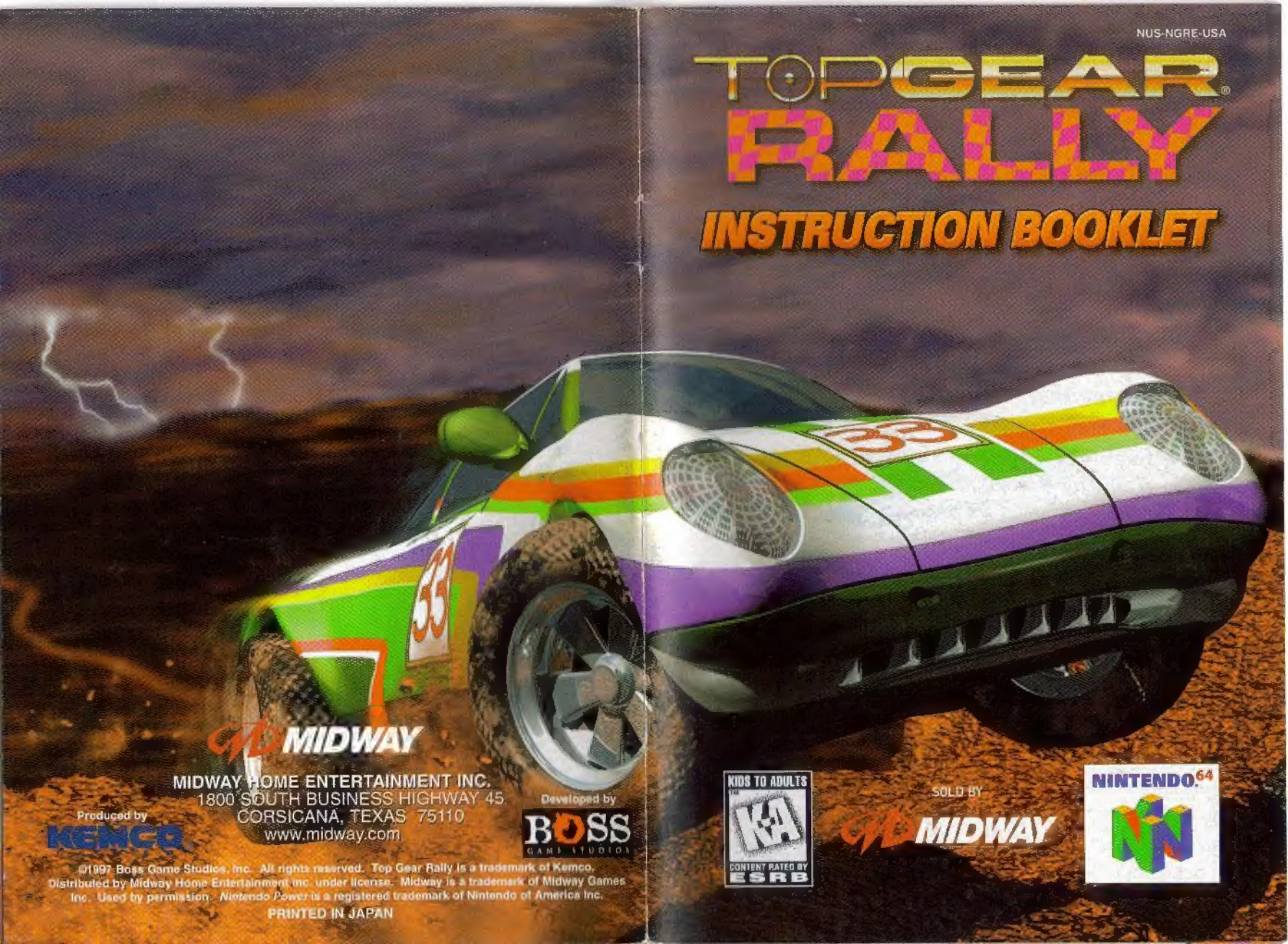
NUS-NGRE-USA

TOP GEAR RALLY

INSTRUCTION BOOKLET



MIDWAY

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Produced by
KEMCO

Developed by
BOSS GAME STUDIOS

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KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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NINTENDO 64

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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 and legal screens, you may bypass at any time by pressing START.



