







oncoming traffic or to hop over obstacles. You cannot hop over vehicles with very high front-ends (ambulances, 18-wheelers). The taunt is for simple taunting purposes. Use R on turns for a light brake, and then hold R & B if you need to definitely stop. Down C uses your weapon. Use the punch move to steal weapons from enemies. It must be timed right though. The kick move is very effective for crashing other bikers.

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/Game Modes/

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Thankfully, RR64 is full of game modes to keep the average gamer occupied and joyful of the experience. This section will briefly go over the game modes involved.

...#> THRASH <#...

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- This is practically the exhibition game mode of Road Rash 64. It allows you to compete in a violent-based race where the winner can be determined through any means necessary. You can play all tracks at each level you have unlocked in the Big Game mode. Certain options can be adjusted accordingly:

- = Opponent Difficulty (Easiest, Easy, Average, Tough, Toughest)
- = Amount of Opponents (Few, Some, A Lot)
- = Amount of Cops (Few, Some, Too Many)
- = Traffic Density (Light, Normal, Heavy)
- = Amount of Pedestrians (Few, Normal, Too Many)

...#> MULTIPLAYER <#...

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- Multiplayer is definitely one of the fun game modes if you're bored and looking for something exciting to try. Thankfully, RR64 is full of varying game modes.

= THRASH

- > Same as typical thrash mode where you must win by any means necessary.
- Player Amount: 1-2
- Bots Amount: Automatic
- Level Types: Any you have unlocked in Big Game
- Track Types: Any you have unlocked in Big Game

= 1 LAP/3 LAP/7 LAP

- > Same as typical thrash mode except the race track can be won in a certain amount of laps.
- Player Amount: 1-2
- Bots Amount: Automatic
- Level Types: Any you have unlocked in Big Game
- Track Types: Multiplayer only

= PED HUNT

- > Must run over as many pedestrians as possible for points.
- Player Amount: 1-2
- Bots Amount: Automatic
- Level Types: Any you have unlocked in Big Game
- Track Types: Any you have unlocked in Big Game

= DEATHMATCH

- > Must attack other bikers for points and complete a lap for 1 point. First player to 7 points wins.
- Player Amount: 1-2



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/Level 2/

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The Level 2 tracks are still relatively easy, but the bikes are a tad faster now. The tracks are a bit longer, and curves are starting to be introduced. Weapon-wise, practically everything is the same.

#1 --> RUSH HOUR

Length: 5.13 km

#2 --> BRIDGE TOLL

Length: 6.00 km

#3 --> DANGEROUS DETOUR

Length: 5.55 km

#4 --> TUNNEL OF LOVE

Length: 5.56 km

#5 --> THE SCENIC ROUTE

Length: 5.70 km

#6 --> THAT DAM RACE

Length: 4.15 km

#7 --> EASY RIDER

Length: 5.80 km

#8 --> SWIFT IMPACT

Length: 5.70 km

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/Level 3/

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The Level 3 tracks take an increase in difficulty by being nearly twice as long, but also possessing new steep curves, heavy traffic, and police officers in frequent maps. Bike speeds increase by about 10 MPH, but most melee weapons are typically the same. Start to use skid braking by letting go of the Z button, and holding R when taking sharp turns. Either do that, or do a gradual decrease in acceleration by letting go of Z and taking the turn.

#1 --> TWISTYLAND

Length: 8.92 km

#2 --> SMACK AND RUN

Length: 7.48 km

#3 --> WRONG WAY

Length: 9.89 km

#4 --> THE EDGE

Length: 8.35 km

#5 --> LETHAL ASCENT

Length: 8.72 km

#6 --> WHACKED OUT

Length: 9.11 km

#7 --> WILDERNESS RETREAT

Length: 8.22 km

#8 --> SMOOTH RIDE

Length: 9.80 km

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/Level 4/

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This is where the game takes a huge step up in difficulty. Tazers and spraycans are introduced, which are basically stun weapons. You get hit by one of these, and you will not have control of your bike for several seconds. They are great for racking up score points by spraying someone, and kicking them into a pole/car. Track lengths are up, and windy turns are more common now. You'll notice certain maps possess either tons of cops, or tons of racers, so be prepared for a challenge.

