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Stunt Racer 64

MIDWAY

NINTENDO 64

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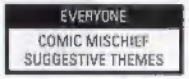

WARNING: N64 Expansion Pak™ Required for 3 or 4-Player Game Play

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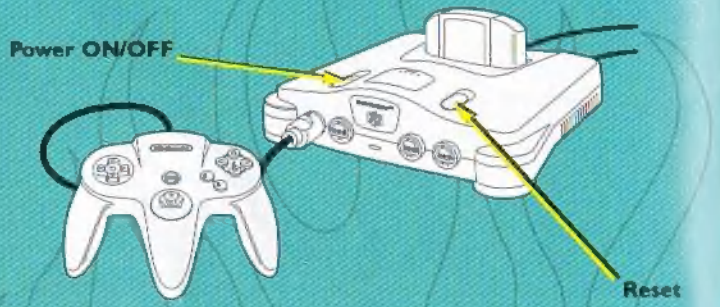
GETTING STARTED

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the POWER switch ON. After the legal screens appear, you may go right to the game by pressing START.

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!



Press and hold START upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

GETTING STARTED

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

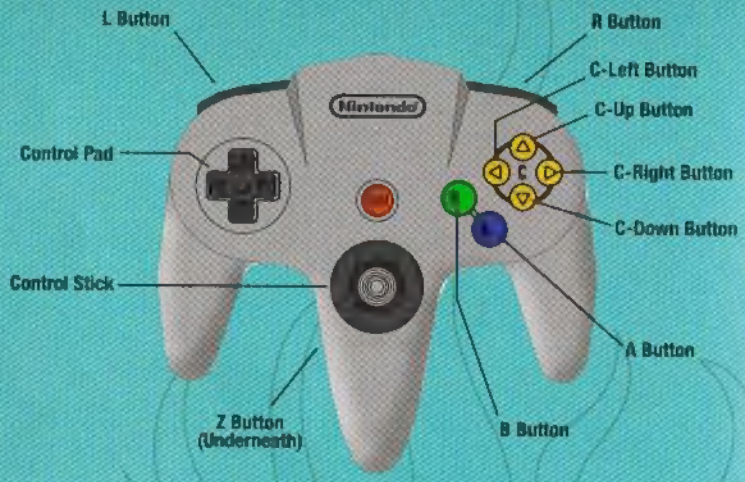
When turning the Control Deck power ON, do not remove the Control Stick from its neutral position on the Controller.

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. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

BASIC CONTROLS



MENU SELECTIONS

- Press Up or Down on the Control Pad or Control Stick to highlight menu items.
- Press Left or Right on the Control Pad or Control Stick to toggle options.
- Press the A Button to select an option.
- Press the B Button to go back to the previous menu.

BASIC CONTROLS

DURING A RACE

START - Pause

A Button - Accelerate

B Button - Brake

Z Button - Turbo Boost

C-Up Button - Change View (Toggles between Out-car, in-car)

C-Down Button - Reverse

Control Stick - Steering

L Button - Reset car

C-Left Button - Change HUD (Heads Up Display on screen) features

DURING A REPLAY

Left on the Control Pad - Freeze/Unfreeze the replay
Right on the Control Pad - Advance the replay by one frame while frozen
Up on the Control Pad - Increase the replay speed up to normal
Down on the Control Pad - Decrease the replay speed

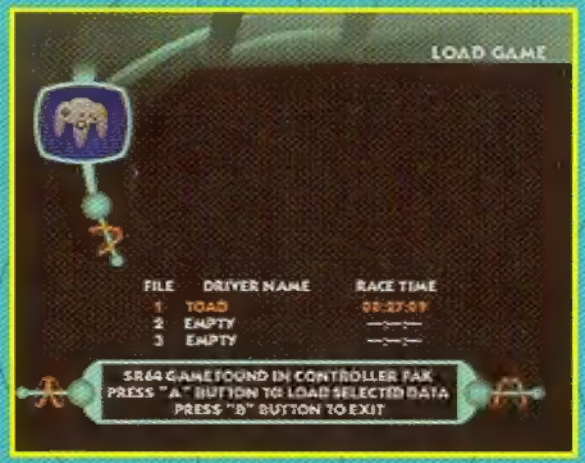
When a replay is frozen, you can view a different replay camera with the C-Up Button.

