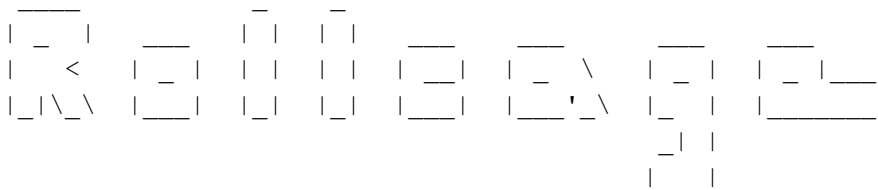# Rollcage FAQ

by Nemesis | Updated to vFinal on Mar 29, 2000

This walkthrough was originally written for Rollcage on the PSX, but the walkthrough is still applicable to the PC version of the game.

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An FAQ for...




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                              Rollcage
                       Platform: PlayStation
                          Version: Final
                      Brett "Nemesis" Franklin
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1. INTRODUCTION

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I just picked this game up for a cool $20, and I must say that it was well worth
it. I then looked at GameFAQs and saw that there weren't any FAQs for it, so I
decided to write one. It's just like WipEout, only on wheels. It moves VERY
fast at times, and can sometimes confuse you when you lose control of your
vehicle. I think I like it more than the WipEout games, simply because of the
fact that you don't come to a complete stop whenever you hit someone else or a

wall. I really hated that about the WipEout games. Well, enough about me, on to the FAQ!

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2. LEGAL STUFF

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3. UPDATES/REVISION HISTORY

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Version 1.0 (02/21/00)
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* First version

* Complete version

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4. Track Strategies

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N E O T O   C I T Y
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Park Life

One of the easiest courses in the game. Park Life doesn't have many tight turns
or anything else that would make it difficult. At the beginning of the track,
veer to the left to pick up some of the better power-ups, and the speed-
boosters. Once you enter the tunnel, there are some more speed-boosters on the
cieling, so you should hit those as well. Drive into the buildings towards the
end of the track to cause havok to opponents.

Cross Over

At the very first branch-off point, go right to get a shortcut, or go left to
find plenty of speed-boosters on the walls. This track is pretty easy, just as
long as you know where to go.

Flood Zone

Flood Zone is a pretty confusing track, since it has a section where you'll have
to turn around to go the right way. Once you get to the dead-end, go into the
hole in the wall on the left, drive on the long blue strip, then once you get to
the end, turn around and go right to get back onto the main path.

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H A R P O O N   I S L A N D S
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Paradise

Paradise is another easy course to race on. There's only one shortcut, and it's
blocked off by some bluish fog on the right side of the track.
Use the buildings to block off your fellow racers, and race to victory.

Daytona

Daytona is pretty eay, since it's almost a complete circle. There is another
path that's to the left of the track near the beach, but it's not as good as the
main path, since the main path has speed-boosters. Try to drive into the
buildings to break out some extra power-ups.

Smugglers

Even though Smugglers is almost a complete circle, it's kind of hard, since it
has some pretty thin tunnels and hazards. When you get into the room with the
large crates, just go right through it, or else you'll get lost. Near the boat,
hit the ramp to find a speed-booster that'll lead you right into the tunnel.

Road Works

Road Works in one of the easist tracks in the game, since there aren't many
sharp turns or hazards to worry about. You can go pretty fast almost all the
time on this course. For the entire track, try to stay out of the small ditches
and stay on the main path, because there are speed-boosters that'll help you a
bunch. Try not to hit the large crane, because it'll slow you down big time.

Super Bowl

This is the easiest track in the game, since it's just a large "bowl". You can
reach your top speeds on this track, and go even faster when you hit the speed-
boosters on the drag strips. Just stay on the small strip on the ceiling, that
way you'll go as fast as possible.

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S A P P H I R E   S P R I N G S
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G-Force

G-Force is one of the more difficult ones so far in the game, since you can go
pretty fast, then lose traction. Inside of the first tunnel, use the speed-
boosters and power-ups on the ceiling to your advantage. When you are on the
ceiling, try to stay in the middle so when you launch off of the ceiling, you'll
land safely, without spinning out. When the track splits up, go left for a
hidden tunnel with power-ups that you can use.

