

Levels
Hints
Codes
GameShark
Special Thanks

Story as quoted from the instruction booklet.

It was the time of a worldwide oil shortage. The U.S.-heavily dependent on affordable gasoline- was on the verge of an economic breakdown. Strikes, riots, and crimes were rampant. All available law enforcement was brought into metropolitan areas, leaving the outlands unprotected.

All this was music to the ears of the Oil Monopoly Alliance Regime (OMAR), a foreign multinational oil consortium bound on monopolizing the world oil trade. The U.S. was the last country opposing OMAR's price fixing schemes and he vicious conglomerate was prepared to go to great lengths to bring the U.S. on its knees.

Enter Sid Burn, the best professional terrorist money could buy. Sid was promised \$100 million by OMAR if he managed to push the U.S. economy over the edge. Sid immediately began to organize his troops in remote areas of the southwest. Known as the "Coyotes," these motorized gangsters soon became synonymous with vandalism and chaos. They began to target oil refineries and other vital industrial and commercial installations throughout the region. Small towns and settlements were terrorized...

With no one to turn to for protection, some desperate civilians decided to take the law into their own hands. Led by a trucker named Convoy and referred to simply as "Vigilantes," this oddball group of volunteers soon became a major hindrance to Sid's plans.

In the meantime, the U.S. government, feeling more vulnerable that ever was intensifying its research and development of a new military arsenal. The most advanced weaponry, rumored to be based on UFO technology, was located at Site-4, a secret facility at Papoose Lake, Nevada. This information was not lost on Sid. Hungry for more firepower, the Coyotes organized an ambush on the facility. The robbery went sour when the Vigilantes unexpectedly appeared at the scene. As a result, the world's most advanced weaponry found its way into the hands of both parties...

What followed were no ordinary skirmishes. Auto clashes ensued all over the land, from Colorado's Rockies to California's farmlands, only to culminate in a battle like no other. To this day the events which took place are only a matter of speculation...

About the Game

In Vigilante 8, your goal is to destroy as many cars as you can without losing all of your lives. The N64 version and PSX version both have their advantages over each other. The N64 has better graphics, has 3 secret levels, and you don't have to buy a multi-tap. PSX has FMV sequences, more responsive control, and better music.

Game controls

Here are the standard controls for both versions.

PSX

X	Accelerate
Circle	Select target
Triangle	Rearview
Square	Brake
D pad left and right	Steering
D pad up	Accelerate
D pad down	Brake
Left analog stick	Same function as D pad
Right analog stick	No function
R1	Scroll through weapons
L1	Scroll through weapons the other way
R2	Fire machine Gun
L2	Fire weapon
R3	No function
L3	No function
Select	Switch to driver's view
Start	Pause

N64

D pad up	Accelerate
D pad down	Brake
D pad left and right	Steering
A	Accelerate
B	Brake
Start	Pause
Control stick	Same function as D pad
Z	Machine gun
C up	Rear View
C left	Scroll through weapons
C right	Scroll through weapons
C down	Select target
R	Fire weapon
L	First Person view

Modes

For N64, there are nine modes in the game. I am not sure how many PSX has because I don't have a Multi-tap

****One-player****

In One player there are three modes (Quest, Arcade, and Survival). Here are the descriptions of the modes.

Quest Mode

In quest mode, you pick a character and you will have four levels to complete. To complete the level, you need to destroy all of the enemies and you need to meet the objectives. If complete all of the levels, you can see the ending for that character. If you beat the game with certain characters, you will be able to unlock hidden characters. Beat the game with all of the characters, and you will get a cool new vehicle.

Arcade Mode

In arcade mode, you select the level, your car, your enemies, and their

number of lives. Your minimum without codes is one enemy with one life and the maximum is four enemies with three lives each.

Survival

In Survival mode select a level and your vehicle. The goal of survival is to see how many enemies you can destroy before you run out of lives. You get a wrench for each time you total a car.

Two-player mode

For N64, there are three two-player modes. For PSX, there are only two.

Versus Mode

In versus mode there are no enemy cars. Just you and player two. Select a level and a vehicle and have fun.

