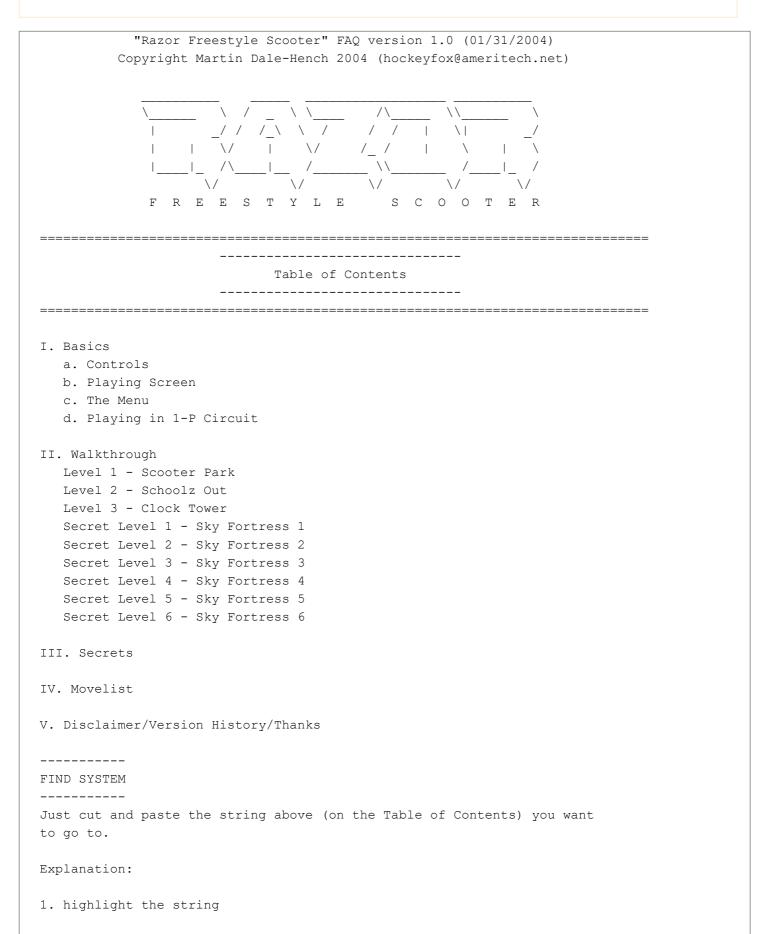
Razor Freestyle Scooter FAQ

by winnie the poop

This walkthrough was originally written for Razor Freestyle Scooter on the DC, but the walkthrough is still applicable to the PSX version of the game.



```
2. Ctrl + C
3. Ctrl + F
4. Ctrl + V
5. Press "Find Next".
_____
              -----
                    I. Basics
              _____
_____
a. Controls
_____
Control Stick ----- Move Player
    D-Pad ----- Move Player
A Button (hold) ----- Speed up
A Button (release) ----- Jump
   B Button ----- Hold trick (+ a direction)
   X Button ----- Spin trick (+ a direction)
   Y Button ----- Ground trick
L+R Triggers ----- Free Look (look around)
b. Playing Screen
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  _____
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|| | 0
                   / / \
                        \backslash
                  / /
| \rangle
   /
                                            --- (number of wheels)
                  ___
                        ___
                  (balance meter)
                                    "Time" Bar
                                            1 1
                                  Fill it up
                                            to receive
                                            10 seconds
                                            1 1
                                             _____
                  Name of Trick(s)
                                          2:00
   XXXX
  POINTS
                Total Points of Trick(s)
                                          TIME
_____
```

c. The Menu

1-P Circuit --- Complete objectives in 3 main levels to unlock more levels and characters. Those unlockables can be used in 2-P.

Practice --- Practice on unlocked levels at your will.

Versus --- Players take turns playing a track. The usable characters/track are unlocked in the 1-P Circuit.

Options --- Adjust Volume Control, Vibration, Memory Card options.

Records --- See the best scores! Yay?

Credits --- Wow...

d. Playing in 1-P Circuit

You start off with only one level, Scooter Park, but you can access the next level by completing the first objective (Level Clear - XXXXX Points). The same goes for the second level, to the third level. However, the 'secret' levels (the six after the first three) have to be unlocked by completing the SAME form of objective in all levels. If you complete all 3 'Grind' objectives (#2 in the list), you will receive the secret level #2.