Area 52

Area 52 is a pretty cool track to race on. Right when you start the race, go
right and you'll pleasantly find some speed-boosters that'll put you in the
lead. The alternate path also helps you avoid some of the hazards that are on
the main path. Once you get near the submarine, there is a spot that goes down
into the ground and has power-ups for you.

Skid Pan

Another easy course to race on, and it's showcases the great graphics engine of
Rollcage. There are some tunnels that contain speed-boosters and power-ups. You
might want to slow down when you get to the snow sections, or else you might
spin out.

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O U T W O R L D
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Contact

Contact is a really fun track to race on, since you can almost destroy
everything in your way. When you get to the section with the different paths,
the one with a lower route is a straight shot, and the other two ones have
speed-boosters and power-ups. It's really red though...

Frontier

Frontier is almost like Contact, in that it's REALLY red, and that you can
destroy almost everything in your way. There are plenty of power-ups towards the
right of the track at the beginning, and when the road splits up, go right,
because the left path is narrow, and makes you hit the ramp perfectly, or else
you'll be forced to stop and turn around.

Eruption

This track can be confusing, since it splits up at the beginning. Go right into
the tunnel when it splits up, or else you'll be forced to enter the tunnel to
the left which takes you back to the starting line. When you get to the area
with the lava, drive through some buildings to slow down your opponents. If the
train is coming, go around it and go onto the walls, or else you'll hit the
train, and slow you down.

After Shock

This track is hidden, but it's not that great. It's basically a figure-eight
shape, and when you get into the tunnel, you'll need to slow down at the end
because there is a large drop off point that takes you into another tunnel. In
order to stay on the track correctly at the intersection, just keep going
straight, and NEVER turn.

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5. Power-Ups

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Homing Missles

Like the name implies, this is a missle that homes onto a target, and follows it
until it hits something. You can hit either buildings or cars.

Driller

A powerful weapon that "drills" through everything in it's way until it hits
either a car or a wall. Use it to clear the road of opponents or rubble.

Ice Shot

This weapon a huge sheet of ice that makes any cars in front of you spin out and
lose control.

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Turbo
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The turbo gives you a huge turbo boost of speed.

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Time Warp
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One of the best weapons in the game. The time warp slows down all of the other cars so you can pass them by at normal speeds.

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Wormhole
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A cool weapon that switches you with the car in front of you. Helpful when you are in second place.

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Shield
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Provides a protective shield around your car that protects you. It lasts for a limited amount of hits, not time, so you can keep it for the entire race if you are careful.

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Leader Missile
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Just like a homing missile, only it follows the leader of the race, then hits them. A really helpful weapon, especially if you are in second place.

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6. Cheat Codes

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- Enter MAXCHEAT at the password screen to open up everything in the game!

- Enter BESTLAPS at the password screen to view the Rollcage development team's fastest times.

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7. CREDITS

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CJayC- For accepting all of my FAQS, and for creating the best web site on the net!

Cheat Codes Central- For the codes

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8. CONTACT INFO

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Shameless Self-Promotion: Other FAQs by me:
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
PLAYSTATION:
-Ape Escape
-Brave Fencer Musashi
-Crash Team Racing
-Gran Turismo 2
-Medal Of Honor
-NBA Live 2000
-Need for Speed: High Stakes
-Tony Hawk's Pro Skater
-R4: Ridge Racer Type 4
-Rollcage

NINTENDO 64:
-NBA Live 2000
-Mario Party 2

DREAMCAST:
-Carrier
-Crazy Taxi
-Hydro Thunder
-MDK 2
-Sega GT: Homologation Special
-Sega Rally 2
-Sega Swirl
-Resident Evil Code: Veronica (Coming soon!!!)


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E-MAIL RULES:
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Types I WILL accept:
- Small questions that are NOT answered in the FAQ
- Comments
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ


Types I will NOT accept:
- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
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- Unconstructive critism
- Any questions that are already answered in this FAQ
- Any mail asking if you can use this FAQ on your website. Read the
  Legal Stuff section for all the details. NO MEANS NO!




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