

Full Throttle

Walkthrough

Bare with me I'm not the best of spellers.

So you wake up in a dumpster and the only way out starts with a lot of punching, The lid is the only way out. Go to the front of the bar. Hop on your bike. What if your keys are gone, well don't just do something stand there. Kick in the bar door. Don't waste any words, Use your fist on Quohog (Bartender), He gives you your keys. Hop on your bike. After the third on the bike gets you angry, Beat him down. Fun, Until you lose your tire that is. When you wake up you'll meet Mo (Maureen). She'll tell you she'll fix your bike for free just get the parts you need, A fork, Gas, And her blow torch. Before you leave her hut grab the gas tank & the hose. Once outside you'll meet Miranda (the reporter). Thank her, Tell her about the ambush up the road but don't talk too much because there's much to do. Exit the screen to the left. You'll see her drive off, go left again. Now here's how you get the three things in order:

1) Torch:

Go to the Trailer House (Left middle screen). Ask Todd (man in trailer house) where Mo's torch is. When he says he didn't steal it, Kick the door in. Open the cabinet just above Todd's body. Get the lock pick. On the back wall is the refrigerator. Open it to get the stake. Walk over to the lift (behind the door). When you reach bottom get the torch hanging off the center table.

2) Gas:

Go to the Gas Tower (Top of screen). Use the lock pick on door lock. Pick up the lock. Go inside. Look around you'll see two large tanks almost in the shadows (left of screen) you will need to hide there shortly. Now touch the ladder. As soon as you hear the alarm run behind the larger of the two tanks. When the two cops go up the tower use the hose on the large gas tank, Use your gas tank on the hose, Now

use your mouth on the hose.

3) Fork:

Go to the Junkyard (Top left screen). If you pull on the chain (right of screen) you'll see the door open but you'll never make it in. Now use The lock from the gas tower on the hook at the bottom of the door. Now try the chain. Once inside The junkyard jump down into the feild. walk to the pile of junk that's next to something that looks like a Gilateen. Surprise, It's a Mad God, Run for it! Now that you seen the threat it's time to get to work. go down to the field again. Don't worry, as long as you don't touch anything you'll be ok. now walk to the right but don't exit the screen yet. Move your cursor over the top right screen you'll see an arrow come up pointing at a crane cockpit. Remember that. (you might want to save your game now). Now go right to the next screen. As fast as you can use the meat on The left yellow car that your standing next to. The dog will hop in the car to eat the meat. Now run back to the Crane Cockpit. Move the cursor over the button and press it. Move the cursoe over any point of the control's, Up, Down, Left, Right, and press left mouse button or enter. After possitioning the magnet over the car with the dog in it, Switch to the left control and operate the down mode to trap the dog in the car. Now go get the fork! Well what are you waiting for!? GO!!!

After your bike is up and running you'll find the road is blocked by the police. Don't panic! Go back to the water tower set off the alarm and when they come looking for ya the road will be open again. After the animation sceen with Old Man Corley. You'll find yourself back at Mo's place. She's not there but her Photo is (on the floor that is) Well pick it up you'll need it. This time use the rode going left of the gas tower. Back to the bar we go. Go to the dumpster, Talk to Miranda she'll give you a Fake FBI badge. Go into the bar and show the picture to the bartender. Talk To Emmet (the nut with the knife). Then show him the FBI badge. You'll get a lift (no not like that, Dirty mind tou have).

After the truck driver lets you off you'll find that he took tour fule hose. Go in the house. Move the pillow on the bed. Get the tire iron. Use the tire iron on the Chess at the foot of the bed. Youll get a new fule hose. Dam there go's Mo. Don't worry about the truck driver Hell will catch up with him. When you get to what's left of the truck take some fertilizer. Go ahead, Don't be afraid to get your hands dirty. Use the tire iron on the Trucks tires. Push the truck over! Now lets have some FUN.

Go Back to The farm house where Ripburger's Goons are waiting for Mo. After the two idiots crash go back to there hover car. Use the tire iron on a panel over the rear tire. You'll get a Single Hover Lift Unit. Put it on your bike. Now take the first exit you see.

The Old Mine Roads

If you happen to come appon Hather Tourqe talk to him he may have some good tips for ya. Remember to exhaust all choices. You only need to talk to him once after that any time your coming up on him just press the Esc key. Now just beet the Tarr out of everyone you see!

NOTE:

here is a list of how to beet certain on the mine roads!

Vulture
with the
chainsaw: Use the fertilizer (here's to dirt in your eyes)!

Guy with
the
Booster
rockets: Use the wood plant on him as fast as you can!

Cave fish: get as close to him as possible without him using his oil slick. When he puts his head up WACK him But wack him good because if you miss it's oil slick time!

Put on the CAVE FISH's Goggles (right mouse button Or the Tab key). When you here the beeping get louder on the mine road thats where the Cave Fishe's hideout is (left mouse button Or the Enter key). Follow the cave road till you come to a room with the ramp. Get The Ramp.

Notice when you move the ramp how one of the road guids pop off. Now get the ramp and go. when you stop automaticly before the tunnel get off your (@\$\$) bike and move the ramp. This will cause the road guides to pop off (the cave fish can't see the road without those guides). You'll end up where the truck blew out the bridge. Read the Road Sign. once you find out how Ricky Made the jump. Give Ya any ideas? Well then Go for it!!!

