

# Rollcage Stage II FAQ

by AlaskaFox

Updated to v1.1 on Jul 19, 2001

This walkthrough was originally written for Rollcage Stage II on the PSX, but the walkthrough is still applicable to the PC version of the game.

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## ROLLCAGE STAGE II FAQ

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Rollcage Stage II FAQ  
For Playstation  
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Version 1.1  
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### EMAIL NOTICE

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If you wish to send me an email asking any questions, pointing out mistakes or whatever: Make sure you put the word "Rollcage" or "RC Stage II" or something that lets me know which game your email is about. I have many FAQs and if you don't do this your email may be ignored.

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UPDATES/REVISIONS  
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Current Progress:  
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Guide: 11% complete

File Size:

36.9k

Version 1.1 (Started: July 19, 2001)  
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- Ascii Art at bottom added
- Type I, Type II Campaign Added
- Subsonic Cars Added
- File Size: 36.9k

Version 1.0 (Started: June 8, 2001)  
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- Scramble Tracks Added
- Training Added
- Records Added
- Disclaimer Added
- Outro, Credits Added
- File Size: 29.0k

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CAMPAIGN MODE  
=====

There are two modes you can select in Campaign: TOTAL and CLASSIC Racing

TOTAL Racing is a combination of Racing and Combat. You get points for Best Lap, Position at end of each lap, final position, and of course Combat points. The car with the most points at the end wins. You don't have to finish first to win the race in TOTAL Racing.

CLASSIC Racing is what it says. It's just all out racing, first past the post wins. That doesn't mean weapons are off, because you can use them to get ahead.

Winning every track in a League opens a new mode. E.g. Typhoon League(I) opens Combat Track 2.

Winning a race opens a new car.

Best times are just an indication of how well I did on these tracks. I may have done better since these times were noted. Don't send in your times.

-----  
TYPE I CAMPAIGN  
-----

TYPE I: TOTAL RACING!  
Coming first is not the only way to win.  
Tactical weapons use and fast lap times  
contribute[sic] to an overall score.

TYPE I: CLASSIC RACING!  
Classic RollCage race action with a gentle  
learning curve. Try and score MAX  
league points for a bonus award.

Type I Campaign(B) - [Beginner]  
Cars open: Subsonic Taipan, Vostok Python, Richter Viking(TI)

Typhoon League:  
-----

Opens: Combat Track 2  
Car to Use: Subsonic Taipan

Track 1: Full Force                    Opens: Patriot Knight  
Total Racing Best: 15950            Classic Best: -

Track 2: Sentinel                    Opens: Unity Panther  
Total Best: 16500                    Classic: -

Track 3: Republic Loop            Opens: Patriot Nemesis  
Total: 17000                        Classic: -

Knockout: Deep Pressure            Opens: Subsonic Cutter

Hurricane League:  
-----

Opens: Combat Track 3  
Car to Use: Subsonic Cutter

Track 1: Mt Sara                    Opens: Patriot Viper  
Total: 19828                        Classic: 01:08:60

Track 2: Renegade                   Opens: Subsonic Blade  
Total: 15900                        Classic: 01:15:60

Track 3: Power Surge                    Opens: Vostok Raptor  
Total: 14600                            Classic: 01:34:83

Knockout: Furnace                      Opens: Richter Claw Fist

Tornado League:  
-----

Opens: Demilition Mode - 1 Player  
Car to Use: Subsonic Cutter/Blade

Track 1: The Helix                      Opens: Patriot Cobra  
Total: 25400                            Classic: -

Track 2: Archipelago                   Opens: Subsonic Stinger  
Total: 14200                            Classic: -

Track 3: KnockDown                    Opens: Vostok Reaper  
Total: 23700                            Classic: -

Knockout: Impact                       Opens: Richter Pheonix

Cyclone League:  
-----

Opens: ????  
Car to Use: Subsonic Cutter/Richter Pheonix

Track 1: Ida 447                        Opens: Richter Hawk  
Total: 16250                            Classic: -

