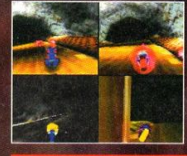


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USING THE CONTROLLER

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the **L** and **R BUTTONS**.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your Extreme-G™ 2 Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller(s) into sockets 1-4.

   NOTE: EXTREME-G™ 2 IS FOR 1 TO 4 PLAYERS. EACH MUST HAVE A CONTROLLER.
4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately) in the slot on your Controller.
5. Slide the power switch to ON

   (IMPORTANT: MAKE SURE NOT TO TOUCH THE CONTROL STICK WHEN DOING SO).

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

CONTROLLER PAK

You can access the Controller Pak menu screen by holding the **START BUTTON**.

INTRODUCTION

It has been 25 years since the original Extreme-G™ racing experience, and the citizens of the New United Planets have grown bored with the government sponsored, virtual racing activities of the past. In search of ever greater excitement, a group of young G-addicts decided that the only way to improve on a near perfect simulated experience was to recreate these races, but for real!

The initial attempts at building real life G-bikes were understandably crude, and fraught with peril (have you ever tried strapping a 16000 Mag-G engine onto the back of a domestic hover car?). But the successes were spectacular, and these early pioneers were too stubborn to be put off by the occasional fireball. The first few deaths attracted a flurry of media interest, because despite the simulated violence of the old virtual races, official broadcasting guidelines had sanitized that experience far beyond the point where anyone could actually die.

Media coverage brought commercial sponsorship, which in turn provided the money to build vehicles that were truly capable of attaining Extreme-G™. Rapidly equalling and then exceeding the capabilities of the old virtual bikes, a new breed of riders soon developed the skills needed to control a G-bike at speeds that had previously been the exclusive domain of high performance aircraft.

In time, as is always the way, the speed, strength and weapons capabilities of the G-bikes attracted the attention of the military, who could see great potential for this technology in the theatres of war. In the cut-throat commercial economy of the 21st century, research funding is available strictly on a per-profit basis, and few worlds are able to support the huge budgets needed to develop new military hardware. In the XG competition the military saw both a source of new weapon designs and an ideal training ground, which was already being funded by media sponsorship. They took control of the races, contributing a number of specially built tracks and a rigid contest structure, but taking care to preserve the raw, free-for-all attitude which had made the original 'garage' XG races a success.

The end result is a race the like of which has never been seen before, welcoming all comers and bringing together a mishmash of the physical and technological endeavors of the brave, the insane, the well funded and the downright stupid, competing together in the hyper-fast, jaw-dropping, buttock-clenching, low-down and dirty trial known as XG2.

STARTING

Press the **START BUTTON** to go to the main menu. In all of the menu screens, use the Control Pad/Control Stick to move the selection, press the **A** or **START BUTTON** to confirm your selection, and press the **B** or **Z BUTTON** to go back to the previous menu.

The status bar at the bottom of the screen always displays the button combinations for the current menu, in case you ever get confused.



GAME TYPES

The Game Type selection screen presents you with four choices: the main Extreme Contest, Single Player mode, Multi Player mode, or going to the Options screen.

EXTREME CONTEST

Although open to anyone, this tournament is organized by the military as a proving ground for future vehicle and weapons technology, and perhaps more importantly the people who pilot them. It covers 12 tracks on several different worlds, although some of the more difficult routes will at first be blocked off. As you prove your skills by advancing through the contest, these barricades will be moved, opening up new and more challenging variations of each track.

In the first three stages of the tournament you will be racing against standard military vehicles, collecting points for each victory. You are awarded 8 points for finishing in first place, 6 points for second place, 5 points for third place, 4 points for fourth place, 3 points for fifth place, 2 points for sixth place, 1 point for seventh place, and nothing at all for finishing last. You can also pick up bonus points for not using any nitro boosts, never touching the edge of the track, and breaking the sound barrier, if you manage to push your bike that far!

Before each race you will be told what finish position is needed to continue in the contest. Gaining at

least this many points will let you advance to the next track in the tournament, and will also unlock that track to be played in the other game modes (single and multiplayer). If you don't get enough points, you will be instantly disqualified and thrown out of the contest.

