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- I. Story
- II. Controls
- III. Characters
- IV. Moves & Items
- V. 1 Player Mode
- VI. 2 Player Mode
- VII. Story Mode
- VIII. Tito's Challenge
- IX. Secrets & Codes
- X. Legal Information & Updates
- XI. Credits

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Section I:
Story

Ray Rocket's (Otto and Reggie's Dad) extreme sports shop, Rocket Boards, is going to have to close unless business picks up. So Ray has a plan. His new line, The Rocket 2001 Line, will save the shop - if only kids new about it. With business down, he has no money for advertising. Sno-Mart, Rocket Boards' competitor, knows that Ray might have to close so they put in an offer on the business.

With the situation seeming hopeless, the kids (Otto Rocket, Reggie Rocket, Sam Dullard, and Twister Rodriguez) have decided that they should help. There's only one way to keep the shop open. Conroy Blanc, an ex-pro boarder, suggests the kids use the new Rocket 2001 Boards and enter all of the upcoming competitions.

Take control of Team Rocket in the fight to save the Rocket Board shop. You'll have to beat the best of the competition... including Sno-Mart!

~ Taken from Rocket Power: Team Rocket Rescue instruction manuel.

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Section II:
Controls

Controls	Function
Up	Move Forward
Down	Slow down / Stop

Sputz Ringley is also part of Lars's three man gang. Sputz cannot talk right on the cartoon show. He is good at most extreme sports like everyone else is in Lars's group.

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+~+~+~+~+~+~+~+~+~+~+
+~+ Conroy Blanc +~+
+~+~+~+~+~+~+~+~+~+~+
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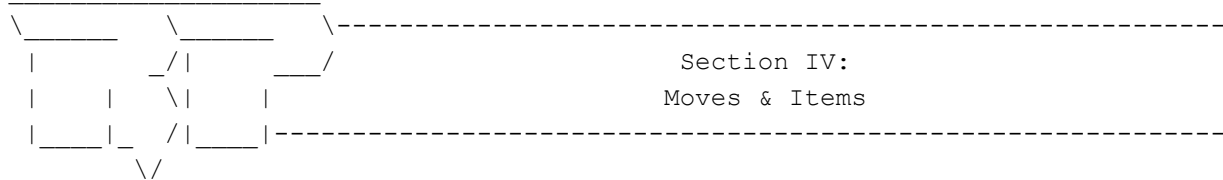
Conroy Blanc is friends with Otto, Reggie, Twister, and Sam. Conroy is the manager of Madtown Skatepark.

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+~+~+~+~+~+~+~+~+~+~+
+~+ Angelica Pickles +~+
+~+~+~+~+~+~+~+~+~+~+
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Angelica Pickles is 4 years old. She is from the Rugrats. I never knew she could do extreme sports, but she is pretty good in the game.

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+~+~+~+~+~+~+~+~+~+~+
+~+ Tommy Pickles +~+
+~+~+~+~+~+~+~+~+~+~+
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Tommy Pickles is 1 year old. He is Angelica Pickles little cousin. Like Angelica, I did not know that Tommy could do any extreme sports, but is good in the game.



/ Moves \ _____

NOTE: Grinds are worth different amounts of points. It depends on how long you do one. Also, if the last button you push is X the points value will be 500 and if the last button you pushed was circle the points value will be 1,000.

Skateboard

Button(s)	Move
UP + Square	Tail Grind
DOWN + Square	Foot Hold Grind
LEFT + Square	Nose Grind
Right + Square	One Hand Stand Grind

UP + X	360 Shove It
Down + X	Kick Flip
Left + X	Heel Flip
Right + X	Impossible Switch
Up + Circle	Japan Air
Down + Circle	Tail Grap
Left + Circle	Method Air
Right + Circle	Frigid Air

Snowboard

Button(s)	Move
UP + Square	Board Slide
DOWN + Square	Tail Slide
LEFT + Square	Edge Slide
Right + Square	Nose Slide
UP + X	Method
Down + X	Superman
Left + X	Stiffy
Right + X	Tail Grab
Up + Circle	Curly Air
Down + Circle	Mute Grab
Left + Circle	Melancholy
Right + Circle	Nose Grab

