

Rush 2: Extreme Racing USA Stunt Track Guide

by iamtheprodigy

Updated to v1.03 on Feb 5, 2006

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An FAQ by: BenG

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Section A
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ABOUT THIS FAQ

This is an FAQ for the Nintendo 64 game Rush 2 Extreme Racing USA. It is an In-Depth Guide for strategies in the Stunt Track. This FAQ should help you to better understand how to master the steering wheel and land more tricks to get massive points.

Now if you haven't played this game before, you wouldn't know that it is a great, classic arcade style racer for the Nintendo 64. It features many levels of face-paced racing against human or AI opponents. Levels include places like New York Uptown and Downtown, Alcatraz, and my personal favorite, the Stunt Track. The funny thing is, you do not race in my favorite course, but you do do some crazy things.

The Stunt Track is a level that some racing fans might ignore, because it is a lot different from the rest of the game. But, they do say that one man's trash is another man's treasure, and this is true because I just love this Stunt Track. You will too, if you don't already.

The thing about the Stunt Track is that it adds a whole new dimension to the game. It takes an arcade style racer and turns it into some kind of extreme sport, where tricks get you points and the most points win. You are timed like in a normal race, but there is no checkpoints, just ramps. A lot of ramps. Cool.

You can't play against computer-controlled opponents, but you can practice alone or battle against your human friend. It is quite tricky but with some practice you will be gaining points like a master.

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Section B
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LEGAL INFO

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Anyone not listed above does not have approval to feature this FAQ,
so if you see this FAQ anywhere else, please contact me immediately.

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Section C
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ABOUT ME

Hey there all! I'm BenG, or iamtheprodigy on GameFAQs. I'm a big fan of old Nintendo 64 games, and this is the first one I'm writing an FAQ about. This is my first FAQ, and I basically decided to write it because I wanted to make myself seem useful. Which I'm not. It's just an illusion that I created. You never would have guessed would you? :P

Well you know enough about me, and I'm out of ideas. I obviously don't want to tell you guys my address or my phone number or anything, because that would be...well, bad. If you do want to contact me however, see the bottom of the document, where the CONTACT ME section is.

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Section D
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UPDATE HISTORY:

9/15/2005: Submitted to GameFAQs, Version 1.0

1/15/2006: Updated contact information, Version 1.01

1/28/2006: Contributor info updated, Version 1.02

2/5/2006: Minor stuff cleaned up, Version 1.03

This may be the only version, unless I am contacted about information left out.

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Section E
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BASIC CONROLS:

A button = Gas Pedal

B button = Brake (pretty much useless in this game)

Control Stick = Steer

Right C button = Honk your horn (also useless, sometimes funny though)

Top C button = Auto-Regenerate (you will automatically land and you will flicker as if you had crashed, but you will not get any points)

for the trick or anything, as hitting this button is basically bailing out to save time)

Down C button + A button = Reverse (back-up)

L button = Adjust camera angle (4 different views, two behind car, two inside car)

BASIC GAMEPLAY:

Hit start to get passed the demos to the:

Opening menu:

One Race > One/Two player select screen [create a player] > Level select > Select car > Start single race

Circuit > One/Two player select screen [create a player] > Continue Circuit/ New circuit > Select track > Select car > Start circuit

Practice > One/Two Player select screen [create a player] > Level select > Select car > Start practice

Records > Different lists of personal saved records

Setup > Options/Controls/Sound

Option Menu:

Rumble Pack: Sensitive/Insensitive

Track Map: On/Off

Radar: On/Off

Time elapsed: On/Off

Time Remaining: On/Off

Tachometer: On/Off

Speedometer: On/Off

Place: On/Off

Gear Shift: On/Off

Metric: On/Off

Wrong Way: On/Off

TRACKS:

Alcatraz

Hawaii

New York Uptown

New York Downtown

Las Vegas

Las Angeles

Seattle

Halfpipe

Crash

Stunt

CARS (rated for usefulness in the Stunt course):