The Extreme Contest can be played by either one or two players. In the two player mode, only one of the players needs to get enough points in order to qualify for the next round.



ATOMIC

A qualifying series of four races, with track availability determined by difficulty setting. You must finish the Atomic contest before you will be allowed to try the more challenging Critical Mass.



CRITICAL MASS

A more difficult contest, consisting of eight races (the first two out of every three from the total twelve). You must finish the Critical Mass tournament before you will be allowed to play Meltdown.



MELTDOWN

Having proved yourself as a capable pilot, you are finally given the chance to compete across all twelve tracks in the ultimate Extreme Contest!



DUEL

If you've got this far, you have already taken on the best pilots and vehicles of the military, and won. That might be enough for some people, but a few of the most determined G-riders are left wanting more. The answer? To race against other previous champions of the XG contest. No more military involvement, media coverage, or huge prizes. Just two bikes fighting it out to determine who is the champion among champions. If you can beat all twelve other characters in succession, this could be you!

All of the Extreme Contest modes can be played on any of three difficulties:

 Easy  Medium  Hard

The difficulty setting affects the skill level of the enemy bikers, and also the placement of the track barricades (on the harder levels, you will race on the more complex variations of each track).



SINGLE PLAYER

Once you reach a track in the Extreme Contest, it will be unlocked so that you can play it in these game modes as well:



PRACTICE

A training mode to hone your driving skills. The other bikes are still present so that you have something to compete against, but you get to choose any available track, and you can race it as many times as you like until you feel ready to try it for real in the Extreme Contest.



TIMETRIALS

No enemies, no weapons, and no excuses: just the ticking of the clock as you try for the best possible lap times. You race against a ghost bike showing your own previous best attempt, and if you do manage to set a new record, the ghost recording can be saved onto a Controller Pak (only one ghost can be stored at a time, though, so this will overwrite any previous saves of record laps on different tracks).



ARCADE MODE

This mode gives you a chance to perfect your shooting skills, using the same drone targets the military have set up for their own training program. There is no limit on the number of laps: just keep driving and shooting, and try to bag as many kills as possible before you are blown up! The drones come in waves of five, and if you manage to destroy an entire wave within the allotted time, a weapon powerup will be left for you to collect. Accumulating several powerups in a row will charge up your secondary weapon, and at any point you can choose to use your weapon at the current level of charge by pressing the secondary fire button. In order, the sequence of weapon powerups is: Nitro, Mortar, Multiple Missile, Homing Missile, Static Pulse, and Invulnerability. If you continue to charge your weapon beyond the Invulnerability powerup, this will replenish your main shield strength when you do finally use it. A mothership will appear in between every few drone waves, and destroying this gives you a large number of bonus points.



MULTI PLAYER



HEAD TO HEAD

Two to four players compete across any of the available tracks (obtained by qualifying in the Extreme Contest). There are no computer bikes, just you and your so-called 'friends'.

BATTLE ARENA

Two to four players trade in their G-bikes for high performance tanks, and enter one of the specially built arenas in a fight to the death. There are no laps and no time limits, simply the need to destroy your rivals before they kill you. At the end of the game, the winner is the only player left alive.

In the Battle Arena mode ONLY, the **B BUTTON** acts as a reverse instead of a brake, and pulling the analog Control Stick up or down controls the elevation of your primary weapon.

MULTIPLAYER CUP

Anything from 3 to 16 players compete in a knockout tournament. Only two will race at a time, using the controllers plugged into sockets 1 and 2. At the end of each race the victor will be carried through to the next round of the competition, while the controllers are handed over to another pair of contestants as indicated by the onscreen progress display.

When you start a new cup, you will be given the options:

Adds a new player to the contest, prompting you to enter their name.

Removes an unwanted player from the contest.

Selects which group of tracks the contest will range over. You can choose between three sets of normal race tracks, or to play a battle mode tournament.

Starts the tournament once you have set up all the players who will be taking part.

OPTIONS

This screen allows you to set various preferences for how you would like the game to be played, and to enter password codes.





