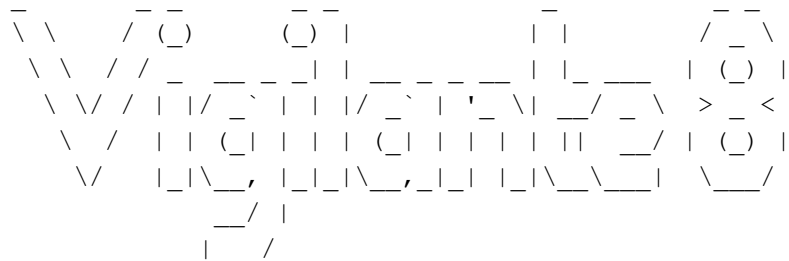


# Vigilante 8 FAQ

by marshmallow

Updated to v1.0 on Jul 15, 1999

Some great ASCII artwork from...guess who? Adam Cooley.  
<bills@hsonline.net>



V I G I L A N T E 8

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Version 1.0

Eh? Oh, yeah, an introduction! Well, this game is available for both the N64 and PSX...If you have both systems, buy the N64 version, since it has a (IMO) better controller. If that's not enough to persuade you, then remember that you can plug in the 4MB Expansion Pak to get a few extra goodies...and can you say "Four player deathmatch"? Whoohoo!

=====  
Version 1.0

## Revision History:

July 15th - Mainly, fixed the characters section and the cheat sections.

April 17th - Fixed very small things no one cares about...

April 11th - First release. What else am I supposed to put here?

=====

A "\*" will appear next to any section that has been updated as of July 15th, 1999.

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-----  
1) Welcome  
-----

Welcome to the happy, cheery world of Vigilante 8. If you've never heard of the series, then you're in for a ride. Rev up your engine, get your Machine Gun handy, and get ready to kick some rear!

Like the commercial says, "Blow <beep> up."

-----  
2) Cars/Characters  
-----

They're both the same thing, that's why there's a slash. Here's the legend:

Name:                      Car name:  
Gender:  
Quote:  
Special Attack:  
Description:

- - - DEFAULT - - -

These cars are available as soon as you start up the game.

# 1

Name: Chassey Blue                      Car name: '67 Rattler  
Gender: Female  
Quote: "Let's get on the mission, mmmmmmm?"  
Special Attack: Gridlock - Sends out a dozen small energy balls that explode on contact. Very powerful, but difficult to aim (unless you get in their face).  
Description: Very nice looking, but seems like a tomboy (at least from the select screen...). Blonde hair and all of that stuff.

Speed: High  
Body: Below-average  
Weapon: Above-average

\*\*\*\*\*

# 2

Name: Click Clyde                      Car name: '70 Clydesale  
Gender: Male  
Quote: "Ye-haw, here I come 'ya hick!"  
Special Attack: Lightning - Will attack several times, and can stall your engine.  
Description: Classic yokel. Hick. Redneck. Chaw-bacon (that's what they used in the 1800's, believe it or not)...

Speed: Great  
Body: Above-average  
Weapon: Medium





Quote: "Ain't nothin' on earth that can stop a convoy!"

Special Attack: Dynotire - Sends a tire rolling about, and strapped to it is a stick of dynamite. Strangely enough, the tire will track it's target. Hmmm...

Description: Old. Glasses. 'Nuff said.

Speed: Very high

Body: He is supreme

Weapon: Bad

\*\*\*\*\*

# 11

Name: Molo Car name: '66 School Bus

Gender: Male

Quote: "Get in back of my bus, haw haw!"

Special Attack: Pollution - A very large cloud of black smoke comes from behind. Mmmmm...brain damaging...

Description: No, please, anything but that, no, no...NOT THE AFRO!!

Speed: Low

Body: He is supreme

Weapon: Low

Also, as the bus, if you hit someone, you will damage them...A LOT!

\*\*\*\*\*

# 12

Name: Sid Burn Car name: '69 Manta

Gender: Male

Quote: "Is it getting hot in here? He haw he..."

Special Attack: Molotov - Sends fireballs every which way.

Description: A gangsta punk, Sid would probably want to spend his time burning cats than driving.

Speed: He is supreme

Body: Low

Weapon: Low

\*\*\*\*\*

# 13

Name: Y the Alien Car name: '64 Luxo Saucer

Gender: Unknown

Quote: "Let the invasion begin!"

