Extreme-G 2 FAQ

by Dessyreqt   Updated to v1.8 on May 3, 2002

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Extreme-G 2 Guide
Version 1.7
Written by Dessyreqt

Contents

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|I - Introduction|
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This document is a guide to Extreme-G 2 with stategies, codes, bike info and
other information. This is my first FAQ, and I have yet to write another FAQ.
This latest version of this FAQ can always be found at these two sites:
http://www.gamewinners.com
http://www.gamefaqs.com
If you have any questions, comments, ideas, or corrections to anything in this
guide, email me at dessyreqt@mindspring.com.

1. Extreme-G 2 basics
Extreme-G 2 is all about speed. There are ways to win other than being the
fastest, but the main focus is speed. Speed is abundant in this game, and so
are weapons. Weapons can destroy your opponent, or they could destroy you. The
Extreme Contest is the medium in which these elements are combined to create an
extreme racing experience. Before you try the Extreme Contest, you may want to
get a feel for the controls. Try running a few laps in Time Trial on Aquanor
and Sensara, or try Arcade mode to get accuraccy with your maxi-bolt. Practice
mode is a single race against seven other racers and can help prepare for the
Extreme Contest.

2. Version History
1.0 - July 2, 2000
      - Guide released for first time
1.1 - July 21, 2000
      - Fixed the tables
    Added 'Special Thanks' Section
    Corrected Mirror Mode Table
1.2 - Never Released
      - Added descriptions for bikes and bike scores
      - Added Cheats
      - Added Passwords
      - Completed Items Section
      - Fixed More Errors
      - Did some editing

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          - Updated Bike Scores
1.3 - July 28, 2000
      - Added 'Speed of Sound' Section
      - Added Track Desriptions
      - Fixed email address
1.4 - December 28, 2000
      - Fixed more errors
      - Added Battle Strategies
      - Added 'Notes' Section
      - Updated look of guide
      - Changed wordings for clarity
      - Changed email address
      - Made minor changes
1.5 - January 1, 2001
      - Added ASCII Art
      - Modified Extreme Contest charts
      - Fixed even more errors
      - Reorganized Introduction
      - Reformatted to 79 characters per line (GameFAQs.com's standard)
1.6 - February 19, 2001
      - Made more minor changes
      - Modified 'Speed of Sound' section
      - Modified Track Strategies
      - Increased spacing between sections
1.7 - June 1, 2001
      - Added my special little Eschaton strategy
      - Changed updating sites
      - Added review (and will accept others!)
      - Made more minor changes



2. Controls
Function                        Button
------------------------------------------------
Accelerate                      Z
Brake                           B
Quick Turn                      R
Fire Maxi-Bolt                  A
Charge Maxi-Bolt                Hold A, release
Nitro                           Down C
Activate Pick-Up                Right C
Drop Pick-Up                    Left C
Reverse View                    Up C
Screen-In-Screen Reverse View   L
Zoom In Camera                  Control Pad Up
Zoom Out Camera                 Control Pad Down



3. Items
Multiple Missle
This is just a pack of 2, 4, or 6 missles that fire simultaneously.


Mortar
This fires some missles that explode on the ground to do damage.


Homing Missle
The best. Fires 1, 2, 3, 4, or 5 homing missles individually.


Rear-Fire Rocket
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This weapon fires backwards. It's hard to aim because the missles swerve from left to right.

Ion Sidecannon
One ion beam on each side of you. Deals little damage, but if used well, can prevent a bike from passing you, or it could even destroy it.

Power Shield
Doesn't protect you, but can send other bikes flying by bumping them.

Phosphor Flare
Fires off a quick flare of blinding light. Useless vs. computers.

Invisibility
Makes you translucent (even to other bikes), and lets you equip other items.

Invulnerability
Makes you temporarily invulnerable, but you can't equip weapons.

Smoke Exhaust
Fires off blinding smoke behind you, giving a tiny speed boost. Useless against computers.

Flame Exhaust
Fires off fire behind you, giving a greater speed boost than with the smoke exhaust. Also deals damage to those behind you.

Rail Gun
Rotates around you to fire a continuous stream of green energy at nearby opponents.

Leader Missle
Big missle that keeps going until it hits the bike in first place, even if it's you.

