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## [ATV Offroad Fury 4 Glitches \(PS2\)](#)

### *Go into the tunnel*

ATV Offroad Fury 4 is another racing video game in the ATV series, which is being developed by Climax Group. The game has been released on October 31, 2006 for the PlayStation 2 and represents a direct sequel to ATV Offroad Fury 3. The fourth game in the series introduces new vehicles to the established gaming world. Amongst the worthy additions, players can find MX motorcycles, trucks and dune buggies. They do well in complementing the already existing array of ATVs that the previous games offered up. The game also innovates by offering some 50 game modes for players to try out. There are 60 tracks in the game, most of them new; the graphics have also received a well-deserved update. Sadly, the buggies and the trucks do not allow any moves or tricks, but are rather vulnerable to rolling motions that can lead to automatic resets of the player-controlled vehicles. However, the game does offer access to some tutorial missions that demonstrate the proper use of those vehicles. More mini games are included in this latest game, like Ice Hockey, Scavenger Hunt, King Of The Hill, Bowling and Ring of Fire. These come in addition to the already established mini games from the previous game. The game features a fully loaded soundtrack that's just perfect for dirt riding, with artists like Audioslave and Lamb of God contributing with tracks.

**GLITCHES**

**Bowling mini-game: Underwater driving** Start out by playing bowling but, instead of hitting the ramps, go in the middle of them and then dodge the sign. You should go in the water and not respawn for a while.

**Yoshito arena: Go through tunnel** Start on the Yoshito arena. Find the tunnels that have holes in them. Go on one side and drive between the two tunnels. You should go into the tunnel to your right. Here's some gameplay footage from a pretty neat driving title: