

Vigilante 8: Second Offense FAQ/Walkthrough

by Mordruk

Updated to v1.1 on Feb 20, 2000

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Vigilante 8:2nd Offense Walkthrough/FAQ for Dreamcast
Written by Mordruk(Mordruk@hotmail.com)
Version 1.1(2/20/00)
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0 - U P D A T E S
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Version 0.1(12/26/99)-

First release of my FAQ which included Car Stats, Quest Walkthroughs with the Wonderwagon and Thunderbolt guides and also the ending movie for both of those quests.

Version 0.2(12/27/99)-

First version to include the updates section actually. Some structure change in the FAQ like getting rid of the Car Stats section and making it a sub-section in the new Game Info section since it is all straight from the instruction manual. Changed around the Car Stats a little and added a rating system for the vehicles. Also added the Stunt Cycle guide to the Quest Walkthrough section and the ending for it:)

Version 0.3(12/28/99)-

Well I added the Locked and Secret Cars section along with the Codes section. Also put up the Grubb Dual Loader Guide with help from Turkey6158@aol.com and TripleHHHX@aol.com who sent in how to accomplish Objective B in the California stage. Also added the Dual Loader's car stats and ending to the guide. That's pretty much it for today even though it took MUCH longer to type all the new info in then you would think.

Version 0.4(1/2/00)-

First update of 2000 for the FAQ after my break of updates. Finished the Secret Cars section and fixed the Locked Cars Section because I made a mistake with Obake and Lord Clyde. Also added the Moon Trekker walkthrough. Also put a notice that you cannot take the codes off in the Dreamcast version if you put them on and save a game. Sorry about that to all the annoyed people who put them on:(Now that vacation is over I might only update this on the weekends unless I don't have much to do.

Version 0.5(1/7/00)-

After counting endless e-mails I have come up with 86 that have JUST been about the other way to get the bombs in the swamp level. For this VERY VERY VERY annoying problem I added a totally new section just for it so I stop getting those same exact e-mails every day. Please read the new section!!!!!!

Version 0.6(1/23/00)-

After all the hate mails about the Louisiana level I took off Section 0.5 and I put in the alternate way to get the briefcases in the swamp. I will update again as soon as I get my game back.

Version 0.7(1/24/00)-

Got my game back!!! Added the car specs, ending movie, and guide for Agent R. Chase/Chrono Stinger as well as the new OLD_LEVELS code thanks to samsoniteq@hotmail.com. A HUGE SPECIAL THANKS to dionisio@cinci.rr.com for sending me the entire story for Chase's quest while I didn't have the game!!!! Maybe not another update till the weekend:(

Version 0.8(1/25/00)-

Added the first two Coyote quest which is Nina Loco's and Dallas 13's. Also added car stats and an ending for both of them as well. Don't expect me to update it tomorrow because I have a lot of tests to study for and I did a huge update today with two guides so I'm tired of staring at the computer all day.

Version 0.9(1/31/00)-

Added Molo's guide as well as car stats and an ending for him. Now that I have all of the normal characters done I can get on with the locked ones and maybe finish this guide sometime next month.

Version 0.10(2/1/00)-

Added the first locked characters guide(Houston), stats, and ending for the game. Also added the code MIXES_CARS since it is very useful for two people playing. Special thanks to TripleHHHX@aol.com for submitting that.

Version 0.11(2/6/00)-

Added Convoy's and Chassey's guides, car stats, and endings. Only 3 more cars to do guides for and then I can move onto the other sections and finally finish this time consuming guide...

Version 0.12(2/10/00)-

Added Padre's and Lord Clyde's guides, car stats, and endings. Just Tsunami left and the secret cars stats. I know I didn't update the codes with some of the new ones but I will when I have some more time.

Version 1.0(2/12/00)-

Finished up the guide with Tsunami and added the car stats for Tsunami.(thanks to TripleHHHX@aol.com) Also added the fun stuff to do in levels and finished up the codes section. All's well that ends well!

Version 1.1(2/20/00)-

Well, TripleHHHX@aol.com did it again. He wrote a ton of info for the stats of the 3 secret characters I missed which are Boogie, Dusty Earth, and Dave's Cultsmen. If you haven't sent him a thankyou e-mail yet I suggest you do because he has helped A LOT on this FAQ!

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1 - G A M E I N F O

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This entire section is devoted to help people who do NOT have the instruction manual for one reason or another. Almost all of it is straight from the instruction manual except little notes I put in it. This is included because I have received a large number of e-mails asking one thing or another about a game that I wrote a FAQ for because they didn't have the instruction manual so this will (hopefully) save the time of someone e-mailing me and me e-mailing them back. Please note this is not my original work except for the little comments!

1.1-Controls and Menus

The controls for the game is as follows-

D-Pad and Analog Thumb Pad=steer vehicle

Y Button-select target

B Button-toggle weapons

A Button-gas

X Button-brake

Back Right Button-fire machine gun

Back Left Button-fire selected weapon

B + Y Buttons-change view

Menu Guide-

One Player-

Quest Mode-

Quest mode consists of a series of eight levels for each character. To win each level, you must complete the mission objectives and destroy all enemy vehicles. Enemy vehicles are automatically chosen and the number of enemy vehicles as well as each enemy's skill increases with each level successfully passed. You must fulfill both primary and secondary objectives before destroying all enemies. You can review your objectives at any time during game play by pressing the START button to pause the game, and selecting Objectives. Successfully completing all objectives will lead to "unlocking" additional character/vehicles! If you fail to fulfill any of the mission objectives in Quest Mode, you can replay that level and try again. Your primary objectives usually requires you to find and collect some items(e.g., a few briefcases or gas cans). Occasionally, you will be required to deliver these items to a specific location. Collected items get stored in one of your weapon slots. If your mission objective requires that you deliver an item somewhere on the map, drive to that location, select the item to deliver by using the TOGGLE WEAPON button and then eject it by pressing the FIRE SELECTED WEAPON button. You can only unload your collected items at the required locations. Briefcases, bombs, gas cans, and tool boxes are the 4 items that can be collected and delivered.

Arcade Mode-

In Arcade mode, you must select an arena, a vehicle and opponents.(You may select up to 12 enemy vehicles per arena)

NOTE-this is a great way to quickly get some more points to upgrade your car. For example, you could pick 5 Blue Burro Buses to fight and quickly kill them off since the Burro Bus is a large slow vehicle and get tons of points for it)

Survival Mode-

In Survival Mode, you must select an arena, a vehicle and opponents. The object is to see how many enemies you can destroy before you are eliminated. You will face unlimited waves of enemies with a maximum of four enemies facing you at any given time. The number of cars you destroy will be displayed as icons on the bottom right of the screen. You will also get a repair wrench power-up each time you total an enemy car.

NOTE-I didn't include 2 player descriptions because you can basically figure that out for yourself and if you can't you shouldn't be playing the game.

Options Screen-

Game Status-Shows the status of all unlocked/available characters for players 1 through 4

Difficulty-This section allows players to adjust difficulty and weapons damage. First select the player(s) difficulty you want to adjust, then select difficulty levels(87 easy, 89 medium, 92 hard). Here you can also adjust weapon damage settings for each player, which will affect the amount of damage objects and vehicles can sustain before being

destroyed. A low damage setting will typically result in lengthy battles, and vice versa. Select the player(s) you want to adjust damage for and then select a weapons damage setting(1 bullet-low damage, 2 bullets-medium damage, 3 bullets-high damage).

Backstory-read the story behind Vigilante 8:Second Offense

1.2-Screen Explained

The following is an explanation of all the things that are in the screen when facing other cars.

Upper left-hand corner-Radar

Dots on radar-

Gray-ally

Red-enemy

Green-selected enemy

Below radar screen-Your health

Right of radar screen-Selected enemy's health

Right of enemy's health screen-Weapon selected

Below weapon selected screen-ammo

Circles around selected enemy-

White-cannot track enemy

Green-can track enemy

Yellow-difficulty tracking enemy

1.3-Upgrading & Customizing

Upgrading-

Within the game, each vehicle has preset values for acceleration, top speed, armor and target avoidance. These are shown in the Select Player screen. However, each vehicle and its default values can be upgraded. Each time the player destroys an enemy, a "salvage points" power-up appears on the map. Salvage point power-ups are worth 2-10 salvage points each(depending on the Difficulty/Damage settings) and enhance the characteristics of the player's vehicle. For example, if the player picks up 10 acceleration salvage points, their car will accelerate more quickly next time around. When the player obtains 50 points of a specific type, their vehicle is upgraded, and a new attachment is added to the chassis. The attachments include wider tire, spoiler wings, antennas, ram bars, etc. When the player obtains a full 100 points in every category, they are rewarded with a completely new chassis for their car.

Customizing-

The player can customize the color of his vehicle by pressing the Y BUTTON at the Select Player screen.

1.4-Propulsion Mechanisms

Throughout the game, the player will be able to transform his vehicle using different propulsion mechanisms. These propulsion mechanisms change the way each vehicle handles, allowing them to perform different maneuvers and travel to different areas of each level. The different propulsion mechanisms can be obtained by picking up the appropriate power-up icons. Once collected, the mechanism will remain attached and functional until a moderate amount of damage is sustained, in which case it will revert to standard wheels or a different mechanism power-up is collected. Any mechanism can be ejected manually by simultaneously pressing the A and Y BUTTONS. The following is a list of the propulsion mechanisms available in the

game-

Hoverpods-

Hoverpods enable each vehicle to hover a few feet off of the ground. This gives each car the ability to travel over virtually any terrain, and the ability to jump much farther than usual. Be careful when using these, however, as the resulting loss in traction can cause the vehicle to slide around more than it usually does on wheels.

Hydrofloaters-

Hydrofloaters help a great deal when traveling over water. They transform the player's vehicle into a sea-faring vessel, changing the front tires into flotation devices and the rear ones into propellers. When the player drives back onto the land, the hydrofloaters automatically revert to standard tires.

Skis N' Treads-

These provide a tremendous advantage on snow levels, as they help maintain traction on slippery surfaces. Using Skis N' Treads turns each vehicle's front wheels into skis, and rear wheels into oversized, treaded tires.

1.5-Weapons, Power-Ups, and Stuff

Weapons-

Combo Key-

Up=^

Down=V

Right=>

Left=<

Machine Gun=M

EXAMPLE-Up, Up, Down, Fire Machine Gun= ^,^,V,M

Costs= how many of weapon ammo needed for combo

INTERCEPTOR MISSILES(Guided Missiles)

Moves-

^,^, V, M (Costs 2)

^,^,^, M (Costs 2)

^,^,>, M (Costs 2-4)

BULL'S EYE ROCKETS(Dumb Fire Rockets)

Moves-

^, V, V, M (Costs 2)

^, V, ^, M (Costs 2-5)

^, V, >, M (Costs 3)

SKY HAMMER MORTAR(Experimental Auto-Tracking Mortar)

Moves-

V, V, V, M (Costs 2)

V, V, ^, M (Costs 2-5)

V, V, >, M (Costs 2)

BRUISER CANNON(Auto-Targeting Cannon)

Moves-

V,^,V,M (Costs 2)
V,^,^,M (Costs 2-6)
V,^,>,M (Costs 2)

ROADKILL MINES

Moves-

<,>,V,M (Costs 2)
<,>,^,M (Costs 2-6)
<,>,>,M (Costs 2)

BRIMSTONE BURNER

Moves-

>,<,^,M (Costs 10)
>,<,V,M (Costs 2-6)
>,<,>,M (Costs 5)

Power-Ups-

Shield(GREEN)-Special force-field protects the vehicle from being damaged for a limited time

Radar Jammer(YELLOW)-Confuses enemy radar and homing devices for a limited time

Weapon Upgrade(BLUE)-Doubles the damage factor of any standard weapon fired for a limited time

Repair Wrench-Partial damage repair

Stuff-

Green Crate-Contains a special weapon for vehicle

Brown Crate-Surprise: may contain any standard weapon or a special weapon

1.6-Car Specs

Car Rating System is as follows-

Perfect=Couldn't be better, is one of the best in the game

Great=A good aspect of car and is very helpful

Good=Average

Bad=Some difficulties or problems with aspect of car

Terrible=Makes car a pain in the neck to use

Worst=Don't use this car!

Sheila/Wonderwagon

Sheila-Convoy's niece put her academic studies on hold when she received an alarming call from John Torque. Apparently, the Coyotes had resurfaced, led by a mysterious new leader, and both her uncle and Houston were missing!

Wonderwagon Base Stats-

Acceleration-348

Speed-176

Armor-86

Target Avoidance-310

Special Weapon-Tantrum Gun, shoots large bullets like the machine gun

but only has 50 ammo per box and hits for more damage. Cannot auto-lock onto target

Steering-Good
Speed-Good
Armor-Bad
Special Weapon-Terrible
Hoverpod Steering-Good
Hydrofloater Steering-Good
Skis N' Treads Steering-Good
Overall-Bad

John Torque/Thunderbolt

John Torque-Horrified when he found his friends Convoy and Houston missing, J.T. unearthed a couple of old Mosquitoes from Convoy's backyard and set out on a search for his friends...

Thunderbolt Base Stats-

Acceleration-400
Speed-344
Armor-182
Target Avoidance-104

Special Weapon-Wheel O'Fortune, shoots a large round from a 6-shooter barrel which propels the enemy car backwards and takes off a large amount of damage if it hits the car. No auto-lock onto target.

Steering-Great
Speed-Good
Armor-Good
Special Weapon-Great
Hoverpod Steering-Great
Hydrofloater Steering-Good
Skis N' Treads Steering-Good
Overall-Great

All Star Trio/Dakota Stunt Cycle

All Star Trio-Tomey, Romey, and Leilah began touring at the age of 14 and their incredible stunt shows soon captivated audiences nationwide. In 1977, they set out for the Southwest in search of their missing sister.

Stunt Cycle Base Stats-

Acceleration-336
Speed-204
Armor-50
Target Avoidance-348

Special Weapon-Soaring Glory, about the only good thing about this vehicle is it's special weapon. It shoot 3 rockets into the air which then lock on to your target and hit. Even though it only has 3 ammo about 2 of them will kill the character if they all hit and almost never miss unless an object is blocking the way.

Steering-Bad
Speed-Great

Armor-Terrible
Special Weapon-Perfect
Hoverpod Steering-Terrible
Hydrofloater Steering-Worst
Skis N' Treads Steering-Bad
Overall-Terrible

Garbage Man/Grubb Dual Loader

Garbage Man-He was first spotted in 1976 near Necada, rummaging through a landfill. He's been seen as far as Florida and Oregon but didn't appear to be associated with any trash company. No one knew what he did with the stolen refuse...

Grubb Dual Loader Base Stats-

Acceleration-180
Speed-50
Armor-376
Target Avoidance-78

Special Weapon-Compctor, my absolute favorite special weapon which picks up the enemy in front of you and either shakes it up and down if it is big or throws it in the back of the garbage truck and spits it out of the back. A very powerful weapon but has a very short range:(

Steering-Bad
Speed-Bad(it is only a garbage truck)
Armor-Perfect
Special Weapon-Great
Hoverpod Steering-Good
Hydrofloater Steering-Good
Skis N' Treads Steering-Bad
Overall-Good

Astronaut Bob O./Moon Trekker

Astronaut Bob O.-No one ever heard the astronaut speak, or saw his face, which was always hidden behind a helmet. He was simply known as Bob O. When new auto skirmishes began in the fall of 1977, Bob's rover was often reported seen amidst the action.

Moon Trekker Base Stats-

Acceleration-322
Speed-64
Armor-134
Target Avoidance-308

Special Weapon-Collector, another short range special weapon. The collector has is two claws that starts swiping and tearing at the car in front of it. It can do a lot of damage if you hit the car from start to finish with this special weapon but isn't all that useful otherwise.

Steering-Terrible
Speed-Good
Armor-Good
Special Weapon-Good
Hoverpod Steering-Bad
Hydrofloater Steering-Good

Skis N' Treads Steering-Bad
Overall-Good

Agent R. Chase/Chrono Stinger

Agent R. Chase-2017:Agent Chase-one of the CIA's best detectives-had been following OMAR and its enigmatic leader, Lord Clyde, for years. Following the discovery of Clyde's time warp, Agent Chase volunteered to travel to the '70s, to apprehend Clyde and bring him back.

Chrono Stinger Base Stats-

Acceleration-374
Speed-330
Armor-98
Target Avoidance-224

Special Weapon-Hard Time, a hard weapon to use yet interesting none the less. The Hard Time device shoots a yellow ball in front of the car. If it hits another car it will freeze it in place. The Hard Time itself doesn't do any damage but allows you to unleash any other weapons you may have handy. Not a very useful weapon when it comes down to it since you only get one a crate and you need to have another weapon before you launch it.

Steering-Good
Speed-Perfect
Armor-Good
Special Weapon-Terrible
Hoverpod Steering-Good
Hydrofloater Steering-Good
Skis N' Treads Steering-Good
Overall-Good

Nina Loco/El Guerrero

Nina Loco-A master smuggler and dealmaker, Nina managed to stockpile most of the classified weaponry that was originally stolen from the military by the Coyotes. Wanted by the FBI and Mexican mob, she gladly signed up with Clyde.

El Guerrero Base Stats-

Acceleration-336
Speed-260
Armor-206
Target Avoidance-136

Special Weapon-Lemming Missile, a very cool looking special weapon that launches 3 homing missiles directly at the targeted enemy. However, this weapon takes off little damage and using normal missiles would be more effective.

Steering-Good
Speed-Good
Armor-Great
Special Weapon-Bad
Hoverpod Steering-Great
Hydrofloater Steering-Good
Skis N' Treads Steering-Good
Overall-Good

Dallas 13/Palomino XIII

Dallas 13-2017:Dallas 13 was the latest and most advanced "biobot" in OMAR's long line of cybernetic henchmen. Dallas was created specifically for Lord Clyde's Mission '70's.

Palomino XIII Base Stats-

Acceleration-362
Speed-316
Armor-232
Target Avoidance-72

Special Weapon-Mega Collider, a fun and awesome weapon to use against your enemies. Shooting a beam across an open field it will hurt and vehicle that gets in it's path and flip it over with tremendous force. However, the gun overall only does a lot of damage if you hit the car for the full time period the laser is on.

Steering-Good
Speed-Great
Armor-Great
Special Weapon-Good
Hoverpod Steering-Good
Hydrofloater Steering-Terrible
Skis N' Treads Steering-Terrible
Overall-Great

Molo/Blue Burro Bus

Molo-Disillusioned after the Coyotes' defeat, Molo began burglarizing gas stations and trailer parks. he was eventually caught and sent to "Juvie" hall. He rejoined the Coyotes after Clyde busted him out during a prison transport.

Blue Burro Bus Base Stats-

Acceleration-128
Speed-92
Armor-352
Target Avoidance-112

Special Weapon-Smog Check, ALMOST as useless as Chase's special weapon. This weapon only shoots from the back which makes it very hard to line up with your enemy and even if you do hit them it takes off little or no damage and only stalls the engine out:(

Steering-Bad
Speed-Bad
Armor-Great
Special Weapon-Terrible
Hoverpod Steering-Good
Hydrofloater Steering-Good
Skis N' Treads Steering-Good
Overall-Bad

Houston/Samson Tow Truck

Houston-After freeing herself of OMAR's mind-control device, Houston slowly recovered. She married ex-Vigilante Convoy. However, her dark past continued to

haunt her-she still suffers from amnesia and nightmares. She knew OMAR would be back.

Samson Tow Truck Base Stats-

Acceleration-310
Speed-204
Armor-256
Target Avoidance-110

Special Weapon-Tow Hook, perhaps the best special weapon in the game. This weapon is so effective it can kill Tsunami in one tow if you set the damage to high. There is no worrying about aiming, just being close to the guy. And best of all the enemies get thrown across the map when your done:)

Steering-Great
Speed-Great
Armor-Great
Special Weapon-Perfect
Hoverpod Steering-Great
Hydrofloater Steering-Great
Skis N' Treads Steering-Great
Overall-Perfect (ALMOST)

Convoy/Livingston Truck

Convoy-Convoy, the newly married Vigilante trucker, and his wife, Houston, were on the road when they spotted three unusual vehicles approaching from the opposite direction. Before Convoy could react, the vehicles opened fire...

Livingston Truck Base Stats-

Acceleration-50
Speed-140
Armor-400
Target Avoidance-62

Special Weapon-Rolling Thunder, an almost useless weapon unless you have your enemy the right distance away from you so it hits it. Though useless on close up vehicles this weapon is great against cars with hoverpods and will get them down fast.

Steering-Good
Speed-Terrible
Armor-Perfect
Special Weapon-Good
Hoverpod Steering-Great
Hydrofloater Steering-Great
Skis N' Treads Steering-Good
Overall-Bad

Chassey Blue/Vertigo

Chassey Blue-After joining the FBI, the agency wanted Chassey to investigate reports of renewed Coyote activity in Arizona, and its possible connection to local time disparities and abnormal weather patterns.

Acceleration-388
Speed-372
Armor-110
Target Avoidance-186

Special Weapon-Star Power, pretty good special, it sends a beam from a satellite directly at an enemy. This works long distance but doesn't hurt as much since the beam gets activated after a certain amount of time. Also does a lot of damage.

Steering-Great
Speed-Great
Armor-Good
Special Weapon-Great
Hoverpod Steering-Great
Hydrofloater Steering-Great
Skis N' Treads Steering-Great
Overall-Great

Padre Destino/Goliath Halftrack

Padre Destino-This traveling preacher was busy spreading the word, however, not by singing gospel. Instead, he was promoting the idea of impending Armageddon. To this effect, he liked to follow each of his sermons with a good dose of destruction...