Rear Maxibolt
Fires purple level maxibolt behind you.

Wally Warp
Very useful. Creates a first portal, then creates a second portal through which a bike teleports to the first.

Head Lamp
Creates light in dark tunnels. Found only on Tethra.

Static Pulse
Creates an energy wave that messes up the bikes' controls.

Proximity Mine
A nice item, these 6 mines move left and right and deal some good damage to other bikes. However, there is a chance that some of the mines will hit you.

Laser Mine
This will drop a mine that fires lasers behind you.

Magnetic Mine
This mine will draw the bikes to the sides, slowing them down and dealing a little damage on the side.

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|II - Bikes|
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The bikes, although do not have numerical ratings in the actual game, have been
given numerical ratings by me based on the pie charts. There are 10 normal
bikes, 3 super bikes, and 10 non-bikes, for a total of 23 racers.

1. Normal Bikes
These bikes are available when you start the game.

G-Spark (Velocity Kendo)
Weapons:7
Armor:4
Top Speed:4
Handing:4
Acceleration:4
G-spark is the bike that I started with. It's very well balanced and has great
weapons.

Boomsta (Roxy Tempo)
Weapons:4
Armor:1
Top Speed:8
Handing:4
Acceleration:1
This bike is very good on a track like Sensara. This is the fastest normal
bike, but has bad acceleration. A nitro at the start could help this.

Mooga (Peppa Stilletto)
Weapons:1
Armor:8
Top Speed:4
Handing:4
Acceleration:1
Not the best bike at all, this bike is fast, but does not handle well. It won't
get blown up easily, though.

Grimace (Sly Slipstream)
Weapons:4
Armor:7
Top Speed:4
Handing:4
Acceleration:4
This is another very well balanced bike. This has good armor, though, which I
think is more important than weapons.

Wraith (Errol D'namix)
Weapons:8
Armor:1
Top Speed:4
Handing:4
Acceleration:1
This is an okay bike. This bike has little armor, making it easy to kill.

```
Surge (Natasha Vert)
Weapons:1
Armor:4
Top Speed:1
Handing:4
Acceleration:8
This bike is very quick, but not very fast. This is the slowest bike.

Zeo-Max (Crash Crisis)
Weapons:1
Armor:4
Top Speed:4
Handing:8
Acceleration:1
Something is wrong with this bike, at least in my game. It's too fast for its
stats. I don't know why, but this is a very good bike.

Vex (Alexander Benotti)
Weapons:8
Armor:8
Top Speed:1
Handing:1
Acceleration:1
The ultimate battle bike, Vex is useful for nothing else except a challenge.

Freeker (Phlux Cobalt)
Weapons:1
Armor:1
Top Speed:4
Handing:8
Acceleration:8
Another quick, but not fast bike, this bike does very well with no weapons.

Velofire (Ruby Dabomb)
Weapons:1
Armor:1
Top Speed:6
Handing:8
Acceleration:7
This is my favorite bike. Aside from it being pink, this bike is almost
perfect.



2. Super Bikes
Super Bikes are earned after winning Extreme Contest on either Atomic, Critical
Mass, or Meltdown. They cannot be used in Battle mode.

Venom (Hotra Toxic)
Weapons:7
Armor:6
Top Speed:9
Handing:8
Acceleration:7
Venom is a very fast bike, but after getting Wasp and Spectre, you will
probably ignore it.

Wasp (Tiger)
Weapons:8
Armor:7
```

```
Top Speed:9
Handing:9
Acceleration:8
Another very good bike, it will be raced more often than Venom, but probably
less often than Spectre.

Spectre (Alien X)
Weapons:9
Armor:9
Top Speed:9
Handing:9
Acceleration:9
An excellent bike, Spectre is the fastest, strongest bike. It should be used by
experts.



3. Non-Bikes
Each human is earned after beating Mirror Mode with a corresponding normal
bike. They have the same stats as their bikes. When you race in Duel mode with
one of these, all of your opponents will be non-bikes as well, even the
superbikes!

Velocity Kendo
Weapons:7
Armor:4
Top Speed:4
Handing:4
Acceleration:4

Roxy Tempo
Weapons:4
Armor:1
Top Speed:8
Handing:4
Acceleration:1

Peppa Stilletto
Weapons:1
Armor:8
Top Speed:4
Handing:4
Acceleration:1

Sly Slipstream
Weapons:4
Armor:7
Top Speed:4
Handing:4
Acceleration:4

Errol D'namix
Weapons:8
Armor:1
Top Speed:4
Handing:4
Acceleration:1

Natasha Vert
Weapons:1
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```
Armor:4
Top Speed:1
Handing:4
Acceleration:8

Crash Crisis
Weapons:1
Armor:4
Top Speed:4
Handing:8
Acceleration:1

Alexander Benotti
Weapons:8
Armor:8
Top Speed:1
Handing:1
Acceleration:1

Phlux Cobalt
Weapons:1
Armor:1
Top Speed:4
Handing:8
Acceleration:8

Ruby Dabomb
Weapons:1
Armor:1
Top Speed:6
Handing:8
Acceleration:7
```

