

Monster Truck Madness 64 Hints and Tips FAQ

by Lord Chaos

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Monter Truck Madness General Tips
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Section 0

Ok, this is my first FAQ of any type, so if you don't like it, tough. Also please don't steal any of what little there is here, and if you must, ask me first.

Section 1

The best tip of all:
Don't go top speed!

In most racing games holding the acceleration button down is good, not here. I tryed it the first time I played and, well you couldn't keep me on the road with super glue. Kepp the RPM meteer out of the red, except in two circumstances. Both of which are described below.

Section 2: The Trucks

Black Stallion
Snake Bite
Samson
Rampage
Overkill
The Outsiders
Nitemare
Monster Patrol (My favorite in the looks department)
Hollywood Hogan (Uh oh, it's the black hummer!)
The Hitman
Executioner
Grave Digger (The Goldberg of monster trucks)
Carolina Crusher
Boogey Van
Bigfoot
Bear Foot
Police Truck
Wildfoot
Stinger (looks kinda like a scorpion)

Firestone

Section 3: Items

Bottle of Oil: Does what is expected, puts a puddle of oil on the track, make trucks spin. Usually stays on the track for the entire race.

Missile Launcher: Gives you three truck seeking missiles. One of the best items in my opinion. save these for when you're stuck in the back.

Atomic Bomb: This sucker will shrink those trucks from monsters to mice in no time. I don't see any way to avoid this.

Lightning Shield: This sucker's good when all the trucks are clumped together. It'll protect your truck from the others, and send those guys flying! Not very useful when your in front though.

Helicopter: Stop! Hover time! This baby'll allow you to fly over nearly anything in your way. Just be careful when you use this, stay on the track, and try and stay low, or else you might tip. When I'm using this is one of the two times I'm holding the button down.

Blue Diamond: This lil gem will cause your truck to become ghost-like. You can drive through almost anything with this. Pretty useful anytime.

Nitro: Makes you go faster, duh! Well I rarely use this sucker. Use this thing only on a stariaght away, and a long one at that. This is the only other time I'm holding the accelerator.

Section 4: Codes

YRDR - Little tires (low rider mode)
JMPNG - Puts a picture of a programmer or something all over, haven't tried it personally.
Y-WNT-T - Unlimited missiles, go wild man! (Haven't tested)

Passwords:

Beginer:

Ruins	GMFKLB04
Junk Yard	JM<>7
The Heights	M\ /LQRR
Voodoo Island	PQ>T*
	*LTXGR
Greenhill Pass	SWOJK9H
Wasteland	V\ /*
	Z00RZ3MNCL^7
Aztec Valley	Y\ /X23*

	26PQF>D*9F
Alpine Challenge	---
Death Trap	---
Medium:	
Ruins	GBGJ5MTL
Junk Yard	JMJMQL7S
The Heights	MJMPT>XRN
Voodoo Island	PJPSWR0*89R
Greenhill Pass	SBSV2*3XBC^4 \/
Wasteland	VBVY2X60\/FD7BM2
Aztec Valley	YFY15093H<G ^\/5675
Alpine Challenge	1N1483CKLJDH89^G4N
Death Trap	---
Hard:	
Ruins	GKGH^G* >
Junk Yard	JGJKLJP*
The Heights	MSMN>M7QW
Voodoo Island	PKPQRP^T793
Greenhill Pass	SKST*SDW\/ C61R
Wasteland	VOVWXVGZDF9463R
Aztec Valley	YGY209YJ2G<C796462
Alpine Challenge	101231M5JLF^C979S0D
Death Trap	404564P8M> <DFC> CV32KC

Special thanks goes to: Jeremiah 'Digger' Sahlberg for talking me into renting this one.

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