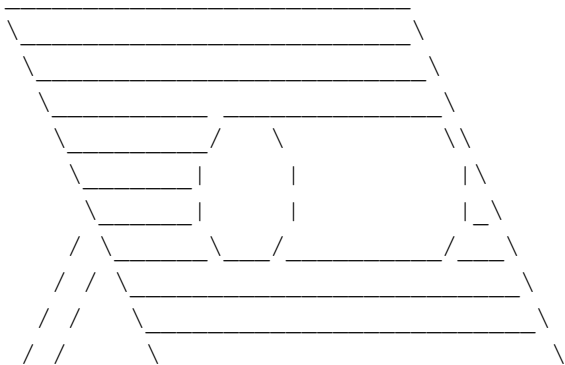


Rollergames Walkthrough

by The Lost Gamer

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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Rollergames. You can e-mail me at ilovecartoonssomuch@yahoo.com, but make the subject blank if you do so I don't delete it by accident.

And, just for yo' enjoyment, I'm puttin' in various spurts of incorrect lingo in this guide. Hey, roller skating is out. Roller blading is in now (actually skateboarding is).

002-Story

Get ready to be rocked, rattled and rolled!

Short on funds for a worldwide terrorist blitz, the underground criminal organization VIPER (Vicious International Punks and Eternal Renegades) has infiltrated RollerGames - the most popular sport of the 21st century. With

their greedy sights set on the games' mega prize money, they've corrupted three skating teams and abducted the games' beloved commissioner, Emerson "Skeeter" Bankhead. Now, somewhere beneath the city, he sits bound and gagged, at the mercy of these cowardly creeps.

The CIA and FBI lack the speed, cunning and sheer brute force for this job. So it's up to you and your own three teams of free-wheeling skate wizards to rescue the commissioner and stop VIPER from unleashing its venom on the entire city. This is one fight that cannot be fought like a gentleman. You're going to have to take it to the streets, the sewers, the junkyards - just about any place your eight wheels can go (and even a few places they can't).

But even your cat-like reflexes won't guarantee success as you choose and lead your teams through the six muscle-aching stages, all peppered with dastardly deathtraps. Open manholes, greasy oil slicks, combat helicopters and blood-thirsty dogs are just a few of the dangers that await you.

Of course, you'll also have to punch and body slam your way past chop happy judo masters, skateboard thugs, motorcycle madmen and more.

And considering the odds of survival, now might be a good time to hang up your skates and bow out gracefully. But remember, the lives of thousands are hanging in the balance. And if you choose to accept this job and fall flat somewhere along the way, you can count on VIPER to roast your ball bearings for dinner!

003-Walkthrough

003a-Bad Attitude

You get to choose one of three teams. They be da T-birds, Hot Flash, and The Rockers. I really doesn't matter which one you pick, as there's not much difference between them. It's basically only a decision to show which character you play as.

After you choose, a totally freaky old lady threatens you by sayin', "Enter my zone and you'll never leave." Ooooh, I'm SOOO scared.

Time to show off some of yo' mad skills. Skate right, and you go down a ramp. Jump off it and jump when you hit the ground (a tricky double jump, made harder due to the lame controls). Follow the road northeast and east. Press A while on the ramp to do a kick-a super jump off the ramp and over a big gap.

Follow the road. Some punks will attack you, so press B and show 'em who's boss. There'll also be a bunch of holes on the ground to impair yo' way. Weak, dude.

Just follow the road while avoidin' the potholes and beatin' the thugs. You do another double jump, and past that is fight time.

In the fight, press B to punch and A to jump attack. You can hold B and press A to do a special move, but you only get three, which is a load of crap. Sometimes when you press B, you grab a punk by the head, bash his head against yo' thigh a bit, and throw him away. Two normal hits kills one of the dudes. You fight five of these dudes.

When you beat them, follow the road. The potholes appear to be gone, but you have plenty of punks. As soon as you start headin' west, be close to the bottom part of the screen.

You'll go up a ramp. Barrels will come at you, donkey kong style. Jump over them, and continue west. The road splits off, but if you're on the bottom half, you don't fall off suddenly. Jump over the gap you come to.

Back on normal road again. Follow it south and continue west. Barrels attack you here. Jump to avoid them. Past the barrels, you have more fightin' to do.

