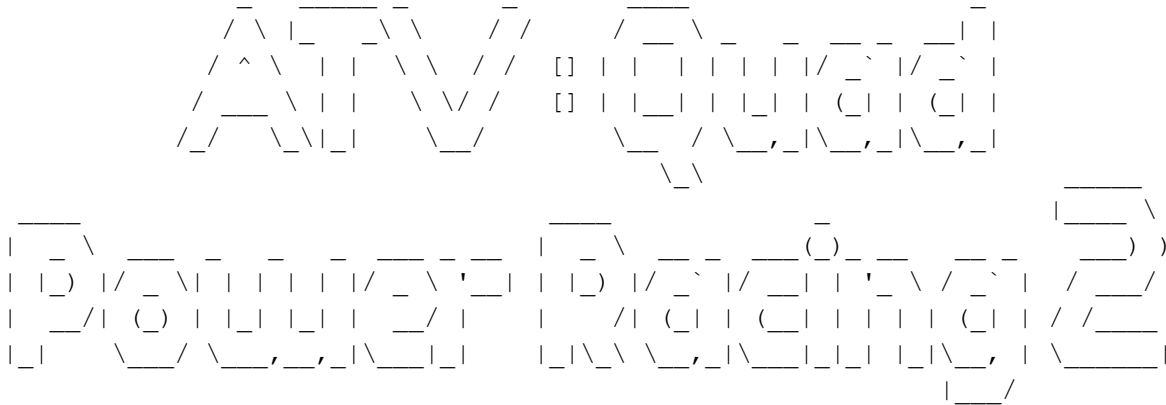


ATV Quad Power Racing 2 FAQ/Walkthrough

by KeyBlade999

Updated to vFinal on Feb 7, 2012

This walkthrough was originally written for ATV Quad Power Racing 2 on the GC, but the walkthrough is still applicable to the PS2 version of the game.



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|           ATV: Quad Power Racing 2           |
|           An FAQ/Walkthrough                 |
|           By KeyBlade999                     |
|                                               |
|           Total Size: 38.8 KB                |
|           Current Version: Final             |
|           Previous Update: 10:28 PM 9/28/2011 |
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-1. Donations*****ATV-1*****
While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

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CTRL+F System Format: **ATV##**

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1. Intro*****ATV1*****

Welcome to my eleventh FAQ thus far. This one is on the game of ATV: Quad Power Racing 2, a game that I thought I would hate. This is also GameFAQs's first complete FAQ for this game, so enjoy.

2. ATV Academy*****ATV2*****

I- Control Training **ATV21**

This is the simpler of the two training modes. This teaches you the basic skills of controlling an ATV.

- Lesson #1: Accelerate (A), then brake (B) and stop in the white box.
- Lesson #2: Use the boost (X) and stop in the white box.
- Lesson #3: Pop a wheelie (Down + A) all the way into the white box.
- Lesson #4: Get ALMOST into the white box and do a stoppie (Up + B) into it.
- Lesson #5: Do a left/right bicycle (Left/Right + L + A) into the white box.

Upon completing Lesson #5, you get the Dimension, an ATV.

II- Trick Training **ATV22**

This is the harder of the two training modes. This teaches you the most basic of tricks.

- Lesson #6: Just go over the ramp.
- Lesson #7: Use the Preload (R) (and the boost, if needed (half full)).
- Lesson #8: Do a Scissors trick (B + Up).
- Lesson #9: Do a Scissors (B + Up) and a Split X (B + Right) in mid-air.

Lesson #10: Do a flip (Up/down in mid-air).

Upon completing Lesson #10, you unlock the Viper, an ATV.

3. Career Mode*****ATV3*****

I- Basics **ATV31**

During the course of Career mode, you play in a championship that consists of five races. By winning races AND getting trick points, you achieve position points and move up or down in the standings. At the end of the five races, the rider with the most position points gets 1st Place, the second best gets 2nd Place, and the third best get 3rd Place. You have to achieve one of these to be able to continue on to a harder Career mode and new races.

