

## INSTRUCTION BOOKLET

# RALLY CHALLENGE 2000



Europress



INTERACTIVE



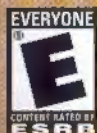
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# The Nintendo® 64 Controller

## Control Stick Function

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 you are turning on the Control Deck power, do not move the Control Stick from the neutral position of 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 is set as neutral. This causes games using the Control Stick to operate incorrectly.



To reset the neutral position after a game has started, release the Control Stick so that it can return to its center position (as shown in the picture on the left). Then press the START Button while you hold down the L and R Buttons.

The Control Stick is a precision instrument. Be very careful not to spill liquids on it or put 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.



## Holding the Nintendo 64 Controller

While playing Rally Challenge 2000, we recommend you use the hand positions as shown below.



By holding the controller like this, you can operate the Control Stick freely with your left Thumb. Using your right thumb, you can easily access A, B or C Buttons.

Place your left index finger where it feels comfortable to operate the Z Button on the back of the controller. Use your right index finger to operate the R Button on the top of the controller.



## Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3, and Player 4.

**You cannot start the game if the first controller socket is empty.**

If you change a connection during a game, to make that connection active, you must either press RESET or turn off the power, then turn it back on.

**NOTE:** You cannot play the game's VS Race option unless at least two players are connected.



## N64 Rumble Pak®

This game is compatible with the Rumble Pak accessory. Before using it, be sure you read carefully the Rumble Pak accessory instruction booklet. Before you insert the Rumble Pak accessory, be sure the Control Deck is turned off.



## N64 Controller Pak

Using an N64 Controller Pak (sold separately) with Rally Challenge 2000 will allow you to save or load a saved game in Championship Mode. Before you use it, make sure to read the instructions that accompanied your N64 Controller Pak. Do not remove or insert an N64 Controller Pak when the system power is on.

After completing each stage in Championship Mode, you have the option of saving or loading a game from the Championship main menu. The saved games are labeled by numbers 1-9, the country, your car model and your current rank.

### How to use the N64 Controller Pak

Before you use it, make sure to read the instructions that accompanied your N64 Controller Pak.

Do not remove or insert an N64 Controller Pak when the system power is on.

Correctly install the N64 Controller Pak in Controller 1, then select SAVE and LOAD from the OPTION menu.

### Erasing the Data

To erase data from the Controller Pak, you must hold down Start when turning the game system on. You will then have a menu to choose which games to delete.



## N64 Controller Pak (continued)

If something went wrong, or if the Copy or Erase does not execute correctly, a message will be displayed. The following are the solutions for each message.

### • Insufficient Blank Pages in Controller Pak:

The N64 Controller Pak already contains saved data, and it does not have enough space for the two pages needed for this game. To display the N64 Controller Pak menu screen, press and hold START while either turning the power switch to the ON position or pressing RESET. Erase any old, unwanted data to free up enough space for two pages required by this game.

Caution: once deleted, saved data cannot be restored.

### • Insert Controller Pak in Controller 1:

The N64 Controller Pak is not correctly connected or not in Controller 1.

Caution: If you remove and insert the N64 Controller Pak while copying, saved data could be lost.

### • Unable to find Rally Challenge 2000 Data:

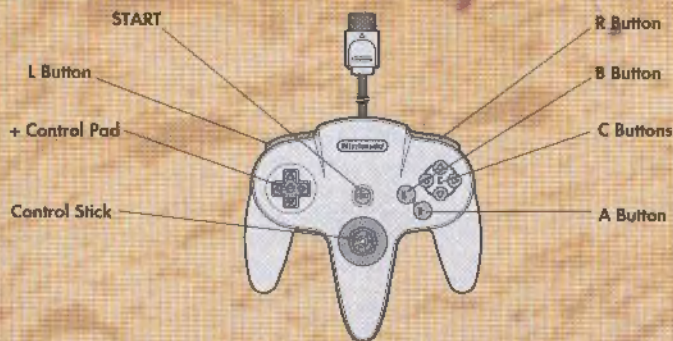
This game's saved data does not exist in the N64 Controller Pak. Copy data from your game to the N64 Controller Pak to create the data for Rally Challenge 2000.

### • Cannot read Controller Pak Data

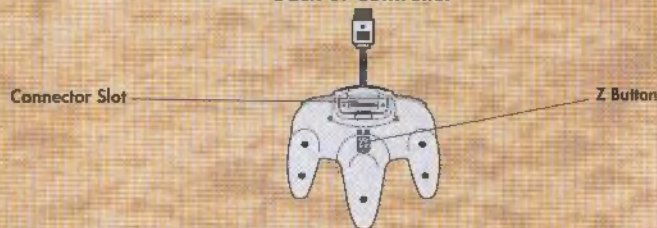
Make sure each component is correctly connected again, and repeat the Copy or Erase procedure. If this message still appears, please contact the Nintendo Consumer Service or the nearest Nintendo Authorized Repair Center.

