ASCII ENTERTAINMENT

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AERO GAUGE™

INSTRUCTION BOOKLET



EVERYONE
E
CONTENT RATED BY ESRB

ASCII ENTERTAINMENT

NINTENDO 64

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AeroGauge™

GETTING STARTED

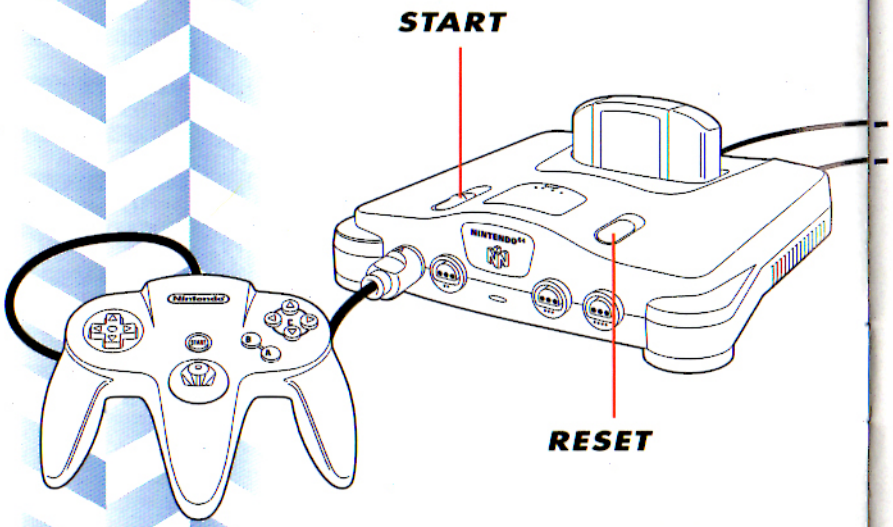
IMPORTANT WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

Instead, first turn the power OFF on your N64®.

Then insert the Game Pak into the slot of your N64®.

Press firmly to lock the Game Pak in place.

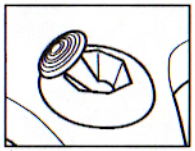
Turn the power switch ON. Now after the appearance of the title and legal screens will appear, which, you may bypass at any time by pressing START.



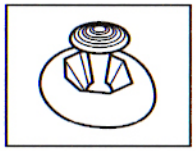
THE CONTROLLER

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 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.

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

AEROGAUGE STORY

In 2063, IFA (International Formula Association), the largest racing organization in the world, is operating a Master Formula series, also known as F-MAr.

The Association decides to start a new series, called Sky Step (SS) Class, using Aeromachines equipped with bioreactors that enable them to fly through the stratosphere.

One purpose of this series is to publicize the capabilities of Aeromachines. There are safety standards that must be observed, but otherwise that, the machines are not governed by rigorous regulations.

The SS Class series begins in 2065.

The races are held in various sections of Asia, where many nations have merged.

Definition of "Aeromachine"

A vehicle without wheels that is equipped with at least one bioreactor, and can float in the stratosphere.

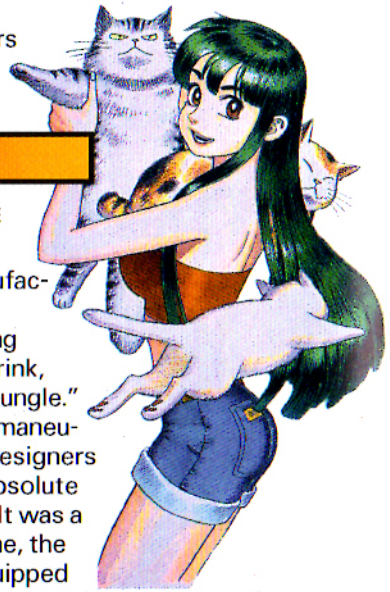
"AeroGauge"

Generally refers to the spatial orbit traveled by Aeromachines.

THE AEROMACHINES & THEIR PILOTS

THE MACHINES

In Sky Step, there are so many different types of Aeromachines that the class is often referred to as a "trade fair." The variety stems from the lack of strict regulations and a basic design that results in small machines equipped with bioreactors that respond flexibly to whatever complicated features are mounted.

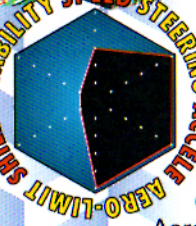


HORNET

PILOT:SHINANO IBU/JAPANESE/AGE 17/FEMALE

This Aeromachine is sponsored by Imuya, a Kyoto company that manufactures the refreshing sports drink, "Power Jungle." To boost maneuverability, the designers started from absolute zero. The result was a unique machine, the first to be equipped with a functional rear bottom wing. Since this was a totally new experience for the design team, which started from scratch, this Aeromachine was christened "Zero."