II- Amateur痴 Tracks **ATV32**

Dunes (Lagoon)
Forest (White Water Trail)
Swamp (The Boardwalk)
Works (Quarry Pass)
Glacier (Glacier Climb)

III- Professional's Tracks **ATV33**

Dunes (Rocky Trail)
Forest (Big Bear Pass)
Swamp (Alligator Pass)
Works (Sewer Pipe Trail)
Glacier (Cave Pass)

IV- Superstar's Tracks **ATV34**

Dunes (Lighthouse Bay)
Forest (Waterfall Pass)
Swamp (Mangrove Trail)
Works (Industrial Trek)
Glacier (Polar Valley)

4. Single Race*****ATV4*****

This is self-explanatory. During this mode, you can choose any rider, ATV, and track you wish. The race can be anywhere from one to twenty laps long. You can only use the tracks you have unlocked, however.

5. Arcade Mode*****ATV5*****

This is a mode in which you race against the clock during a race. During this, you attempt to complete a track without running out of time. Going through checkpoints give you some extra time. Completing this completely will give you the ATC, the best ATV in this game.

6. Freestyle*****ATV6*****

This allows you to practice tricks, gain points, and break records. You can do a one minute, three minute, five minute, or ten minute round to break score records. You can use the infinite time mode to easily break other records, such as biggest air or longest jump. During this, choose an ATV that is best suited for tricks, not racing.

7. Challenges*****ATV7*****

I- Ground **ATV71**

- (1) It is best to slow down at the turns. Cones add one second to your time, which is bad.
- (2) Just do a wheelie. It may require some practice, though, to get the hang

of the wheelie on and off the ramps.

- (3) It is best to slow down at the turns. Cones add one second to your time, which is bad.
- (4) Do a stoppie. Actually, I have no idea how I beat this, afterwards, I still couldn't. If you know how, e-mail me!
- (5) At the gaps, use the preload to easily clear them, and careful at those turns.
- (6) It is best to slow down at the turns. Cones add one second to your time, which is bad.
- (7) Just do a wheelie. It may require some practice, though, to get the hang of the wheelie on and off the ramps.
- (8) Do a bicycle. It is best to practice in Freestyle and do the bicycle a lot so you can get the hang of switching bicycles to be able to not crash just because the bicycle lasts too long.

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II- Tower **ATV72**

- (1) Be slow at the turns; they're pretty sharp!
- (2) Still be careful at turns.
- (3) ???
- (4) ???

8. Time Trial*****ATV8*****

In this mode, you race against the clock in any of the tracks you have made available. The records are based on times for one lap.

During this, you get a full boost at the start of the lap which you may use whenever you want. At the start of the next lap, the gauge is refilled and the timer is reset. Attempt to beat records!

You cannot do most tricks, and those you CAN do give no points whatsoever.

9. Custom*****ATV9*****

First, unlock this by completing all of the Career championships. This is a requirement.

During this, you can make your own championship. In other words, you select which and how many tracks you want. You can select how many laps there are in each race. You select the CPU level. You can also choose how the points are distributed.

10. Multiplayer*****ATV10*****

I- Basics **ATV101**

Multiplayer is just as it says. For this game, you and one more friend - just one - can play together in one of four modes. You will need two controllers - one for you and one for your friend - to use this.

During this, both players can use any of the unlocked stuff on the profile that "Multiplayer" was selected in. Therefore, if the ATC is unlocked, and you/him want it, you would have to select "Multiplayer" in the profile in which the ATC has been unlocked. It is the same with the race tracks and riders.

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II- Modes **ATV102**

Single Race

It is simply one race. There are six CPU opponents. You can use any unlocked track, rider, and bike you want. You can have a 1-20 lap race.

Head-to-Head

This is another single race, but it is just you and the other player. There are

no CPU opponents. You may choose any unlocked track, rider, or ATV you want. The race can be 1-20 laps.

Championship

In this mode, you make a championship similar to those in Career mode with any unlocked tracks you have. You select the laps, ATVs, and riders used. The points can be distributed however you wish over the course of these races. The race can be made to give points to the fastest, the tricksters, or have a sort of balance.

Freestyle

In this mode, you and your friend compete for points. There are no CPU opponents. You select the time (1, 3, 5, or 10 minutes; infinite), your rider, and your ATV. Your rider's skill level will affect the tricks you can do, and therefore affect your score.

11. Options Menu*****ATV11*****

Audio

Use this to change various volumes.

Controller

Turn the rumble (vibration) on or off.

Profiles

Go to/create a different profile.

Credits

Show the game credits. As far as I can see, this shows that this game was only released in the US and Europe.

