

# Ridge Racer 64 FAQ

by Flowerpot

Updated to v2.2 on Aug 30, 2000

Ridge Racer 64

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Racing is fun again!

An informative guide by FLOWERPOT  
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Version 2.2

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01 Revision History  
02 Car Driving 101  
03 The Automobiles  
04 Cheats/GameShark/Secret Cars  
05 Legal Disclaimer  
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01 R E V I S I O N H I S T O R Y-----  
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///  
/// Wednesday, August 30, 2000: Version 2.2  
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\* Added the cheat for Red Shirt Rage Car in section 04.

///  
/// Friday, August 25, 2000: Version 2.0  
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\* Section 04, Cheats/Secret Cars/GameShark, added.  
\* Minor redesign.

///  
/// Wednesday, July 19, 2000: Version 1.0  
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\* First Version. Complete Guide.  
\* E-mail me with additions or corrections.

/// C O N T R O L S  
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Analog : Movement  
Start Button: Pause / Select  
Z Button : Shift Down  
L Button : Shift Down  
R Button : Shift Up  
A Button : Acceleration / Make selections in menus  
B Button : Brakes / Cancel selections in menus  
C ^ : Toggle views  
C > : Toggle mirror on/off (Cockpit View)  
C < : Toggle radar on/off

/// M O D E S O F P L A Y  
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Quick Play : Jump right into the race! Race 3 laps around the Revolution Novice course in the F/A Racing car against 11 computer controlled cars. Your car will be an S class with automatic transmission.  
Grand Prix : This is the main mode! Choose any available track and any available car, then select certain settings. The number of laps is pre-determined for each track, and you will race against 11 computer-controlled cars.  
Car Attack : Compete for better cars! Once you have won the first stage trophy, the car attack mode will become available. Choose the car you want to race against. Select any available car and determine certain settings. The number of laps is pre-determined for each track, and you will race against a single, higher powered computer opponent. If you beat the computer car, that car will be added to your garage.  
Time Attack : You have the track all to yourself! After choosing the course, select Time Attack or Freerun. If you choose freerun, there will be no set number of laps. If you select Time Attack, the number of laps will be preset to match the Grand Prix races. If you break a lap or race record in the Set Records mode, you will be asked to enter your name in the records book. Woo!

/// E N V I R O N M E N T S  
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\*note\* each environment has different courses within, which is why many of the stages look the same.

R I D G E R A C E R

The city-scape of Ridge Racer is the backdrop for these classic races. Race through the crowded downtown, then blast through the mountain tunnels on you way to the sunny beaches nearby. For the Ridge Racer elite, a high speed race through the moonlit downtown has been created

exclusively for RR64. If you have what it takes, you can compete on these streets which, until now, have been seen but never raced on.

#### R E V O L U T I O N

The scenic Northwest is the new setting for the three courses from Ridge Racer revolution. Leave the city in your rearview as you climb into the evergreen-covered mountains and rocket through breathtaking canyons and valleys. These narrow, winding courses require driving skill and precision to master, especially in the latter stages.

#### R E N E G A D E

The sun-baked desert of the Southwest paints the background for three all-new courses designed exclusively for RR64. You'll be burning rubber through sand-blasted gulches and twisting tunnels on your way through devious courses designed to test your Ridge Racer driving skills. No time to stop for water! These courses are the toughest you'll encounter at each stage.

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03 THE AUTOMOBILES-----  
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Legend:      Speed- Depends on top speed  
              Acceleration- How fast the car reaches top speed  
              Handling- How well car responds to controls  
              Grip- How well car handles corners and sliding  
              Flowerpot's note- My opinion on the car

01 F/A Racing  
    Speed       : Average  
    Acceleration: Average  
    Handling    : Average  
    Grip        : Average

\* Flowerpot Says: Good car to start out with if you are completely foreign to racing simulation controls and dynamics.

02 RT Ryukyu  
    Speed       : Average  
    Acceleration: Low  
    Handling    : High  
    Grip        : High

\* Flowerpot Says: Good for turning corners but just doesn't cut it when you really need to get into first place after falling to fifth in the last lap.

03 Pac Racing  
    Speed       : Average  
    Acceleration: Very High  
    Handling    : Very Low  
    Grip        : Very Low

\* Flowerpot Says: Sure, it has awesome acceleration, but it only accelerates to its top speed, which isn't something this car can boast about.

04 RT Solvalou

Speed : High  
Acceleration: Very Low  
Handling : Average  
Grip : Low

\* Flowerpot Says: My favorite out of the first four starting cars. It is not great when it comes to turning but it make up for the bad grip with a nice top speed that can overrun the three other starting cars.

