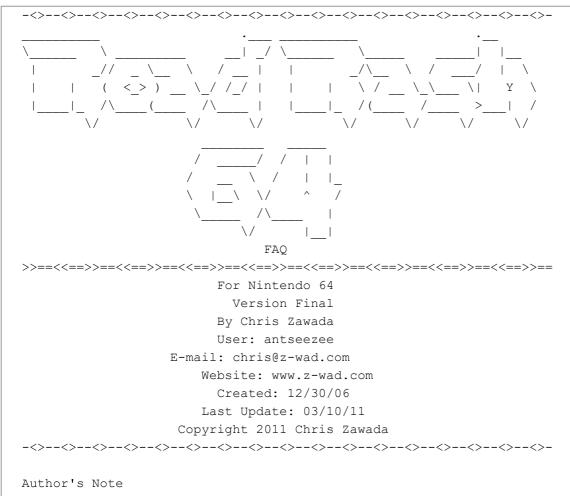
Road Rash 64 FAQ

by antseezee

Updated to vFinal on Mar 11, 2011



Motorcycle games are somewhat uncommon and often unsought by most gamers. Who wants to speed around on motorbikes on some boring looped track? I sure as hell don't. However, the Road Rash series has always taken a more lethal approach when it comes to motorcycle games. They prefer that the riders crash and burn. Road Rash 64 continues the epic violence of the Road Rash series, allowing you to assault other riders, fend off police officers, all while racing for the finish line and avoiding obstacles, debris, and miscellaneous pedestrians/traffic. Using various weapons, various bikes, and various head-raunching maneuvers, your ultimate goal is to stash the cash from the victory of the race. Can you ultimately bash in the opposing riders and lead yourself to the winner's circle, or will you become roadkill thanks to a 4x4?

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have added to the guide, contact me via e-mail or on GameFAQs. I'll be more than content to add your segment of information, and will also provide credit. If you have any questions you'd like added to the Common Questions section, ask. I simply don't have the time to sit around thinking of questions. Provide me with what you want to know!

Updates

=03/10/11= vFinal Final update.

=1/13/07 = v1.0

Finished the FAQ. I could have completed this guide sooner, but was so glued to playing the game for fun rather than writing a guide on it. My 64th FAQ too; how ironic (being a N64 game).

=12/30/06 = v1.0

Started the FAQ. Got this game about 2 weeks ago and it's so dang fun. I finally beat the game yesterday and decided to write the guide about it.

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- 1) Introduction -

Road Rash 64 is the N64 version of the game Road Rash, except it is enhanced with partial 3D graphics, a decently good control system, and probably the best racing fun you'll have on any gaming system. The basic premise behind the Road Rash games are that you're a biker. However, you don't race necessarily in official circuits. You race on real-life roads, against other violence-hungry savages who can attack each other with melee attacks, weapons, tazers, and other viscious items. The goal is to win the race to earn a cash prize, but since there are no rules, anything is bound to happen. Police officers will try to stop you and arrest you, and you'll have plenty of traffic, citizens, and turns to evade possible negative outcomes.

The enjoyment in the game comes in the crash-n-burn style of gameplay. If you've ever played Burnout 3, it feels a lot like this. When you hit something at a fast speed, you may have a chance of crashing. Crashing causes your bike & biker to go flying. Throughout the game, you can earn bonus cash by doing special things such as beating down people, hitting plenty of citizens, evading

police officers, doing stunts. You'll also just see plain funny things while racing. One second, you'll be punching & kicking a fellow biker, and the next second he'll go head-on into a semi 18-wheeler because you bumped him into it. The enjoyment of Road Rash 64 is further prolonged through a partial "campaign" mode, the ability to buy & purchase new bikes, and a multiplayer mode.

GAME INFO

//////////\\\\\\

Players: 1-4
Developer: THQ
Released: 1999
Rarity: uncommon

Special Features: Expansion pack compatible, Controller Pak required for saving

Cover Art on case:

- Shows bikers rushing by at high speeds

- 2) Game Basics

Thankfully, the Nintendo 64 controller actually fits well to the design of the game. The only true flaws in the control system involve the yellow C buttons, which tend to have certain side functions. They're fairly awkward to press, but other than that, you shouldn't have much trouble thanks to the analog stick. The best way to hold the controller is to put your left hand on the middle stick, and your right hand on the far right. For menu navigating, use the control pad as it's easier.