Track 2: Angel City                    Opens: Unity Black Widow  
Total: 18280                            Classic: -

Track 3: Port Isaac                    Opens: Vostok Scorpion  
Total: 19600                            Classic: -

Knockout: Scramble                    Opens: Unity Wolf

TYPE I (B) AWARDS:  
Type E(II) Campaign  
Pursuit Mode  
Race All Tracks  
Subsonic Taipan(T-II)  
Vostok Python(T2)  
Richter Viking(T2)

-----  
TYPE II CAMPAIGN  
-----

TYPE II: TOTAL RACING!  
Same as TYPE I but your opponents have a  
great deal more accuracy and strategy to  
their weapons usage. Want to be a target?

TYPE II: CLASSIC RACING!  
More Classic RollCage race action with a  
steeper difficulty curve. Cars are more

powerful than before and your opponents  
are nastier and take shortcuts...

Type II Campaign(E) - [Expert]

Cars open: Subsonic Taipan, Vostok Python, Richter Viking(T-II)

Typhoon League:

-----

Opens: ????

Car to Use: Subsonic Taipan

Track 1: Full Force                    Opens: Patriot Knight(T-II)

Total Racing Best: 20900            Classic Best: -

Track 2: Sentinel                    Opens: Unity Panther(II)

Total Best: 9500                    Classic: -

Track 3: Republic Loop              Opens: Patriot Nemesis(II)

Total: 10000                        Classic: -

Knockout: Deep Pressure            Opens: Subsonic Cutter(II)

Hurricane League:

-----

Opens: ????

Car to Use: Subsonic Cutter

Track 1: Mt Sara                    Opens: Patriot Viper(II)

Total: 14750                        Classic: -

Track 2: Renegade                   Opens: Subsonic Blade(II)

Total: 11700                        Classic: -

Track 3: Power Surge                Opens: Vostok Raptor(II)

Total: 18036                        Classic: 01:34:83

Knockout: Furnace                   Opens: Richter Claw Fist(II)

Tornado League:

-----

Opens: ???

Car to Use: Subsonic Cutter

Track 1: The Helix                   Opens: Patriot Cobra(II)

Total: 16128                        Classic: -

Track 2: Archipelago                Opens: Subsonic Stinger(II)

Total: 850                            Classic: -

Track 3: KnockDown                 Opens: Vostok Reaper(II)

Total: 25500                        Classic: -

Knockout: Impact                   Opens: Richter Pheonix(II)

Cyclone League:

-----

Opens: ????

Car to Use: Subsonic Cutter/Richter Hawk

Track 1: Ida 447                      Opens: Richter Hawk(II)  
Total: 20768                          Classic: -

Track 2: Angel City                    Opens: Unity Black Widow(II)  
Total: 9500                            Classic: -

Track 3: Port Isaac                    Opens: Vostok Scorpion(II)  
Total: 17000                          Classic: -

Knockout: Scramble                    Opens: Unity Wolf(II)

Aurora League:  
-----

Opens: ????

Car to use: Unity Wolf

Winning individual tracks opens nothing

Track 1: Velocity                      Classic: 01:19:23  
Total: 18000

Track 2: Neuro                         Classic: 01:12:56  
Total: 11500

Track 3: Star Dock                     Classic: 02:13:96  
Total: 18000

Knockout: Hydroponics

TYPE II (E) AWARDS:

Masters Campaign

Unity Genesis (Type I)

Unity Genesis (Type II)

=====  
  ARCADE MODE  
=====

Haven't got around to this at all.

=====  
  TIME ATTACK  
=====

Whats to tell? I'll get around to this

=====  
  TRAINING  
=====

The training mode should be done before you start the Campaign, because  
as it says: It's training!

Car: Vostok Python Type II (I'm afraid you're stuck with this one)

Help: "Training: Simple, collect the pickups and then stop in the checker-

board end zone. A Bronze medal will let you progress, but a faster time will get you the Gold. Are YOU good enough...?"