4. The Best Bikes
These are charts showing which bikes are better based on a weighted average. Of course, whatever bike you are most comfortable with is the best bike for you.

Racing With Weapons
The emphasis of racing is speed. Handling is also very important. But with weapons included, armor also is important.
The percentages for each category are:
Weapons = 15%
Armor = 20%
Top Speed = 30%
Handling = 25%
Acceleration = 10%

```
-------------------
Bike       |Score|
-------------------
Spectre    |10.00|
Wasp       | 9.28|
Venom      | 8.50|
Velofire   | 5.39|
Grimace    | 5.11|
G-Spark    | 4.94|
Freeker    | 4.83|
Boomsta    | 4.78|
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Zeo-Max       | 4.72|
Mooga         | 4.50|
Wraith        | 4.11|
Vex           | 3.83|
Surge         | 3.39|
------------------
```
As you can tell, Spectre is a very good bike, but is for experts due to the extreme speed. As for normal bikes, Velofire, G-Spark, and Grimace are solid choices. If your friends are trigger happy lunatics however, you may want to stay away from Velofire.

Racing Without Weapons
Weapons and armor mean nothing, so acceleration becomes more important.
The percentages are as follows:
Weapons = 0%
Armor = 0%
Top Speed = 45%
Handling = 25%
Acceleration = 30%

```
------------------
Bike          |Score|
------------------
Spectre       |10.00|
Wasp          | 9.67|
Venom         | 9.06|
Velofire      | 7.56|
Freeker       | 6.89|
Boomsta       | 5.44|
Zeo-Max       | 4.56|
G-Spark       | 4.44|
Grimace       | 4.44|
Surge         | 4.28|
Mooga         | 3.44|
Wraith        | 3.44|
Vex           | 1.11|
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```
Vex gets worse, as all he is is weapons and armor. Surge becomes better compared to others. Velofire and Freeker are the best choices here.

Battle
The only thing that really matters in battle are the weapons and armor.
Handling is also important because you can't shoot what you can't see.
The percentages are:
Weapons = 30%
Armor = 40%
Top Speed = 10%
Handling = 15%
Acceleration = 5%

```
------------------
Bike          |Score|
------------------
Vex           | 6.56|
Grimace       | 5.78|
G-Spark       | 5.44|
Mooga         | 5.06|
Wraith        | 4.28|
Zeo-Max       | 3.94|
Boomsta       | 3.39|
```

```
Surge       | 3.33|
Velofire    | 3.17|
Freeker     | 3.00|
Venom       | 0.00|
Wasp        | 0.00|
Spectre     | 0.00|
-------------------
```

Vex dominates here, and G-Spark and Grimace have good weapons and armor,
respectively. The superbikes are unplayable in battle, so they get nothing.

Overall Scores
This is an average of the other three scores. It is unrealistic to say that the
super bikes are perfect, so I counted battle in their score. In my opinion,
though, Velofire is the best.

```
-------------------
Bike       |Score|
-------------------
Spectre    | 6.67|
Wasp       | 6.31|
Venom      | 5.85|
Velofire   | 5.37|
Grimace    | 5.11|
G-Spark    | 4.94|
Freeker    | 4.91|
Zeo-Max    | 4.41|
Boomsta    | 4.54|
Mooga      | 4.33|
Wraith     | 3.94|
Vex        | 3.83|
Surge      | 3.67|
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|III - Extreme Contest|
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Extreme Contest is where you earn new bikes and cheats. It can be multiplayer,
except for Duel mode, and gradually becomes more difficult. Once you get to a
track on extreme contest, you can race on it in any other mode. Also, if you
use cheats, super bikes, or non-bikes, then the contest reward isn't given.

