Extreme-G FAQ/Walkthrough

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*** Extreme G - The FAQ ***
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- Version 2.0 -

Revision History:

June 15th - Thanks to Cheat Code Center, I have added a ton of codes!
And I did a few other, miscellaneous things that no one cares about.

March 29th - Spellchecked and changed font, and a few other little
things.

December 22nd - First release

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An "*" will appear next to the sections that have been updated as of
June 15th, 1999.

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1) Cars
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Scales are on a 1-10 basis, 1 being pitiful and 10 being awesome. I'm
judging what number it gets from the car selection screen, where it
shows all of these categories

Acceleration: This is how quickly it can get to it's top speed from a
stop. For racing, you really want a good score in this area.

Top Speed: Speed wins. PERIOD.

Handling: Duh! You want a car that handles well in the races

Shield: Except for Battle Mode, Shields are useless

On-Board Weapon: Again, nothing to wine about. Although they are pretty
useful in the races...there are three types of guns. But remember, the
power depends on the particular vehicle.
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- Green Balls: This is the weakest, it has almost no range
- Purple Pulses: Awesome range, but hard to aim
- Red Laser: May have a short range, but this is the best weapon in the game. Pulls players in like a magnet!

When you shoot someone, they slow down; be sure not to hit them!

Now on to the eight cars...

RAZE

Description normal bike with blue and red stripes on it

Acceleration: 1
Top Speed: 8
Handling: 7
Shield: 4
On-Board Weapon: (laser) 9

Notes: This guy in FAST! But it's a trade off for acceleration, which is almost 0. If you're prone to hitting the edges of a track (and almost everyone is) then avoid this bike.

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RANA

Description: Red, white, and blue! It's strange though, it looks so morbid...

Acceleration: 3
Top Speed: 7
Handling: 8
Shield: 5
On-Board Weapon: (pulse) 9

Notes: This guy just plain sucks! After 30 seconds of accelerating you reach a bad top speed of barely 200 MPH...

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KHAN

Description: Blue wheels, yellow with white strips (looks like a cheetah almost) and a blue underside.

Acceleration: 9
Top Speed: 8
Handling: 5
Shield: 8
On-Board Weapon: (green balls) 3

Notes: This is a _GOOD_ choice if you want to take on the harder tracks. Even if you come to a complete stop you can get up into the 220 MPH range in just seconds! The handling takes a bit of practice, as it seems to be a little heavy in the back.

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MOOGA

Description: The largest bike of all, this one must weigh about 10 tons
with all of that armor. It has green and yellow camaflouge with black
wheels.

Acceleration: 1
Top Speed: 7
Handling: 9
Shield: 10
On-Board Weapon: (pulse) 4

Notes: This is the heavy-weight of the group, as it is larger than any
bike you'll ever see in the game. This is NOT one you want to take into
a race, but it's absolutely PERFECT for battle mode, where heavy shields
are a must.

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JOLT

Description: This is basically Mooga stripped of all it's armor. It's
light blue with some traces of yellow around the edges.

Acceleration: 4
Top Speed: 8
Handling: 6
Shield: 3
On-Board Weapon: 1

Notes: The only good thing about this vehicle is it's high topspeed, but
everything else seems to be lacking. Leave this one in the garage!


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GRIMACE

Description: A purple bike with a cool painting of a shark's mouth at
the head, like those WWII planes!

Acceleration: 10
Top Speed: 7
Handling: 4
Shield: 8
On-Board Weapon: (laser) 3

Notes: From the stats it wouldn't seem like a good bike to use, right?
Well guess again! This one is a HOT bike. With a lot of practice, this
can become one of the best bikes in the game!

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MAIN

Description: Fat body with a blue color and a slightly gray underside.

Acceleration: 9
Top Speed: 6
Handling: 7
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Shield: 2
On-Board Weapon: (laser) 10

Notes: Well, it's not the best bike in the game. It's not bad, and it's
not good. If you can master it, it's a KILLER car!

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APOLLOYON

Description: A rad red bike with hues of metallic blue on the sides

Acceleration: 7
Top Speed: 6
Handling: 4
Shield: 3
On-Board Weapon: (pulse) 9

Notes: This could very well be the worst bike in the game! If you fall
behind you'll struggle to  catch up, and it's awful handling doesn't
help hide that fact, either.