Acceleration-322
Speed-120
Armor-328
Target Avoidance-50

Special Weapon-Hades gate, a pretty cool weapon but not that effective unless the enemy is stalled or completely still so you can hit it and cause a lot of damage. Still.....fun to use

Steering-Good
Speed-Good
Armor-Great
Special Weapon-Good
Hoverpod Steering-Good
Hydrofloater Steering-Good
Skis N' Treads Steering-Good
Overall-Good

Lord Clyde/Excelsior Stretch

Lord Clyde-2017: Ex-Vigilante Slick Clyde turned OMAR leader. In his most desperate move yet, he acquired a time-travel device to send himself back to the days when OMAR still had a chance of putting America out of business-the '70s.

Acceleration-270
Speed-260
Armor-280
Target Avoidance-74

Special Weapon-Chain Lightning, an awesome special which delivers a bolt of electricity to the closest enemy and shocks them up in the air. It delivers a lot of damage and stuns them at the same time so is very useful and fun to use.

Steering-Bad

Speed-Good

Armor-Good

Special Weapon-Great

Hoverpod Steering-Bad

Hydrofloater Steering-Bad

Skis N' Treads Steering-Good

Overall-Good

Obake/Tsunami

(SPECIAL THANKS TO TripleHHHX@aol.com FOR SUBMITTING THIS HUGE BIO AND STATS ON TSUNAMI)

Obake - Keiko underwent a rigorous education as a disciple of the Katana School-run by her father's Uzumi Manufacturing Company. She excelled in all subjects, only to be occasionally outdone by a classmate named Darius; Keiko and Darius were the best of friends. Keiko especially loved martial arts and Darius nicknamed her "Obake" (Ghost), for she could move without a sound or trace. Obake and Darius were first placed into Clyde's service when only eight years old. Supposedly, Uzumi gave the children to OMAR as a token of gratitude. A short letter from her father confirmed it-he asked her to respect and obey Lord Clyde as if he were her own father. Soon afterwards, OMAR acquired her father's company, and Obake never heard of her family again. Though Obake always felt out of place in OMAR's world, she followed her father's wishes and soon became Clyde's favorite pupil. She and Darius continued training, though the focus of their studies changed to offensive combat, surveillance, interrogation, with a heavy dose of nonstop OMAR propaganda. By the time they reached adulthood, Obake and Darius were seasoned operatives, having never failed a mission. This was to change in 2017, when the two were sent to America to steal time propulsion capsules from Stanford University. While they managed to fulfill the objective, the mission went awry due to Darius' error. As a result, the CIA were on OMAR's tail, and Clyde was outraged. Soon, Darius disappeared. In the meantime, Clyde was preparing for an important sabotage mission and requested Obake's assistance. While her head was still reeling from the events, Obake accompanied her master without questioning...

Tsunami Base Stats-

Acceleration-400

Speed-400

Armor-62

Target Avoidance-228

Special Weapon-Rift Blade, Once you are locked onto the target car, Launch it! After you launch it you will go in a line of that killer damage. This works best on enemy cars that are right in front of you or slow vehicles. The problem is that slow vehicles are usually very well armored.

Steering-Good

Speed-Perfect

Armor-Worst

Special Weapon-Good

Hoverpod Steering-Bad

Hydrofloater Steering-Perfect
Skis N' Treads Steering-Bad
Overall-Good

Boogie/Marathon

Boggie - Disco aficionado and the late Sid Burn's prime henchman, Boogie had been sentenced to serve 10 years at San Quentin Penitentiary for burglary, assault with a deadly weapon, and DUI. Despite agent Blue's testimony, the court did not find sufficient evidence of Boogie's involvement with the Coyotes.

After one year in the can, Boogie had had enough-not only didn't the prison meet his sanitary standards, the ambient elevator music piped constantly through the speakers was truly unbearable. Thank God for a visit from Nina Loco, Sid's former flame, arms supplier and an all-around bad Mama. Boogie knew Nina was always charmed by his genteel ways, so it wasn't surprising that she volunteered to help. Orchestrating Boogie's jailbreak was second nature for Nina, especially after befriending the prison's warden at a local saloon. Adding insult to injury, Boogie stole the warden's Marathon on his way out.

En route to New Mexico, Nina told Boogie of old Clyde's paranormal arrival from the future and his efforts to revive the Coyotes. At first, Boogie was miffed at Nina when he learned that Clyde paid her to get him out. Nevertheless, he was thrilled to be free and was anxious to show off for the new Boss!

Marathon Base Stats-

Acceleration-218
Speed-120
Armor-74
Target Avoidance-400

Special Weapon-Disco Inferno, a good weapon if you are right next to the enemy. It shoot special colored balls out of a big silver disco ball. This looks really weird.

Steering-Great
Speed-Good
Armor-Bad
Special Weapon-Poor
Hoverpod Steering-Poor
Hydrofloater Steering-Great
Skis N' Treads Steering-Great
Overall-Good

Dave's Cultmen/Xanadu RV

At the end of the Coyote Wars, legends of Dave's extraterrestrial travels spread quickly among UFO aficionados, alternative religion advocates and other believers. Ham-radio enthusiasts across the nation tuned in every night, scanning the airwaves for transmissions from the mythical Dave. Soon, a small industry sprang up to satisfy the craving for Dave memorabilia-"Daveness" T-shirts, Dave-brand telescopes, toys and books. "Davemania" was destined to become one of the key cultural phenomena of the era, often credited as one of the key factors in lifting America's economy out of the recession.

Thus, it should come as no surprise that there were many who took the movement a little too seriously. Take a group of hippies from Santa Cruz, Dave's hometown. Tired of their unfocused existence, they became easily enraptured with Dave's heroics and decided to seek his guidance. The group's resident wise guy, Dorkiel, spent countless nights at his ham-radio, awaiting a message from The Man. Finally, Dorkiel emerged from his RV enlightened; He proclaimed that in order to find their true calling, the group must retrace Dave's footsteps.

And so, in the summer of 1977, the hippies boarded Dorkiel's RV and embarked on a spiritual journey across the Southwest. They decided to begin by paying respects to Convoy-the man who guided Dave during the Coyote Wars...

Xanadu RV Base Stats-

Acceleration-114
Speed-176
Armor-304
Target Avoidance-142

Special Weapon-Super Saucer Invasion, goo weapon but does not do much damage. Works best from up close. The satellite on top of the car calls UFO's to attack your opponent's car.

Steering-Poor
Speed-Poor
Armor-Great
Special Weapon-Good
Hoverpod Steering-Bad
Hydrofloater Steering-Worst
Skis N' Treads Steering-Good
Overall-Poor

Dusty 'Earth'/Wapiti 4WD

Nina Loco-A master smuggler and dealmaker, Nina managed to stockpile most of the classified weaponry that was originally stolen from the military by the Coyotes. Wanted by the FBI and Mexican mob, she gladly signed up with Clyde.

Wapiti 4WD Base Stats-

Acceleration-374
Speed-232
Armor-158
Target Avoidance-190

Special Weapon-Tribal Magic, great weapon if you are near the opponent and have some other weapon ready. But also good if you are far away. It shoots birds that lift your opponent's car up into the air and the bird attack it.

Steering-Great
Speed-Great
Armor-Great
Special Weapon-Good
Hoverpod Steering-Great
Hydrofloater Steering-Good
Skis N' Treads Steering-Good
Overall-Great

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2 - Q U E S T W A L K T H R O U G H

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NOTE-Since a lot of the quests are exactly the same as others I just copy and paste and change it around for the enemies to save time.

2.1-Wonderwagon Guide

Level 1-Arizona

Story-UC Berkeley was a hip place to study and play, or more like... play, then study. OK, forget study altogether. For better or worse, Sheila had clearly undergone a transformation at the university. Now, summoned by her old buddy Torque, she's heading back to Arizona. Something's up with Houston and uncle Convoy...

Objectives-

- A-Locate enemy documents-collect 2 briefcases
- B-Protect meteor observatory
- C-Defeat all enemies

Enemies-Moon Trekker

Walkthrough-

First off is to find the 2 briefcases. This will be very easy to do since it is the first level and there really isn't any trick to getting the items. The briefcases are usually near a building or the meteor crater, not just out in the open. Once you have collected the two briefcases go to the meteor crater and get the green box that gives you your special weapon. Now follow the radar to find your enemy-Astronaut Bob O. in the Moon Trekker. The Moon Trekker's special weapon only works in close range so stay away from it and launch your some 30 special bullets at the Moon Trekker. This will take its life down to almost nothing and then just use your bullets or other weapons to finish it off. Make sure you don't fight Bob O. near the observatory because he will try to destroy it if he is about to die. Pretty easy level if you ask me:)

Level 2-Louisiana

Story-Sheila never arrived at Convoy's service station-she was attacked by some lunatic near the meteor crater! After the battle, Torque met Sheila near Flagstaff, Sheila can't believe the news-her uncle is dead? She's devastated. Torque thinks Houston may have survived the attack-Sheila must find her...

Objectives-

- A-Retrieve Coyote stash from tombs-collect 2 briefcases
- B-Protect Tombs
- C-Destroy all enemies

Enemies-El Guerrero

Walkthrough-

This is also an easy battle because it tells you right away where to find the 2 briefcases. Go to the right around the swamp to the tombs and shoot everyone a little bit with your machine gun. 2 briefcases will pop out of some. After you collect them get away from the tombs so Nina Loco doesn't destroy them and get your special weapon in the swamp. Watch out for the alligator though and the little swirling mist in front of a cage. If you hit it the cage will trap you and you will have to use some firepower to get out. Make sure your always moving because if you stop Nina Loco will hit you a lot with her missile special weapon. Kill Nina Loco with any weapon you want and the stage will end.

Level 3-Florida

Story-Houston is alive-what a relief! It gets better when Houston tells Sheila of her master plan to bring Convoy back. Coolness, sister! Slick Clyde gone bad? Not a surprise really, she never liked the dweeb anyway. Now, Sheila is ready to kick some butt...

Objectives-

A-Disarm NASA building and Comm Tower-collect 3 bombs

B-Protect and launch Apollo rocket

C-Destroy all enemies

Enemies-Goliath Halftrack, Moon Trekker

Walkthrough-

This is a really hard stage compared to the first two. First of all get Goliath out of the way and kill him first since he will never stop pounding on you and since you have very little shield it doesn't take much to kill you. After that go to the building behind the rocket and shoot the door to the right to open up the launch button. There might be a bomb in there which you will need to collect and then hit the start button to make the rocket go up to the launch site. Now turn to the left and look at the island with the fence around it. Find some hydrofloaters and go over to that island. Watch out for the shark and when you get up blow up all of the fence because it is electrical and will hurt A LOT if it hits you. Then destroy the tower so it won't shoot you and then collect the rest of the bombs that are there. Go back to the main island and by now the rocket should have made it to the launch site unless one of the cars stopped it. If they did just hit the start button again. When it is at the launch site go back to the start button at the building and run into it to launch the rocket and accomplish objective B. Now with both objectives out of the way you can make your way to Moon Trekker and take him out. It shouldn't be too hard with Goliath already out of the way.

Level 4-Pennsylvania

Story-Wow, who is the fireball of a girl in the silver car? Could it be... FBI agent Chassey Blue?! Sheila is impressed-looks like she isn't the only one to undergo a major makeover. Chassey has definitely taken a turn for the better-the clothes, the hair, the car! She didn't even bust Sheila for vigilantism-how cool is that?!

Objectives-

A-Locate spare parts-collect 3 supply boxes

B-Protect money train

C-Destroy all enemies

Enemies-Excelsior Stretch Limo, Palomino XIII

Walkthrough-

The enemies in this stage aren't too hard but I would take out the Stretch Limo if your having difficulties then searching for the 3 supply boxes. Although most boxes are in random places I found the 3 to be in the exact same places the 5 times I went back to this level. There is one in the steel mill, one outside in a clearing by the tracks, and other right between two tracks. Make sure that you don't hit any of the red switches near the tracks while your going around because it will switch the course of the train and it might run into something. Also, don't shoot around the bridges because they might collapse and then the train will blow up. After you have the 3 boxes make Palomino get away from the bridges and then unleash everything you have on him and finish the stage.

Level 5-Minnesota

Story-It looks like several well-known Coyotes are on the loose, including Molo. To top it off, Sid Burn's ex-flame Nina is now supplying arms to Clyde. The police remain concentrated in larger cities, so the outback is a free-for-all. Sounds just like the old

days... no biggie!

Objectives-

A-Disarm plant bobby traps-collect 3 bombs

B-Protect nuclear reactors

C-Destroy all enemies

Enemies-Blue Burro Bus, El Guerrero, Grubb Dual Loader

Walkthrough-

First of all take out the El Guerrero and the Grubb Dual Loader since they are the most powerful out of the three. The Blue Burro Bus is big and slow and it's special only works if you're behind it. With those two out of the way go to the center building and collect the three bombs that are all inside the plant. Now make sure you don't hit open the doors to the nuclear reactors because Blue Burro might try to destroy them. Stash up on some good weapons like your special or missiles and then take out Molo. This is overall an easy stage.

Level 6-Utah

Story-According to Chassey, Clyde sent his crew to rob the Olympus resort so that he can continue funding his terrorist operations. Since Chassey was ordered to stay close to Clyde, she suggested that Sheila take a trip to Utah and protect the resort. No problemo! Unfortunately, she arrives too late...

Objectives-

A-Bring stolen prize money to lodge-collect & deliver 3 briefcases

B-Protect lodge

C-Destroy all enemies

Enemies-Tsunami, Palomino XIII, Marathon

Walkthrough-

You won't find the 3 briefcases anywhere in the stage-the enemies have already collected them. So first of all get your special weapon and destroy Tsunami and Marathon. Marathon isn't in the instruction manual but is actually a boss driven by a guy named Boogie. After you get the two briefcases from them deliver them to the lodge at the bottom by selecting it with B and dropping it with the back left button on the controller. Then go and hit Palomino until he is almost dead and get him near the lodge. When he is close to the lodge kill him, get the briefcase, and quickly deliver it before the game ends. That part is the hardest in the stage but is nothing compared to the next stage.

Level 7-California

Story-Helping Chassey actually feels like being an agent! Sheila is totally into it-she's even referring to herself as "Convoy's Angel", in memory of her great uncle. Torque thinks she's gone cuckoo, but Houston likes the moniker. Supposedly, there is some contraband coming into the harbor... Angel is on the case!

Objectives-

A-Locate shipment of contraband fuses-collect 4 supply boxes

B-Protect barge

C-Destroy all enemies

Enemies-Grubb Dual Loader, Moon Trekker, El Guerrero, Excelsior Stretch Limo

Walkthrough-

This is the hardest stage in Sheila's quest by far because these 4 cars tend to come after you all at once. If you are experiencing problems with this just change the difficulty to easy and the damage to max and you'll be fine. The 4 supply boxes are all to the left of you inside the small buildings when you start out but you have more things to worry about, you can always come back for them. I would kill the Dual Loader, the Trekker, and the Stretch Limo and just leave Nina Loco

in the El Guerrero because she is by far the weakest of the 4. After that you most likely will be low on life. If so, go up to the lighthouse and blow open the door and ride it. You will come out with hoverpods on. Keep going forward and you'll land on top of a huge warehouse where there are two wrenches and a special weapon box. That should revitalize you enough to get the 4 supply boxes and kill Nina Loco. After this stage it is smooth sailin'.

Level 8-Alaska(FINAL LEVEL)

Story-Chassey can see the crazy kid has potential. She promises to arrange for a scholarship for Sheila in the fabled FBI Academy, provided Sheila can prove she's serious about it. What a better opportunity to show initiative than to bust the notorious conman Boogie booby-trapping a major U.S. refinery?

Objectives-

A-Dispose booby trap bombs into ocean-collect & deliver 5 bombs

B-Protect oil silos

C-Destroy all enemies

Enemies-Tsunami, Palomino XIII, Blue Burro Bus THEN Marathon

Walkthrough-

The 5 bombs are easy to find since they are all near the oil silos. Once you have collected them go out to the ocean by putting on the hydrofloaters and dispose of them there. Now go back and first take out Tsunami and Palomino. Make sure you aren't in front of an oil silo because they will destroy it when they shoot at you. After that take care of the easy Molo in the Blue Burro Bus. After that you'll see a notice on the screen that says "Boogie is approaching" and you'll see a new car on your radar. Get some special weapon or rockets fast and then take out Boogie in his Marathon. It is pretty easy unless Boogie starts to unleash his special which is very annoying. When you destroy Boogie then sit back and watch the ending movie:)

2.2-Thunderbolt Guide

Level 1-Arizona

Story-Does anyone have a problem with John Torque's latest gig? J.T. has had it with the jokes! Shoot, a bounty hunter is as honest of a job as any, right? Besides, there is some decent bread to be made in capturing wanted crooks, and it's fun too! Especially when the felon is the foxy Nina Loco...

Objectives-

A-Locate enemy documents-collect 2 briefcases

B-Protect meteor observatory

C-Destroy all enemies

Enemies-Marathon

Walkthrough-

This is an easy first and almost exactly like Sheila's quest. Find the 2 briefcases which are always next to buildings and usually by the observatory. Next go to the alien crater and pick up the two green special weapon boxes from it. Then go and find Marathon. Watch out for his special weapon since it is very annoying and hurts a lot then aim and use your special weapon to blow him away. Make sure you don't fight near the observatory because one hit to it from your special weapon and it blows up. A very easy first stage.

Level 2-Louisiana

Story-What's going on here?! While tracking Nina in Arizona, Torque

gets ambushed by... Boogie?! Looks like Nina busted the dance-freak outta jail! On top of that, Torque finds Convoy's place ablaze and abandoned. He immediately phones Sheila in California, then sets out after the perpetrators...

Objectives-

A-Retrieve Coyote stash from tombs-collect 2 briefcases

B-Protect tombs

C-Destroy all enemies

Enemies-Blue Burro Bus

Walkthrough-

First of all go to the right around the swamp to the tombs. Now shoot ever one a little bit with your machine gun and some briefcases will pop out of them. Quickly get away from the tombs because by now Molo should be on your tail and making a mess of the tombs. Find you special weapon and it is all over for Molo since he is such a huge slow bus. Just make sure you don't get behind him since his special weapon could hurt you. Another easy stage.

Level 3-Florida

Story-First Boogie and now... Molo?! Is it Torque's worst freaking nightmare, or what?! He sure hopes the Coyotes haven't caused Convoy or Houston any hurt-he's got to find his friends fast! Following reports of attacks on civilians by strange flying cars, J.T. continues on to Florida...

Objectives-

A-Disarm NASA building and comm tower-collect 3 bombs

B-Protect and launch Apollo rocket

C-Destroy all enemies

Enemies-Palomino XIII, Tsunami

Walkthrough-

First of all get Palomino out of the way and kill him first since he is the stronger of the two enemies. After that go to the building behind the rocket and shoot the door to the right to open up the launch button. There might be a bomb in there which you will need to collect and then hit the start button to make the rocket go up to the launch site. Now turn to the left and look at the island with the fence around it. Find some hydrofloaters and go over to that island. Watch out for the shark and when you get up blow up all of the fence because it is electrical and will hurt A LOT if it hits you. Then destroy the tower so it won't shoot you and then collect the rest of the bombs that are there. Go back to the main island and by now the rocket should have made it to the launch site unless one of the cars stopped it. If they did just hit the start button again. When it is at the launch site go back to the start button at the building and run into it to launch the rocket and accomplish objective B. Now with both objectives out of the way you can make your way to Tsunami and take him out. With your special weapon it only takes about 3 shots to kill Tsunami so it shouldn't be hard.

Level 4-Pennsylvcania

Story-Finally, Torque runs into Houston. She is alive and well, but she tells him that Convoy is... dead?! J.T. can't believe his mentor is gone. He also has a difficult time grasping Houston's stories of Slick Clyde traveling through time and all. Good thing the girl has a plan of attack...

Objectives-

A-Locate spare parts-collect 3 supply boxes

B-Protect money train

C-Destroy all enemies

Enemies-Marathon, Excelsior Stretch Limo

Walkthrough-

First off get rid of Lord Clyde in his Stretch Limo because he gets to be annoying as your trying to find the supply boxes. Then look for the 3 boxes. There is usually one in the factory and one outside near the tracks. The last one is inside the money train. Even though the objectives say to protect the train you have to shoot at it and its cars a little with the machine gun to get the last briefcase out. With the briefcase out go get your special weapon and kill Boogie in the Marathon.

Level 5-Minnesota

Story-Houston asks Torque to follow some suspects to Minnesota. It is unclear whether these crazies are associated with the Coyotes, but it's obvious that they're up to no good. When Torque catches up with the gangsters at Pander Island, he finds the place booby-trapped with explosives!

Objectives-

- A-Disarm plant booby traps-collect 3 bombs
- B-Protect nuclear reactors
- C-Destroy all enemies

Enemies-Grubb Dual Loader, Moon Trekker, Goliath Halftrack

Walkthrough-

This is one of the easiest levels in the game because you know right away where the bombs are. Go to the center building that is the plant and collect the 3 bombs that are in there. Now first take out Goliath then the Moon Trekker since they are the most dangerous. The garbage truck doesn't have a very far range and it doesn't take as much life off as others. Make sure that you aren't fighting near the glowing reactors because they will really hurt you if they explode and you'll fail objective B. Now take out the large garbage man with your Wheel O'Fortune and that wraps up this stage.

Level 6-Utah

Story-The efforts of the Vigilantes are paying off. Now, Houston is determined to get her hands on one of Clyde's time-travel gadgets; who knows why? Torque is off to Utah. Supposedly, Nina and gang hit a sky resort and took off with lotsa cash. J.T. would be darned if he didn't look into it...