A Button - Return replay to normal speed and bring up the replay menu

BASIC CONTROLS

CONTROLLER PAK / RUMBLE PAK

Stunt Racer 64 supports both the Controller Pak and the Rumble Pak. When the game is powered up, it will look for a Stunt Racer 64 save game in Controller 1 only. If a valid save game is found, Stunt Racer 64 will load the records and game settings from it. If you are unable to do this and you wish to use a Rumble Pak, please ensure it is in the appropriate controller before starting a race. Remember to swap your Controller Paks and Rumble Paks ONLY when prompted to!



MAIN MENU

At the Title Screen, press START to access Stunt Racer 64's Main Menu.

The Main Menu allows you to enter different game modes and adjust some of the game's options. There are three sub-menus that you can choose from. To select one, highlight it by pressing Up or Down on the Control Stick or Control Pad, then press the A Button to access the sub-menu.

CONTEST MODE

In Contest Mode, your goal is to become the champion of Stunt Racer 64 by entering and winning different racing leagues. Each league contains several different tracks and competing drivers. You must successfully complete all of the rounds in a league and defeat the league boss in order to advance to the next league. Information on League Racing begins on Page 21.

QUICK RACE

Up to four players can compete in a Quick Race game. Each player can select their own car and go against their competition on a variety of tracks. More Information on Multi-Player Games begins on Page 11.

OPTIONS

You can adjust the game's options in this sub-menu.

OPTIONS MENU

At the Main Menu, highlight OPTIONS and press the A Button to display the Options Menu. Here you can choose an option category by highlighting it and pressing the A Button. Each option can be adjusted by pressing Up or Down on the Control Stick or Control Pad to highlight it, then press Left and Right to toggle the configurations. When you are ready to go back to the Options Menu, press the B Button. Your adjustments will be saved automatically.

GAME SETTINGS

There are five options you can adjust in this sub-menu.

MUSIC VOLUME: Adjusts the volume of the background music.

EFFECTS VOLUME: Adjusts the volume of the game's sound effects.

SPEED UNITS: Select from Kilometers Per Hour (KPH) or Miles Per Hour (MPH).

GAMMA CORRECTION: If the picture on your television is too dark, you can adjust the game's brightness here.

DISPLAY: Select from STANDARD (full-screen gameplay) or HI-RES LETTERBOX (the game is displayed with black bars on the top and bottom of the screen).

Once you have made your adjustments, press the B Button to return to the Options Menu. The configurations you made will be saved until you turn the Power OFF.

OPTIONS MENU

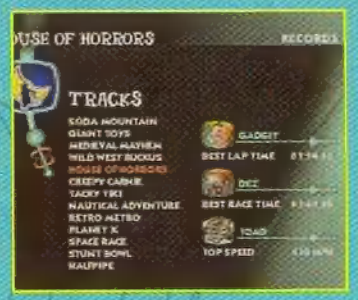
VIEW REPLAY

After you complete a race, you have the option to save your replay. In order to save a replay, you must select a Controller Pak to save to. At the Save Screen, press Left or Right to select a Controller (1-4). You must have a Controller Pak inserted into a Controller in order to save your information.

Once you have accessed the Controller Pak that contains your saved replay, press the A Button to view the replay.

RECORDS

You can view the records of each track using this sub-menu. The best Lap Time, best Race Time and Top Speed are displayed for each track in the game along with the name of the player who set the record. Press Up and Down on the Control Stick or Control Pad to view the times for each track. Press the B Button to return to the previous menu.



For the Stuntbowl and Halfpipe tracks, only the High Score records and the player name are displayed.