Out of these, the best bikes are (in order of greatness): Khan, Grimace,
and at a very close 3rd, Main. Practice with Khan's above average
handling and you have an unstoppable machine at your hands which will
win any race.

The following secret cars can be earned by doing certain things [See
"Codes and Secrets" section]

*************************************************************************

ROACH

Description: A brown, crappy looking (the color is crappy (brown), not
the actual appearance) vehicle with a painting of a flaming skull on the
side.

Acceleration: 8
Top Speed: 8
Handling: 8
Shield: 8
On-Board Weapon: (green balls) 8

Notes: This one is awesome! Just be careful while racing, as some other
cars have a higher topspeed.

*************************************************************************

NEON WONDER

Description: A cool, metallic blue with a reflective surface. Awesome to
just stare at! =)

Acceleration: 10
Top Speed: 10
Handling: 10
Shield: 10
On-Board Weapon: (laser) 10
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Notes: Absolutely perfect. It's top speed is around in the 300+ range, and it's the only vehicle that can reach the point where your speed-o-meter won't go any further (650 MPH if I remember correctly). You can only reach that mind-numbing speed in two locations, with a special code on, though. But don't fret, you'll be going over 400 MPH (normally) A LOT! It takes a master to use this one, because of it's blinding speed.

And there we go, ladies and gentleman!

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2) Weapons and Items

CATEGORY # 1: MINES
Description of Pick-up: A green ball with a yellow "M" in the middle

Types:

Proximity - As in GoldenEye 007? Almost. Set this on a wall and when someone comes by...BOOM!

Normal - Drop this behind you and it sticks to the road. Anyone who hits it will go flying!

Phosphorus Blast - This one will blind the other players for several seconds, very useful when going towards a jump!

Atomic Blast - Flames will go flying from your craft and rain down on everyone around you! Save it for when people start coming from behind...

Nitro Haze: Sends a purple blast along the road. It goes until it finishes a lap. It takes up the entire road, so it's almost un-avoidable! When it hits you, you'll craft will go limp and you'll be unable to control it for several seconds. Learn the familiar humming sound that comes from behind so you can quickly get out of the way! The A.I. likes to use this one a lot...

Electro Mine: Sends two arcs of electricity away from your car. Anyone who tries to pass will be knocked around a bit.

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CATEGORY # 2: ROCKETS
Description of Pick-up: A giant green "R" with green energy surrounding it

Types:

Mortar (comes in one, twin, triple, quadruple, and fives) - These yellow rockets are painful! It's not the actual warhead that hurts, it's the explosions; they make your craft slow down a few hundred MPH! Don't fire these close to you or you'll feel the pain.

Normal (come in one, twin, triple, quadruple, and fives) - Pretty straightforward. Just be sure the target is in front of you! Pretty fast, too.

Road Blockers (come in one, twin, triple, quadruple, and fives) - You

don't fire these one at a time, like the others. Oh no! These pink
babies all fire AT ONCE! If aimed right, the entire road can become
engulfed in flames!

Backwards Rockets (come in ones, twins, triples, quadruples, and fives)
- These shoot rockets backwards...DUH!!

Grenade Launcher - Well, it shoots some explosive bombs

Super Grenade Launcher - Same as above, except A LOT more

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CATEGORY # 3: HOMING MISSILES
Description of Pick-up: A red "H" surrounded by green energy

Normal (come in one, twin, triple, and quadruple...and whatever you use
for five) - These will track the nearest craft until it hits it! The
target has to be in visual range, however.

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CATEGORY # 4: ARMOR
Description of Pick-up: A yellow "A" in some green haze.

Normal - Makes a bubble around you. Now you can not be harmed by lasers,
missiles, mines, or rockets!

Super Armor - Lasts longer than the normal armor.

Ghost - Makes your craft invisible to the enemy!

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CATEGORY # 5: FUSION
Description of Pick-up: A red "F" with an arrow near it.

Normal - A rocket engine comes behind your craft. Upon activation, a
long trail of fire and smoke will blast out of it at high speeds.
Besides getting a pretty good boost off of it, it fries anyone behind
you!

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CATEGORY # 6: WARP
Description of Pick-up: A blue "W" surrounded by a blue haze.