05 RT Pink Mappy

Speed : Average  
Acceleration: Average  
Handling : Low  
Grip : Average

\* Flowerpot Says: Basically the same as the F/A Racing Car, only with worse handling. Not a good car.

06 RT Blue Mappy

Speed : Average  
Acceleration: Average  
Handling : Below Average  
Grip : Average

\* Flowerpot Says: Identical in looks to the RT Pink Mappy (except color) and is basically the same except for slightly better handling.

07 Galaga RT Prid's

Speed : High  
Acceleration: Average  
Handling : High  
Grip : Low

\* Flowerpot Says: This is the car I used the most when I only had 7 cars, but it was soon replaced. The speed isn't all that great and it's best quality is handling, which isn't something to brag about either.

08 Galaga RT Carrot

Speed : High  
Acceleration: Average  
Handling : Very High  
Grip : Low

\* Flowerpot Says: The acceleration and grip of this car are identical to the Galaga RT Prid's but it has a faster speed and much better handling which makes this one much better. It's also one of the nicer looking cars in RR64.

09 RT Bosconian

Speed : Above Average  
Acceleration: Average  
Handling : Average  
Grip : Below Average

\* Flowerpot Says: After getting the Galaga RT Carrot, why would you want to switch to this car. It's almost identical to the very first car, except for slight changes in speed and grip. Big Whoop!

10 RT Nebulasray

Speed : High  
Acceleration: Average  
Handling : Average  
Grip : Below Average

\* Flowerpot Says: Once again, a crappy car that you are able to win that stands no chance against some cars you may already have (i.e. Galaga RT Carrot/RT Solvalou).

#### 11 RT Xevious Red

Speed : Average  
Acceleration: Very High  
Handling : Low  
Grip : Very Low

\* Flowerpot Says: This car may be horrible at turning tight corners, but it's awesome acceleration makes up for it. Each time it loses speed by crashing, it makes up for it with the acceleration. The speed can compare to some other cars.

#### 12 RT Xevious Green

Speed : High  
Acceleration: Average  
Handling : Average  
Grip : Low

\* Flowerpot Says: The RT Xevious Green trades in the great acceleration of the RT Xevious Red for a better speed and more handling. The extra handling still doesn't suffice for large corners, especially in the Renegade environment.

#### 13 DIG Racing Team

Speed : High  
Acceleration: Above Average  
Handling : High  
Grip : Below Average

\* Flowerpot Says: This car is pretty much good at everything, except grip. But don't worry, if you crash because of poor grip, the nice acceleration will quickly speed you up to the high top speed this car has.

#### 14 Micro Mouse Mappy

Speed : High  
Acceleration: Average  
Handling : Average  
Grip : Low

\* Flowerpot Says: The only good point on this car is the speed. If you are confident in your turning and twisting skills, and you don't crash a lot, this is a good car for the third or fourth levels.

#### 15 Thirteenth Racing Kid

Speed : High  
Acceleration: Very High  
Handling : Low  
Grip : Below Average

\* Flowerpot Says: This speed demon has one of the best acceleration speeds in the game, but if your aren't such a great driver your speed will cause you to take a few spills on the road, slowing you down greatly.

#### 16 White Angel

Speed : High  
Acceleration: Very High  
Handling : High  
Grip : High

\* Flowerpot Says: Where have you been all my life. This was my favorite car for a long time and has good stats in everything. Use it. Love it. Win.

### 17 Digipen Racing

Speed : High  
Acceleration: Maximum  
Handling : Average  
Grip : Average

\* Flowerpot Says: Wow. Go from 0-60 in less than 2 seconds.. then crash because of the not-so-good handling and grip. A good car for getting the lead early in multiplayer.

### 18 Assoluto Infinito

Speed : High  
Acceleration: Very High  
Handling : High  
Grip : Below Average

\* Flowerpot Says: Must be an Italian car? This car has strong point everywhere except grip, which can be made up for with the nice acceleration. The speed is comparable to the other cars and the handling will make you forget about poor grip.

### 19 Age Solo Supernova

Speed : Very High  
Acceleration: Average  
Handling : Average  
Grip : Low

\* Flowerpot Says: Just like the RT Solvalou, the speed is great. But, because of acceleration problems, it takes time to get to your top speed. Once you are their, an experienced driver will have a hard time losing. One of my favorite looking cars.

### 20 Atomic Purple

Speed : Very High  
Acceleration: High  
Handling : Very High  
Grip : Average

\* Flowerpot Says: This car is the color of my N64 controller and is also comparable to the Assoluto Infinito. Strong everywhere except for grip, where it lacks the power the speed, acceleration and handling control.