After the jump you'll and up at Corley Motors. Don't even bother to nock on the frunt door you'll only find out Ripburger canceled the stockholders meeting. So why not go to the Smashatorium Stadium (bottom right screen). When the old man (Horrace) turns around grab the bunny FAST. Then use the remote controle car to run down the battery. Get back on your bike. exit

the screen to the left. You'll end up at a minefeild in frunt of the vultures hideout. Use the bunny on the minefeild, when the bunny blows up get the battery. Go back to the the stand and use the battery on the remote controle car. Move the car all the way back to the far end of the screen where you come to the entrance of the stadium. when Horrace tells you thats far enough bring her back now. Make the car go througe the exit of the stadium. Horrace will then run in after it. When he runs in after it grab the hole box of bunnys behind the counter. Go back to the mine feild. (Before going any further I would save my game if I were you)! Put the box of bunnys on the floor. As fast as you can start grabing as them. (try to get all of them or at least one short of all of them). (save your game here, It will not allways turn out right), (Ya got me). Now release one at a time:

Place a bunny on the floor !
After it blows up walk to that spot!
Repeat untill you have no more bunnys!

Now that your all STRUNG UP make sure you say all the right things:

Let me go or else!

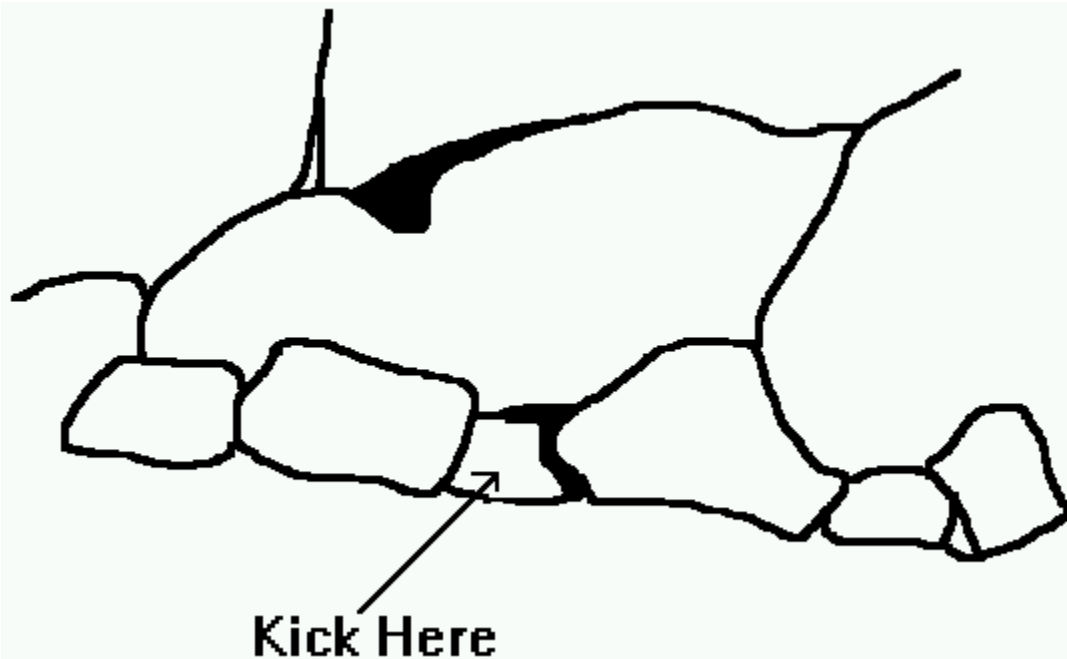
I'll Call you names!

Diapered Dynamo!

Smashatorium

Once in controle of you crash car go to the far left and jump the ramp. you'll notice the car that you ran over stalled. Push that car over to the far right bottom corner. Now push the car up the ramp. Once the car go's over the ramp you follow. This will stall Nestor & Bolus for a bit! after you go on fire stand on the the empty car. When Nestor & bolus smash into that car jump on there car. When they come out close enough to the fire jump off and into the fire. Solong crule world (for Nestor and Bolus anyway).

Talk to Mo & exhaust all questions. Look at The Parts! Flip all lids open all parts. You'll find numbers on them. One of these numbers is a key code: (154492). Now go back to Corley Motors. Go to the back of Corley Motors. you'll see blinking lights. When all the lights turn black in the center kick the wall. But don't just kick any where kick here:



once the dore on the dome opens go in. You will see a panel on the floor look at the panel. Remember the code: 154492. After you get the key card and the sound real. go tho the hall way just in frunt of you. Three doors. Which one you say. Well try the middle one. Whats He/she doning. After you get chased go back to the hallway. Use the key card on the slot next to the right door. If you want to have some fun here before going on just play with the camera. Otherwise just push the left arm down & the Right Arm Up (the right arm go's up by using it twice). When the Man/Women enters this room go back to the middle room. Place Either the pictures on the white pad Or the Music real on the player next to the Pad. Got you now Ripburger!

THE END NOT

As You Rid Off into the sun set Here comes Old Ripburger!
(don't worry about saving your game at this point you'll
get as many chances as ya need, as many as anyone could need)
Open the grate on the hood. Just above the grate is a panel, Open it.
When Ripburger Sticks out his cane grab it. Use the cane on the fan.
When you come out the other side. Use the tire iron on the nut next to
the far right tube.

Once inside the cargo Plain go to the cockpit. Watch out for old Rippy
he's a bad shot but he could get lucky. Once in the cockpit turn the
computer moniter on then chose:

Take off

Post take off

Gear

Rase gear

After Ben Jumps Ripburger! You'll find yourself along with everything else, hanging on the edge of the Gorge. Use the Computer in the truck and chose:

Main menu

Defense

Machine Guns

Control

System OFF

And remember!

YOU CAN'T BEET A CORLEY

Just read the License Plate Ripburger was holding!
Climb back into the Cargo Plain walk to the left.
Get on your Bike FAST.

Congratulations you've beetin the game without any help from ME.?!

Walkthrough BY:
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THE END