The bikes you race against are:
Phaeton
Pylat
Blight
Mazurk
Mace
Lazar
Kaos

1. Atomic
Atomic consists of four races. When you beat it on any difficulty, you earn

Venom. The chart below shows what tracks you race on difficulty and the amount of points needed to pass each track.

Track	Easy	Medium	Hard	Points
Aquanor	The Harbour	Submarine Bay	Clifftops	4
Lumania	Fountains	Pyramid	Landing Bay	10
Tethra	G-Plains	Fault	Noctourne	15
Tox City	Ventilator	Pulsar	Apex	21

Average points per track: 5.25
Max points without bonus: 32
Max points with bonus: 44

2. Critical Mass
Critical Mass consists of eight races. When you beat it on any difficulty, you earn Wasp. The chart below shows what tracks you race on difficulty and the amount of points needed to pass each track.

Track	Easy	Medium	Hard	Points
Aquanor	Submarine Bay	Clifftops	Clifftops	6
Sensara	Skyline Drop	Crybridge Pass	Tubeway	11
Lumania	Pyramid	Landing Bay	Landing Bay	17
Meza Virs	Wind Farm	Harvest	Gleams	22
Tethra	Fault	Nocturne	Nocturne	27
Anville	Outlet 360	Hangar	Breakers	33
Tox City	Pulsar	Apex	Apex	39
Cordilon	Sulphur Lakes	The Mire	Crystal Forest	48

Average points per track: 6
Max points without bonus: 64
Max points with bonus   : 88

3. Meltdown
Meltdown consists of twelve races. When you beat it on any difficulty, you earn Spectre. The chart below shows what tracks you race on difficulty and the amount of points needed to pass each track.

Track	Easy	Medium	Hard	Points
Aquanor	Clifftops	Clifftops	Clifftops	6

Sensara	Crybridge Pass	Tubeway	Tubeway	14
Farron	Fire Hazard	Mushroom Chicane	Corkscrew	20
Lumania	Landing Bay	Landing Bay	Landing Bay	24
Meza Virs	Harvest	Gleams	Gleams	28
Canous	Mountain Pass	Lower Village	Chasm Crossing	36
Tethra	Nocturne	Nocturne	Nocturne	44
Anville	Hangar	Breakers	Breakers	50
Hydra Prime	Underwater Base	Volcano	The Abyss	58
Tox City	Apex	Apex	Apex	66
Cordilon	The Mire	Crystal Forest	Crystal Forest	72
Eschaton	Glass Highway	Infernus	Burnout	80

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Average points per track: 6.6666...
Max points without bonus: 96
Max points with bonus   : 132

4. Duel Mode
Duel Mode consists of twelve races against one other bikes. When you beat Duel
Mode, you gain access to Mirror Mode. The chart below shows who you race on
what track on each difficulty.

Track	Easy	Medium	Hard	You Race*
Aquanor	The Harbour	Submarine Bay	Clifftops	Wraith
Sensara	Skyline Drop	Crybridge Pass	Tubeway	Boomsta
Farron	Fire Hazard	Mushroom Chicane	Corkscrew	Zeo-Max
Lumania	Fountains	Pyramid	Landing Bay	G-Spark
Meza Virs	Wind Farm	Harvest	Gleams	Freeker
Canous	Mountain Pass	Lower Village	Chasm Crossing	Grimace
Tethra	G-Plains	Fault	Noctourne	Mooga
Anville	Outlet 360	Hangar	Breakers	Surge
Hydra Prime	Underwater Base	Volcano	The Abyss	Vex
Tox City	Ventilator	Pulsar	Apex	Venom
Cordilon	Sulphur Lakes	The Mire	Crystal Forest	Wasp
Eschaton	Glass Highway	Infernus	Burnout	Spectre

*Please note that you never race the same bike you are using in duel mode. Instead you race Velofire.

