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PRINTED IN JAPAN

NUS-NRCE-USA



TOPGEAR® Overdrive™

INSTRUCTION BOOKLET



KEMCO

NINTENDO 64

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TOPGEAR® Overdrive™

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GETTING STARTED

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

- 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 appearance of the title screens, you may bypass at any time by pressing START.



N64 EXPANSION PAK™

This game is compatible with the N64 Expansion Pak.™ Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Only N64 Game Paks displaying the Expansion Pak icon will take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially design games.



RUMBLE PAK™

This game is compatible with the Rumble Pak accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak accessory.

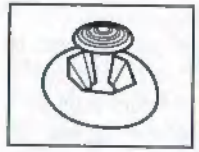
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional +Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's 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 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℠.

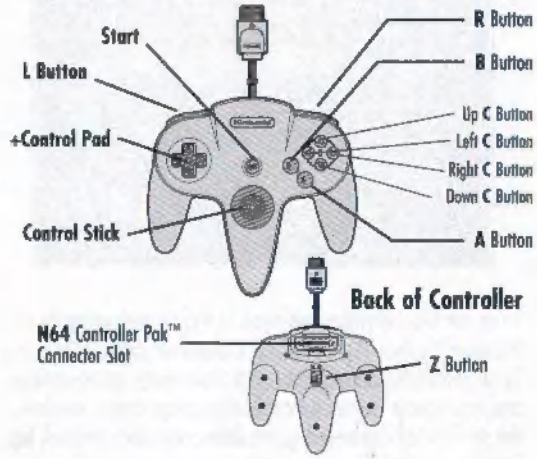
TOP GEAR OVERDRIVE INTRODUCTION



Slide in, buckle up and hang on – Top Gear® OverDrive™ presses the pedal to the metal for N64! This is the fastest multi-player racing game ever. Skillful driving and fearless acceleration can be hampered by – CHEATING! That's right, players can impede their opponent's race with wild interactive obstacles. You can slow down your opponents by forcing them to collide with road signs, frozen icicles and traffic barriers! Or you can take sneaky hidden paths as shortcuts to victory! With Top Gear OverDrive, the best name in N64 car racing games just got meaner.

CONTROLLER

Before you begin your game, familiarize yourself with the controls.



MENU SELECTIONS

- Control Stick Left or Right or Up or Down to highlight options
- Press the **A** Button to select options
- Press the **B** Button to go back to the previous menu.

Press **START** to pause the game. To quit a game in progress, press **START**, then select "Exit" and press the **A** Button. To continue playing, select "Continue" and press the **A** Button.

MAIN MENU SCREEN



From the Main Menu screen, you can choose to compete in the grueling race seasons of Championship Mode, take Versus Mode for a quick spin, customize your game settings and reset game memory data in the Setup screen, or view the staff list of demented game developers who created Top Gear OverDrive!

CHAMPIONSHIP MODE



In Championship Mode, you and up to 3 of your close personal buddies can race in the meanest, baddest, fastest race season ever devised over 5 insane tracks situated in extreme North American locales. You race three wicked laps per race, and you must place in the top four finishers to qualify for the next race in the Season.

There are a total of up to 12 cars competing in Championship Mode – in single player mode you race against 11 computer-controlled opponents! First choose to play in 1, 2, 3 or 4 Player Mode. Remember, you'll need a Nintendo 64 controller for each player.



Next, you get to pick your ride in the Car Select screen.

You start off with a choice of two entry level cars (press Left or Right on the Control Stick to scroll through the car choices). As you acquire Cash, more advanced cars are made available for purchase as you progress through the Championship season. Individual performance specifications of each car are displayed on the Car Select screen:

Handling:	The car's road-holding ability.
Acceleration:	The car's ability to accelerate to maximum speed.
Top Speed:	The car's maximum speed.
Braking:	The stopping ability of the car.

You can also choose to race in Automatic or Manual transmission in this screen.

While in the Car Select screen, you can change the paint color of your car by pressing the Z Button to display the Select Color window. With the Z Button held down, move the Control Stick anywhere in the Select Color window to change your car's color – you have 5,768 vivid colors to choose from, so go ahead, be picky!

Players 2, 3 and 4 get to choose their cars and paint colors after Player 1. Press the A Button to proceed.



The Track Select screen displays information on your next race:

Season:	Informs you which season you're racing in.
Race:	Informs you which race in the current Season you're in.
Best:	Displays the best position you've previously placed in that race.

