

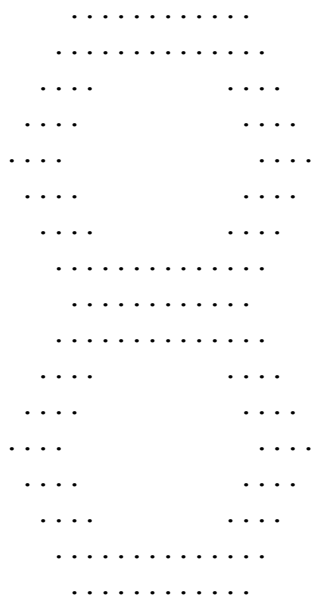
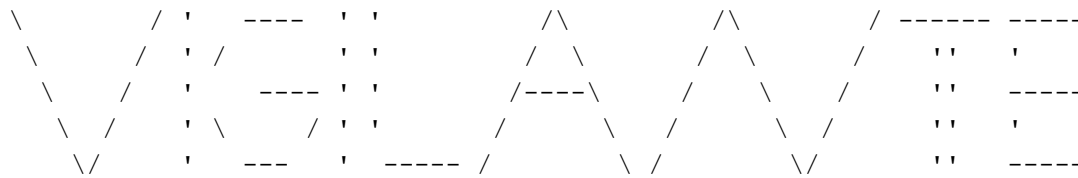
Vigilante 8 FAQ

by The Jiggyman

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FAQ #6

70's plus hi-tech weapons gives us.....



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When I first heard of this game for the Playstation, I was like, What happened to Vigilante 1-7 (Corny joke.)? Then, it eventually came out for the N64, so I rented to see if was that good as many said it would be. And guess what? It was! But the N64 version is just as good as Playstation's, and so I'm doing an FAQ for that. Weapons and secret moves are mentioned in the manual or some other FAQ's out for this game.

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Vigliantes

(I forgot the year when the car was made, so I'm skipping it.)

Chassey Blue (A female James Bond in the 70's, eh?)

What she drives: A Rattler (Looks like it's been used in spy movies)

Who is she: A former FBI agent who goes on her way to California, but the Coyotes are going to make sure that she gets a rough trip.

Special Attack: Gridlock-This fires 9 plasma blasts at once! The closer your enemy is, the more damage they'll take.

Slick Clyde (A hillbilly look-alike with electricity? I gotta see this!)

What he drives: A Clydesdale (He just had to find a car related to his name, didn't he?)

He was on his way to an auto show, and Convoy forced him to join. Now, he wants to be the leader, and for that, we blame Convoy and Torque (He taunted him.).

Special Attack Lightning-This contraption on the back of Slick's van fires this attack. This stalls your engine, and causes some damage, too. Usually short ranged.

Sheila (She looks a little rowdy.....)

What she drives: A Strider (Why is there a happy face on the front? Oh well, have a nice day!)

She wants to see her uncle, Convoy, but he won't let her join in on the fun on blasting the Coyotes. Will proving herself help?

Special Attack: Tantrum Gun-It knocks off any weapons carried by enemies, and it also does good damage if you have lots of ammo! Also tracks your enemies!

John Torque (He reminds me of Shaft, minus the afro.....*Sings "Shaft" theme song*)

What he drives: A Jefferson (This car is a gambler's paradise! *Sings theme song from Jeffersons*)

A die-hard gambler who's into big bucks. After going broke once more, he joined the Vigilantes so he could never gamble again (Yeah, right!).

Special Attack: Bassquake-*Whistles* This baby not only causes a good amount of damage, but it sends cars flying about 70 or so feet in the air (If in a certain place)!

Dave (SECRET CHARACTER! And he is like, not not so groovy, man! For sure!)

What he drives: A van (Or should I say, "That 70's van?)

This hippie wants an encounter with aliens, and has joined the Vigilantes so he can see them. However, he'll be dealing with some resistance first.

Special Attack: Invasion-He sends small UFO's at the closest or only enemy. All I can say is they better drive fast or they'll really hurt them!