KEY representation for each button:

A = A button (blue)

B = B button (green)

Up/Down/Left/Right C = C buttons (yellow)

R = Right Trigger (gray)

L = Left Trigger (gray)

Z = Z Trigger (gray, underneath controller)

Analog Pad = joystick (white, center)

Directional Pad = control pad (black, left)

START = start button (red, center)

/Controls/

-=-=-=

Analog Pad - Moves bike, leans forward/backward

Up C - Switches weapon/melee attacks

Left C - Kicks

Right C - Punches, tap repeatedly to steal weapon

Down C - Uses weapon, performs backfist if unarmed

A - Does wheelie

B - Heavy brake

R - Skid brake

L - Perform taunt (with weapon only)

Z - Accelerates

- The controls in Road Rash 64 are pretty explanatory. You want to hold the controller with your left hand on the center portion, and right hand on the right portion of the controller. Hold down Z to go. Use the wheelie move on

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.

/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 <#...

- 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 <#...

- 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

- Bots Amount: Automatic

- Level Types: Any you have unlocked in Big Game

- Track Types: Multiplayer only

= TAG

> The person with the arrow over them is it. Knock them down to score a point. New person becomes it.

- Player Amount: 1-2

- Bots Amount: Automatic

- Level Types: Any you have unlocked in Big Game

- Track Types: Multiplayer only

...#> BIG GAME <#...

- This is practically the campaign mode of Road Rash 64. You start off at Level 1 type racing tracks, which feature slower bikes, and less difficult opponents. After completing all tracks by placing in the top 4 on a race, you can upgrade to the next level of races. You earn cash based on your placement in a race, and can re-race a track if you need more cash. After accumulating enough cash, you should have a choice of which bike you wish to purchase. This mode must be saved to a memory pak, and it also unlocks most other levels for various game modes.

- 3) Tracks

Road Rash 64 is full of plush and escaping tracks that make you wonder what the hell is going on. The gameplay style of RR64 is a tad more freestyle. While you can venture off-road, and it is not recommended, you are not penalized in any way. Most of the time, you'll find various powerups, items, and shortcuts by going off-road. This section will briefly go over the various tracks in the game.

/Level 1/

-=-=-=-

The Level 1 tracks involve slow moving bikes that top speed around 130 MPH. Most of the tracks are very short, and involve simple melee skills. You'll find that you'll probably win most of them with relative ease.

#1 --> MILK RUN

Length: 4.37 km

#2 --> BUMPS N JUMPS

Length: 4.98 km

#3 --> MERRY-GO-ROUND

Length: 4.07 km

#4 --> HARD WAY

Length: 4.80 km

#5 --> CAKEWALK

Length: 4.51 km

#6 --> BAYSIDE

Length: 4.48 km

/Level 2/

-=-=-=-=

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

/Level 3/

-=-=-=-=

The Level 3 tracks take an increase in difficult 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

/Level 4/

-=-=-=

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

/Level 5/

-=-=-=-=-=

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 --> DEVIOUS HIGHWAY

Length: 17.51 km

#7 --> CRASH AND BURN

Length: 17.31 km

#8 --> MARATHON Length: 21.33 km

/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

/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

/Multiplayer/

-=-=-=

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.



- 4) Tips -

Road Rash 64 is full of secrets and advantages that the player can possess to be a victorious rider. This section will provide you with granted strategies and tips to becoming a winning rider.

/Attacking/

-=-=-=-=

Combat in Road Rash 64 is quite common, and a necessity in order to survive on the race track. Attacking can be performed in many different ways using different moves. The key to being a successful attacker is laying down hits, but not being exposed to hits.