Beat the five punks, and go through the door that opens to get to another part of this level. Totally unrighteous. But it's somewhat easy.

Follow the road. You start headin' north. Here the army attacks you with hand grenades. They make small craters in the ground, which you have to avoid.

Lucky for you, the programmers messed up. Just go as far right as you can (you'll stop when you hit the wall) and just go north from there, free from harm.

When you have to go east, go west and align yo'self with the dotted line. Now go east as fast as you can.

Do a big jump off the ramp. You land on a platform, which you have to jump off of immediately. You land on another platform which you have to jump off of. Basically, you do a lot of jumps in a row. When you finish them, go east to the final fight.

Gee, this is a lot like TMNT 3. What a rip.

Beat the five punks that attack you. When they're done, a big guy will come out and attack you. Four moves gets him. When he's done, a weird boss comes out. Go up to avoid bein' hit.

He runs left and right really fast (kamikaze attack). Then he stops to catch his breath and continues again. Beat him when he rests to beat the level.

003b-Broken Freeway

Next level. Choose yo' team again.

You get a message sayin' even though you gave the Bad Attitude a royal punkin', they may come back for more (they don't). Then you get told that you gotta cross a broken freeway to

get to the maniacs.

Go in the middle of the freeway. Jump over the road block and go to the bottom of the screen. Jump over the two road blocks there too.

Past them, the road breaks up. Jump over the gaps (head north while doin' so to avoid another roadblock). You'll see some arrows pointin' down. Stay at the top of the screen (in the lane three from the bottom).

Jump the gap and go up as far as you can. Jump the roadblock here. Two motorcyclin' dudes come here. Bash them from behind before they reach the right part of the screen (then they turn on you, which does not fail to hurt). Do the same for the next group of two dudes.

After beatin' them, get in the second lane from the bottom (some arrows point at it). Jump over the gap. Then ride right, and jump over the hella big gap.

Get in the northwest corner (as close as you can get). The instant you see somethin' enter the screen, move down. Hey, you didn't get hit by the motorcycle dudes! Get back in the corner and do it again for a second time.

Jump the gap. Now it's arrow time. Go down (a little past the arrow tips) and jump the ramp. Go up (a little past the arrow tips) and jump the ramp. Go down (a little past the arrow tips) and jump the ramp.

Ride right here. Be on the bottom half of the screen. Look at the top half of the screen. THE SECOND you see somethin' happen, jump. THE SECOND you land, jump again. Do this again and again to avoid bein' hit by a barrage of fire. If yo' timin' is even the slightest bit off, you'll be badly injured.

Past the fire, you'll see some arrows pointin' down. Go down (past the tips) and jump the gap. Jump again to avoid bein' hit by a barrel coimn' down the ramp.

Go right, jumpin' over the barrels that come across yo' path. Jump the next gap to meet the boss.

The boss is a helicopter. Get in the lower left part of the road. The helicopter drops bombs. Once a bomb hits, the dust moves left. Jump over the dust, while movin' left/right so the bombs miss you. Tough. And the helicopter does this many, many times.

Live through the copter's barrage to get to the next level.

003c-Maniacs

A dopey guy in a stupid-lookin' turban tries to scare you off by sayin', "Come here-I'll treat you well. Ha-ha-ha." Not scary, just like that old lady. Now you're gonna have to kick his butt.

Go east along the north wall. As soon as you can, make a really tight turn north to avoid bein' hit. Stayin' with that not bein' hit thing, stick with the west wall here, and make a tight turn west when you first can.

Hit the butthead here and head north. See those barrels? Some of them will leak oil out. Go north while jumpin' over the oil when it leaks out.

Follow along the road. A crane with a big ball and chain blocks yo' path. Usin' good timin', pass by without gettin' hurt. West side.

Some jerk throws a hand grenade at you. Go to the top o' road (as far north as possible) an' head east, free from harm.

Just like before, cut a tight turn north and a tight turn west. Hit the punk who gets in yo' way (pity the fool).

Follow the road along the wall you're close to. Jump over the barrel (it spills oil). You do another tight turn, and get the punk who throws stuff at you. Jump over another oil barrel, and do another tight turn. For the last time, get the punk and go north while jumpin' over a barrel.

Follow the road here. Go past the two cranes, and do what you did last time at the hand grenade punks to make it to the end of this part. Five punks attack you. Beat them and go through the door to get to another part.

Now you're in some sewer (more of the TMNT thing). Go east through three punks. A ramp goes down, be as close to the wall as you can.

You're goin' to have to do a lotta jumps here. You hafta jump from platform to platform right, while not missin' or bein' hit by water comin' out of the drain pipes. It's hard.

Well, it ends (for now) when you reach the ramp goin' up. Follow the road here, beatin' on any punks that get in yo' way.

Watch it while turnin' east, as fire pops out of the hole there. Go east down the ramp, jump the gap, and up the ramp (barrels attack you while you go up). You go down another ramp, jump off it onto a weird area.

Five punks come out the door one by one (even more of that TMNT stuff). Beat them to continue the level.

Continue right (don't be too far south). Two punks attack you past the ramp. Now go north here (it's on a ramp, so don't fall off while goin' north). Go east off the ramp when you're at the top part of it.

Continue along the road, beatin' on any punks in yo' way. You'll have to do another one of those big ramps, but jumpin' off it is hard as a fire thing impedes yo' way.

Go right, while avoidin' bein' hit by the fire things. Stay

close to the wall, as you have to jump off a ramp onto a small platform, while not bein' hit by either the fire things or the leakin' sewage. Follow along the road while not gettin' hit by the fire things.

You make it to the end. Go through the door to reach the boss fight.

Stay north in this area as the purple guy below tends to whack you with that thing if you get too close. Beat one of the punks (super-charged now) and then the purple guy comes at you. He uses his thing to hit you and defend himself. Beat him to beat the level.

003d-More Freeway?

You get to choose which team you're on again. You'll have to go through more of the freeway to get to the next area.

Go north against the wall. A bunch of dogs will attack and miss you. Ha ha ha, dumb mutts. Jump all the gaps you come to, while jumpin' over the barrels that roll at you.

You get onto normal road. Two motorcycle punks attack you just like on the last freeway, so do what you did then to avoid bein' hit. A barrel will come through, and two more motorcycle punks.

Past those punks, go north to the top. Some barrels will miss you. You'll reach a gap, jump over it. You have to do a bunch of jumps to cross the many gaps. As soon as the road gets back to normal, go south as fast as you can.

You have to continue on a really thin platform here. When you get to normal ground, follow the arrow to another thin platform. You have to do this again and again and again.

Go to the south edge here. Some animals attack. As soon as the first dog (one goin' left) is past, move to the north part of the screen. All the animals will then miss you.

Jump over the big gap. Somethin' will come and split into three, jump to hopefully avoid this. Do it again for the second one. Jump the gap, and get in the bottom half of the screen for the boss.

The boss is a truck. It'll drop a bunch of barrels behind it. Jump to avoid the barrels. At times the truck backs up, makin' it harder to avoid the barrels. Just do yo' best avoidin' the barrels and eventually the truck goes away.

003e-Violators

Choose yo' team again. A nasty lookin' guy says, "Get ready team! Prepare for the enemy!" It would have been cooler if he said threatening dialogue as he looks like he can back it up.

You're in the Amazon! This is nuts...

See how the edge of the path near the water is orange? Follow along the line where the orange meets the path. If you do it fast, you won't get hit.

You'll reach the area with the five punks. Beat them up to continue.

Keep goin' down the road. A punk comes out of the bushes at the top, so look out for him. Another punk is below him. The rest of the way is clear until you're headin' up. Then a punk jumps out of the bushes near the docks.

You'll want to jump/attack right off the dock, as you land on a platform with a punk. Jump off this platform onto a dock that leads to more normal land.

Go south, and several punks attack you on the way. Follow along the road and several punks attack you by jumpin' out of bushes. Try stayin' close to the shore to avoid them.

You'll reach another dock (a punk is in the same place as in the last dock). Do a jump/attack right onto a platform just like before. Jump onto the next dock and go east.

You'll run into five more punks. Beat them and go through the cave to end up on a dangerous cliff side.

Go east. Notice how there's a crack between the cliffs? Past the first one, go slowly. The path will crack open before you, which would kill you if you were on it. Jump over the gap and continue east.