ENTER PASSWORD
Takes you to the password entry screen.



SFX VOLUME
Adjusts the sound effects volume level.



SPEECH VOLUME
Adjusts the volume level for the speech commentary.



MUSIC VOLUME
Adjusts the background music volume level.



SELECT MUSIC
Lets you choose between playing the default music for each track, playing a random tune, or always playing a specific piece of music.



NAME DISPLAY
Alters the popup display that appears over each bike in the Extreme Contest. You can choose between displaying the bike position (1st, 2nd, 3rd, etc), the bike name, or nothing.



WEAPONS ENABLE
Allows you to disable the weapon systems, if you want to concentrate on the pure racing experience.



NUMBER OF LAPS
Sets the length of each race, which can be anything from 1 to 7 laps.

LOADING AND SAVING GAMES

At certain points during the Extreme Contest, after every race in a Cup tournament, and whenever you set a new record lap time in the Timetrials mode, you will be asked whether you want to save your game onto the Controller Pak. Only one Extreme Contest, one Cup, and one lap recording can be stored at a time, so saving any of these game types will overwrite previous saves of the same type (but saving a Cup game will not overwrite your Extreme Contest save, etc).

To reload a previously saved game, make sure that the Controller Pak is inserted when you power on the game, and then select one of the icons:



Load Game (in the Extreme Contest menu)



Load Cup (in the Multiplayer menu)

Timetrials lap recordings will be loaded automatically, and replayed whenever you select that track and variation in Timetrial mode.

XG2 supports hot-swapping of the Rumble Pak and Controller Pak, so you can use them both at the same time. You should have the Controller Pak inserted when you power on the game, and then switch to the Rumble Pak while you are on the bike selection screen before starting the game. You will be prompted to replace the Controller Pak whenever there is an opportunity to save the game, so you simply need to follow the onscreen instructions after each race.

For people who don't have a Controller Pak, you will be given a password code when you complete each race in the Extreme Contest. When you subsequently enter this code it will give you access to any tracks and game modes that you have unlocked by playing the contest. The password entry menu is accessed via the Options screen.

To enter a password, move the Control Pad/ Control Stick to select a letter.



Press the **A BUTTON** to insert a letter.
Press the **B BUTTON** to delete a letter.
Press **START** to finish entering the password.
Press the **Z BUTTON** to cancel the password entry.
Use the **C ◀** and **C ▶ BUTTONS** to move the input cursor.

TRACKS/LEVELS

There are 12 tracks in total, and each of these comes in three different variations, making a total 36 possible courses. In the Extreme Contest you must tackle the tracks as they are presented to you, but once you unlock a track in the contest, you are free to select it for playing in any of the other game modes.



To select a track, use the Control Pad/ Control Stick to move the selection, press the **A** or **START BUTTON** to confirm your selection, and press the **B** or **Z BUTTON** to go back to the previous menu.

The available tracks are:


Aquanor


Sensara


Farron


Lumania


Meza
Virs


Canous


Tethra


Anville


Hydra
Prime


Tox City


Cordillon


Eschaton

Each track comes in three variations of increasing difficulty; the barriers are moved around to open up more complex alternative routes. You can choose which variation you want to play from the icons:


Variation
One


Variation
Two


Variation
Three

In the battle mode, you can select from the 6 specially constructed arenas:


Abydos


Pollutagon


Bellamire


South
Sea


Carneth


Sindrome

BIKE SELECTION

You have 10 bikes to choose from, plus some hidden superbikes that will be given as rewards for completing the various contests.



To select a bike, use the Control Pad/Control Stick to move the selection, press the **A** or **START BUTTON** to confirm your selection, and press the **B** or **Z BUTTON** to cancel.

In the multiplayer game modes, every player who wants to join in to the game must press the **START BUTTON** while on the bike selection screen in order to activate their controller.

The Extreme Contest modes (Atomic, Critical Mass, and Meltdown) can be played by either one or two players. By default the bike selection screen will come up as a single player game, but the second controller will be activated if player 2 presses the **START BUTTON** on their controller.

