

Demolition Racer: No Exit FAQ

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FAQ for Demolition Racer - No Exit

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Version 2.5

* For submissions, suggestions, ideas, any spelling errors? Mail me at Mlong001@cs.com
(You can send questions to this address too.)

* If you want to spam mail me, mail me at boa656@usa.com

* NOTE: You will get a much faster answer by using the first E-Mail.

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1. Legal Stuff

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<http://www.gamefaqs.com>

<http://www.cheatcc.com>

<https://www.neoseeker.com>

<http://www.cheathappens.com>

1.1 Copyright Info

Everything in the game is Copyright Sega and Pitbull Syndicate blah blah blah (if you read FAQ's alot you know what I mean.)

2. Race Items aka Power Ups

Shield: In a blue box, temporarily makes you invulnerable to damage. Indicated by your damage meter turning blue.

Drain: In a red box, it will give you the ability to repair your vehicle by doing damage to your opponents. Indicated by your damage meter turning violet and electrical sparks on your car.

Repair: In a green box, it repairs a portion of your damage you have taken.

TNT: In a gray box, you lose a portion of damage when hit. 3 hit can take you out from half health.

Points +/-: In a white box, when you hit one with +, you get points, when you hit one with -, you lose points.

Turbo Burst: In a brownish box, it gives you a boost of speed when you need it. Press B to activate it. Also when you hit a car when turbo activated ,you get bonus points.

Pitbull Medallion: Looks like a gold and black coin, hit three of these in a League race to have a chance to upgrade your vehicle after the race.

3. Scoring System

The scoring system rewards you for 1) Bashing opponents and; 2) Placing well in a race.

Spin your opponent 90 degrees = 5
Spin your opponent 180 degrees = 10
Spin your opponent 270 degrees = 15
Spin your opponent 360 degrees = 25
Push your opponent into a wall = 5
Minor hit = 5
Medium hit = 10
Major hit = 25
Massive hit = 50
Knock off part of another car = 10
Make a car catch fire or start smoking = 60
Kill an opponent vehicle = 75
Knock an opponent into a TNT crate (boobytrap) = 95
T-Bone (perpendicular hit) = 200
Death from Above (land on an opponent) = 500(!)

4. Game Modes

Demolition: Your goal is to complete the race with a working vehicle. Score points by crashing into the other vehicles, but watch out as try to do the same to you!

Chase: Drive defensively! The other racers will try to win by driving quickly and avoiding collisions. Your only goal is the finish line!

Chicken: Race on a circuit track against other racers who isn't driving the same way as you. Ram the other racers to slow them down, but preserve your car.

Last Man Standing: In a bowl, smash your opponents and try not to get smashed yourself. You win by staying alive for the longest time.

Suicide: This is different from the others. You try to be the first to get killed. First one wins.

No Exit: Smash your opponents, and try not to get smashed yourself. Just like Demolition except your in an arena.

5. Tracks

(In No Certain Order) NOTE: All these SPLIT's refer to you racing FORWARD

NOTE 2: Any track help and/or Medallion Locations will be appreciated. :)

Pitbull Speedway:

Mainly a dirt track, its is kind of long and has lots of twists and turns so I would suggest a higher armored car. SPLIT #1 When you approach the pink and blue sign, you will have 2 choices. You can go through the tunnel, or take the dirt road to the right. The cars take the tunnel, but you can take the dirt road (if you go slow enough, you can get the powerups) There is also a Medallion on the bottom. If its the final lap, take the tunnel cause its faster that way. SPLIT #2 When you reach the second pink and blue sign, you can either go to the left (where the powerup's are) or you can take the path to the right. The left is much safer but a little slower. You can take the right path. Not too hard really, but you risk getting a death from above because the cars fly a little leaving the left path.

Hunter's Quarry:

Another dirt road track, not as many turns but a lot of sharp ones though. Again try a high armor car. SPLIT #1 At the start of the race, you can either go into the tunnel (where the yellow lights are) or you can take the road on the left, since most cars take the tunnel, take it if you need points, or if you're way behind take the left.

Storm Drain:

A really cool track in my opinion, this track takes place inside a sewer!! (dry of course) You can take a medium car on this one, but watch for the corners. SPLIT #1 About 1/4 of the track ahead there is a split. The right way is highly suggested. Not only less cars, but theres a turbo boost there! SPLIT #2 Near the end, there is a split (my fav in my opinion) where you can take the left (usually not that busy) or the right (has powerups and a little faster) I suggest taking the right, or if you need time take the left.