Jump onto the log, and off it onto more rock. Go east carefully, as there are three more gaps that appear in the rocks. When jumpin' over a gap, don't jump any further than you need to.

Off this platform is another log. Jump on and off it onto more rock. There are four gaps that appear in the rock here. At the end is another cave. Enter it to go back in the jungle.

Go east. Jump the gap and go up the ramp, jumpin' over the barrels that come at you. Once you get to the top of the ramp, it slopes down (in a ^ format). Ride it down and jump the gap onto another ramp. Ride up this one, jumpin' over the barrels, and ride down it at the top. Jump off it onto another ramp.

This ramp is like the one in the maniacs place. It slopes left, yet you have to ride it south. Ride it south and jump off it onto the platform there. You can't land in any of the water surroundin' you.

Continue along these platforms. Before you jump to the next platform, wait for some fish to pass. Then jump and follow that platform. Do this for all the platforms while goin' south.

Eventually, you can't go south any more, and you need to go west. Jump from platform to platform (try to do it in one big go). Then you'll have to head north.

Go north. Jump off this platform onto a raft. Jump off the raft onto another platform. Do the same thing to get to the next platform.

Off this platform, jump off the raft. Ride it south, and jump west off it onto another raft. Jump off this raft onto a normal platform. Skate west to the boss (you have to beat the standard five punks before you see him).

The boss has a water jet. He'll jump out of the water, over the platform you're on, and back in the water. He hurts you if you get in his way. Attack him while he's in mid-jump to hurt him. Do this until he dies. Consider the violators toast.

003f-The Worst is Yet to Come...

Chose yo' team again. You see a freaky/menacin' guy say, "Good job, but the worst is yet to come!" His eyes flash red. This looks bad.

Nothin' you can't handle. You start off in a maze. The maze is only tough in the respect that you may waste time by takin' wrong turns. With me to tell you where to go, that's not a problem.

Go west and north as far as you can go. Follow the maze here. At the fork in the road, go north and follow the road. You get attacked by six punks and a strong man. Kill them and continue.

At the next fork in the maze, choose the lower path. At the next fork go east. Go east at the next fork, and continue down the path to a door. Go through the door to exit the maze.

The ground here is all spiked, so jump careful, as you die if you fall off. And if you're close to the edge of a platform, you die for some reason. Stupid game.

Go east, jumpin' from platform to platform. The platforms area actually conveyor belts movin' in different directions (how original). Past the belts is a normal-like platform.

Go south off this platform onto more conveyor belts. You're goin' south, and two belts move east/west, so you'll have to do one of the jump-as-soon-as-you-land things to get to a normal platform. Do the same thing east to a normal platform.

Fight time again. Beat six normal punks, and a seventh, super-powered punk. Once they're dead, you'll have to go east. The platforms here are small, so you have to do more of the jump as soon as you land. However, the jumps have to be different lengths, so look out for that.

Past the jumps, go north. You'll do the jump across the

conveyor belts thing until you hit the wall. Now you have to do the conveyor belts thing west, but with fire comin' out of the wall to make it much harder.

You make it on a platform with a door. Go through the door to get to another area.

In this area, you have to go up and down big ramps. The ramps have spike balls on them, which kill you if you touch them, so look out. Also, barrels come at you while you're busy tryin' to avoid the spike balls. And there are some holes you have to avoid, too.

You'll eventually make it to a door. Go through it.

Jump from platform to platform east here. You'll reach the final boss of the game.

Beat the six punks. Go up to the shadowy background. The boss will step out. He takes a lot of hits, but other than that, he is no harder than one of the punks you fought so much. Kill him to see the ending.

004-Game Genie Codes

If you're not using your NES, put these in the screen that pops up when you press F6.

I'd say the most useful ones are infinite lives (three just doesn't cut it), infinite special moves (fighting is no longer a problem), start with more energy, and perhaps mega-jump. The timer really isn't a big problem.

SXENAYVG	Infinite lives
PASAZALE	9 special moves
TASAZALA	6 special moves
GXVPAZVG	Infinite special moves
TASATEGA	Start with less energy
APSATEGE	Start with more energy
PAKAAGAE	Mega-jump
GZOENISA	Stop timer
YPOAUSYU	Faster timer
YYOAUSYU	Slower timer

004-Credits

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