DELETE CONTROLLER PAK MENU

Press and hold the START Button upon powering up or a reset to access the Delete Controller Pak Menu. This will allow you to view and delete saved information off a N64 memory pak.

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 turning the Control Deck power ON, do not move 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.

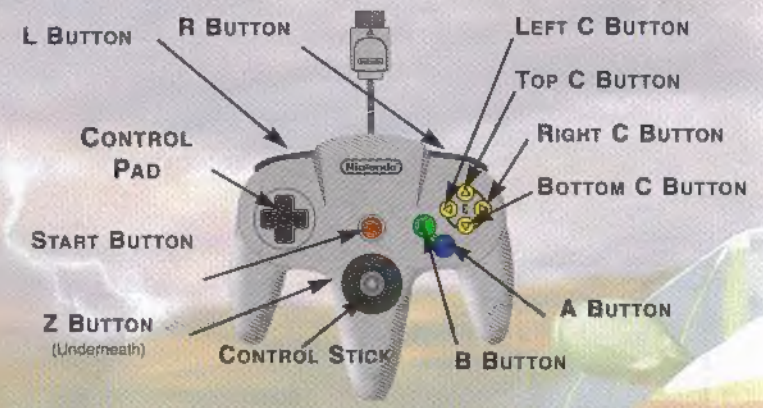


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

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.

CONTROLLER

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



MENU SELECTIONS

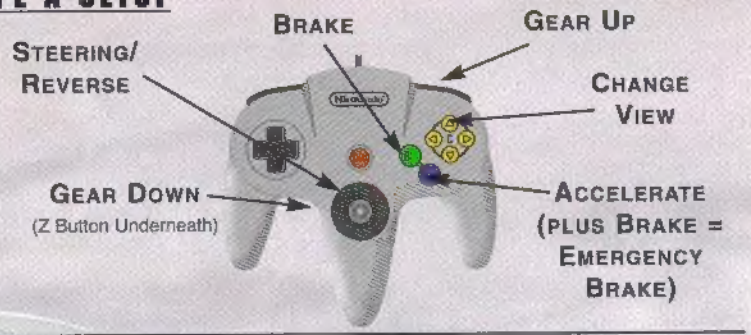
- **Control Pad** or **Control Stick Left** or **Right** to highlight options
- Press the **A Button** to select options
- Press the **B Button** to go back to the previous menu.

Press **START** to pause the game. To quit a game in progress, Select **"Exit to Main Menu"** or select **"Continue"** to return to your game.

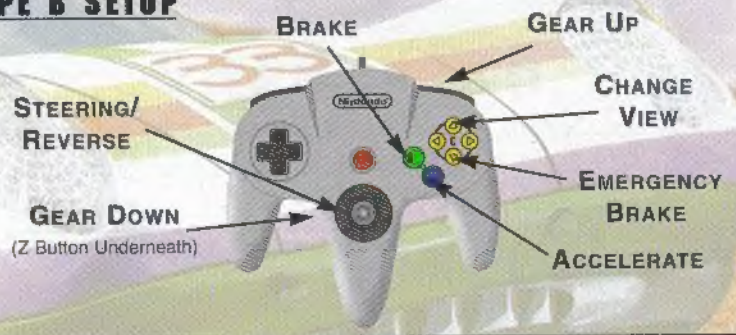
Note: If you have a Controller Pak inserted in your N64, your saved modified controller configuration will be automatically loaded the next time you power up and play the game.