## Controls

### N64™ Controller



### Back of Controller




#### USE THIS...

Control Stick  
A Button  
B Button  
C Buttons  
R Button  
Z Button  
Start

#### TO DO THIS...

Steer vehicle or move the cursor  
Accelerate or select settings  
Brake or cancel settings  
Change viewpoints  
Shift up (if using a manual transmission)  
Shift down (if using a manual transmission)  
Start, pause, or select settings

Note: If this configuration isn't to your liking, there's only one thing to do. Change it. Just go to BUTTON CONFIG in OPTIONS and go crazy.



## Welcome to Rally Racing at its Finest

Rally Challenge 2000 takes you on a scorching tour of nine countries, each with its own eye-popping 3D track. Hitting the dirt takes on new meaning on these mud-slinging, sand-spitting, snow-storming highways.

Pick from any of the nine rally rods, and customize yours with all the power and torque your reflexes can handle. Put the pedal to the metal in any of the four arcade-style modes.



## Racing Modes

### Four Racing Modes

When the game begins, you can choose from these four modes:

#### • Arcade

Fight it out for first place on three specified courses with increasing levels of difficulty. Each level will take you across three different countries, so don't forget your passport. This is a simplified mode, so you won't be messing with vehicle settings or adjusting course conditions. It's just you and your lead foot starting at the back of the pack and doing whatever it takes to end up the lead dog.

#### • Championship

This is where things get serious. You'll be crossing nine different countries, each with its own treacherous courses and weather. And all the while you'll be accumulating points for good finishes, or losing them for bad ones.

You'll have to adjust your vehicle settings along the way, and constantly be watching for damage and engine trouble. It's an octane-soaked, whirlwind world tour, with only one driver standing at the end. Could that driver be you?

#### • Practice

Welcome to basic training. This is the place to fine-tune your driving skills and time your runs. It's also a good time to get acquainted with some of the nastier road conditions before you embarrass yourself spinning out in any of the other modes.

Play with your vehicle settings here, too. Find out what works best for different courses. All in all, it's the place where you get to know the 2000, and it gets to know you.

## Four Racing Modes (continued)

### • VS

VS mode lets you get your friends involved. In fact, it lets 1 - 4 drivers go bumper-to-bumper simultaneously. Just don't expect to stay friends for long.



## Game Screen

While you're tearing up international roadways on your way to Rally glory, you'll need to keep a constant eye on your stats. But don't worry, they're plastered all over the screen. Check out the following screens to see what's what.

### • Point-of-view

Want to keep an eye on the competition? Use any of the C Buttons to change from the default "Chase View" to a "Front Bumper View."

The "Front Bumper View" also includes a rear view mirror so you can check out what's behind you (except multi-player mode, which does not have a rear view mirror). Once you're confident that you're in the lead, use one of the C Buttons to return to the default view.

### • REAR-VIEW MIRROR

### • TIME:

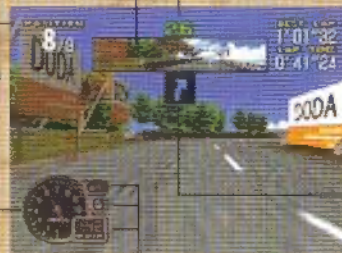
Time limit

### • POSITION:

Current standing/  
number of cars in  
the race

### • TACHOMETER:

Engine  
revolutions/minute



### • BEST LAP:

Your best lap  
time on the course

### • LAP TIME:

Your current lap  
time on the course

### • NAVIGATION ICON

### • AT/MT:

Current transmission setting  
(AT-automatic, MT-manual)

### • SHIFT:

Current gear position (if MT)

### • SPEED:

Current speed (km/h)

### • PAUSE:

Pauses the game

### • CANCEL:

Restarts the game

### • EXIT:

Ends the game





## Arcade Mode Details

### Main Menu

Besides the START and OPTIONS menu choices, notice that the Difficulty Level, the Course, and your Current Ranking are also displayed.

If you want to modify game options before you start a race, move the Control Stick down to the OPTIONS menu choice and press the A Button.



### Options Screen

You have three menu options:

- **SOUND CONFIG**

If you want to change the settings for sound, use the Control Stick to select the SOUND CONFIG option, then press the A Button.

You'll see three settings that you can modify: OUTPUT

BGM VOLUME

SFX VOLUME

- **BUTTON CONFIG**
- **RECORD TIME**



Modify these settings as you want, then press the A Button to return to the OPTIONS menu.