SAVE RECORDS

Do you want to show off one of your best times? Use the Save Records function to do so. Select the Controller Pak you want to save to and press the A Button. This will also save your current Game Settings.

CREDITS

Here you can view the names of everyone who worked on the game and what part they played in its creation.

QUICK RACE MODE

In Quick Race Mode, you can jump in a car and take on the competition as well as allow up to Four Players to compete in a single race. Make sure each player's Controller is plugged in before turning the Power Switch ON. Select Quick Race from the Main Menu and press the A Button.

NOTE: AN N64 EXPANSION PAK™ IS REQUIRED FOR A 3 or 4-PLAYER GAME.

After you press the A Button, you will see the following Quick Race Options:

RACE TYPE

Race Type refers to what kind of race you will be participating in. **SINGLE** is a single race to determine a winner. **PRACTICE** allows you to try out a track before you race on it. **MULTI-2/3/4** is a Multi-Player race involving 2, 3 or 4 Players.

GRID ORDER

Grid Order determines the starting positions for each player (computer or human). There are four settings to choose from. **RANDOM** chooses a random starting position for each player. **REVERSE** simply reverses the starting order. For example, Player 1 is the last player in the Grid Order. **CONTROLLER** positions each player in the order of their Controller (1-4). **LAST RACE** places each player in the order they finished in their last race together. For example, if Player 3 finished in First Place in the last race, Player 3 will have the Pole (first) Position in the next race. Races must be played back-to-back in order for the Last Race Grid Order to function.

QUICK RACE MODE

LAP COUNT

Here you can select how many laps you will run on each track. You can select from a 1 Lap shootout to a grueling 10 Laps.

TRACK SELECT

Select a track to race on. You can choose from 13 in all. There are 11 Standard (1-Player) tracks and 2 Bonus Multi-Player tracks. Initially only some of the tracks will be available to you. As you play through Contest Mode, you will unlock tracks for Quick Race.

OPPONENTS

This option allows you to compete against other drivers. **RANDOM** will select one of the 5 Leagues in the game. **NONE** will let you race alone (this is a great way of going for a record). The remaining Opponent choices are members of the 5 racing leagues in the game.

CONTINUE

When you select **CONTINUE** and press the A Button, you will be taken to the Car Select Menu. Information on selecting your car is available on Page 18. When a player selects their car and presses the A Button, the next player (in order of Controller) will be able to select. To exit back to the previous player's selection, the current player (who is currently selecting their car) must press the B Button. For example, if Player 1 wants to change their car and Player 3 is currently looking over the cars in the Garage, Player 3 must press the B Button. Next, Player 2 must press the B Button in order to go back to Player 1's car. Then, each player must select a car again. When all players have selected, Player 4 must press the A Button to continue to the Grid Order (Race Line Up) screen.

STUNTBOWL AND HALFPIPE

In the Stuntbowl and Halfpipe tracks, the object is to earn as many points as you can by doing stunts in the air within the 3 minute time limit. The multiplier (X3) icons can help you earn even more points by multiplying any points you acquire for a set amount of time. This is indicated by a color change of the coins in the game. When the coins are red you will earn 3 times the normal amount of points, and when they are gold you will earn the default amount.

For success in the Halfpipe, it is very important that you master the 180 degree spin maneuver. This will allow you to drive straight up the pipe and then turn around in the air 180 degrees, ensuring that you land pointing in the right direction. To execute the 180 degree spin, hold the B Button and turn the Control Stick counter clockwise from Down, to Down-Right, to Right on the Control Stick when you are in the air.

While the object of any race in this game is to place First, there are a few more feats you must accomplish to be a great driver.

EARNING CASH

There are two ways to earn cash in the game. The first is to gather coins scattered along the tracks. If you are running behind a group of opponent cars, they can also collect the coins. When they do, the coins will disappear (for a limited amount of time). The money you make is used for buying cars and upgrading cars you own. More information on that is available on Pages 18-20. Also located on each track are Multiplier Icons. These icons are either X2 (two times the coin value) or X3 (three times the coin value). Try to collect these Multiplier Icons whenever possible. Once collected, they will multiply the cash value for a limited time only. Don't worry if you missed a group of coins though, you can always earn money by doing stunts.

