



THROWBACK

extreme-G

TURBO FUSION

INSTRUCTION BOOKLET

**ModRetro has carefully assessed this
product, confirming it meets our exacting
standards for quality craftsmanship,
reliability, and unadulterated fun.**

OFFICIAL
MODRETRO
PRODUCT

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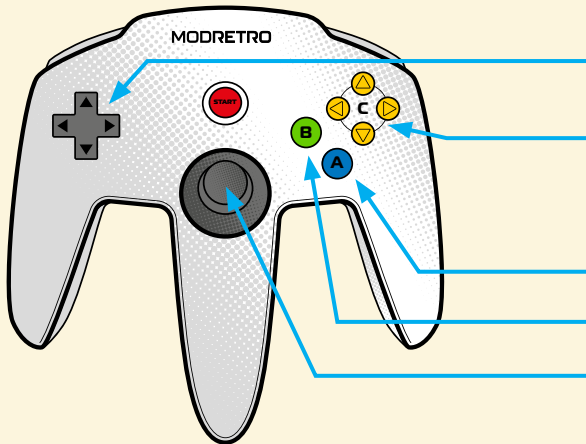
GETTING STARTED

Insert the game cartridge into your M64. Power on the console. From the title hub, select Extreme G® or Extreme G®: XG2. You can return to the hub by resetting the console.



CONTROLS

Front



Left Button: Insert Camera View (XG2)

Right Button: Slide

D-pad

Up: Moves Camera In (XG2)

Down: Moves Camera Out (XG2)

C Buttons

Left: Drop Weapon (XG2)

Down C: Nitro

Right C: Fire Secondary Weapon

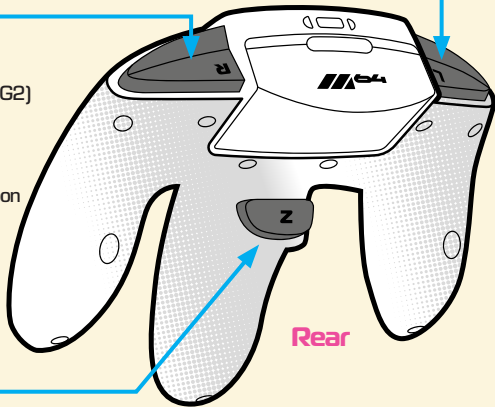
Up C: Rear View

A Button: Fire Primary
Weapon

B Button: Brake (or Reverse
in Battle Mode)

Control Stick: Steering

Z Button: Accelerate



EXTREME G® - OVERVIEW

The original Extreme G® delivers high-speed racing across futuristic tracks with loops, corkscrews, and gravity-defying drops. Win championships to unlock tougher classes and faster bikes.

Game Modes

Most game modes consist of 3 laps around a track, with the objective being the best time and least damage. The exception is Battle Arena (also available in the Cup Challenge), where there are no laps; the player who survives wins! In Extreme Challenge and Single Player modes, you can choose from Novice, Intermediate and Extreme skill levels.

- In a 1 player Extreme G® game you must achieve the minimum points required to proceed.
- In a 2 player Extreme G® game, either player must qualify.

EXTREME CONTEST

ONE OR TWO PLAYERS may compete in the Extreme G® tournament. There are three levels of tournament play: Atomic, Critical Mass and Meltdown. You must beat the Atomic level to qualify for the Critical Mass level, and beat the Critical Mass level to qualify for the Meltdown level. As you progress from Atomic to Meltdown, additional tracks become available.

SINGLE PLAYER

PRACTICE mode has 3 tracks available as you begin. Once a player has reached a track in the Extreme Contest, it becomes available in Practice mode.

TIME TRIALS are similar to Practice as far as track availability. Enemy bikes are absent, as you compete against the clock. Record times will be saved for posterity.

SHOOT 'EM UP Bang Bang, can you guess?

MULTI-PLAYER

HEAD TO HEAD (2 TO 4 PLAYERS) Race on any of the available tracks, minus the computer controlled opposition.

CUP CHALLENGE

(2 TO 16 PLAYERS) Up to 16 players can compete in the Cup Challenge. Only Controller Ports 1 and 2 are active. Players must hand over controllers to allow more than 2 players to compete. Player 1 competes against player 2, player 3 against player 4, etc. The menu in the middle of the Cup Challenge screen allows you to add, delete and rename players, and to select your track. Once you've done so, highlight Start Cup to advance to bike selection.

BATTLE ARENA

(2 TO 4 PLAYERS) Up to 4 players battle for survival in arenas built to reward cunning and punish the weak. There are no laps and no time limit, only relentless pursuit. Players are ranked by wins, survival times and shield damage. In Battle Arena **ONLY** the B Button acts as a REVERSE instead of a break.