Objectives-

- A-Bring stolen prize money to lodge-collect & deliver 3 briefcases
- B-Protect lodge
- C-Destroy all enemies

Enemies-Tsunami, Palomino XIII, Blue Burro Bus

Walkthrough-

You won't find the 3 briefcases anywhere in the stage-the enemies have already collected them. So first of all get your special weapon and destroy Tsunami and Palomino. After you get the two briefcases from them deliver them to the lodge at the bottom by selecting it with B and dropping it with the back left button on the controller. Then go and hit Molo in the Blue Burro Bus until he is almost dead and get him near the lodge. When he is close to the lodge kill him, get the briefcase, and quickly deliver it before the game ends.

Level 7-California

Story-Whoa!! Having obtained the time-travel device, Houston rewound time by a few weeks and now it's back to square one. Only this time, her hubby Convoy is alive! Cool, brother! Now the Coyotes are toast. It's about time J.T. captured Nina. Not so fast-Torque falls right into Nina's trap at the harbor...

Objectives-

- A-Locate shipment of contraband fuses-collect 4 supply boxes
- B-Protect barge
- C-Destroy all enemies

Enemies-Grubb Dual Loader, Goliath Halftrack, Marathon, Excelsior
Stretch Limo
Walkthrough-

This is the hardest stage in Torque's quest by far because these 4 cars tend to come after you all at once. If you are experiencing problems with this just change the difficulty to easy and the damage to max and you'll be fine. The 4 supply boxes are all to the left of you inside the small buildings when you start out but you have more things to worry about, you can always come back for them. I would kill the Dual Loader, Goliath, and the Stretch Limo and just Boogie in Marathon because he is by far the weakest of the 4 in this battle. After that you most likely will be low on life. If so, go up to the lighthouse and blow open the door and ride it. You will come out with hoverpods on. Keep going forward and you'll land on top of a huge warehouse where there are two wrenches and a special weapon box. That should revitalize you enough to get the 4 supply boxes and kill Boogie. Good luck!

Level 8-Alaska(FINAL LEVEL)

Story-This Nina girl is a cunning creature-it is the second time she has evaded Torque. Is Nina truly bad, or is she simply trying to survive in this world gone mad? It sure looks like she's up to her neck in trouble, yet she continues to weave her webs of deception. Is three times a charm?

Objectives-

- A-Dispose booby trap bombs into ocean-collect & deliver 5 bombs
- B-Protect oil silos
- C-Destroy all enemies

Enemies-Tsunami, Palomino XIII, Blue Burro Bus THEN El Guerrero
Walkthrough-

The 5 bombs are easy to find since they are all near the oil silos. Once you have collected them go out to the ocean by putting on the hydrofloaters and dispose of them there. Now go back and first take out Tsunami and Palomino. Make sure you aren't in front of an oil silo because they will destroy it when they shoot at you. After that take care of the easy Molo in the Blue Burro Bus. After that you'll see a new car on your radar. Get some special weapon or fast and take out Nina Loco in the El Guerrero. This is a VERY easy stage even though it is the final one so sit back and enjoy the ending:)

2.3-Stunt Cycle Guide

Level 1-Arizona

Story-As siblings go, Tomey, Romey, and Leilah do not always agree, but there are two things all of them love unanimously-their missing older sister Tanyah and their stunt cycles. So, when Tomey spotted a picture of Tanyah in a paper one fateful morning, the trio hit the road right there and then, without any arguing.

Objectives-

- A-Locate enemy documents-collect 2 briefcases
- B-Protect meteor observatory
- C-Defeat all enemies

Enemies-Moon Trekker
Walkthrough-

First off is to find the 2 briefcases. This will be very easy to do since it is the first level and there really isn't any trick to getting the items. The briefcases are usually near a building or the meteor crater, not just out in the open. Once you have collected the two briefcases go to the meteor crater and get the green box that gives you your special weapon. Now follow the radar to find your enemy-Astronaut Bob O. in the Moon Trekker. The Moon Trekker's special weapon only works in close range so stay away from it and launch your special weapon at the Moon Trekker. This will take its life down to almost nothing and then just use your bullets or other weapons to finish it off. Make sure you don't fight Bob O. near the observatory because he will try to destroy it if he is about to die. Pretty easy level if you ask me:)

Level 2-Louisiana

Story-The local folk sure recognize Tanyah's picture, though down here she seems to be known as "Houston". In the past two days, the siblings got more leads than they did during the entire year of their milk carton campaign! Ok, let's follow this Boogie dude-looks like he's one of the gangstas!

Objectives-

A-Retrieve Coyote stash from tombs-collect 2 briefcases

B-Protect Tombs

C-Destroy all enemies

Enemies-Marathon

Walkthrough-

This is also an easy battle because it tells you right away where to find the 2 briefcases. Go to the right around the swamp to the tombs and shoot everyone a little bit with your machine gun. 2 briefcases will pop out of some. After you collect them get away from the tombs so Boogie doesn't destroy them and get your special weapon in the swamp. Watch out for the alligator though and the little swirling mist in front of a cage. If you hit it the cage will trap you and you will have to use some firepower to get out. Then kill Boogie with your great special weapon to end the level.

Level 3-Florida

Story-Finally, a break! The team runs into a secret agent wannabe named Sheila, who claims to know Houston personally. Sounds like the gangstas killed Houston's old man, but their sister may be alive! As a matter of fact, Sheila suspects Houston is after the Coyotes for revenge. Ok, team-time to join the Vigilantes!

Objectives-

A-Disarm NASA building and Comm Tower-collect 3 bombs

B-Protect and launch Apollo rocket

C-Destroy all enemies

Enemies-Palomino XIII, Goliath Halftrack

Walkthrough-

Here is where you see how I rated the hydrofloaters a "Worst" ranking. First off, kill Goliath since he is a huge pain in the neck and then go to the building behind the rocket that is on the transporter on the runway. Hit the garage door with your machine gun to open it and hit the start button in there with your car. Also get a bomb if there is one in there then turn to the right to see the rocket going up to the launch site. Now get some hydrofloaters and experience the biggest pain in your life. The only trick I found to not flip over is to let go of the gas while your turning every once and awhile. You have to be fast to get to the large isle with an electric fence because the sharks will be after you. When and IF you get there blow up the tower because it will try to shoot you and the electrical fence and get the last two bombs. Go back to the building with the start button and run into it again

to launch the shuttle. Now go and kill Palomino with your special weapon. This is most likely the hardest level in this quest!

Level 4-Pennsylvania

Story-A black T,bolt joins the battle and helps out the team. It's Vigilante brother Torque, who is also searching for Houston. Torque is leery of the kids and their missing sister stories-are these brats simply looking to pull a publicity stunt? Nevertheless, he agrees to spread the word. They part ways and the team heads east...

Objectives-

A-Locate spare parts-collect 3 supply boxes

B-Protect money train

C-Destroy all enemies

Enemies-Excelsior Stretch Limo, Marathon

Walkthrough-

The enemies in this stage aren't too hard but I would take out the Stretch Limo if your having difficulties then searching for the 3 supply boxes. Although most boxes are in random places I found the 3 to be in the exact same places the 5 times I went back to this level. There is one in the steel mill, one outside in a clearing by the tracks, and other right between two tracks. If they aren't there just try shooting each car of the train with your machine gun till something pops out. Make sure that you don't hit any of the red switches near the tracks while your going around because it will switch the course of the train and it might run into something. Also, don't shoot around the bridges because they might collapse and then the train will blow up. After you have the 3 boxes make Marathon get away from the bridges and then unleash everything you have on him and finish the stage.

Level 5-Minnesota

Story-Team FAST continues their search for Houston. Following a lead from a juvenile prison bus driver, they arrive in eastern Minnesota. Bingo! Among the remnants of battle, the siblings find orange towing gear, matching the make Houston is reportedly driving. Suddenly, drifters spring a surprise attack!

Objectives-

A-Disarm plant booby traps-collect 3 bombs

B-Protect nuclear reactors

C-Destroy all enemies

Enemies-Grubb Dual Loader, Moon Trekker, Goliath Halftrack

Walkthrough-

This is one of the easiest levels in the game because you know right away where the bombs are. Go to the center building that is the plant and collect the 3 bombs that are in there. Now first take out Goliath then the Moon Trekker since they are the most dangerous. The garbage truck doesn't have a very far range and it doesn't take as much life off as others. Make sure that you aren't fighting near the glowing reactors because they will really hurt you if they explode and you'll fail objective B. Now take out the large garbage man with your special weapon and that wraps up this stage.

Level 6-Utah

Story-The tip was a trap! Fortunately, those lunatics were no match for the trio. The fatso in the bus will get it, in his own good time. Right now, the FAST kids are on the trail of the Coyote gangsta leader. Looks like they're headed into Utah's snowy highlands. Hey team-gotta put some chains on them tires!

Objectives-

- A-Bring stolen prize money to lodge-collect & deliver 3 briefcases
- B-Protect lodge
- C-Destroy all enemies

Enemies-Tsunami, Palomino XIII, Excelsior Stretch Limo

Walkthrough-

You won't find the 3 briefcases anywhere in the stage-the enemies have already collected them. So first of all get your special weapon and destroy Tsunami and the limo. After you get the two briefcases from them deliver them to the lodge at the bottom by selecting it with B and dropping it with the back left button on the controller. Then go and hit Palomino until he is almost dead and get him near the lodge. When he is close to the lodge kill him, get the briefcase, and quickly deliver it before the game ends.

Level 7-California

Story-What a chill! The stunt kids froze their butts off, but they showed the geezer how it's done in America. They've never seen anyone limp so fast-the creep escaped! No matter, the other Veegees will get him. Sheila wants the meet at the coast. When the team arrives at the harbor, they find a lone FBI car overwhelmed by Coyotes...

Objectives-

- A-Locate shipment of contraband fuses-collect 4 supply boxes
- B-Protect barge
- C-Destroy all enemies

Enemies-Grubb Dual Loader, Goliath Halftrack, Marathon, El Guerrero

Walkthrough-

This is an extremely hard stage because these 4 cars tend to come after you all at once. If you are experiencing problems with this just change the difficulty to easy and the damage to max and you'll be fine. The 4 supply boxes are all to the left of you inside the small buildings when you start out but you have more things to worry about, you can always come back for them. I would kill the Dual Loader, Goliath, and the Marathon and just leave Nina in the El Guerrero because she is by far the weakest of the 4 in this battle. After that you most likely will be low on life. If so, go up to the lighthouse and blow open the door and ride it. You will come out with hoverpods on. Keep going forward and you'll land on top of a huge warehouse where there are two wrenches and a special weapon box. That should revitalize you enough to get the 4 supply boxes and kill Nina Loco. Good luck

Level 8-Alaska(FINAL LEVEL)

Story-The kids are stunned to discover the identity of the FBI car driver-it's Sheila! Looks like she's got a new job and some exciting news-ith the help of the agency, Sheila managed to track down Houston! The "reunion" is scheduled at the FBI campus in one week. Sounds like enough time to settle some scores...

Objectives-

- A-Dispose booby trap bombs into ocean-collect & deliver 5 bombs
- B-Protect oil silos
- C-Destroy all enemies

Enemies-Tsunami, Palomino XIII, Excelsior Stretch Limo THEN Blue Burro

Bus

Walkthrough-

The 5 bombs are easy to find since they are all near the oil silos. Once you have collected them go out to the ocean by putting on the hydrofloaters and dispose of them there. Now go back and first take out Tsunami and Clyde in the limo. Make sure you aren't in front of an oil silo because they will destroy it when they shoot at you. After that take care of Palomino

which shouldn't be too hard. After that you'll see a notice on the screen that says "Molo is approaching" and you'll see a new car on your radar. Get some special weapon or rockets fast and then take out Molo in the Blue Burro Bus. It is pretty easy since Molo is very big and very slow and has a terrible special weapon. When you destroy Molo then sit back and watch the ending movie:)

2.4-Grubb Dual Loader Guide

Level 1-Arizona

Story-The Garbage Man isn't used to the ways of the locals-all this hostility and violence have gradually turned him into a savage. Originally he had traveled here in search of a lost friend, but due to an unforeseen problem, he was forced to stay and blend in. Hopefully not for long...

Objectives-

- A-Obtain extra fuel-collect 2 fuel cans
- B-Evade police
- C-Destroy all enemies

Enemies-Chrono Stinger

Walkthrough-

First off get the 2 fuel cans which are always near some buildings and usually one is by the observatory. Don't run into the police car or blow up a lot of stuff because it will start chasing you. After that go up to the crater and get your special weapon and some hoverpods if you want and chase down Chrono Stinger. Chrono Stinger has a unique special weapon to freeze you in time so he can then shoot you all he wants. He usually will just circle you though until you unfreeze so get your compactor and kill him to end the level.

!!!SPECIAL THANKS TO Turkey6158@aol.com AND TripleHHHX@aol.com FOR
SENDING ME THE SOLUTION TO THIS NEXT LEVEL!!!

Level 2-California

Story-The Garbage Man has been around awhile, but people still puzzle him. Sometimes he tries to help them, but often they turn on him, as if he was some mutant! Granted, the G'Man doesn't really fit in-he is different, but so what?

Objectives-

- A-Locate enemy weaponry-collect 3 supply boxes
- B-Create roadblock-force cargo truck to stop
- C-Destroy all enemies

Enemies-Xanadu RV

Walkthrough-

Bet your just dying to find out how to stop the truck. Well I won't tell you.....Just kidding! Actually it's very easy once you know what to do. First off when you start the stage go to the other end of the bridge and turn around at the end so your still facing the bridge and your back is facing where the truck will come. Now hold the brakes and center yourself on the road and wait. Make sure to NOT hit it with anything because it will vanish and you'll have to wait again. When the truck comes just hold your brakes and keep re-aligning yourself with the center of the road and the truck will hit you again and again and keep slowing down till finally....get ready for it.....it STOPS!!!! It stopped for me right at the end of the bridge so you might have to do it a couple times. If the RV keeps using those UFOs on you just hit him till he has almost no life and he will leave you alone. After that just collect the items by the orange crates and then kill the Xanadu RV. Yay!!! You finished the level from hell!

Level 3-Alaska

Story-A lady named Houston offers the Garbage Man several totaled cars in exchange for a little assistance-what a sweet human! Sure, the Garbage Man will gladly escort her up north-the girl looks truly distressed. Suddenly, an unexpected attack!

Objectives-

A-Transport excess oil to large silos-collect & deliver 3 fuel cans

B-Break up amassing icebergs

C-Destroy all enemies

Enemies-Palomino XIII, Tsunami

Walkthrough-

First off get the three fuel cans which are usually by the drums of oil stacked up on the hill and then take out Tsunami. After that go towards the ocean and get the hydrofloaters on your car and drive out to find some icebergs. There should be three icebergs, just run into them and shoot them down with you machine gun or other weapons and then come back onto the main land. Now go over towards one of the large silos and drop off the three fuel cans. Now with everything out of the way get your special weapon and pulverize Palomino.

Level 4-Minnesota

Story-The refinery was a treasure trove-all these quality resouces! The Garbage Man regrets not traveling to Alaska sooner, but it just never occured to him to venture this far north. Hey, who are those hooligans vearing down on the G'Man?

Objectives-

A-stash plant plans into nuclear waste casks-collect & deliver 4 briefcases

B-Avoid radioactive contamination

C-Destroy all enemies

Enemies-Wapiti 4WD, Xanadu RV

Walkthrough-

Here you will fight off two of the three secret cars so don't expect to find any useful information in the instruction manual. Find the 4 briefcases which are all in the middle building which is the plant. Then take them to the little white structures that have a nuclear symbol on them. After that take out either the Wapiti or Xanadu.(they are both equally annoying) make sure you don't blow up any of the orange glowing structures in th huge buildings because you will fail objective B. Now get any weapons you need and take out the last car to end the level.

Level 5-Utah

Story-There is some ruckus going on in Utah. The Garbage Man has learned to seek out such disturbances as they often bear bountiful amounts of useful salvage. The mechanic at the Olympus Resort offers the Garbage Man a few old battery banks, if the G'Man can help him keep the lifts operational. What a precious find!

Objectives-

A-Distribute parts to gondola stations-collect & deliver 4 supply boxes

B-Beat record of each winter sport

C-Destroy all enemies

Enemies-Thunderbolt, Marathon, Livingston Truck

Walkthrough-

I would first take out Marathon and Thunderbolt because the Livingston Truck will have enough difficulties carrying around the rest of him. Then take off and find the 4 supply boxes which are scattered almost everywhere. Some are usually on the event where you have to go

down the track and pass those signs that say "Go! Go!". After you have collected all of them go to the top and to the Gondola Station and deliver the 4 supply boxes. Then go over to where the tower is in the middle at the top. Blow up the door and enter then hold down the gas while you go down the ramp and shoot out. It is REALLY fun if you turn off the gravity(see codes section). After that go to the one with the flags and go through the start sign and you'll hear a bell. Then go to the left of the first red flag and you should here another bell. Then go to the right of the second red flag and another bell sounds. Keep going back and forth making a zig-zag and hearing the bells and cross the finish. After you do these three events you should see "Objective B cleared" on the screen. If so go over to the huge yellow truck and take it out. It is really easy unless you get above it and it does it's special weapon and blasts you halfway across the stage. Good luck!

Level 6-Louisiana

Story-Who is this space fanatic following the Garbage Man? Hey look, his rover carries high-absorption solar panels, the G'Man has been looking for those everywhere! Since he's had quite a bit of luck bartering with the natives lately, the G'Man attempts to negotiate a trade with the astronaut. Bad idea!

Objectives-

- A-Locate hidden explosives-collect 6 bombs
- B-Trap the alligator
- C-Destroy all enemies

Enemies-Blue Burro Bus, Tsunami, Excelsior Stretch Limo

Walkthrough-

Trap the alligator?!?!?! Who is the jerk that thinks up these objectives?! Anyways, destroy Tsunami and Lord Clyde in the limo then pick up the 3 or 4 bombs that are on the land. Now for the question that cracked most people's minds-How do you get the bombs above the swamp? Well that's easy, just get the alligator to chase you and go underneath the bomb and wait for the alligator to chomp at you. What do you know.... when you fly up in the air you catch it. Do that with the rest of the bombs in the swamp until you've collected all of them and then get the alligator to chase you again. Or you can do the safer method by going over to the two small bridges that have wrenches above them on the other side of the level. At each bridge keep shooting the gear on the side of it to raise the bridges. Once both are up you'll hear a bell. Now go find some hydrofloaters(fast) and get on the swamp. The water will raise high enough for a short amount of time to get the briefcases. After that, get the alligator to chase you and this time go towards one of those cages with the swirling ball under it. Keep going around it with the alligator following and it will eventually get caught in it and objective B will be done. Now go and destroy Molo in the Blue Burro Bus to finally get out of this idiotic level.

Level 7-Pennsylvania

Story-Whoa, the spaceman turned out to be another vicious freak! Is there anything the Garbage Man can offer Bob for these fine panels, or will he have to muscle them out of him? A forceful approach would be easy enough, but for some strange reason, the G'Man seems to like the weirdo...

Objectives-

- A-Provide fuel to outside furnaces-collect & deliver 5 fuel cans
- B-Stop train at service dock
- C-Destroy all enemies

Enemies-Stunt Cycle, Samson Tow Truck, Xanadu RV, Livingston Truck

Walkthrough-

First off, wait for the train to pass and then go on the tracks and follow them to the first red switch. Hit it so the switch is to the right then continue along. Make sure that damn huge truck didn't blow up the bridge because if it did you have to restart the level. Now continue along the track and hit this next switch so it also is to the right. Now quickly go to the right track and blow up the train car that is resting there. Make sure you TOTALLY blow it up so it vanishes. Then continue along that track and blow up the next car TOTALLY. Now watch the train as it comes along and it should follow the track across the bridge and over to where the two train cars where that you blew up and then stop and it should say "Objective B cleared!" Now with the hardest part in the level out of the way go destroy the Stunt Cycle, RV, and the Samson Tow Truck, just leaving the Livingston Truck. Find the 5 fuel cans which are scattered all over the level and deliver them to the three furnaces behind the steel mill. Now with all those two things out of the way go and blow up the last truck driven by Convoy. Next stop, Florida!

Level 8-Florida(FINAL LEVEL)

Story-To get the solar panels, the G'Man decides to draw Bob into a trap. He loads up on bananas and makes his way back to the NASA compound; now heavily guarded by government agents. The astronaut knows he's wanted there, yet he can't resist the trashman's lure. The G'Man hopes the agents will jump Bob...he hopes wrong...

Objectives-

- A-Bring debris from orbit to NASA building-collect & deliver 5 supply boxes
- B-Force enemies into wind-tunnels
- C-Destroy all enemies

Enemies-Wapiti 4WD, Chrono Stinger, Vertigo, THEN Moon Trekker

Walkthrough-

Ok, last level, and not nearly as hard as the others. First off, go around to the launch site to the tunnel that is all black and has a red and green flashing light. Go in the tunnel when it turns green and you'll be launched into the sky. Now hold down the breaks and hold back for a little bit and you'll start catching a ton of supply boxes. You'll most likely get all of them your first time but if you don't just go back in and try again. You cannot get launched if the rocket gets blown up so try to protect it. Then comes the hard part-putting the cars in the wind tunnel. You only have to put at least 1 car into each tunnel. So get a car near it and use your special weapon to put it in your compactor. Now aim your back towards the wind tunnel but don't get sucked in yourself and it should get spit out right near it and get into the wind tunnel. Now get another car and do the same except with the other wind tunnel. Now you can kill all of them. Once you've done that Bob O. will start approaching and appear on your radar. Get your special ready and take him out right away to end this annoying drifter quest. Congrats on beating it!

2.5-Moon Trekker Guide

Level 1-Arizona

Story-Since Bob's rampage had first begun, he was labeled an animal, freak, lunatic, vandal, and everything else in-between. He clearly has developed the reputation of someone with less than desirable qualities. Well sure, but as Bob O. would readily admit, there is a good reason for that...