Roller Blades

Button(s)	Move
UP + Square	Sweet Stance

DOWN + Square	Alley Oop Mizou
LEFT + Square	Wheel Barrow
Right + Square	Alley Oop
UP + X	Star
Down + X	Bridge Kick
Left + X	Splitz
Right + X	Kung Fu
Up + Circle	Aerial Down Kick
Down + Circle	Kick Grab
Left + Circle	Double Toe Grab
Right + Circle	Heel Fever

 BMX Bike

Button(s)	Move
UP + Square	Manual
DOWN + Square	No Hand
LEFT + Square	Spokes
Right + Square	Rocket Fish
UP + X	Bar Spin
Down + X	One Handed Leg Split
Left + X	Seat Grab
Right + X	Super Bar Spin
Up + Circle	Kickout
Down + Circle	Superman
Left + Circle	Tail Whip
Right + Circle	Double Seat Grab

Lightning Bolt

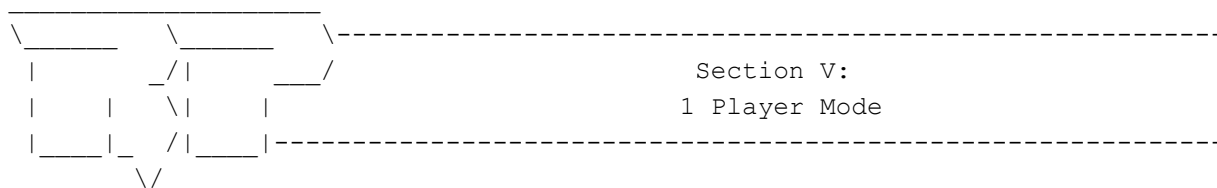
The lightning bolt is a turbo boost. In other words, it will make you go faster for a short period of time.

Star

Whenever you see a star, try to get it because it fills up your special meter. This means you will be able to do your Special Move.

Face

If you see a person's face on a course during Story Mode, try to get it because when you get this, it will unlock that character.



In one player mode you can choose to compete in three different modes. They are Story Mode, Free Play, and Tito's Challenge.

Story Mode

When you start Story Mode you choose one of the four characters (Otto, Reggie, Twister, and Sam). You are given tasks for each course. There are four stages to beat and there are four levels in each stage to clear. To clear a stage, you will most of the time have to beat a certain score. Sometimes, you will have to get to a certain area in a set amount of time. While the other couple exceptions are, you must find pieces to a bike or a skateboard.

Free Play

Select a character and then a level to go to. At the beginning there are only 4 levels to choose from, but once you beat Story Mode there will be 16 levels to choose from. You have an unlimited time limit to perform tricks. This is a great place to learn how to do tricks. You can use your characters that you unlocked in Free Play Mode.

Tito's Challenge

In Tito's Challenge, Tito challenges you to find all of his shells he has hidden. You must complete the task in a certain time limit. You will be given either rollerblades, skateboard, or a BMX bike. You will have anywhere between 60 seconds to 90 seconds to find all of the shells.

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_____ _/ _____ /	Section VI:
_ _ _ \ _ _ _	2 Player Mode
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In two player mode there is only two different things you can do. Free Play and Tito's Challenge. Free Play and Tito's Challenge is the same in two player mode as it is in one player mode.

Free Play

You and a friend select a character and then a level to go to. At the beginning there are only 4 levels to choose from, but once you beat Story Mode there will be 16 levels to choose from. You have an unlimited time limit to perform tricks. You and a friend can challenge each other in here. This is one of my favorite modes.

Tito's Challenge

In Tito's Challenge, Tito challenges you and a friend to find all of his shells he has hidden. You must complete the task in a certain time limit. You will be given either rollerblades, skateboard, or a BMX bike. You will have anywhere between 60 seconds to 90 seconds to find all of the shells.