In a 2 or 3 player game, the screen layout can be altered by pressing the **L BUTTON**. Two player games can be played with a horizontal or vertical split, and three player games with the screen split into quarters (the fourth section not used), or with player 1 having a wider display across the top of the screen, or with player 1 having a taller display down the left of the screen.

Press the **R BUTTON** to customize the controls and enter player names or cheat codes on the bike selection screen.

Each bike has a unique set of attributes, which are displayed as color bars on the outer spinning disk. Pressing the **C ▲ BUTTON** will flip the inner disk to show a pie chart giving a more detailed comparison of these statistics (press the **C ▼ BUTTON** to return to the normal view). The bike attributes are:

Top Speed **Handling** **Acceleration**

Weapons **Shield**

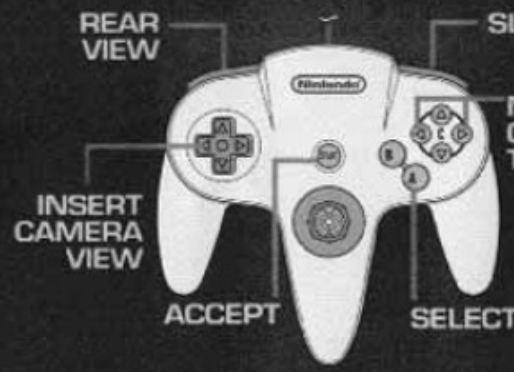
See the Bike Gallery for more information about the available bikes and riders.

CONTROLS

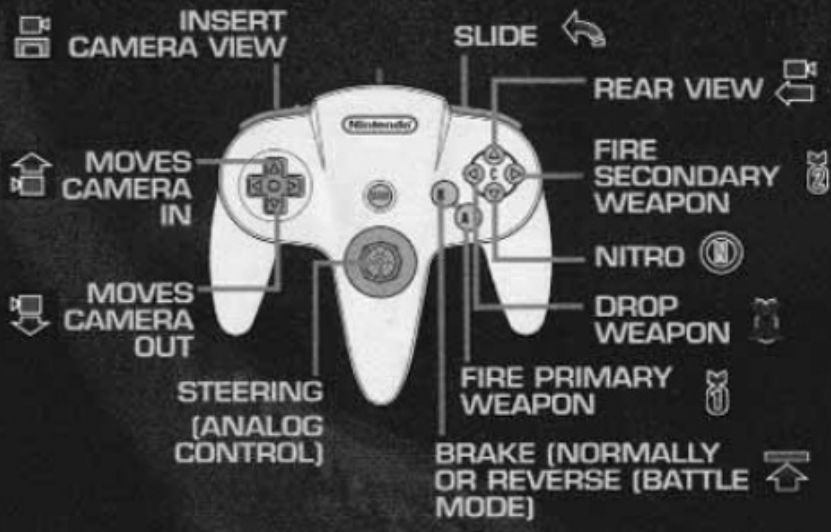
The default controls are:

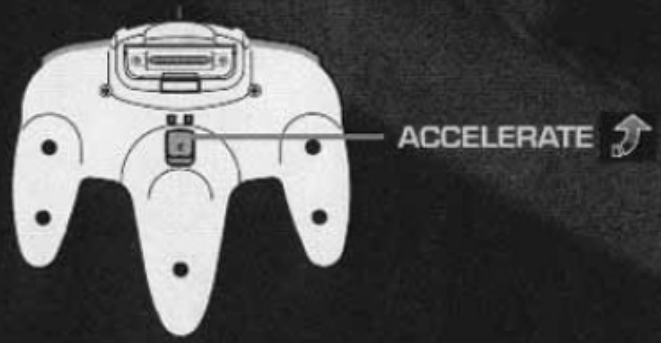
Control Stick left/right - steering

Control Stick up/down - angle over jumps (normally) or weapon elevation (battle mode)









If you want to change these controls, press the **R BUTTON** on the bike selection screen. This will take you to the customize menu.