Also scattered around some tracks are Nitro boosts that boost your car upon touching them, Turbo pick-ups to replenish your Turbo Meter, and mystery pick-ups. While it will not be immediately obvious what happens when you collect the mystery pick-ups, something somewhere has changed. If you hit the right sequence, you may even earn a ton of extra cash!

PERFORMING STUNTS

The best time to pull off stunts is right after you drive over a jump ramp, while you are in the air. The faster you drive over a jump ramp, the greater the height and distance you will travel. Be careful not to go too fast near a corner or other sharp turn or you may find yourself flying out of the track! While you are in the air, you have a brief period where you can attempt a stunt (or two if you're good). While every car handles differently than the other, the moves for each stunt are the same. Just make sure you give yourself enough time to pull them off.

Some stunts are easier to pull off than others, and each one will earn you money, but only if you land on the road successfully after performing a stunt. Try to master a few stunts before you take on any of the League races. The movements for some of the stunts are on the next page, so start practicing!

PLAYING THE GAME

All movements are made by pressing the Control Stick in the assigned direction. You must press the Control Stick when you are in the air.

REGULAR STUNTS

FLARE RIGHT – Right, Left
FLARE LEFT – Left, Right
BACK DIP – Down, Up
FRONT DIP – Up, Down
ROLL RIGHT - Right, Right
ROLL LEFT – Left, Left
FRONT FLIP - Up, Up
BACK FLIP - Down, Down
SPIN LEFT - Right, Down, Left
SPIN RIGHT – Left, Down, Right

SPECIAL STUNTS

180 SPIN RIGHT – Press and hold the B Button, then turn the Control Stick counter clockwise from Down, to Down-Right, to Right.
180 SPIN LEFT – Press and hold the B Button, then turn the Control Stick clockwise from Down, to Down-Left, to Left.
180 ROLL RIGHT – Press and hold the B Button, then turn the Control Stick clockwise from Up, to Up-Right, to Right.
180 ROLL LEFT – Press and hold the B Button, then turn the Control Stick counter clockwise from Up, to Up-Left, to Left.
MULTI-AXIS STUNTS - Try using different movement combinations with the Control Stick while simultaneously holding the R Button to perform many different special multi-axis stunts. These stunts will give you more money than regular stunts, but are more difficult to execute and last longer in the air.

PLAYING THE GAME

The information below will show you what to look for while you are racing.

(1) Current Position and Remaining Turbo Boost
(2) Overhead Map
(3) Current Cash Total
(4) Current Lap and Total Race Time
(5) Current Speed

PLAYING THE GAME

PAUSING THE GAME

To Pause the game while you are playing, press START. This will access the Pause Menu. The Pause Menu contains a few in-game options you can adjust as well as the game controls. To adjust the options, press Up or Down on the Control Stick to highlight the option. Press Right and Left to toggle the different adjustments you can make. When you are ready to return to the game, press START (if you are playing a QUICK RACE game you can also select RESUME and press the A Button). To quit out of the current race, select EXIT (or EXIT QUICK RACE if you are playing a Quick Race game) and press the A Button. A confirmation screen will appear asking if you want to exit or not. Select YES or NO and press the A Button. The following items appear on the Pause Menu:

MUSIC VOLUME - 0 is the lowest (no sound) and 8 is the highest volume.

SFX VOLUME - 0 is the lowest (no sound) and 8 is the highest Sound Effects volume.

RESOLUTION - NORM (full-screen) and HI-RES (letterbox) modes.

GAMMA CORRECT - OFF (no brightness adjustment) and ON (adjusted).

EXIT - Leave current race. You will have to confirm (YES or NO) before you can exit. When racing in a Quick Race Mode game, the item will be listed as EXIT QUICK RACE. When racing in a Contest Mode (League) race, the item will be listed as QUIT. When exiting a Replay, it will be listed as EXIT REPLAY.