Cooperative

In Cooperative, you and player two will go against 3 enemies. In order to win, both players must be alive. This mode has the same rules as the arcade mode.

Quest Mode N64 only

In quest mode, you and player two will go and help each other in beating a level. Player one's character will be the one that will get an ending. Player two is just there to help. Both players must be on the same side. Example Coyote with Coyote or Vigilante with Vigilante.

Multi-player mode

Multi-player mode allows up to 4 people play against each other. There are no CPU controlled cars.

Brawl

In Brawl, it is a free-for-all battle in which everyone can fight each other. The last person standing wins.

Team

In team mode, you and a teammate battle it out with two other human opponents. The last person standing, that team wins the game. Remember, don't attack your friend.

Smear

Player one goes against three other players on the same team in this mode. The game ends when player one or players 2-4 get destroyed.

5. Weapons

Mosquito Machine Gun

The Mosquito is standard equipment for all cars. It has unlimited ammo and shoots fast and unlike the other game versions, it never slows down.

Damage Very low

Interceptor Missiles

The homing interceptor missile is a fast and agile. Its accuracy depends on the target's size.

Damage Medium

Bull's Eye Rockets

These rockets are pretty cool. They shoot fast and they deal some damage. Unfortunately, they aren't homing.

Damage High

Sky Hammer Mortar

These are a fire and forget weapon. You shoot it, it tracks, and slowly finds the target. The only problem is that they have a tendency to hit other objects.

Damage Average

Bruiser Cannon

This artillery cannon is pretty strong. The only problems are that it is a slow weapon and so is its turret.

Damage Medium

Roadkill Mines

Mines are pretty powerful. The only problem is that they will blow up on you if you hit them.

Secret weapons

In both Vigilante 8's, there are secret weapons. You use these weapons by having the appropriate weapon and inputting the code and soon after, firing the machine gun. Here are the weapons and the codes.

Interceptor Missiles

*Halo Decoy

Up-Up-Down-Machine gun (2 shells) Damage: None

Makes a decoy that attracts all homing weapons locked on to you.

*Afterburner (2 shells) Damage: None

Up-Up-Up-Machine gun

A temporary boost of speed.

Bull's Eye Rockets

*Road Runner (2 shells) Damage: None

Up-Down-Down-Machine gun

Attaches to another car and spins it out of control.

*Stampede (2-5 shells) Damage: High

Up-Down-Up-Machine gun

Fires several rockets at the same time causing some serious damage.

****Sky Hammer Mortar****

*Turtle Turnover (2 shells) Damage: None
Down-Down-Down-Machine gun

Launches enemy in the air and turns them upside down.

*Crater Maker (2-5 shells) Damage: High
Down-Down-Up-Machine gun

Combines up to five shells to make an orange mortar that can cause major damage.

****Bruiser Cannon****

*Cow Puncher (2 shells) Damage: Low
Down-Up-Down-Machine gun

A green shell comes out and if it hits a car it will send it flying. Even though it does not do much damage, it is still a good weapon.

*Buckshot (2-6 shells) Damage: High
Down-Up-Up-Machine gun

Fires up six shells in a shotgun fashion.

****Roadkill Mines****

*Bear Hug (2 mines) Damage: None
Left-Right-Down

Uses two mines. It is a force field that when a car comes by, it will suck the car in and will hold it there allowing some time for you or your enemy to do some major damage. You also can get trapped in it too.

*Cactus Punch (2-6 mines) Damage: High
Left-Right-Up-Machine gun

Deploys a group of mines that and can do some serious damage.

7. Power Ups

Powerups are helpful in getting you special weapons, and help you in avoiding weapon fire.

Item	Description	What it is or does
Green Crate	Green Crate	Special weapon
Brown Crate	Brown Crate	Random weapon
Shield	Green Diamond	Protects you from damage
Radar Jammer	Yellow Z or N shape	Jams tracking weapons
Weapon upgrade	Blue x	Doubles damage dealt
Repair wrench	Gray Wrench	Repairs damage

Characters

All bios are from the instruction booklet. The car's handling varies by

size.