CONTROL OPTIONS

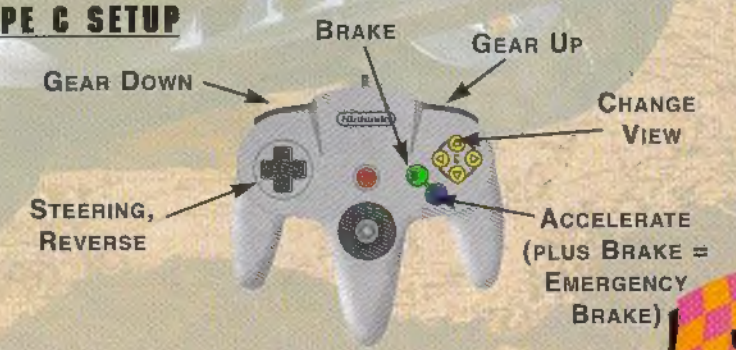
TYPE A SETUP



TYPE B SETUP

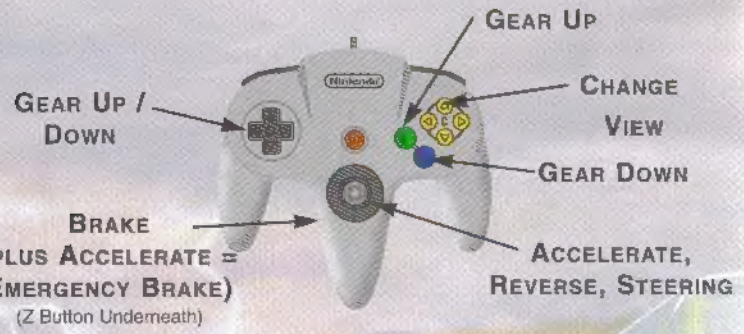


TYPE C SETUP



CONTROL OPTIONS

TYPE D SETUP



MAIN MENU

To view other options, scroll **Left** or **Right** to select the desired Game Play Mode, Paint Shop, Load/Save or Options icon. Read on for information on these options.

CHAMPIONSHIP MODE



This is the default Main Menu and Game Play Mode. Race against 19 other computer-controlled competitors through a series of grueling races per Season.

You're awarded points depending on your finishing position in each race.

CHAMPIONSHIP MODE

Collect enough points by the end of the Season to advance to the next Season. There are six Seasons in one Year: The FIRST SEASON runs through the Spring, so weather conditions are excellent. As the Seasons progress, the weather conditions worsen, affecting visibility and road traction.



A Season Information Screen listing the tracks, race conditions, and available cars is displayed at the start of each Season.

A Pre-Race Information Screen with the track name, weather conditions and the number of points required to advance to the next Season, is displayed before each race. Press the **A Button** to race the displayed track or scroll **Left or Right** through these menu choices.

LOAD SEASON DATA: lets you load the Season Data last saved on a Controller Pak.

RESET TO FIRST ROUND: lets you restart the Season at the first race of the current Season.

RESET TO FIRST SEASON: lets you restart the game at the first race of the First Season of the current year.

RESET TO FIRST YEAR: lets you restart the game at the first race of the First Season of the First Year.

As you progress to the next Season, upgrade-class vehicles are available. Select a newer, faster car or stay with "what brung ya"!

You can save your CHAMPIONSHIP Mode season data onto a Controller Pak (see the LOAD/SAVE section on page 15).

ARCADE



In **ARCADE MODE**, play a single race against either a computer-controlled car (in ONE PLAYER Mode) or your buddy (in TWO PLAYERS Mode).

Before racing, you'll choose the track, the number of laps and a car. The available tracks and cars are determined by how far you've advanced in **CHAMPIONSHIP MODE**. You can also choose the weather conditions to fully test your driving skills.

When selecting your car, you'll also select a Handling Type, Transmission, type of Tire and Suspension. **Scroll Left or Right** to view the different options for each category, then press the **A BUTTON** to make selections and move on.

During the race, you'll drive through designated Check Points located throughout the Tracks. Your race time will be displayed. In TWO PLAYERS Mode, your race time compared against your competitor is displayed after driving through each Check Point. This is head-to-head competition in its purest form!

TIME ATTACK MODE

This is a **One Player Mode** game only. Drive alone over three laps on one track. You choose the track and car. The available tracks and cars are determined by how far you've advanced in **CHAMPIONSHIP MODE**. The weather condition is always **SUNNY**.



In **TIME ATTACK MODE**, a semi-transparent "Ghost Car" drives on the track at the same time as you. The Ghost Car is a replay of the fastest recorded car time on a Controller Pak for that track. If you don't finish the race within a respectable time, you will not receive the option to save your Ghost Car data.