RESTART RACE – This option is available in Contest Mode only. Selecting this will allow you to restart the current race from the beginning. Beware, you only have a limited number of restarts per league. The number depends on the difficulty selection. You cannot restart a race if you have selected HARD mode.

GARAGE CONTROLS

CAR SELECTION

Selecting the right car to match your style of driving is important. Every car in this game is unique not only in looks, but the overall performance as well. When you enter the Garage (before a Quick Race or between League Races), press Left and Right on the Control Stick or Control Pad to view the cars that are available. Each car has statistics such as Weight, Power and Thrust. To view these statistics, press Up and Down on the Control Stick or Control Pad. All statistics are measured by a red meter. This meter determines (by how far to the right it stretches) the level of the statistic.

Remember that when you race in a League, the character you select will determine what starting car you will drive. As you progress in Contest Mode games, you will earn enough money to buy cars and upgrade cars as well. If you do well enough, you can even earn a new car by beating a League Boss in a race!

BUYING CARS

When you exit out of a Contest Mode game (after Quitting a League), if you have earned enough money, you can buy new cars at the Garage. At the Home Menu (your departure point for all things League Racing), select CARS and press the A Button. There are two choices, BUY and GARAGE. BUY allows you to purchase new cars with your hard-earned money and GARAGE lets you buy new parts for your ride, which will upgrade the statistics on your car. You can also access the CARS menu between Leagues from the Home Menu.

To buy a new car, select BUY and press the A Button. At the Garage screen, press Left and Right to cycle through the available cars. You will see in the top-left of the screen your total credits (cash). The middle-right of the screen displays the cost of the current vehicle. To buy the car you want, press the A Button. A confirmation window will appear asking if you want to buy the car or not. Select YES and press the A Button. Selecting NO will take you back to the previous screen with no purchase made.

GARAGE CONTROLS

UPGRADING CARS

To modify or upgrade a car, select GARAGE and press the A Button. If you are able to upgrade your car, the word UPGRADE will flash in the bottom-left of the screen. If you are unable to upgrade your car any further, the word will not flash.

Most cars will allow you to upgrade their attributes (Weight, Power, Handling, Boost and Thrust) three times. Other cars that are unlocked or won cannot be upgraded at all. When the word UPGRADE is flashing, press the A Button. A small confirmation window will appear asking you if you want to upgrade the current car. Select YES or NO and press the A Button.

The attributes you can upgrade will appear in the center of the screen. The price for the upgrade is displayed on the right side of the screen. You can upgrade the following:

GARAGE CONTROLS

WEIGHT - This determines the weight of the car. Overall, a lighter car will perform better than a heavy one. The car will get lighter as body upgrades are purchased.

POWER – Power! The stronger the engine, the faster the car.

HANDLING - Handling of the car. Better tires allow for tighter turns and more control.

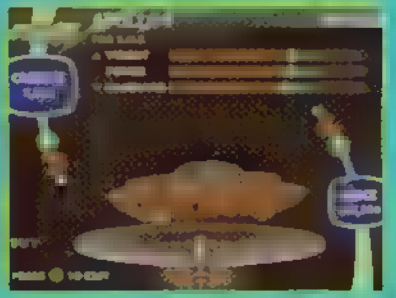
BOOST – Upgrade your Turbo for stronger and longer turbo boosts.

THRUST - Upgrading the thrust of your Stunt Jet allows you to perform stunts faster.

Select the attribute to upgrade and press the A Button. After you upgrade, you will be able to continue. When an attribute is fully upgraded, you can press Left and Right on the Control Stick to view the other attributes.

UNLOCKING CARS

When a car becomes fully upgraded in all categories, an enhanced version of the same car is unlocked and becomes available for purchase. This is indicated after the final upgrade for a car is purchased. At this point, if you return to the Cars Menu and select the BUY option you can find the new car by pressing Left and Right. These next-generation cars cost a lot of money, though, so you may need to save up for a while before you can afford one.