#1 --> RICOCHET RUN

Length: 11.36 km

#2 --> WIDOW MAKER

Length: 11.87 km

#3 --> BEAT DOWN

Length: 15.55 km

#4 --> WEEKEND GETAWAY

Length: 12.90 km

#5 --> ROADKILL

Length: 10.48 km

#6 --> THE GAUNTLET

Length: 10.46 km

#7 --> WHINE COUNTRY

Length: 12.00 km

#8 --> LONG WALK RIDE

Length: 12.52 km

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/Level 5/

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These are typically the toughest tracks you'll find during gameplay that don't involve insane speeds or goofy game modes. Most of the tracks are filled with heavy traffic, an average amount of cops, and max racers. The key to victory is not being aggressive on turns. There are many turns and little hills that cause you to take elevation or skid. Slow down at these areas. Even if you lose the lead, you'll find that you crash most often on these maps. Several of these maps have very sharp turns, and they're repeated often. Cut the corners and try to cheat by driving off-road to round the corners. Avoid luring yourself off for powerups, and try to get 1st on all maps. The bike cost for the Insanity level bikes is very high, and only 1st place awards will make do. Otherwise, you'll find yourself striving to repeat races to reach the \$60,000 requirement.

#1 --> CLIFFS OF INSANITY

Length: 16.91 km

#2 --> WRECKING MACHINE

Length: 16.77 km

#3 --> CARNAGE  
Length: 15.28 km

#4 --> FREE FALL  
Length: 16.47 km

#5 --> BIKE MANGLER  
Length: 16.37 km

#6 --> DEVIIOUS HIGHWAY  
Length: 17.51 km

#7 --> CRASH AND BURN  
Length: 17.31 km

#8 --> MARATHON  
Length: 21.33 km

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/SCOOTER/

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The Scooter level is unlocked after you complete all 5 levels in Big Game mode. It can only be played in Thrash mode. To be quite frank, it's one of the more boring unlocks available, although it does add some new maps. Scooters only can top speeds around 70 MPH, and their acceleration is horrible. This means you DO NOT want to crash when on scooters since it takes forever to catch up. This also means most of the tracks can be handled easily, and your biggest worry is melee attacks from opponents.

#1 --> ROCK AND ROLL  
Length: 3.22 km

#2 --> SLOW AND STEADY  
Length: 2.50 km

#3 --> GROCERY RUN  
Length: 2.75 km

#4 --> I THINK I CAN  
Length: 5.22 km

#5 --> CARNAGE  
Length: 2.98 km

#6 --> COUNTRY EXPRESS  
Length: 3.81 km

#7 --> COASTAL TOUR  
Length: 4.49 km

#8 --> TERMINAL RIDE  
Length: 3.74 km

#9 --> THE WALL  
Length: 2.21 km

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/INSANITY/

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The Insanity tracks are unlocked after you complete Big Game mode with all tracks played. The catch is that you must also have purchased the \$60,000 price tag bike during Level 5 in order to unlock this mode. Let me put it this way. This mode is insane. You honestly have no chance of completing most races in first unless you are very good at adjusting acceleration. The bikes go approximately 300 MPH, and the tracks are designed for slower bikes. So most of the time, you'll fly way off the road, go sky high thanks to oncoming traffic, or just die before the race completes. It's still fun to fool around in though.

#1 --> PRETTY BLUE

Length: 11.40 km

#2 --> ROCKET RACE

Length: 12.84 km

#3 --> IMPOSSIBLE DREAM

Length: 25.05 km

#4 --> CRASHMASTER 3000

Length: 18.63 km

#5 --> LOW EARTH ORBIT

Length: 13.80 km

#6 --> DOWNTOWN

Length: 12.98 km

#7 --> MARATHON

Length: 21.33 km

#8 --> THE WALL

Length: 2.21 km

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/Multiplayer/

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The multiplayer tracks are unlocked by default. They are only accessible during multiplayer, and there are only 5 of them. However, they're certainly unique, and have cool environments to them.

#1 --> FIGURE 8

Description: Basically a figure 8 track with curves that have slanted angles so turns can be made easier.