12. ATVs*****ATV12*****

I- Stat Meanings **ATV121**

All eleven ATVs in this game have five stats. These five stats are "Top Speed", "Acceleration", "Handling", "Stability", and "Air Rating." These five stats all seriously affect how the bike, and you, will do while racing. The meanings are as follows:

Top Speed - This is basically the fastest you can go on the ATV. Usually, it is pretty fast. This is a very important stat for races and necessary to help complete jumps on ramps for longer distances. The closer to 5/5, the higher the top speed. Depending on the situation, it may or may not be helpful; usually is, though.

Acceleration - This is how fast you speed up. This is important so that you can tell which is best in races, because this and top speed are best paired on a basis of averages. Just because an ATV has a high top speed doesn't mean it'll get there fast enough to make a difference. The closer to 5/5, the quicker you accelerate.

Handling - My best guess is how well the ATV takes turns. Some cannot take a turn too well, and consequently make a wide turn, usually crashing if you're not used to the ATV. This won't matter too much as long as you can time your turns well enough to not make very wide turns. The closer to 5/5, the better the ATV handles.

Stability - Another I had to take a guess on. My guess: how likely the ATV will turn over or flip, causing the rider to fly off and lose valuable time - and if doing big trick combos (x14 or x15), be devastatingly frustrating, annoying, and angering. The closer to 5/5, the less likely the bike is to turn over.

Air Rating - Easy enough. This is how much "air" (the height of a jump) that the ATV can gain. This is great in doing trick combos, but not so much in races, as it may make you lose time and speed. This can easily be shown by using the preload. The closer to 5/5, the more air the ATV will gain upon going off a ramp or using the preload.

Well, those are the five stats. They all work together to make an ATV. Some stats are based on your own skill, while the others affect how you show that skill. It is simple enough to understand.

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II- Format **ATV122**

The ATV stats will be in the following format:

[Name]

Top Speed - x/5
Acceleration - x/5
Handling - x/5
Stability - x/5
Air Rating - x/5

Description - A basic idea of what these stats mean and some other stuff.

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III- The ATVs **ATV123**

Bandit

Top Speed - 2/5
Acceleration - 2/5
Handling - 2/5
Stability - 5/5
Air Rating - 2/5

Description - This is your basic ATV and one you start out with. When just starting out, I recommend this one. It can go a rather slow speed, but it never turns over much. You should use the boost and preload on ramps, though. It is best used in races.

Blaze

Top Speed - 2/5
Acceleration - 1/5
Handling - 2/5
Stability - 5/5
Air Rating - 3/5

Description - Another ATV you have at the start. This has a low top speed, and gets there even slower. It handles okay, and is very stable, so don't fear those huge turns. It has a higher air rating than the Bandit, so use this for areas where you can get big air or in the Freestyle matches.

Charger

Top Speed - 2/5
Acceleration - 2/5
Handling - 1/5
Stability - 5/5
Air Rating - 3/5

Description - This ATV is sort of a mix of the Bandit and Blaze. Recommended

for those used to low handling. It has the same top speed, and can get there in a half-decent time. It is also stable, so no worries when turning. This ATV also gets decent air. This, early on, will be your all-rounder, once you get used to how it handles.

Viper

Top Speed - 2/5
Acceleration - 3/5
Handling - 2/5
Stability - 4/5
Air Rating - 3/5

Description - This is where you start unlocking ATVs. It gets to the usual top speed faster than usual. It handles okay, but is less stable. It won't kill you, though. It also gets some decent air, so be ready to do some tricks. This is another all-rounder.

Dimension

Top Speed - 3/5
Acceleration - 2/5
Handling - 3/5
Stability - 4/5
Air Rating - 3/5

Description - This has a higher top speed than before, so it will be more of use to you in races. It has the usual acceleration, and handles decently. It has less stability than the earlier ATVs, but one point isn't the end of the world. It also can get some good air, so it will be mainly used in races, primarily the Works areas.

Skyrider

Top Speed - 4/5
Acceleration - 3/5
Handling - 4/5
Stability - 2/5
Air Rating - 4/5

Description - It has a higher top speed and acceleration than before, making it much faster than your first five ATVs. It also can handle better. It is also, unfortunately, much less stable, so be careful around turns and when running into others. They don't call it the Skyrider for nothing, though - it can get some real good air! It can be used as an all-rounder.