Objectives-

- A-Obtain extra fuel-collect 2 fuel cans
- B-Evade police

C-Destroy all enemies

Enemies-Wonderwagon

Walkthrough-

First off get the 2 fuel cans which are always near some buildings and usually one is by the observatory. Don't run into the police car or blow up a lot of stuff because it will start chasing you. After that go up to the crater and get your special weapon and some hoverpods if you want and chase down the Wonderwagon. The Wonderwagon is a VERY easy car to beat since her special weapon isn't all that effective against anything. Just use your special "slice n' dice" weapon and take out the Wonderwagon to end the first level.

Level 2-California

Story-So, why is Bob O. in such a terrible state of mind? How about a life's dream shattered? Well, there! To the weak, this would be reason enough to end their life; to the strong, a reason to start over; but Bob O. is a different kind of animal-he just went berserk!

Objectives-

A-Locate enemy weaponry-collect 3 supply boxes

B-Create roadblock-force cargo truck to stop

C-Destroy all enemies

Enemies-Palomino XIII

Walkthrough-

Get your just dying to find out how to stop the truck. Well I won't tell you.....Just kidding! Actually it's very easy once you know what to do. First off when you start the stage go to the other end of the bridge and turn around at the end so your still facing the bridge and your back is facing where the truck will come. Now hold the brakes and center yourself on the road and wait. Make sure to NOT hit it with anything because it will vanish and you'll have to wait again. When the truck comes just hold your brakes and keep re-aligning yourself with the center of the road and the truck will hit you again and again and keep slowing down till finally....get ready for it.....it STOPS!!!! After that just collect all the tool boxes that are usually by the huge orange crates the trucks carry and then get your special and take out Palomino XIII to end the hardest level in the game.

Level 3-Alaska

Story-Bob O. had been training for a space mission for years. He had undergone countless tests and some very, very unpleasant experiments. They were long, grueling years, but the NASA guys always knew how to keep the aspiring space traveler motivated. And motivated he was...

Objectives-

A-Transport excess oil to large silos-collect & deliver 3 fuel cans

B-Break up amassing icebergs

C-Destroy all enemies

Enemies-Vertigo, Chrono Stinger

Walkthrough-

First off get the three fuel cans which are usually by the drums of oil stacked up on the hill and then take out Vertigo. After that go towards the ocean and get the hydrofloaters on your car and drive out to find some icebergs. There should be three icebergs, just run into them and shoot them down with you machine gun or other weapons and then come back onto the main land. Now go over towards one of the large silos and drop off the three fuel cans. Now with everything out of the way get your special weapon and pulverize Chrono Stinger.

Level 4-Minnesota

Story-Then, only days before the launch, some motorized gangsters raided the Cape and destroyed most of the NASA compound, including the Prometheus-Bob's ticket to orbit. No rocket, no launch, no dream. Poof, gone! Fine, but there is no way in heck Bob O. will return to training labs and his sadist instructors!

Objectives-

A-Stash plant plans into nuclear waste casks-collect & deliver 4 briefcases

B-Avoid radioactive contamination

C-Destroy all enemies

Enemies-Samson Tow Truck, Xanadu RV

Walkthrough-

First find the 4 briefcases which are all in the middle building which is the plant. Then take them to the little white structures that have a nuclear symbol on them. After that take out the Xanadu RV because the UFO special move is REALLY annoying. Make sure you don't blow up any of the orange glowing structures in the huge buildings because you will fail objective B. Now get any weapons you need and take out the Samson Tow Truck to finish the level. Just be sure not to get behind it so Houston doesn't have a chance to use her special tow move on you.

Level 5-Utah

Story-Distressed over the events, Bob O. went ape-he bit the car off one of the instructors and ran for it. On his way out, he stole an experimental Moon Trekker from one of the hangars and has been wanted since. While Bob O. is clearly a felon, his actions can be quite puzzling at times...

Objectives-

A-Distribute parts to gondola stations-collect & deliver 4 supply boxes

B-Beat record of each winter sport

C-Destroy all enemies

Enemies-Marathon, Blue Burro Bus, El Guerrero

Walkthrough-

I would first take out Marathon and El Guerrero because the Blue Burro Bus is very slow and can't get around very much in the snow. Then take off and find the 4 supply boxes which are scattered almost everywhere. Some are usually on the event where you have to go down the track and pass those signs that say "Go! Go!". After you have collected all of them go to the top and to the Gondola Station and deliver the 4 supply boxes. Then go over to where the tower is in the middle at the top. Blow up the door and enter then hold down the gas while you go down the ramp and shoot out. It is REALLY fun if you turn off the gravity(see codes section). After that go to the one with the flags and go through the start sign and you'll hear a bell. Then go to the left of the first red flag and you should here another bell. Then go to the right of the second red flag and another bell sounds. Keep going back and forth making a zig-zag and hearing the bells and cross the finish. After you do these three events you should see "Objective B cleared" on the screen. If so go to the Blue Burro Bus and take him out with your special. Just be sure not to get behind him since his special weapon is only effective if you are.

Level 6-Louisiana

Story-In Louisiana, Bob O. runs into an overzealous garbage man, intent of stripping the solar panels from his rover. The garbage man

even tries to distract Bob with a fresh, juicy bunch of bananas-what a devil! Bob isn't buying it. When the garbage man doesn't let up, the astronaut gives him a beating...

Objectives-

A-Locate hidden explosives-collect 6 bombs

B-Trap the alligator

C-Destroy all enemies

Enemies-Palomino XIII, Tsunami, Excelsior Stretch Limo

Walkthrough-

First off destroy Palomino and Lord Clyde in the limo then pick up the 3 or 4 bombs that are on the land. Now for the question that cracked most people's minds-How do you get the bombs above the swamp? Well that's easy, just get the alligator to chase you and go underneath the bomb and wait for the alligator to chomp at you. What do you know.... when you fly up in the air you catch it. Do that with the rest of the bombs in the swamp until you've collected all of them and then get the alligator to chase you again. Or you can do the safer method by going over to the two small bridges that have wrenches above them on the other side of the level. At each bridge keep shooting the gear on the side of it to raise the bridges. Once both are up you'll hear a bell. Now go find some hydrofloaters(fast) and get on the swamp. The water will raise high enough for a short amount of time to get the briefcases. After that, get the alligator to chase you and this time go towards one of those cages with the swirling ball under it. Keep going around it with the alligator following and it will eventually get caught in it and objective B will be done. Now go and destroy Obake in the very easy Tsunami to end this annoying level.

Level 7-Pennsylvania

Story-The trash man got it good, but continues to follow Bob O. The astronaut doesn't mind, truth be told the garbage man intrigues him-there's something otherworldly about the hobo. Bob has got a nose for things like that. He decides to look further into it...

Objectives-

A-Provide fuel to outside furnaces-collect & deliver 5 fuel cans

B-Stop train at service dock

C-Destroy all enemies

Enemies-Wonderwagon, Xanadu RV, Livingston Truck, Thunderbolt

Walkthrough-

First off, wait for the train to pass and then go on the tracks and follow them to the first red switch. Hit it so the switch is to the right then continue along. Make sure that damn huge truck didn't blow up the bridge because if it did you have to restart the level. Now continue along the track and hit this next switch so it also is to the right. Now quickly go to the right track and blow up the train car that is resting there. Make sure you TOTALLY blow it up so it vanishes. Then continue along that track and blow up the next car TOTALLY. Now watch the train as it comes along and it should follow the track across the bridge and over to where the two train cars were that you blew up and then stop and it should say "Objective B cleared!" Now with the hardest part in the level out of the way go destroy the Wonderwagon, RV, and the Thunderbolt, just leaving the Livingston Truck. Find the 5 fuel cans which are scattered all over the level and deliver them to the three furnaces behind the steel mill. Now with all those things out of the way go and blow up the last truck driven by Convoy. Woo hoo, last level here we come!

Level 8-Florida(FINAL LEVEL)

Story-Bob O. has the garbage man figured out-he is convinced that the hobo is an alien in disguise! And... Bob O. would bet a banana that he has a space

craft stashed somewhere too! Who cares about NASA and its new Apollo-forget the orbit! If Bob can hook up with the alien, he will conquer galaxies!

Objectives-

- A-Bring debris from orbit to NASA building-collect & deliver 5 supply boxes
- B-Force enemies into wind-tunnels
- C-Destroy all enemies

Enemies-Wapiti 4WD, Chrono Stinger, Vertigo, THEN Duel Grubb Loader

Walkthrough-

Ok, last level, and not nearly as hard as the others. First off, go around to the launch site to the tunnel that is all black and has a red and green flashing light. Go in the tunnel when it turns green and you'll be launched into the sky. Now hold down the breaks and hold back for a little bit and you'll start catching a ton of supply boxes. You'll most likely get all of them your first time but if you don't just go back in and try again. You cannot get launched if the rocket gets blownup so try to protect it. Then comes the hard part-putting the cars in the wind tunnel. You only have to put at least 1 car into each tunnel. So get a car near it and use your special weapon to put it in your compactor. Now aim your back towards the wind tunnel but don't get sucked in yourself and it should get spit out right near it and get into the wind tunnel. Now get another car and do the same except with the other wind tunnel. Now you can kill all of them. Once you've done that the Garbage Man will start approaching and appear on your radar. Get your special ready and take him out right away to end this annoying drifter quest. Hope you like the ending!

2.6-Chrono Stinger Guide

SPECIAL THANKS TO dionisio@cinci.rr.com FOR SUBMITTING ALL THE STORY SECTIONS TO SECTION 2.6 WHILE I DIDN'T HAVE MY GAME!!!!

Level 1-Arizona

Story-ChronoPol Agent Chase is bursting with anticipation. Just a few months ago the idea of time travel was pure fantasy. Now, here he is passing through the fabric of time, destined for the 1970s! With all of the excitement, it is easy for Chase to forget the true nature of his mission: follow and capture Lord Clyde of OMAR!

Objectives-

- A-Obtain extra fuel-collect 2 fuel cans
- B-Evade police
- C-Destroy all enemies

Enemies-Goliath Halftrack

Walkthrough-

First off get the 2 fuel cans which are always near some buildings and usually one is by the observatory. Don't run into the police car or blow up a lot of stuff because it will start chasing you. After that go up to the crater and get your special weapon and some hoverpods if you want and chase down Padre Destino in his Goliath. The Goliath is a VERY hard car to beat since it's special weapon is long range and powerful. Take it out with homing missiles or other weapons to finish the level.

Level 2-California

Story-What a rush! The music, the fashion, the girls, and...the food! These hamburgers prepared from 100% beef are smashing! On top of that, Chase's pulse doubles when he learns that actress and FBI superstar Chassey Blue is investigating in the area. If he gets to meet her, his childhood dreams will come true.

Objectives-

A-Locate enemy weaponry-collect 3 supply boxes

B-Create roadblock-force cargo truck to stop

C-Destroy all enemies

Enemies-Moon Trekker

Walkthrough-

Get your just dying to find out how to stop the truck. Well I won't tell you....Just kidding! Actually it's very easy once you know what to do. First off when you start the stage go to the other end of the bridge and turn around at the end so your still facing the bridge and your back is facing where the truck will come. Now hold the brakes and center yourself on the road and wait. Make sure to NOT hit it with anything because it will vanish and you'll have to wait again. When the truck comes just hold your brakes and keep re-aligning yourself with the center of the road and the truck will hit you again and again and keep slowing down till finally....get ready for it....it STOPS!!!! After that just collect all the tool boxes that are usually by the huge orange crates the trucks carry and then get your special and take out the Moon Trekker to end the hardest level in the game.

Level 3-Alaska

Story-The local gangs are doing some serious damage and Chase's superiors are livid. If the country goes up in smoke, the consequences could be quite undesirable! Chase is paged with a new directive: proceed to Alaska and prevent the Coyotes from destroying the Hexagon oil pipeline.

Objectives-

A-Transport excess oil to large silos-collect & deliver 3 fuel cans

B-Break up amassing icebergs

C-Destroy all enemies

Enemies-Blue Burro Bus, El Guerrero

Walkthrough-

First off get the three fuel cans which are usually by the drums of oil stacked up on the hill and then take out the El Guerrero. After that go towards the ocean and get the hydrofloaters on your car and drive out to find some icebergs. There should be three icebergs, just run into them and shoot them down with you machine gun or other weapons and then come back onto the main land. Now go over towards one of the large silos and drop off the three fuel cans. Now with everything out of the way get your special weapon and pulverize the slow Blue Burro Bus.

Level 4-Minnesota

Story-Unexpectedly, Chase runs into Chassey Blue. Wow, she is even more beautiful in person than in his childhood posters! This is LOVE at first sight! Sadly for Chase, the diva does not seem to share his affections...but, she just may accept his help. She asks Chase to assist her in Minnesota...

Objectives-

A-Stash plant plans into nuclear waste casks-collect & deliver 4 briefcases

B-Avoid radioactive contamination

C-Destroy all enemies

Enemies-Moon Trekker, Grubb Dual Loader

Walkthrough-

First find the 4 briefcases which are all in the middle building which is the plant. Then take them to the little white structures that have a nuclear symbol on them. After that take out the Garbage man because it gets old when he keeps dumping you in the trash. Make sure you don't blow up any of the orange glowing structures in the huge buildings because you will fail objective B. Now get any weapons you need and take out the Moon

Trekker to finish the level.

Level 5-Utah

Story-Chase is certain to impress Chassey with his secret agent charm and skill. During the short time they have been working together, she seems to have grown to tolerate him. Splendid! Together, they've tracked Clyde's sidekicks to a Utah winter resort. What an opportunity for Chase to show off!!

Objectives-

- A-Distribute parts to gondola stations-collect & deliver 4 supply boxes
- B-Beat record of each winter sport
- C-Destroy all enemies

Enemies-Marathon, Tsunami, Palomino XIII

Walkthrough-

I would first take out Marathon and Palomino because Tsunami is very small and has almost no shield. Then take off and find the 4 supply boxes which are scattered almost everywhere. Some are usually on the event where you have to go down the track and pass those signs that say "Go! Go!". After you have collected all of them go to the top and to the Gondola Station and deliver the 4 supply boxes. Then go over to where the tower is in the middle at the top. Blow up the door and enter then hold down the gas while you go down the ramp and shoot out. It is REALLY fun if you turn off the gravity(see codes section). After that go to the one with the flags and go through the start sign and you'll hear a bell. Then go to the left of the first red flag and you should here another bell. Then go to the right of the second red flag and another bell sounds. Keep going back and forth making a zig-zag and hearing the bells and cross the finish. After you do these three events you should see "Objective B cleared" on the screen. If so go to Tsunami and take him out with a some rockets.

Level 6-Louisiana

Story-Chase gets reprimanded by his superiors again! They threaten to replace him with a more capable agent. This is no time for "matters of the heart", they say. How insensitive! How dare they doubt his dedication and competence - he WILL capture Clyde!!

Objectives-

- A-Locate hidden explosives-collect 6 bombs
- B-Trap the alligator
- C-Destroy all enemies

Enemies-Wapiti 4WD, Goliath Halftrack, Dual Grubb Loader

Walkthrough-

First off destroy Wapiti and Goliath then pick up the 3 or 4 bombs that are on the land. Now for the question that cracked most people's minds-How do you get the bombs above the swamp? Well that's easy, just get the alligator to chase you and go underneath the bomb and wait for the alligator to chomp at you. What do you know.... when you fly up in the air you catch it. Do that with the rest of the bombs in the swamp until you've collected all of them and then get the alligator to chase you again. Or you can do the safer method by going over to the two small bridges that have wrenches above them on the other side of the level. At each bridge keep shooting the gear on the side of it to raise the bridges. Once both are up you'll hear a bell. Now go find some hydrofloaters(fast) and get on the swamp. The water will raise high enough for a short amount of time to get the briefcases. After that, get the alligator to chase you and this time go towards one of those cages with the swirling ball under it. Keep going around it with the alligator following and it will eventually get caught in it and objective B will be done. Now go and destroy the Garbage Man to end this annoying level.

Level 7-Pennsylvania

Story-Our lover-boy is now confused. On one hand, there's his duty as an agent to fulfill his tasks and return to the boring future. On the other hand, he could stay, marry Chassey, make babies... Whoa, he might be getting ahead of himself! First things first - his mission is still on...

Objectives-

A-Provide fuel to outside furnaces-collect & deliver 5 fuel cans

B-Stop train at service dock

C-Destroy all enemies

Enemies-Marathon, Blue Burro Bus, Tsunami, El Guerrero

Walkthrough-

First off, wait for the train to pass and then go on the tracks and follow them to the first red switch. Hit it so the switch is to the right then continue along. Make sure that damn huge truck didn't blow up the bridge because if it did you have to restart the level. Now continue along the track and hit this next switch so it also is to the right. Now quickly go to the right track and blow up the train car that is resting there. Make sure you TOTALLY blow it up so it vanishes. Then continue along that track and blow up the next car TOTALLY. Now watch the train as it comes along and it should follow the track across the bridge and over to where the two train cars were that you blew up and then stop and it should say "Objective B cleared!" Now with the hardest part in the level out of the way go destroy Marathon, Tsunami, and El Guerrero, just leaving the poor slow Blue Burro Bus. Find the 5 fuel cans which are scattered all over the level and deliver them to the three furnaces behind the steel mill. Now with all those things out of the way go and blow up Molo in the bus to end the level.

Level 8-Florida(FINAL LEVEL)

Story-Chase is devastated - he had proposed to Chassey, and she said..."No". It appears that nothing is going well for the super-agent lately. The Chronopol bosses have presented him with an ultimatum - if he doesn't capture Clyde this time, he can kiss his career goodbye!

Objectives-

A-Bring debris from orbit to NASA building-collect & deliver 5 supply boxes

B-Force enemies into wind-tunnels

C-Destroy all enemies

Enemies-Samson Tow Truck, Thunderbolt, Dakota Stunt Cycle THEN

Excelsior Stretch Limo

Walkthrough-

Ok, last level, and not nearly as hard as the others. First off, go around to the launch site to the tunnel that is all black and has a red and green flashing light. Go in the tunnel when it turns green and you'll be launched into the sky. Now hold down the breaks and hold back for a little bit and you'll start catching a ton of supply boxes. You'll most likely get all of them your first time but if you don't just go back in and try again. You cannot get launched if the rocket gets blown up so try to protect it. Then comes the hard part-putting the cars in the wind tunnel. You only have to put at least 1 car into each tunnel. So get a car near it and use your special weapon to put it in your compactor. Now aim your back towards the wind tunnel but don't get sucked in yourself and it should get spit out right near it and get into the wind tunnel. Now get another car and do the same except with the other wind tunnel. Now you can kill all of them. Once you've done that Lord Clyde will start approaching and appear on your radar. Get ready for him and knock him away with some rockets to end the Drifter's Quest!

Level 1-Arizona

Story-Nina grew up poor. Fortune never smile much at folk south of hte border. Most learn to cope with what they have, but poverty only strengthened Nina's desire for the greenback. She has been hustling ever since she can remember, but when Clyde showed up, Nina immediately smelled a motherload...

Objectives-

A-Locate extra explosives-collect 3 bombs

B-Destroy gas stations

C-Destroy all enemies

Enemies-Wapiti 4WD

Walkthrough-

First off go to the gas station directly behind you when you start and blow it up to complete objective B. There is also another gas station at the top of the cliff where the hoverpods are if you want to destroy that one instead. Now go find the 3 bombs which are scattered EVERYWHERE in this level. Once you've done that collect some weapons like homing missiles or the bruiser cannon and take out the Wapiti with his annoying special weapon that you can never get away from to end the level.

Level 2-Utah

Story-Sid's weapons, plus one year in Clyde's employ for One Million Dollars? Nina could not refuse a deal like that! Of course, she has no idea that the "job" would involve a lot more than a few weapon deliveries. It begins innocently enough-just a small robbery and a little vandalism, Clyde says. Sure, Gringo!

Objectives-

A-Lift prize money-collect 4 briefcases

B-Destroy lodge

C-Destroy all enemies

Enemies-Livingston Truck

Walkthrough-

Right away go up the mountain and up to the high jump tower. Jump off of it and you should hit a briefcase in the air on the way down. After that look for the other 3 which are all usually by the lodge. Once you've collected all of them keep running into the lodge and shooting it to blow it up. Once the screen says "Objective B Completed" go and get a bunch of weapons and take out the truck. The truck should be immobile for the most part until you try to attack it and then it's back falls off. Good luck!

Level 3-California

Story-Hey, this warfare feels a little too rough for Nina-she may be Loco, but she ain't crazy! Selling weapons is one thing, using them is another matter entirely. But...look at all this cash! Does Clyde really need all the briefcases? He won't miss one if he doesn't know about it, right?

Objectives-

A-Steal warehoused shipments-collect 4 supply boxes

B-Destroy container crates

C-Destroy all enemies

Enemies-Xanadu RV, Wonderwagon

Walkthrough-

First, take out the RV because his special is much more annoying than the Wonderwagon's. Then go and find the 4 supply boxes which are generally in the same places as all the other quests. The only difference is that there are usually two right by the building beside the lighthouse that you can only get when you go into the lighthouse and get hoverpods. After you have collected all of the boxes go over to the opposite side where all the bright orange boxes are

sitting. Keep running into them until you finally see "Objective B Completed". Now take out the idiotic Wonderwagon to end the level.

Level 4-Alaska

Story-Nina has been on the move for most of her life; so far, it has been a lonely road. Thus, she is glad to finally make a friend in Clyde's assistant, Obake. Nina likes Obake for her integrity and strength, though Obake's blind devotion to Clyde puzzles Nina. Doesn't she see the man is bad too the bone?

