

Rollerblade Racer FAQ

by Da Hui

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

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1. - C O N T R O L S

RR01

D-Pad:

- Up - Speed Up
- Down - Slow Down
- Left - Turn Left
- Right - Turn Right

- A - Jump
- B - Duck (To maintain top speed)
- Start - Pause
- Select - Skate backwards

2. - W A L K T H R O U G H

RR02

Let's start off with the point of this horrid game. You see, your character has just purchased the latest in rollerblade technology. He is apparently an avid rollerblader whose main concern is safety, yet he wants lots of points by jumping children and open man holes. The easiest way to get points in this game is to jump a lot really. You get points for landing any jump, whether it's over something or not. So basically keep jumping or skating backwards a lot and you could easily get the five thousand points you need to qualify for the tournament. The only really annoying thing is that you could easily achieve the five thousand points after the first level, yet you STILL have to skate through the other levels making this terrible game last that much longer! Argh! Also, don't fall three times or you will lose a life. Losing three lives will end the game. You get the choice to continue, but I guess their communist and doesn't give you a choice by forcing you to continue. It's as if they force you to beat this game...

This level is actually fairly difficult. You have to avoid pretty much anything that you can see. This includes cracks and covered man holes along with the obvious trash barrels and road barriers. They also decided to put you straight into the extreme factor of the game by forcing you to avoid small children and animals right off the bat. Just keep going to the end and jump a lot. You could easily get the five thousand points you need by the end of this level. After you finish it, you will enter a bonus stage. All you really have to do is jump over a few barrels. Just keep pressing A when you see the barrels and you'll be fine.

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Level 2
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The city is a lot easier from the damn suburbs. You don't have to avoid those obnoxious kids anymore, but you still have to avoid the dogs. I don't know why there's dogs in the city and no humans but whatever, just keep moving towards the end. There aren't any cracks here but there are puddles that do basically the same thing. There are also small pebbles, at least that's what they appear to be, they will hurt you so watch out. The easiest way to finish this level is to stay on the sidewalk. There isn't nearly as much of a mess on the sidewalks in this level. After you finish it, you will enter a bonus stage. All you have to do is avoid the cones. It's not too hard at all, you could still jump over them if you'd like to. Or you could take the easie approach and jump on the sidewalk right from the start.

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Level 3
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This level can be as hard as you want it to be, literally, it really is your choice. If you want to make it a pain in the butt, you could stay on the path you're on now. This will force you to skate up a narrow path and avoid all sorts of things such as sea gulls and frisbees. If you want to make things easier, move straight to the left and jump over the trees before you even start to move. You could skate along the path in front of the buildings easily. There's just a few beach balls here to distract you, but for the most part it's safe. After you finish it, you will enter a bonus stage. This bonus stage is ridiculous, just go straight and you'll finish it with no harm done.

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Level 4
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The park is definately the hardest level you have played so far. The paths are narrow and often split. There are also a ton of obstacles in your way. Whenever the road splits, it's really your choice where to go, there aren't any "easy" paths to take compared to the other, especially since they don't last long at all. One trick to keep in mind is when you go down stairs, you could just hold B and you will roll down the stairs without jumping. That tip could help you jump over a crack or something at the bottom of the stairs.

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Level 5
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This is seriously a joke of a last level. I really can't believe any game developer could've made such an easy last level. All it really is, is a combination of all the bonus levels. You will start off jumping barrels,

cones, and then those hills. You will go through all of them in the same order three times before you reach the end. However, they left out one little thing to make this any sort of a challenge. The easiest way to beat this level is to go straight to the left and jump on the sidewalk. From this point, you can just hold up and not even look at the screen and beat it without falling, and I mean that literally!!!

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3. - D I S C L A I M E R

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RR03

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