Special Attack: Luxo Laser - Sends beams out...exciting, eh?

Description: An alien...a cute one, at that.

Speed: High

Body: High

Weapon: High

-----  
3) Weapons/Items  
-----

Machine Gun:

Your main weapon, it's very weak and doesn't do much damage at all, but

it's good for taking down landscaping. Infinite ammo.

#### Sky Hammer Mortar:

A large tube will be set up on the roof of your vehicle. The shot is a large purple blast of energy which will track down the nearest enemy and explode on it. It's not that powerful, though...The sound it makes reminds me of the grenade launcher in Terminator 2..."fwoomp!"

#### Interceptor Missiles:

A triple barrel gun on your roof, the Interceptor Missile will be floating in the air for a few seconds before firing it's rocket engine...it will then track down the nearest target, leaving behind a cool smoke tail.

#### Bull's Eye Rocket:

I don't know why they call it Bull's Eye since it doesn't track. Very powerful, but difficult to aim. Leaves a red explosion!

#### Bruiser Cannon:

Although it will follow your enemy's path (360 degree pivot...sweet!), that does not guarantee a hit. If both of the vehicles (yours and your target's) is going very fast, then it probably won't hit them...well, unless you are aligned up perfectly.

#### Roadkill Mine:

This device is set up on your bumper, and will lay down one mine at a time. Each mine does very little damage, not to mention it is quite small.

-----  
4) Special Attacks  
-----

By entering certain button combinations, you can do special attacks, most of these are very powerful and worth memorizing (that is, if you plan on playing the game THAT long...).

#### Sky Hammer Mortar:

1. Turtle Turnover - Down\_down\_down\_fire machine gun\_ (Costs 2 Shells): Sends a powerful green blast that will make an opponent flip over everytime.

2. Crater Maker - Down\_down\_up\_fire machine gun\_ (Costs 5 shells): This yellow charge will send an enemy straight to Hell...or close to it, at least. Taking off nearly 1/3 of it's energy, the Crater Maker will also usually make a huge crater in the ground.

#### Interceptor Missiles:

1. Halo Decoy - Up\_up\_down\_fire machine gun\_ (Costs 2 Shells): If any missile or attack is coming towards you and you fire this, the projectile will track the decoy instead of you.

2. Afterburner - Up\_up\_up\_fire machine gun\_ (Costs 2 Shells): The missile stays in the gun, but it fires it's engine, so you get a BIG speed boost.

Bull's Eye Rocket:

1. Road Runner - Up\_down\_down\_fire machine gun\_ (Costs 2 Shells): Not very useful, since it goes in a straight line...it if hits, though, expect the car to go out of control.
2. Stampede - Up\_down\_up\_fire machine gun\_ (Costs 5 Shells): Fires five missiles in a row. Obviously, whomever is on the receiving end won't be very happy about this.

Bruiser Cannon:

1. Cow Puncher - Down\_up\_down\_fire machine gun\_ (Costs 2 Shells): Fires a powerful rocket which will knock your foe high into the sky!
2. Buckshot - Down\_up\_up\_fire machine gun\_ (Costs 5 Shells): Fires five rockets...AT ONCE! Beware of the explosions.

Roadkill Mines:

1. Bear Hug - Left\_down\_right\_fire machine gun\_ (Costs 2 Mines): The mine will not explode, instead it will create a huge vacuum effect which will suck anything near it inside. Anything from the outside can have fun making pot shots at the victims...
2. Cactus Patch - Left\_right\_up\_fire machine gun\_ (Costs 5 Mines): Lays a lot of mines..."Go boom!"

-----  
5) Level Tips  
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Note: Depending on which character you choose your mission objectives will differ, as will the plot, levels, and ending. The Vigilantes will have to protect buildings while the Coyotes will have to destroy targets...Then to finish the stage you have to destroy all of the enemy cars. For the Coyotes, I will give a "Target description" so you know what to look for. When you are protecting something, just lead the enemy's cars AWAY from the target, this works very well...usually.

And, in no particular order...

- - - OIL FIELD - - -

Target description:

The oil rigs are small towers that have a metal rod going in and out of the ground. Also, you need to destroy the small brown towers. You can ignore the large conglomeration of oil tanks, though. The raw gas tanks, which are for Sid, is located in the gated off area (see below).