#2 --> ACID BATH

Description: Large oval track with a pit in the center filled with acid. Don't fall down there.

#3 --> SEWER SCOUR

Description: Somewhat curving design with sewage pits that can be hopped on ramps.

#4 --> FIGURE 4

Description: Pretty much half the distance of the Figure 8. Looks a lot like the map.

#5 --> DIRT TRACK

Description: Probably the most fun map there is. It's basically a large square track filled with dirt and huge jumping ramps. You can easily cheat on it though by taking shortcuts.



- Since kicks generally don't cause damage to their health bar, it works best to use these only on turns, or if the opponent is close to hitting a sign/railing/barrier.

#### + PUNCH

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Lethalness: \*\*

- The punch can be performed with the Right C button. It will perform a regular punch that always does damage to the biker's health. It suffers from a lack of power though. It has the key advantage of being able to steal an opponent's weapon. Repeatedly tap the punch key, and if one of the punches lands when the opponent swings their weapon - you will steal the weapon. Unfortunately, it happens in such an uncommon manner that its usefulness decreases. Plus, on the higher difficulty levels, tazers/spraycans cannot be stolen. Melee weapons also do higher damage, and trying to get close enough to punch will usually result in you (the biker) getting knocked out.

#### + BACKFIST

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Lethalness: \*

- This is a joke in my opinion. This melee attack has your character do a short-ranged backfist punch that does similar damage to the punch attack, but has shorter range. It can hit bikers slightly behind you. It has no key advantage, and should only be used if you have no weapons in a desperate attack measure. Stay away from it.

#### + SPINAROUND

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Lethalness: \*\*\*

- This is more of the less a non-move in the game, but rather technique. Drive up behind another biker, and then take your front tire and turn towards the back tire of the opposing biker's bike. You'll notice their bike starts to manually tilt and they have no control of it. Push hard enough and their bike will do a 360 spin and cause the driver to go flying off. The CPU also does this to you on higher difficulties, so keep your eye out. You get credit for the crash most of the time. However, it's a useful technique that involves little confrontation.

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### /Maneuvers/

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Want to know how to avoid enemy attacks, get a speed boost at the beginning of a race, and generally be one tough son of a bitch to knock down? Well, then this is your section.

#### + BEGINNING RACE - SPEED BOOST

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- Right at the beginning of the race, hold down the acceleration trigger, then press the wheelie key (A). Hold it for a bit, but not too long as you'll tip the bike. You will not that when accelerating on one wheel, you will speed ahead the rest of the pack. On the higher difficulties, the CPU opponents also do this. If you don't do the wheelie, your bike will have skiddage, and studder a bit in the rear of the pack.

#### + EVADING

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- Some key things to keep in mind. The CPU opponents never do weapon jams on bikes. They like to keep their melee weapons as long as possible until the weapon is stolen. The CPU likes to get close to you and lay down

weapon swings. To avoid, try driving in brown dirt paths on the side areas of roads, the paved walkways, or areas where traffic normally doesn't travel.

- If you have a nasty group of opponents about to catch up to you, drive straight towards oncoming traffic and do a wheelie to pop over the car. Some of the CPU opponents may not hit the wheelie button and will crash.
- You can avoid traffic by simply holding a wheelie while going over the vehicle. YOU CANNOT hop over ambulances, and 18 wheelers. The clearance is generally too high for your bike.
- The tracks are not designed for linear gameplay. If you jut off the road, continue in the general direction of where the race track was, and you can rejoin the race. Don't worry, the CPU generally doesn't get that much of a headstart.
- The CPU tends to have a catch-up behavior. It will gradually catch up your bike even at top speeds. You will have to fend them off, or dodge their swings to the finish line.
- The CPU suffers when taking turns. This is where you can gain distance ahead of the pack. You can also cut shortcuts by turning before the actual turn and essentially cheat a little bit.
- When turning yourself, do NOT over turn. If you do this, your bike will slide out of control, and you'll take a worthless wreck onto your life bar. To prevent it, press the R button to do a skid brake, then press B to slow down even more, then accelerate while turning the entire time. Either do that, or cut the corner.