Muscle Car- Good acceleration, good top speed, difficult turning. 9/10

Sedan- Easy to control, decent top speed, okay acceleration. 7/10

Bandit- Drifts a lot around turns, very good acceleration, okay top speed. 8/10

Mobster- Difficult to control, slow. 1/10

Coupe- Good acceleration, average top speed, tricky steering sometimes. 6/10

Exotic- Insane speed and acceleration, take turns slowly! 9.5/10

Van- Decent acceleration, bad top speed, easy steering. 6/10

Sportster- Great acceleration and so-so top speed. Decent steering. 6.5/10

Subcompact- Great acceleration, good top speed, controls difficult. 8/10

Concept- Insane speed and acceleration, spins out fast on turns. 9.5/10

Hatchback- Very slow top speed, decent acceleration and excellent control. 5/10

Cruiser- Bad acceleration, good top speed, good steering. 8/10

Stallion- Good acceleration, decent top speed, semi-difficult steering. 7.5/10

4X4- Good top speed, slow acceleration and bad steering. 3/10

Pickup- Good acceleration, drifts well, poor top speed. 6/10

Compact- Decent acceleration and top speed. 4/10

Once you have started, following along is easy enough. It is just like any other arcade racer, and is very well-made. You will notice many different

paths in each track, some of course being faster than others. If you are tricky you may even find some secret areas (there is a lot of them). Good luck with this.

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 Section F
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In the Stunt Track, you don't race, you just drive around and do tricks off of ramps. These tricks give you a certain amount of points, and combining different tricks lead to combos. Combos are very important for getting big points because they take the different tricks that you did and multiply them together. Examples later:

 TRICK LIST:

Roll: Spinning your car around horizontally around in the air. This is often achieved by going off of a ramp with two tires on the ramp and two tires off of the ramp, thus forcing your car to roll. Points based on amount of rolls you do.

Flip: Front and backflips fall in this category, and it is kind of the opposite of a roll. Points based on the amount of flips that you complete in the air.

Two wheels: Driving on flat ground on two wheels. Points based on the amount of time that you drive in this position without smoothing out to four wheels.

Air time: Getting massive amount of air by launching with a lot of speed off of a big ramp. Points based on amount of time in the air before landing.

Combos: This is where the big points are. This is a combination of different tricks done at one time. For example:

2 rolls (2 points) x 3 flips (three points) = 2x3 combo, 6 points

There are obviously infinite combos that you could land, and the point values just keep multiplying up and up and up so try to get combos going for quick points.



The Stunt Track is really not as complex as it might seem at first glance. I will explain the actual level shape itself here, and I will explain what's in

the level in the Advanced Layout. And when I say in the level, I obviously mean the ramps. But let's not worry about that now...

So, to start off REALLY vague, the Stunt Track is a really big square. That's the extreme basic. But I'll get a little more specific. First off, around the entire big square is a huge pit. For some reason, the entire level is a raised platform, and the edge goes all the way to the "ground." If you fall into the pit, don't freak out, you can fairly easily climb back out. Just drive up the wall slowly.

Another prominent feature is the road going around near the pits. They lead you around the entire level and up to the second level, so if you get lost, followin on of these is a good idea. You may have noticed that I just mentioned a second floor. At one edge of the level there is a big roof above a room of big craters. You can climb up to this "roof" or "second floor," simply by following the tracks that go around the level. There is some very interesting things on this roof that I will give more information on later.

The final important obstacle in the level that I should mention is the huge, mountainous structure right in the center of the level. Why it's here, I'm not sure, but it is like a big volcano almost. It opens up at the top and levels out onto a strange dark-green surface with ripples on it. I'm at a loss trying to explain what this is all about, but the important thing right now is that it is there.

That is the basic layout of the level. It is fairly large, but also pretty simple if you think about it. Once you play through it a lot like I have and try pretty much everything, the Stunt Track will be like your second home. But now, I will get into more detail as to what the Stunt Track REALLY looks like.

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  ( ) / _____ \ ( )
    \| /THE STUNT TRACK\ \|      /\      /\      ( )
^ _ ^ _ ^ _ / \ / III. Advanced \ _ / \ _ / \ _ / \ _ ^ ^ ^ ^ ^
                Layout

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In this section, every single ramp in the level will be listed and described, then I will rate it on how good it is for doing tricks. I will also list where they are found in the level, and be careful because sometimes there is multiples of the same ramp, so I'll list all of the locations.