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_____ _/ _____ /	Section VII:
_ _ _ \ _ _ _	Story Mode
____ _ / ____	-----
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Stage 1	

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Mount Baldy

This is a simple level. Just snowboard down the hill, and go through all of the gates. To go down faster, hold down the "X" button, which will cause you to go faster.

 Pier

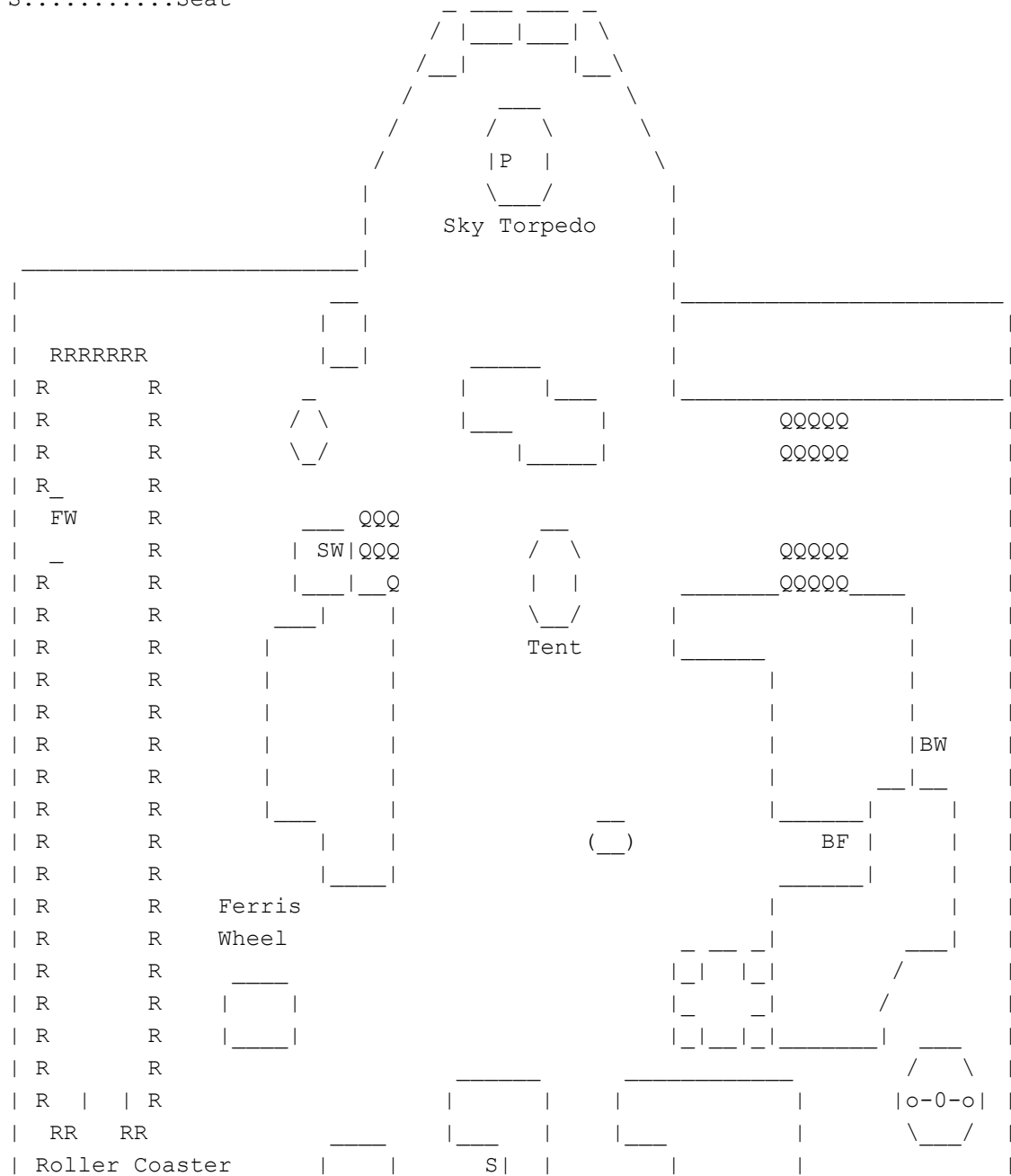
This level you have to find the parts for you BMX bike because Sno-Mart stole them.