Load previously saved Ghost Car data from the **LOAD GHOST CAR DATA** screen. Reset the last Ghost Car data using the **RESET GHOST CAR** function. Try to beat the Ghost Car's best record!

PRACTICE MODE

Play either a **ONE PLAYER** or a **TWO PLAYERS** race on split screen.

In **PRACTICE MODE**, there is no lap counter or other competing cars (unless in TWO PLAYERS Mode). You can race for an unlimited time while you get a feel for the tracks and your car. You choose the track, car and weather condition. The available tracks and cars are determined by how far you've advanced in **CHAMPIONSHIP MODE**. Your fastest lap time is recorded. This is where you pay your dues and gain experience behind the wheel!



Customize your car's paint and graphics! First, select your car. The available cars are determined by how far you've advanced in **CHAMPIONSHIP MODE**.

Next, add wild paint, crazy decals, funky graphic schemes and personalized text messages to your car and save them to a **Controller Pak**. Then, you can take the **Controller Pak** on the road to a buddy's place and race your personally customized car!

PAINT SHOP FUNCTIONS

BODY PANEL SELECTION

Move the **Cursor Arrow** onto the car Body Panel you want to paint and press the **A Button** to select. The Real-time Car Model will rotate to display the Body Panel and the Work Surface will display the paint scheme of the active Body Panel.

REAL-TIME CAR MODEL

Displays in real-time the changes you made to your car's paint and graphics. Use this to check your handiwork.

WORK SURFACE

Displays the Work Surface of the active Body Panel. This is where you apply the actual changes to the paint and graphics.

BRUSH SIZE

Choose the paint brush thickness for lines and outlined shapes.

COLOR PALETTE

Displays the available colors in your "paint box"used to "paint" your car. The first two colors in the palette bar are used for the car's original body colors. Move the **Arrow Cursor** onto the color tile you want to use and press the **A Button** to select it. The selected color is now active and all functions will now use that color until you select a new one.

The PAINT SHOP also allows you to change the colors in your paint box. Move the cursor onto a color tile in the **Color Palette** and rapidly press the **A Button** twice ("double-clicking").



An interactive color adjustment screen will be displayed. Press **Up** or **Down** on the **Control Stick** to select a color bar (Red, Green or Blue). Move the **Control Stick** Left or Right to adjust the color bar. Adjust the color bars to create custom paint colors. Check the resulting color in the real-time color display box on the left of the color adjustment interface. Once you have created the desired color, press the **A Button** to go back to the PAINT SHOP Color Palette.

If you adjust one of the first two color tiles in the Color Palette, the car's other existing color tile will automatically adjust. To quickly select an existing color from the **Work Surface**, move the cursor over the color, then press the **B Button**.

PAINT SHOP TOOL MENU

Use the **Control Stick** to move the **Arrow Cursor** to the desired Tool function icon and press the **A Button** to activate it. Some tools have additional options available. Double-click the **A Button** to view the **STYLE** or **OPTION** selection screen. It's a good idea to pre-select your desired Paint Brush size, shape and paint color before you use each Tool. Here are descriptions of these functions:



PAINT

When this Tool is selected, you can paint freehand on the Work Surface. Double-click the **A Button** to access the **SELECT STYLE** option. Choose either a **ROUND BRUSH** or a **SQUARE BRUSH.**

FILL

This Tool acts as a paint bucket to completely change the fill color of an area in the Work Surface. Move the **Paint Bucket** cursor onto the colored area you want to change and press the **A Button**.

LINE

Creates straight lines of various widths on your Work Surface. Move the Cursor to the desired start point of your line, and press the **A Button** once. Use the **Control Stick** to move the cursor to the desired end point and press the **A Button** again to end the line.

PAINT SHOP

TEXT



Creates text messages on your car with letters, numbers and symbols. Select **TEXT** and move the cursor onto the Work Surface. Press the **A Button** to display a text selection screen. Move the **Cursor** onto the desired text icon and press the **A Button** to select that text.