=====
Vigilantes
=====

Chassey Blue

A beauty queen and a secret government agent from DC, Chassey joined the Vigilantes as part of her undercover assignment to neutralize the Coyotes.

Special Weapon	Gridlock	
Vehicle	'67 Rattler	
Rankings	Speed	18/20
	Armor	8/20
	Tracking avoidance	13/20

Car tips

With Chassey's car, don't try to ram other cars because you will receive a lot more damage than the other car. Her special weapon can cause cars to stall, so use that to your advantage.

=====
Slick Clyde

A showoff playboy from Texas, Clyde was on his way to an auto show in Albuquerque when Convoy confiscated his truck and forced him to help the Vigilantes. (Now Clyde wants to be the leader.)

Special Weapon	White Lightning	
Vehicle	'70 Clydesdale	
Rankings	Speed	15/20
	Armor	13/20
	Tracking avoidance	9/20

Car tips

With Slick's car, try to ram smaller cars. His car is pretty good for a beginner because his car is not so hard to control. His special weapon can also stall cars.

=====
Sheila

Convoy's stubborn 16-year old niece, Sheila loves all the action. Convoy is furious with her, but she won't let him send her back home.

Special Weapon	Tantrum Gun	
Vehicle	'74 Strider	
Rankings	Speed	8/20
	Armor	5/20
	Tracking avoidance	20/20

Car tips

With Sheila's car, don't even try to ram cars because of her car's size and poor armor. Her special weapon, however, is pretty sweet because it can knock weapons off other cars.

=====
John Torque

Torque, John Torque. A one-time Vegas hustler, he was recruited by Convoy for the good cause. Now, he's Convoy's right hand man. Vowed never to gamble again.

Special Weapon	Bass Quake	
Vehicle	'69 Jefferson	
Rankings	Speed	13/20
	Armor	14/20
	Tracking avoidance	10/20

Car tips

His car is pretty good all around. If you just started the game, I recommend that you use his car first. His special weapon can hit multiple cars and does a fair amount of damage.

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Dave

Dave believes aliens are his friends and has been tracking them for years. He joined the Vigilantes in hope of entering Site-4 and seeing some aliens first hand.

Special Weapon	Invasion attack	
Vehicle	'70 Van	
Rankings	Speed	9/20
	Armor	14/20
	Tracking avoidance	10/20

Car tips

With Dave's car, ramming cars is okay to do. His special is really annoying if you are on the receiving end of it.

=====

Convoy

Vigilantes' righteous leader. Originally a trucker, he decided to take the law into his own hands after being repeatedly ambushed by coyotes on his transport routes.

Special Weapon	Steel Belter	
Vehicle	'72 Moth Truck	
Rankings	Speed	12/20
	Armor	17/20
	Tracking avoidance	5/20

Car tips

With Convoy's car, all cars, except the school bus, are smaller than yours so go ahead and ram any car you want. His special can get annoying if you are on the receiving end too.

=====

Coyotes

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Loki

Former military test pilot of secret craft at site-4, Loki was released from duty after becoming mentally unstable. He is obsessed with flying and will do anything to pilot one of the "saucers" again!

Special Weapon Scatter Missiles
Vehicle '73 Glenn 4x4R

Ranking Speed 8/20
Armor 10/20
Tracking avoidance 17/20

Car tips

Don't ram cars with Loki's car. His special weapon is okay but try to rely on other methods of damaging other cars.

=====

Houston 3

OMAR's scientist turned Houston into a bionic woman against her will. Half human, half machine, she was programmed to aid Sid in his quest for destruction and chaos.

Special Weapon Super Fantastic Death Ray 3-AX
Vehicle '75 Palamino

Ranking Speed 18/20
Armor 11/20
Tracking avoidance 10/20

Car tips

Her car is an average size. Her weapon is pretty sweet because she can knock off powerups.

=====

Boogie

A die hard dance fan, Boogie is the winner of several disco dancing competitions. When not shaking his booty, Boogie runs dirty jobs for Sid.

Special Weapon Disco Inferno
Vehicle '76 Leprechaun

Rankings Speed 9/20
Armor 8/20
Tracking avoidance 17/20

Car tips

His car is really weak, but his special does a lot of damage and is really annoying if you are on the receiving end.