Move the control stick to select an icon, and then press a button to map it onto that function. Press the Start button when you are finished. In addition to the button icons listed above, you have the customize options:



ENTER NAME

Allows you to enter your player name, or a cheat code. Controls are the same as on the password entry screen (see above), with the addition of the **R BUTTON** to insert a blank space and the **▲/▼ C BUTTONS** to change characters between upper and lower case.



RESET CONTROLS

Returns all the controls to their default settings.



QUIT

Takes you back to the bike selection screen.

WEAPON SYSTEMS

All the bikes have a fixed primary weapon called a maxi-bolt, which can be fired at any of 5 charge levels, although not all the bikes are capable of reaching all 5 levels (the ones with weaker weapon attributes can only fire bolts at the bottom couple of charge strengths). The more powerful a bolt, the more damage it will do at the receiving end, and the more times it will bounce off walls before it finally explodes. With skillful aim, you can bounce these bolts around corners to hit your opponents from unexpected directions, or even bounce them off the roof in a tunnel!

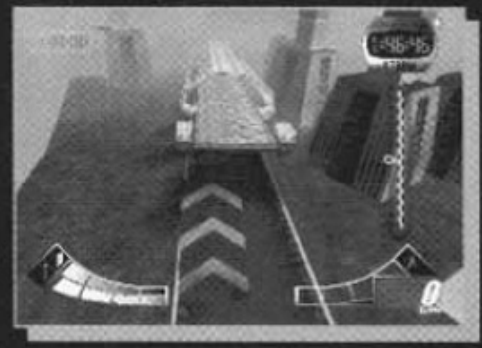
When you press the primary weapon fire button, your maxibolt will begin charging up. When it reaches the desired charge level, release the button to fire the bolt.

If you want to fire a stream of bolts in rapid succession, charge your weapon up as normal, but instead of just releasing the button to fire, release it and then rapidly press/hold it again. The maxi-bolt will fire repeatedly for as long as you hold down the button.

You only have a limited amount of weapon energy, which is shown by the bar at the bottom left of the game panel. Energy is used up every time you fire your maxi-bolt, and the higher the charge level, the more energy it uses (holding it at maximum charge uses up massive amounts of energy, so try not to do this). When your weapon energy hits zero, you will be unable to fire it any more.

Each bike comes equipped with a transparent shield that protects it from enemy fire, and from being too badly damaged if you scrape the edge of the track. Some bikes have more powerful shields than others, but common to them all is the fact that the more damage you take, the weaker your shield becomes, and the more speed you will lose when you are hit by enemy fire. Your shield energy is shown by the bar at the bottom left of the game panel: when this hits zero your bike will explode and you are out of the race!

Both your weapon and shield energy can be replaced by driving over a recharge zone, one of which is included in every track.



The blue area recharges your shield energy, and the green charges up your primary weapon.

In addition to the maxi-bolt, secondary weapons can be obtained by driving through the weapon pickups. This will trigger a pod that flies down and attaches itself to your bike, providing extra firepower. Secondary weapons can be used whenever you like regardless of your weapon energy level, but only one pod can be attached to a bike at the same time, so if you get a weapon that you don't want it might be better to discard it in order to pick up something more appropriate for the current situation.

Possible secondary weapon pickups are:

MORTAR



A forward firing projectile. This has a fairly limited range, so it takes some skill to use it effectively! Mortar pods come in several different sizes, firing two, four, six or eight individual missiles.

MULTIPLE MISSILES



A cluster of tiny missiles, which fire forward in unison. These pods come in different sizes, with two, four, or six individual projectiles.

HOMING MISSILE



A larger and more lethal missile, which automatically homes in on the enemy bikes. Homing missile pods can come with one, two, three, four or five individual missiles, which are fired individually.

REAR MISSILE



A missile which fires backwards down the track, to get the opposition off your tail. These pods can come with two or four individual missiles, which are all fired at the same time.

LEADER MISSILE



A huge missile which flies forward up the track and seeks out the bike in first place. Beware: if you fire this weapon while you are in the lead yourself, it will circle the entire way around the track and blow you up from behind! You will hear a warning beep whenever a leader missile is homing in on you: this means that it might be worth dropping back into second place so the missile will go for someone else...