FLAG GAME (2 TO 4 PLAYERS)

Players collect flags by riding into them. Shoot enemies to make them drop their flags. The player with the most flags at the end wins.

Bikes & Upgrades

Bikes vary in acceleration, top speed, grip, and armor. As you progress, you'll access higher-performance machines. Look for handling that matches your style - grippy bikes forgive mistakes; light frames demand precision but can be fastest.

Weapon Systems

Players begin the game with one of three Fixed Weapons (cannons), depending on the bike they select. Additional weapons can be collected in the form of pick-ups (see below).

LASER CANNON

The laser cannon fires continuously and is great for slowing people down, but does not do a lot to reduce an opponent's shield.

PULSE CANNON

The slowest weapon, with nominal damage.

EXCEL CANNON

This is the best weapon, firing alternate ring bullet bursts at a rate of 4 per second. Does BIG damage.

WEAPONS ENERGY

Fixed weapons require a predetermined amount of energy. The current status of your weapons energy is displayed in a meter at the bottom left of the screen. Once weapons energy is exhausted, you will not be able to fire your fixed weapons until you complete a lap. Pick-up weapons, however, can be fired at any time.

SHIELD ENERGY

Each bike is equipped with a transparent shield around it which protects the bike from enemy damage. As the shield takes hits, the energy shield meter at the bottom left of your screen depletes. If hit directly while shields are empty, your bike will stop on the track, causing you to lose your position.

- To recharge shield energy, drive over an energy pick-up or a recharge pad.

WEAPON PICK-UPS

Extreme G[®] is packed with firepower, but you've got to earn it. Collect pick-ups by driving over them. As you progress, different pick-ups become available. Players can collect one pick-up at a time, with the exception of shield recharge pick-ups which can be collected at any time. Power shields and other special effects are temporary.

ION SIDE BLAST

Fire these side-mounted beauties to prevent bikes from passing.

POWER SHIELD

This repellent shield pushes away any players it comes into contact with.

STANDARD MISSILES

A front-mounted missile that yields moderate mayhem.

HOMING MISSILES

The homing device in this missile locks on to the nearest bike and— KABLAM!

MULTIPLE NEEDLE MISSILES

Like a high-tech porcupine, this item fires a salvo of small, but troublesome missiles. Aiyeee!

MORTAR ROCKER

Incoming indeed! Fire this to rain bombs on the track ahead of you.

STATIC PULSE

Fire this straight ahead to disrupt your target's control display, render their weapons useless and temporarily reverse their steering.

TRACTOR BEAM

Fired from the top of your bike, this locks on to the nearest bike and slowly begins to pull it backwards while you slingshot past. It's turtle time!

PROXIMITY MINES

Press the Fire button and drop these behind you to leave a lasting impression on your devoted followers.

LASER LIMPET-MINES

When you drop these behind your bike, they attach to the edges of the track and a trip beam is created. Any bike passing through the beam triggers the mines and gets a big taste of TNT.

REAR FIRING MISSILE

The perfect thing to get them off your back.

RECHARGE

This handy item first recharges your shield energy. When shields are full, it will recharge your primary weapon. Amount of recharge is variable.

MORNING STAR

A mine on a stick, complete with its own spinning detonator.

FLAME EXHAUST

Put the heat on your competitors and give yourself a little speed boost while you're at it.

POWER SHIELD

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

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!

INVULNERABILITY

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

PHOSPHOR FLARE

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

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!



EXTREME G®: XG2 - OVERVIEW

Extreme G®:XG2 raises the top speed ceiling and deepens bike variety with multiple classes and 'super' machines. Track design emphasizes flow: linked apexes, smoother banking, and longer highspeed sections.

Game Modes

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.

Multiplayer

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.

Bikes, Classes & Speed Tiers

Bikes are grouped by tier. Early classes emphasize stability; later classes trade comfort for blistering velocity. Aim for consistent exits - corner speed matters more than straight-line bravado.

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.

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.

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.

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...

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.

STATIC PULSE

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

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.

RAIL GUN

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

SMOKE EXHAUST

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

ION SIDECANNON

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

PROXIMITY MINE

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

REAR MAXIBOLT

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

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.

Tips, Techniques & Track Etiquette

- **Look Ahead:** Aim for the next apex, not your front wheel.
- **Feather Inputs:** Micro-steer and lift briefly to correct line.
- **Land Flat:** Pitch forward in the air to minimize drag on landing.
- **Boost Smart:** Use Nitro after compressions and out of slipstream.
- **Clean Racing:** Battling is fun - but hold lines in corners.

Credits

Special thanks: Throwback Entertainment Inc.

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Executive Producer:** Chris Beach (ModRetro)

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James White (ModRetro)

Manual Design: Mike Smith (ModRetro)

Programming: Kaze, Dorriel, Giovanni Bajo

Game Capture: Sage Bea





Notes

Notes

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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MODRETRO

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