Parking Lot:

My favorite! This one takes place in a parking lot with LOTS of tight corners, bad for the beginning player. SPLIT #1 At the end there is a split (I'm gonna refer this to an interstate) where you stay on the interstate or you take the exit. The exit is best for time. You can stay on the interstate but you'll have to face a sharp turn.

Shadow City Tunnel:

Medium track, with lots of sharp turns. Take the high armor. SPLIT #1 Not really a split but after the right turn near the start there is a ramp off to the right where you can skip the 90 degree corner. Pretty good idea, but watch for the explosives.

Shadow City T-Bone:

Just like the other Shadow City tracks, except for the big jumps. High armor is fine. I didn't see a split. If you did, mail me.

Shadow City:

Heres the main track! This course can be easy at times. Amazingly, there are no splits. IF you find a hidden one on this track, Email me.

Redneck Raceway:

HARD track to finish without a high armor. Also has a few splits too. SPLIT #1 There is a tunnel to the left at the construction area. Not alot of cars and there is also a turbo boost. After the tunnel there will be a sharp turn with explosives if you take it wide. SPLITS # 2-3 Take a left or right. Hardly any diffrence between the two. (They are one after the other) SPLIT #4 At the last corner, you can go through the fence and grab a few powerup's. Don't take it if you need time. SPLIT #5 At the end, you can go straight or take the pits. (Nothing will happen if you take the pits.) The pits has powerup's but they also have explosives so look out!

Wasteland:

Lots of beautiful scenery makes this another on of my fav's. maybe a medium or high armor here. SPLIT #1 Near the start there is sorta like a "gas station" where you can go through. Just stay straight cause the red "gas pumps" explode.

Wasteland Fuel-Up:

Another beautiful track. Similar to the Wasteland track. SPLIT #1 is the same also.

Wasteland Bridge:

Wow, the Wasteland's are so cool!! Longer of the three. No splits here, if there is one i didn't see, mail me.

Chemical Plant:

Cool! So here we are in pollution land, lol. LOTS of splits. Use a medium or high armor. SPLIT #1 At the very start right after you go across the railroad track, you have a choice (hardly a second to choose) take the right path, or the left. The right path has powerups and less cars, so i suggest you take it. SPLIT #2 After taking a left and right turn you MIGHT see a building you can go through. Not must of a reason to do it though. SPLIT #3 After split #2 you will see 2 numbers: 10, and 11. it dosen't matter which way you go, really. SPLIT #4 after #3, you will see some const. fences. If you crash through them, you'll go through a straight path right back onto the road (not a real reason tho) SPLIT #5 Afetr the right turn there are 2 loading bay's. Whatever

direction you take it will lead to different roads!! The left one is faster. SPLIT #6 After that you will see 2 options. a building with the number 3, or the normal road. Take the normal road but room 3 has powerups.

SPLIT #7 After #6 you will see a building to the right. DO NOT TAKE IT. It is filled with explosives, and has no real purpose. Stay on the main road.

USS Demolition:

Tough track with lots of sharp turns. High armor is suggested. SPLIT #1 Nearing the end, you can either go toward the left, where the cars go, or go through the const. fences. Either way is fine.

Meltdown:

Did you get the demo disk from ODCM? If so, this is the demo track! Medium or high is good here. SPLIT #1 After that huge jump there is one tiny one, it don't matter which way you go. SPLIT #2 After #1 there is one where you can take the left or right. Right has the powerup's if you're low. SPLIT #3 There is one where you can take a 90 degree right, or stay on the main road. The right path is shorter, so take it hehe. SPLIT #4 Near the end you can go straight or stay on the main road. Don't stay on the main road, it has more cars and its longer.

Scrap Heap:

Dirt track with lots of turns. High armor. SPLIT #1 After big jump there is a split on the right side. There are powerups there. Your choice. SPLIT #2 Near the end there is a place where you can go through a junk yard. Your choice again.

5.1 Medallion Locations

Here is where they are (NOTE: They are only available in League Mode) This is where they are in order. If you find one I missed, mail me.

KEY: * = Unconfirmed

Wasteland Fuel-Up:

Off the left side of the road during left turn.
Behind a big line of explosives.
Just on the ledge of the big jump.
Just off the road to the left near the end.