The text message is displayed in the box on the lower left of the Paint Shop screen. **Erase or "Backspace"** one text space by selecting the **BS icon**. Enter a blank space by selecting the **SP icon.** End your text input session by selecting the **END icon.**

Now you can move the text message to the desired position on the Work Surface with the **Control Stick**. Once your text message is positioned, press the **A Button** to "paint" it onto the Work Surface.

Open the text **SELECT OPTION** screen by double-clicking the **A Button** on the TEXT icon. Here you can choose NORMAL TEXT or DROP-SHADOW TEXT. Selecting DROP-SHADOW TEXT also opens the SELECT SHADOW COLOR option. You can select the drop-shadow color with the **Control Stick** and pressing the **A Button**.

RECT

Creates rectangles on your Work Surface. Move the **Cursor** to the desired starting corner of your rectangle, and press the **A Button** once. Use the Control Stick to move the **Cursor** to the desired end corner of your rectangle and press the **A Button** again to create the rectangle. Double-clicking the **A Button** on the RECT icon opens the **SELECT STYLE** screen, where you can choose from four different rectangle styles.

PAINT SHOP



OVAL

Creates ovals (or circles) on your Work Surface. Move the cursor to the desired center point of your oval, and press the **A Button** once. Use the **Control Stick** to move the cursor to size the oval, and press the **A Button** again to create the oval.

Double-clicking the **A Button** on the OVAL icon opens the **SELECT STYLE** screen, where you can choose either filled or outlined ovals or circles.

MIRROR

Allows you to alter the entire paint scheme of a Work Surface. This is useful for replicating a Body Panel paint job on the opposite side of the car or for flipping text messages around for legibility. The MIRROR function automatically places the entire paint scheme onto the opposite fender or door. The **FLIP H** function flips the paint scheme horizontally, while the **FLIP V** function flips the paint scheme vertically.

CLEAR

Allows you to clear Body Panels or the entire car of decals to the selected color or the original car body color. Use the **Control Stick** to select **CLEAR** and press the **A Button** to activate the function.

LOAD & SAVE

Load or Save previously saved decals and paint schemes into the PAINT SHOP and onto your car from a Controller Pak.

UNDO

Allows you to erase the last function or change you made on the Work Surface.

LOAD / SAVE



Load and Save important game data onto a Controller Pak for future play. Use the **Control Stick** to highlight the desired type of data you want to load or save and press the **A Button** to execute the storage exchange.

LOAD SEASON DATA

Continue your CHAMPIONSHIP MODE race with your preferred options settings. Select **LOAD SEASON DATA**, then press the **A Button** to load the CHAMPIONSHIP MODE data. If you power up your Nintendo 64 with a Controller Pak with previously saved Championship MODE data inserted in the Controller, the data is automatically loaded.

SAVE SEASON DATA

Save your position in CHAMPIONSHIP MODE. After you've finished a race or a Season, you can save your spot and return to the game to pick up where you last left off. Select this option, then press the **A Button** to save your CHAMPIONSHIP Season data.

LOAD GHOST DATA

Load the fastest car lap saved in TIME ATTACK Mode so that you can race against your best time (represented by the Ghost Car). Select this option, then press the **A Button** to load **TIME ATTACK** Mode Ghost Car data. When loaded, the game will automatically return to TIME ATTACK Mode.

SAVE GHOST DATA

Save the last Ghost Car race data in TIME ATTACK Mode. After you've finished a race in TIME ATTACK Mode, you can save your race data so that you can race against your best time any time you want.

LOAD & SAVE OPTIONS

Load or Save previously saved settings to a Controller Pak.

OPTIONS



OPTIONS MODE

In OPTIONS Mode, you can choose your game play options.

BGM: Adjust the volume of **BGM** (background music) by pushing up or down on the **Control Stick**.

SFX: adjust the volume of **SFX** (sound effects) by pushing up or down on the **Control Stick**.



UNITS

Set your speedometer to **MPH** (Miles Per Hour) or **KPH** (Kilometers Per Hour) with the **A Button**.