#### Powerups/

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When you race on the Road Rash 64 tracks, you'll notice there are red powerups scattered throughout the race. You can simply acquire these powerups by driving very close to them or onto them. Each of them have special effects. This section will review them:

#### + Damage Multipliers

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- They come in 2x, and 4x. These will multiple your normal damage by the multiplier. They're great because it can only take one punch to knock a person off their bike. The effects wear off after about 20-25 seconds.
- These are one of the best powerups you can acquire in the game. Drive off-track to get them. If you find them in elevated areas, look for a key ramp or pathway that leads up to the location. If not, ignore them.

#### + Wrench

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- The wrench repairs your life bar from previous crashes in a race. On lower difficulties, the wrench will repair the entire life bar, however, on higher difficulties, it will only repair a portion. I find wrenches to be very useful because they basically ensure survival on a race. If you grab one of these, you'll most likely not die even if crashing a few more times. Most of the locations where you spot them are also near the road slightly off to the side. Grab them at all costs if injured; ignore them if not hurt at all.

#### + Weapons

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- You can acquire new weapons by running over the powerup on the map. Only go for weapon powerups that are worth it. Your main goal should be getting any tazer/stun gun. They look like a stick with a few sparks flying out of them. Secondly, go after the banana, heavy wrench, or sledgehammer. These are heavy melee weapons that dish out huge damage. The other melee types

(pool cue, weaker ones) should only be grabbed if you really need one. Most of their item locations are fetchy and in-between most great locations, so it's not always worth going for one.

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/Weapons/

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Weapons are definitely one of the premiere features of Road Rash 64. Without a proper object to beat the living hell out of someone, what's the point in fighting to the finish line? This section will briefly go over each weapon in the game and provide a lethality rating. Hand-to-hand combat is covered in the first section.

\*I'd like to give credit to TripleRaid from his Road Rash 64 FAQ, as he had all the weapon names listed in a code modifier section.\*

+ SPIKED CLUB / TIRE IRON / BAT / BILLIE CLUB

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Lethality: \*\*

- These are all examples of light melee weapons. They can be swung, and do damage, but it's nowhere near enough to commend them with a medal. The spiked club, tire iron, bat, and billie club each take 4+ hits to knock a biker off their bike. Because of this, their usefulness is often overstated. You're not going to get a lot of power out of the weak weapons. In my opinion, their best feature is to be used as a weapon jam. You can easily get a knockdown this way, without having to waste your time swinging away.

+ POOL CUE

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Lethality: \*\*\*

- The Pool Cue has the same damage features as the light melee weapons, but it has about three times the range. This is AWESOME. You can hit people, yet be 2-7 feet away from them. It's a rare weapon that can only be acquired by driving over the long-stick powerup on a map. You cannot get this weapon naturally in anyway. Because of this, it's a very useful powerup to get early on in the game (difficulties 1 through 3). Later on, its usefulness sucks because the heavy melee weapons are much more powerful, and the stun weapons are much better. Still a useful tidbit to bank your skills on.

+ SLEDGE HAMMER / MONKEY WRENCH / BANANA

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Lethality: \*\*\*\*

- These are much better choices when it comes to melee combat. These three weapons all represent heavy-style melee weapons, which means 2+ hits can knock a biker off their bike. Because of this, there's actually a point in swinging these weapons, and NOT using them as weapon jams (although they still can be used that way). The range is fairly mediocre though, so don't expect amazing results attempting to swing these from 5 feet away. It works best to strafe in for the quick hit, then retreat out before the opponent can counter-attack.

+ TASER / MACE / CATTLE PROD

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Lethality: \*\*\*\*\*

- These are non-damage stun weapons. From a first glance, you're probably thinking they suck. Well, they don't. When you hit someone with one of these, it causes the biker to wobble on their bike in a stunned position for 3-5 seconds. The biker will not be able to turn, and is entirely

powerless (they go at a constant speed). Often, after stunning someone, you will see them go head first into opposing traffic, into a wall, not make a turn, and so forth. This is by far the best weapon in the game. The range is about average, and you have infinite rounds when using these stun weapons. Since they don't do damage though, it's up to you to either let them crash, or lay down a nice kick that will cause them to crash.