Blaster

Top Speed - 3/5
Acceleration - 4/5
Handling - 4/5
Stability - 2/5
Air Rating - 5/5

Description - This one, although with a lower top speed, can get back on its feet - or in this case, wheels - make quicker with the higher acceleration. It also handles greatly, but is somewhat unstable. It has the highest air of most the ATVs in this game. This ATV's primary usage will likely be in Freestyle.

Challenger

Top Speed - 4/5

Acceleration - 3/5
Handling - 3/5
Stability - 3/5
Air Rating - 4/5

Description - This is probably the most average of all the ATVs thus far. It has a decent top speed and acceleration. It handles okay and is very stable for a fast ATV. It can also get a good amount of air in a decent jump. This will likely be an all-rounder.

Storm

Top Speed - 4/5
Acceleration - 5/5
Handling - 5/5
Stability - 2/5
Air Rating - 4/5

Description - This ATV is fairly fast, but this is the ATV is the one that can get there the fastest (thus far). It also handles REALLY well, but is somewhat unstable. It can also get a decent amount of air. It is likely an all-rounder, but is better suited for races in areas with a high air rating, such as the Works.

Eagle

Top Speed - 5/5
Acceleration - 4/5
Handling - 4/5
Stability - 2/5
Air Rating - 5/5

Description - This is the fastest ATV yet, and it can get there in a decent amount of time. It handles pretty dang well, but is rather unstable. It also gets a GREAT amount of air. This is likely to be one of your all-rounders, primarily in races.

ATC

Top Speed - 5/5
Acceleration - 5/5
Handling - 5/5
Stability - 2/5
Air Rating - 5/5

Description - This is my favorite ATV. The ATC is the fastest ATV of them all, and it gets there the fastest. It can also handle amazingly well. It gets HUGE air on jumps, too! Unfortunately, it is the most unstable, so be careful. Nevertheless, once you unlock this, you should use just this, as this is the ultimate all-rounder in this game.

13. Riders*****ATV13*****

I- Stat Meanings **ATV131**

All of the riders in this game have their performance subject to five stats: Rank, Ability, Technique, Aggression, and Strength. Here are the layman definitions:

Rank - This is whether they are a Newbie, Pro, Star, or Master. This affects what tricks they are allowed to do. There are seven ranks: Newbie, Rookie, Amateur, Pro, Star, Superstar, and Master.

Ability - I am rather unsure what this does or how it works. I assume that it

affects how well the riders drive/control their ATVs. The closer to 5/5, the more ability that person has.

Technique - Another one I am unsure of. I assume that this affects how well the tricks are done. The closer to 5/5, the more ability that person has.

Aggression - I believe that is how angrily the rider will strike out when kicking (Z button). It probably works in conjunction with Strength to knock opponent riders off their ATVs. Another possibility is that it may affect how much boost is taken from a kick. Either way, the closer to 5/5, the more aggression that the rider has.

Strength - This is basically their strength. The more strength the rider has, the more likely he/she is to kick off opposing riders. The closer to 5/5, the more strength the rider has.

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II- Format **ATV132**

[Name]

Rank* - x/6 [title]
Ability - x/5
Technique - x/5
Aggression - x/5
Strength - x/5

*Rank has seven levels. 0/6 is Newbie, 1/6 is Rookie, 2/6 is Amateur, 3/6 is Pro, 4/6 is Star, 5/6 is Superstar, and 6/6 is Master.

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III- The Riders **ATV133**

Cletus Jones

Rank - 2/6 [Amateur]
Ability - 1/5
Technique - 2/5
Aggression - 2/5
Strength - 3/5

Skip Johnson

Rank - 0/6 [Newbie]
Ability - 1/5
Technique - 2/5
Aggression - 2/5
Strength - 2/5

Buddy Fox

Rank - 0/6 [Newbie]
Ability - 1/5
Technique - 1/5
Aggression - 4/5
Strength - 4/5

Gabrielle Garner

Rank - 1/6 [Rookie]
Ability - 2/5
Technique - 2/5
Aggression - 1/5
Strength - 3/5

Ben Rogers

Rank - 0/6 [Newbie]
Ability - 2/5
Technique - 1/5
Aggression - 4/5
Strength - 2/5

Amber Nash

Rank - 0/6 [Newbie]
Ability - 1/5
Technique - 1/5
Aggression - 5/5
Strength - 3/5