So, you are on your roller blades on the Pier looking for the bike parts.
 Here is a map I made with the locations of each part.

NOTE: Map not to scale!!!

Key:

- R.....Roller Coaster
- Q.....Ramp
- BW.....Back Wheel
- BF.....Bike Frame
- FW.....Front Wheel
- SW.....Sterring Wheel
- P.....Pedal
- S.....Seat



Front Wheel

Go to the side of the Roller Coaster that is at the edge of the and go until you reach an opening with the wheel in it.

Seat

This should be what you get first. When you start out, go to the corner of the building on the left. Keep going left around each corner of the building until you see the seat.

Steering Wheel

To get the steering wheel, go to the tent looking thing (near the Sky Torpedo) and there should be a ramp near there. Go up the middle of the ramp and if you get enough air you will get the steering wheel.

Bike Frame

This is the hardest item to get. Go to the tent looking thing (near the Sky Torpedo) and there are two ramps across from each other near there. Go up the ramp that is attached to the shortest building. Get on top of the building and ride on top of it until you reach the bike frame. To get on top of the building and UP on the Directional Pad and X. Don't let go of X until you are on the top of the building.

Back Wheel

Go to where the two ramps are across from each other and go to the side of the building where you can see the ocean. Go straight until you see the back wheel.

Pedals

To get the pedals, go to the Sky Torpedo and grind up the rail and around the ride and you will get the pedals.

Here is the quickest order I have found to get the parts to your bike:

- 1.) Seat
- 2.) Front Wheel
- 3.) Pedals
- 4.) Steering Wheel
- 5.) Back Wheel
- 6.) Bike Frame

Bumpy

In this level you must perform tricks on your BMX bike to earn third place or higher on the scoreboard.

Ride around and go off the dirt jumps. Hold down X at all times, until the edge of your bike is about to go over a jump. When this happens, let go of the X button and perform two to three supermans. Continue to go off the dirt

jumps until you get a special. If you lose momentum while crossing the gaps, get over beside one of the fences and ride along it until you get your speed back.

Whenever you get a special, go off of one of the jumps, and get as much air as you can, then press /_\ when you are at the climax of the jump. After that, continuously do Supermans and/or Tail Whips as fast as you can until your Special meter is emptied.

Madtown

This is the final level of Stage 1. In this level you perform tricks on your skateboard to earn third place or higher on the scoreboard.

This level is quite easy. The easiest way to get points is to find the half pipe, and do tricks on it. Once you have found the half pipe, rock back and forth on it to gain speed so you can get higher in the air. As soon as you feel comfortable with the height you are getting, you can start performing tricks. I recommend doing Method Airs, Japan Airs, Tail Grabs, Kick Flips, etc. You can do a combination of the tricks also, which will give you more points.

Upon getting a full Special Meter, press the /_\ button at the climax of a jump, and start doing Method Airs, Tail Grabs, Kick Flips, Japan Airs, and all that go stuff without stopping. This will easily get you a lot of points.

O~::~=O
| Stage 2 |
O~::~=O

Bear Mountain

The Sno-Mart team challenged you to a race. Winner takes all. If you do not come in first you will have to drop out of the next competition. Use your BMX bike to beat Lars and his gang.

This is a simple racing level. Hold down the X button, and let go when you are about to go off the top of a jump. You don't have to get the lightning bolts, but it helps out if you do.