NOTE: Please keep in mind that if I ever say north or south or east or west, I am going with the room/second floor side being south. So, anything south would be on or near the second level, north would be the opposite side of the level, west on the left, east on the right. Please keep this in mind so you can find the ramps even easier.

RAMP LIST (rated with comments):

Note: Starting from the North side of the level (opposite second tier)

Format I will be using:

Ramp Number. Name Of Ramp

Area: Where this ramp is located on map, see the NOTE above for more info.

Basic design: Description of what ramp looks like, just to make sure you're at the ramp that you are looking for.

Color: Color of specific ramp.

Copies: Some ramps appear multiple times in a level, if so, the numbers of the similar ramps are listed here.

Tricks: Special tricks to do on this ramp for good points.

Secrets: If the ramp has a Mountain Dew can or key on or near it, it is listed here.

Rating: My rating with an explanation next to it.

1. Mini kicker

Area: North-eastern portion of level, just passed ramp 2.

Basic design: Your standard kicker-style ramp, smooth and small. Not very exciting, not big enough for good tricks.

Color: Red

Copies: 35, 36, 37, 49, 50, 56, 57.

Tricks: Not really anything special with this ramp, you should pretty much avoid going off of it, you will only lose speed.

Secrets: None.

Rating: 1/10, too small and smooth to be useful.

2. Big Half-pipe

Area: North-eastern portion of level. Next to the ramps 1 and 3. It's huge, you can't miss it.

Basic Design: Massive half-pipe, bigger than any skateboarder could handle!

Color: Green.

Copies:

Tricks: Getting ridiculous speed and launching off of it is always fun. Mostly only useful for air time, however.

Secrets: Mountain Dew can on top, aim carefully, and launch at it, it isn't too hard to get.

Rating: 4/10, it's fun but not very good for points. Also, be careful not to launch out of the level. If you do, hit C-up a few times.

3. Huge Full-pipe

Area: Northern portion of level, next to ramps 2 and 4.

Basic Design: A full pipe with one closed end. Very large.

Color: Pink.

Copies:

Tricks: Great air time, sometimes one or two flips/rolls.

Secrets: None.

Rating: 4/10, it's fun but not very good for points. Also, be careful not to launch out of the level. If you do, hit C-up a few times.

4. Big mess

Area: North-western portion of level, between ramps 3 and 5.

Basic Design: Kind of looks like two pyramids point-to-point, from above.

Color: Blue.

Copies: 40, 43.

Tricks: Going off at an angle sometimes gets a few rolls, overall this ramp is too steep to get much air though.

Secrets: Key hovering above.

Rating: 5/10, not all that good for point-collecting.

5. Semi-Circles

Area: North-west corner of level, beyond ramp 4.

Basic Design: Two semi circles protruding from the ground right up against eachother.

Color: Red

Copies: None.

Tricks: One time I hit the side going directly at them and landed a lot of rolls. This is the best strategy for points here.

Secrets: None.

Rating: 6/10, you don't usually gather much, if any, points here, except on rare occasions.

6-15. Speed Bump

Area: North-west, some moving south.

Basic Design: Like a colored speed bump, ten of them all right next to each other.

Color: Varies.

Copies: 58-67.

Tricks: Sometimes you flip over when you go over these ramps.

Secrets: None.

Rating: 1/10, not going to get you very many points, these are just annoying and get in your way.

16. Big Funbox

Area: North-western portion of level.

Basic Design: Like a big funbox.

Color: Yellow.

Copies: None.

Tricks: Not much, sometimes good for air time. Sometimes can get you a few rolls.

Secrets: None.

Rating: 3/10, not much can be achieved on this ramp.

17-22. Little boxes

Area: Near ramps 6-15.

Basic Design: Small ramps, six right near each other.

Color: Varies.

Copies: 29-34.

Tricks: Collect speed and ram at an angle so that you hit one ramp and hit another one right after. If you figure this out, the second ramp gives you awesome spin. Also, just hit at an angle for a lot of roll/flips.

Secrets: None.

Rating: 10/10, best ramps in the level, gotten me amazing combos many times.

23. Big Vase

Area: Center of level, near ramps 17-22.