Convoy (SECRET CHARACTER! And he's named after a type of truck.....how weird.....)

What he drives: A Moth Truck (It also says Convoy on the back. Look closely.)

Coyotes keep interfering with his trucking routes, so he forms the Vigilantes in hopes of stopping them. Obviously, he is the leader.

Special Attack: Steel Gopher (Or whatever he said)-He sends a tire with dynamite after his enemies. How odd, plus the explosion will blow them several feet away after contact.

Coyotes

Loki (What's wrong with this guy? He looks weird to me!)

What he drives: A Glenn (It's a Jeep)

He's mad at Site 4 because he went crazy and told him not to fly anymore UFO's, so he joins the Coyotes for revenge.

Special Attack: Bombs Away-A missile flies out and splits into smaller ones to track the target. Not easy to get away from.

Houston 73 (SHE'S A SUPERFREAK! SUPERFREAK! SHE'S.....whoops, I got carried away there.....but half-human, half machine?)

What she drives: A Palamino (At least it's not freaky looking.....)

OMAR scientists brainwashed her, erased her memory, and put some bionic implants in her. She's been programmed to destroy the Vigilantes. Can she by any chance snap out of her program?

Special Attack: Death Ray-It does good damage and knocks off your car's weapons! Also tracks your opponents!

Boogie (He has a goofy voice, he looks.....*ahem* LIKE A RHINESTONE COWBOY.....)

What he drives: A Leprechaun (Why of all the luck 'o the Irish.....no offense to the Irish.)

This goofy fool has won several awards for "Shaking his thang" at disco parties, but he also works for gangster Sid Burn.

Special Attack: Boogie Woogie ball (I made it up)-a disco ball pops up, and it fires blasts, causing incredible damage, especially since it will stop anyone's car the moment they get hit.

Beeswax (Ugh....looks like a freak of nature....or maybe a hermit hanging out with animals.....)

What he drives: A Stag Pickup (In my mind, it's more like a mobile home)

This crazed bee farmer went crazy after his bees were infected by nuclear energy, so he joins the coyotes to spread his reign of terror.

Special Attack: Swarm-He unleashes bees at you and getting hit will not only stop your car, but it will also cause great damage (DUH!).

Molo (SECRET CHARACTER! And oh god, his face looks ugly and his gut is bigger and wider than Homer Simpson's!)

What he drives: A School Bus (And bet his license is revoked.)

This nasty kid from New York got kicked out of school for bad behavior, so he steals a school bus and heads southwest to meet his hero-Sid. All he has to do now is prove that he can be a coyote.

Special Attack: Smokescreen(Again, I made it up)-smoke comes out and greatly damages the enemy if they are REALLY close.....how odd.....

Sid Burn (SECRET CHARACTER! And I think he's been playing with fire for sometime.....)

What he Drives: A Manta (Yep, he oughta set fire to that, too.....since fire is painted on it.)

OMAR hired this notorious gangster to blow stuff up for say, 100 MILLION DOLLARS!!! That's a lot of money!

Special Attack: Fire Gun (Also made it up) it doesn't do much damage, though the flame effects to his enemies cars are fun to watch.

Neutral Party (Don't know real name)

"Y" The Alien (SECRET CHARACTER! Compare this guy to Elvis in Perfect Dark, and remember...*In Elvis's voice* "DON'T MESS WITH THE MAIAN!")

What he drives: A UFO (Obviously, and it looks like one of those saucers from Independence Day.)

Y is looking for his alien friends, and along the way, he'll learn that humans are both friend and foe alike, especailly since his friends-I don't want to spoil it yet, see "Endings section".

Special Attack: Lazer gun-your classic lazer gun fired from a UFO, it tracks your enemy and does good damage. Perfect for surprizing your opponents from above. Of course, this tracks your enemies.

2. Stages (Included are just stuff you can blow up for fun, as well as a few secrets.)

Casino City, Nevada

FREE RIDE ON 'DA BLIMP

Yes, as soon as the blimp lands, you can enter inside and ride it. Use the control stick to go where you want to go.