In the bonus levels, all you have to do is collect every 'Wheel' set all over the level. Once you complete it, you will receive the 'trapped' character. Get all six and you'll get one final secret!

e. Story

The general story was never really recited in the manual nor in the scenes of the game, but after some research, I have found out the general story of this game.

One day, Norton, a robot, was fiddling around with some machines when he suddenly grew huge and tall. He went berserk and kidnapped some of his closest friends, the Razor crew. It is up to the remaining team members (Chad and Ami) to rescue their friends and Norton by completing Norton's Sky Fortresses. Once they have beaten a Fortress, Norton will re-gain some of his former sense and return one of his victims. When all of the members are returned... the members will unite to down-size Norton back to his normal self.

Not big... it's actually really, really, really crappy. But take in the consideration that the team HAD to rush it (it is very evident if you play this game) because they knew the 'fad' of scooters bad in the day wouldn't last long. So here it is. :)

II. Walkthrough

Level 1 - Scooter Park

Level Clear - 10000 Points
 2. Grind 600 Feet
 3. Extreme Score - 30000 Points
 4. Pull a 6000 Point Combo
 5. Earn 100 Bonus Seconds
 6. Get 30 Wheels

Level Clear - 10000 Points

Relatively simple. Just use the quarter-pipes in the cleavage to the right of the starting point. Also go for 30000 Points while you're at it. Get some air and do a flip move (X Button) and then a short hold (B Button) afterwards. A few of those will fetch you this goal.

Grind 600 Feet

Really easy. Just use the rails around the quarter-pipes to the right of the starting point. Grind like there's no tomorrow. Remember to hold the button down, or you won't be able to grind long.

Extreme Score - 30000 Points

See the 'Level Clear' objective above.

Pull a 6000 Point Combo

You could do some fancy moves and such to get 6000 points in one combo, but it ain't easy. Instead, go to the hangar (enter the door facing you once you start the level, it pops open when you nears it). Now, listen carefully to this step-by-step instructions.

- Once in the hangar, you need to find a way to enter the recessed room to the right of the hangar door. It is up in the wall, so you have to use a ramp to get there. You can either use the rails leading it up (grind it) or use the ramp right next to the glass opening (of the aforementioned room) and jump into the room diagonally.
- 2. Jump the quarter-pipe into the window to the right. Do a hold or a spin trick.

3. After the trick, grind on the rail just beyond the window.

4. Keep grinding all of the way. Use every inch of the rail.

5. At the end, jump off and do a small trick (spin or hold, doesn't matter).

6. Land and collect the goal completion!

Earn 100 Bonus Seconds

Also can be attained the easiest in the park to the right of the starting point (again!). To get a 10-second bonus, you have to successfully complete several high-scoring tricks and fill the bar up. When the bar is full, you get the 10-second bonus. If you bail (fall), the bar will reset. Fill the bar up 10 times in a run to get this goal.

1~2. Can't miss (unless you're actually blind...). On the ledge left of you.

- 3. On the ramp dead right of Wheels 1~2, on a wooden ramp. A sign is behind it.
- 4~5. Beyond the sign, use the kicker/ramp (Wheel 3) to jump onto the rail with Wheels 4~5.

 $6 \sim 7$. On the top of the quarter-pipe to the left of Wheels $4 \sim 5$.

- $8{\sim}9.$ On a ledge above the quarter-pipes, on the back of the park. Slightly to the right of Wheels $6{\sim}7.$
- 10~11. In the tunnel below the 'Race Kart' ads. The entrance is in the quarter-pipes area.
- 12~15. After you exit the tunnel, head to the right, where you will end up in the hangar. On some rails are 4 total Wheels.

16~18. On the long curvy black rail, also in the hangar.

- 19~21. Use the large wooden kicker (right by the black rail) to pull yourself to the double rail in the sky. Land on the left one to pick up 3 more Wheels.
- 22~25. Go through the window in the 'highened' area, the room beyond the rail with Wheels 19~21. Don't forget to grind the rails!
- 26~27. Jump off the rail with 22~25 and head slightly left, to a quarter-pipe by a mural with a pop can and hot dog. Jump into the Wheels to the left.
- 28~30. After getting the last two Wheels, you should be atop a building, right next to a halfpipe. Look around for triple-rail. On one of those rails lies the final Wheels.