Basic Design: Looks like a big vase like shape protruding from the ground.

Color: Red.

Copies: 55.

Tricks: Drive straight into it or at an angle, both give you good air and good flips. Great to hit with a lot of speed.

Secrets: Mountain Dew can on top.

Rating: 9/10, great ramp with great potential.

24. Semi-Pyramid

Area: Western portion of level.

Basic Design: Looks like half of a pyramid coming out of the ground.

Color: Blue.

Copies: None.

Tricks: Not much, sometimes give you air time.

Secrets: Key in air.

Rating: 6/10, sometimes, interesting things happen.

25-27. Little Circles

Area: On top of the mountain in the center of the level.

Basic Design: 3 little circular ramps.

Color: Varies.

Copies: Nope, just those 3.

Tricks: None.

Secrets: None.

Rating: 1/10, pointless. Just ignore them.

28. Mountain

Area: Center of level.

Basic Design: The one and only, random, big, mountain.

Color: The color of mountain.

Copies: No.

Tricks: Hitting the side of this thing can result in some crazy flips sometimes, though I'm not sure of an exact spot to hit it, just try different parts of it, sometimes, you'll get a reaction.

Secrets: None.

Rating: 7/10, rather mysterious due to its random shape.

29-34. Little Boxes

Area: Eastern portion of level.

Basic Design: Small ramps, six all near each other.

Color: Varies.

Copies: 17-22.

Tricks: Collect speed and ram at an angle so that you hit one ramp and hit another one right after. If you figure this out, the second ramp gives you awesome spin. Also, just hit at an angle for a lot of roll/flips.

Secrets: None.

Rating: 10/10, best ramps in the level, gotten me amazing combos many times.

35. Mini Kicker

Area: Near ramps 6-15, near center of level.

Basic Design: Your standard kicker ramp, small and smooth. Not very exciting and not big enough for any good tricks.

Color: Yellow.

Copies: 1, 36, 37, 49, 50, 56, 57.

Tricks: Nothing special, avoid going off and save your speed.

Secrets: None.

Rating: 1/10, too small and smooth to be useful.

36. Mini Kicker

Area: Center of level.

Basic Design: Your standard kicker ramp, small and smooth. Not very exciting and not big enough for any good tricks.

Color: Red.

Copies: 1, 35, 37, 49, 50, 56, 57.

Tricks: No, save your speed and don't bother.

Secrets: None.

Rating: 1/10, too small to be useful.

37. Mini Kicker

Area: Center of Level.

Basic Design: Small kicker ramp, not big enough for good tricks.

Color: Blue.

Copies: 1, 35, 36, 49, 50, 56, 57.

Tricks: None.

Secrets: None.

Rating: 1/10, too small.

38. Weird Shape

Area: Eastern portion of level.

Basic Design: Hard to explain, kind of a smooth oval with bumps on the side.

Color: Green.

Copies: 54.

Tricks: Hitting in a certain spot leads to some good rolls.

Secrets: None.

Rating: 5/10, not a great ramp, but sometimes provides a few points.

39. Enlarged Speed Bump

Area: Center of level.

Basic Design: Sort of a large speed bump with a smooth top.

Color: Pink.

Copies: 47.

Tricks: Good for getting you to the second story, sometimes provides good air time and some rolls.

Secrets: None.

Rating: 7/10, helpful sometimes.

40. Big Mess

Area: Eastern portion of level.

Basic Design: Weird, kind of like two pyramids end-to-end.

Color: Blue.

Copies: 4, 43.

Tricks: Sometimes some air time or rolls, kind of steep however.

Secrets: None.

Rating: 5/10, not all that good for point collecting.

41. Ski Ramp

Area: Western portion, starts on second story.

Basic Design: A big ski ramp.

Color: Orange.

Copies: 42.

Tricks: Careful on this one, you must slowly ease off of the edge and as soon as you start to go down the ramp, jam on the accelerator. If you just hold the gas the whole time, you will fly right over the ramp and will not get anything out of it.

Secrets: Key in the air.

Rating: 6/10, kind of good for air time, but few tricks can be landed off of this ramp.

42. Ski Ramp

Area: Eastern portion, starts on second story.