+ NUNCHUCK / CHAIN

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Lethalness: \*\*\*\*

- These are also heavy-style melee weapons but with slightly extended range. My only complaint with them is that they don't instantaneously hit. Right you prepare to swing, there is a 1-2 second delay of swirling the chain or nunchuck before actually hitting the opponent. The other melee weapons are not like this. They will always immediately whack their opponent after pressing the button. This is what prevents them from ultimate glory in my opinion. They still have better range than the default heavy melee weapons, which also makes them a sure-fire weapon in combat.

\_\_\_\_\_  
/Rap Sheet/

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The Rap Sheet is a little memento of what you accomplished during a race that was particularly violent or odd. It's actually quite funny, but also used as a personal record setter. It records how many people you assaulted, if you beat up cops, stole weapons, and even launched yourself over a cow. This section will briefly go over what the entries mean and how to acquire them. I'd like to give credit to:

<http://www.gamewinners.com>

- for providing some of the missing entries on my list.

ENTRY	HOW TO GET
Cage Rattler	Ride next to car and hit with weapon
Hit and Run	Run over a pedestrian
Butterfingers	CPU steals your weapon
Most Wanted	Knock a cop off their bike
Assaulted Officer	Hit an officer
Battery	Hit someone
Accidents caused	Hit someone causing a crash
Resisted Arrest	Break away from a cop
Master Thief	Steal a weapon
Punching Bag	Get hit frequently during the race
Lightning Rod	Get zapped frequently

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/Secrets/

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Secrets are what makes Road Rash 64 an interesting game. No longer do you have to struggle with the same boring races in most games. This one actually has stuff to explore.

\*I'd like to give credit to: [www.gamewinners.com](http://www.gamewinners.com) for providing some of these secret locations.\*

+ CHANGING BIKERS



The Dumoto is the creme de la crop though of sport-style bikes. It starts out as the weaker model compared to the Firecracker, but quickly becomes the supreme bike.

@#\$> FIRECRACKER 400 / 650 / 700 / 900 / 1300

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Type: Sports  
Price: Cheaper  
Acceleration: Below Average  
Handling: Good  
Durability: Great

- The Firecracker bike starts out as a more powerful model, but slowly becomes the deficient bike compared to the Dumoto. Again, it's another sports style bike that has a sleek design, and is a tad more bulky than the Dumoto. Due to its light weight, it still tends to get knocked down easily in exchange for good handling around turns. It has a slightly extended life bar compared to the other bikes nonetheless.

- My biggest gripe with the Firecracker is that its top speed is lacking. While it's only off by 2-3 MPH, it is technically slower than the Dumoto. This is why it's typically cheaper than the Dumoto in the purchasing screen. Still an efficient bike for maps involving lots of turns. Sports bikes pan out better later on in the game since the tracks involve many turns.

@#\$> RATTLER 600 / 800 / 950 / 1100 / 1500

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Type: Roadster  
Price: Cheaper  
Acceleration: Average  
Handling: Below Average  
Durability: Above Average

- The Rattler is my personal favorite of a bike. It is typically the cheaper Roadster style bike, and is a great model early on in the game when most of the tracks lack turns. The Roadster style bikes are designed for real bikers, and have heavy weight to them. Because of this, they lack the ability to hand turns in a well manner, but are beasts when on the road in speed and combat situations. While the Rattler is somewhat lacking in most categories, it makes a great knockdown bike for taking out other bikers. Since it has decent speed, it can make up time when in the back of the race, you just have to get use to navigating the corners.

- Use it early on in the game, then avoid the roadster style bikes late in the game as the tracks get more difficult to navigate on.

@#\$> RAZORBACK 650 / 750 / 900 / 1200 / 1600

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Type: Roadster  
Price: Costier  
Acceleration: Good  
Handling: Below Average  
Durability: Great

- The Razorback is yet another Roadster style bike, except its one of the most costly bikes in the game that isn't an insanity level bike. The basic gist is that the Razorback has the best top speed in the game, and has extra durability to last longer on races. It still is susceptible to sliding off on nifty turns like the Rattler, but the better top speed makes up for it.