Level 2 - Schoolz Out

Level Clear - 15000 Points

 Grind 700 Feet
 Extreme Score - 45000 Points
 Pull a 7000 Point Combo
 Earn 100 Bonus Seconds
 Get 30 Wheels

Level Clear - 15000 Points

There's a fantastic empty pool in the northeastern point in this area that you can rip up to get unreal scores. Extreme Score is easily accessible here too.

Grind 700 Feet

There's a PLENTY of rails around here. In fact, it's EVERYWHERE. The best place is easily the pool, since you can go circles in it.

Extreme Score - 45000 Points

See 'Level Clear'.

Pull a 7000 Point Combo

Quite difficult here. In the pool area, build up enough speed and height to get atop the diving board with three Wheels on it. However, before you can get there, you should do a kick or a hold. Then you may grind and drop down to the pool once again. On the way there, do a HOLD, since it rewards you with more points that is neccessary for this completion. DO NOT STOP! Keep going by grinding on the lip of the pool.

At this period of the combo, if you have a x 2.5 multiper, you need 2333+ points to get 7000. If you have a x 2.0 multiper, you need 2800. If your score matches one of those criteria, you can stop right now. If not, try to add ONE more kick into the pool. Good luck. :)

Earn 100 Bonus Seconds

At the Pool. Duh.

Get 30 Wheels -----1~2. Directly front of you, on a rail.

3~5. Fly over the gap in the quarter-pipes for three more.

6~7. Might be tricky... Using the right quarter-pipe in the original area, jump SEMI-SHALLOWLY into the window/opening to the right.

 $8 \sim 9$. Once in the skyroom, jump onto the rail on the wall for two extra.

10~13. Probably the hardest ones... If you waste too much time here, you might fail the entire thing. Try to cut the time needed here... Here's where and how: use the kicker on the elevated platform to the right to get on the dual-double-rails. Two of those wheels are on one side, and two are on another. So, jump on the left rail of the first set and press A and right at the end to jump to the right side. Collect the final two wheels and ta-da!

14~16. On the top of the diving board in the pool. Aim high! :)

- 17~19. Knock down the white post in the pool area by JUMPING into it. Then use it as a grind to get up to where the Wheels are.
- 20~21. After the previous Wheels, jump from the platform to the light orange in the tennis area. If you didn't make it... just use the kicker in the far corner to get up there quickly.
- 22~24. Really obvious, come on. On the bleachers in the tennis area.
- 25~27. Leaving the tennis area, look for a quarter-pipe in the junction/ intersection. Above the pipe = three more.
- 28~30. In the area with the buses (Northwestern corner)... Fly over the buses to complete this damn objective! Yay!

1. Level Clear - 20000 Points 2. Grind 800 Feet 3. Extreme Score - 60000 Points 4. Pull a 8000 Point Combo 5. Earn 100 Bonus Seconds 6. Get 40 Wheels Level Clear - 20000 Points You could use the abundant number of quarter-pipes and half-pipes around this humongous level, but you also can find an ubitiqous pool... Here's how: 1. Grind the bench to the second platform 2. Grind the long rail to the left to the third platform 3. Jump over the kick or grind over a rail to the fourth platform 4. Drop down to the fifth platfrom. 5. Follow the path upwards and use the quarter-pipe to get into the tiny hole in the wall, signaled by two Wheels in the air. 6. Ta-da! Enjoy the pool! Adult swim! Grind 800 Feet _____ Pool itself is not neccessary... Just use the rails/lips. The long rail between the second and the thrid platforms are over 100 feet long so you can use that repeatedly to get the goal easily (if you drop down and 'die', you return to the original position so you can use it repeatedly). Extreme Score - 60000 Points _____ ONCE AGAIN... Look at the first objective! Pull a 8000 Point Combo _____ A toughie. 1. Restore speed (just don't lose it) and grind with speed over the long rail between the 2nd and 3rd platforms. 2. With that speed, continue and head for the large hanging rail connecting two quarter-pipes in the back (with 4 Wheels on it). Jump up to it... 3. Do a Hold and finish off with a Grind.