Objectives-

- A-Spill gasoline around refinery-collect & deliver 4 fuel cans
- B-Destroy refinery
- C-Destroy all enemies

Enemies-Samson Tow Truck, Wapiti 4WD

Walkthrough-

Right away take out the Wapiti because I hate that car for it's special weapon that you can never dodge more than anything else in the game. Now after that find the two fuel cans which are usually on top of some oil silos. Then switch to your Hydrofloaters and find the other two which are usually on the ocean near the edge of the level. With all 4 found, go to the opposite end of the level where the refinery is that has the huge pipe you can enter. Deliver the cans and then start running into it. Destroy all parts of it and the stuff around it to complete objective B. Now you can finish off Houston in the Tow Truck to end the level.

Level 5-Minnesota

Story-Nina begins to regret her involvement with Clyde. All this terrorist crap-it's a bit much, even for the Loco girl. She doubts whether she can put up with the freak for another eight months to collect her million. Is there another angle here? Hmm, Clyde's fancy weapons must be worth a bundle...

Objectives-

- A-Gather bombs and booby trap main plant-collect & deliver 5 bombs
- B-Destroy nuclear reactors
- C-Destroy all enemies

Enemies-Grubb Dual Loader, Moon Trekker, Goliath Halftrack

Walkthrough-

Destroy Goliath and the Garbage Man in his Grubb Dual Loader just leaving Bob in the Moon Trekker. Now find the 5 bombs which are mostly near the small electrical buildings that shock you if you get close to them. After you have all the bombs go to the center building in the level and drop them off. Now go to one of the huge buildings with the doors that show the nuclear symbol on it. Shoot it to open it then make sure you have a good amount of life. Start shooting at the orange glowing reactor until it explodes and sends a shockwave at you doing some damage. With that done get some weapons and take out the Trekker. Be sure not to get in front of it since it's special weapon is close range.

Level 6-Louisiana

Story-It seems like the whole world is constantly on Nina's trail. Now, the Mexican weapons mob boss, Don Fuego, has put a price on her head for taking over his market! If that wasn't enough, an obsessive bouty hunter named Torque has been trailing her for days. As soon as she gets her money, she's outta here!

Objectives-

- A-Move dirty money to large crypt-collect and deliver 5 briefcases
- B-Destroy sugar mills
- C-Destroy all enemies

Enemies-Wonderwagon, Livingston Truck, Xanadu RV
Walkthrough-

In case you didn't know, the sugar mills are the picture that the game shows on the story screen. They are small rounded buildings that are over to the left when you start out. Destroy two of them to complete the objective and then take out the Xanadu RV and the Wonderwagon. Now go over to the other sides where the docks are and there should be anywhere from 1-3 briefcases there. Collect them and then raise the gates on the opposites sides using the gear by shooting it. When you hear the bell ringing you'll know that the land will be flooded so QUICKLY get some hydروفloaters on and go to the center swamp where the other briefcases are suspended in the air. When the water level gets high enough collect the rest of the briefcases. If you are having trouble with this method then wait for the water to lower and get under the briefcases. Wait for the alligator to come and it will chomp you sending you in the air high enough to get them. After you have all of them go to the crypt that in the corner of the swamp and deliver the briefcases. With everything done take out the huge yellow truck to end this REALLY annoying level.

Level 7-Florida

Story-Unexpectedly, Nina gets caught by Don Fuego's goons. What rotten luck! She was almost home free, but now, she'll be put to rest right here in the desert. Wait! Don't shoot! Would the Don be interested in Clyde's futuristic weaponry?! Fuego is intrigue-he gives Nina two days to steal Clyde's guns...

Objectives-

- A-Scavenge for nitrous oxide-collect 6 fuel cans
- B-Destroy rocket transport
- C-Destroy all enemies

Enemies-Wapiti 4WD, Chrono Stinger, Moon Trekker, Vertigo
Walkthrough-

When you start off you are right next to the rocket transport so take care of that by running into it over and over again. If you fail to do it now it might be launched by your enemies. Now take out the Wapiti, Moon Trekker, and Vertigo just leaving the fast(but stupid) Chrono Stinger. With only one car left look all over the island for fuel cans which are usually near the corners. Now go over to the small island with the gun tower and electric fence and there should be some more. If your still missing one then look by the shuttle that is docked. When you have all 6 then take out Chase in the Chrono Stinger to end the level. Now onto the last level!

Level 8-Pennyslvania(FINAL LEVEL)

Story-Clyde has been under pressure lately, so swiping his guns was a cinch. but Nina has no illusions about Fuego letting her off the hook. She just may have to take the initiative... It's a deadly gamble, but if Torque can back off for a day, Nina's plan just may work out. One last job to do...

Objectives-

- A-Rob train and hide cash near long bridge-collect & deliver 4 briefcases
- B-Destroy mill buildings
- C-Destroy all enemies

Enemies-Wonderwagon, Dakota Stunt Cycle, Samson Tow Truck, THEN
Thunderbolt

Walkthrough-

First off, the train will be coming by right away so get close to it and shoot every single car that passes by and the 4 briefcases should pop out. Collect them and then head left around the corner to the bridge with the little piece of land under it. Drop of the briefcases and then take out the Tow Truck and the Wonderwagon just leaving that puny Stunt Cycle. Now keep running into the two large buildings till parts of them blow up. Keep blowing it up till you

completed objective B. Now get some homing weapons since the cycle is very fast and take it out. With all the cars out of the way Thunderbolt will appear on your radar. This is an easy battle so just pound on him with a bruiser cannon or homing missiles to end Nina's quest. Congrats!!

3.8-Palomino XIII Guide

Level 1-Arizona

Story-Dallas is crossing the fabric of time, following his master Lord Clyde, and Clyde's bodyguard Obake-INITIALIZING...OMAR BIOS 13.02...LOADING ASSASIN OS VER-WILD BILL...MEMORY CHECKSU OK>>LOCAR TIME 07:22 AM>>ONLINE AND READY>>DESTROY...

Objectives-

- A-Locate extra explosives-collect 3 bombs
- B-Destroy gas stations
- C-Destroy all enemies

Enemies-Vertigo

Walkthrough-

First off go to the gas station directly behind you when you start and blow it up to complete objective B. There is also another gas station at the top of the cliff where the hoverpods are if you want to destroy that one instead. Now go find the 3 bombs which are scattered EVERYWHERE in this level. Once you've done that go get Dallas' special weapon and find Vertigo. When you do, unleash everything to kill her and end the level.

Level 2-Utah

Story-Dallas' first combat act was less than perfect. He seems to be experiancing some system problems-MEMORY CHECKSUM INVALID...RUNNING SELF DIAGNOSTICS>>MY NAME IS...DARIUS...DARRAS...DALLAS>>MEMORY DATA RECTIFIED>>INITIALIZING NEW MISSION DOWNLOAD...

Objectives-

- A-Lift prize money-collect 4 briefcases
- B-Destroy lodge
- C-Destroy all enemies

Enemies-Grubb Dual Loader

Walkthrough-

Right away go up the mountain and up to the high jump tower. Jump off of it and you should hit a briefcase in the air on the way down. After that look for the other 3 which are all usually by the lodge. Once you've collected all of them keep running into the lodge and shooting it to blow it up. Once the screen says "Objective B Completed" go and get your special weapon and find the slow Garbage Man. Once you do make sure your not in front of him so he can compact you and then fire your special weapon to fry him and end the level.

Level 3-California

Story-Clyde learns that Houston may have survived his ambush and is now organizing other Vigilantes together. With OMAR implants still inside her, she's a loose cannon ready to go off-Clyde can't allow that. He orders Dallas to track down Houston-COMMAND DOWNLOAD>>MUST TERMINATE VIGILANTE...OUTLAW...HOUSTON

Objectives-

- A-Steal warehoused shipments-collect 4 supply boxes
- B-Destroy container crates
- C-Destroy all enemies

Enemies-Vertigo, Dakato Stunt Cycle

Walkthrough-

First, take out Vertigo because her special is much more annoying than the tiny Stunt Cycle's. Then go and find the 4 supply boxes which are generally in the same places as all the other quests. The only difference is that there are usually two right by the building beside the lighthouse that you can only get when you go into the lighthouse and get hoverpods. After you have collected all of the boxes go over to the opposite side where all the bright orange boxes are sitting. Keep running into them until you finally see "Objective B Completed". Now take out the small All-Star Trio on their cycle.

Level 4-Alaska

Story-Turns out that Dallas not only failed in his primary task, he didn't even attempt to pursue Houston. Clyde is fuming-those incompetent engineers will pay dearly! What's wrong with the robot?!-MY NAME IS DARIUS...ADOPTED BY OMAR IN 2003>>MANUAL SYSTEM RESET>>MUST FOLLOW LORD CLYDE'S ORDERS!!!

Objectives-

A-Spill gasoline around refinery-collect & deliver 4 fuel cans

B-Destroy refinery

C-Destroy all enemies

Enemies-Thunderbolt, Chrono Stinger

Walkthrough-

Right away take out the Thunderbolt because he is much stronger than the Chrono Stinger. Now after that find the two fuel cans which are usually on top of some oil silos. Then switch to your Hydrofloaters and find the other two which are usually on the ocean near the edge of the level. Don't floor the acceleration with Dallas or else the car will flip over backwards:(Now with all 4 found, go to the opposite end of the level where the refinery is that has the huge pipe you can enter. Deliver the cans and then start running into it. Destroy all parts of it and the stuff around it to complete objective B. Now you can finish off Agent Chase in that useless Chrono Stinger.

Level 5-Minnesota

Story-It appears Clyde managed to hack into Dallas' computer and disable all links into the robot's bionic memory, thus preventing any emotional responses. Hah, and the engineers said it couldn't be done! They will be tortured upon Clyde's return! Let's see how the "new" Dallas performs-DESTROY...DESTROY...

Objectives-

A-Gather bombs and booby trap main plant-collect & deliver 5 bombs

B-Destroy nuclear reactors

C-Destroy all enemies

Enemies-Chrono Stinger, Vertigo, Wapiti 4WD

Walkthrough-

Destroy Vertigo and the Wapiti with his eagle from hell just leaving Agent R. Chase in the Chrono Stinger. Now find the 5 bombs which are mostly near the small electrical buildings that shock you if you get close to them. Note that if you get close to one with blue rays it will attract Dallas' hoverpods and shock you. After you have all the bombs go to the center building in the level and drop them off. Now go to one of the huge buildings with the doors that show the nuclear symbol on it. Shoot it to open it then make sure you have a good amount of life. Start shooting at the orange glowing reactor until it explodes and sends a shockwave at you doing some damage. With that done get some weapons and take out the Chrono Stinger. Be sure not to get in front of it since it's special weapon will freeze you.

Level 6-Louisiana

Story-Dallas continues to impress Clyde. By locking onto Houston's implants, he is able to quickly locate the Vigilante in Louisiana. Dallas is about to

choke Houston, when she begins to talk to the robot, confusing him-PAUSE>>MY NAME IS DARIUS-Houston takes advantage of Dallas' lapse and runs for it...

Objectives-

- A-Move dirty money to large crypt-collect and deliver 5 briefcases
- B-Destroy sugar mills
- C-Destroy all enemies

Enemies-Wonderwagon, Xanadu RV, Livingston Truck

Walkthrough-

In case you didn't know, the sugar mills are the picture that the game shows on the story screen. They are small rounded buildings that are over to the left when you start out. Destroy two of them to complete the objective and then take out the Xanadu RV and the Wonderwagon. Now go over to the other sides where the docks are and there should be anywhere from 1-3 briefcases there. Collect them and then raise the gates on the opposites sides using the gear by shooting it. When you hear the bell ringing you'll know that the land will be flooded so QUICKLY get some hydروفloaters on and go to the center swamp where the other briefcases are suspended in the air. When the water level gets high enough collect the rest of the briefcases. If you are having trouble with this method then wait for the water to lower and get under the briefcases. Wait for the alligator to come and it will chomp you sending you in the air high enough to get them. After you have all of them go to the crypt that in the corner of the swamp and deliver the briefcases. With everything done take out the huge yellow truck to end this REALLY annoying level.

Level 7-Florida

Story-Darn, the biobot fails again-Clyde is desperate! The time displacement device allowed him to bring only two companions-Dallas must be in top form! He decides to access Dallas' BIOS and severely overclock the CPU speeds. It's risky, but it will turn Dallas into the ultimate killing machine-KILL...KILL...KILL...

Objectives-

- A-Scavenge for nitrous oxide-collect 6 fuel cans
- B-Destroy rocket transport
- C-Destroy all enemies

Enemies-Grubb Dual Loader, Vertigo, Moon Trekker, Chrono Stinger

Walkthrough-

When you start off you are right next to the rocket transport so take care of that by running into it over and over again. If you fail to do it now it might be launched by your enemies. Now take out the Dual Loader, Moon Trekker, and Vertigo just leaving the fast(but stupid) Chrono Stinger. With only one car left look all over the island for fuel cans which are usually near the corners. Now go over to the small island with the gun tower and electric fence and there should be some more. If your still missing one then look by the shuttle that is docked. When you have all 6 then take out Chase in the Chrono Stinger to end the level. Now onto the last level!

Level 8-Pennsylvania(FINAL LEVEL)

Story-Perfection! Dallas' circuits may by overheating, but his accuracy and performance are exemplary. For the last two days, he's been pursuing Houston relentlessly and has finally chased her into a deadend at an old steel mill-TARGET ACQUIRED...TERMINATING NOW...

Objectives-

- A-Rob train and hide cash near long bridge-collect & deliver 4 briefcases
- B-Destroy mill buildings
- C-Destroy all enemies

Enemies-Xanadu RV, Thunderbolt, Dakato Stunt Cycle, THEN Samson Tow

Truck

Walkthrough-

First off, the train will be coming by right away so get close to it and shoot every single car that passes by and the 4 briefcases should pop out. Collect them and then head left around the corner to the bridge with the little piece of land under it. Drop of the briefcases and then take out the Xanadu RV and the Thunderbolt just leaving that puny Stunt Cycle. Now keep running into the two large buildings till parts of them blow up. Keep blowing it up till you completed objective B. Now get some homing weapons since the cycle is very fast and take it out. With all the cars out of the way Houston will appear on your radar. This is an easy battle so just hit it over and over again with Dallas' special to destroy it and end the game.

2.9-Blue Burro Bus Guide

Level 1-Arizona

Story-Molo is quick to swear his allegiance to the new boss. The teen finds Slick's return quite wicked, but heck, the man sure has some impressive gadgetry! Not to mention, Molo is ga-ga over his new ride-this baby sure beats a school bus! He can't wait to take the Burro Bus for a spin...

Objectives-

- A-Locate extra explosives-collect 3 bombs
- B-Destroy gas stations
- C-Destroy all enemies

Enemies-Xanadu RV

Walkthrough-

First off go to the gas station directly behind you when you start and blow it up to complete objective B. There is also another gas station at the top of the cliff where the hoverpods are if you want to destroy that one instead. Now go find the 3 bombs which are scattered EVERYWHERE in this level. Once you've done that go get some rockets or the bruiser cannon and take out the annoying Xanadu RV to end the level.

Level 2-Utah

Story-Molo is thrilled to learn that all hell is breaking loose again. Clyde wants to increase his cash reserves, so he sends Molo to rob a few places. Why waste time on small scores when there's easy money in Utah, and lots of it? Hey! Old Veegee pals Sheila and Torque are guarding the resort-perfect!

Objectives-

- A-Lift prize money-collect 4 briefcases
- B-Destroy lodge
- C-Destroy all enemies

Enemies-Thunderbolt

Walkthrough-

Right away go up the mountain and up to the high jump tower. Jump off of it and you should hit a briefcase in the air on the way down. After that look for the other 3 which are all usually by the lodge. Once you've collected all of them keep running into the lodge and shooting it to blow it up. Once the screen says "Objective B Completed" go and get some weapons on maybe your special if you like it and take out the Thunderbolt. Make sure your not in front of him so he can't land his special weapon on you.

Level 3-California

Story-Those two didn't even know what him them, he he! Having spent all this time in Juvie Hall, Molo is having a ball. On Clyde's orders, he heads out to the harbor to pick up some contraband coming in from South America. Look!

There's Houston in a new truck-doesn't Clyde have some concerns about her? Not for much longer-he he!

Objectives-

A-Steal warehoused shipments-collect 4 supply boxes

B-Destroy container crates

C-Destroy all enemies

Enemies-Vertigo, Dakato Stunt Cycle

Walkthrough-

First, take out Vertigo because her special is much more annoying than the the tiny Stunt Cycle's. Then go and find the 4 supply boxes which are generally in the same places as all the other quests. The only difference is that there are usually two right by the building beside the lighthouse that you can only get when you go into the lighthouse and get hoverpods. After you have collected all of the boxes go over to the opposite side where all the bright orange boxes are sitting. Keep running into them until you finally see "Objective B Completed". Now take out the small All-Star Trio on their cycle.

Level 4-Alaska

Story-Stupid! Houston managed to escape-she always was a tough cookie, even back when she was with Sid. When Clyde learns Houston is on the loose organizing the Vigilantes, he goes berserk and immediately dispatches Dallas to deal with her. In the meantime, Molo is asked to throw his weight around Alaska...

Objectives-

A-Spill gasoline around refinery-collect & deliver 4 fuel cans

B-Destroy refinery

C-Destroy all enemies

Enemies-Vertigo, Chrono Stinger

Walkthrough-

Right away take out Vertigo because she is much stronger than the Chrono Stinger. Now after that find the two fuel cans which are usually on top of some oil silos. Then switch to your Hydrofloaters and find the other two which are usually on the ocean near the edge of the level. Now with all 4 found, go to the opposite end of the level where the refinery is that has the huge pipe you can enter. Deliver the cans and then start running into it. Destroy all parts of it and the stuff around it to complete objective B. Now you can finish off Agent Chase in that useless Chrono Stinger.

Level 5-Minnesota

Story-Boom! There goes a refinery, he he! A few more jobs like that and Molo should be Clyde's top dog in no time. Taking out the Pander Island Plant-America's pride and joy-should earn him more accolades. Hey, who are those freaks at the plant-some Coyote wannabes out to beat Molo to it?! No way!

Objectives-

A-Gather bombs and booby trap main plant-collect & deliver 5 bombs

B-Destroy nuclear reactors

C-Destroy all enemies

Enemies-Goliath Halftrack, Moon Trekker, Grubb Dual Loader

Walkthrough-

Blow up Goliath and the Garbage Man in the Grubb Dual Loader just leaving little Bob O. Now find the 5 bombs which are mostly near the small electrical buildings that shock you if you get close to them. After you have all the bombs go to the center building in the level and drop them off. Now go to one of the huge buildings with the doors that show the nuclear symbol on it. Shoot it to open it then make sure you have a good amount of life. Start shooting at the orange glowing reactor until it explodes and sends a shockwave at you doing some damage. With that done get some weapons and take out Bob, make sure you don't

get in front of him or he'll claw at you with his special weapon.

Level 6-Louisiana

Story-Upon his return, Molo is baffled to find Clyde running scared. Supposedly, Houston had pulled a fast one on Clyde-she kicked Dallas' butt, then, using the robot's time travel device, brought Convoy back from the grave. Big deal! Not to worry, uncle Clys-Molo will send the old hick back to hicksville, he he!

Objectives-

- A-Move dirty money to large crypt-collect and deliver 5 briefcases
- B-Destroy sugar mills
- C-Destroy all enemies

Enemies-Thunderbolt, Samson Tow Truck, Livingston Truck

Walkthrough-

In case you didn't know, the sugar mills are the picture that the game shows on the story screen. They are small rounded buildings that are over to the left when you start out. Destroy two of them to complete the objective and then take out the Thunderbolt and Houston in the tow truck. Now go over to the other sides where the docks are and there should be anywhere from 1-3 briefcases there. Collect them and then raise the gates on the opposites sides using the gear by shooting it. When you hear the bell ringing you'll know that the land will be flooded so QUICKLY get some hydrofloaters on and go to the center swamp where the other briefcases are suspended in the air. When the water level gets high enough collect the rest of the briefcases. If you are having trouble with this method then wait for the water to lower and get under the briefcases. Wait for the alligator to come and it will chomp you sending you in the air high enough to get them. After you have all of them go to the crypt that in the corner of the swamp and deliver the briefcases. With everything done take out the huge yellow truck to end this REALLY annoying level.

Level 7-Florida

Story-Yeah, that Convoy dude should take an early retirement! Poor Clyde-the old Slickster seems to be losing it. Now, he wants Molo to get him some high-octane fuel. Is Clyde planning a getaway? Hey, sounds like a major opportunity up for grabs! Molo is savoring the possibilities...

Objectives-

- A-Scavenge for nitrous oxide-collect 6 fuel cans
- B-Destroy rocket transport
- C-Destroy all enemies

Enemies-Chrono Stinger, Moon Trekker, Wapiti 4WD, Vertigo

Walkthrough-

When you start off you are right next to the rocket transport so take care of that by running into it over and over again. If you fail to do it now it might be launched by your enemies. Now take out Wapiti, Moon Trekker, and Vertigo just leaving the fast(but stupid) Chrono Stinger. With only one car left look all over the island for fuel cans which are usually near the corners. Now go over to the small island with the gun tower and electric fence and there should be some more. If your still missing one then look by the shuttle that is docked. When you have all 6 then take out Chase in the Chrono Stinger to end the level. Now onto the last level!

Level 8-Pennsylvania

Story-Clyde is a goner, but Molo may have to put his world domination plans on hold for a minute-the Veegees and the FBI are seriously hampering his growth! For the last few days, Molo has been constantly on the run. To make matters worse, some stunt bozos keep on blinding him with their fireworks! Geez, let's

get some money and run...