Normal - First you lay down the exit, and then the entrance. If you do
it right, any cars behind you will fall into the entrance first and then
exit the exit...in other words, they get sent backwards!

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CATEGORY # 7: MISCELLANEOUS ITEMS

Armor Re-fillers - These brown balls are quite common, they re-fill your
shields a bit. The higher your shields the higher your top-speed is.

Nitros - You get three of these a race and NO MORE. Activating these (C-

down by default) will make your craft plunge into the 300+ range. Don't
even ask what happens when you try this when going down-hill...Save
these for the last lap, as the other vehicles during a race always seem
to catch up to you somehow, EXCEPT during the last lap! Sweeeet...

Nitro Curtains - Running through these flame-like objects has the same
effect as activating a Nitro. If you activate a Nitro shortly before
going through one of these, you're car will go so fast that your
surroundings will just become a blur of colors and light! Mmmm...500
MPH...

Ramps - Don't go on these unless it's part of a shortcut or you just
HAVE TO. They actually slow you down...

Corkscrews - These speed you up, up, UP!!

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3) Levels

For some strange reason, none of the courses have names (maybe it was
the "limiting cartridge format"...hehehe). Therefore, I will go through
the levels as they appear in the "Meltdown" setting.

- DESERT 1 -

This course is a road cut through mountains, sand dunes, ancient
temples, and cave systems. You'll learn the pains, and pleasures, of
Extreme G here. There is nothing difficult about this level, except for
maybe the short jump over a chasm. You have to be going AT LEAST 130 MPH
to clear it. Maybe less, maybe more, that's the best I could guess when
I was playing. And quite frankly, I don't really care what the exact
speed is so DON'T EMAIL ME ABOUT IT...yes, you'd be surprised how many
people are so picky...

Short Cuts:
Not exactly, but almost. When you get to a fork in the road with a
yellow ground, take the left route. It's slightly longer, but the TWO
(count 'em...) Nitro Curtains _more_ than make up for that. In fact, try
using a Nitro before the second one. If you position your bike just
right, you'll enter the looong cave ahead. This is one of the places
where you can go over 600 MPH (with a code) and 500 (normally)!

Weapon of Choice:
What is this section about? It's the best weapon in the level, or at
least the most useful. This time? The mighty Homing Missile on the
shortcut above. It might be difficult to get, though, because it's on
the inside of a very tight curve. You might have to break a little...

- DESERT 2 -

Like the first level, it's in a mountain/desert like setting. This one
is even faster, as there is a Nitro Curtain right at the beginning.
Using a Nitro right before it, you can go ahead, up the ramp, and over
the huge chasm and on the hilly road. After that is a looong dip which
leads to a bunch of cave systems and jumps.

Short Cuts:
Again, not a HUGE short-cut, but it's one all the same. At the first
junction, turn right to find some tubes that lead to a Nitro Curtain. If

you don't bang against the wall, you can get a tremendous boost!

Weapon of Choice:
The Road Blockers on all of the curves in the level...VERY useful in the
caves.

- DESERT 3 -

At the end of a desert stands the beginning of a large city, though this
is the poor part as most of the buildings are breaking apart. Avoid the
ramps at the beginning and take any path you want, they're all the same.
You'll soon find a long yellow path, use your Nitros here. After a long
corkscrew is a ramp and some more places, leading up to the end.

Short Cuts:
After the giant corkscrew is a ramp, right? Well, jam on the gas and
follow it up to another, shorter, road that will drop you down right in
front of the cave system. This is almost essential to winning the race
as the computer A.I. always use this (unless you "guide them away"...).

Weapon of Choice:
On the short cut road, at the very end is a rocket; use this on anyone
in the cave! They'll go flying and scrap along the walls.

- CITY 1 -

This is a favorite of mine...A long hill leads to a tunnel (use a Nitro
on the hill for some knuckle whitening speeds) which opens up a long
road. Avoid the ramps and choose a side at the loop-da-loop (both are
the same length). After a stretch of road, duck into the tunnel. It's
best to be on the LEFT side when doing this because you're aligned with
it. After that it's easy breezin'.