If you want to alter the Button controls for the game, select the BUTTON CONFIG option, make your changes, and press the A Button to return to the OPTIONS menu.

If you're curious about what the best times are for the three courses in your difficulty level, select RECORD TIME to see these times. Press the A Button when you're done.



### Level Select Screen

Each difficulty level provides three courses. You must place first in a course to progress to the next course on a level.

Choose the level of difficulty for your race:

- **EASY**
- **MEDIUM**
- **EXPERT**

Press the A Button to select a difficulty level.



## Machine Screen

After you choose a difficulty level, the MACHINE screen is displayed.

You can choose from nine very impressive machines:



Mitsubishi Lancer  
Evolution V



Subaru Impreza WRC



Toyota Corolla WRC



Nissan Almera Kit Car



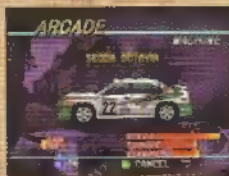
Seat Cordoba WRC



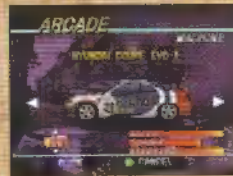
Volkswagen Golf  
GTI MK IV



Proton Wira



Skoda Octavia



Hyundai Coupe Evo II

To scroll through the MACHINE options, move the Control Stick left or right. As each machine is displayed, notice the Machine Performance bars at the bottom right of the screen. The length of the bars for speed, torque, and steering give you the displayed machine's abilities.

To toggle between Automatic Transmission (AT) and Manual Transmission (MT), move the Control Stick up or down.

When you have made your choices, press the A Button to activate them.

## Course Screen

The COURSE screen is now displayed.

• Course

• Time

• Weather



In Arcade mode, you cannot change any of these settings, but you can see what course you'll be racing on, and the time of day and weather conditions for the race.

Press the A Button to continue to the next screen.

## Championship Mode Details

Ready for a serious racing challenge? Then this is just what you've been looking for.

When you select the CHAMPIONSHIP option, you first must indicate whether you're starting a NEW GAME, or you can select the LOAD GAME option and pick a game you saved earlier that you haven't finished.

After you've made a choice, the MACHINE screen is displayed, which is exactly like the one described for Arcade mode on page 14.

To scroll through the machine options, move the Control Stick left or right. As each machine is displayed, notice the Machine Performance bars at the bottom right of the screen. The length of the bars for speed, torque, and steering give you the displayed machine's abilities.

To toggle between Automatic Transmission (AT) and Manual Transmission (MT), move the Control Stick up or down. When you have made your choices, press the A Button to activate them.

The COURSE screen is displayed next. It looks just like the one described for Arcade mode on page 15. Like the Arcade mode, you cannot change any of the settings on this screen. Take a look at these settings, you need to know the conditions you'll be racing under.

## Championship Main Menu

You have five options to choose from:



### • START:

When you're ready to start the race, select this option, then press the A Button.

### • SETTING:

Use the settings under this option to tweak your machine for the race. More on this in a moment.

### • COURSE:

If you want to refresh your memory about course conditions for the race, this is the option you want.

### • RANKING:

For a list of the competitors in the race and their respective point totals (and your point totals too), choose this option.



## Setting Menu

To make your way through the Championship courses, you'll have to play it very smart. You must have lightning reflexes and nerves of steel, and use your racing savvy to determine which car is optimal for each race.

Remember courses and racing conditions vary from race to race and your vehicle settings determine how well you do. So, take some time, look at the course conditions and set them up right.

To change these settings, use the Control Stick to move down to this option, then press the A Button to bring up the Setting Menu. Set the following options by selecting them with the Control Stick, then pressing the A Button:



- **TIRES:**

This will affect how well you stick to the tarmac or slide sideways through curves on a dirt road. Also choose your tires according to the surface conditions in order to minimize damage.

- **STEERING:**

Make your steering more responsive (quick) or less responsive (slow) by changing this setting.

- **SUSPENSION:**

Your suspension setting will affect how well your car handles in turns and jumps. Alter this setting based on the terrain and how you like to handle sharp turns.

- **GEAR RATIOS:**

Altering your gear ratios will affect your top speed and acceleration. The faster the acceleration, the lower the top speed. Choose this setting based on the numbers of straightaways or curves in a course.

- **SAVE SETTING:**


You may find it useful to save settings for different cars. If so, select this option to save settings for a car after you've got them the way you like them.

- **LOAD SETTING:**

To load previously saved settings, choose this option, then select the settings you want to use.

- **STANDARD:**

If you change your mind about settings and want to return to the default settings, select this option.



## Winning the Championship

Think you've got what it takes to be the best? To win the Championship, you must have the highest point total after completing all nine races. To advance to the next course, you must successfully complete the current race.