Objectives-

- A-Rob train and hide cash near long bridge-collect & deliver 4 briefcases
- B-Destroy mill buildings
- C-Destroy all enemies

Enemies-Thunderbolt, Wonderwagon, Xanadu RV, THEN Dakota Stunt Cycle

Walkthrough-

First off, the train will be coming by right away so get close to it and shoot every single car that passes by and the 4 briefcases should pop out. Collect them and then head left around the corner to the bridge with the little piece of land under it. Drop of the briefcases and then take out the Xanadu RV and the Thunderbolt just leaving the Wonderwagon. Now keep running into the two large buildings till parts of them blow up. Keep blowing it up till you completed objective B. Now get some weapons and chase down the Wonderwagon. Try not to get hit by her Special Weapon since it can knock off your weapons. After that, the Stunt Cycle will appear on the screen. Ha ha, poor little thing thinks it has a chance. Go over and either just keep running it over or take it out with some missiles to end Molo's quest.

2.10-Samson Tow Truck Guide

Level 1-Arizona

Story-Miraculously, Houston survived the vicious attack. She does not remember how she managed to jump out of the falling rig and grab onto a ledge, but then, she doesn't remember a lot of things. Right now, her heart is filled with grief, because Convoy-her old man-is dead! But why would someone do this?! She must find out...

Objectives-

- A-Locate enemy documents-collect 2 briefcases
- B-Protect meteor observatory
- C-Defeat all enemies

Enemies-Wapiti 4WD

Walkthrough-

First off is to find the 2 briefcases. This will be very easy to do since it is the first level and there really isn't any trick to getting the items. The briefcases are usually near a building or the meteor crater, not just out in the open. Once you have collected the two briefcases go to the meteor crater and get the green box that gives you your special weapon. Now follow the radar to find your enemy-the Wapiti 4WD. The Wapiti has an almost perfect special weapon and is very annoying so just unleash everything you have on him. Don't fight near the observatory because it might blow up. When he dies be sure to collect the salvage points!!

Level 2-Louisiana

Story-These look like Coyote plans, but weren't the gangstas wiped out two years ago? On top of that, Houston has never seen such hot wheels this side of the Rio! Suddenly, she just knows-they're the creeps from her nightmares-the old man, the robot, the ninja girl. They are for real-OMAR is back!

Objectives-

- A-Retrieve Coyote stash from tombs-collect 2 briefcases
- B-Protect Tombs
- C-Destroy all enemies

Enemies-Tsunami

Walkthrough-

This is also an easy battle because it tells you right away where to find the 2 briefcases. Go to the right around the swamp to the tombs and shoot every one a little bit with your machine gun. 2 briefcases

will pop out of some. After you collect them get away from the tombs so Tsunami doesn't destroy them and get your special weapon in the swamp. Watch out for the alligator though and the little swirling mist in front of a cage. If you hit it the cage will trap you and you will have to use some firepower to get out. Get your special and on high damage mode it should kill Tsunami in one hit!!!!

Level 3-Florida

Story-En route to Florida, Houston runs into a lawman. A fancy-pants agent named Chase tries to convince her that the OMAR crew traveled here from the future, just like himself. She's quick to call him bull, but then...that sixth-sense feeling again...it clicks! That old man from her dreams-that face-it's old Slick!

Objectives-

A-Disarm NASA building and Comm Tower-collect 3 bombs

B-Protect and launch Apollo rocket

C-Destroy all enemies

Enemies-Blue Burro Bus, Grubb Dual Loader

Walkthrough-

This is a really hard stage compared to the first two. First of all get the Garbage Man out of the way and kill him first since he will never stop pounding on you. After that go to the building behind the rocket and shoot the door to the right to open up the launch button. There might be a bomb in there which you will need to collect and then hit the start button to make the rocket go up to the launch site. Now turn to the left and look at the island with the fence around it. Find some hydrofloaters and go over to that island. Watch out for the shark and when you get up blow up all of the fence because it is electrical and will hurt A LOT if it hits you. Then destroy the tower so it won't shoot you and then collect the rest of the bombs that are there. Go back to the main island and by now the rocket should have made it to the launch site unless one of the cars stopped it. If they did just hit the start button again. When it is at the launch site go back to the start button at the building and run into it to launch the rocket and accomplish objective B. Now with both objectives out of the way you can make your way to Molo is the bus and take him out to end this harder level.

Level 4-Pennsylvania

Story-They've kidnapped her, wiped her memories, screwed with her mind, and now they've killed her hubby! But they've picked the wrong sister to be messin' with. It's time to find them OMAR boys. Houston promises to help Chase track them down...

Objectives-

A-Locate spare parts-collect 3 supply boxes

B-Protect money train

C-Destroy all enemies

Enemies-El Guerrero, Marathon

Walkthrough-

The enemies in this stage aren't too hard but I would take out Nina in the Guerrero if your having difficulties then searching for the 3 supply boxes. Although most boxes are in random places I found the 3 to be in the exact same places the 5 times I went back to this level. There is one in the steel mill, one outside in a clearing by the tracks, and other right between two tracks. Make sure that you don't hit any of the red switches near the tracks while your going around because it will switch the course of the train and it might run into something. Also, don't shoot around the bridges because they might collapse and then the train will blow up. After you have the 3 boxes make Boogie in the Marathon get away from the bridges and then unleash everything you have on him and finish the stage

Level 5-Minnesota

Story-All these flashbacks and visions are driving Houston crazy! At least she now knows who's causing them-OMAR robo-killah Dallas 13. She thought that the OMAR armband was the only implant, but it looks like there's more to it. No matter, these cerebral transmissions might be of some help...

Objectives-

- A-Disarm plant bobby traps-collect 3 bombs
- B-Protect nuclear reactors
- C-Destroy all enemies

Enemies-Grubb Dual Loader, Moon Trekker, Goliath Halftrack

Walkthrough-

First of all take out the Goliath Halftrack and the Grubb Dual Loader since they are the most powerful out of the three. The Moon Trekker's special only works if you are directly in front of it so watch out for that. With those two out of the way go to the center building and collect the three bombs that are all inside the plant. Now make sure you don't hit open the doors to the nuclear reactors because Bob might destroy them. Stash up on some good weapons like your special or missiles and then take out lil' Bob in the trekker to end the stage.

Level 6-Utah

Story-Where are your friends when you need them? It's about time when old homie Torque shows up. He tells Houston of some stunt crew scouring the country to find her-JT believes these kids may be Houston's siblings. Could this be true?! Let's get this OMAR business settled, so she can find out...

Objectives-

- A-Bring stolen prize money to lodge-collect & deliver 3 briefcases
- B-Protect lodge
- C-Destroy all enemies

Enemies-Tsunami, Excelsior Stretch Limo, El Guerrero

Walkthrough-

You won't find the 3 briefcases anywhere in the stage-the enemies have already collected them. So first of all get your special weapon and destroy Tsunami and the stretch limo. After you get the two briefcases from them deliver them to the lodge at the bottom by selecting it with B and dropping it with the back left button on the controller. Then go and hit Nina Loco until she is almost dead and get her near the lodge. When she is close to the lodge kill her, get the briefcase, and quickly deliver it before the game ends. That part is the hardest in the stage but is nothing compared to the next stage.

Level 7-California

Story-Finally, an encounter with Dallas 13. Houston tries to talk to him. After all, she was once just like him-she knows that deep inside that heavy armor is a human soul. She asks Dallas to break free and help her. In response, he tries to break her arm! Houston decides to retreat and rethink her strategy...

Objectives-

- A-Locate shipment of contraband fuses-collect 4 supply boxes
- B-Protect barge
- C-Destroy all enemies

Enemies-Grubb Dual Loader, Blue Burro Bus, Goliath Halftrack, Marathon

Walkthrough-

This is a very hard quest if you aren't very experienced in the game. If you are experiencing problems with this just change the difficulty to easy and the damage to max and you'll be fine. The 4 supply boxes are all to the left of you inside

the small buildings when you start out but you have more things to worry about, you can always come back for them. I would kill the Dual Loader, Goliath, and Boogie in the Marathon just leaving the slow Molo in the bus. After that you most likely will be low on life. If so, go up to the lighthouse and blow open the door and ride it. You will come out with hoverpods on. Keep going forward and you'll land on top of a huge warehouse where there are two wrenches and a special weapon box. That should revitalize you enough to get the 4 supply boxes and kill Molo. After this stage it is smooth sailin'.

Level 8-Alaska(FINAL LEVEL)

Story-That stupid tin-man won't give up! It dawns on Houston that sooner or later she will have to face Dallas. It might as well be sooner-the Coyotes are back in full force and unless Convoy can come back from the dead...come back?! C'mon girl, why didn't ya think of it before?! Let's kick some metal butt!!!

Objectives-

A-Dispose booby trap bombs into ocean-collect & deliver 5 bombs

B-Protect oil silos

C-Destroy all enemies

Enemies-Tsunami, El Guerrero, Excelsior Stretch Limo, THEN Palomino XIII

Walkthrough-

The 5 bombs are easy to find since they are all near the oil silos. Once you have collected them go out to the ocean by putting on the hydrofloaters and dispose of them there. Now go back and first take out Nina and the stretch. Make sure you aren't in front of an oil silo because they will destroy it when they shoot at you. After that take care of the easy Tsunami. After that you'll see a notice on the screen that says "Dallas 13 is approaching" and you'll see a new car on your radar. Get some special weapon or rockets fast and then take out Dallas in his Palomino. After you kill him sit back and enjoy the show for Houston:)

2.11-Livingston Truck Guide

Level 1-Arizona

Story-Whoa, this ol' trucker sure ain't ready for Boot Hill! Considering Clyde had shoved him over the cliff at Navajo Canyon, Convoy was well on his way there. But thanks to Houston, he's back, alive, and even younger by a few minutes. Time travel, she says... Sounds more like a miracle. Nonetheless there's work to be done!

Objectives-

A-Locate enemy documents-collect 2 briefcases

B-Protect meteor observatory

C-Defeat all enemies

Enemies-Marathon

Walkthrough-

First off is to find the 2 briefcases. This will be very easy to do since it is the first level and there really isn't any trick to getting the items. The briefcases are usually near a building or the meteor crater, not just out in the open. Once you have collected the two briefcases go to the meteor crater and get the green box that gives you your special weapon. Now since this huge truck is slow and can't follow Marathon easily go get a hoverpod icon to detach from your back part. Now follow the radar to find your enemy-Boogie in the Marathon. Kill him with some rockets or a cannon and get the salvage points when he dies. Make sure not to fight near the observatory since you might blow it up.

Level 2-Louisiana

Story-Looks like Houston, Sheila and J.T. have already cleaned up, but Clyde is still on the loose. What a bummer to discover that an old "friend" turned on you-clearly, Slick has always had his own ideas. Vigilante informants claim he's running low on cash. Convoy decides to put a further squeeze on the creep...

Objectives-

A-Retrieve Coyote stash from tombs-collect 2 briefcases

B-Protect Tombs

C-Destroy all enemies

Enemies-Tsunami

Walkthrough-

This is also an easy battle because it tells you right away where to find the 2 briefcases. Go to the right around the swamp to the tombs and shoot every one a little bit with your machine gun. 2 briefcases will pop out of some. After you collect them get away from the tombs so Tsunami doesn't destroy them and get your special weapon in the swamp. Watch out for the alligator though and the little swirling mist in front of a cage. If you hit it the cage will trap you and you will have to use some firepower to get out. After that go get some weapons and blow up the easily defeated Tsunami.

Level 3-Florida

Story-This time around, there are not only the Coyotes to deal with, but also many other drifters. Convoy never understood why the media glamorized the exploits of the gangs. Now, it looks like some gullible fellas got inspired to hit the road, as well. Convoy always tries to reason first, but often he's left with no choice...

Objectives-

A-Disarm NASA building and Comm Tower-collect 3 bombs

B-Protect and launch Apollo rocket

C-Destroy all enemies

Enemies-Goliath Halftrack, Moon Trekker

Walkthrough-

This is a really hard stage compared to the first two. First of all get the Halftrack out of the way and kill him first since he will never stop pounding on you. After that go to the building behind the rocket and shoot the door to the right to open up the launch button. There might be a bomb in there which you will need to collect and then hit the start button to make the rocket go up to the launch site. Now turn to the left and look at the island with the fence around it. Find some hydrofloaters and go over to that island. Watch out for the shark and when you get up blow up all of the fence because it is electrical and will hurt A LOT if it hits you. Then destroy the tower so it won't shoot you and then collect the rest of the bombs that are there. Go back to the main island and by now the rocket should have made it to the launch site unless one of the cars stopped it. If they did just hit the start button again. When it is at the launch site go back to the start button at the building and run into it to launch the rocket and accomplish objective B. Now with both objectives out of the way you can make your way to Bob in his Moon Trekker and take him out to end this harder level.

Level 4-Pennsylvania

Story-Convoy is overjoyed-his sweetie Houston finally located her family and re-discovered her forgotten identity-Houston's true name is Tanyah. Convoy escorted her to Washington for her family reunion, and then continued on to Pennsylvania to track down Molo and Boogie-two notorious Coyotes...

Objectives-

A-Locate spare parts-collect 3 supply boxes

B-Protect money train

C-Destroy all enemies

Enemies-Blue Burro Bus, Marathon

Walkthrough-

The enemies in this stage aren't too hard but I would take out Boogie in Marathon if your having difficulties then searching for the 3 supply boxes. Although most boxes are in random places I found the 3 to be in the exact same places the 5 times I went back to this level. There is one in the steel mill, one outside in a clearing by the tracks, and other right between two tracks. Make sure that you don't hit any of the red switches near the tracks while your going around because it will switch the course of the train and it might run into something. Also, don't shoot around the bridges because they might collapse and then the train will blow up. After you have the 3 boxes make Molo get away from the bridges and then unleash everything you have on him and finish the stage

Level 5-Minnesota

Story-Molo and Boogie are true diehards-Convoy has almost developed a sense of respect for those two. Almost. You squash them, and squash them again, they just keep on coming back. Convoy is certain he hasn't seen the last of them. Now, he's off to Minnesota-the Pander Island plant seems to be a real scum magnet!

Objectives-

A-Disarm plant bobby traps-collect 3 bombs

B-Protect nuclear reactors

C-Destroy all enemies

Enemies-Grubb Dual Loader, Blue Burro Bus, Goliath Halftrack

Walkthrough-

First of all take out the Goliath Halftrack and the Grubb Dual Loader since they are the most powerful out of the three. The bus's special only works if you are directly behind of it so watch out for that. With those two out of the way go to the center building and collect the three bombs that are all inside the plant. Now make sure you don't hit open the doors to the nuclear reactors because Molo might destroy them. Stash up on some good weapons like your special or missiles and then take out the dumbest character in the game-Molo.

Level 6-Utah

Story-Looks like Clyde had seriously underestimated what he was going up against. Considering that the creep had complete historical data at his disposal, he should've known better. Now Clyde is completely out of cash-and is getting desperate. Good!

Objectives-

A-Bring stolen prize money to lodge-collect & deliver 3 briefcases

B-Protect lodge

C-Destroy all enemies

Enemies-Moon Trekker, El Guerrero, Tsunami

Walkthrough-

You won't find the 3 briefcases anywhere in the stage-the enemies have already collected them. So first of all get some weapons and destroy the Moon Trekker and Nina Loco in the Guerrero. After you get the two briefcases from them deliver them to the lodge at the bottom by selecting it with B and dropping it with the back left button on the controller. Then go and hit Tsunami until she is almost dead and get her near the lodge. When she is close to the lodge kill her, get the briefcase, and quickly deliver it before the game ends. That part is the hardest in the stage but is nothing compared to the next stage.

Level 7-California

Story-Clyde is losing his grip of the situation and the Coyotes are feeling the heat-they are getting sloppy! Looks like both Molo and Nina have plans of

their own. Even Obake might soon be turning against Clyde. Convoy has no problems staying on Clyde's tail-he will simply hunt him down to exhaustion!

Objectives-

A-Locate shipment of contraband fuses-collect 4 supply boxes

B-Protect barge

C-Destroy all enemies

Enemies-Grubb Dual Loader, El Guerrero, Goliath Halftrack, Marathon

Walkthrough-

This is a very hard quest if you aren't very experienced in the game. If you are experiencing problems with this just change the difficulty to easy and the damage to

max and you'll be fine. The 4 supply boxes are all to the left of you inside the small buildings when you start out but you have more things to worry about, you can always come back for them. I would kill the Dual Loader, Goliath, and Boogie in the Marathon just leaving the Guerrero with Nina. After that you most likely will be low on life. If so, go up to the lighthouse and blow open the door and ride it. You will come out with hoverpods on. Keep going forward and you'll land on top of a huge warehouse where there are two wrenches and a special weapon box. That should revitalize you enough to get the 4 supply boxes and kill Nina. After this stage it is smooth sailin'.

Level 8-Alaska(FINAL LEVEL)

Story-OK, old-timer, it's time to wrap it up. Convoy is tired. He's looking forward to some vacation time with Houston-Tanyah that is. Most of the Vigilantes have already called it quits, leaving it up to Convoy to settle his score with Clyde. Convoy pursued Clyde all the way to Alaska-there is nowhere else to run...

Objectives-

A-Dispose booby trap bombs into ocean-collect & deliver 5 bombs

B-Protect oil silos

C-Destroy all enemies

Enemies-Moon Trekker, Blue Burro Bus, Tsunami, THEN Excelsior Stretch Limo

Walkthrough-

The 5 bombs are easy to find since they are all near the oil silos. Once you have collected them go out to the ocean by putting on the hydrofloaters and dispose of them there. Now go back and first take out Molo and Obake in Tsunami. Make sure you aren't in front of an oil silo because they will destroy it when they shoot at you. After that take care of the Bob in the trekker. After that you'll see a notice on the screen that says "Clyde is approaching" and you'll see a new car on your radar. Get some special weapon or rockets fast and then take out the final boss-Clyde. After that enjoy the ending!

2.12-Vertigo Guide

Level 1-Arizona

Story-Chassey is still somewhat bitter about her fall from grace in Hollywood. She was a good actress and she deserved better than that! Thankfully, the FBI is giving her a second chance. Being on duty is a nice change of pace, and besides, it ain't make-believe.

Objectives-

A-Obtain extra fuel-collect 2 fuel cans

B-Evade police

C-Destroy all enemies

Enemies-El Guerrero

Walkthrough-

First off get the 2 fuel cans which are always near some buildings and

usually one is by the observatory. Don't run into the police car or blow up a lot of stuff because it will start chasing you. After that go up to the crater and get your special weapon and some hoverpods if you want and chase down the Guerrero. Just get kinda close to Nina and use your special to start draining her life. Finish her off to end the level and make sure you get the salvage points. (Vertigo's other chassis is very cool looking)

Level 2-California

Story-Chassey is getting the hang of things again. It certainly looks like the Coyotes are back-she could've sworn it was Molo driving the prison bus. How did he get out?! The bureau suspects that someone else is behind these attacks, someone powerful. Chassey is sent to the coast to look for clues...

Objectives-

A-Locate enemy weaponry-collect 3 supply boxes

B-Create roadblock-force cargo truck to stop

C-Destroy all enemies

Enemies-Xanadu RV

Walkthrough-

Get your just dying to find out how to stop the truck. Well I won't tell you.....Just kidding! Actually it's very easy once you know what to do. First off when you start the stage go to the other end of the bridge and turn around at the end so your still facing the bridge and your back is facing where the truck will come. Now hold the brakes and center yourself on the road and wait. Make sure to NOT hit it with anything because it will vanish and you'll have to wait again. When the truck comes just hold your brakes and keep re-aligning yourself with the center of the road and the truck will hit you again and again and keep slowing down till finally....get ready for it.....it STOPS!!!! After that just collect all the tool boxes that are usually by the huge orange crates the trucks carry and then get your special and take out the Xanadu RV to end the hardest level in the game.

Level 3-Alaska

Story-Chassey is intrigued by some of the weaponry wielded by the gangs, and so are her bosses at the FBI. Nonetheless, she's miffed at the agency for ordering her to battle the Vigilantes. Isn't it about time somebody realized the Vigilantes are heroes, not criminals?!

Objectives-

A-Transport excess oil to large silos-collect & deliver 3 fuel cans

B-Break up amassing icebergs

C-Destroy all enemies

Enemies-Wapiti 4WD, Moon Trekker

Walkthrough-

First off get the three fuel cans which are usually by the drums of oil stacked up on the hill and then take out the Wapiti before he can do his REALLY annoying special. After that go towards the ocean and get the hydrofloaters on your car and drive out to find some icebergs. There should be three icebergs, just run into them and shoot them down with your machine gun or other weapons and then come back onto the main land. Now go over towards one of the large silos and drop off the three fuel cans. Now with everything out of the way get your special weapon and pulverize the Moon Trekker.

Level 4-Minnesota

Story-The Coyotes' next target is the nation's pride and joy-the Pander Island Nuclear Plant in Minnesota. Chassey must hurry to save it from bitter destruction. Another agent, named Chase, offers his help. The fool is clearly infatuated with her; she might as well take advantage of him-he won't be the

first.

Objectives-

- A-Stash plant plans into nuclear waste casks-collect & deliver 4 briefcases
- B-Avoid radioactive contamination
- C-Destroy all enemies

Enemies-Blue Burro Bus, Marathon

Walkthrough-

First find the 4 briefcases which are all in the middle building which is the plant. Then take them to the little white structures that have a nuclear symbol on them. After that take out the Marathon because he is more annoying than Molo. Make sure you don't blow up any of the orange glowing structures in the huge buildings because you will fail objective B. Now get any weapons you need and take out the Blue Burro Bus to end the level.

Level 5-Utah

Story-Not bad! Lover-boy did come in handy... she just may keep Chase around. Besides, he is kinda cute, and an impeccable dresser! If only he would stop annoying her with all that time travel nonsense. It is painfully obvious that he's CIA. Chassey's next mission is taking her to Utah-let's have some fun on the slopes...