TRACK 01: Introduction

Help: "An easy one to start with, just one pickup to collect."

Time: 00:13:00 / 00:10:00 / 00:08:00

Description: Just one easy turn, get the pickup, and when the end nears, brake hard.

Corners: 1

Pickups: 1

TRACK 02: Misty Morning

Help: "Again, just one token to collect, but there are a few turns and patches of fog to distract you."

Time: 00:17:00 / 00:13:00 / 00:11:00

Dscrptn: Watch the turns this time, they're tighter than before. But, the pickup is easy to get.

Corners: 3

Pickups: 1

TRACK 03: Speed is the Key

Help: "You start this course with turbos, so use them to your advantage."

Time: 00:13:00 / 00:11:00 / 00:09:00

Dscrptn: One straight, one jump, two turbos! Use both turbos on the way up the jump to clear the gap.

Corners: 0

Pickups: 1

Jumps: 1

TRACK 04: Pit

Help: "The token on this level is halfway up a wall, so you will have to ride the curved surface to get it."

Time: 00:25:00 / 00:21:00 / 00:18:00

Dscrptn: When the tunnel changes colour, go up halfway on the left wall to get the pickup.

Dscrptn2: Just hold 'X' and don't turn at all, and you'll get to the pickup and end on the checkpoint easily.

Corners: 1

Pickups: 1

TRACK 05: Speed is the Key II

Help: "This is your first introduction to speed up pads - drive over all of them to build your speed as high as possible, but be careful not to overshoot the end zone, as it will cost you time."

Time: 00:18:00 / 00:16:00 / 00:14:00

Dscrptn: Hit the speed up pads and it should be easy, miss one and it's tough.

Corners: 0

Pickups: 0

SpeedUps: 4

TRACK 06: Mirror, Signal...

Help: "How quickly you reverse out of the block will determine whether or not you qualify - make it as efficient a manoeuvre as possible to minimise your time."

Time: 00:13:00 / 00:11:00 / 00:09:00

Dscrptn: Reverse out of the starting block(triangle), and turn and drive past it to the finish. It shouldn't be too difficult.

Corners: 0

Pickups: 0

TRACK 07: White Wonder

Help: "The snow will really be a test of your handling skills - go too fast and you will miss the tokens, of which there are quite a few, which will slow you down considerably, so take it calmly."

Time: 00:36:00 / 00:31:00 / 00:26:00

Dscrptn: Keep the speed around 220 and you should be OK.

Corners: 6

Pickups: 9

TRACK 08: Leapfrog

Help: "Use the turbos given to you at the start to help across the two jumps but be careful not to fall off the edge."

Time: 00:22:00 / 00:19:00 / 00:17:00

Dscrptn: Use the left turbo for the first jump, and the right for the second and you should have no problems.

Corners: 1

Pickups: 0

Jumps: 2

TRACK 09: Vertigo

Help: "Follow the speed pads to find the token on this course."

Time: 00:30:00 / 00:22:00 / 00:21:00

Dscrptn: The first speed up is on the ground, but the rest are on the roof, that is where the pickup is. After you get it go back down to the ground to stop on the finish.

Corners: 1

Pickups: 1

TRACK 10: Theory Test

Help: "This course holds a little of everything you have learnt, so good luck!"

Time: 01:00:00 / 00:45:00 / 00:42:00

Dscrptn: In the first section use the speed ups on the wall. In the second section slow down, and try to avoid all ramps except the last. The pickup is just before the finish.

Corners: 6

Pickups: 1

CONGRATULATIONS! TRAINING COMPLETED!

AWARD FOR COMPLETING TRAINING MODE:

Rubble Soccer (2 Player)

=====



SCRAMBLE

=====

This is something to do for a laugh, or just to prove how good a driver you are! Because it will definately prove that you're not as good as you thought you were.

Help: "OK, all you have to do is stop in the checkerboard end zone. Sounds easy right...? Wrong...! Good times get you a Bronze award, ACE times het a nice Gold one."