If you must save a game in the middle and resume it later, the game automatically resumes the race starting with the most recently completed course.

The points you can win depend on how you place in the race. Here's the breakdown:

PLACE	POINTS
1st	10
2nd	6
3rd	4
4th	3
5th	2
6th	1
7th	0
8th	0
9th	0

Hey, if you end up in 7th, 8th or 9th place – next time, come to the race, slow poke! These are the championships, after all.



## Vehicle Damage

In Championship mode, your rough-riding, no-holds-barred approach to driving will damage your vehicle sooner or later.



A display showing the damage type and severity will appear whenever you have a lapse in skills. Causes of damage include:

Area Damaged	Cause	Result
ENGINE	Exhausted when your car runs a long distance or when the front of your car hits walls or other cars.	Engine output decreases (maximum decrease of 50%).
SUSPENSION	Exhausted when your car hits walls or other cars.	Tire grip weakens, neutral steering position shifts, and steering condition worsens.
TIRES	Exhausted according to the speed your car runs under ordinary conditions. The degree of wear depends on road surface conditions.	Tires have less grip.

Luckily, damage only affects your current race. You've got a top-notch pit crew and they'll have that piece of wreckage you drag across the finish line all fixed up before the next course.






## Practice Mode Details

Feel like your racing skills need a tune-up? Use this mode to familiarize yourself with a course before a race. There's a catch, though. Before you can run a course in Practice mode, you must have finished first in Arcade mode at that level of difficulty.

In other words, the first course available is Australia. This is the first course in the EASY level. To be able to run in Spain (the next EASY course) you must finish first on that course in Arcade mode. The final EASY course you must win on in Arcade mode before you can practice on it is England.

For MEDIUM difficulty level, you must finish first in these Arcade mode courses before you can practice on them:

- Italy 
- Brazil 
- France 

For EXPERT difficulty level, you must finish first in these Arcade mode courses before you can practice on them:

- Germany 
- Canada 
- USA 

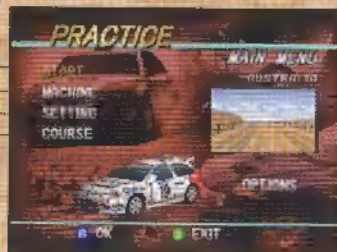




## Practice Main Menu

When you select PRACTICE mode, the Practice Main Menu is displayed.

All the options here should look familiar to you:



- **OPTIONS:**  
For complete option details, see page 12.

- **START:**  
As always, this is what you select when you're ready to start a race.
- **MACHINE:**  
This option takes you to the Machine screen, where you can pick your car for the race. See page 14 for your options.
- **SETTING:**  
This option takes you to the Setting screen, where you can tweak the settings on your car. For a complete description, see page 18.
- **COURSE:**  
You've seen this screen in both Arcade and Championship mode, but you've never been able to change the settings – until now. You can choose from three options:

- **COURSE:**

As described on page 21, if you've finished first in a race in Arcade mode, that course becomes available in Practice Mode. Select the course you want to practice on here by using the Control Stick to scroll through the courses, then press the A Button to make your selection.

- **TIME OF DAY:**

Use the Control Stick to toggle between your two choices: day or night. Then press the A Button to make your selection.

- **WEATHER:**

Use the Control Stick to toggle between your two choices: sunny or rainy. (In England, you can choose only foggy or rainy.) Then press the A Button to make your selection.



## VS Mode Details

When you want to race against one to three of your friends, plug in their Controllers and get ready to race. In this mode, you'll first be asked to confirm the number of players who will be racing: 2P VS, 3P VS, or 4P VS. (The game will guess according to the number of Controllers plugged into your Control Deck.)

### VS Main Menu

After you confirm the number of players, the VS Main Menu screen is displayed.

The screen is split to handle choices from all the players. You can choose any of the nine vehicles to race, and more than one player can choose the same car.



- **OPTIONS:**  
These are the same options you've seen before, as described in the Arcade mode section on page 12.

- **START:**  
As always, this is what you select when you're ready to start a race.
- **MACHINE:**  
This option takes you to the Machine screen, where you can pick your car for the race. This screen is described in the Arcade mode section on page 14.
- **COURSE:**  
You've seen this screen in both Arcade and Championship mode, but you can only change settings in VS and Practice modes. As described in Practice Mode Details on page 21, if you've finished first in a race in Arcade mode, that course becomes available in Practice mode.

Select the course you want to practice on here by using the Control Stick to scroll through the courses, then press the A Button to make your selection.

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- E-mail address
- Product name and platform
- Description of your problem and when it occurs

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1-800-255-3700 (U.S. and Canada)

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## Notes

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## Notes

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