### 20 Extreme Green

Speed : High  
Acceleration: Maximum  
Handling : High  
Grip : None

\* Flowerpot Says: This baby has 100% acceleration but 0% grip. You must make sacrifices to get good things. Many cars aren't that great in grip yet they still perform. Yeah, you can pick this cool-looking car, but don't expect not to crash.

### 21 Terrazi Terrific

Speed : Very High  
Acceleration: Average  
Handling : Average  
Grip : Low

\* Flowerpot Says: Yet another look for a car with almost the same stats as the RT Solvalou.

### 22 Lizard Nightmare

Speed : Very High  
Acceleration: Maximum  
Handling : Maximum  
Grip : High

\* Flowerpot Says: Excellent acceleration and handling lay inside the hood of this car. The great acceleration works fast to get the car to its very high top speed. If you are a good driver, you won't crash much either, because of awesome handling and great grip. Good car, folks.

#### 23 Screamin' Eagle

Speed : Very High  
Acceleration: Very High  
Handling : Maximum  
Grip : Maximum

\* Flowerpot Says: Good drivers will never crash in this baby and at the same time they'll be speeding down any level. Great car for the Renegade environment filled with all its twists and turns. Also, the official car of the united states.

#### 24 Ultra 64

Speed : Maximum  
Acceleration: Maximum  
Handling : Maximum  
Grip : Maximum

\* Flowerpot Says: Can you say "Perfect"? Good drivers will be at top speed and hardly ever crash. Yeah baby.

#### SECRET CARS

#### 25 00-Agent

Speed : Maximum  
Acceleration: Low  
Handling : High  
Grip : Below Average

\* Flowerpot Says: This is the best looking car in the game. Wow! It has awesome speed but takes forever to speed up because of bad acceleration. Once it's at it's top speed, don't expect not to crash, because and handling and grip aren't that great.

#### 26 Galaga '88

Speed : High  
Acceleration: Maximum  
Handling : Very High  
Grip : None

\* Flowerpot Says: This car is not a car. It is a flying spaceship. It be better if it could fly over other cars, but all it can do is crash a lot. Don't pick it.

#### 27 Blinky

Speed : Average  
Acceleration: Maximum  
Handling : Maximum  
Grip : None

\* Flowerpot Says: A pac-man character as a car? Not a good idea. He moves slower than a school bus and isn't the greatest turner. Good when playing by yourself on FREERUN, but not in any race.

28 Red Shirt Rage

Speed : Very High  
Acceleration: Low  
Handling : High  
Grip : Maximum

\* Flowerpot Says: Nice top speed, which will take you a long time to reach because of crappy acceleration. Also, don't expect to crash in the Grip Charged car.

29 Crazy Canuck

Speed : Very High  
Acceleration: Very High  
Handling : Maximum  
Grip : Maximum

\* Flowerpot Says: The Canadians have built a great car only surpassed by the Ultra 64.

30 Caddy Car

Speed : Maximum  
Acceleration: Very Low  
Handling : Average  
Grip : None

\* Flowerpot Says: The fastest caddy car in the world will never win a race for you, but it will crash for you :)

31 Pooka

Speed : Very High  
Acceleration: Very High  
Handling : Low  
Grip : Very Low

\* Flowerpot Says: You may actually win a race with this guy. I was able to come in second on in a Renegade environment level. I crashed a lot, but I did it!

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04 C H E A T S / S E C R E T C A R S / G A M E S H A R K--  
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G A L A G A ' 8 8 M I N I G A M E

Finish Ridge Racer Extreme Extra in first place to play one level of the classic Galaga '88 game. Destroy all forty aliens to unlock the Galaga '88 car and "Galaga Pac Jam" song.

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C A D D Y C A R

Begin a race on the first track in grand prix mode. At the start of the race, turn your car directly around and drive into the brick wall until you pass through it. A reversed race should now begin. Win this race to unlock the extremely fast caddy car.



/// C R A Z Y C A N U C K C A R

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Select car attack mode and choose stage 8 in mirror mode. Defeat the car to unlock the Crazy Canuck car.

/// P O O K A C A R

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Select time attack mode and choose stage 7 or 8. Select set record. Break the record to unlock the Pooka car.

/// 0 0 - A G E N T C A R

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Note: Two players are required to unlock this car. Select two player mode and choose team mode. Select three teams and choose stage 7 or 8. Win first and second place to unlock the 00-Agent car.

/// B L I N K Y G H O S T C A R

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Drive 99 laps in free run in time attack mode on any track.

/// R E D S H I R T R A G E C A R

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Use the Ultra 64 on the RR Novice track, Z class. The goal is to hit the chopper, which can be done at one place on the first lap only. At the start, drive normally up to the checkpoint next to the beach, then stop completely and wait for at least 5 seconds (to allow the chopper to take up the right position). Then hit the gas and try to get enough air off the jump just before the tunnel in order to hit the chopper. It's probably easiest to judge the jump in the first-person view, but the game doesn't acknowledge whether or not you've succeeded. Anyway, finish the race - it's not necessary to even win - and you should have the car.