Objectives-

- A-Distribute parts to gondola stations-collect & deliver 4 supply boxes
- B-Beat record of each winter sport
- C-Destroy all enemies

Enemies-Goliath Halftrack, Palomino XIII, El Guerrero

Walkthrough-

I would first take out Goliath and Palomino because Nina doesn't bother you much. Then take off and find the 4 supply boxes which are scattered almost everywhere. Some are usually on the event where you have to go down the track and pass those signs that say "Go! Go!". After you have collected all of them go to the top and to the Gondola Station and deliver the 4 supply boxes. Then go over to where the tower is in the middle at the top. Blow up the door and enter then hold down the gas while you go down the ramp and shoot out. It is REALLY fun if you turn off the gravity(see codes section). After that go to the one with the flags and go through the start sign and you'll hear a bell. Then go to the left of the first red flag and you should here another bell. Then go to the right of the second red flag and another bell sounds. Keep going back and forth making a zig-zag and hearing the bells and cross the finish. After you do these three events you should see "Objective B cleared" on the screen. If so go to Nina Loco and take her out with your special.

Level 6-Louisiana

Story-The FBI is anxious to determine the source of the weaponry Chassey had found. Chase maintains it is futuristic OMAR technology, brought over by ex-Vigilante Slick Clyde and his henchmen. Who is going to believe this?! Surprisingly, the bureau ain't laughing. They want Chassey to track down the OMAR crew immediately. Whatever!

Objectives-

- A-Locate hidden explosives-collect 6 bombs
- B-Trap the alligator
- C-Destroy all enemies

Enemies-Moon Trekker, Grubb Dual Loader, Wapiti 4WD

Walkthrough-

First off destroy Wapiti and the Moon Trekker then pick up the 3 or 4 bombs that are on the land. Now for the question that cracked most people's minds-How do you get the bombs above the swamp? Well that's easy, just get the alligator

to chase you and go underneath the bomb and wait for the alligator to chomp at you. What do you know.... when you fly up in the air you catch it. Do that with the rest of the bombs in the swamp until you've collected all of them and then get the alligator to chase you again. Or you can do the safer method by going over to the two small bridges that have wrenches above them on the other side of the level. At each bridge keep shooting the gear on the side of it to raise the bridges. Once both are up you'll hear a bell. Now go find some hydrofloaters(fast) and get on the swamp. The water will raise high enough for a short amount of time to get the briefcases. After that, get the alligator to chase you and this time go towards one of those cages with the swirling ball under it. Keep going around it with the alligator following and it will eventually get caught in it and objective B will be done. Now go and destroy the Garbage Man to end this annoying level

Level 7-Pennsylvania

Story-All this travelling is getting tiresome! Chassey has now been ordered to rush to Pittsburgh in search of Clyde and his weapons. She is getting disillusioned with the agency once again. Are her bosses interested in protecting the civilians and upholding justice, or are they simply after the stupid guns!

Objectives-

- A-Provide fuel to outside furnaces-collect & deliver 5 fuel cans
- B-Stop train at service dock
- C-Destroy all enemies

Enemies-Excelsior Stretch Limo, Marathon, Goliath Halftrack, Blue Burro Bus
Walkthrough-

First off, wait for the train to pass and then go on the tracks and follow them to the first red switch. Hit it so the switch is to the right then continue along. Make sure that damn huge truck didn't blow up the bridge because if it did you have to restart the level. Now continue along the track and hit this next switch so it also is to the right. Now quickly go to the right track and blow up the train car that is resting there. Make sure you TOTALLY blow it up so it vanishes. Then continue along that track and blow up the next car TOTALLY. Now watch the train as it comes along and it should follow the track across the bridge and over to where the two train cars where that you blew up and then stop and it should say "Objective B cleared!" Now with the hardest part in the level out of the way go destroy the stretch limo, boogie in the Marathon, and Goliath just leaving the Blue Burro Bus. Find the 5 fuel cans which are scattered all over the level and deliver them to the three furnaces behind the steel mill. Now with all those two things out of the way go and blow up the last vehicle driven by Molo. Next stop, Florida!

Level 8-Florida(FINAL LEVEL)

Story-Chassey has had enough! If the weapons are more important to the agency than human lives, she is through. Heck, she'd rather go back to Hollywood! Not so fast... when a report comes in about Cape Canaveral coming under fire, Chassey doesn't need to be asked twice. OK baby, do it one more time!

Objectives-

- A-Bring debris from orbit to NASA building-collect & deliver 5 supply boxes
- B-Force enemies into wind-tunnels
- C-Destroy all enemies

Enemies-Palomino XIII, Moon Trekker, El Guerrero THEN Tsunami
Walkthrough-

Ok, last level, and not nearly as hard as the others. First off, go around to the launch site to the tunnel that is all black and has a red and green

flashing light. Go in the tunnel when it turns green and you'll be launched into the sky. Now hold down the breaks and hold back for a little bit and you'll start catching a ton of supply boxes. You'll most likely get all of them your first time but if you don't just go back in and try again. You cannot get launched if the rocket gets blowup so try to protect it. Then comes the hard part-putting the cars in the wind tunnel. You only have to put at least 1 car into each tunnel. So get a car near it and use your special weapon to put it in your compactor. Now aim your back towards the wind tunnel but don't get sucked in yourself and it should get spit out right near it and get into the wind tunnel. Now get another car and do the same except with the other wind tunnel. Now you can kill all of them. Once you've done that Tsunami will start approaching and appear on your radar. Get your special ready and take her out right away to end this annoying drifter quest. Hope you like the ending!

2.13-Goliath Halftrack Quest

Level 1-Arizona

Story-Padre Destino-the name surely has a prophetic ring to it. The preacher can't even remember when he adopted the moniker. Actually, he can't remember much of his existance prior to being the Padre. He may have been in the army once-he still has the pants-but past life does not concern him; the upcoming events do...

Objectives-

- A-Obtain extra fuel-collect 2 fuel cans
- B-Evade police
- C-Destroy all enemies

Enemies-Grubb Dual Loader

Walkthrough-

First off get the 2 fuel cans which are always near some buildings and usually one is by the observatory. Don't run into the police car or blow up a lot of stuff because it will start chasing you. After that go up to the crater and get your special weapon and some hoverpods if you want and chase down the Garbage Man in the Grubb Dual Loader. Just keep pounding on him and avoid the front of him with his compactor and it shouldn't be hard to kill him.

Level 2-California

Story-What are the upcoming events exactly? Who knows! No one said Padre is a psychic. The preacher does not dwell on specifics, but The Book spells one prophecy clearly-the "fall of Babylon" is near! Magnificent! Padre will need plenty of supplies to wait it out until the "new beginning" arrives...

Objectives-

- A-Locate enemy weaponry-collect 3 supply boxes
- B-Create roadblock-force cargo truck to stop
- C-Destroy all enemeies

Enemies-Palomino XIII

Walkthrough-

Bet your just dying to find out how to stop the truck. Well I won't tell you.....Just kidding! Actually it's very easy once you know what to do. First off when you start the stage go to the other end of the bridge and turn around at the end so your still facing the bridge and your back is facing where the truck will come. Now hold the brakes and center yourself on the road and wait. Make sure to NOT hit it with anything because it will vanish and you'll have to wait again. When the truck comes just hold your brakes and keep re-aligning yourself with the center of the road and the truck will hit you again and again and keep slowing down till finally....get ready for it.....it STOPS!!!! After that just collect all the tool boxes that are usually by the huge orange crates the trucks carry and then get your special and take out the Palomino with Dallas

13 in it to end the hardest level in the game.

Level 3-Alaska

Story-Oh yes, The Book. It is rumored that it was given to the preacher by an old vagrant, and is the source of Padre's psychosis. Nonsense! Padre maintains that he was given The Book by "Leviathan" himself, to spread its message and draft new believers, voluntarily or by force. Of course, Padre prefers the latter...

Objectives-

A-Transport excess oil to large silos-collect & deliver 3 fuel cans

B-Break up amassing icebergs

C-Destroy all enemies

Enemies-El Guerrero, Excelsior Stretch Limo

Walkthrough-

First off get the three fuel cans which are usually by the drums of oil stacked up on the hill and then take out the limo before he does his stupid shock special. After that go towards the ocean and get the hydrofloaters on your car and drive out to find some icebergs. There should be three icebergs, just run into them and shoot them down with you machine gun or other weapons and then come back onto the main land. Now go over towards one of the large silos and drop off the three fuel cans. Now with everything out of the way get your special weapon and pulverize Nina in El Guerrero.

Level 4-Minnesota

Story-Padre and his demonic elementals travel the land in search of new followers and further messages from Leviathan. While camping out in eastern Minnesota one night, the skies opened with a boom, and someone named Chase emerged; he commands Padre's assistance. Is Chase Leviathan's messenger?!

Objectives-

A-Stash plant plans into nuclear waste casks-collect & deliver 4 briefcases

B-Avoid radioactive contamination

C-Destroy all enemies

Enemies-Samson Tow Truck, Dakota Stunt Cycle

Walkthrough-

First find the 4 briefcases which are all in the middle building which is the plant. Then take them to the little white structures that have a nuclear symbol on them. After that take out the the tow truck because Houston is much more annoying than the puny cycle. Make sure you don't blow up any of the orange glowing structures in the huge buildings because you will fail objective B. Now get any weapons you need and take out the Dakota Stunt Cycle to end the level.

Level 5-Utah

Story-Padre is suspicious. These errands Chase asks of him do not require much destruction, which seems contrary to the ways of the Leviathan. Is Chase an interloper out to silence Padre? Possibly, but the preacher doesn't give up on potential followers this easy. He will fulfill Chase's wishes once more...

Objectives-

A-Distribute parts to gondola stations-collect & deliver 4 supply boxes

B-Beat record of each winter sport

C-Destroy all enemies

Enemies-Grubb Dual Loader, Marathon, Vertigo

Walkthrough-

I would first take out Vertigo and Marathon because the Garbage Man's special

is only close range. Then take off and find the 4 supply boxes which are scattered almost everywhere. Some are usually on the event where you have to go down the track and pass those signs that say "Go! Go!". After you have collected all of them go to the top and to the Gondola Station and deliver the 4 supply boxes. Then go over to where the tower is in the middle at the top. Blow up the door and enter then hold down the gas while you go down the ramp and shoot out. It is REALLY fun if you turn off the gravity(see codes section). After that go to the one with the flags and go through the start sign and you'll hear a bell. Then go to the left of the first red flag and you should here another bell. Then go to the right of the second red flag and another bell sounds. Keep going back and forth making a zig-zag and hearing the bells and cross the finish. After you do these three events you should see "Objective B cleared" on the screen. If so go to the garbage truck and take it out to finish the level.

Level 6-Louisiana

Story-Chase turns out to be just another charlatan destined to fry in the depths of "Gehenna" for all eternity! Nonetheless, Padre is baffled. The first moment he laid his eyes on The Book, he became a believer. Then why is it so tough recruiting new devotees? Padre suspects the answer may lie in...more destruction!

Objectives-

- A-Locate hidden explosives-collect 6 bombs
- B-Trap the alligator
- C-Destroy all enemies

Enemies-Tsunami, Palomino XIII, Excelsior Stretch Limo

Walkthrough-

First off destroy the Palomino and the stretch limo then pick up the 3 or 4 bombs that are on the land. Now for the question that cracked most people's minds-How do you get the bombs above the swamp? Well that's easy, just get the alligator to chase you and go underneath the bomb and wait for the alligator to chomp at you. What do you know.... when you fly up in the air you catch it. Do that with the rest of the bombs in the swamp until you've collected all of them and then get the alligator to chase you again. Or you can do the safer method by going over to the two small bridges that have wrenches above them on the other side of the level. At each bridge keep shooting the gear on the side of it to raise the bridges. Once both are up you'll hear a bell. Now go find some hydrofloaters(fast) and get on the swamp. The water will raise high enough for a short amount of time to get the briefcases. After that, get the alligator to chase you and this time go towards one of those cages with the swirling ball under it. Keep going around it with the alligator following and it will eventually get caught in it and objective B will be done. Now go and destroy Tsunami to end this annoying level

Level 7-Pennsylvania

Story-Padre has read and re-read The Book countless times over. It was during one such reading, that the following phrase caught his attention: "The one who commands a pillar of fire, shall command the fall of Babylon..." A pillar of fire!?! It must be the key to the undoing! There ought to be plenty of fire at a steel mill!

Objectives-

- A-Provide fuel to outside furnaces-collect & deliver 5 fuel cans
- B-Stop train at service dock
- C-Destroy all enemies

Enemies-Thunderbolt, Livingston Truck, Chrono Stinger, Xanadu RV

Walkthrough-

First off, wait for the train to pass and then go on the tracks and follow them to the first red switch. Hit it so the switch is to the right then

continue along. Make sure that damn huge truck didn't blow up the bridge because if it did you have to restart the level. Now continue along the track and hit this next switch so it also is to the right. Now quickly go to the right track and blow up the train car that is resting there. Make sure you TOTALLY blow it up so it vanishes. Then continue along that track and blow up the next car TOTALLY. Now watch the train as it comes along and it should follow the track across the bridge and over to where the two train cars were that you blew up and then stop and it should say "Objective B cleared!" Now with the hardest part in the level out of the way go destroy the Chrono Stinger, the Thunderbolt, and the Xanadu RV just leaving the huge Livingston Truck. Find the 5 fuel cans which are scattered all over the level and deliver them to the three furnaces behind the steel mill. Now with all those two things out of the way go and blow up the last vehicle driven by Convoy. Next stop, Florida!

Level 8-Florida(FINAL LEVEL)

Story-Padre sure turned up the heat at the mill, ha ha! He can feel the earth rumble and the winds picking up from the east-the time has come! He shall travel to sunny Florida to witness the coming! But first, Padre ought to dispose of the shamen who has been trailing him for days...

Objectives-

- A-Bring debris from orbit to NASA building-collect & deliver 5 supply boxes
- B-Force enemies into wind-tunnels
- C-Destroy all enemies

Enemies-Vertigo, Moon Trekker, Chrono Stinger, THEN Wapiti 4WD

Walkthrough-

Ok, last level, and not nearly as hard as the others. First off, go around to the launch site to the tunnel that is all black and has a red and green flashing light. Go in the tunnel when it turns green and you'll be launched into the sky. Now hold down the breaks and hold back for a little bit and you'll start catching a ton of supply boxes. You'll most likely get all of them your first time but if you don't just go back in and try again. You cannot get launched if the rocket gets blownup so try to protect it. Then comes the hard part-putting the cars in the wind tunnel. You only have to put at least 1 car into each tunnel. So get a car near it and use your special weapon to put it in your compactor. Now aim your back towards the wind tunnel but don't get sucked in yourself and it should get spit out right near it and get into the wind tunnel. Now get another car and do the same except with the other wind tunnel. Now you can kill all of them. Once you've done that Dusty Earth will start approaching and appear on your radar. Get your special ready and take him out right away to end this annoying drifter quest. Hope you like the ending because it is the funniest one in the game!

3.14-Excelsior Stretch Ending

Level 1-Arizona

Story-It may seem ironic that Clyde's life's work was determined by a piece of OMAR circuitry, but Clyde sure ain't complaining-selling pricey oil to impoverished nations has made him a fortune. Nonetheless, Clyde isn't in this for the money, but for power, the action, the dirty dealings, and above all-he's out to make history!

Objectives-

- A-Locate extra explosives-collect 3 bombs
- B-Destroy gas stations
- C-Destroy all enemies

Enemies-Moon Trekker

Walkthrough-

First off go to the gas station directly behind you when you start and blow it up to complete objective B. There is also another gas station at the top of the cliff where the hoverpods are if you want to destroy that one instead. Now go find the 3 bombs which are scattered EVERYWHERE in this level. Once you've done that go get your special weapon and find the Moon Trekker. When you do, unleash everything to kill him and end the level.

Level 2-Utah

Story-The going was good until the CIA started poking their nose into Clyde's business. Now, they've dragged the UN Council into it, jeopardizing everything Clyde has built! The CIA thinks it can put him on trial for crimes against humanity?! Think again! By the time he's done here, his troubles will be history, ha ha!

Objectives-

A-Lift prize money-collect 4 briefcases

B-Destroy lodge

C-Destroy all enemies

Enemies-Grubb Dual Loader

Walkthrough-

Right away go up the mountain and up to the high jump tower. Jump off of it and you should hit a briefcase in the air on the way down. After that look for the other 3 which are all usually by the lodge. Once you've collected all of them keep running into the lodge and shooting it to blow it up. Once the screen says "Objective B Completed" go and get your special weapon and find the slow Garbage Man. Once you do make sure you're not in front of him so he can compact you and then fire your special weapon to fry him and end the level.

Level 3-California

Story-Why must Clyde, the richest man of the future, hunt for cash in the '70s?! Simply put, the old geezer did not bring enough money along! Why? For one, he was certain that his weaponry would suffice. Second, the time portal doesn't support a great deal of extra cargo. Third, the local hired guns are sucking him dry!

Objectives-

A-Steal warehoused shipments-collect 4 supply boxes

B-Destroy container crates

C-Destroy all enemies

Enemies-Wapiti 4WD, Chrono Stinger

Walkthrough-

First, take out the Wapiti because it's special is much more annoying than the Chrono Stinger's. Then go and find the 4 supply boxes which are generally in the same places as all the other quests. The only difference is that there are usually two right by the building beside the lighthouse that you can only get when you go into the lighthouse and get hoverpods. After you have collected all of the boxes go over to the opposite side where all the bright orange boxes are sitting. Keep running into them until you finally see "Objective B Completed". Now take out Agent Chase in the Chrono Stinger.

Level 4-Alaska

Story-Darn, this mission was supposed to be a no-brainer. But so far, it's nothing but a headache! To top things off, the CIA has sent one of their smelliest rats to follow Clyde into the '70s-Chase! Clyde better make sure the leech doesn't make it back. In the meantime, let's blow up the largest US oil refinery, eh?

Objectives-

A-Spill gasoline around refinery-collect & deliver 4 fuel cans

B-Destroy refinery

C-Destroy all enemies

Enemies-Dakota Stunt Cycle, Xanadu RV

Walkthrough-

Right away take out the RV because he is much stronger than that tiny cycle. Now after that find the two fuel cans which are usually on top of some oil silos. Then switch to your Hydrofloaters and find the other two which are usually on the ocean near the edge of the level. Now with all 4 found, go to the opposite end of the level where the refinery is that has the huge pipe you can enter. Deliver the cans and then start running into it. Destroy all parts of it and the stuff around it to complete objective B. Now you can finish off the small stunt cycle with your special.

Level 5-Minnesota

Story-That should keep Chase busy for awhile but Clyde's troubles have only begun. Houston reportedly survived his ambush and Dallas appears to be malfunctioning. On top of that, Obake, Clyde's most trusted soldier, is questioning his motives. The destruction of America's finest nuclear plant should lift CLYde's spirits...

Objectives-

A-Gather bombs and booby trap main plant-collect & deliver 5 bombs

B-Destroy nuclear reactors

C-Destroy all enemies

Enemies-Wonderwagon, Wapiti 4WD, Vertigo

Walkthrough-

Destroy Vertigo and the Wapiti with his eagle from hell just leaving the dumbest vehicle in the game-the Wonderwagon. Now find the 5 bombs which are mostly near the small electrical buildings that shock you if you get close to them. After you have all the bombs go to the center building in the level and drop them off. Now go to one of the huge buildings with the doors that show the nuclear symbol on it. Shoot it to open it then make sure you have a good amount of life. Start shooting at the orange glowing reactor until it explodes and sends a shockwave at you doing some damage. With that done get some weapons and take out the Wonderwagon to end the level.

Level 6-Louisiana

Story-Indeed, you want the job done right, you've got to do it yourself. What?!? Houston has defeated Dallas?! Impossible! Clyde needs more manpower-it's time to round up some extra cash. Obake stashed some loot near the Big Easy. Is should be enough to recruit a few good cutthroats...

Objectives-

A-Move dirty money to large crypt-collect and deliver 5 briefcases

B-Destroy sugar mills

C-Destroy all enemies

Enemies-Thunderbolt, Samson Tow Truck, Dakota Stunt Cycle

Walkthrough-

In case you didn't know, the sugar mills are the picture that the game shows on the story screen. They are small rounded buildings that are over to the left when you start out. Destroy two of them to complete the objective and then take out the Thunderbolt and the tow truck. Now go over to the other sides where the docks are and there should be anywhere from 1-3 briefcases there. Collect them and then raise the gates on the opposites sides using the gear by shooting it. When you hear the bell ringing you'll know that the land will be flooded so QUICKLY get some hydrofloaters on and go to the center swamp where the other briefcases are suspended in the air. When the water level gets high enough collect the rest of the briefcases. If you are having trouble with this method

then wait for the water to lower and get under the briefcases. Wait for the alligator to come and it will chomp you sending you in the air high enough to get them. After you have all of them go to the crypt that in the corner of the swamp and deliver the briefcases. To end this REALLY annoying level take out the easy stunt cycle.

Level 7-Florida

Story-Is this Clyde's worst nightmare, or what?! That stunt Houston pulled, using Dallas' time travel device to bring Convoy back-remarkable! Clever, indeed. Maybe Clyde had underestimated the Vigilantes. A living-breathing Convoy? Shoot! Why are Clyde's pants wet?! He just may need a fast getaway car...

Objectives-

- A-Scavenge for nitrous oxide-collect 6 fuel cans
- B-Destroy rocket transport
- C-Destroy all enemies

Enemies-Wonderwagon, Vertigo, Chrono Stinger, Moon Trekker

Walkthrough-

When you start off you are right next to the rocket transport so take care of that by running into it over and over again. If you fail to do it now it might be launched by your enemies. Now take out the Wonderwagon, Moon Trekker, and Vertigo just leaving the fast(but stupid) Chrono Stinger. With only one car left look all over the island for fuel cans which are usually near the corners. Now go over to the small island with the gun tower and electric fence and there should be some more. If your still missing one then look by the shuttle that is docked. When you have all 6 then take out Chase in the Chrono Stinger to end the level. Now onto the last level!