5. Mirror Mode
In order to get the human runners, you have to beat Mirror Mode on hard. Try setting the laps to 7 and make sure the weapons are ON. Any bonuses are ignored, so you must finish first every race.

```
--------------------------------------------------------------------------------
Track         | Easy               | Medium             | Hard            | Points    |
--------------------------------------------------------------------------------
Aquanor       | ruobraH ehT        | yaB enirambuS      | spotffilC       | 8         |
              |                    |                    |                 |           |
Sensara       | porD enilykS       | ssaP egdirbyrC     | yawebuT         | 16        |
              |                    |                    |                 |           |
Farron        | drazaH eriF        | enacihC moorhsuM   | wercskroC       | 24        |
              |                    |                    |                 |           |
Lumania       | sniatnuoF          | dimaryP            | yaB gnidnaL     | 32        |
              |                    |                    |                 |           |
Meza Virs     | mraF dniW          | tsevraH            | smaelG          | 40        |
              |                    |                    |                 |           |
Canous        | ssaP niatnuoM      | egalliV rewoL      | gnissorC msahC  | 48        |
              |                    |                    |                 |           |
Tethra        | snialP-G           | tluaF              | enruotcoN       | 56        |
              |                    |                    |                 |           |
Anville       | 063 teltuO         | ragnaH             | srekaerB        | 64        |
              |                    |                    |                 |           |
Hydra Prime   | esaB retawrednU    | onacloV            | ssybA ehT       | 72        |
              |                    |                    |                 |           |
Tox City      | rotalitneV         | rasluP             | xepA            | 80        |
              |                    |                    |                 |           |
Cordilon      | sekaL ruhpluS      | eriM ehT           | tseroF lasyrC   | 88        |
              |                    |                    |                 |           |
Eschaton      | yawhgiH ssalG      | sunrefnI           | tuonruB         | 96        |
--------------------------------------------------------------------------------
Average points per track: 8
Max points without bonus: 96
Max points with bonus   : 96
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|IV - Battle|
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1. Basics
Your best bet for winning in battle mode is Vex. He is mostly weapons and armor. I played on all of the tracks and have developed an effective strategy for each one. They are listed below.

2. Abydos
There are powerups on the pyramids, including an invisibility powerup, but I suggest you go immediately into the pyramid. Inside the pyramid are some homing

missles, but at the bottom is the railgun. It is very useful, since the missles come in small amounts. Grab the railgun, then hunt someone down. Repeat until you've won.

3. Pollutagon
A pack of homing missles may be in front of you at the start of this level. If so go for them. If not, go up the long ramp for some multiple missles. After about a minute, a railgun will appear at the top of the short ramp. Get it, drop down, and blast away. Also, the homing missles will respawn after a while.

4. Bellamire
There will be multiple missles in the center. Ignore them in favor of a railgun near the edge of the center. You can go up the ramp to find a pack of homing missles and multiple missles. On the other side of the top area, you can find an invulnerability and a railgun.

5. South Sea
Due to the shape of the arena the multiple missles can be more useful. There are some on the bottom of the arena, and the center is littered with railguns. The greatest prize is a 5-pack of homing missles. later on, you can find an invisibilty at the center of the top area and an invulnerability near the center.

6. Carneth
At the very begining, go up the center ramp to get some homing missles. There will also be a railgun under the track. Other than that, there isn't much to this place.

7. Sindrome
This place looks like Stonehenge. There is a trench surrounding it that contains multiple missles, and an invulnerability in the center. Go for the invlnerability then go for either the homing missle on the top of the short row of stones or the railgun on the long row. You can also find a 3-pack of homing missles in between two stones near the short row of stones.

|V - Tracks|

Listed below are my startegies for each track, followed by were to nitro on each variant, assuming you use nitros. There are some secrets I would rather keep to myself, but a working strategy is posted for each track.

1. Aquanor