Redneck Raceway:

On the wall during the right turn. (very hard to miss, if you don't see another car took it by accident)
Above a small row of explosives at the right turn.
At the end of a small road filled with explosives.
Off the left side of the road at the construction area.
At the end of another row of explosives at the sharp left turn.
Theres TWO at the pit area hidden behind explosives.

Pitbull Speedway:

Bottom of big hill on the right side of the tunnel.
*Hidden in front of a hill on the road after the tunnel.
On the right road at SPLIT #2, hidden behind an explosive.

Wasteland:

At the jump, in the hole surrounded by explosives.
After the bridge, on the right side there is one you can BARELY see.

Hunter's Quarry:

At the start, its on the left side in the tunnel.
A little after the 1st sharp right turn, surrounding by explosives. To get it go through the + box then get the coin.
At the left side of the road near the end. (where the white "snow" is)

Wasteland Bridge:

A little after the big jump there is one right after the fence.
In the bridge area just like the regular Wasteland course.
Near a rock at the right turn, easy to miss.

Shadow City Tunnel:

At the end of SPLIT #1, need to go slow to get it.
There is TWO after about 6 explosives.
There is one at the end of the 90 degree corner.

Parking Lot:

At the 90 degree left turn surrounded by explosives.
At the second 90 degree left turn inside the parking lot.
Behind const. fence just before the downhill jump.
On the ledge of the big jump.

Shadow City:

On bottom of first jump.
On the right side of the road near first 90 degree left turn.
Right side of road during right turn.
Left side of the road near the end.

Storm Drain:

Under the bridge near the start. (left side)
On the downslope at the big jump.
At the left side at SPLIT #2.

Chemical Plant:

On left side of SPLIT #1, on the right side of the road.
On right side of SPLIT #1, on the edge at the end of SPLIT #1.
On left side of split #5 , behind alot of powerup and explosives.
On left side of split #5, resting on a stuck-out wall.
In split #7 behind explosives.

USS Demolition:

On left side after first left turn.
On left side of road around powerups and explosives.
On right side of road before left turn.
Another on right side of road before left turn.
After the "Airport" area there is one on the left side at left turn.

Take a right at split #1 and keep going to find it.
On right side of road around explosives and powerups.

Meltdown:

On the right area just before the first right turn.
At the start on the right of split #1
At the left of the pole during the left turn.
Hidden in front of hill.

Scrap Heap:

At the start, off the right side of the road.
Hidden on first big jump.
At the 90 degree corner around explosives.
Theres TWO hidden at the second big jump.
On the junkyard area at split #2.

5.2 Track Tactics

This whole section will be contributed by Misery, Insane, Wookie, and Tiny. Thanks.

Pitbull Speedway (reverse track setting) by Misery

1) In the beginning, on the left side just inside the entrance to the tunnel, there is a turbo box. Get this turbo (essential for this tactic to work). After exiting the tunnel, try to be about 5th or 6th place, and look on the left side for a blue shield box and get this one as well. The road splits very near this spot, and the upper left side is loaded on each side by explosive boxes. Usually 2 or 3 cars go this way. Aiming roughly down the center, hit turbo and with some luck, you should rack up some bobby trap awards/points, possibly a T-bone, or even better still a death from above (usually caused by hitting an explosive box yourself and landing on one of the cars, or from sliding out of control and being dropped back onto the track atop another vehicle. Aren't you glad you picked up that shield?

2) A little later in the track, after passing the stands (it's a tough turn soon after the split area), there is a "wavy"/bumpy stretch of straight track ahead. Go full speed ahead and a little to the left (takes a little practice). With some luck, there ought to be a couple cars that also went that way, which usually end up turned almost to a full 90 degrees and lending themselves targets for killcars, T-bones, or just a whole bunch of points. If necessary, before reaching this area, just as the straight run begins after the turn, on the upper left is a green heal box.

3) Near the end of the lap/track, there is a turn to the right (atop the hill), where a row of explosive boxes lie in wait. Inside them is a turbo and shield box as well along the wall in the back. If possible and being followed, move to the right and bring them up on the left. When possible, "love tap" them into the boxes, because after hitting one, they will most likely land in a couple more.