- 4. Keep grinding the rail... Jump off at the end and do another hold/kick.
- 5. Re-grind onto the lip of the pipe beneath.
- 6. DO NOT STOP JUST YET! Grind all of the way to the extreme end and jump off. Do a loooong hold to seize the combo! Finally...

Earn 100 Bonus Seconds

Can be tough because the only real place you can do this is the pool and it's

30 seconds away. That leaves you with 1:30 to do the moves. So hasten your butt up and get there quick. You know what to do. Might take a few tries, of course.

Get 40 Wheels

1~8. On the first platform. Three of those are above the bar front of you, just use the kicker right there to get up there. The other 5 is blatant.

9~10. On the bench connecting the 1st and 2nd platforms.

11~12. On the grounds of the 2nd platform.

13~16. On the rail connecting the 2nd platform to the 3rd platform. *Gasp*

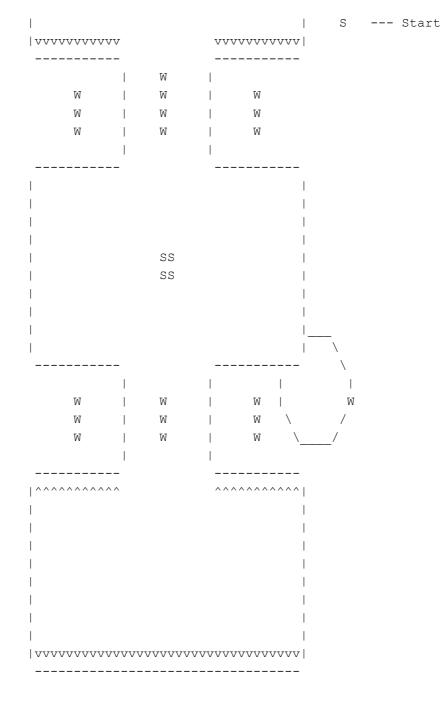
- 17~23. On the third platforms... The only questionable ones are the four on the rail. Just build up speed and jump before you leave the ramp for maximum air. Grind over it to attain them.
- 24~26. On the hands of the clock tower. Still on the fourth platform (the one that ends the rail with 4 Wheels), build up speed with the half-pipe at the end, just before the drop to the fifth platform. Jump off decently to the right to the clock. Don't forget to grind, too! ^_^ *note: I had trouble with this, but I realized that I didn't jump off properly... you need to jump off the pipe before you LEAVE it, not AFTER. Just a note. :)*
- 27~28. On the ramp going up. (On the fifth platform, below the clock tower)
- 29~36. After the ascending ramp, there's an area with EIGHT Wheels, two on each rail.
- 37~38. The 37th and 38th Wheels highlight the path to the pool area. So, just jump off the ramp like you would going to the pool area. It is in the same area as the wheels 29~36.
- 39~40. In the pool area. One is on the cement around, and one is IN the pool.

Secret Level 1 - Sky Fortress 1

Accessible once you clear all 'Clear Level' (the first one) objectives in the first three levels.

Unlocks: Daryl

GET 20 WHEELS!



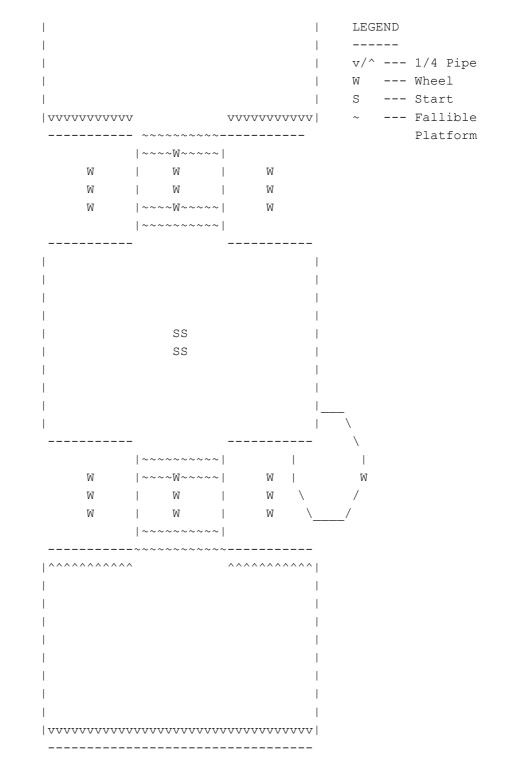
Just get all 20 Wheels before the time runs out and you're done. As for the ones in the air, just use the ramps to get up there. Use the 'A-B-C-D' lines to direct yourself to the wheels. Remember, jump before you leave! Maximum air this way. :) Also, for the lone one on the rail, just generate enough speed and grind around the horn!