BLIMP GO BOOM!!!!

You can also blow up the blimp when it lands. Ah, it's so fun to see a blimp exploding.....

I'M PAYING FOR PUMP #5, PLEASE.....

By blowing up the gas stations, you can use those roof thingies as ramps.....uh.....yeah.

THIS IS A ROOFTOP, NOT A HELIPAD!

But who in the heck cares? You can get on the rooftops to get inaccessible items, but you'll need the blimp (As long as it's not destroyed.).

POOL PARTY

Behind that one Taj Mahal-like Place, you'll find a pool, which usually holds a special item.

Canyonlands, Utah

ROCKY ROADS

By shooting whatever takes your fancy, sometimes rocks will fall from the cliffs. They do good damage, too, best to avoid, lest you want to see someone get smashed.....oh by the way, you can destroy the rocks, too.

A BRIDGE OVER TROUBLED CANYONS

Believe it or not, you can destroy both bridges! By doing this, you'll create holes which make it hard for your opponents to cross! However, that can also be bad for you, since you'll have to find a way around (Unless you're playing as the UFO.).

ANCIENT SPRITS, ARISE!!!! *cough*

By going in the middle of that weird rock formation (You'll see it somewhere), you'll stumble across a warp to transport you to another area of the canyon! It won't always happen, though.

RUIN THE RUINS

Yep, destroying the Anasazi Ruins can net you some handy items!

Ski Resort, Colorado

LIFT GOES UP, LIFT GOES DOWN

You can ride the ski lift across the mountain in both ways, even if the lift areas are blown up.

BE KIND TO MOTHER NATURE, OR SHE'LL KICK YOUR BUTTS!!!

We all know why it's not nice to cut down trees. Here, in this stage, cutting down several will result in an AVALANCHE!!! Though it can greatly damage (Maybe even kill) your enemies, the same can happen to you, and it's not easy to avoid. isn't this odd? And no one yelled "TIMBER!!!"

CURVED CABLES

You can also shoot the poles. They don't fall down, they just make the cables bend, and the cable car will move a little slower than normal.

BOOM BOOM HOUSES

You can lure someone toward the shacks, and shoot them for big explosions. Not a useful technique, though, but if you want big explosions.....

Hoover Dam, Arizona/Nevada

THIS CAR COMES WITH SHOCKS-ELECTRICAL SHOCKS!

By flipping the switch at the power station, electricity comes out and shocks anyone who touches it. Not a threat, but certainly a nuisance.

NO SKINNY DIPPING ALLOWED, CHILDREN!

If a car falls into that deep pool of water behind the fence, they sink in and somehow ends up out of one of the pipes. Only one vechile can't do this, and that's the UFO.

IN ONE PIPE, OUT THE OTHER

If a car goes through one pipe, it'll randomly exit out the other one.

TRICKY TRANSFORMERS

You can destroy the Transformers to stop the electricity flowing between them, but be warned-lots of explosions await!

Valley Farms, California

WICKED WINDMILLS

By shooting or running into the windmills, the blades will fly off and crash into the nearest person, mainly you. They don't do much damage, but they aren't easy to avoid, even if you are playing as the UFO.

SURF'S UP!

By shooting the water pumps, waves will come out. They can push your car and damage you, so be careful, unless you see this as a trap.

BAD BROKEN BRIDGES (Say that 3 times fast!)

Speeding up and using the stone bridges can help you get some hard to

reach items, but destroying them will leave a gap in the center. It's still possible to make a jump, it's just harder now that it's destroyed.

SKINNY STRUCTURE, BIG EXPLOSION

Those silos cause huge explosions. If anyone is near them, they'll feel stupid after tons of ammo gives it just the pressure they need to explode!

BEIN' RAISED IN A BARN, I SEE.....

Shoot that one vehicle (Forgot what it's called) to use as a ramp to get to the top part of the barn. Not really useful.....