Madison Mackenzie

Rank - 2/6 [Amateur]
Ability - 2/5
Technique - 2/5
Aggression - 3/5
Strength - 3/5

Faith Heights

Rank - 2/6 [Amateur]
Ability - 2/5
Technique - 1/5
Aggression - 1/5
Strength - 2/5

Savannah Albright

Rank - 2/6 [Amateur]
Ability - 2/5
Technique - 2/5
Aggression - 1/5
Strength - 3/5

Sandy Peaks

Rank - 1/6 [Rookie]
Ability - 2/5
Technique - 1/5
Aggression - 3/5
Strength - 1/5

Armando Castillo

Rank - 0/6 [Newbie]
Ability - 1/5
Technique - 2/5
Aggression - 4/5
Strength - 3/5

Chuck Miller

Rank - 2/6 [Amateur]
Ability - 2/5
Technique - 2/5
Aggression - 4/5
Strength - 2/5

Devil Girl

Rank - 6/6 [Unknown]
Ability - 4/5

Technique - 5/5
Aggression - 5/5
Strength - 5/5

Troll

Rank - 6/6 [Unknown]
Ability - 4/5
Technique - 4/5
Aggression - 5/5
Strength - 5/5

Doug Gust

Rank - 5/6 [Superstar]
Ability - 4/5
Technique - 5/5
Aggression - 2/5
Strength - 5/5

Dana Creech

Rank - 6/6 [Master]
Ability - 5/5
Technique - 5/5
Aggression - 3/5
Strength - 4/5

Jasmin Plante

Rank - 4/6 [Star]
Ability - 4/5
Technique - 3/5
Aggression - 4/5
Strength - 2/5

Jason Luburgh

Rank - 3/6 [Pro]
Ability - 3/5
Technique - 4/5
Aggression - 2/5
Strength - 1/5

Jeremiah Jones

Rank - 6/6 [Master]
Ability - 4/5
Technique - 5/5
Aggression - 5/5
Strength - 2/5

Johnny Hale

Rank - 4/6 [Star]
Ability - 3/5
Technique - 3/5
Aggression - 4/5
Strength - 4/5

Keith Little

Rank - 3/6 [Pro]
Ability - 3/5
Technique - 3/5
Aggression - 4/5
Strength - 3/5

Kory Ellis
Rank - 3/6 [Pro]
Ability - 3/5
Technique - 3/5
Aggression - 2/5
Strength - 5/5

Shane Hitt
Rank - 4/6 [Star]
Ability - 3/5
Technique - 4/5
Aggression - 2/5
Strength - 3/5

Tim Farr
Rank - 5/6 [Superstar]
Ability - 5/5
Technique - 4/5
Aggression - 2/5
Strength - 4/5

14. Tracks*****ATV14*****

I- Format **ATV141**

[Name]

Air Rating - x/5 (How easy it is to get air. The closer to 5/5, the easier.)

Championship - Amateur/Professional/Superstar

II- The Tracks **ATV142**

Dunes (Lagoon)

Air Rating - 3/5

Championship - Amateur

Forest (White Water Trail)

Air Rating - 2/5

Championship - Amateur

Swamp (The Boardwalk)

Air Rating - 3/5

Championship - Amateur

Works (Quarry Pass)

Air Rating - 5/5

Championship - Amateur

Glacier (Glacier Climb)

Air Rating - 2/5

Championship - Amateur

Dunes (Rocky Trail)

Air Rating - 4/5

Championship - Professional

Forest (Big Bear Pass)

Air Rating - 2/5

Championship - Professional

Swamp (Alligator Pass)

Air Rating - 3/5

Championship - Professional

Works (Sewer Pipe Trail)
Air Rating - 5/5
Championship - Professional

Glacier (Cave Pass)
Air Rating - 2/5
Championship - Professional

Dunes (Lighthouse Bay)
Air Rating - 3/5
Championship - Superstar

Forest (Waterfall Pass)
Air Rating - 3/5
Championship - Superstar

Swamp (Mangrove Trail)
Air Rating - 3/5
Championship - Superstar

Works (Industrial Trek)
Air Rating - 5/5
Championship - Superstar

Glacier (Polar Valley)
Air Rating - 2/5
Championship - Superstar

15. Tricks*****ATV15*****

I- Format **ATV151**
[Trick Name]
Button Combination - ? + ? + ? (in air/on ground)
Air Rating - x/5
Skill Level Needed - x/6 [Title]
Points - xxxxxx