Basic Design: A big ski ramp.

Color: Yellow.

Copies: 41.

Tricks: Careful on this one, you must slowly ease off of the edge and as soon as you start to go down the ramp, jam on the accelerator. If you just hold the gas the whole time, you will fly right over the ramp and will not get anything out of it.

Secrets: None.

Rating: 6/10, kind of good for air time, but few tricks can be landed off of this ramp.

NOTE: All ramps beyond this point will be entirely on the second story.

43. Big Mess

Area: Southern portion of level.

Basic Design: Weird, kind of like two pyramids end-to-end.

Color: Blue.

Copies: 4, 40.

Tricks: Sometimes some air time or rolls, kind of steep however.

Secrets: None.

Rating: 5/10, not all that good for point collecting.

44-46. Triple Rampage!

Area: Right at center edge of second story.

Basic Design: Similar to three mini kickers all lined up next to each other, each with varying heights. Almost looks like one weird ramp, but I decided to count it as three.

Color: Red, blue, green.

Copies: None.

Tricks: Get good speed and hit the ramps with your left two tires on the red ramp, and your right two tires on the green ramp. This should cause some good rolls before you come back down to land.

Secrets: None.

Rating: 8/10, they give you great height and some good rolls is you hit them right, good ramps.

47. Enlarged Speed Bump

Area: Southern portion, on edge of second story.

Basic Design: Kind of like and huge speed bump with a smooth top.

Color: Pink.

Copies: 39.

Tricks: Awesome air time, one of the best spots in the level, also gives good rolls, a very fun ramp to go off of.

Secrets: None.

Rating: 9/10, great height is awesome.

48. Twisty Kicker

Area: South-eastern portion of level.

Basic Design: Like a mini kicker but all twisted.

Color: Pink

Copies: 51, 53.

Tricks: Good for rolls.

Secrets: None.

Rating: 7/10, cool design, gives you good combos sometimes.

49. Mini Kicker

Area: South center portion of level.

Basic Design: Small and smooth.

Color: Blue.

Copies: 1, 35, 36, 37, 50, 56, 57.

Tricks: None.

Secrets: None.

Rating: 1/10, small and boring.

50. Mini Kicker

Area: South center portion of level.

Basic Design: Small and smooth.

Color: Red.

Copies: 1, 35, 36, 37, 49, 56, 57.

Tricks: None.

Secrets: None.

Rating: 1/10, small and boring.

51. Twisty Kicker

Area: South-western portion of level.

Basic Design: Like a mini kicker, but all twisted up.

Color: Pink.

Copies: 48, 53.

Tricks: Obviously good for rolls. Cool design.

Secrets: None.

Rating: 7/10, very cool ramps that sometime give some combos.

52. Pit of Doom

Area: Southern portion of level.

Basic Design: Two mini kickers with a spikey trap in between them.

Color: Orange/Red.

Copies: None.

Tricks: Trying to get across this thing is difficult. You should basically avoid this pit because you will crash if you land in it and you won't get any points from it.

Secrets: Key in the middle of it. (need to crash to get it)

Rating: 3/10, fun to mess around with sometimes, but not good for points.

53. Twisty Kicker

Area: South-eastern portion of level.

Basic Design: Like a mini kicker, but all twisted up.

Color: Yellow.

Copies: 48, 51.

Tricks: Obviously good for rolls. Cool design.

Secrets: None.

Rating: 7/10, very cool ramps that sometime give some combos.

54. Weird Shape

Area: Southern portion of level.

Basic Design: Hard to explain, kind of a smooth oval with bumps on the side.

Color: Green.

Copies: 38.

Tricks: Hitting in a certain spot leads to some good rolls.

Secrets: None.

Rating: 5/10, not a great ramp, but sometimes provides a few points.

55. Big Vase

Area: Southern portion of level.

Basic Design: Looks like a big vase sticking out of the ground.

Color: Red.

Copies: 23.

Tricks: Hitting in a certain spot leads to some good rolls and height; try nailing straight and at angles for different reactions.

Secrets: None.

Rating: 9/10, very interesting, often hands out good points.

56. Mini Kicker

Area: South-eastern portion of level.