+ WEAPON WHACK

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Lethalness: ***

- The weapon whack is the dominant attack option for most players and AI-controlled opponents in Road Rash 64. To perform it, pull out your weapon by pressing Up C, and then press Down C to swing the weapon. From personal experience, it works best to use the weapon whack with the heavier melee weapons (Level 4 or higher difficulty). On the lower difficulties, the damage yielded due to the weapons is much lower and takes more than 4 whacks to knock someone off their bike. A solid tactic is to swirve in from the right or left, and lay down a quick whacking. Quickly retreat away so they cannot counter-attack. Wash and repeat to knock them off their bike.
- DO NOT hassle your time, hit them once, wait a bit, and hit them again. Do it in a quick repeated fashion because the life bars regenerate over time.

+ WEAPON JAM

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Lethalness: ****

- The weapon jam can be performed with any weapon in the game. Basically, to perform it, press Down C & Right C at the same time. You will see your character hold the weapon in a downward angled position. Now, drive near the front portion of an opposing biker, and release the buttons to perform the attack. This will cause your weapon to get jammed in their bike spoke, causing their bike to flip and render the rider useless. One disadvantage is that the weapon jam takes away your weapon as well.
- The best tactic to do is to jam opponent's bikes with weaker melee weapons like the baton, spiked club, and pool stick. Save your heavier melee weapons for melee combat attacks.

+ KICK

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Lethalness: ****

- The kick is such an awesome attack because it has a huge effect when used against another biker. Strafe towards a biker and press Left C to use the kick. The kick generally won't cause damage to the biker's health bar (it hits occasionally), but it will cause their bike to skid a little sideways. If you strafe in very fast from an angle and perform the kick at the right moment, it will cause their bike to spin out of control thus yielding a crash. The kick does not require any special weapon, and works AWESOMELY on turns where every biker is leaning. Just turn with them, and lay a kick to watch them careen into a side railing.

- 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.

/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

- 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/

-=-=-=-=

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

- 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

=======

- 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.

/Weapons/

-=-=-=-=

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 lethalness 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

Lethalness: **

- 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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Lethalness: ***

- 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 powerul, and the stun weapons are much better. Still a useful tidbit to bank your skills on.

+ SLEDGE HAMMER / MONKEY WRENCH / BANANA

Lethalness: ****

- 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 a 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

Lethalness: *****

- 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

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/

-=-=-=-=-=

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 for providing some of these secret locations.

+ CHANGING BIKERS

===========

- Changing bikers actually has an effect on what starting weapon you have. Each in-game biker also has a set name that does not change.
- + STAY ON GROUND AFTER CRASH

- Hold L on the controller.
- + RECOVERY TECHNIQUES

- Press A after a sharp turn to prevent a sliding crash.
- If spinning wildly after getting knocked in the air, tap B to straighten out for a landing.
- Repeatedly press A + B if about to crash to help increase chances of landing on wheels.

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+ NEAT THINGS THAT HAPPEN

- You can hop over a lot of things on the map that you normally could not. Trash cans, cows, small signs, highway railings, hills, other bikers, debris, can all be hopped by doing a wheelie.
- + SECRET AREAS

- Powerups are sometimes not put in relative spots to the track. There are also areas such as the beach, a dam, the football stadium, that have no true secrets inside, but are nice to explore.

- 5) Bikes

The only vehicle you can control during Road Rash 64 is the bike. It's basically a two-wheeled vehicle, better known as a crotch rocket, that often has quirky physics compared to typical cars. During Big Game mode, you can purchase various bikes for certain prices. This section will cover each bike and provide a rating and analysis of each.

@#\$> DUMOTO 500 / 600 / 750 / 959 / 1100

Type: Sports
Price: Costier

Acceleration: Below Average

Handling: Great Durability: Good

- The Dumoto bikes are generally sleeker modern bikes that give off the appearance of a high-end Honda or Kawasaki motorbike. Their design tends to be lighter than normal, yielding them with decent durability & excellent handling compared to the roadster bikes. Unfortunately, my biggest gripe with the Dumoto and any sport-style bike is the fact that they feel light on the road. You'll often find the poor acceleration a problem when recovering from crashes, or slowing down on turns. Most of all, they easily get knocked around in combat situations. A well-placed kick, and you'll be out of control in no time. This is the disadvantage of the light weight, which compensates for better handling on turns.
- Unless you are a devout fan of sports bikes, avoid the sport bikes for now.