II- The Tracks **ATV152**

Wheelie
Button Combination - Down + A (on ground)
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - (varies by length)

Stoppie
Button Combination - Up + A (on ground)
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - (varies by length)

Left Bicycle
Button Combination - Left + L + A (on ground)
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - (varies by length)

Right Bicycle
Button Combination - Right + L + A (on ground)

Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - (varies by length)

Backflip

Button Combination - Down (in air)
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - 400 points

Frontflip

Button Combination - Up (in air)
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - 600 points

360

Button Combination - Left/Right (in air) (for a 360 rotation)
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - 360 points

Big Air

Button Combination - [no combo] Get huge air
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - 1,000 points

Awesome

Button Combination - [no combo] (varies)
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - 1,000 points

Hoopa ****FREESTYLE ONLY****

Button Combination - [no combo] Go through the blue hoops
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - 500 points

Cage Jump ****FREESTYLE ONLY****

Button Combination - [no combo] Go through the cages
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - 600 points

Gap Jump ****FREESTYLE ONLY****

Button Combination - [no combo] (conditions unknown)
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - (varies)

Truck Leap ****FREESTYLE ONLY****

Button Combination - [no combo] Leap over the trucks successfully
Air Rating - ?/5
Skill Level Needed - 0/6 [Newbie]
Points - 800 points

Double Ramp ****FREESTYLE ONLY****

Button Combination - [no combo] Do two ramps in succession

Air Rating - 2/5
Skill Level Needed - 0/6 [Newbie]
Points - 800 points

Scissors

Button Combination - B + Up (in air)
Air Rating - 1/5
Skill Level Needed - 0/6 [Newbie]
Points - 1,000 points

Split X

Button Combination - B + Right (in air)
Air Rating - 1/5
Skill Level Needed - 0/6 [Newbie]
Points - 1,250 points

Super-Man

Button Combination - B + Down (in air)
Air Rating - 1/5
Skill Level Needed - 0/6 [Newbie]
Points - 1,500 points

Can-can

Button Combination - B + Left (in air)
Air Rating - 1/5
Skill Level Needed - 0/6 [Newbie]
Points - 1,750 points

Barhop

Button Combination - Y + Up (in air)
Air Rating - 1/5
Skill Level Needed - 1/6 [Rookie]
Points - 2,250 points

Nac Nac

Button Combination - Y + Right (in air)
Air Rating - 1/5
Skill Level Needed - 1/6 [Rookie]
Points - 2,500 points

Seat Grab

Button Combination - Y + Down (in air)
Air Rating - 1/5
Skill Level Needed - 1/6 [Rookie]
Points - 2,750 points

Saran Wrap

Button Combination - Y + Left (in air)
Air Rating - 1/5
Skill Level Needed - 1/6 [Rookie]
Points - 3,000 points

Surfer

Button Combination - X + Up (in air)
Air Rating - 2/5
Skill Level Needed - 2/6 [Amateur]
Points - 4,000 points

Rodeo

Button Combination - X + Right (in air)

Air Rating - 2/5
Skill Level Needed - 2/6 [Amateur]
Points - 4,250 points

Heart Attack

Button Combination - X + Down (in air)
Air Rating - 2/5
Skill Level Needed - 2/6 [Amateur]
Points - 4,500 points

Clicker

Button Combination - X + Left (in air)
Air Rating - 2/5
Skill Level Needed - 2/6 [Amateur]
Points - 4,750 points

Yogi

Button Combination - R + Up (in air)
Air Rating - 3/5
Skill Level Needed - 3/6 [Pro]
Points - 5,000 points

Bike Spin

Button Combination - R + Right (in air)
Air Rating - 3/5
Skill Level Needed - 3/6 [Pro]
Points - 5,250 points

Lazy Boy

Button Combination - R + Down (in air)
Air Rating - 3/5
Skill Level Needed - 3/6 [Pro]
Points - 5,500 points

Pendulum

Button Combination - R + Left (in air)
Air Rating - 3/5
Skill Level Needed - 3/6 [Pro]
Points - 5,750 points

Cardova

Button Combination - A + X + Up (in air)
Air Rating - 4/5
Skill Level Needed - 4/6 [Star]
Points - 7,000 points