Level 8-Pennsylvania(FINAL LEVEL)

Story-Crap! Clyde is doing his best, but the operation is in shambles. Returning to the future, short of accomplishing his mission, is suicide. What can Clyde do? Stay in the '70s, score some extra cash, and find a cozy hidaway to plot his return! Provided Chase or Convoy don't get him first, that is. Thankfully, Obake is still around...

Objectives-

- A-Rob train and hide cash near long bridge-collect & deliver 4 briefcases
- B-Destroy mill buildings
- C-Destroy all enemies

Enemies-Xanadu RV, Thunderbolt, Dakato Stunt Cycle, THEN Livingston Truck

Walkthrough-

First off, the train will be coming by right away so get close to it and shoot every single car that passes by and the 4 briefcases should pop out. Collect them and then head left around the corner to the bridge with the little piece of land under it. Drop of the briefcases and then take out the Xanadu RV and the Thunderbolt just leaving that puny Stunt Cycle. Now keep running into the two large buildings till parts of them blow up. Keep blowing it up till you completed objective B. Now get some homing weapons since the cycle is very fast and take it out. With all the cars out of the way Convoy will appear on your radar. This is an easy battle so just hit it over and over again with your special to destroy it and end the game.

2.15-Tsunami Guide

Level 1-Arizona

Story-"We are like ships in the seas of life, propelled by the winds of our

destiny" Obake meditates; she is saddened by the disappearance of her best friend and partner, Darius. She knows that she must be strong-she'll soon depart for Lord Clyde's most important mission yet...

Objectives-

A-Locate extra explosives-collect 3 bombs

B-Destroy gas stations

C-Destroy all enemies

Enemies-Samson Tow Truck

Walkthrough-

First off go to the gas station directly behind you when you start and blow it up to complete objective B. There is also another gas station at the top of the cliff where the hoverpods are if you want to destroy that one instead. Now go find the 3 bombs which are scattered EVERYWHERE in this level. Once you've done that go get your special weapon and find the tow truck. When you do, unleash everything to kill her and end the level.

Level 2-Utah

Story-Obake has seen her own share of covert ops-recond, espionage, sabotage, even elimination-but nothing quite like this. She knows that business is a dirty game, yet somehow, for the first time, she has her doubts. She dismisses it-Lord Clyde must have his reasons for all of this destruction!

Objectives-

A-Lift prize money-collect 4 briefcases

B-Destroy lodge

C-Destroy all enemies

Enemies-Vertigo

Walkthrough-

Right away go up the mountain and up to the high jump tower. Jump off of it and you should hit a briefcase in the air on the way down. After that look for the other 3 which are all usually by the lodge. Once you've collected all of them keep running into the lodge and shooting it to blow it up. Once the screen says "Objective B Completed" go and get your special weapon and find the annoying Vertigo. Take her out quickly so she can't use her special weapon on you.

Level 3-California

Story-At first, Obake doesn't pay much attention to her new partner Dallas; she doesn't hold much respect for OMAR's biobots. It is only on the third day of the mission that she notices his unusual mannerisms. The robot's actions remind Obake of someone...Darius!?! IT must be a coincidence...

Objectives-

A-Steal warehoused shipments-collect 4 supply boxes

B-Destroy container crates

C-Destroy all enemies

Enemies-Xanadu RV, Livingston Truck

Walkthrough-

First, take out the Livingston Truck because he will take awhile with all his armor. Then go and find the 4 supply boxes which are generally in the same places as all the other quests. The only difference is that there are usually two right by the building beside the lighthouse that you can only get when you go into the lighthouse and get hoverpods. After you have collected all of the boxes go over to the opposite side where all the bright orange boxes are sitting. Keep running into them until you finally see "Objective B Completed". Now take out the easy Xanadu.

Level 4-Alaska

Story-obake is confused. It seems that her devotion to Lord Clyde is being put to the test. Granted, she was never allowed to learn the inner workings of OMAR, but she also never had a reason to doubt her master. New Coyote recruit Nina seems surprisingly judgmental about Lord Clyde...

Objectives-

- A-Spill gasoline around refinery-collect & deliver 4 fuel cans
- B-Destroy refinery
- C-Destroy all enemies

Enemies-Wonderwagon, Wapiti 4WD

Walkthrough-

Right away take out the Wapiti because that special bugs the hell out of me. Now after that find the two fuel cans which are usually on top of some oil silos. Then switch to your Hydrofloaters and find the other two which are usually on the ocean near the edge of the level. Now with all 4 found, go to the opposite end of the level where the refinery is that has the huge pipe you can enter. Deliver the cans and then start running into it. Destroy all parts of it and the stuff around it to complete objective B. Now you can finish off the wonderwagon to exit the level.

Level 5-Minnesota

Story-The suspicions are driving Obake crazy and are affecting her performance. She has been trained to deal with such situations... "The flow of thoughts is like water filling a cup-the cup can always be emptied." Focus! Lord Clyde sends Obake to Minnesota-she must not fail him!

Objectives-

- A-Gather bombs and booby trap main plant-collect & deliver 5 bombs
- B-Destroy nuclear reactors
- C-Destroy all enemies

Enemies-Thunderbolt, Samson Tow Truck, Livingston truck

Walkthrough-

Destroy the Thunderbolt and the tow truck just leaving the huge but slow Livingston Truck. Now find the 5 bombs which are mostly near the small electrical buildings that shock you if you get close to them. After you have all the bombs go to the center building in the level and drop them off. Now go to one of the huge buildings with the doors that show the nuclear symbol on it. Shoot it to open it then make sure you have a good amount of life. Start shooting at the orange glowing reactor until it explodes and sends a shockwave at you doing some damage. With that done get some weapons and take out the huge yellow truck to end the level.

Level 6-Louisiana

Story-Obake is unable to conquer her qualms-these questions must be answered! She hooks into Dallas' circuits to access his memories. Indeed, Dallas carries Darius' brain! Lord Clyde had done this to Darius for botching the Stanford mission! Obake is dazed. It takes time for this shocking discovery to sink in...

Objectives-

- A-Move dirty money to large crypt-collect and deliver 5 briefcases
- B-Destroy sugar mills
- C-Destroy all enemies

Enemies-Moon Trekker, Dual Grubb Loader, Goliath Halftrack

Walkthrough-

In case you didn't know, the sugar mills are the picture that the game shows on the story screen. They are small rounded buildings that are over to the left when you start out. Destroy two of them to complete the objective and then take out the halftrack and the Moon Trekker. Now go over to the other sides where

the docks are and there should be anywhere from 1-3 briefcases there. Collect them and then raise the gates on the opposites sides using the gear by shooting it. When you hear the bell ringing you'll know that the land will be flooded so QUICKLY get some hydروفloaters on and go to the center swamp where the other briefcases are suspended in the air. When the water level gets high enough collect the rest of the briefcases. If you are having trouble with this method then wait for the water to lower and get under the briefcases. Wait for the alligator to come and it will chomp you sending you in the air high enough to get them. After you have all of them go to the crypt that in the corner of the swamp and deliver the briefcases. To end this REALLY annoying level take out the garbage truck and make sure not to get in front of him so he can't do his special.

Level 7-Florida

Story-Obake continues to delve into Darius' memories. Clearly, Darius knew many details of Clyde's actions, but had never told her, protecting her. She learns that Clyde had killed her father to destroy the competing Uzumi Power and then doctored her father's letter!!! Obake must carefully develop a plan of revenge...

Objectives-

A-Scavenge for nitrous oxide-collect 6 fuel cans

B-Destroy rocket transport

C-Destroy all enemies

Enemies-Dakota Stunt Cycle, Thunderbolt, Livingston Truck, Xanadu RV

Walkthrough-

When you start off you are right next to the rocket transport so take care of that by running into it over and over again. If you fail to do it now it might be launched by your enemies. Now take out the Thunderbolt, Livingston Truck, and Xanadu RV just leaving the puny stunt cycle. With only one car left look all over the island for fuel cans which are usually near the corners. Now go over to the small island with the gun tower and electric fence and there should be some more. If your still missing one then look by the shuttle that is docked. When you have all 6 then take out the Dakota Stunt Cycle. Now onto the last level!

Level 8-Pennsylvania(FINAL LEVEL)

Story-Obake is determined to rid the world of Clyde and his evil oil empire;neither is doing the world any good. Clearly, there are better sources of energy then oil! After this last mission, she will do the deed herself! Unfortunately, some locals are making things complicated. outta the way!

Objectives-

A-Rob train and hide cash near long bridge-collect & deliver 4 briefcases

B-Destroy mill buildings

C-Destroy all enemies

Enemies-Chrono Stinger, Wapiti 4WD, Wonderwagon THEN Vertigo

Walkthrough-

First off, the train will be coming by right away so get close to it and shoot every single car that passes by and the 4 briefcases should pop out. Collect them and then head left around the corner to the bridge with the little piece of land under it. Drop of the briefcases and then take out the Wonderwagon and the Wapiti just leaving Agent Chase who won't bother you much. Now keep running into the two large buildings till parts of them blow up. Keep blowing it up till you completed objective B. Now get some homing weapons since the cycle is very fast and take it out. With all the cars out of the way Chassey Blue will appear on your radar. This is an easy battle so just hit it over and over again with your special to destroy it and end the game.

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13 - E N D I N G M O V I E S

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WARNING! WARNING! WARNING!

This entire section is a huge spoiler in the game so if you don't want the ending ruined then just skip over this section and don't read it!

3.1-Wonderwagon Ending

You see the FBI Academy up close and Sheila comes bursting out of the doors on a skateboard with a graduation cap on. She throws the cap in the air and opens a book to reveal her first assignment. Inside there is a picture of Molo "The Bully" and a note that says "Good luck kid-Chassey".

THE END

3.2-Thunderbolt Ending

J.T. drives up to the Bail Bond building with a briefcase full of cash in the seat next to him. J.T. gets out and opens the trunk to reveal Nina Loco tied up in it. J.T. then drives away with the cash AND Nina since he doesn't really think Nina is that bad. (STILL a pretty dumb ending if you ask me)

THE END

3.3-Stunt Cycle Ending

You see Houston/Tanyah standing in front of the FBI building at night checking her watch for the time. Suddenly three stunt cycles fly over her head as she ducks and the three siblings get out. They all slap high fives with Houston and a newspaper comes up that says "Siblings Reunited" with a picture of them all hugging each other. (I think I'm going to cry...sniffle...sniffle):p

3.4-Grubb Dual Loader Ending

You see the garbage truck roaming through the canyons of Arizona and then the Garbage Man come out carrying the solar panels from Bob's car into a canyon with light all around it. He goes to a platform which then takes him up into the light and into a space ship! You see the clothes he was wearing drop down and then you see a funny little alien dude in the cockpit starting up the ship and next to him Bob with his helmet broken to reveal that Bob is really a... Oops, gotta have dinner, oh well, why don't you see it for yourself!:p

THE END

3.5-Moon Trekker Ending

The Moon Trekker pulls up to the Garbage Man who is on the ground unctious. The Trekker opens up to reveal Bob O. as he climbs out and looks over the edge to see the Garbage Man has vanished. Suddenly, the Garbage Man pulls Bob over and smashes his helmet. You see Bob scream after the Garbage Man who gets away in his truck with the Solar Panels in the back. (and no, I'm not going to tell you what Bob is :p)

THE END

3.6-Chrono Stinger Ending

Lord Clyde sits against his now recked limo as Chase gets out and picks up Clyde. Clyde gets his "cane of power"(as I like to call it) from behind his back and knocks Chase onto the dirt. Just as Clyde is about to kill him you see Obake knock out Clyde and drag him into the car. Just as Chase yells out "wait, Obake!" you see the two of them travel back through time.(Wait till ya see Clyde's ending!)

THE END

3.7-El Guerrero Ending

Nina backs her car up to the rear of a limo. As both of the trunks open Nina delivers a huge box with a little device on the back that says "ARMED". The window in the limo opens and Don Fuego gives Nina her money. As they drive away Nina presses a switch and watches the Don's limo blow up into little pieces. Before she can make her escape she slams on the brakes to find Torque with a shotgun waiting for her...

THE END

3.8-Palomino XIII Ending

You see through Dallas' eyes Houston get up from her smoking car. As Dallas grabs Houston and is about to shoot Houston in the head she has the flashback of the truck diving over the cliff(intro to game) and suddenly she remembers. Houston screams "No!" as she does some wacky moves on Dallas and then jumps on him as you see "FATAL ERROR" in Dallas' screen.(poor robot)

THE END

3.9-Blue Burro Bus Ending

You see Molo being chased by (what appears to be) Vertigo. Molo pulls the cord to let out his special weapon but is stunned to find it not working and to see a roller skate stuck as it blows up and sends the bus spinning. Next you see Molo with his hands behind his back and a new Sheila in a Chassey wannabe outfit with her FBI badge.

THE END

3.10-Samson Tow Truck Ending

You see Houston standing over Dallas 13(in Pennsylvania oddly enough)and then go in his car to get the time travel device. She sets it back and warps through with Convoy and her driving in the truck.(opening movie) She quickly turns the truck around and brings out the weapons to Clyde's surprisement...he he he

THE END

3.11-Livingston Truck Ending

You see Houston's truck pull up to a shack on the beach. Then you see Houston and Convoy knock on the number 12 door and exchange glances wondering why there is no answer. Then you see Torque answer the door and say "Whats up!". Now Convoy, Houston, T.J. and...Nina are on the beach relaxing with Convoy enjoying a drink and getting his vacation.

THE END

3.12-Vertigo Ending

You see Agent Chase in Pennsylvania kicking the ground and throwing down his badge and breaking it. Then you see another FBI badge thrown down and Chase looks up to see Chassey and they hug. Then Chase pulls out a gadget that says "WANTED! AWOL! WANTED!" showing a picture of Chase. As 4 futuristic police cars exit time portals you see the Chrono Stinger drive away while they are being chased...(think they can outrun all 4 of them??)

THE END

3.13-Goliath Halftrack Ending

heh...he he.....he he he.....ha ha ha ha ha!!!!!! You have to see this one for yourself!!!

THE END

3.14-Excelsior Stretch Ending

Clyde wakes up in his limo in the passenger seat. He looks up to see Obake driving and him in futuristic hand cuffs. Obake puts on the time travel device and starts to pick up speed. The limo crashes into Clyde's OMAR HQ and Obake teleports outta there just in time to hear Clyde scream "Noooooo!"(well I guess Clyde won't be returning in V8:3)

THE END

3.15-Tsunami Ending

You see OMAR HQ burning down as Tsunami makes the press release of a new energy and the re-birth of Uzumi Power as she sets the world straight. A "newspaper" comes by with the headline "Revolutionary New Power Source Discovered" with Obake in it. (and she even saved all the cute little bunnies too)

THE END

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4 - G A M E C O D E S
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These codes were for the Playstation version but also work for the Dreamcast version with some slight alterations.

WARNING! It has come to my attention from other people that once you put these codes in and SAVE a game that they will NEVER come off so please do this only when you are fooling around or if you are SURE you want to keep them on.

IMPORTANT!

To access the code menu go to Options and then Game Status and press the A BUTTON twice and hold the back left and back right buttons and you should see some dashes appear at the bottom of the screen. Then you can type in the following codes-

- JACK_IT_UP-faster and easier cars to control
- GO_SLOW_MO-slow motion, very annoying
- QUICK_PLAY-fast motion
- MORE_SPEED-fast cars
- BLAST_FIRE-stronger missiles
- RAPID_FIRE-fire missiles more quickly

GO_MONSTER-huge wheels for cars
GO_RAMMING-guess it takes more damage when you ram into cars?????
UNDER_FIRE-makes all the cars come to you, pretty useless code
NO_GRAVITY-stay in air longer when falling(my favorite code)
LONG_MOVIE-see all the ending movies!
OLD_LEVELS-play all the original levels!!!!
MIXES_CARS-use all types of unlocked cars in multiplayer
QUICK_PLAY-selects cars for you(another useless code)
HOME_ALONE-option to have NO enemies in arcade mode
HI_CEILING-go higher with hoverpods

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5 - L O C K E D & S E C R E T C A R S

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5.1-Locked Cars

Houston-

Complete John Torque's, Sheila's, and the All-Star Trio's quests and fulfill ALL of the objectives

Convoy-

Complete Houston's quest and fulfill ALL of the objectives

Lord Clyde-

Complete Dallas 13's, Nina Loco's, and Molo's quests and fulfill ALL of the objectives

Obake-

Complete Lord Clyde's quest and fulfill ALL of the objectives

Chassey Blue-

Complete Agent R. Chase's, Astronaut Bob O.'s, and Garbage Man's quests and fulfill ALL of the objectives.

Padre Destino-

Complete Chassey Blue's quest and fulfill ALL of the objectives.

5.2-Secret Cars

NOTE-Secret Cars are NOT available in Quest Mode and do NOT have an ending.

Wapiti 4WD-

Complete Padre Destino's quest and fulfill ALL of the objectives.

Marathon-

Complete Obake's quest and fulfill ALL of the objectives.

Xanadu RV-

Complete Convoy's quest and fulfill ALL of the objectives.

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6 - F U N S T U F F T O D O

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6.1-V8:2 Levels (New Levels)

Meteor Crater(Arizona)

- Blow up everything
- Get hit by a meteor
- Kill/get killed by that huge bug in the meteor
- Blow up the donut places and watch the huge donut roll around the level
- TRY to blow up the police car
- Go in the dark mines(transporter)
- Shoot the garage and it will open up
- Watch a romantic movie on the screen(ahhhhh)

Winter Games(Utah)

- Blow up everthing
- Go off the huge jump(with NO_GRAVITY code on)
- Go through the lodge doors to get on the deck
- Go up on the roof of the lodge
- Go in and out of the flags
- Go down the speed test
- Ride in the gondola
- Get hooked by the ski lift

Ghastly Bayou(Louisiana)

- Blow up everthing
- Get hit by the crocadile
- Trap the crocadile
- Raise the floodgates to flood the level
- Go through the crypt or house(transporter)
- Get trapped in the cage

Launch Site(Florida)

- Blow up evertything
- Get shocked by the elctrical fences
- Launch/Destroy the rocket
- Get launched up by going through the black transport on launch site
- Get burned while rocket is getting ready to launch
- Get hit by shark
- Get hit by gun towers
- Get yourself/someone else caught in the wind tunnels

Steel Mill(Pennsylvania)

- Blow up everthing
- Get liquid steel poured on you
- Switch train tracks to blow up train
- Destroy bridge(s) to blow up train

Nuclear Plant(Minnesota)

- Blow up everything
- Blow up nuclear reactors
- Get fried by blow generators
- Go into toxic waste rivers

Alaskan Pipeline(Alaska)

- Blow up everthing
- Go around in pipes and get shot out in the sky
- Blow up rig in the ocean
- Blow up glaciers in the ocean
- Go whale hunting
- Get hit by whale for going whale hunting

Pacific Harbor(California)

- Blow up everthing

- Blow up transport ship
- Go in lighthouse
- Blow up bridge
- Blow up all those annoying trucks for revenge for the drifter's quests
- Go into three tunnel building to be shot out in the ocean

 6.2-V8 Levels (Old Levels)

Secret Base (Nevada)

- Blow up everthing
- Launch all the stealths
- Get hit by laser cannons
- Watch the nifty comm satalites
- Blow up the water tower

Sand Factory (Utah)

- Blow up everything
- Watch sand mountain grow
- Go up all the sand conveyers
- Destroy the out-houses
- Look at the "Sand!" Ad
- Get launched out the tube in the sand refinery

Oil Fields (New Mexico)

- Blow up everything
- Look at the oil drills (anything that moves facinates me:p)
- Go through the fire/oil pipes
- ummmmm.....blow up everthing again?

Aircraft Graveyard (Arizona)

- Blow up everything
- Try to find your way around the level:p
- Get pulverized by the airplane smashers
- Then get even by blowing it up
- Watch some airplanes go off
- Blow open the hanger doors
- Find the United States sign and blow it up to reveal a secret area

Ghost Town (New Mexico)

- Blow up everything
- Watch the "purty" tornado go by
- Chase the train with all the secret weapons boxes
- ...and then destroy it
- Destroy the graves and hangman's stand in the ghost town
- Blow up the bridges
- Look at the cute little Indian village...and then destroy it

Hoover Dam (Arizona/Nevada)

- Blow up everything
- Get the "rainy day" version of the level
- Click the switch on the dam to electrify the water...
- ...while a friend is on it:p
- Go near that irresistable power plant that is calling out "It won't hurt THAT MUCH if you touch me"
- Blow it up because it tricked you

Valley Farms (California)

- Blow up everything

- Destroy those ANNOYING wind towers...
- ...and then get hit by the blade:p
- Blow up the blow things on the side of the river...
- ...and then get hit by the wave that comes

Casino City(Nevada)

- Blow up everything
 - Follow the blimp until it lands and get inside and drive it!!!!
 - Then try to kill your friend for blowing it up while you were inside
- it(Thanks a lot Chris!)
- Take a swim in the pool and relax(ahhhh)
 - Go under the garage in the buildings to find some nice weapons

Canyonlands(Utah)

- Blow up everthing
- Go in the center circle of ruins(transporter)
- Blow up the bridges
- Blow up the cute little town

Ski Resort(Colorado)

- Blow up everything
- Go up in the gondola
- Blow up the cool snow blowers
- Go in and out of the flags

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7 - C O M I N G U P !
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Nothing coming up unless it is a correction because I've really spent way too much time on this guide and neglecting my other guides.

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8 - C O P Y R I G H T & T H A N K Y O U S
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