CONTROLLER CONFIGURATION



You can choose from five Controller Configurations. Use the **Control Stick** to scroll through to each configuration, and press the **A Button** to choose the one you want. In TWO PLAYER Mode, you must take turns configuring your Controllers.

For detailed examples of each available Controller Configuration, see Control Options, pg. 5-6.



Controller Configuration with analog steering, accelerator, brake, and reverse on the Control Stick. This is the Controller Configuration for use with steering wheel accessories.

PAUSE OPTIONS



During gameplay, press the Start Button to display the above menu.

Here are the options:

CONTINUE

Select this option to return to your race with or without changes.

RESTART RACE

Don't like the way things are going? Want to try again? Select this option to start the race over.

BGM VOLUME

Adjust the volume of the game background music.

SFX VOLUME

Adjust the volume of the game sound effects.

EXIT TO MAIN MENU

Return to the MAIN MENU.

CAMERA VIEWS

During game play, you can change the gameplay camera viewpoints with the **C Buttons**. In all Controller Configurations, the C Buttons control the game play camera views. Each camera displays different on-screen race data and game play viewpoints, and has its own unique advantages and disadvantages. Use the camera view best suited to your own preferences.



The **Upper Camera Button** activates the front view (view from on top of your car's hood). This is the default camera view.



The **Lower Camera Button** activates the third person view (above and behind the car).

CAMERA VIEWS



The **Left Camera Button** activates the first person view (inside the car with rearview mirror and car hood).

TRACK SELECT



In ARCADE, TIME ATTACK, and PRACTICE Modes, you can select the desired race track from the available choices (based on how far you've advanced in CHAMPIONSHIP MODE).

Use the **Control Stick** to scroll through the available tracks. Press the **A Button** to select the desired track and move to the next screen.

CAR SELECT



Use the **Control Stick** to scroll through the available cars. Press the **A Button** to select the desired car and move to the next Set Up screen.

Initially, you will have a choice of two entry-class cars. These cars are mildly tuned rally cars specially chosen for their easily modulated power band and "forgiving" handling performance.

As you progress through each Season, more powerful and radical rally cars will be made available to you.

CAR SETUP

HANDLING

Use NORMAL HANDLING #1 at first in order to become accustomed to the precision of analog steering. As you progress in the Season (and driving skill) experiment with the other HANDLING settings.

CAR SETUP



TRANSMISSION

Choose your preferred gearbox: Manual or Automatic. A Manual Transmission can be a bit tough if you're just starting out. You may want drive an Automatic until you feel more comfortable driving the cars.

TIRES

Start out with the GRIPPY tires (these are default) and experiment with the other choices as your skills improve and as driving conditions necessitate.

SUSPENSION

Use the default NORMAL suspension to start. Experiment with different settings as you progress in skill and as driving conditions necessitate.

DECALS

You can choose to use the DEFAULT car decals and paint scheme pre-set in TOP GEAR RALLY or load a previously saved Paint Shop graphics scheme from the Controller Pak using **DECALS: LOAD**.

HINTS & TIPS

Now that you've set up the game and your vehicle, you are ready to race. Before you start, here are a few tips to help you on the way to victory:

The highly sophisticated software physics engine in *TOP GEAR RALLY* simulates a real-world driving experience – the same techniques used in actual automobile racing apply in this virtual reality.

Use **PRACTICE Mode** to find the best race lines around corners. PRACTICE Mode also allows you to search each available Track for hidden shortcuts and alternate paths so that you can shorten your lap times and improve your race finish position.

Heavy braking and accelerating affect weight transfer of your car, which will also affect steering. Use the brake to negotiate corners and steep downhill paths.

Try using power drifts to negotiate tight corners – an emergency brake drift is activated by pressing and holding down the **A and B Buttons** while steering hard around a corner (in TYPE A controller configuration). While this technique will slow you down considerably, it is very useful when regular drifts won't allow you to negotiate sharp corners.

Remember, as you complete each Season, you are rewarded with upgrade cars. As you progress to later Seasons, the available cars become considerably faster and wilder to handle. *Only true race professionals can drive these babies...*

Special game features are available as you progress in *TOP GEAR RALLY*...

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