STATIC PULSE



An electronic interference weapon, which disrupts the weapons and steering systems of the bikes that it hits.

RAIL GUN



A laser on tracks, which moves around your bike to home in on the nearest other player.

ION SIDECANNON



Beams of energy fire out from the sides of your bike, damaging anyone who tries to overtake.

REAR MAXIBOLT



Based on the same technology as your primary weapon, but this one fires the other way.

FLAME EXHAUST



A massive flame shoots out the back of your bike, giving you a speed boost and damaging any other players who get caught in your trail.

SMOKE EXHAUST



A cloud of smoke pours out the back of your bike, blinding the players behind you.

PROXIMITY MINE



A group of small, bouncing mines are littered across the track: very hard to avoid!

LASER MINE



A gun turret is dropped on the track, which fires laser bursts backward down the track. Not much fun for anyone coming up behind...

MAGNETIC MINE



Two huge magnets attach to the left and right edges of the track, and suck the bikes towards them as other players try to drive past.

WALLY WARP



A two-part weapon. First you drop the exit warp, which sits on the track and does nothing. Then a little bit further on you drop the entry warp (if you wait too long, it will drop automatically). Any players who drive into the entry warp will instantly be teleported back through the exit warp, losing valuable time and usually making them very unhappy!

PHOSPHOR FLARE



A sudden flash of ultra-bright light, which blinds anyone following too close behind you.

POWER SHIELD



Repels the other bikes, so you can drive into them and send them flying!

INVULNERABILITY



Prevents you from taking any damage, for a little while at least...

INVISIBILITY



Makes you invisible. Not much use in itself, but it can be a lot of fun to sneak up on someone while they can't see you, and then send a missile up their tailpipe!

HEADLAMP



Illuminates the track in front of you. Just the thing for those dark tunnels!

PLAYING A GAME

Just before the start of each game, you will see a status display telling you the name of the track and variation you are about to play, and some other information like what finish position is required to qualify in the contest, or the record Timetrial lap time for this track. The exact contents of this screen depend on the game mode being played, but here is a typical example from the Atomic contest:



Once in the game, the panel display shows your position in the race, speed, and weapon/shield energy:



You are issued three nitro charges at the start of the race. These can be fired at any time, giving you a sudden speed boost, plus you can gain extra boosts by driving over nitro pads on the track.

AFTER THE GAME

After a game, the race results will be displayed, and you will be given the option to save your game onto the Controller Pak if that is appropriate. If you have set a new track record in the Timetrials or Arcade Mode, you will also be prompted to enter your name so this can be saved onto the Controller Pak along with your high score. Some of the results displays take up more than one page of information, in which case the disk will flip to show the second page when you press the **A** or **START BUTTON**.



Use the Control Pad/Control Stick to select a command, and press the **A** or **START BUTTON** to confirm your selection. Depending on the situation, your choices may include:



Play another game



Change to a different bike



Quit back to the main menu screen



Change to a different track

RIDERS/BIKES

VELOCITY KENDO

The freedom fighter daughter of Supreme Chairman Ben Kendo of Planet Canous. With a knowledge of both ancient martial arts and Proto-molecular mechanics she truly has the well rounded assets needed for the XG2 contest.



G-SPARK



This all around bike packs quite a punch; he has a good array of weapons and is pretty hard to catch.

STATS

Med - Top Speed
Med - Acceleration
Med - Handling
Good - Weapons
Med - Shield

ROXY TEMPO



As a pop star, film star, novelist, model and all around diva, Roxy Tempo's new challenge is of a "racier" nature. Her pursuit of the fast life means she lives to the limit, so entering the Extreme-G contest was a natural and obvious decision. It would ensure her continued popularity and heighten her status among her fans and peers alike.

BOOMSTA



Now this is a serious machine. Once this beauty starts to go you will never be able to catch him. Wait for a mistake or blow him off the track.

STATS

High - Top Speed
Low - Acceleration
Med - Handling
Med - Weapons
Low - Shield

PEPPA STILETTO

A secret member of the Military Organization for Outer Galactic Assassins and believed to be freelancing for the multi-trillionaire Max Bypass. Her motive for joining the contest is unclear.