Short Cuts:
None

Weapon of Choice:
Shortly after the orange tunnel you'll come to a junction, take a right
to find a Homing Missile. Now no one will pass you, Oh, and the few
Nitro Hazes are pretty useful, too.

- CITY 2 -

Yep, this is also one of my favs. There is no defining features about
this level. Maybe it's the erratic turns, or the lovingly crafted
straight-aways ending in a hill that makes you go over 300 MPH...

Short Cuts:
None

Weapon of Choice:
I hate to say it...but almost all of the weapons in this level are
useful! To the mine in the very thin sections (you should use Nitros in
them, since they're so long) to the Fusion right at the start and end.
BTW (By The Way), you should use the first Fusion in the first
tunnel...it's so narrow that anyone behind you will be burnt to a crisp!

- CITY 3 -

Yes, this level is quite splendid. After the junction there is a canyon

(we're starting to exit the city here) which goes to a hole and a path around it. Take the hole for the Weapon of Choice (see below) and then there is a long straight-a-way which goes to a TREMENDOUS corkscrew...then there's the exit =P

Short Cuts:
Shortly after the start is a junction, one has a Nitro Curtain RIGHT there...if you use a Nitro before it, you can easily go over 500 MPH (normal) or 650 (with a code). Whew...it'll make your eyes bleed! Everything just melts...

Weapon of Choice:
Remember that hole in the road? Well, inside there is a Fusion! After that there will be all kinds of goodies like Rockets and Grenade Launchers.

- INDUSTRIAL MINE 1 -

This one is a little short, but it's oh so sweet (I don't believe I just said that). The first half consists of one giant hill, when you finally stop you'll be going at excess of 400 MPH!! Great place to use Nitros. After that it's a long corkscrew which leads to the end...pretty much.

Short Cuts:
None...aren't these new levels just sooo exciting? >=)

Weapon of Choice:
Well, after the giant screw that comes from above, look to the left...Rockets! Fusions! Mortars! Yay! I can't stop using exclamation marks...!

- INDUSTRIAL MINE 2 -

The first hill is like the first hill of a giant roller coast...you go up sorta slow, but when you reach the top...it's almost a drop straight down! If you use a Nitro at the bottom to get up more quickly, then you'll have so much momentum when going over the top that your wheels will probably come off the ground and you'll be floating a few INCHES off the ground! The rest of the level consists of hairpin tunnel turns and a lot of hills. Then there's the occasional pillar in the middle of the track to keep you on your toes :)

Short Cuts:
After the blue hill is a ramp, get on it and turn your bike 90 degrees (in the air...) and you'll land on a track!

Weapon of Choice:
Well, it's on the secret track explained just above! It's a Wally Warp! Then it turns into some Rockets. Then...dun dun dun...Homing Missiles!

- INDUSTRIAL MINE 3 -

AKA...HELL! Any fan of Extreme G will tell you that this is the hardest level to achieve first place on (unless you use Neon...), so it takes tons of practice. The first few sections have lava on either sides...with NO rails. Falling in will cost you several seconds, then there's the fact you start from a dead stop, which tacks even MORE time. There's two methods here: Go through as fast as possible and pray to God you don't hit a mine or someone else (which would quickly deposit you into the red goo) or...go through at about 100 MPH. Yes, even the A.I.

falls in, so it wouldn't be so bad. The rest of the level is almost un-
explainable...it's unique, because you'll ride the ceiling and go into
strange twists and turns...

Short Cuts:
Well, falling into the lava is one! Wait, no....

Weapon of Choice:
Aw, who cares? They all suck. You'll be cursing at the screen too much
to even take notice of any weapons.

- INSANE WACKO PLACE 1 -

This level is...strange, to say the least. You go through a flying
scrapyard with tons of movement. There are space shuttles flying over-
head, planes, cities in the background, and all other kinds of stuff!

After the first hill, you'll encounter a large boulder in the middle of
the road...SWERVE! You can either go left or right, pick anyone, none is
better than the other as they are both the same length. After that you
will find a place where you can actually ride on the wall, use this to
avoid Nitro Hazes shot from behind (which is quite common in this game).
Also, the best place to shoot your Nitros would be the yellow stripe
right at the end (hard to miss since it's the _only_ yellow strip in the
level).

Short Cuts:
None. Aren't these levels so riveting?