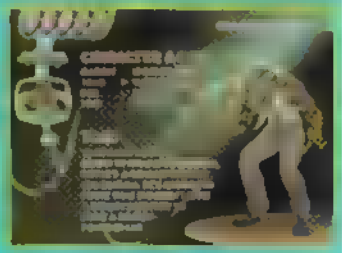


CONTEST MODE

Want to prove you're the best driver around? Do you think you have what it takes to beat Dr. Death at his own game? Enter Contest Mode and prove it. At the Main Menu, highlight **CONTEST MODE** and press the A Button. From here you can **CONTINUE** a game in progress, start a **NEW GAME** or **LOAD GAME** (if you have previously saved game data stored on your Controller Pak).

STARTING A GAME

Highlight **NEW GAME** from the Contest Menu and press the A Button to load the Character Select Menu. You can choose a character from this menu by pressing Up and Down to toggle between the four different choices. The background information displayed under the character's name provides a brief description of each selectable character.



Each character owns a unique car, and when you choose a character you will automatically be choosing the car you will start the game with. When you have decided which character and car you would like to use, press the A Button to continue to the Name Entry screen.

CONTEST MODE

The Name Entry screen allows you to create a custom name for your character. By default, a name is already provided for your character, but you can customize the name with a new one of your own creation. To do so, use the Control Stick to highlight the different letters, numbers, and symbols and press the A Button to enter a character. When have entered a name you are happy with, press the Start Button or highlight **DONE** (at the bottom-right of the screen) and press the A Button.

After you exit the Name Entry screen, you will be greeted by Strawberry Shakes. Strawberry is your guide for the Stunt Racer 64 contest, and she will appear from time to time to let you in on some valuable information. When you first encounter Strawberry, she will ask you to choose a difficulty level for the contest. Select from **EASY**, **NORMAL** or **HARD** and press the A Button.

Be aware that if you select **EASY** mode you will only be able to participate in the first four leagues. Dr Death does not allow players competing in the **EASY** contest to enter his league. He is the champion of the Stunt Race 64 contest, so he makes the rules!

CONTEST MODE

QUALIFYING FOR THE LEAGUES

Before you can enter the first league, Strawberry will inform you that you must qualify first in order to enter. To qualify, you must perform a variety of tasks within a 40-90 second time limit (depending on the difficulty of the league). These tasks include doing two unique stunts, collecting money, collecting a X2 multiplier icon, and reaching a specific high speed.

Luckily, Strawberry is kind enough to show you how to qualify. Choose VIEW DEMO and press the A Button to see how she does it. If you are ready to try for yourself, choose QUALIFY and press the A Button and go for it. If you've decided that you just aren't ready for any of this, choose QUIT and press the A Button to return to the Main Menu.

Check out the stunt moves list on Page 15 if you need help learning how to do the Right and Back Flip stunts. Both of these stunts are required to pass the qualification round.

BEFORE THE RACE

Each league features at least four rounds that you must successfully complete in order to advance. After you qualify for League Racing, you will be introduced to the boss of the league. After reading what the boss has to say, press the A Button to go to the Rounds Menu.

The Rounds Menu allows you to begin playing (START ROUND), view the opposition (OPPONENTS), save your progress (SAVE GAME) and quit (QUIT LEAGUE). Select one and press the A Button.

If you want to see all of the different drivers in the game, select OPPONENTS and press the A Button. Press Left and Right on the Control Stick to view the drivers and their bios. Each driver's favorite car and track are also listed in the top-right

CONTEST MODE

LEAGUE RACING

At the Rounds Menu, highlight START ROUND and press the A Button. Strawberry Shakes will appear to tell you how to position yourself for the upcoming round. This is also the time to insert your Rumble Pak if you are using one. Press the A Button to advance to the Race Entry screen.

The Race Entry screen will display the tracks that you will race on in this round. Press Left and Right on the Control Stick or Control Pad to choose the track you want to race on. If you hesitate too long, the other drivers will enter the race. This determines the Grid Order for the race. The faster you are in entering a track in this screen, the better your starting position will be when the race begins. Press the A Button to lock in your entry.