_____ Secret Level 2 - Sky Fortress 2 _____

Accessible once you clear all 'Grind' objectives in the first three levels.

Unlocks: Hector

GET 20 WHEELS!



Exactly the same as Sky Fortress 1, only this time you have a 'Fallible' platforms (labeled as '~' on my map). If you ride over it once, it will fall. Instead, save it for later use by jump to the unfallible block (the middle one) and over the other one. Even if both of the blocks fall, you still can get to the ramps since the middle one is enough for you.

Again, just use the ramps to get the airy ones and grind for the final one!

Secret Level 3 - Sky Fortress 3

Accessible once you clear all 'Extreme' objectives in the first three levels.

Unlocks: Brittany

GET 30 WHEELS!

. | | . .. | |~~~~ **.** ~~ **. . . .** ----- ~~.... | ^^^^ W.W... .~~~| LEGEND |^^^^^W.₩^^^ ~~\ /~~| _____ ~~~v~~ S --- Start Т $\sim \sim \sim W \sim \sim \sim$ W --- Wheel . $\sim \, \sim \, \sim \, \mathbb{W} \, \sim \, \sim \, \sim \, \mid$ V/^ - Pipe . $\sim \sim \sim W \sim \sim \sim$. --- Path . . $\sim \, \sim \, \sim \, W \, \sim \, \sim \, \sim \, |$ ~ --- Fallible Platform | VVVVVVVVVVV....V ~~~W~~~| | vvvvvvvvvvvvvvv ~ W~~~ | |~~~W~~..W.W^^^^^^ |~~~W~~~ ^^^W.W.^^^^^ $|\sim \sim \sim W \sim \sim \sim$ 1 |~~~W~~~ | ~ ~ ~ W~ ~ ~ . | ~~~₩~~~ . . $|\sim$ \sim \sim W \sim \sim \sim • • • $|\sim\sim\sim W \sim \sim vv \dots vv vv vv vv vv |$ |~~~W..... ----- ~..W~~~ -----|^^^^^W.W..~~~~~| |^^^^W.W^^^ ~~~~~~| 1 ~~~~~ ----- ~~~~~ |S....W.... ~~~~~ _____ ~~~~~ _____ _____ Alright, you have to follow the quad W's sets on the ramps and jump to the next platform, over the infallible blocks. Do it thrice and you should end up in the horse-shoe circluar half-pipe. Jump off at the end to get onto the rail up the middle. Get all 17 and it's done! You could also ride over the blocks for the quad W sets but if you miss something, there's no going back. :) _____ Secret Level 4 - Sky Fortress 4 _____ *Accessible once you clear all 'Combo' objectives in the first three levels.*

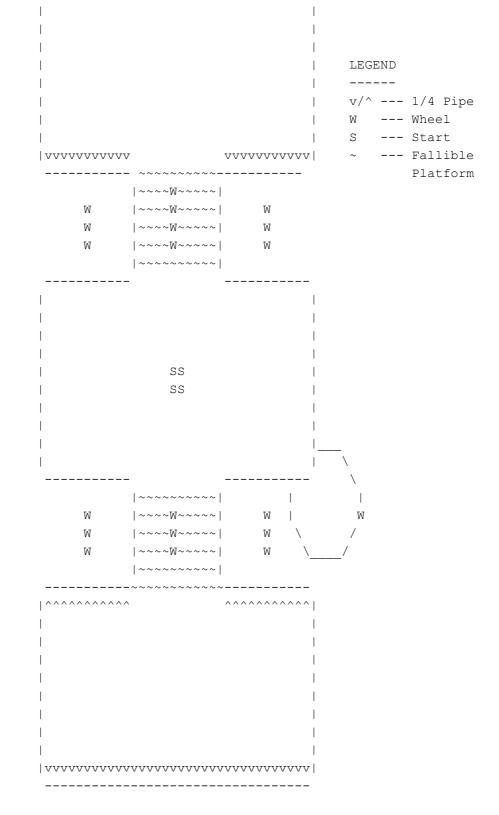
Unlocks: Tito Ortiz

GET 30 WHEELS!

