and send them off in the general direction of a patch of trees and/or a few other solid objects. Keep in mind that you can prolong a kick's windup for as long as you want, but you're much more vulnerable to incoming attacks when doing so.
- Club!: Now although you can't buy or equip any sort of weapon before each race, you can keep an eye out for those who have one by seeing who's the first to swing theirs at you. When this happens, press the C button at just the right moment to snatch their club right out of their hand and stun them momentarily, allowing you to retaliate. A club swing is considered to be the most powerful attack in the game, therefore striking anyone with one will lower their health significantly, if not knocking them into oblivion.

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Placing  
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After each race, you'll win a sum of money depending on how you placed and what level you're currently on. For example, a first place finish on any course in level 1 will net you \$750, \$1500 in level 2 and so on. In order to advance to the next level, you must place FOURTH or better on every course. If you want to maximize your cash flow however, feel free to aim for first place on every course, even if it means retrying each over and over again. Just keep these guidelines in mind, and make sure you plan out each level somewhat strategically in order to be up to snuff for the races to come.

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Allies, Enemies, and Police  
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Surprisingly enough, not everyone is out to get you! Before each race, a little portrait of a fellow racer will pop up along with either a little tip to keep you from doing the wrong things, or a taunt of sorts, which will hopefully get you riled up enough to take them to school. With that being said, take note of who's NICE to you before each race, as fighting them during a race will generally make them hate you, thus taking back any future advice they might've been able to provide you with. Oh well.

Worried about the cops? Well, you shouldn't be, just don't crash when you're near one. This will result in a fine dependent on the level you're currently on, which simply cannot be afforded as all your earnings should go towards the purchase of a newer, better bike. When you come up on a cop, you'll hear their trademark siren screaming, and their name will pop up on the right side of your screen in place of the nearest rider. They'll generally try to slow you down, and they will a tad, but their efforts are quite futile, as you're much faster by all means.

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## Hazards

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Aside from the police and other riders trying to beat your ass, there are other hazards scattered throughout each course that will attempt to prevent you from finishing each race in a respectable position. These hazards include cars, oil slicks, patches of sand, construction signs, rocks, and even live animals. The rocks are the least of your worries, as they won't cause you to crash or slide out. As for oil slicks and sand patches, make sure to steer clear of them at all costs, as turning through one them will cause you to slide out, wasting valuable time. All in all, just make sure you don't wreck THAT much during a race, to the point where your bike is completely destroyed. If this happens, you'll have to fork over a ton of cash to the mechanic to get it fixed!

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-- 5. The Bikes --

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In this section, you'll get an overview of all of the bikes the game has to offer including their pros, cons, and otherwise, along with some helpful tips for those who are concerned with where their money's going and how much they'll truly get out of spending the big bucks.

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## Buyer's Guide

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So you're interested in buying a new bike, eh? Well no worries, I'm here to make that choice as easy as possible for you. Just follow the guidelines below and you'll be speeding along in no time:

- Check each bike's HP (horsepower) either in-game or below. The higher the bike's horsepower is, the faster the acceleration and the higher the top speed. However, the heavier the bike is, the slower it'll handle, thus making it a lot harder to take sharp turns blasting along at high speeds.
- Like I stated above, check the bike's size, and don't forget to read the description that accompanies it. If the bike is powerful but way too heavy, don't waste your money, period, end of story. If you decide to go against my word and do it anyway however, be prepared to slide everywhere and crash into everything under the sun whenever you make the slightest mistake.
- PRICE ISN'T EVERYTHING. Your opponents aren't as hard as you may think, therefore you should take your time and save your money, but not for too long. The longer you wait to buy a more powerful bike, the worse you'll end up doing as you begin to progress from level to level. Make smart purchases, go fast, and win.

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## Bike Descriptions

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Shuriken 400

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Cost: None (default)

Horsepower: 60

Weight: 400 lbs.

Description: Big on handling but short on power, it's very important to maintain speed through the corners with this one.

Panda 600

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Cost: \$5,000

Horsepower: 90

Weight: 450 lbs.

Description: A good all-around sport bike, the Panda 600 handles well, but lacks mid-range performance in terms of acceleration.

Banzai 750

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Cost: \$7,000

Horsepower: 100

Weight: 465 lbs.

Description: Good handling with good power at high RPMs, but lacks any kind of mid-range performance. With that being said, try to keep those suckers high with this bad boy. It's also not a bad idea to save your cash for this bike instead of the Panda as it's better and the price difference is miniscule.

Kamikaze 750

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Cost: \$8,000

Horsepower: 105

Weight: 475 lbs.

Description: Slower steering, but better mid-range power than the Banzai and Panda. A good investment.

Shuriken 1000

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Cost: \$12,000

Horsepower: 135

Weight: 510 lbs.