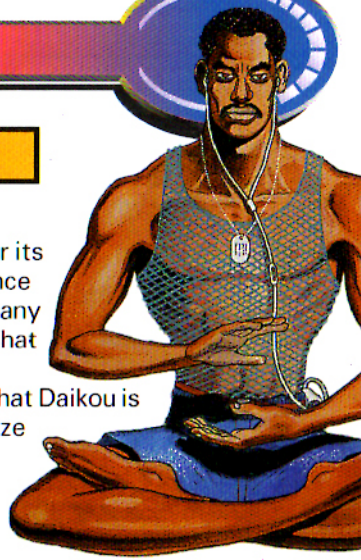


Shinano is the only daughter of Isao Ibu, president of Imuya. Her father was dead-set against Shinano's becoming an Aeromachine pilot. But the willful Shinano went ahead and signed with Plag. Mr. Ibu finally yielded to his stubborn daughter, and hired her to fly for his company, but he issued a stern order to his development team "not to murder my daughter."

BLACK LIGHTNING

PILOT: ? ? /BRAZILIAN/AGE ?/MALE

Long-established Daikou is renowned for its achievements in military equipment. Since the company has never been involved in any kind of motor sport, its announcement that it would participate in SS Class was big news in the racing world. The rumor is that Daikou is participating because it wants to publicize its technology throughout the world.



Husaha is the embodiment of the technology cultivated by Daikou over many years. The front end of the machine's body is monopolized by a radiator capable of cooling two jet engines, equivalent to those found in fighter planes. But what really distinguishes Husaha from the rest of the pack are two turn wings at its rear, on the left and right.





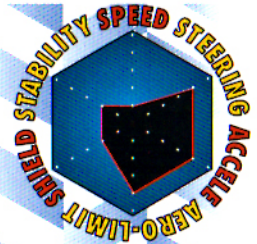
He is a Brazilian Air Force pilot in active service. Other than that, absolutely nothing is known about him.

SHREDDER

PILOT: WILL BONNY/AMERICAN /AGE 26/MALE

This Aeromachine is sponsored by Ocuru Word, a major presence in satellites and space development. To participate in SS Class, Ocuru Word formed a partnership with the veteran BBQ team. The result was the Meteor, which was produced by rebuilding a machine that the BBQ team had been using. It looks a little old, but space shuttle technology has been used on the engine. This makes it absolutely impossible to overtake on high-speed stretches. The team used [seraminium], a new material that is both lightweight and durable, for the body.





Will is a former space shuttle crew member. Since Ocuru Word was involved in a technical tie-in with NASA, the company used its connections there to net him. He has the physical and psychological stamina to withstand the G-forces encountered when leaving the Earth's atmosphere.

AVENGER

PILOT: DROSSEL JUNGEL/GERMAN/AGE 23/FEMALE





This solidly built Aeromachine is sponsored by Linkage, a German company that has expanded into Asia. This is a huge machine, and is equipped with two reactors. The body was designed by a German company that makes heavy machinery. This project was partly a test to see how the reactors provided by Linkage would perform when applied to construction vehicles. This is part of why Linkage is extremely enthusiastic about the development of this Aeromachine, and wants to demonstrate its usefulness. Since the jet engine unit that effortlessly propels the massive machine occupies half of the body, the imaginative layout is this Aeromachine's most outstanding feature.



To ensure a supply of pilots, Linkage opened a special school for training pilots and mechanics. Drossel was in the first graduating class, and has been sitting in the cockpit throughout all stages of Avengers development. The idea behind the school was to nurture pilots who would be familiar with every detail of the machine, and who would grow together with it. Drossel is a specialist in psychology, and does research on the way the human mind reacts to extreme situations.

INTERCEPTOR

PILOT: HAJIME RYU/JAPANESE/AGE 23/MALE

The sponsor is Plag Textiles, a company based in Hong Kong, and a rising star. The Interceptor has a high-output engine and good balance. It is also so easy to handle that a test driver behind the wheel for the first time racked up an unofficial course record. The propulsion unit is a high-output jet engine made of high-rise glass.