An easy track, this features only multiple missles, mortars, ion sidecannons, and rear-fire rockets.
The Harbour, Clifftops, ruobraH ehT and spotffilC: The best place to nitro on these variants is in the tunnel on the lower split of track.
Submarine Bay and yaB enirambuS: Due to the sharp turn, it is not recommended to nitro in the submarine bay, but rather after you leave it, before the fork.

2. Sensara
This track was built for speed. Just go as fast as you can and use the banks on the sides. On every variant, a good place to nitro is under the overpass that is preceeded by three ramps.

3. Farron
If your using a bike such as Freeker or Velofire, you can break the sound barrier if you don't quick-turn on the curves. There isn't much other strategy to this track.

4. Lumania
This track should pose no problem, but just in case you didn't know, there is an inner turn near the end of the track.

5. Meza Virs
My last entry said dn't take the loop, but to do that, you must slow down. I now advise you to take the loop and the short cut. The walls will suck you in so be careful.

6. Canous
Near the beginning, on the far right is a quicker path. Take this. Near the end, there is a set of homing missles under the refill platform that always contains a 5-pack.

7. Tethra
In the big tube, stay on the line at the bottom. Turn on the bright on your TV or monitor up so you don't need to use the headlamp.

8. Anville
Under the energy platform, there is a short cut. The rest of the track is plain and obvious.

9. Hydra Prime
You should wait somewhere and blow everyone up. If that's not to your liking, you can use a nitro on the straightaways.

10. Tox City
This track is very easy. Since you will probably be in the lead, go for the
leader missle and discard it.

11. Cordilon
Except for the first variant, this track is very hard. The shortcut is hard to
access and there are few things to get in the way from you falling off.
Sulphur Lakes: There is a shortcut near the beginning on the left. That is also
where the leader missle is.
Other variants: Good luck. If you need another strategy, turn around at the
beginning and find the leader missle. Face the right direction and fire it off.
When the first place person starts his second lap, you'll be able to find
homing missles before the corkscrew-fork.

12. Eschaton
Well, it seems that one whole person reads this and has asked for my Eschaton
strategy. So here it is. On the first "suicide" turn (where you turn back onto
where you came and are rushing into people behind you), turn where the track
narrows a little near where you land, and then nitro. If you don't want to
nitro, go a little farther, turn, and then hold the control stick back when you
get to the ramp. If you're are going atb least 360 GPH, you should make the
jump. The bulk of the track is easier only by practice, but when you get to the
second suicide turn, skip it entirely and turn immediately around and go into
the start finish building. If done properly, this technique can shave at least
10 seconds off of your lap time. I don't really know if it's that awesome, now
that I think about it, but I consistently beat my friends and Mirror Mode Hard
racers with this strategy. If all else fails, practice, and you will succeed.

|VI - Miscellaneous|
----

1. Cheats
2064
Makes your bikes look like the drones in the time trial.

FLICK
The game's graphics become blurred. This also removes the panel.

JUGGLE
Produces a random track on every mode.

LINEAR
Wireframe graphics.

MISPLACE
All items are homing missles or multiple missles.

MISTAKE
When racing, press Right C. This will give you either homing missles or

multiple missles.

NEUTRON
TRON mode. Very cool.

NITROID
You will have unlimited nitros. When you use a nitro, the speed becomes
exaggerated on screen.

NOPANEL
This removes the speedometer, clock, and other things that clutter the screen.

PIXIE
Removes screen fog that covers up the pop-up.

RA50
When playing, before the race actually starts, press start. Select Quit and
select Yes. You will have won in first place.

SPIRAL
Like the code implies, the screen starts rotating. It becomes much more
diffcult.

SPYEYE
This produces an ovehead view of the game.

XCHARGE
You will go faster, and have unlimited shields and lasers.

XXX
This will make the bikes go much faster.

2. Passwords
NNT1V63DCBMK
Atomic and Critical Mass. Venom, and all tracks on Aquanor, Sensara, Lumania,
Meza Virs, Tethra, Anville, Tox City and Cordilon.

3BJBGCQ9DGP3
Atomic through Meltdown. Venom and Wasp, all normal tracks.

SXRG9BQ9DGP2
Atomic through Duel Mode. All bikes and superbikes. All normal tracks.

SVDPHM6F45SG
All modes, All tracks, All bikes and superbikes. No non-bikes.

6D3HXM6F45SQ
Everything known in the game. All tracks, modes, bikes, superbikes, and non-bikes!!!

3. The Speed of Sound
The speed of sound in air, or Mach 1, is 740.1 MPH. In Extreme-G 2, it's 740
GPH. I have set up a speed trial on Sensara to see who would go the fastest
without nitros. Here's the chart:

Bike | Speed | Top Speed | Acceleration |