Description: Extremely fast, but its massive size makes for slower turning and stopping when they're needed most. Plan your turns as you approach them for better results.

Ferrucci 850

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Cost: \$14,000

Horsepower: 110

Weight: 470 lbs.

Description: "V-Twin" torque and razor sharp handling make the Ferrucci a top choice for anyone interested in purchasing a new bike. However, reliability issues may arise as this bike isn't the toughest one out there.

Panda 750

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Cost: \$20,000

Horsepower: 120

Weight: 450 lbs.

Description: Big V4 mid-range power and seemingly magical handling make this bike a top choice for any rider, but the cost is just a tad high...

Diablo 1000

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Cost: \$25,000

Horsepower: 150

Weight: 450 lbs.

Description: Being the fastest, most expensive bike in the game, the Diablo handles better than anything you'll ever ride. Just make sure you're willing to spend a whopping \$25,000 before making the purchase.

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-- 6. Course Overviews --

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Here you'll find out just how long each course is as you progress through the game, along with some general tips that'll keep you at the head of the pack for as long as humanly possible.

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6.1. Grass Valley

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- Level 1 - 5.1 miles
- Level 2 - 7.8 miles
- Level 3 - 10.3 miles
- Level 4 - 12.7 miles
- Level 5 - 15.0 miles

Course Overview

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Grass Valley is similar to the Palm Desert course in many ways in terms of the obstacles scattered throughout it, minus the desert surroundings. However, it's also the easiest course in the game, therefore it'll be very hard to actually let one of these mess you up at all. Just make sure to maintain your speed and take all turns carefully and you should end up just fine.

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6.2. Pacific Coast

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- Level 1 - 5.3 miles

Level 2 - 7.8 miles  
Level 3 - 10.3 miles  
Level 4 - 14.4 miles  
Level 5 - 15.3 miles

#### Course Overview

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Unlike most of the other courses, Pacific Coast features less turns, less obstacles, and a seemingly all-around smoother ride for everyone. However, there are lots of "blind" hills, meaning you can see yourself going up one side of each hill, but you have no idea what's on the other side of them. With that being said, be sure to take the necessary precautions when tackling these to avoid coming up on any cars that may be driving up toward you. As for other obstacles, there are a few sand patches, so if you find yourself sliding out toward an area of the course where you'd rather not be, simply tap the brake (A button) to straighten yourself out.

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#### 6.3. Redwood Forest

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Level 1 - 5.4 miles  
Level 2 - 7.9 miles  
Level 3 - 10.3 miles  
Level 4 - 12.8 miles  
Level 5 - 15.0 miles

#### Course Overview

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Like Pacific Coast, Redwood Forest is a tad on the straight side, but does have it's fair share of blind turns, hills, and even jumps. By jumps, I mean any hill that, for lack of a better term, launches you into the air upon reaching it's apex. These, given the circumstances, can be bad, as if you land sideways or in the wrong spot, you'll be in big trouble. On the bright side, there really aren't many opportunities here for you to crash, but it can happen, so like always, be aware of your surroundings and take care of anyone who messes with you.

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#### 6.4. Palm Desert

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Level 1 - 5.7 miles  
Level 2 - 7.7 miles  
Level 3 - 10.2 miles  
Level 4 - 12.6 miles  
Level 5 - 14.9 miles

#### Course Overview

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Unlike any of the other courses, Palm Desert does, in fact, feature a whole lot of obstacles for you and other riders to overcome. The most prevalent of these obstacles is that of the randomly placed patches of sand in the road in conjunction with the desert on both sides of you. I say this because if you find yourself sliding out anywhere but the road itself, you'll almost always wipe out and glide a few hundred feet to a place where you generally don't want to be. Aside from the sand, there are a LOT of makeshift S-curve type turns that'll knock you for a loop, forcing you to take them slow as to avoid a sandy demise. All in all, if you maintain your speed through the entire course you should most definitely place in the top 4 without a question; first if you've got the skills (which most everyone has).

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6.5. Sierra Nevada  
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- Level 1 - 5.6 miles
- Level 2 - 7.7 miles
- Level 3 - 10.3 miles
- Level 4 - 12.6 miles
- Level 5 - 15.4 miles

Course Overview  
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Probably one of the more difficult courses in the game, Sierra Nevada is exceptionally windy and frustrating in general despite its lack of automobiles and slick patches of random hazardous substances. There are also quite a few hills that will have you wondering about what's on the other side of them, thus requiring you to plan your route out ahead of time as to avoid crashing and such.

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-= 7. Closing Statement =-  
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This guide was written entirely by Derin Spector. Any unauthorized use of any part of this guide for personal use is FORBIDDEN unless you receive my consent. If you have any questions or additional information you'd like me to add onto this FAQ, feel free to e-mail me at [spectorwrites<at>yahoo<dot>com](mailto:spectorwrites@yahoo.com).

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