W W W W W

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(see below K Kicker)			
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Here's the step-by-step walkthrough: (step # are on the map)				
1) Take the five Wheels between kickers straight ahead.				
2) Use the next kicker to get three more.				
3) Jump up to the rail using the $1/4$ pipe and grind it for 4 more.				
4) Use the kicker (below 4 on my map) to get on the U-curve rail with 7 Wheels.				
5) Ride the second U-wheel for 7 more.				
6)Use the $1/4$ pipe to get air for the final 4 wheels, also on a rail.				
Secret Level 5 - Sky Fortress 5				
Accessible once you clear all 'Bonus Seconds' objectives in the first three levels.				
Unlocks: Chippie				
GET 20 WHEELS!				

|^^^^



Another one like the first one. The only difference: ALL parts of the bridges connecting the large platforms are fallible. Therefore, you need to ration the platforms. For your first crossing, use the 1st and the 3rd (jump over 2nd) OR use the 2nd block only (jump over 1st and 3rd). On your second run, use the other. Get it? Good luck.

Secret Level 6 - Sky Fortress 6

Accessible once you clear all 'Wheels' objectives in the first three levels.

Unlocks: Tiki Man

GET 30 WHEELS!

I can't really draw a map on this level since it's circluar and those kind of stuff are next to impossible to draw with text. :/ But luckily, it's VERY linear so you can find all 30 without a helping hand. There are two 'paths', left and right... you are supposed to get all wheels on one path and use the pipe at the end to turn around, get the rest. However, if you just get some and fall into oblivion, you will be placed at the original position so you can select the other path that way.

Don't forget to climb the skies for the wheels on the rails, above the halfpipes. 4 wheels are on each rail. Good luck!

_____ III. Secrets --------Secret Characters Beat Secret Level 1: Daryl Beat Secret Level 2: Hector Beat Secret Level 3: Brittany Beat Secret Level 4: Tito Ortiz Beat Secret Level 5: Chippie Beat Secret Level 6: Tiki Man The only difference between those ones are their special moves. Yawn. _____ --Get Norton, the Robot Beat every Secret Level and you will get this guy, a robot. Yay? _____ --Unlocking Sky Fortresses Fortress 1: Beat all three 'Level Clear' objectives Fortress 2: Beat all three 'Grind' Objectives Fortress 3: Beat all three 'Extreme' Objectives Fortress 4: Beat all three 'Combo' Objectives Fortress 5: Beat all three '100 Bonus Seconds' Objectives Fortress 6: Beat all three 'Wheels' Objectives _____ --Pause the game while getting up from a bail When you fall, hold down L and R to stop the timer as you get up. _____ --Codes (thanks to divad99 and sega27) Hold down Start when entering those. Daryl ----- Left, Down, Left, Down, Right, Up, Right, Up

Hector Left, Left, Left, Left, Right, Left, Right			
Brittany Right, Left, Right, Right, Left, Right, Right, Right			
Tito Ortiz Down, Up, Right, Down, Up, Left, Down, Up			
Chippie Up, Down, Down, Left, Right, Right, Right, Down			
Tiki Man Left, Down, Up, Left, Right, Up, Down, Left			
Norton Left, Right, Up, X, Y, X, Up, Right			
Everything Hold down L, press Right Right, Right	, Down, Right, Left, Right, Up,		
Codebreaker Codes			
Enable Code (Must Be Always On)	14C4D0BE 00000000 1486809E 00000002		
Quick Score Gain	1A041400 0000FFFF		
Max Score	1A04D400 0001869F		
Infinite Time	14E4D43E 00078000		
Max Wheels	1474143E 0000270F		
SCOOTER PARK			
Level Clear-10000 Points	1B345441 00000001		
Grind 600 Feet	1434547E 00000001		
Extreme Score-30000	1534547E 0000001		
Pull A 6000 Point Combo	1634547E 00000001		
Earn 100 Bonus Seconds	1734547E 00000001		
Get 30 Wheels	1034547E 00000001		
SCHOOLZ OUT			
Level Clear-15000 Points	1B445441 00000001		