Rock City

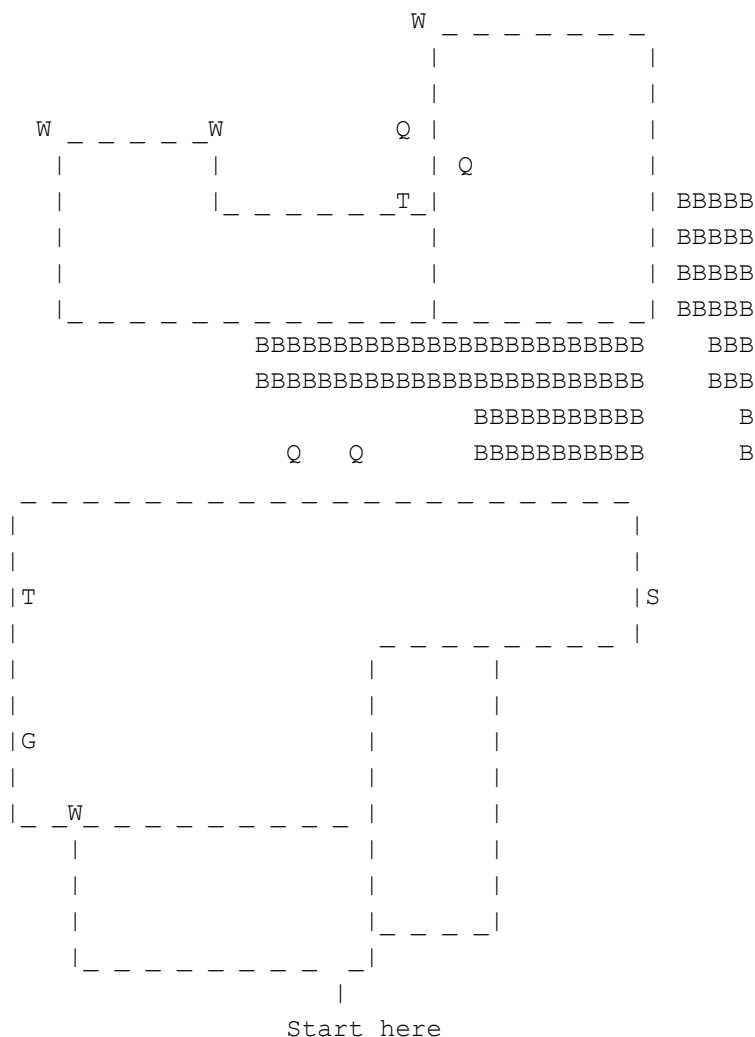
Sno-Mart stole your skateboard and hide the parts. Here is a map I made with the locations of all the parts. I am not going to give a description on where to go because it is pretty simple (especially with the map).

NOTE: Map note to scale

NOTE: All pieces are in the road except for one which is on the side.

Key:

- - - road
 B..... building
 Q..... ramp
 W..... wheel
 S..... skate board deck
 T..... truck (part of skateboard)
 G..... grip tape



The easiest way to get the parts to your skateboard is to start out and go to the right. Then the road quickly goes to the left, so stay on it until you reach an intersection. When you reach the intersection, go left. After you go left a while, you will see one of the wheels, so get it, and continue in the direction you were going in. Soon thereafter, the road will take a right, which you will stay on.

While going down this straight stretch of road, there will be grip tape and the trucks to the skateboard. Once you get the trucks, the road will take another right. Keep on the street through this long straight part. After a little while of riding, the road will take a right, and you will see an opening on the left, but straight ahead you will see the deck of the skateboard. Get the deck, then turn around, go in the open area, and sprint beside the buildings.

Soon you will see another street. Once you see it, take a left onto the street. Stay on the road, going straight until you are not able to go dead ahead any further. When this happens, go to the right. You should faintly see a wheel before the road takes another turn. Hurdle yourself to the wheel, and go around the turn, in which you should see another wheel. Upon obtaining this wheel, take the right turn that is beside the wheel. Then venture down the short street, and take a left hand turn. Now you should be able to see a second truck, which is the last piece you need.

School

You must perform trick combinations on your skateboard to earn third place or higher on the scoreboard.

The School level is another easy level. When you can control of your selected character, find the main entrance to the school. In front of the entrance is a huge bowl for you to do tricks in. When in the bowl, go at an angle so it will almost be like you are in a half pipe. Do most of the same tricks that you used in the Madtown level, which were Japan Airs, Method Airs, Tail Grabs, Kick Flips, etc. Also add in some front and back flips and spinning. This get your score higher.