Weapon of Choice:
Sorry. None really. You'll be more focused on the background...

- INSANE WACKO PLACE 2 -

This place is even weirder...there is a purplish-blue mist covering
everything, which is very close to you, making it any man's guess what
lays over the horizon (unless you know the track by heart). No, it's not
to prevent pop-up, this time it's even closer than normal! Be careful of
the many hairpin corners, some players might even want to slow down
towards the middle to prevent scrapping along the metal rails.

Short Cuts:
It's all easy once you get up to the loop-da-loops with all of their
curves, twists, and...LOOPS! Most FAQ writers make the mistake that
there is in fact a shortcut INSIDE the loops (i.e. go left, right,
right). This is NOT true. No matter what direction you go, you'll end up
in the same place at the same time. After that there will be a blue
"wall" (portal, I guess). Turn right and hit your Nitro! You'll go
sailing through a hidden (well, you can see it. But you have to know
where it is since the blue wall prevents you from seeing it) Nitro
Curtain. You'll go screaming past a straight-a-way before careening over
a cliff. This will plant you right in front of the exit.

Weapon of Choice:
Around the middle of the course is a ramp, right? Well, when going over
it, be on the left side and aim you vehicle slightly to the right (but
still be on the left side). There's the Weapon of Choice! You'll get
Homing Missiles, Rockets, and a Fusion!

- FINAL RACE: INSANE WACKO PLACE 3 -

Sadly, the last level does not present much of a challenge. Although you
can tell that a lot of work went into this level. There is so much
action in the fore-ground you might want to practice the course in
practice mode before playing it so as not to get distracted...there's
flying saucers with awesome flame effects twirling everywhere, birds,
and even airplanes. All of this, plus players and everything, without a
hint of slowdown? Amazing. This level has a lot of holes in the ground
that make you fall in, go up a few hills, and then you're back out!
That's pretty much the entire level right there.

Short Cuts:
Near the middle, after coming out of a hole, is a ramp that goes to an
upper corner. In it is a Nitro Curtain, slam on the Nitro to go flying
(with a cheat, you go 650 MPH here) through a straight-a-way. To
guarantee hitting the ramp, stay on the LEFT side of the road.

Weapon of Choice:
Almost all of the weapons in the level are useful! All of the Missiles
and Rockets come in pairs of FIVE too! Woohoo! Explosions will be
everywhere...

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4) Codes and Secrets

NOTICE:
None of these cheats are my responsibility, they were obtained from
Cheat Code Central. If any of these do not work, or are incorrect,
complain to them, not me. Thank you. Also, make sure you can beat the
game and unlock all the cars before using these cheats, otherwise you're
throwing your fun right out the window.

FULL WEAPONS:

Enter "Contest" mode, then at the bike selection screen, press R. Then,
enter "arsenal" (case-sensitive) as a name. If you entered the code
correctly, you will hear a sound.

INFINITE NITROS:

Enter "Contest" mode, then at the bike selection screen, press R. Then,
enter "nitroid" (case-sensitive) as a name. If you entered the code
correctly, you will hear a sound.

TRANSPARENT TRACK:

Enter "Contest" mode, then at the bike selection screen, press R. Then,
enter "ghostly" (case-sensitive) as a name. If you entered the code
correctly, you will hear a sound.

SLIPPERY TRACK:

Enter "Contest" mode, then at the bike selection screen, press R. Then,
enter "banana" (case-sensitive) as a name. If you entered the code
correctly, you will hear a sound.

INVISIBLE MODE:

Enter "Contest" mode, then at the bike selection screen, press R. Then, enter "stealth" (case-sensitive) as a name. If you entered the code correctly, you will hear a sound.

TURBO MODE:

Enter "Contest" mode, then at the bike selection screen, press R. Then, enter "xtreme" (case-sensitive) as a name. If you entered the code correctly, you will hear a sound.

MAGNIFICATION MODE:

Enter "Contest" mode, then at the bike selection screen, press R. Then, enter "magnify" (case-sensitive) as a name. If you entered the code correctly, you will hear a sound.

WIRE-FRAME MODE:

Enter "Contest" mode, then at the bike selection screen, press R. Then, enter "wired" (case-sensitive) as a name. If you entered the code correctly, you will hear a sound.