Car: Vostok Python(Type III)

TRACK 01: Introduction

Help: "Remember... Speed is good, but control is everything. Fall off and its try again."

Time: 00:22:00 / 00:20:00 / 00:18:00

Dscrptn: As the hint says: Keep it slow, don't try to beat the gold first time. Just keep slow and you'll be OK.

Corners: 4

TRACK 02: Racing Line

Help: "The course is thin, so do not even try it at full pelt. How much you slow down for that corner is up to you, though..."

Time: 00:20:00 / 00:15:00 / 00:11:00

Dscrptn: There is just one turn but to get around it you must be going at a snail-like speed.

Corners: 1

TRACK 03: Rough Justice

Help: "The bumpy earth on this track will throw you off given half a chance, so take it slowly. Not too slowly, mind!"

Time: 00:21:00 / 00:17:00 / 00:14:00

Dscrptn: Only the first corner is bumpy, so go really slow there and quicker everywhere else.

Corners: 2

TRACK 04: Racing Line II

Help: "You will need to keep your speed up for the first twist, or you will fall off, but beware the end section. It is rough ground, so do not overdo it."

Time: 00:22:00 / 00:20:00 / 00:15:00

Dscrptn: Two steep banks which can be taken at full speed, but slow down a lot for the bumpy turn.

Corners: 1

TRACK 05: Slip Sliding

Help: "Tricky one, this. You will need to keep on the gas for as long as possible to make the jump, but the slippery track makes that U-turn at the bottom harder than it looks.

Time: 00:28:00 / 00:22:00 / 00:17:00

Dscrptn: When the sign for the corner appears, hold the brakes until you're nearly stopped to save yourself from going over the edge. The jump isn't hard.

Corners: 1(U-turn)

Jumps: 1

TRACK 06: Racing Line III

Help: "Maximise your down force by choosing the correct line. do not loose [sic] contact with the track when you are upside down or you will be off!"

Time: 00:43:00 / 00:37:00 / 00:31:00

Dscrptn: The hardest one so far. Keep near the left when you are in the corkscrew section, and slow to a halt for the corners.

Corners: 3 (2 bumpy)

TRACK 07: Rodeo

Help: "This course is quite side, so you can take it at whatever speed is comfortable. But be cautious! It narrows quite abruptly, and you are going to have to be careful as it dips and rises unexpectedly. Good luck!"

Time: 00:40:00 / 00:34:00 / 00:32:00

Dscrptn: This one is extra-tricky. Take the first few turns at full speed, until the U-turn. Take the next part really slow until the final turn where you'll go into overdrive.

Corners: 6

TRACK 08: Cut Loose

Help: "The mists hide some excruciating obstacles. Advice? Take each one as it comes, and keep your speed high for as long as you can."

Time: 01:13:00 / 01:06:00 / 01:02:00

Dscrptn: There is a mix of everything in this. Take either road at the start, they join up in a second. Next, watch that you don't hit the other road after the drop. Slow a small bit for the corner and take the left route it'll set you up better for the next corner. After the uphill, slow alot for the U-turn. The next transparent area is quite easy, but slow down for the "step" section. Full speed around the banked corner, but slow down where the track narrows. Keep it slow for this bit and you should see the end.

Corners: 8

Y's: 1(2 if you count: "Y is this track so long?")

TRACK 09: Leap of Faith

Help: "Simple in style, this course has but one obstacle. A death-defying leap of faith. The turbos you pick up at the start will be enough, when used together, to get across - just. The skill comes from lining yourself up and landing smoothly.

Time: 00:17:00 / 00:15:00 / 00:13:00

Dscrptn: The first turn and drop could mess up your whole race if you're unlucky. But this course shouldn't prove a challenge. Just don't miss the finishing gate.

Corners: 1

TRACK 10: Slip Sliding II

Help: "You will need to take the skid pans swiftly to get any sort of speed up. Remember - that surface is treacherous."