Secret Stash:

In one area is a large fenced off area. To get there, shoot the gates and the door will be blown off it's hinges. Inside you can get all sorts of goodies, including wrenches and green diamonds.

Flaming Pipes:

Near the starting point are two pipes with flames coming out, blocking

access to an area with a wrench and green diamond. Well, shoot it with your machine gun and it will be blown up. Be quick, though, because the fire will return soon.

#### Defensive Tips:

Since the enemy's target is all over the level, I suggest staying in the fenced off area mentioned earlier. It is away from the oil rigs and is enclosed, so no stray fire will hit the rigs.

- - - SKI RESORT - - -

#### Target description:

Behind from your starting point, the condos are a group of shacks near the base of the mountain. You only have to destroy about 2/3 of them to meet the mission requirements...Just be careful, when they are destroyed, the explosions they leave can knock you back quite a bit! If you have to destroy the Ski Lodge, then look for the building next to the ski lift at the bottom of the mountain. The ski lift station, which you have to destroy as Houston 3, is pretty obvious.

#### Watch out below:

Go to the very top of the hill and shoot down the large trees, a giant avalanche of rocks and snow will cascade down the mountain and sweep anything in it's path away, damaging it very much. How sweet is it to go down the mountain at top speed, with the camera so you can view behind you, and witness a helpless truck get swept away?

#### Does that come with fries?:

Inside the lift buildings (at both ends of the mountain) - a wrench can be found. It will regenerate eventually, even when others get it. Just bump up against the blue door and it will open. This will also allow you to...

Up, up, and away: If you get inside the ski lift as it is inside the building, it will take you up/down the mountain (depending on which station you visit it). The ski lift will allow you to collect the items that are floating in mid-air, as well as give you some protection from the war below. You can escape anytime by pressing "A." You can even be in the ski lift if the station has blown up!

#### Defensive Tips:

Stay at the top of the mountain, since the condominiums are at the base of the mountain. Don't worry about making plenty of avalanches...hehe. Just be careful not to get caught yourself!

- - - CASINO CITY - - -

#### Target description:

The Galaxy Hotel is easy to find because it is a huge building with a glass door and a sign that says "Galaxy Hotel." The other target is easy as well because it has a sign...The Wedding Chapel is directly in front of the Hotel, it looks like a church. Burn, baby, burn! :) For Sid, the gas stations are pretty much out in the open...

#### Beam me up, Scottie:

You may have noticed many items on the roofs of buildings...you may have



also noticed the blimp that is flying around. When it lands, you can drive inside of it and take control. By pressing "A", you can drop yourself on the roofs and collect the goodies!

#### Ramps to Heaven:

When you destroy the gas stations, you can use the roof as a ramp to the nearby wrench.

#### Defensive Tips:

Just stay away from the above targets and everything should go smoothly.

### - - - VALLEY FARMS - - -

#### Target description:

The silos are large gray structures that look like smoke stacks. Watch out! They leave very large explosions...And the barns are, well, barns...

#### It Slices AND Dices:

Shoot the windmills and the blades will fly to the nearest foe. Just be careful, sometimes it falls and hits YOU!

#### Surfin' the waves:

The water trenches make up a large part of the level. On both sides of the walls are valves, when you destroy one a giant wave of water will come from the building at the end. Much like the avalanche, it will sweep anything in it's path away. This is a very bouncy ride, and the end will see you flying 30 feet into the air and landing on your back. This is too funny! I can't stop laughing everytime I do this...Try to make the waves when a lot of cars are in the trench, but don't get carried away (unless you're like me and play the level just for fun).

#### Stupid bridge:

Above some of the bridges are items, but they can only be collected by going full speed over the bridge. Problem is, you can only collect them when you are coming from a certain side...if you destroy them, it becomes even more annoying! :)

#### More Ramps:

When you destroy the little wagons near the barns, you can use them as ramps to the upper area of the barn.

#### Wrench:

The building at the end of the water trench has a regenerating wrench inside.

#### Defensive Tips:

Again, stay away from the silos and barns. A few waves should also do quite nicely...

### - - - AIRCRAFT GRAVEYARD - - -

#### Target description:

The aircraft towers are...well...towers. Just blow them up! As for the Chinook Helicopters, look near where you start. They're crashed, but still, they're helicopters.

#### Planes Bad:

Sometimes a plane will come down and land. Be careful! It can hurt you. If you're lucky, you might be able to lay a Bear Hug on the runway and someone might get stuck when the plane comes...