Free Ride

The final level of Stage 2 is a snowboarding level. The objective is to perform trick combinations to earn third place or higher on the scoreboard.

There will be a board at the start of this level that you can grind up on. This level can be hard, but it really isn't. Just hold down X until you are almost off a jump, then let go of X and perform tricks. There will be a half pipe you can perform on tricks on your way down. If you don't have very many points by the time you reach the Finish line, stop right before you get to the finish line. Then, hold down X, let go to make yourself jump up, and do tail grabs and nose grabs.

O~::~=O
| Stage 3 |
O~::~=O

Stadium

This is the first of two BMX levels in Stage 3. You have to perform tricks to earn third place or higher on the scoreboard.

The first stadium is a lot easier then the second for two reasons. The most visible one being that you only have to second place to advance. The other half would be that in the first one the dirt track is open and on the second one, it is not. The reason for this is because you are on a bike on this one, while on the second you are on a skateboard.

The easiest way to get points is to go on the dirt trail that is square-like. From here, ollie up and superman twice. On the second superman hold the grab until you almost hit the ground. If you do this correctly, you should be getting around five thousand points a pop, and your special gauge will be filling up very fast. The reason why the dirt square is so good is that you don't have to worry about hitting things without notice, as everytime you do one "ollie-superman-grab" you will have to turn. This is a very easy way to get points quick.

Now, when your special gauge is filled, ollie and in mid-air press triangle. Then, do a superman grab for about five thousand points, and keep redoing it until the gauge goes back down to zero. This is a very easy way to get points, as every time you "re-grab" you will get five thousand points. After the time is up, if you have around 225 thousand points, you will get second place.

Downhill

The Sno-Mart team challenged you to a race. Winner takes all. If you do not come in first you will have to drop out of the next competition. So, beat Lars and his gang on your roller blades.

The first downhill is a lot easier than the second; it is not dark outside, and there are a lot of shortcuts throughout the race. You will be going up against two of Sno-Mart's players. Naturally, they are very slow. This makes for a very easy race, even if you follow the track. There are some shortcuts that blow the race wide open, however, and make the race a lot easier.

Start off this race by holding X and going down the road. You will notice how much faster you go than your adversaries. Follow the road down as it curves. You can, if you want, take the jumps, but it might slow you down. I prefer that you go around the jumps. At any rate, you will see your first shortcut come up. The shortcut is a side street. There are cones blocking it, so when you go left off the road jump over them. You will go down this road pretty fast, as it is almost a straight dive down. It also saves a *lot* of time.

Continue following the track until you come up to a long rail, followed by a drop-zone. If you grind on the rail, and hit the lighting boost, you will go over the drop-zone and save a lot of time. From here, just follow the road to the finish. You're opponents should be way behind you. The end part is a little tricky, however, as you have to turn twice into the finish line.

Slalom

Snowboard through the gates in the time allowed to win this event.

Easy event. Merely go down the slope, hitting gates as you go along. Really easy for a third stage level. You don't *really* need to get any lighting boosts, or anything like that. Just remember to hit all the gates, and ollie when the game tells you to jump. At the end of the stage, if you merely finished, you will get first and go onto the next level.

Rhythm

Perform trick combinations on your BMX bike to earn second place or higher on the scoreboard.

I don't like this level that much. It is very hard to land correctly, and is really bumpy. You can, however, use this to your advantage. There will be three lanes, all with nice slopes you can jump high off of. Pick up speed in the beginning and hit the first sloop. Ollie right before you go into the air to get major air. From here it is just a matter of doing a superman grab a

couple times. "Re-grabbing" will net you more points.

I found that that was the easiest way to rack up points. When you get your special gauge filled, keep "re-grabbing" with supermans. You will get five thousand points every time you re-grab, giving you tons of points. If you have around two hundred thousand points, you will be able to go onto the next stage. If not, then try again.