Time: 00:45:00 / 00:38:00 / 00:31:00

Dscrptn: Take the first corner at full speed, and slow down for the skid pans(unlike what the help says!). After three "!'s watchout as the road turns icy, keep your speed around 220 and you

should be home in no time.

Corners: 5

TRACK 11: Bouncy Bouncy

Help: Again, this is one of those courses where you have to take each obstacle as it comes. Just make sure you know where you are about to land - unexpected turns make leaping from the crests of hills a bit risky, so learn the layout.

Time: 00:47:00 / 00:44:00 / 00:39:00

Dscrptn: Take the first corner at full speed, but slow down just before the hill. Take the hills slowly, and take the right road at the fork. After the '!' the road narrows, so take it easy. After an S-bend and a left, the road widens again, so you can take the U-turn at full speed. Take the high road at the fork and keep to the right before the drop. The last corner can be taken at full speed.

Corners: 8

Y's: 2

TRACK 12: Racing Line IV

Help: Back to an old favourite - but with a few added extras. You know the drill, but watch for the gates on the twist - clip them, and you are off. Oh!, and be careful at the end. You might need a bit more speed than you think...

Time: 00:38:00 / 00:32:00 / 00:25:00

Dscrptn: No point in trying to beat the land speed record on this one! Keep it slow at the start because the road becomes very narrow. The corkscrew section is easy because you've done it before. Next comes a bumpy corner and a very difficult jump. Slow down before the corner, but full speed once you've rounded it.

Corners: 6

Jumps: 1

TRACK 13: Flip Flop

Help: You are going to have to climb this one, using the U-bends to roll on up to the next level. There is only one way to do it, and that is to line yourself up and hit the gas...

Time: 01:04:00 / 00:57:00 / 00:50:00

Dscrptn: After a hard left comes a jump and then a hard right. Next is the strangest turn so far: an outside corkscrew. Keep to the left going round this. Next comes all the U-sections to get you up unto the next level, just keep to the centre of the track. Then a turn into a rollercoaster type drop before the finish.

Corners: 4

Jumps: 1

TRACK 14: Hip Hop

Help: Do not be lured by the jumps into putting your foot down for the sake of it. If you do, you will go off, unless you are lucky, or extremely skilled...

Time: 00:28:00 / 00:23:00 / 00:19:00

Dscrptn: The hint is there for a reason! Don't put your foot down (not even if you "think" you are extremely skilled). Keep it slow except for the final jump (the third), and this one should be easy for us that aren't extremely skilled.

Corners: 3

Jumps: 3

TRACK 15: Moebius

Help: This course never seems to go where you expect it to, so pay attention to the direction warning boards. The end section is actually easier if you enter it at speed, but be sure to hit those breaks.[sic]

Time: 01:12:00 / 01:07:00 / 01:05:00

Dscrptn: The first banked turn is easy and can be taken at speed. The left fork goes up/down/up and the right down/up/down, so choose whichever you prefer(the right?). Brake hard for the next corner, and keep it slow for the drop. Speed up until you reach the turn, then take it easy(not too easy, mind). Be wary of the next section because the road isn't straight! The next corner isn't hard but be sure to hit the speed-ups in the middle of the road before the U. This is surely the most confusing section in the game, if you don't know what you're doing. When you're in the U, Brake, and Stop. Next turn and follow the U and the finish is to your left. Tricky!

Corners: 10

Jumps: 1(sorta)

Y's: 1

TRACK 16: Soar

Help: "Make sure you grab those turbos as you exit the first U-bend. How you use them is up to you, but make sure you are careful with them. No flying off the end! Be alert for the finish grid too - it is small, so do not overshoot and drop off the end."

Time: 01:21:00 / 01:13:00 / 01:08:00

Dscrptn: Don't start off too quick or you will fall off. Instead, after the "!" keep it slow for the bumpy area. There then is a steep uphill and an equally steep drop. Keep it slow! After the U-turn get the turbos, and after the jumps. there is a long twisty section, which shouldn't prove too hard. But make sure you brake early to avoid falling off the end.