```
Boomsta    | 891   | 8        | 1           |
Zeo-Max    | 841   | 4        | 1           |
Wraith     | 819   | 4        | 1           |
Mooga      | 791   | 4        | 1           |
G-Spark    | 735   | 4        | 4           |
Velofire   | 729   | 6        | 7           |
Grimace    | 726   | 4        | 4           |
Vex        | 724   | 1        | 1           |
Freeker    | 723   | 4        | 8           |
Surge      | 718   | 1        | 8           |
-------------------------------------------------
```

Apparently, the Acceleration stat has no affect on how fast these bikes go...
but neither does the Top Speed stat. Otherwise, Velofire would be the second
fastest, followed by Freeker. Obviously Zeo-Max is a better choice... he's
fast, doesn't have weak shields, and can turn like Velofire.

4. Notes
When you race in Duel mode with a non-bike, every competitor is also a
non-bike, even Venom, Wasp, and Spectre. Perhaps they are available as
playable non-bikes...

Despite the fact that they're listed as valid codes many places, WIPEOUT,
ROLLER and ROCK are not Extreme-G 2 codes.

Also, on some sites, there is a password for "extra multiplayer levels". This
simply refers to the mirror mode tracks.

5. Review
   Extreme-G 2 has been rated by some as bad, for reasons that I disagree with.
Others, while recommending it, do not serve the game justice by labeling it as
"a game to play when you're bored" or "a good bargain-bin racer". These are
valid opinions, but at the risk of contradicting myself, I don't think they
convey about what the game of Extreme-G 2 is. So, I shall attampt to write a
much fuller synopsis of my opinion of Extreme-G 2.
   Starting from the very beginning, the graphics of the characters could have
been done much better. Velocity Kendo looks like a hunchback freak with a face
somewhat resmbling that of a normal human. The menu is rather awkward, for
example, when you press left, the ring rotates counter-clockwise, moving the
cursor to the option toward the right. It works similarly in the password
screen. While it is a little cumbersome, it barely takes much of your actual
playing time away.
   There are seven modes of play, 23 racers, 72 tracks, and 6 battle arenas.
That adds up to a lot of replay value. Of course, that isn't as much as it may
sound. The Multiplayer Cup is actually a tournament system of random races or
battles organized within the game. The battle mode is fun with several people
playing. The Arcade mode is like playing a very weird racing/shooting mix of
games, but still has some good play time in it.
   The Extreme Contest is the main part of the game. Many people can settle on
Easy, seeing as the game's dizzying speeds can make the game hard. However, for
those willing to challenge themselves further, more bikes can be earned, more
tracks can be played, and more levels of racing can be attained. From Atomic to
Mirror Mode, the game is packed full of racing fun, most of which comes from
the integration of combat. The fact that you can die, and not without great
difficulty (excepting bikes like Mooga and Vex), add more thrill to an already
thrilling race.
   Though it does have its bad points, Extreme-G 2 is a very fun racing game. I

have many games for the Nintendo 64 and Playstation, yet this is the most-
played game by far. If you let yourself get drawn into it, you won't want to
put it down. The environment of the tracks will lure you in with great graphics
and good sound (especially in surround sound). These reasons make me give this
game five stars. Whether you like the game or not, I know I'll be playing it
for at least another year.

```
     Graphics -  8
        Sound - 10
        Music -  9
 Presentation -  8
        Setup -  7
   Innovation -  8
       Extras - 10
        Depth -  9
      Control -  9
  Interaction -  7
      Balance -  9
 Replay Value - 10
 Satisfaction - 10
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Total Score - 9.12 out of 10
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|VII - Special Thanks|
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Special Thanks goes to:
Acclaim and Probe, for making this game
Al Amaloo, for posting this guide on the Mining Co./Game Winners website
GameFAQs.com, for being a reliable resource on all games
Shigeru Miyamato, for creating Nintendo
Raymond Welch, for showing me this great game
Caffeine, for adding 20+ hours to my week
Cats everywhere, they're furry and cute and they brighten your day
Beck, for producing music that I like and can work to
Steven Potter, for introducing me to the music of Beck
My mom, for buying the computers that I typed this guide on
Myself, for making this guide for my own reference

If you have any questions, comments, ideas, or corrections to anything
in this guide, email me at dessyreqt@mindspring.com.