O~~~~~
| Stage 4 |
O~~~~~

Big Air

Perform trick combinations on your snowboard to earn second place or higher on the scoreboard.

Big air is a very fun, and an easy level. It mostly consists of you going downhill fast and hitting jumps to go very high in the air. Once you reach the bottom, the game will automatically respawn you to the top again, making your only "stress" being points and time. And, even then, you only have to get two hundred thousand points.

You will start off at the top of the mountain, press X and you will go downhill fast. When you hit the first jump do a superman grab. Since you get such big air you will be able to re-grab about five times. You should rack up ten thousand points everytime you do this jump. On the following jumps, do the same thing. I advise, though, that you ollie every chance you get and do a superman grab, as it is an easy way to rack up points, also.

Once your special gauge is filled, when you are jumping press triangle, then do a superman grab. Keep re-grabbing everytime to get five thousand points, and you *should* be able to get around seventy-five thousand points easy. Do this twice, and add in the factor that you get a couple thousand for each superman, and you will see that getting only around two-hundred thousand points is a really easy task to do.

Downhill 2

The Sno-mart team challenged you to a race. Winner takes all. If you do not come in first you will have to drop out of the next competition. So, beat Lars and his gang on you roller blades.

This is yet another easy race. You're opponents, which consist of people from Lar's gang, go really slow. This will work to your advantage in the race more then ever, because there are some dead ends and broken jumps that the game has planted to slow you down.

Start off by holding X while going down the road. You will see, again, that Lar's gang is really slow. Once you reach a middlesection, do *not* take the jump unless you are going at really fast. Instead, go around the middlesection (water and ramp) and to the town. Once you reach your first intersection in the town, go right, and not left. If you go left you will go up to a dead end.

Once you go right go down the road a little ways until you can go left. Go left, then follow the road all the way to the corner. Once you turn, the finish line should be tucked away there. You have now beaten Lar's gang in the race, and can now compete in Dogbone!

 Dogbone

Perform trick combinations on your BMX bike to earn second place or higher on the scoreboard.

Another easy level, and the sad part is you only have to get second place. At any rate, find two vert ramps that are facing each other. Go up to one of them and as you are at the lip of the ramp hold off X. You will jump high in the air, enabling you to do a couple superman grabs. Do this, going back and forth between ramps until you get your special gauge full. When it is filled, go up a ramp and ollie, as you would normally, but this time press triangle.

Now you are in mid-air and can do lots of tricks while your gauge depletes. I advise that you just do superman's over and over, because every single time you do one, you get five thousand points. To pass this level, you would need about two-hundred-fifty thousand points.

 Stadium

This is the hardest level on the game. You must perform trick combinations on you skateboard to earn first place on the scoreboard.

Despite what you may think, this level really isn't that hard. It can be labeled as "the hardest level in the game" because of the mere factor that the game is a cakewalk, and there are only two hard levels (those two levels being the equipment levels). The stadium, however, gets more difficult because the dirt-bike section is closed off. Oh well, I guess you will have to vert your way through the level.

The Stadium is fairly easy if you use the superman trick (look at the other levels). The only problem I had was that you have to get around three-hundred-fifty thousand points to get first place. That is a lot of points! The stadium, however, has vert ramps that you can catch a lot of air on, so you can get around ten thousand points very easily. When you rack up enough levels, enjoy the "everything is wonderful now" ending!

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 Section VIII:
 Tito's Challenge

In Tito's Challenge you must collect a certain number of shells in a set time limit. Once you beat Tito's Challenge you unlock Tito.

 / One Player Mode _____

SHELLS	TIME (seconds)	LOCATION	EQUIPMENT
6	90	School	Roller Blades
6	80	Rock City	Skateboard
6	70	Pier	Roller Blades
6	60	Stadium	BMX Bike

/ Two Player Mode _____

SHELLS	TIME (seconds)	LOCATION	EQUIPMENT
12	90	School	Roller Blades
12	80	Rock City	Skateboard
12	70	Pier	Roller Blades
12	60	Stadium	BMX Bike

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Section IX:
Secrets & Codes

/ Secrets _____

NOTE: All characters MUST be unlocked through Story Mode unless
otherwise stated!!!