Basic Design: Smeall and smooth.

Color: Red.

Copies: 1, 35, 36, 37, 49, 50, 57.

Tricks: None.

Secrets: None.

Rating: 1/10, too small.

57. Mini Kicker

Area: Southern portion of level.

Basic Design: Small and smooth.

Color: Blue.

Copies: 1, 35, 36, 37, 49, 50, 56.

Tricks: None.

Secrets: None.

Rating: 1/10, too small.

58-67. Speed Bumps

Area: Southern portion of level.

Basic Design: 10 colored speed bumps in a row.

Color: Varies.

Copies: 6-15.

Tricks: Flip you over sometimes.

Secrets: None.

Rating: 1/10, very annoying, try to avoid.
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Section G
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CHEATER, CHEATER...

Very rarely do I ever suggest using cheats in a video game. This game, however, is an exception. There is a large list of cheats that you can easily unlock by doing the following:

1. Go to the Setup Menu.
2. While there, hit R, Up C, Down C, Right C, Left C, Z, and Start at the same time.
3. If done correctly, a Cheat Menu should appear.
4. Go into this list, and unlock anything there by repeating the same button combo you did to unlock the list, just continue to hit the buttons multiple times on the desired cheat, and you should be able to use that cheat after a certain number of repetitions.

Recommended (but not absolutely necessary) cheats to use on the Stunt Track:

1. Invincibility- blowing up when you go too fast gets annoying if you want to do really cool tricks, turning invincibility on is highly recommended.
2. Super Speed- increases your acceleration and top speed, this is also I highly recommended if you want to do the craziest of all my tricks.
3. Game Timer off- this is especially useful if you are just practicing your skills alone, but it is also good on multi-player for several reasons; sometimes the time limit is just too small for me, so I instead turn the timer off and challenge my opponent on a first to 500 points match, as this way, you are not restricted to rushing all of your tricks, and sometimes it takes time to land a big one, I don't think that a game timer is always necessary.
4. Resurrect in place- this makes you resurrect right where you are if you crash, rather than moving you a distance away; I prefer this all the time, but it is especially useful if you are trying to get a key/can.
5. Super Tires- this doesn't help that much, but it is still fun to make your car like a dragster with large back wheels and smaller front wheels. :)
6. Gravity- if you really want to be crazy, you can turn the gravity as low as it goes; I haven't experimented much with this, so try it out and let me know how it goes!

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Section H
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FAQ / BASIC STRATEGIES

There is many things that you can do that will increase your chances of landing the tricks you perform. There is also some tricks that I can tell you that will help get yourself a good combo. Here are some questions that might run through your mind and answers and tips that will help you out.

1. Q: How do I get good rolls and flips? Whenever I go off of a ramp I just turn once or don't spin at all! How do you do it?

A: The reason you aren't getting good rolls and flips is all in the ramp, velocity, and placement. First, read my ramps section and find out a good ramp for rolls and flips. Once you have one you would like to try, drive all the way around the level as fast as you can. This will help you gain speed. Try not to hit the brakes, turn too quickly, or hit anything, as this will only lose your speed. Once you have good speed and the ramp in sight, turn yourself slightly so you do not hit the ramp directly. Most of the time, hitting a ramp at an angle will result in better tricks than hitting it straight on. If the angle you hit it at still didn't work, repeat the process at a different angle. Eventually, you will find a good one, and will start to flip and turn quickly in the air. Finding the best

strategies for good tricks takes practice, so stay persistent.

2. Q: Whenever I hit the ground I turn over and land on the top of my car and burst into flames! Is there some way to ensure that I will stay on my wheels?

A: This is an excellent question. You see, an excellent trick that few know about can be used to stay on your tires. When you start to flip over after you land, turn the wheel the way you are flipping. The way that the tires turn will straighten you out. For example, if your car starts to tip over clockwise (to the right), turn your wheel right quickly. Now, be careful when performing this trick because sometimes you will over compensate and start to roll the opposite way, quickly turn into the roll again, and continue the process until you level out. This will take practice, but once you master it you will find yourself landing a lot more tricks than you used to.