FISH-EYE LENS:

Enter "Contest" mode, then at the bike selection screen, press R. Then, enter "fisheye" (case-sensitive) as a name. If you entered the code correctly, you will hear a sound.

BOULDER RACE:

Enter "Contest" mode, then at the bike selection screen, press R. Then, enter "roller" (case-sensitive) as a name. If you entered the code correctly, you will hear a sound.

NO GRAVITY:

Enter "Contest" mode, then at the bike selection screen, press R. Then, enter "antigrav" (case-sensitive) as a name. If you entered the code correctly, you will hear a sound.

DISABLE MIP MAPPING AND TEXTURES:

Enter "Contest" mode, then at the bike selection screen, press R. Then, enter "uglymode" (case-sensitive) as a name. If you entered the code correctly, you will hear a sound.

QUICK RACE FINISH:

Enter "Contest" mode, then at the bike selection screen, press R. Then, enter "RA50" as a name. If you entered the code correctly, you will hear a sound. Then, begin a race and quit during game play. Now the race will complete with a finishing position the same as whatever place your bike was when the quit option was selected.

EXTREME TEAM RACERS:

Enter "Contest" mode, then at the bike selection screen, press R. Then,

enter "XGTEAM" as a name. If you entered the code correctly, you will
hear a sound. Then, return to the name entry screen and enter the first
name of one of the game's developers, from the credits. Some choices are
Andy, Ash, Craig, Darren, Giles, Greg, Joe, John, Jon, Justin, Lloyd,
Sadie, Shawn, Simon, Steve, and Omri. Now the faces of the developers
will appear on the bikes.

FERGUS MODE:

Enter "Contest" mode, then at the bike selection screen, press R. Then,
enter "FERGUS" as a name and begin shoot 'em up mode. Then, Fergus' face
will now appear on the drones.

ROACH MOTORCYCLE:

Complete the Meltdown circuit at the intermediate difficulty level.
Alternatively, enter "51GG95 as a password for the Roach and all tracks.

NEON WONDER MOTORCYCLE:

Complete the Meltdown circuit at the expert difficulty level.
Alternatively, enter "61GGB5" as a password for the Roach, Neon, and all
tracks.

BONUS TRACK:

Complete the Meltdown circuit at the extreme difficulty level with a
bike other than the Roach or Neon and finish first on all tracks. Then,
a small bonus track will be available in single and multiplayer modes.
Alternatively, enter "81GGD5" as a password for the Roach, Neon, and all
tracks including the bonus track.

BIKE INSPECTION:

Enter the bike selection screen. Then, press C-Left or C-Right to speed
up, slow down, and stop the slow rotation of the bikes. Press C-Up or C
Down to tip the bikes to view the tops and bottoms.

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5) Credits

Companies
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Nintendo: It's their machine.

Acclaim: Their company...

Probe Entertainment: For making it

Internet Sites
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Cheat Code Central <www.cheatcc.com>: Take Gamesages and add N64cc and
what do you have? This site, containing the largest amount of codes for
video-games on the planet. They are responsible for the huge amount of
cheats in this FAQ.

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6) Legal Stuff
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met:

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3) It is shown in it's full version
4) This fine print is included
5) It will not be used to gain a profit by ways of selling or bartering
6) You update it as I update it. I can not be bothered to send everyone
the newest version, it would simply take WAY too long. And besides, I'm
too busy (i.e. lazy).

You may put it into HTML if you wish, but the above conditions must be
met. It can be "broken into pieces" when in HTML as long as the text
remains untampered, unaltered, unpirated, and just plain left alone
(except for color stuff, bold, links, or whatever, but that's not
changing the meaning).

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7) Farewell/Final Notes
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Oh man! I'm tired...Sure, it's only 6:07 P.M., but I'm still exhausted.

If you find any mistakes, have some corrections, have a question about
the FAQ or the actual game, or anything else my wacko brain can't come
up with at the moment, e-mail me at m_mallow@hotmail.com (found under
the title of this FAQ as well).


That concludes yet another FAQ. I can't think of much to say, so I'll
just let you on your way (hey, that ryhmes! I swear, it wasn't
intentional...)!

C-ya on the flip side
.
.
.
Or should I say, the next guide?




                        - marshmallow -
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