=====

Beezwax

Enraged Arizona beekeeper. When his bees were mutated by radiation from government nuclear tests, Beezwax joined the Coyotes in revenge.

Special Weapon Gamma swarm
Vehicle '70's Stag Pickup

Rankings Speed 7/20
Armor 14/20
Tracking avoidance 13/20

Car tips

Go ahead and ram smaller cars. His special weapon is the most annoying weapon ever when you are on the receiving end.

=====

Molo

An obnoxious kid from New York, Molo was kick out of school for bad behavior. He stole a school bus and headed west to play bully with the big boys. A wanna-be Coyote.

Special Weapon	Bad Day in L.A.
Vehicle	'66 School Bus
Rankings	Speed 5/20
	Armor 20/20
	Tracking avoidance 6/20

Car tips

Here is the slowest, and the toughest car in the game. Ram any car that you want to. His special can stall cars and do some damage.

=====

Sid Burn

A born arsonist, Sid is the Coyotes' ruthless leader. He was promised \$100 million by a foreign oil consortium to destabilize the U.S. economy by wreaking havoc in the southwest.

Special Weapon	Breath of Fire
Vehicle	'69 Manta
Rankings	Speed 20/20
	Armor 11/20
	Tracking avoidance 7/20

Car tips

Sid's car is pretty good at getting away from dangerous situations. Use that to your advantage since his armor can't stand an intense battle. His special sets cars on fire.

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Drifters

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Y the Alien (Used story from N64 slide show)

'Y' was combing the galaxies for his long-lost alien friends, when he picked up some strange transmissions from Earth.

Special Weapon	Luxo Laser
Vehicle	'64 Luxo Saucer
Rankings	Speed 20/20
	Armor 15/20
	Tracking avoidance 5/20

Saucer tips (well it's not really a car)

Y's ship has the biggest advantage of all of the cars even though it has the

worst handling. He can hover above ground. You can get specials easier this way. If you go somewhere high and fly off, you will slowly go down. You are also partially immune from machine gun fire, bulls eye rockets, mines, and some specials. Of course, it is hard to ram cars, hit them with the machine gun, and Bull's Eye rockets. This vehicle is my personal favorite. His special can knock off powerups including force fields.

Levels

In Vigilante 8, there are 8 regular levels plus 2 secret levels(3 for N64) Here are the level descriptions, the list of hazards, and secrets.

=====

Oil Refinery

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Hexagon Petroleum Refinery
Antelope Ridge, New Mexico
7:30 PM

Description

The oil refinery has a lot of hazards. You constantly find your vehicle on fire. There are some secrets.

Hazards

The Refinery	Blow it up if you want, just don't be close to it.
Oil Containers	They blow up and they send you flying
Pipes	Shoot out flames and they set your car ablaze
Rolling storage tanks	These round tanks when shot will roll of their stands and then they will roll around until they hit someone.

Secrets

Force Fields	Blow up the refinery and you will find a lot of force fields.
Round Containers	Shoot their stands and watch them roll.

=====

Aircraft Graveyard

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U.S.A.F. Repository
Yuma Desert, Arizona
5:40 PM

Description

A junkyard full of airplanes. Lots of hazards and they are very damaging. There are a lot of specials hidden in the level.

Hazards

Airplanes Taking off	On the runway, there is a plane that takes off. Keep out of its way, it does a lot of damage.
Bombers	When they are activated or if you are in a hidden area, they will seek and bomb. Does

Smashing Machines a lot of damage.
If your car goes under it, your car will be damaged.

Trailers Makes a big boom when blown up.

Secrets

Activating the Bombers If you go under the wire on a radio tower, you will activate a bomber that will attack a targeted vehicle.

Hidden Area There is a billboard by some hangers, blow up the right on and a passageway will appear. In this passage, you will find some specials and powerups. There is another one that is not hidden, but it has the same stuff.

=====
Ghost Town
=====

Ghost town of Mesa Diablo
Hunters Wash, New Mexico
7:18 PM

Description

This is basically a level with a small town and a train that goes around the whole level. There is also an Indian village.