MOOGA



This large beast of a bike is slow off the line, but you will need every weapon at your disposal to slow him down.

STATS

Med - Top Speed
Low - Acceleration
Med - Handling
Low - Weapons
High - Shield

SLY SLIPSTREAM



Many businessmen use various forms of stress relief, but in the future, executive and entrepreneur Sly Slipstream takes this to a whole new dimension! In the world of high finance he is a man who would be King. Rough, tough, and ruthless he outwardly sees this event merely as a bit of fun and a way to vent the frustrations of a hectic lifestyle - but he plays to win!

GRIMACE



Another bike that is quite good in all areas, the Grimace boasts outstanding shield power.

STATS

Med - Top Speed
Med - Acceleration
Med - Handling
Med - Weapons
Good - Shield

ERROL D'NAMYX

Errol D'namyx spent most of his early adulthood working hard as a mechanic on a space freighter. His wage was small, but he was always thinking big! He studied hard, harnessing an intellect he never realized he had, and eventually made millions on the Galactic stock market. Now that money is no object, he has indulged his mechanical dreams and made his own bike. All he needs to do to complete his long term ambition is to win the Extreme competition!



WRAITH



The devastator. Either get out of the way of this bike's awesome arsenal or die. It's that simple!!!

STATS

Med - Top Speed
Low - Acceleration
Med - Handling
High - Weapons
Low - Shield

NATASHA VERT



Natasha Vert is known as 'The Witch' in the contest. Her aggressive nature has been developed through her upbringing in the seedy bars and perpetual night life of Anville. A self styled queen of the night, she's a girl with something to prove. By winning the XG contest she feels her ambitions will be realized - to be treated with the respect she deserves.

SURGE



The perfect boy racer model. The blistering acceleration of the nippy little number will leave the pack in your dust back at the starting grid.

STATS

Low - Top Speed
High - Acceleration
Med - Handling
Low - Weapons
Med - Shield

CRASH CRISIS

This supreme athlete excels in nearly everything that interests him. He is an ex-student of the Rockiron Military Academy from which he was expelled for his brash disregard of authority. If he doesn't let his arrogance get between him and the finish line, he is sure to prove himself a supreme G-ster.



ZEO-MAX



This is the perfect beginners' bike, with excellent handling to ease you into the rigors of the intense XG2 tracks.

STATS

Med - Top Speed
Low - Acceleration
High - Handling
Low - Weapons
Med - Shield

ALEXANDER BENOTTI



Suave and sophisticated, Alexander Benotti is the heir to the throne on the planet Lumania. He was so impressed by the XG contest that he commissioned a track to be built on his home world. A tough competitor who demands fairplay, he insisted that the track design be kept from him so he wouldn't enjoy an advantage when he entered the contest.

VEX



Now this is the ultimate fighting bike. It may not be the fastest or the easiest to control, but fire what you will, it will not make a dent, and with this sort of firepower, don't make him angry!

STATS

Low - Top Speed
Low - Acceleration
Low - Handling
High - Weapons
High - Shield

PHLUX COBALT

Wealthy, insane, super-intelligent, and one of the youngest competitors in the tournament. This whizz-kid has no sense of fear after suffering the effects of Immersed Reality Syndrome. He often sites his belief in bizzare Cults as his motivation for his involvement in the Contest. In short - he's a Nutter!



FREEKER



Quick off the mark, the Freeker is one fast number. Ideal for fast breaks away from the pack.

STATS

Med - Top Speed
High - Acceleration
High - Handling
Low - Weapons
Low - Shield

RUBY DABOMB



Olympic Champion Ruby Dabomb is a seemingly sensitive and creative girl. However, her passion for danger and thrills, along with a love of weaponry makes every day an adventure. Her adrenaline hunger makes her jump at the chance to race in the Extreme contest. It gives her a thrill to kill.

VELOFIRE



A good all arounder, this bike combines good speed, good weapons and a cool look.

STATS

Low - Top Speed
High - Acceleration
High - Handling
Low - Weapons
Med - Shield

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