3. Q: Whenever I try to turn, I spin out and lose all of my speed! Why does this happen?

A: With many cars (see cars section of this guide), turning the wheel as far as it goes will result in a spin out if you are going too quickly. This is why it is so important to take all of your turns slowly so you can maintain your speed.

4. Q: Whenever I hit a ramp, I burst into flames! Am I doing something wrong?

A: No, you aren't doing anything wrong. This is just one of the problems in this level if you are playing without any cheats on. When you go too fast into a ramp, you blow up. This is one of the most important reasons that I suggest you turn on the INVINCIBILITY cheat.

5. Q: What is the best car for this level?

A: It depends on preference, but I would suggest Exotic. See the CARS section for more details however.

6. Q: Why did you put the soundtrack in this guide? It doesn't seem to fit.

A: I know, I just put it there for fun. It is something to listen to when you are cruising around the Stunt Track. I also like it a lot, it has some great drum beats in those songs! :)

7. Q: What is the point of the second floor in this level?

A: I have no clue to tell you the truth. I guess it just makes it seem larger because it gives you a whole separate area to explore.

(Thanks to my friend Todd for helping me come up with some good questions)

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Section I
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TAG MODE

I. Basic Info

If you've never played tag mode before, what it is a game of tag that you can play in the Stunt Track. In order to play tag mode, do the following:

1. Go to practice mode.
2. Start a two player practice with a friend.
3. Select cars and Stunt Track.
4. As the timer goes down to start the level, both players should repeatedly tap the Up-C button.
5. The game will start, and one of the two players, chosen randomly, will be it first.

So the object of the game is simple, if you're it, try to ram the other driver, if you're not it, RUN!!! The timer of the game will count down from 999 if you didn't turn it off, and the person who is it the longest is the loser. This is quite a fun little game that the game developers added rather secretly. It obviously doesn't work with the AI, so make sure that the next time you have a friend or family member over, challenge them to a game of tag!

TAG MODE

II. Strategies

If you're it:

1. Try to turn right at the other driver as soon as you can.
2. Always stay on the move, standing still will get you no where.
3. Avoid going off of ramps.
4. Stay as close to the other driver as you can.
5. Use the big arrows that appear over your opponents head to your advantage, they are easier to spot than the car itself.
6. As soon as you see the other car, charge at it.
7. Use the first (default) view, it gives you the widest range.
8. Get to high places (top of mountain, second story, etc.) if you are having trouble finding your opponent. Looking down at them makes them easier to spot.
9. As soon as you are tagged by your opponent, try to tag them immediately back, and then run for it.

If you're not it:

1. If you're opponents moving, you should be moving as well.

2. No hiding spot is safe, don't stay in one area for too long.
3. Never go in the little room under the second story, you will just get trapped.
4. Go right to the edge of the ski ramp, wait for your opponent to come to the second story and drive down. Make sure that you don't get tricked into this however, don't drive until you are sure your opponent has committed to coming up.
5. Remember, you are a small target so stay in the air as often as possible.
6. Be careful not to crash! Your explosion will not only attract attention to where you are, you will not be able to drive away very quickly. Be careful not to attempt any risky tricks.

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Section J
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GAME SOUNDTRACK

Great music to drive to, go to sound options and listen to the different songs, they're quite pumping!

Head Thumpin

Tinkletoon

Drumshula

Low Ridin'

Doin Tyme

14daboyz

Amiga-ish

High Roll

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Section K
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CREDITS

I would like to thank:

Me, for finding the time to assemble this FAQ.

My N64, for never letting me down.

Midway, for making this game so awesome.

My friend Todd, for coming up with the FAQ questions.

My brother, for helping me develop some of the strategies listed in this guide.

My parents, for letting me play this game all the time.

My computer, for rarely spazzing out on me.

(Get yourself on this list for contributing help)

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Section L
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CONTACT ME

Okay, ground rules, please do not send me:

1. Flames, ridiculous, useless yelling.
2. Any kind of chain mail.
3. Any random spam.
4. Pictures of you or your friends.

Please, do not hesitate to send:

1. Corrections of spelling or grammar errors.
2. Constructive criticism.
3. Compliments.
4. Questions or other comments.

That being said:

e-mail: BenG.FAQs@gmail.com

Thank you for reading!

::End Document::

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