Hazards

Dust Weed If you hit it, it will stick to you and slow you down.

Train It will do damage if it hits you.

Dust Devil It will suck you up and do some damage.

Fire Sets you ablaze.

Secrets

Train It has four special crates in the back.
Shoot it and they will fall off one by one.

=====
Hoover Dam
=====

Hoover Dam
Arizona-Nevada Border
2:12 PM

Description

This level is pretty basic. It has an average amount of special crates in the level.

Hazards

Water If you fall in the water, you will take damage.

Electrified water Watch out for electricity going through the shallow water.

Generators Some shoot out electricity, if you blow them up, they make a big explosion.

Secrets

Electrifying Water Go by the dam, and you will see a switch.
Hit the switch, and you will send a current
of electricity.

=====
Valley Farms
=====

Premium Fruit Co.
San Joaio Valley, California
3:08 PM

Description

This is just a farm with some trees. Pretty simple, but things get in your way
very offer.

Hazards

Killer Windmills Knock them down, and they will hit the
closest thing.
Silos Make a big boom. They usually start to
expand and contract when they are about to
blow.
Wave When the wave is activated, a wave will go
through the irrigation canals sending you
surfing if you are in the way.

Secrets

Waves To activate the waves, shoot the objects by
the irrigation canal.
Special in barns In the barn, on the top part there is a
special. Destroy the carts near the barn
and use them a jumps.

=====
Casino City
=====

Nugget City
Nevada
4:46 AM

Description

Casino City is a level with a lot of buildings. It also has a ton of special
weapons too.

Hazards

Sewers The sewer drain caps will fly off and do
some damage to your car.

Blimp If you are inside the blimp and you are hit
by a weapon, it will do more damage than if
you were hit by the weapon itself.

Secrets

Bacon Slab, Utah

6:50 PM

Description

Sand Factory is a simple level that has virtually no hazards. It contains some secrets though.

Hazards

Oil containers They blow up and send you flying.

Buildings Some will fall on you.

Secrets

Dirt Mounds They contain wrenches and special weapons.

Elevator At one part of the level, there is a building that has an elevator. Use the elevator to go to the top of the building and grab a special weapon.

More specials Many specials are located in places hard to see. Here are some of them.

Dirt mounds

In between two jumps

In the air between two hills

Above buildings

Inside oil containers

=====
Site 4
=====

Advance Weapons Research Center

Site 4, Papoose Dry Lake, Nevada

3:15 PM

Description

Site 4 is a military base that is located in Nevada. It has no water hazards and it contains a lot of powerups.

Hazard list

Jets They set you on fire when you touch the flame.

Gun towers They shoot at you when you come near them.

Buildings The ones by the American flag make a big boom.

Nuclear Missiles Cause a good amount of damage.

Secrets

Jets Shoot the ladder in order for them to go down the runway, turn around and take off.

Nuclear Missiles - Go to the building in the back area. Shoo out the window on the side and go through the building. Stay inside the dip and go around until you see a green light and a red light on the traffic light-like thing. Go under it and you will see a missile take off and hit the person that was targeted.

=====
Super Dreamland 64
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Super Dreamland 64
California
Once upon a time

Description

This is the N64 exclusive level. It is a childish level that has little animals and knights running around it. There are cannons that are shooting at the castle in the middle.

Hazards

Mushrooms When you shot them, they will fly up and hit you.
Water Water will always cause damage when you sink.
Knights If you get in their way, they will hit you.

Secrets

Rainbow If you run into the rainbow, you will get healed.
Cannons Shoot the cannons, and they will shoot.
Mushrooms Shoot them, and they will target the closest car.

Hints

Here are some good hints for the game in general.

When a foe is trapped in a crater, bear hug, or is stalled do as much damage as you can while they are stuck.

Your enemy has some powerful homing weapons? Try to take cover behind buildings or use a halo decoy.

Crater Makers can sometimes trap cars in the crater. If that happens, use another crater maker to make the crater deeper, and to do more damage.

Too much heat? Get your foes away by using Cow punchers, Turtle Turnovers, or if you are playing as John Torque, you can use your special. Use an Afterburner to get away from them.

