

Rogue Trip: Vacation 2012 FAQ/Walkthrough

by niceboy23

Updated to v0.7 on Dec 20, 2004

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Rogue Trip FAQ/Walkthrough
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SPOILER WARNING, JUST IN CASE

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VERSIONS                                     VER4
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0.7- Got all the way up to the basics... I will get a lot further next update.

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INTRO                                       INT4
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This will provide you with the info you need to beat "Rogue Trip: Vacation 2012". I will go over the secrets of the levels, enemies, and characters. This game is about auto-mercenaries who try to get in to the criminal base of 'Big Daddy' the owner of a greedy vacation company. In this time the

Earth is in poverty and chaos, many people have died and 'Big Daddy' wants to rule the Earth. You have to beat out the other auto-mercs and kill 'Big Daddy'.

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CHARACTERS

CHR4

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Car - Meat Wagon
Driver - Richard 'Dick' Biggs
Special - Weenie Whacker
Bio - Don't be fooled by size. In Biggs' case a little goes a LONG way. He stands up against the toughest adversaries. If you think he's easily taken out- well, you don't know dick.
Top Speed - 6/10
Handling - 7/10
Armor - 6/10
Mass - 8/10

Car - Destroying Angel
Driver - Sister Mary Lasivious
Special - Torched By An Angel
Bio - She's one mean sister with a very nasty habit. Mary has a penchant for discipline and her own cult following. Her divine missile guidance will have you begging for mercy.
Top Speed - 5/10
Handling - 6/10
Armor - 7/10
Mass - 10/10

Car - Pyro
Driver - Necrobot
Special - Vapor Cloud
Bio - This fugitive from the junk heap was a one track...uh... processor. If it's flammable or explosive, this guy is into it.
Top Speed - 4/10
Handling - 5/10
Armor - 8/10
Mass - 8/10

Car - Biohazard
Driver - Agent Orange
Special - Zoomy Rockets
Bio - He escaped chemical warfare duty in his top- secret tank. A mysterious man with a unique 'aura' about him. He's never without a gas mask, elbow-length gloves and a fallout suit.
Top Speed - 4/10
Handling - 5/10
Armor - 10/10
Mass - 10/10

Car - Intruder

Driver - Ratman
Special - The Ripper
Bio - This little weasle has a real nose for crime. Ratman's motto:
'Man by day, rat by night, saving others, from their plight.'
Top Speed - 8/10
Handling - 7/10
Armor - 7/10
Mass - 6/10

Car - Ozone
Driver - Schiz O' Manic
Special - Shock Treatment
Bio - This wiggled-out nutcase have a shock treatment hairdo and an
ear-to-ear grin. Still wearing the straight jacket he escaped
in, Schizo drives with his bare feet.
Top Speed - 6/10
Handling - 6/10
Armor - 6/10
Mass - 7/10

Car - Bitchin' Wheels
Driver - Bunny
Special - Poodle Power
Bio - This big-haired former beauty queen has traded her scepter for
a sawed-off. She can forget about winning 'Miss Congeniality'
this time.
Top Speed - 8/10
Handling - 7/10
Armor - 6/10
Mass - 5/10

Car - Rock N' Rule
Driver - Elvis D. Kang
Special - Glitter Rocket
Bio - D. Kang strikes a cruel chord with an arsenal that can only be
measured in megatons. This jumpsuited throwback really knows
how to rock your world.
Top Speed - 7/10
Handling - 7/10
Armor - 5/10
Mass - 5/10

Car - Gator Bait
Driver - Daisy June McCoy
Special - Chicken Lickin'
Bio - Once a stup-jumpin' bayou racer, Daisy June have converted her
airboat into a prop-driven instrument of destruction
Guar-On-Teed to slit your chitlins.
Top Speed - 7/10
Handling - 9/10
Armor - 3/10
Mass - 4/10

Car - Sidewinder
Driver - Snake Eye Shaddock
Special - Exploding Arrow
Bio - This cyber-cowboy is a hard-driving, hard-case with a mechanical arm and a monocular laser sight from which he takes his name.
Top Speed - 8/10
Handling - 8/10
Armor - 5/10
Mass - 4/10

Car - Vermin
Driver - Francis 'Legs' McGee
Special - Disrupt-O-Ray
Bio - This former pro-wrestler is a sensitive guy who knows how to hurt. He prefers to run away then prance, er... PONCE, when you least expect it.
Top Speed - 10/10
Handling - 8/10
Armor - 4/10
Mass - 3/10

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WEAPONS
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WEP4

There are nine upgradable weapons in this game, some are short range, some are long range. You will generate a liking for certain weapons the more you play, you will also notice some have better homing or some do more damage. These are just my findings and what I notice, not the official damage calculations.

Special
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The special of the character, may be short, medium, or long range... it depends on the character but most of the times it will do the most damage of all the weapons for the character.

Meteor
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Aim you car towards some car about 10 feet away from you and launch this to have 3-6 meteors crash down on the opponents car. These meteors do a total of 1 to 2 bars of damage.

Stinger
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One of my personal favorites, does about 1-2 with no upgrades and 2-3 with upgrades. These are homing missles that when you aim your car towards another car these missles will follow until they run into something.

Eject
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Fire this straight glitter to the tourist carrying car and eject that tourist right out, the only problem with this is that you will have to get close to hit the car. If you are not close you may experience missing

frequently.

Blaster

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One of the few weapons that I don't like, this is because it only does 1-2 and 2 is if your lucky. The thing that I really don't like is that this can only fire straight. Use this weapon at close range.

Prowler

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The good ol' manual guided missile, you leave the car and you turn into the missile. Of course your car is still in park but this is very accurate and can do about 2 damage, 1 if you miss by a little bit.

RLB

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Bombs, TNT, Dynamite, this is just launch and explode, does 1 with no upgrades, but 2-3 with.

Stalker

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It's a stinger with less aim, not much to say here, same damage.

Scorch

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Your basic flamethrower, doesn't go far, I recommend using something else, I would use a Blaster.

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BASICS

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BSC4

Coming Soon.... Very Soon.