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

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

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

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 costy 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.

- This is a fine bike to use later on in the game as well. But remember that it is very costy, and sometimes, it's not worth earning extra money to get the better bike. Go for the Rattler unless you really desire the extra attributes that the Razorback offers.

@#\$> SCOOTER 125

Type: Scooter
Price: Earned
Acceleration: Bad
Handling: Average
Durability: Average

- The Scooter is a vehicle which is unlocked for beating the game. In reality, it's a poor mini-bike that has potential top speeds around 70 MPH, but has HORRIBLE acceleration. This means that when you crash, it takes a long time to catch up to the rest of the pack. This vehicle can only be used in Thrash mode, and there are set tracks designed for it. It's hard to slide out of control with this vehicle since it has a slow top speed. Avoid using it at all costs unless you want something to experiment with.

@#\$> HAMMERHEAD / EXECUTIONER

Type: Insanity

Price: Costier (\$60,000)

Acceleration: Insane Handling: Insane Durability: Insane

- The Hammerhead or Executioner bikes are both insanity-style bikes based off of the Sports & Roadster styles respectively. They have a top speed of 300 MPH, but that can be a problem as the speed is WAY TOO HIGH for the map designs. So in effect, you'll be letting go of the gas trigger quite a bit in order to stay on the road without crashing, careening of the map, or just plain flat out doing crazy things. These bikes can be unlocked by completing all races in Big Game mode, and also beating the Scooter levels in Thrash mode. They are the most fun you're going to have with bikes though. The insane speeds cause huge crashes, your rider to go flying, and generally funny chaos on the track.
- To earn them in Big Game mode, earn enough cash on Level 5 so that you have \$60,000 total. Purchase one, and use it on a Level 5 track. Just be careful and don't crash too much with it. Make use of letting go of the trigger to take turns carefully, and speeding up on straightaways.

- 6) Codes -

One element that expands the gameplay of Road Rash 64 is the codes involved. There are many button-masher codes that have to be inputted in order to unlock certain things. You can also earn these codes by completing levels of difficulty in big game mode. I'd like to give credit to:

http://www.gamewinners.com/

- for providing these extremely useful codes.

IMPORTANT: Codes must be entered at the main menu.

```
| CODE EFFECT
                  | CODE SEQUENCE
|-----
                  | L (4), R (4)
| Unlimited 2X Damage
| Unlimited 4X Damage
                  | L (2), R (2), L, C-Up, C-Right, Z
| Debug Information
                  | C-Right (2), C-Left (2), L, Z, C-Left, C-Up |
                  | C-Up (4), C-Down, L, C-Left, Z
| All Weapons
| ""
                  | C-Up (3), C-Down, L, C-Left, Z
                  | C-Down, C-Right, C-Up, C-Left (3)
Scooters
| Super Fast Bikes
                 | C-Up, C-Left (2), C-Right, L, R, C-Down, Z
                  | C-Up, C-Left (2), C-Right, L, R, C-Down, Z
| All Bikes & Tracks
| Insanity Level
                  | C-Up, C-Left (2), C-Right, L, R, C-Down, Z
| Be the Cop Mode
                 | Z, C-Left, C-Down, C-Left, Z, L, R, C-Down
                  | R, C-Right, Z, R, L, C-Up, C-Left, C-Up
| Level 2
| Level 3
                  | R, C-Right (3), R, C-Left, C-Down, Z
| Level 4
                  | R, C-Right, C-Down, C-Left, C-Right (2), Z, L|
| Level 5
                  | Z, C-Right, C-Down, C-Left, C-Right (2), Z, L|
|-----|
```

- 7) Common Questions -

)) Gameplay ((

<< What would you rate this game? >>

- I would rate Road Rash 64 a [9/10]. This is by far one of the best racing games I have ever played, and this is coming from a non-racing fan. The beauty behind Road Rash 64 is the cool physics engine, partially 3D graphics, yet insanely fun combat and situations that happen during the race. You're driving, and then suddenly, you see 3 opposing bikers get crushed by an 18-wheeler, and one of the guys goes flying and gets run over by other bikers. The hilarity behind the physics engine is remarkable. While the game does suffer from slowdown issues even with a decent expansion pack, the soundtrack is somewhat good at times, and the racetracks are non-linear allowing you to go off-track at will. You can cheat for shortcuts, acquire powerups during the race, and pretty much succeed on the racetrack by beating down opponents. Most of all, this is the most advanced Road Rash title out there. The developers have not made a new one practically since this title, and this is by far the best you're going to find out there on the video game market.