Corners: 7

Jumps: 2

Y's: 1

TRACK 17: In a Spin

Help: "This course undulates through the mists like a living thing. And like a living thing, it will throw you off it is[sic] back if it does not like what you are doing. Maximise your down force with a good racing line, avoiding the gates as you go.

Time: 01:10:00 / 01:02:00 / 00:53:00

Dscrptn: Again, keep the start slow because the road narrows considerably. There's a drop into a turn before it widens out again. Stay in the centre of the track for the corkscrew section because the road narrows again. After the banked corner, be careful because the road narrows to the left half only, but you can't slow down because you're upside down and will risk falling off. Next, the opposite, only the right half is available to drive on. Next you have to fall off the side of the road. And go up three tight turns(good aliteration!) to the finish.

Corners: 6

TRACK 18: Winter Wonderland

Help: "You will have to mind your speed on this course, and watch out for direction warning signs in the couple of places where it takes an unexpected twist. Do not dally, though!

Time: 01:04:00 / 00:55:00 / 00:45:00

Dscrptn: Go quickly into the first snow section, but brake before it. Take it around the outside because there is no trees to block your path. The turn is easy, just don't go too quick. Don't go over 200 in the bobsleigh type-section. Another easy corner, and next a really difficult section, don't get impatient. Next, the best part of all the scramble tracks: The Drop. But brake early for the end.

Corners: 8

TRACK 19: Top to Bottom

Help: "The simple rule for this course is: line yourself up early. As you come off a section of upside down track, you will be aiming to land on a very thin section, and if you have not lined up, you are likely to go off."

Time: 00:53:00 / 00:46:00 / 00:38:00

Dscrptn: Stay in the middle of the track or you'll miss the road. Take the banked curve slowly and also the next turn. Go quick for the corkscrew and stay in the middle! Slow down after you land, and thake the right/left section at normal speed.

Corners: 4

TRACK 20: Winter Wonderland II

Help: "It is time to banish all those fears of snowy surfaces. You can take this track quickly, provided you are confident enough to control it. Indeed, you are gonna need to keep that speed up for the steep slope.

Time: 01:03:00 / 00:51:00 / 00:27:00

Dscrptn: As fast as you want until you have to slow down a small bit for the turn and a good bit for the next one. Full speed through the half-pipe and go left/right/left quickly to avoid the bumps, and power up the hill to the finish.

Corners: 3

TRACK 21: Manic Scramble

Help: "This course is quite different to the others. Brake work is the key here, using your brakes to take you down a slope. Tip: Use ALL the speed pads!"

Time: 00:55:00 / 00:50:00 / 00:43:00

Dscrptn: Go at a medium speed through the first section and around the first bend. And stay towards the middle for the wide banked bend. Slow down and turn onto the grassy track again. Go up the hill, and go onto the sideways section go along the bottom and turn up going over all the speed pads to land on the next hill, and on to the finish.

Corners: 4

TRACK 22: Top to Bottom II

Help: "A similar drill to before, but this time you have got to land the car, but stop before you fly over the edge,

this means you have to start slowing down before the end of the section. And watch out for those barriers on the upside down sections."

Time: 00:54:00 / 00:51:00 / 00:47:00

Dscrptn: The first turn isn't easy by any means, you have to stop exactly right or you will fall off. Brake just as you go under the sign and hopefully you'll fall into place. Next you will have to do a left-right shimmy to avoid the barriers, so before, keep to the left. Another fall onto the road again. Next is an extremely difficult thin corkscrew with BARRIERS! Aaarggghhh! Just shimmy left, right and left again. Then stop and fall onto the final section: An icy S-vbend, so take it slow.

Corners: 5

#### TRACK 23: Soar II

Help: "There are only two turbos to be had, so be careful where you use them. The first jump is narrow, but the second one is the real beast. Follow the speed pads, and try to point the car as far up as possible before hitting the turbos."