The race conditions are also displayed as icons in the Track Select screen.

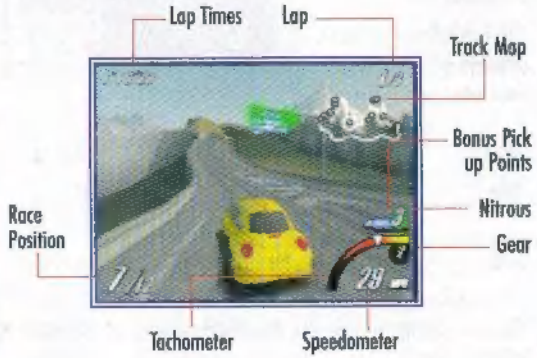
You can choose to re-try previously accessed races by using the Control Stick to highlight and scroll through the available races. Try and improve your Best finish!



Now that you've set up your game and picked your car, you are ready to race!

GAME SCREEN DATA

Once you're racing, the game play screen displays important information:



Lap Times:	Your individual lap times are displayed here – the first lap is at the top of the list.
Race Position:	Indicates your current position (out of 12 competitors).
Lap:	Indicate which lap you are currently racing.
Bonus Pick ups:	When the indicator lights are green, obtain a little extra Nitrous or Cash at these points.

Track Map:	Displays the positions of all competitors on the track.
Nitrous:	Indicates how many Nitrous boosts you have in inventory. You start the race with 3 Nitrous tanks as default.
Tachometer:	Indicates engine RPM.
Gear:	Indicates which gear your car's transmission is currently in.
Speedometer:	Displays your current speed in Miles per Hour or Kilometers per Hour.

PAUSE SCREEN



When you press the Start Button during game play, the Pause screen is displayed:

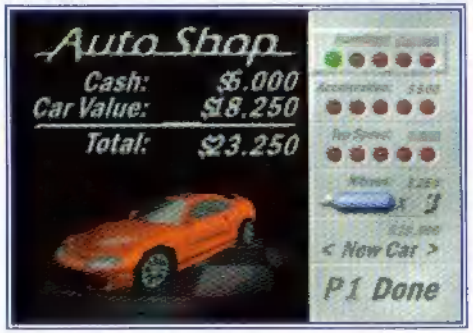
Continue:	Select this option to resume game play.
Restart Race:	Select this to restart the current race again.
Sound:	Adjust the sound effects volume.
Music:	Adjust the background music volume.
Exit:	Select this to exit to the Main Menu screen.



At the end of the race your finish position and prize money amount are displayed for a few seconds.

Next, the Auto Shop screen is displayed.

AUTO SHOP



In the Auto Shop, you can purchase vehicle upgrades with the prize money you won or picked up in previous races:

Cash:	Total accumulated Cash from previous races.
Car Value:	The current appraised value of your car.
Total:	The sum of Cash and Car Value.
Handling:	This purchase increases the handling performance of your car. You'll stick to the road like glue!
Acceleration:	This purchase increases your car's acceleration. Recover faster from crashes and rear-enders!
Top Speed:	Purchase this upgrade to increase your car's top speed. Speed = power.
Nitrous:	Purchase additional Nitrous tanks for added speed boosts. There's nothing like a little Nitrous to get that extra "kick in the pants" acceleration!
New Car:	Newer, expensive, higher performance cars are made available to purchase as you progress through the races. I love that new car smell!

If you place within the top four racers at the end of every race, you'll qualify for the next Season. If you don't qualify, stop whining and keep practicing until you're good enough to win!

You've got a tough series of races ahead of you, through the wickedest, twistiest and most magnificent scenery that North America has to offer. So push it to the limit and let it ride in Top Gear OverDrive's Championship Mode!

VERSUS MODE



Versus Mode lets you (and up to 3 opponents) compete in a 1, 3 or 5 lap race on your choice of the five basic track configurations of Top Gear OverDrive. In single player Versus Mode, you race against 11 computer-controlled opponents.

Set up Versus Mode like Championship Mode – select either a 1, 2, 3 or 4 Player game, and then choose how many laps – 1, 3 or 5 – you want to race. Next, select your car from the lineup of available cars you've accessed in Championship Mode (see "Cars"), and choose your paint color.

Choose which previously-accessed track you want to race on in the Track Select screen, and then you're ready to roll!