Handstand Spin

Button Combination - A + X + Right (in air)
Air Rating - 4/5
Skill Level Needed - 4/6 [Star]
Points - 7,250 points

Cliffhanger

Button Combination - A + X + Down (in air)
Air Rating - 4/5
Skill Level Needed - 4/6 [Star]
Points - 7,500 points

Turn Around

Button Combination - A + X + Left (in air)

Air Rating - 4/5
Skill Level Needed - 4/6 [Star]
Points - 7,750 points

Scarecrow

Button Combination - A + B + Up (in air)
Air Rating - 5/5
Skill Level Needed - 5/6 [Superstar]
Points - 8,000 points

Break Spin

Button Combination - A + B + Right (in air)
Air Rating - 5/5
Skill Level Needed - 5/6 [Superstar]
Points - 8,250 points

Reverse Spin

Button Combination - A + B + Down (in air)
Air Rating - 5/5
Skill Level Needed - 5/6 [Superstar]
Points - 8,500 points

Airwalk

Button Combination - A + B + Left (in air)
Air Rating - 5/5
Skill Level Needed - 5/6 [Superstar]
Points - 8,750 points

Surfer Flip

Button Combination - A + Y + Up (in air)
Air Rating - 5/5
Skill Level Needed - 6/6 [Master]
Points - 10,000 points

Log Run

Button Combination - A + Y + Right (in air)
Air Rating - 5/5
Skill Level Needed - 6/6 [Master]
Points - 10,250 points

Handstand

Button Combination - A + Y + Down (in air)
Air Rating - 5/5
Skill Level Needed - 6/6 [Master]
Points - 10,500 points

Pommel Horse

Button Combination - A + Y + Left (in air)
Air Rating - 5/5
Skill Level Needed - 6/6 [Master]
Points - 10,750 points

16. Cheat Codes*****ATV16*****

Thanks to Gabersnake for the submission of most of these!

When creating a profile, enter one of these as your name. You'll get a confirmation message and the cheat's effect. You activate as many as you want.

[Cheat]
GINGHAM

[Effect]
All stats are maxed out.

DOUBLEBARREL	Unlock all challenges.
REDROOSTER	Unlock all championships.
GOLDRUSH	Everything is unlocked.
BUBBA	All riders available.
ROADKILL	All tracks available.
FIDDLERSELBOW	All tricks available (Master Skill Level).
GENERALLEE	All ATVs unlocked.

17. Unlockables*****ATV17*****

ATVs:

~~ Dimension	- Complete the Control Training in the ATV Academy.
~~ Viper	- Complete the Trick Training in the ATV Academy.
~~ Skyrider	- Obtain 2 Gold medals in Career mode.
~~ Blaster	- Obtain 5 Gold medals in Career mode.
~~ Challenger	- Obtain 7 Gold medals in Career mode.
~~ Storm	- Obtain 10 Gold medals in Career mode.
~~ Eagle	- Obtain 12 Gold medals in Career mode.
~~ ATC	- Complete all 15 races in Arcade mode successfully.

Riders:

~~ Dana Creech (Master)	- Achieve Gold medals in Challenge mode
~~ Devil Girl (Unknown)	- Achieve Gold medals in Challenge mode
~~ Doug Gust (Superstar)	- Achieve Gold medals in Challenge mode
~~ Jasmin Plante (Star)	- Achieve Gold medals in Challenge mode
~~ Jason Luburgh (Pro)	- Achieve Gold medals in Challenge mode
~~ Jeremiah Jones (Master)	- Achieve Gold medals in Challenge mode
~~ Johnny Hale (Star)	- Achieve Gold medals in Challenge mode
~~ Keith Little (Pro)	- Achieve Gold medals in Challenge mode
~~ Kory Ellis (Pro)	- Achieve Gold medals in Challenge mode
~~ Shane Hitt (Star)	- Achieve Gold medals in Challenge mode
~~ Tim Farr (Superstar)	- Achieve Gold medals in Challenge mode
~~ Troll (Unknown)	- Achieve Gold medals in Challenge mode

Tracks:

~~ Dunes (Lighthouse Bay)	- Beat it in Career or Arcade mode
~~ Dunes (Rocky Trail)	- Beat it in Career or Arcade mode
~~ Forest (Big Bear Pass)	- Beat it in Career or Arcade mode
~~ Forest (Waterfall Pass)	- Beat it in Career or Arcade mode
~~ Glacier (Cave Pass)	- Beat it in Career or Arcade mode
~~ Glacier (Glacier Climb)	- Beat it in Career or Arcade mode
~~ Glacier (Polar Valley)	- Beat it in Career or Arcade mode
~~ Swamp (Alligator Pass)	- Beat it in Career or Arcade mode
~~ Swamp (Mangrove Trail)	- Beat it in Career or Arcade mode
~~ Works (Industrial Trek)	- Beat it in Career or Arcade mode
~~ Works (Quarry Pass)	- Beat it in Career or Arcade mode
~~ Works (Sewer Pipe Trail)	- Beat it in Career or Arcade mode

Tricks:

~~ Barhop (2,250 points)	- Reach the Skill Level of Rookie
~~ Nac Nac (2,500 points)	- Reach the Skill Level of Rookie
~~ Seat Grab (2,750 points)	- Reach the Skill Level of Rookie
~~ Saran Wrap (3,000 points)	- Reach the Skill Level of Rookie
~~ Surfer (4,000 points)	- Reach the Skill Level of Amateur
~~ Rodeo (4,250 points)	- Reach the Skill Level of Amateur
~~ Heart Attack (4,500 points)	- Reach the Skill Level of Amateur
~~ Clicker (4,750 points)	- Reach the Skill Level of Amateur
~~ Yogi (5,000 points)	- Reach the Skill Level of Pro
~~ Bike Spin (5,250 points)	- Reach the Skill Level of Pro
~~ Lazy Boy (5,500 points)	- Reach the Skill Level of Pro
~~ Pendulum (5,750 points)	- Reach the Skill Level of Pro

- ~~ Cardova (7,000 points) - Reach the Skill Level of Star
- ~~ Handstand Spin (7,250 points) - Reach the Skill Level of Star
- ~~ Cliffhanger (7,500 points) - Reach the Skill Level of Star
- ~~ Turn Around (7,750 points) - Reach the Skill Level of Star
- ~~ Scarecrow (8,000 points) - Reach the Skill Level of Superstar
- ~~ Break Spin (8,250 points) - Reach the Skill Level of Superstar
- ~~ Reverse Spin (8,500 points) - Reach the Skill Level of Superstar
- ~~ Airwalk (8,750 points) - Reach the Skill Level of Superstar
- ~~ Surfer Flip (10,000 points) - Reach the Skill Level of Master
- ~~ Log Run (10,250 points) - Reach the Skill Level of Master
- ~~ Handstand (10,500 points) - Reach the Skill Level of Master
- ~~ Pommel Horse (10,750 points) - Reach the Skill Level of Master

18. Credits*****ATV18*****

- ~ The sites that have accepted this.
- ~ You for reading this.
- ~ Gabersnake for submitting most of the cheat codes to GameFAQs.

19. Version History*****ATV19*****

(As of the finalized version, all previously written updates were deleted.)

- Final - After a few weeks, I am finished. 4/12/2010
- Changed ASCII and Legal. 9/28/2011

20. Legalities*****ATV20*****

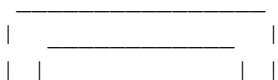
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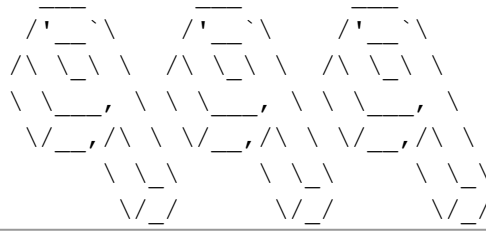
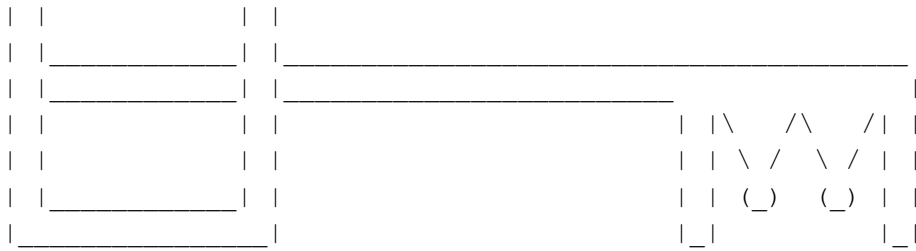
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM me on the GameFAQs message boards.

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KeyBlade999

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