Parking Lot (reverse track, short form) by Wookie

From the beginning:

- 1) First hard turn to the right -> use cars in front of you to buffer your turn and gain points
- 2) When heading to the top of the incline, cut down your power a little bit and steer a little to the left -> possible death from above
- 3) The turn found after the incline, there is a point box to the left, and a turbo to the right.
- 4) After the turn, there are two areas where one can drive down through to the next area, the right holds a negative point box, the left a positive point box. However, heading down the right side at a high speed can lead to a possible death from above if there are still a lot of cars in front of you.
- 5) The next straight area has a turbo and health box on the right side as well. Grab these and turbo into the large group of cars if they are there.
- 6) At the bottom of the next split turn area are a couple explosive boxes. If possible, try for the far right decline entrance and possibly hit a car which went the left entrance way into them.
- 7) When approaching the incline to exit the lower lot area, there is a health box hidden to the right just as the incline begins.
- 8) Explosive boxes up top, and if there are a few cars in front of you, you can try to knock them into them, or if you retained the turbo, turbo them into them by hitting it on the incline. You will fly more upward than them, leaving them to land on the boxes, and you may land atop of them.
- 9) Right after the boxes, along the right wall, is a turbo and health box.
- 10) After the long straight stretch of road, there is a split in the road. Taking the split to the right there is a point box to the left side. Staying on the main road there is a health box in roughly plain view on the left side, but just across from it on the left side is another turbo.

(To be continued as they e-mail me more.)

5.2.1 Death From Above Tactics

Planning this isn't very possible, minus knowing the tracks well enough to know the "ramp" or "drop off" areas. Basically, for ramps, just try to pace yourself to be landing (meaning coming down upon, and not across) a group of vehicles. The more cars beneath you, the better. An example of a ramp area is the second no exit area, Lyon's Stadium. By racing side to side, over the humps, a death from above is possible. This is especially true right after the initial pileup in the middle. If done fast enough, one can race to a position where a hill is between them and the main pileup area, which should still be full of vehicles. Going full speed, you have a chance of landing atop the pile and hopefully taking out at least one vehicle.

As for a drop off area, there are a couple areas where the road simply drops suddenly. For these areas, and most are usually in the beginning of the stages, you will want to follow the pack of vehicles, but try to avoid hitting any of them until the drop off. You have to stay close by, remember this. When they begin to drop off, go full speed to gain some distance, and more or less, drop upon the pile of the vehicles waiting below.

There is also the moments when explosive boxes serve a purpose, although

it is difficult to say when, as it happens more by coincidence. Best situation to hope for is one where you have gotten a shields box, and find a tight turn with explosive boxes nearby. At this time, when a bunch of vehicles approach the boxes, try to push one in for a booby trap award, or if they move to a side, you hit the box, fly up, and hopefully land on them. The other moments that more or less speak for themselves is one like having a turbo and a large group of vehicles piled in front of you. Turboing into them, you hope to get flipped. Since they are locked under you, when you come out of the turbo, you are dropped onto the track to continue on, and hopefully atop on of the vehicles below you.

5.2.2 T-Bone Tactics

Having taken some time and patience, myself and Insane have noticed the areas where T-bones occur the most. As well as what conditions are necessary for it to happen. This may seem alot, but actually it's very simple in premise.

Steps:

- 1) Must be moving at least 1/2 speed or more. Faster increases the chances.
- 2) Hitting at almost a 90% angle is almost crucial, as well as usually accidental most of the time.
- 3) Hit locations per vehicle. On the more heavy vehicles, such as the Vandal or Piledriver, the hit location is toward the middle of the vehicle instead of the door itself. The "ugly" cars are very precise and small of an area, closer to the front of the side door. The rest are roughly to the rear of the door itself.

T-bones are a good thing, for two reasons. One being it is an instant 200 points, and second it does not matter how much remaining health the vehicle has, it will be destroyed on impact.

6. Cars

In a chart 1-6 *'s

Marauder:

Acceleration: ***
Top Speed: ****
Handling: ****
Armor: ***

Medium level car. Also a medium armor.

Griffin:

Acceleration: ****
Top Speed: ***
Handling: ****
Armor: ***

Another medium level. Also another medium armor.

Phoenix:

Acceleration: ****
Top Speed: ****
Handling: *****
Armor: ****

Medium level. Good car too!

Raven:

Acceleration: *****
Top Speed: *****
Handling: *****
Armor: **

Nice fast car. Hard to keep from damaging out in long races though.

Predator:

Acceleration: *****
Top Speed: *****
Handling: ****
Armor: ***

This is the car i used in the industrial league. Good armor for a hard level car.

Scorpion:

Acceleration: *****
Top Speed: *****
Handling: *****
Armor: ***

Good car for the normal races but not for the longer ones.

Cruiser:

Acceleration: ***
Top Speed: **
Handling: ***
Armor: *****

Slow, but good for newer players.