Always get specials because if you don't, your enemy will.

Try to get Whammies, they do more damage than the two attacks by themselves.

Dumb fire weapons are stronger than homing.

All you have is a mosquito? Try hitting smaller cars at full speed.

Codes

These codes are inputted on the password screen. For PSX go to game status and hit the circle button. For N64 go to password.

Playstation

All standard cars

GANGS_ALL_HERE

Have Y the Alien	INVITE_VISITOR
Have both Secret Levels	
SECRET_LOCALES	
Unlock all characters and levels	
GIMME_DA_WORKS	
All things finished	WMNNWLHTSCUCLH
Big Wheels	MONSTER_WHEELS
Homing Missile Powerup	
DEADLY_MISSILE	
Low Gravity	REDUCE_GRAVITY
No enemies	GO_SIGHTSEEING
View all FMVs	
SEE_ALL_MOVIES	
Two of same vehicles in multi-player mode	SAME_CHARACTER
Expert Mode	HARDEST_OF_ALL
Slow motion	SLOW_MOTION_ON
Invincibility	I_WILL_NOT_DIE

Non Password

Press select during game play to see the steering wheel and driver's hand.

Wait until a level completes loading, then switch the game CD with an audio CD of your choice. Pause game play to select a new audio track. A prompt for the game CD will appear after the level is exited.

Nintendo 64

All cars	GANGS_UNLOCKED	
Y The Alien	GIMME_DA_ALIEN	
All characters and levels	JTBT7CFD1LRMGW	
Same vehicle in multi-player mode	MIX_MATCH_CARS	
Ultra-high resolution mode	MAX_RESOLUTION	Note 1
Interceptor Missile power-up	MISSILE_ATTACK	
Invincibility	LIVING_FOREVER	
Quick firing weapons	FIRE_NO_LIMITS	
Low gravity	A_MOON_GETAWAY	
No enemies	POPULATION_OUT	
Slow motion mode	GO_REALLY_SLOW	
Expert mode	I_AM_TOUGH_GUY	
Level select:	LEVEL_SHORTCUT	
View ending sequences	LONG_SLIDESHOW	
Super Dreamland 64 level	DDDDDDDDDDDDDD	

1. This code requires the expansion pak and it slows the game down.

12. GameShark Codes

Here are the GameShark Codes for both versions.

PSX

1 Unlock Everything	80065950 1F1F
	80065952 1F1F
	80065954 1F1F
	80065956 1F1F
	80065958 1F1F
	8006595A 1F1F
2 Infinite Roadkill Mines	300356DC 0000

3 Infinite Interceptor Missiles 30032FF4 0000
4 Infinite Sky Hammer Mortars 300349B0 0000
5 Infinite Bruiser Cannon Ammo 300336BC 0000
6 Infinite Bull's Eye Rockets 30032010 0000

N64

1E Enable Code (Must Be On) F11695A8 2400
F11695AC 2400

Unlock/Finish Tracks/Car Codes

1. Chassey Blue 80191298 001F
2. Slick Clyde 80191299 001F
3. Sheila 8019129A 001F
4. John Torque 8019129B 001F
5. Dave 8019129C 001F
6. Convoy 8019129D 001F
7. Loki 8019129E 001F
8. Houston 3 8019129F 001F
9. Boogie 801912A0 001F
10. Beezway 801912A1 001F
11. Molo 801912A2 001F
12. Sid Burn 801912A3 001F
13. 'Y' The Alien 801912A4 003F
14. Blackout Mode 80187C6E 0000
15. Dull Textures 80187C6B 0000
16. Funky Colors 81187C5C 0000
17. Messed Up Graphics 81187C5A 0000
18. Upside-Down Mode 80187C53 0000
19. Blocky Graphics 80187C55 0000

13. Special thanks

Sony and Nintendo for making the systems I played the game on

GameWinners.com for all of the codes

All the people who submitted the codes to gamewinners.com

Neoseeker for displaying this FAQ

Luxoflux and Activision for making the game.

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The Video Game Collector. 2 Pinball Machines, 22 Video Game Systems, and over 300 Video Games.
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