#### Planes Good:

At the aircraft towers are two poles, and wires connect them. Drive up to the red light and shoot it/bump it, a plane will come and bomb the runway, destroying any enemies.

#### Mmm...items:

Drive around the outside of the level and you will find a donut shaped area with a lot of items...I mean A LOT!

#### More items!:

Inside a hanger are some items...

#### Defensive Tips:

Again, stay on the opposite side of the level and everything should be fine.

### - - - HOOVER DAM - - -

#### Target description:

The visitor's center is at the very top of the level. Go up the slopes and you will find a paved road, turn left and follow it and you will find it. The Transformers are also found on the road, but you turn right instead. They are the electrical towers...you only have to blow up a few of them. However, I would keep destroying them, because they hide a few goodies. For Sid, the Power Plant is basically the thing where you hit the switch to cause the electricity (see below).

#### Black holes:

Enter the large black holes and you will be sucked in and spat out on the other side of the level.

#### Towers go BOOM!:

The large metal towers, when destroyed, can be very dangerous because if it hits someone they will be damaged. Of course, that goes for just about anything in the entire game, but I pointed these out because they are particularly large.

#### Do not use in water...:

At one end of the water trench is a large building, and a bridge standing on pillars. Get on the bridge and trigger the switch, it will send a bolt of electricity through the trench, much like the wave in Valley Farms.

### - - - GHOST TOWN - - -

#### Target description:

The Indiana grounds are...well...really obvious. Funny, you wouldn't think a teepee would be so explosive, would you? Also, the bank can be found in the ghost town part. If you're Molo, you'll need to destroy the train station...it's right in front of where you start.

#### Redneck Wonderland:

Near the bottom area, sometimes a twister will appear out of no where and twirl you around. It doesn't do that much damage, though...

Trainy Wainy:

Don't ask. The train follows the train tracks, and if you blow up the boxes at the back you can get mucho items.

Tumble Weeds:

Sometimes you will see a tumble weed tumbling around...if you hit it, the weed will cling to you and slow you down.

Defensive Tips:

Don't make me say it again...STAY AWAY FROM THE TARGETS!

- - - CANYON LANDS - - -

Target description:

The Gas Station looks like...a...GAS STATION! Sorry, but it does. It's at the very top, near the bridge. The Motel, by the way, is also next to the gas station. The ruins, which must be destroyed when playing as Sid, are located near the trailers and the grocery store (the one with the soda machines). They are near a fenced off area...it's hidden quite nicely.

Bye bye bridge:

You can destroy the bridge that connects the two areas. Of course, it's not that useful in the first place...but oh well :)

Smashy smashy:

Along the road are some boulders, if you can hit them, they will roll about wildly, and if it hits someone...well...I don't have to tell you.

Defensive Tips:

Again, stay away from the target.

I will not cover the secret levels because, quite frankly, there's almost nothing to talk about.

-----  
6) Codes and Secrets  
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These were obtained from Cheat Code Central.

ALL VEHICLES:

Enter "GANGS\_UNLOCKED" as a password. Note: This does not unlock the UFO.

"Y" THE ALIEN:

Enter "GIMME\_DA\_ALIEN" as a password.

SUPER DREAMLAND 64 LEVEL:

Enter "DDDDDDDDDDDDDD" as a password. Alternatively, successfully

complete all of "Y" the Alien's missions in "Quest" mode to unlock the Nintendo 64 exclusive bonus level. -From: xuliming@bellsouth.net

ALL VEHICLES AND LEVELS:

Enter "JTBT7CFD1LRMGW" as a password. -From: kingcodebra@yahoo.com

LEVEL SELECT:

Enter "LEVEL\_SHORTCUT" as a password.

INVINCIBILITY:

Enter "LIVING\_FOREVER" as a password.

MISSILE POWER-UP:

Enter "MISSILE\_ATTACK" as a password.

QUICK FIRING WEAPONS:

Enter "FIRE\_NO\_LIMITS" as a password.

ULTRA-HIGH RESOLUTION MODE:

Enter "MAX\_RESOLUTION" as a password (Nintendo 64 version only).

SAME VEHICLE IN MULTI-PLAYER MODE:

Enter "MIX\_MATCH\_CARS" as a password.