Mantis:

Acceleration: ***
Top Speed: ***
Handling: ****
Armor: ****

Good, reliable car.

Destroyer:

Acceleration: **
Top Speed: **
Handling: ****
Armor: *****

Another reliable car.

Widow Maker:

Acceleration: ****
Top Speed: *
Handling: *
Armor: *****

Cool car.

Pile Driver:

Acceleration: ***
Top Speed: ***
Handling: ***
Armor: *****

Not a car, but a truck! Average rating.

Vandal:

Acceleration: ****
Top Speed: ***
Handling: **
Armor: *****

Surprising speed for a van.

Renegade:

Acceleration: *****
Top Speed: *****
Handling: *****
Armor: **

WOAH, FAST!!

Bobcat:

Acceleration: ****
Top Speed: ***
Handling: *****
Armor: **

The car I used in the "secret" league. Can be slow at times.

The Beast:

Acceleration: *****
Top Speed: ***
Handling: *****
Armor: *

Really small. Just like the remaining cars i'm gonna mention, hehe.

The Hog:

Acceleration: ****
Top Speed: **
Handling: *****
Armor: **

Slow car, not that good in my opinion.

and finally the last car...

The Thing:

Acceleration: *****
Top Speed: ***
Handling: *****
Armor: **

The smallest car in the game (close to The Beast). No wonder they call it The Thing, what is it?????

7. High Score Chart

As you may of guessed, this is where you put in your scores. Mail me with your scores. (Mlong001@cs.com)

NO EXIT

Bowl	Score	Name
* San Jose Stadium *	25,500	* Misery *
* Lyon Stadium *	31,500	* Insane *
* Pelton Stadium *	24,875	* Tiny *
* Shadow Stadium *	25,250	* Misery *

DEMOLITION

Track Score Name

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*****
* Wasteland Bridge * 14,700 * Mojo *
*****
* Wasteland Fuel-Up * 15,930 * Mojo *
*****
* Wasteland * 18,750 * Insane *
*****
* Redneck Raceway * 35,900 * Misery *
*****
* Hunter's Quarry * 25,750 * Misery *
*****
* Pitbull Speedway * 36,375 * Misery *
*****
* Storm Drain * 14,625 * Misery *
*****
* Parking Lot * 38,000 * Wookie *
*****
* Shadow City Tunnel * 26,875 * Misery *
*****
* Shadow City T-Bone * 11,750 * Tiny *
*****
* Shadow City * 13,125 * Insane *
*****
* Chemical Plant * 12,300 * Tiny *
*****
* USS Demolition * 18,480 * Misery *
*****
* Meltdown * 6,750 * Misery *
*****
* Scrap Heap * 24,480 * Misery *
*****

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8. Credits
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Thanks to you for reading this FAQ

Thanks to me for finidng the time to write this.

Thanks to CJayC for a cool FAQ site!!

Thanks to Dave (cheatcc) and Peter J aka Entity (neoseeker) for just as cool sites.

Thanks to Misery, Tiny, Wookie, Insane and their entire crew for helping on my FAQ immensely.

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9. This FAQ's history
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0.1 3/20/01

I finished this FAQ!

0.2 3/20/01

Added 1.1 Copyright Info

0.2b 3/21/01

Put in extra things because it was accepted into cheatcc and neoseeker.

0.5 3/21/01

Added codes section.

0.5.1 3/31/01

Added a few tracks.

1.0 4/3/01

Realized that i put Shadow City T-Bone as Shadow City Tunnel. Oops. Added one high score that I got. Also added a Cars section.

1.1 4/7/01

Fixed a mistake pointed out by gikinmaro (gikinmaro@earthlink.net) Thanks.

1.5 4/10/01

Added the remaining cars.

2.0 2/26/02

MAJOR UPDATE. I recieved an e-mail from 4 fanatics, and they submitted me high scores, and they are in the process of making maps for the tracks. Hopefully after i recieve the maps, it will be the last update. this is a direct quote from Misery, their spokesperson. "working on maps/text strats for forward and reverse, namely places to try for t-bones, death from above, etc." Also, i removed the cheats section, since i've recieved hundreds of e-mails about them not working. I also removed the "Getting Started" section since i saw no purpose of it.

2.5 3/1/02

Misery and Wookie sent me track tactics for Pitbull Speedway and Parking Lot (Both Backwards) Also 2 high scores.

3.0 3/6/02

Added Death from Above and T-Bone tactics sent in by Misery.