The Race Entry screen also shows the qualifications you'll need in order to advance to the next round. This information is located in the top-right of all Race Entry screens. Only a few drivers will advance to the next round.

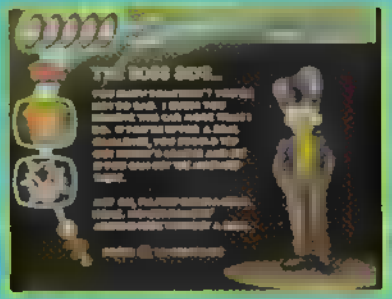
After you press the A Button, you will see the Race Line Up screen. This will show each driver's starting position (along with their car and how many points they've accumulated). At the bottom-left of the screen, you have the choice to START RACE or QUIT. Select one and press the A Button.

CONTEST MODE

LEAGUE PROGRESSION

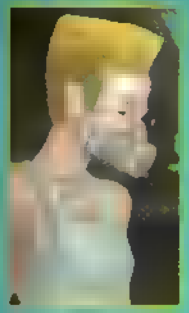
After you successfully advance through each round of a league, you will have to face off against the league boss. It's you against them [redacted] you compete on a track you've never seen before. The objective is simple. Beat the boss to win their car and advance to the next league.

After you win, you will be shown the car you've just earned and three options. SAVE REPLAY allows you to save your replay to a Controller Pak. SAVE GAME will [redacted] your progress (including the car you just won). CONTINUE will take you to the player Home Menu.



There [redacted] five different leagues in the game, each [redacted] more difficult than the others. How far can you go? Do you think you [redacted] make it to Dr. Death? He's waiting for you!

MAIN CHARACTERS



THE LEAGUE BOSSES

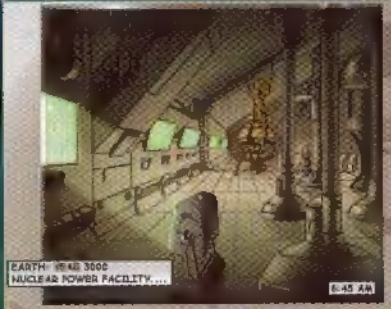
KID COLA

BUNNY

DR. DEATH

LEROY TUBBS

JOHNNY MEAN


EARTH: YEAR 3000
NUCLEAR POWER FACILITY....
8:45 AM

DEZ, HARD AT WORK, RECEIVES AN INCOMING HOLOMAIL.....

HUH? WHAT THE.....

HELLO? HELLO!! HEY! WAKE UP!

WHAA.... WHAT DO YOU WANT?

LOOK MISTER, YOU'VE GOT EXACTLY 1 HOUR TO REPORT TO SR3K H.Q.....YOUR IN!

WASTING NO TIME, DEZ IS OFF TO FACE HIS DREAM COME TRUE. HE'S IN SR3K

HELLO? HEL....LOOO! HAPPENS EVERY TIME... OH WELL.... WHO'S NEXT?

Gadget, I've got great news for you! Gadget? Goaandget.....

Hey, Gadget

Just a little bit...

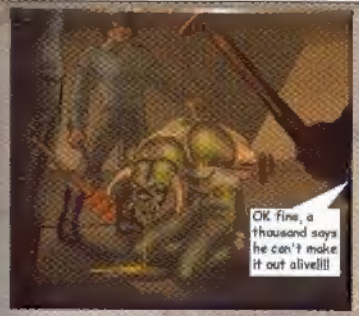
Almost got it.....

Zzzzap!!!
Maybe this will get a little attention.....

and, WHAT'S your problem!!!?

We haven't much time, so pack your bags lil' sis... You're in SR3K

BAM, and Toad is receiving an Involuntary Attitude Adjustment (IAA for short)



NOTES

Here's some space to write down any notes you may find about the game. Magazines and the internet are great sources to find secret codes, general tips on how to play and much more!

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