Time: 00:30:00 / 00:28:00 / 00:26:00

Dscrptn: The first jump isn't hard as long as you line up right coming out of the turn. Go up on the wall in the next turn in order to make the jump. But try and be as far up as possible. Then two easy left hand turns and on to the finish.

Corners: 3

Turbos: 2

#### TRACK 24: Sheer Velocity

Help: "Speed, and lots off[sic] it, is what will get you through this track. Be fearless, and hit the gas for all you are worth. What is that, a spiral? Careful now!"

Time: 01:00:00 / 00:52:00 / 00:46:00

Dscrptn: Full throttle through the first section and around the turn, passing over all the speed ups. Next, take it slower because of the bumps in the road. On through the icy patches and up through the fog at full pelt again. But "SLOW" for the spiral section because the ice makes it trecherous. Just one more to go...

Corners: 6

#### TRACK 25: End Zone

Help: "This course has it all. Do not go flying off the top of the first hill, but take it slowly and you will finish it eventaully. You are on your own on this one..."

Time: 01:05:00 / 01:02:00 / 00:47:00

Dscrptn: You're not on your own, you have me! Mind the bumps going up the hill, and take it slowl when falling down onto the track. Then comes an easy turn, and a humped section of track, this bit is easy! Next another bumpy section, that leads to our old favourite: the U-pipe section(see that 3 sections in a row, scary). A turn next, and then lots of well-needed speedups to stick you to the upside-down track. Then a tunnel and a fall onto the final straight!

Corners: 5

CONGRATULATIONS SCRAMBLE COMPLETED

Award for Completing SCRAMBLE:

Mega Speed

```
=====
                2 PLAYER MODE
=====
```

I'll have to find someone to play against! ^\_^ Coming Soon, too.

```
=====
                CARS
=====
```

Note:

I is a full mark

' is a half mark

```
=====
SUBSONIC
=====
```

I'll have an Ascii art of the Subsonic symbol soon.

```
-----
Taipan
-----
```

```
Power:           III
Acceleration:    IIII-II
Top Speed:       III
Strength:        IIII-III
Grip:            IIII-II
Weapons:         Shield, SpeedBoost, Missile, TimeWarp
Opened:          Type I   Automatically
                  Type II  Win Type I Campaign
                  Type III ???
```

Easy to control, even when boosted. Good acceleration, but a poor top speed. The number one choice for the first league.  
\*\*\*/10

```
-----
Cutter
-----
```

```
Power:           IIII-I
Acceleration:    IIII-II
Top Speed:       IIII-I'
Strength:        IIII-II
Grip:            IIII-III
Weapons:         All
Opened:          Type I   Win Deep Pressure-TI
                  Type II  Win Deep Pressure-TII
                  Type III ???
```

The best car for the first four leagues, the cutter is one of the most well-rounded cars in the game.

\*\*\*\*\*/10

-----

Blade

-----

Power: IIII-III  
Acceleration: IIII  
Top Speed: IIII-II  
Strength: IIII-II  
Grip: IIII-I  
Weapons: All  
Opened: Type I Win Renegade-TI  
Type II Win Renegade-TII  
Type III ???

Awful acceleration ruins what could otherwise be a very good car. Stick with the Cutter.

\*\*\*\*\*/10

-----

Stinger

-----

Power: IIII-IIII  
Acceleration: IIII-I  
Top Speed: IIII-III  
Strength: IIII-II  
Grip: IIII-'  
Weapons: All  
Opened: Type I Win Archipelago-TI  
Type II Win Archipelago-TII  
Type III ???

I thought this was meant to be the best Subsonic Car, it's awful! The grip is atrocious. For a garage which contains the Taipan and the Cutter, you'd have thought this would be better.

\*\*\*\*\*/10

=====

TRACKS

=====

A.S.A.I (Get The Cars Done)

=====

RECORDS

=====

EVERYTHING PASSWORD:  
KKJGMDPN - MIMMIIOC - LGJCKKNK - MMOOAKIE

These are my records, I just have them here so you can see how bad/good I am. Please DON'T send in your records, PLEASE!

Main Tracks

-----

Harpoon - Deep Pressure - 00:11:80  
Archipelago - 00:15:86  
Port Isaac - 00:19:80



Skyway	- Republic Loop	- 00:09:21
	Power Surge	- 00:21:16
	The Helix	-
	Scramble	-
Outworld	- Full Force	- 00:13:26
	Renegade	- 00:17:70
	Angel City	- 00:16:33
Leviathan	- Mt Sara	-
	Impact	- 00:17:36
	Ida 447	-
Ventura	- Sentinel	-
	Furnace	-
	Knock Down	-
Jumpgate	- Velocity	-
	Neuro	- 00:16:23
	Star Dock	-
	Hydroponics	-

#### Scramble Tracks

-----

Introduction	- 00:16:10 (Gold)
Racing Line	- 00:10:83 (G)
Rough Justice	- 00:12:66 (G)
Racing Line II	- 00:14:96 (G)
Slip Sliding	- 00:23:53 (Bronze)
Racing Line III	- 00:38:00 (B)
Rodeo	- 00:38:56 (B)
Cut Loose	- 00:52:03 (G)
Leap of Faith	- 00:11:23 (Silver)
Slip Sliding II	- 00:38:26 (B)
Bouncy Bouncy	- 00:43:66 (S)
Racing Line IV	- 00:30:10 (S)
Flip Flop	- 00:51:10 (S)
Hip Hop	- 00:21:90 (S)
Moebius	- 01:10:63 (B)
Soar	- 00:36:23 (Gold, Yes that's the correct time! Try Beat that)
In a Spin	- 00:59:26 (S)
Winter Wndrlnd	- 00:58:70 (B)
Top to Bottom	- 00:43:63 (S)
Winter Wndrlnd2	- 00:47:76 (S)
Manic Scramble	- 00:37:13 (G)
Top to Bottom 2	- 00:52:46 (B)
Soar II	- 00:25:93 (G)
Sheer Velocity	- 00:58:80 (B)
End Zone	- 00:27:13 (G, TRY BEAT THAT, MWAHAHAHAHA!!!)

#### Training Tracks

-----

Introduction	- 00:08:10 (S)
Misty Morning	- 00:10:76 (G)
Speed is the Key	00:08:50 (G)
Pit	- 00:17:96 (G)
Speed is d Key2	- 00:13:56 (G)
Mirror, Signal.	- 00:09:86 (S)
White Wonder	- 00:27:76 (S)
Leapfrog	- 00:16:76 (G)
Vertigo	- 00:21:03 (S)
Theory Test	- 00:50:43 (B)

Pursuit Mode

-----

Jet Taurus - 00:43:10  
Figure of Hate- 00:17:80

Survivor Mode

-----

Best Placing - Track 3

All Tracks Mode

-----

Best Time - 09:11:60

-----  
OUTRO  
-----

This is one of the most Under-rated games on the Playstation. I was going to the game store to buy this with J40 in my hand, and when I got there it was only J20 (and it was only out a week!). So to share my love for this game, I present you with this guide.

I have finished this game, but for the purpose of this guide, I've started again. The new modes will be uploaded as I open them.

P.S. This is not meant as a substitute for the game manual, it is meant as a substitute for the Game!

Notes:

- Help - This is the ingame help from the game
- Car - Car you should/have to use
- Time - The first time is Bronze, the second Silver, the third Gold.
- Description - My description of the track
- [sic] - ingame spelling/grammar mistake

Credits:

- "A" Tadeo for the Layout and Disclaimer
- CJayC for putting this FAQ on his site
- Psygnosis and ATD for this excellent game
- Microsoft for Windows and Notepad
- Packard Bell for my PC (If I put them here will I get a new one?)
- You for reading it

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| \_\_\_ | | \_\_\_ | \_\_\_ \ | \_\_\_ | \_\_\_ | | | | |  
|\_ | | | \_\_\_ | | | \_\_\_ / \_ \ \ | | | | \_\_\_ | \_ \ \ TM