Unlock Tito Tiakani

To unlock Tito beat Tito's challenge with any character.

Unlock Ray Rocket

To unlock Ray, go to the Dogbone level. Then go up the large loop that is
there. When you get half way through, there will be a weird looking item.
Get it and you will unlock Ray Rocket.

Unlock Lars Rodriguez

To unlock Lars, go on the upper sidewalk at Madtown.

Unlock Pi Piston

To unlock Pi, go on top of the school by grinding on a rail, then go into

the half pipe that is up top. When you get enough air, you will unlock him.

Unlock Sputz Ringley

To unlock Sputz, go to Bear Mountain and when you see the bear sign go through it's mouth to get Sputz.

Unlock Tommy Pickles

To get Tommy (from the Rugrats), go to the Stage 3 Stadium. There is a loop like thing there, go all they way through it to get Tommy.

Unlock Angelica Pickles

To unlock Angelica (also from the Rugrats), go to the Stage 4 Stadium. Go in the hut and go all the way to the top. Once you reach the top, go around until you find a rail. Grind on the rail to the ground. On your way you will unlock Angelica.

Unlock Conroy Blanc

To unlock Conroy Blanc, go to Stage 2, then go to Free Ride. Go down like you normally would. Go off of the first "Jump" place. Then once you reach the bottom, there will be a half pipe. At the end of this half-pipe, on the left, there will be a board that goes up. Grind on it. Once you reach the of this board, you will see another board. You have to grind on it also. And yet again, after you get done grinding on this board, you will see another board to grind on. This board will have Conroy on it toward the end.

_____ / GameShark Codes \ _____

Always Turbo Speed	800b10c82811
Infinite Time	800ac770ffff
Max Score	800b0a84e0ff 800b0a8605f5
Press L2 for Max Special Meter	d00b6952feff 800b106cffff

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If I let you use it, please don't change anything about it and give me proper credit. If you have any questions about anything else, contact me and ask. If you would like to add anything to this FAQ please contact me and give me the information and I would post it in my next update. I will give you credit for what you give me.

WHAT'S NEW

Version 1.8 - Sorry Andrew for taking so long on re-doing my part. It seemed like I couldn't find the time to do anything after you asked me if you could help re-do this FAQ/Walkthrough. Well, it is now finished. Thanks for helping me with it Andrew (Nov. 27, 2003).

Version 1.7 - Andrew (co-author) finished (or started if you like the glass half empty) stages three and four (Oct. 23, 2003).

Version 1.6 - I took out some of the top ASCII art because some people considered it "filler." (June 8, 2003)

Version 1.5 - I discovered a new character from the help of Spikester100. He told me what level to find Conroy (April 8, 2003).

Version 1.4 - I slightly changed some of the layout (April 4, 2003).

Version 1.3 - Change the ASCII art at the top (Jan. 18, 2003).

Version 1.2 - Updated contact information (Oct. 28, 2002).

Version 1.1 - Fixed some of the typing errors. I added the logo at the top of this page. Added the Items section. Added more information to the 2 Player Mode (Aug. 10, 2002).

Version 1.0 - First version (June 14, 2002).

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|      _/|      _/                                     Section XI:  
|      | \|      |                                     Credits  
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We would like to thank Spikester100 for telling us what level to get Conroy Blanc.

We would like to thank GameShark.com for the GameShark codes

We would like to thank GameFAQS.com, neoseeker.com, and Emuparadise.org for putting our FAQ on their sites.

We would also like to thank whoever requested this FAQ because we decided to write it after we seen it was requested.

And lastly, we would like to thank JavE 5.0. Without this software, the top ASCII art would not have been possible.

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Michael: <http://www.gamefaqs.com/features/recognition/16332.html>

Andrew: <http://www.gamefaqs.com/features/recognition/23249.html>

</END FILE>

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