The game play screen and Pause screen in Versus Mode displays the same information as in Championship Mode. Remember, this is a one time, winner-take-all race for all the marbles, so don't slow down for anything or anybody!

SETUP

CONTROLLER CONFIG



This is where you set the game options.

Top Gear OverDrive has a default controller function setup. You can also customize the controller functions in the Controller Config screen in the Setup menu. The default controller configuration is explained below:

Default Controller Setup

A:	Gas
B:	Brake
Left C:	Shift gears (shift gears up while pressing Gas, shift gears down when not pressing Gas)
Z:	Nitrous boost
R:	Look behind while driving
Down C:	Change camera view while driving. There are three camera views – outside the car (default), inside the car, and inside the car with a rearview mirror.
Control Stick:	Steering – Press Down (+Gas) when stopped for Reverse gear, then Up (+Gas) when stopped for Forward gear.
Start:	Pause game



To customize your controller, select the function (e.g., "Gas") and press the button you want the Gas button to be on the controller. Select the next function and press the next desired button on the controller.

You can return your controller setup to the default settings by choosing the Default option.

Press the R Button on the next controller to customize its functions.

Once you've customized all of your controller function buttons, select "Exit" and press the A Button to return to the Setup screen.

SOUND CONFIG



You can adjust the audio settings of Top Gear Overdrive in the Sound screen. Don't say we never do anything for ya!

Stereo:	You choose to listen in stereo or mono sound.
SFX Vol:	You adjust the volume of the audio sound effects.
Music Vol:	You can adjust the volume of the background music.
Music Track:	You can listen to the 6 tunes in Top Gear OverDrive (featuring the music of "Grindstone").

BRIGHTNESS

You can choose to brighten the picture quality to suit your TV monitor. The default Brightness setting is "Off" (darker picture).

RESET SAVE DATA

Top Gear OverDrive has built in memory to automatically save your Championship [illegible]n data so you [illegible] [illegible] from where you last left off. In the Reset Save Data screen, you can [illegible] this data to start the Championship [illegible] from the very beginning by selecting "Yes". If you want to keep your Championship season data, select "No".

Press the B Button to return to the Main Menu.

HI - RES

If you have a Nintendo 64 Expansion Pak installed in your N64, you [illegible] play Top Gear OverDrive in glorious Hi-Res mode for sharper and more detailed graphics. Toggle this option on or off with the A Button.

Top Gear OverDrive allows you to race in Normal resolution and two HI-RES graphics modes.

Off: Normal resolution mode. This does not require a Nintendo 64 Expansion Pak.™

Half: Letter box Hi-Res mode. This does not require a Nintendo 64 Expansion Pak.™

Full: Full screen Hi-Res mode. This requires a Nintendo 64 Expansion Pak.™

CARS

There [illegible] 10 [illegible] in Top Gear OverDrive – including Detroit iron, European exoticars, Japanese Pocket Rockets and wild concept vehicles. Each car has unique, individual performance specifications and distinct handling capabilities. Take them on a test drive and try them all out!



Type BG



Type EC



Type YD



Type CA



Type VP



Type HM



Type PO



Type FO



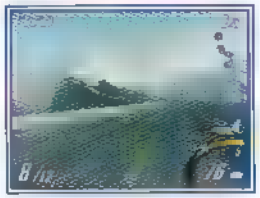
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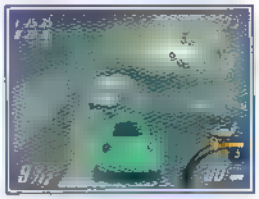


Type MC

STAGES

There are 5 basic tracks in Top Gear OverDrive, each with secret roads and hidden trails for you to discover and explore. As you progress through the races and Seasons, weather, [redacted]al, and daylight conditions change and affect your driving conditions. You haven't lived until you've raced at top speed through the Canyon/Farmland track – [redacted] snow! Fight the elements to challenge Top Gear OverDrive!

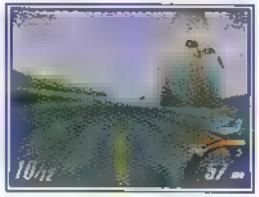




Frigid Peaks

I love the smell of burning rubber [redacted] the morning! Steep climbs and harrowing descents are the prominent features of this majestic mountain track. Avoid ice on the road, and stay away from icicles and barricades! Hidden tunnels offer glimpses of fantastic sights from long ago and far way. . .