<< How does this compare to other racing games on the N64? >>

- It's a very unique title. The game focuses on completing the race with the highest rank possible, but combat is placed with heavy emphasis. You must fend off other bikers, try to knock them off their bike, or avoid contact with them to get first place. You're awarded with bonus cash for doing special things (beating down others, avoiding police, etc...). As you qualify for each race (top 4 finish), tougher difficulties are unlocked. The game gets better and better as the speed increases, because so does the difficulty of your opponents, and the degree of weapons improves. Finally, there are plenty of cheats to fool around with special game modes and do whacky things in your spare time.

<< Are there any other Road Rash games out there? >>

- Yes, quite a few. There are 15+ titles scattered across the Genesis, N64, Playstation, Sega Saturn, Game Genie, Game Boy Advance, PC and so forth. There are however no titles released for the XBOX, PS2, or Gamecube. There are also no planned titles as of right now. This series was popular during the 1995-1999 era, but developers have not taken up on continuing the series as of recently.
- << How come I cannot unlock Insanity mode? >>
- I don't know. I beat all 5 levels in a legit fashion during Big Game mode, and purchased the Insanity bike for \$60,000 in Level 5 difficulty, but it only unlocked a Scooter mode that can be played in Thrash mode. Just use the cheat code for now, and have fun riding the insanity bikes. The bike goes so fast you'll often crash and burn out of pure humility.
- << Who's your favorite biker? >>
- I don't know his name, but he wears jeans, a blue vest, and a black skullcap hat. By default, he gets a tazer in the level 4 & 5 difficulties, which is great compared to the other bikers.
- << Who are the clans that want me to join for money in Big Game mode? >>
- These are biker gangs that you will face in competition on the map. If you join their gang, other members of the gang will not attack you, but it costs money to join. If you go solo, they will attack you regardless. The Rumblers are a typical biker gang that ONLY drive Roadster style bikes. If your main character is a suited sportster biker, you'll have a chance to join the other gang.
- << I keep on crashing. Is there any way to prevent this? >>
- The biggest two things I have learned is pacing my crashes, and getting wrenches. On any map, try not to crash too many times at a certain area of the track. You want to crash enough times out of aggressiveness, but also so that your last bit of health is still there when you cross the finish line. Check my Tips section & Secrets section on how to improve management of your bike. Also, snatch up any wrench powerups near the road that you see. Don't go out of your way to get a wrench powerup; just snatch one up and it will give you an extra boost of confidence knowing some of your life is repaired.

- 8) Copyright/Distribution/Reproduction Guidelines -

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This is a list of the current known sites that host my FAQs:

- http://www.gamefaqs.com/
- http://www.ign.com/

<pre>- https://www.neoseeker.com/ - http://www.cheatcc.com/ - http://www.cheatplanet.com/</pre>
-<><><><><><><><><><>
I'd like to thank the following people for their help in making this FAQ possible:
)) CJayC ((for constantly updating GameFAQs, and dedicating his entire life to it. Takes a lot of effort to keep a site going this long.
)) Gamewinners.com ((for providing the cheat codes & secrets surrounding Road Rash 64.
)) THQ ((for helping produce one of the most fun racing games I have ever played. Granted, it is not a pure racing game, but the sheer fun factor is enough to bring me back to this title time and time again.
)) TripleRaid ((for providing the weapon names from his incomplete FAQ. Very useful, thanks.
"Some people make sacrifices to make other people happy." - Chris Zawada "Frrrrreeeeeeeeeddddoooooooooooommmmmmmm!" - William Wallace, Braveheart