/// C A R P R E V I E W

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At the car selection screen or trophy screen, press C-Up, C-Right, C-Down, or C-Left to change the view and rotate the cars.

/// M O T I O N B L U R R I N G

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During an instant replay, press C-Left to add a motion blur effect.

/// R E V E R S E 3 6 0 P O W E R S L I D E

Set the drift mode option to "RR64". Begin a game and get to a sharp turn. Stop accelerating, turn the opposite direction from the turn, and accelerate again while still turning. If done correctly, your car will spin around during the powerslide. After you are turned around, control the car as if in a normal powerslide and re-align it with the track. This trick allows your car to get through winding turns without braking or losing speed.

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G A M E S H A R K G A M E S H A R K G A M E S H A R K G A M E S H A R K  
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/// I N F I N I T E T I M E  
-----

811269CA 0700

/// A L W A Y S P L A C E F I R S T  
-----

81056444 0001

/// U N L O C K A L L C A R S  
-----

8102F19C FFFF

8102F19E FFFF

/// U N L O C K A L L T R A C K S & T R O P H I E S  
-----

81043530 FFFF

81043532 FFFF

81043534 FFFF

81043536 FFFF

/// G R A N D P R I X M O D E C H A N G E S  
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Car Modifier 8113CF5A 00??

Track Modifier 8113CF6A 00??

/// A C C O M P A N Y C A R M O D I F I E R C O D E S  
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- 00 - F/A Racing
- 01 - RT Ryukyu
- 02 - PAC Racing
- 03 - RT Solvalou
- 04 - RT Pink Mappy
- 05 - RT Blue Mappy
- 06 - Galaga RT Prid's
- 07 - Galaga RT Carrot
- 08 - RT Bosconian
- 09 - RT Nebulasray

0A - RT Xevious Red  
0B - RT Xevious Green  
0C - Dig Racing Team  
0D - Micro Mouse Mappy  
0E - 13th Racing Kid  
0F - White Angel  
10 - Digipen Racing  
11 - Assoluto Infinito  
12 - Age Solo Supernova  
13 - Atomic Purple  
14 - Extreme Green  
15 - Terrazi Terrific  
16 - Lizard Nightmare  
17 - Screamin' Eagle  
18 - Ultra 64 (Full Stats)  
19 - 00-Agent  
1A - Galaga' 88  
1B - Blinky  
1C - Red Shirt Rage  
1D - Crazy Canuck  
1E - Caddy Car  
1F - Pooka  
20 - Trophy Room  
21 - Ridge Racer Novice  
22 - Revolution Novice  
23 - Renegade Novice  
24 - Ridge Racer Intermediate  
25 - Revolution Intermediate  
26 - Renegade Intermediate  
27 - Ridge Racer Expert  
28 - Revolution Expert  
29 - Renegade Expert  
2A - Ridge Racer Extreme

/// A C C O M P A N Y   T R A C K   M O D I F I E R   C O D E S

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00 - Ridge Racer Novice  
01 - Revolution Novice  
02 - Renegade Novice  
03 - Ridge Racer Intermediate  
04 - Revolution Intermediate  
05 - Renegade Intermediate  
06 - Ridge Racer Expert  
07 - Revolution Expert  
08 - Renegade Expert  
09 - Ridge Racer Extreme

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05   L E G A L   D I S C L A I M E R-----  
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Credits

Nintendo: For the Nintendo 64. I love Nintendo.

Namco: Finally bring RR to the N64.

CjayC: For accepting my cool Walkthroughs! I love this man.

Cheatcc.com: For the info found in section 04

Five People: Telling me how to get the Red Shirt Rage car.

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Sites that have the most updated versions of my faqs:

<http://www.gamefaqs.com>: GameFaqs

<http://www.cheatcc.com>: Cheat Code Central

<http://www.game-revolution.com>: Game-Revolution Online Magizine

<http://www.gamesages.com>: Gamesages

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06 E N D-----  
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Yet another walkthrough is finished. As always, you can send questions, comments, constructive criticism, deconstructive criticism, library cards, shoelaces, scientific calculators, smelly candles, bottles of vagiclean, spring water, back issues of tv guide, AAA batteries, monkey ears, or any other thing your mind can think of to [flowerpot2000@email.com](mailto:flowerpot2000@email.com).

Until I am needed to save the gaming society once again, this is JASON GOMER, signing off.

This has been a helpful guide by FLOWERPOT.

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