Fertile Canyon

Magnificent vistas along twisty canyon roads sweep into endless acres of ripening corn. Lonely farmhouses and spinning windmills punctuate the landscape.

A network of tunnels cut through the canyon walls present opportunities for the daring.

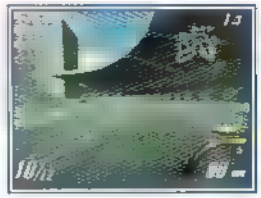




Swampy Depot

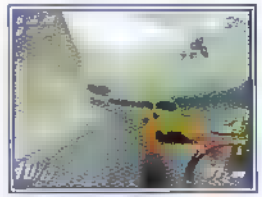
Pull on your hip waders, we're in the backwoods Bayou, now, boy! Negotiate puddle infested trails, slide around slippery swampland and avoid beached derelict boats through the muddy backroads of low tide country.

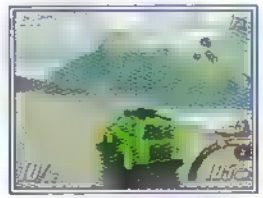




Downtown

Race through the narrow avenues and sidestreets of Motor City as you past concrete buildings, overpasses and sidewalks at breakneck speeds. Numerous jumps and a huge grandstand make for big time fun in the big city.





Sandy Beaches

Cruise along the beautiful, balmy beaches of a palm tree studded seashore paradise, and hurtle into the steamy jungle forests of this lush tropical island. As for scenery, there's nothing like the ocean sunset... Talk about Hawaiian punch!

TRACK ORDER

Here's a run down of the races in the first 3 seasons of Championship Mode:

Season 1

Race 1	Mountain / Spring / Clear
Race 2	Canyon / Summer / Clear
Race 3	Bayou / Spring / Clear

Season 2

Race 1	Mountain / Snowy Ground / Clear
Race 2	Canyon / Night / Clear
Race 3	Bayou / Raining / Foggy
Race 4	City / Summer / Clear

Season 3

Race 1	Mountain / Night / Clear
Race 2	Canyon / Snowy Ground / Clear
Race 3	Bayou / Night / Clear
Race 4	City / Night / Raining
Race 5	Tropical / Summer / Clear

TOP GEAR OVERDRIVE HINTS

FAST HAIRPINS:
With fast cars you can use a 'braking slide' to get cars to go around tight turns faster. To do this, approach the turn at a high rate of speed. At the last second hit the brakes and quickly orient the car in the new direction. Using the brakes lets you slide the car into the new direction much easier than just gassing it around the corner.

QUICK HANDLING BOOST:
If you are going too fast for a given turn try coasting through the turn without the gas button being pressed. Applying full throttle around corners will give you good sliding, but coasting around the corner will always give you better traction and allow you to follow the best race line.

CLEVER JUMPING:
Sometimes you need to jump and turn at the same time. You can improve your landing orientation by quickly twisting the car at the crest of the jump. To do this, approach at a high rate of speed, hit the brakes and slide into your desired landing position. If done correctly you will sail through the air and land pointing down the track as desired.

OPTIMAL NITROUS:
Using the Nitrous at the right time can make a big difference. Using the Nitrous from a stand still is not always the most efficient technique to accelerate. Waiting until your car is doing 30-60 MPH and then hitting the Nitrous will give you a much better chance of getting up to your top speed.

ABOUT THE RUMBLE PAK

You may use the Nintendo 64 Rumble Pak to enhance your Top Gear OverDrive experience. If you insert the Rumble Pak into the controller, the controller will rumble when you collide with objects and land after killer jumps.



CREDITS

Game developed by
Snowblind Studios
©1998 Snowblind

snowblind™ studios

Top Gear Overdrive was created by the following hard working people:

Programmers
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Ryan Geithman
Raoul Said

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Brian Sostrom
Jason Wiggin

Director
Akihiro Sano
K. Kaneyuki

Assistant Director
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F.G.A.K.
YOKO

EXECUTIVE PRODUCER
Seiichiro Okuhara

Producer
Kenichi Nishimura

Assistant Producer
Oliver Miyashita
Yoshiko Horikawa

Music performed by GRINDSTONE
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GRINDSTONE™

Apparently this was possible.

MPEG Layer-3 Audio playback technology licensed by Fraunhofer IIS and THOMSON multimedia through RAD Game Tools, Inc.

Special thanks goes to
Pete and Allison





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Latham, NY 12110

Microware Customer Support telephone number: 518-786-0782

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