LOW GRAVITY:

Enter "A\_MOON\_GETAWAY" as a password. (marshmallow's note: Try this with the waves of water in the Valley Farms area...loads of laughs for the entire family!)

NO ENEMIES:

Enter "POPULATION\_OUT" as a password.

SLOW MOTION MODE:

Enter "GO\_REALLY\_SLOW" as a password.

EXPERT MODE:

Enter "I\_AM\_TOUGH\_GUY" as a password.

VIEW ALL ENDING SEQUENCES:

Enter "LONG\_SLIDESHOW" as a password.

PLAY AS DAVE:

Successfully complete "Quest" mode with Chassey Blue and Slick Clyde.

PLAY AS CONVOY:

Successfully complete "Quest" mode with Sheila and John Torque.

PLAY AS MOLO:

Successfully complete "Quest" mode with Loki and Houston 3.

PLAY AS SID BURN:

Successfully complete "Quest" mode with Boogie and Beezwax.

PLAY AS "Y" THE ALIEN:

Successfully complete "Quest" mode with all characters.

Secret Levels

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Secret Base:

Beat the game using Dave and Molo

Sand Factory:

Beat the game using both Convoy and Sid.

Super Dreamland 64:

Beat the using Y the Alien.

NOTE: Super Dreamland 64 can only be accessed in Survival and Arcade, it can not be found in Quest mode. And it is only in the N64 version...hehe. This stage is hilarious! It's like a super cute world! Rainbows, fluffy clouds, enemies with big eyes, pigs, chickens...then you get to kill them with your rockets.

-----  
7) F.A.Q  
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Q: When I'm flipped over, how do I return to normal?

A: Wiggle the control stick back and fourth. Don't ask me how the car can do that, it just can.

\*\*\*\*\*

Q: Is there anyway to make your car get a jumpstart?

A: Why yes, yes there is. When you've come to a complete stop and start going, tap the gas button and you will quickly go to your top-speed. Use this before jumps for some extra distance...or when you're going to smash someone!

\*\*\*\*\*

Q: Why can't I start my car?

A: It's been stalled somehow. Just hold the gas and it will eventually come back on. In the meantime, you'll be open to any attacks...

\*\*\*\*\*

Q: I don't understand this. I mean, it's the 70's, but everyone has modern technology, like the guided rockets, and the advanced aircraft in the Secret Base.

A: Shhhh...you're not supposed to notice that.

\*\*\*\*\*

Q: How do I get a "whammie"?

A: You have to hit a car with two or more weapons at once! Try cycling through the weapons while firing. Note: The machine gun does not count.

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8) Credits  
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Companies

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Nintendo: Well, they made the system I'm playing it on right now...

Luxoflux Corp.: They developed the game...

Activision: ...while they published it.

Internet Sites

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Nintendo Power <[www.nintendo.com](http://www.nintendo.com)>: I got all of the character information there. And besides, it's the official Nintendo site...

Gamefaqs.com <[www.gamefaqs.com](http://www.gamefaqs.com)>: Besides all of my FAQs being there, they have a bunch of other cool Walkthroughs for more games than I could possibly count on both hands.

Cheat Code Central <[www.cheatcc.com](http://www.cheatcc.com)>: For the codes on the special weapons, the cheats, and the secret thingies.

People

= = = = =

Adam Cooley <bills@hsonline.net>: As always, he made the cool ASCII artwork at the top of this document. Purdy, ain't it?

Carl Wilkinson <carlwilk@hotmail.com>: After finishing a few of my sections, I went to Gamefaqs.com to get some more tips. I noticed that his FAQ's set-up was strangely similar to mine...So if I don't give him credit, people might think I stole from his FAQ or something.

Garrett Beaty <halcyon\_daze@email.msn.com>: Told me why Beezwax's bees cause damage (they're radioactive), and explained what the Halo Decoy does.

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#### 9) Legal...Things

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- 1) The version you are taking is from gamefaqs.com
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#### 10) Contact Information/Farewell

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Feel free to send any e-mail you may have, stupid, ignorant, retarded, below-average in intelligence, mentally a midget, or any...pornography...to m\_mallow@hotmail.com.

Like last time, I like my porn **HARDCORE!** None of those sissy girls who just want a few bucks (hey, I know something that rhymes with that...). No, no, I'm sorry. I have to end this FAQ in a mature and respectable manner...

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. .  
. .

MUAHAH!

Scratch that last comment...

- marshmallow -

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