Grind 700 Feet	1444547E
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Extreme Score-45000	1544547E
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Pull A 7000 Point Combo	1644547E
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Get 30 Wheels	1044547E
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CLOCK TOWER	
Level Clear-20000 Points	18545441
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Grind 800 Feet	1454547E
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Extreme Score-60000	1554547E
	0000001
Pull A 8000 Point Combo	1654547E
	0000001
Earn 100 Bonus Seconds	1754547E
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Get 40 Wheels	1054547E
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FORTRESSES	
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Fortress 1 - Completed	1B645441 00000001
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Fortress 2 - Completed	1464547E
	0000001
Fortroop 2 - Completed	1564547E
Fortress 3 - Completed	00000001
	0000001
Fortress 4 - Completed	1664547E
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Fortress 5 - Completed	1764547E
Interest 2 compresed	00000001
Fortress 6 - Completed	1064547E
	0000001

_____ _____ Point System _____ *The moves vary for every character. The moves can be seen in the "Move List" in the Pause Menu.* Spin Moves (X Button) _____ Handclap --- 625 No Footer --- 625 Front Side Tail Whip --- 625 Tail Whip --- 625 Legsweep --- 625 Barspin --- 625 One Handed Tail Whip --- 750 Body Varial --- 750 Decade Air --- 750 Hold Moves (B Button) _____ One Hander --- 650 Rocket --- 650 Rocket X-Up --- 625 Superman --- 850 Nac-Nac --- 850 Indian Air --- 600 Tabletop --- 650 Can-Can --- 625 One Handed Can-Can --- 600 X-Up --- 625 Candy Bar --- 625 Turn Down --- 650 Barhop --- 600 Grinds (Y Button) _____ Feeble Grind --- 250 Crooked Grind --- 400 5-0 Grind --- 400 Smith Grind --- 400 Rocket Grind --- 400 Railslide (Y Button) _____ Railslide --- 300 Handplants (Y Button) _____ Handplant --- 1000 Rock and Roll --- 1000 Tap Barspin --- 1000 Backside Boneless --- 1000 Manuals (Y Button) _____ Nose Manual --- 500 Manual --- 500

Special Moves

Chad

____ Front Flip --- Up, Up+X --- 1500 Back Flip No Footer --- Down, Down+X --- 2000 Ami ___ Back Flip --- Down, Down+X --- 1500 Around the World --- Left, Left+X --- 2000 Daryl ____ Back Flip --- Down, Down+X --- 1500 The Bluenose --- Up, Right+B --- 2000 Hector _____ Front Flip --- Up, Up+X --- 1500 No Foot Can-Can --- Left, Right+B --- 1750 Brittany _____ Back Flip --- Down, Down+X --- 1500 Double Tail Whip --- Left, Left+X --- 2000 Tito Ortiz _____ Front Flip --- Up, Up+X --- 1500 B/F One Hand No Feet --- Down, Down+X --- 2200 Chippie _____ Back Flip --- Down, Down+X --- 1500 One Hand No Footer --- Up, Right+B --- 850 Tiki Man ____. Front Flip --- Up, Up+X --- 1500 One Handed Superman --- Up, Left+B --- 1750 Norton _____ Front Flip --- Up, Up+X --- 1500 Back Flip --- Down, Down+X --- 1500 Back Flip No Footer --- Up, Down+X --- 2000 Around the World --- Right, Right+X --- 2000 Double Tail Whip --- Left, Left+X --- 2000 One Hand No Footer --- Up, Up+B --- 850 The Bluenose --- Right, Right+B --- 2000 No Foot Can-Can --- Left, Left+B --- 1750 One Handed Superman --- Down, Down+B --- 1750

V. Disclaimer/Version History/Thanks

DISCLAIMER

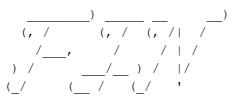
I don't mind having my FAQs posted on other sites, but I don't fancy having them posted without my knowledge. Just ask me and I will gladly allow you to do so. my e-mail is hockeyfox@ameritech.net. The following FAQs has my permission:

www.gamefaqs.com
faqs.ign.com
www.neoseeker.com

Version 1.0 --- FAQ completed. Basics, Walkthrough, Move List, and Secrets (01/31/04) are completed. Go me.

Thanks to:

-Whoever you think deserved this thanks. :p



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