Aircraft Graveyard, Arizona

RUN AWAY ON THE RUNWAYS

You'll mainly drive on the runways, but a plane appears every once in a while. If you get hit obviously lose some health, and to add insult to injury, you get knocked back a good distance.

PILOT TO BOMBADEER....

If you wind up in a certain area of the course (e.g., the center), the plane will bomb you! Uh-oh.

AIRPLANE! CRASH, THAT IS.....

When the plane lands on the runway, you can shoot it 'til it explodes! You'll get a lot of goodies for this.

SECRET STASH IN THE MIDDLE OF NOWHERE

Somewhere in this stage, you'll find a secret stash with a lot of items! Pretty handy, but very hard to find.

Oil Fields, New Mexico

GREAT BALLS OF EXPLOSIONS

You can shoot those balls containing tons of gas. If someone (Including you) touches them, not only are their driving skills pathetic, but they take heavy damage and gets pushed back really far.

BIG ITEMS, OR BIG EXPLOSIONS?

Those gas tanks with ramps hold important items, and as much as we would like to set off a huge explosion, I'm afraid that it'll be impossible to get the items once that happens. But it's up to you.....

FIERY PIPES

Warning-the pipes shoot out fire! However, destroying them will make them stop.

Ghost Town, New Mexico

RAIL RIDING

Obviously, you don't want to get hit by that train on the tracks.....

NOT YOUR AVERAGE TRAIN WRECK.....

Yes, you destroy the bridges with the train tracks on them. Oh, and if the train hasn't come yet, wait here and laugh like an idiot as the train falls to the ground (Try it at least once here!). Be warned- you'll have a harder time reaching the areas as in the canyonlands.

TWISTED TORNADOES

In the bottom areas of the course, a tornado will appear. Don't get sucked in, lest you want lose health and experience motion sickness in your car at the same time. But it looks small for a twister, yet it has the strength to pick up your car.....

THE GREAT TRAIN ROBBERY RIPOFF

You can destroy that train, you know. Especailly since you'll get TONS of special ammo for this. Hope that convinces you to blow more stuff up.....

Sand Factory, Utah (Secret Stage)

I DON'T SEE A BRIDGE OUT SIGN.....OH WELL.....

By going buildings, you will fly out of a ramp (Really part of a bridge) and soar into the skies. Enjoy! If a "ramp" is destroyed, you'll jump lower than normal.

BLOCKING SOMEONE'S ROUTE TO SUCCESS

You can shoot the tower, and that black object (Forgot what it's called) will fall to the ground, blocking the path. The only way around it is to shoot those gates near the tower.

AN ELEVATOR FOR CARS?! COOL.....

There is a service elevator somewhere which can take your car up to a higher part of the course. Sorry, but I forgot where it went to.....

Secret Base, Nevada

WHO IN THE HECK LEFT THE GATE OPEN?!

While those gates are closed, you can shoot them to get inside the base and explore more of the course!

JUST YOUR AVERAGE SECURITY SYSTEM.....

While those turrets that fire lasers at you aren't threating, they are a nuisance. I think only the UFO can destroy those (Fly up next to it and keep shooting.).

THERE'S MORE TO A SECRET BASE THAN ALIENS.....

In the main building, there is special weapon ammo just waiting to be grabbed. If the building is destroyed, it's impossible to get it.

LAUNCHING THE PLANES

Shoot the ladders to launch those jet planes (Almost look like the ones one Independence Day). The only reason to do that is to see if someone's dumb enough to get hit by those. Also, going behind the plane will burn your car some, since the flames coming out will scorch it some, and unlike the plane in the aircraft graveyard, it can't be blown up.

Super Dreamland 64, California (Not in relation to Kirby's Dreamland)

FLYING FUNGUS EVERYWHERE

Shooting the mushrooms usually come after the nearest person, otherwise it will go to the person who shot it. They grow back after awhile.

NOT SO SHINY ARMOR FOR A KNIGHT.....

You can shoot the knight running around and the ones manning the cannons. Yes, you can also shoot the cannons.

THE REASON WHY THE CHICKEN DIDN'T CROSS THE ROAD

Just for fun, you can run over chickens. You can also shoot them.

SQUEAL, PIG, SQUEAL!

And you can shoot the pigs, too, but I'm not sure if you can run over them.....

THE WELL DOESN'T NEED COINS

You can go in one well and come out of another. And entering the castle.....you get the idea.

SOMETHING BETTER AT THE END OF THE RAINBOW

Go through the rainbow to refill health. Cool.

3. Endings (Skip this section if you want to find out yourself!)

Let's do the Coyotes first!

Loki: He finally finds a saucer and he immediately takes it to the skies. But it crash landed somewhere.....Loki forgot how to use the clutch.....dummy.

Houston '73: She manages to control her personality and takes out the bionic implants in her. Then, she meets the man she's been wanting to talk to.....Convoy.

Boogie: He heads to the nearest disco, only to get stopped by the police. Back to jail for you, ya dancing fool!

Beeswax: He takes with him some nuclear warheads, but he didn't know that his bees craved anything yellow.....and it triggers one of the warheads, blowing him up. OUCH!!

Molo: He manages to become a Coyote by passing some tests, and crosses the finish line first in a race of sorts. He is officially a Coyote! Too bad his first assignment isn't a fun one.....

He has to wash Sid's car. Ha ha!

Sid Burn: He gets paid 100 million dollars, but he has just ran out of gas! To top it off, there's no gas for the next 100 miles! Ooooh....try not pecked by any vultures!

Now the Vigilantes!

Chassey Blue: She makes it to California and heads to Hollywood! She's currently doing a movie based on her experinces with the Coyotes.

Slick Clyde: He finds Houston's glove in the bathroom, and he puts in on. Now he's the new leader of the Coyotes! Uh-oh.

Sheila: Though she managed to prove herself, her uncle wasn't the forgiving type, and he takes off. Now Sheila is walking down a desert road (Although I DO BELEIVE SHE HAD A CAR.....), then Convoy appears and FINALLY comes around. They drive off into the sunset.

J. Torque: He swore never to gamble again....with his money. Then, he sees Sid's 100 million dollars. Yep, he's gambling with someone else's money!

As for Sid, he's tied up gagged, and is currently in the trunk of car (To my knowledge, at least.).

Dave: A UFO receives one of his signals and Dave gets a contact with aliens! All we can say is he gets the ship if he wins the next game of checkers.

Convoy: It's time to throw away the heavy artillery and get back to normal life. He's thinking of opening a business with Houston.

And now, the neutral party.

"Y" the Alien

He gets some fuel for the trip home, but Loki steals his UFO! he tells him to give it back, and also says that it isn't a automatic (See Loki's ending.). Now that the UFO is crashed, he's standed on earth. How sad.....

Yet oh so funny.

4. Credits

Nintendo/Playstation: These consoles share the same game. But remember, I doing Nintendo's version.

Activision/Luxoflux: The people who made this game.

CJayC: Webmaster of www.gamefaqs.com

My, my, those credits went by fast.....

5. Disclaimer

1. Feel free to print this out with my permission.
2. Feel free to post this on your site with my permission.
3. Stealing will only make you feel free to have lawyers come knock on your door. So don't steal it.
4. Don't sell it! Otherwise, I'll feel free to contact who-know-who and make you go bankrupt.
5. Feel free to update this when I update this.
6. No idiotic E-mail (Chain letters, jobs working for your site), unless you're feeling free to have me delete it.
7. Feel free to post any extras on here, but E-mail me first before you do.

Feel free (How many times have I said that?!) to E-mail me at cedoda@cs.com for.....well.....stuff.

And as I bring this FAQ to a close, I'm shocked to find that no police cars stopped all of this fighting.....but why is all this taking place in the 70's? Why am I considering Site 4 an Area 51 ripoff? But most importantly.....WHY ARE WE BLOWING UP SUPER DREAMLAND 64? Oh well.....

Until the next guide, everyone.....

In a tough voice BLOW (beep) UP!!

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- "And that's the end of that chapter!" -

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