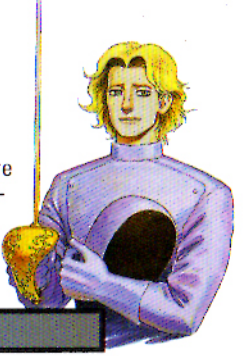


He is a former professional boxing champion, featherweight first class. His superb visual detection of moving objects has kept his face unpunched throughout his career. He won the champion title at age 22, and suddenly quit boxing to become a racer. When word spread that his hero, Fan Su II, switched to SS class, he too was scouted by Plag Textiles.

VENGEANCE

PILOT: ETINCELLE TIFFON/FRENCH/AGE 27/MALE

The Aeromachine that Kildess, a Greek game software company, developed for SS Class is completely different from the other machines. It has a next-generation reactor, and requires the pilot to assume an unusual position when operating it.



DOMINATOR

PILOT: KEIJI MATSUNAGA/JAPANESE/AGE 30/MALE



Team Yokozuka is the only outfit backed by a city, Yokozuka, which is now the main sponsor of the Asian Championship. The team's Aeromachine features a rapid-generator engine system, which minimizes energy loss. The engine has four nozzles that form a cross. The body is a pickup system - the engine and cockpit are separate.

REAPER

PILOT: FAN SU II/KOREAN/AGE 25/MALE



Reaper, Hono's machine, is a standard vehicle that has been remodeled. Everything inside is completely original. It has a jet engine built to Hono tuning specs, made of high-rise glass. The result is a monster machine that bears no resemblance to its former incarnation. This team is also backed by a radio station.

PROWLER

PILOT: CHARLIE WRIGHT/AMERICAN/AGE 46/MALE

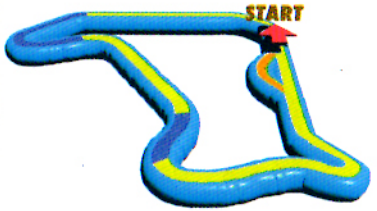


This Aeromachine is under the sole sponsorship of the French confectioner, Zigger, and is loaded with cutting-edge technology. The original version was a test machine built by the Italian sports car manufacturer, Gran Premio, but the current version doesn't resemble it at all. The machine boasts a wide rear bottom wing and a jet engine.

THE COURSES

CANYON RUSH





Canyon Rush, currently under construction, was designed specially for Sky Step.
It features a new type of layout called "tube." This course has two tubes.

BIKINI ISLAND

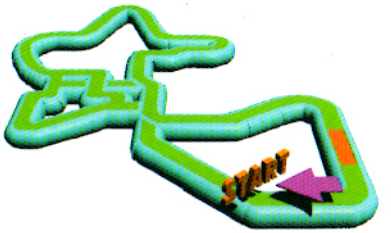




This course was designed for Aeromachines, and its main feature is tubes.
To build these giant tubes, an ocean site was chosen because construction costs are lower than on land.

CHINA TOWN

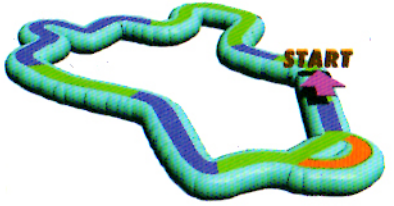




After Hong Kong reverted to China, Great Britain and other leading Western European nations were searching for a new free-trade zone. They invested a colossal amount of money in the construction of an artificial island, off Shanghai, and it is there that China Town is located. The idea was to build an urban course like the one in Monaco. The decision to hold races there was influenced by the enthusiasm of the residents of China Town.

NEO ARENA





This is a city course that has been around for a while, located in Fukuoka City, Fukuoka Prefecture.
For the recent Asian Championship, part of this course, where races have always been grueling, was converted to pipes. A lot of renovations were made, including incorporating a city street into the course by connecting it with the track in a straight line.
There is no separate pit road. Part of the oval is reserved for pit stops.

OPERATING INSTRUCTIONS

BASIC SETTINGS

These can be changed.



R BUTTON •You can use this to change the color of your Aeromachine, after you've chosen one. (Cannot be used during a race.)

B BUTTON Brake button
•Decelerate, reverse

C BUTTON •Viewpoint switch

A BUTTON Accelerator button

START BUTTON
•Opens the Pause Window.
•Skips the demo.

CONTROL STICK Steering wheel
•Rotate •Ascend •Descend

Z BUTTON •Drift button (Z) + Left/right (Control stick)= Drift

CHANGING THE BUTTONS

You can make six types of changes to the buttons using OPTIONS. You can also switch between ascend and descend. Choose the method that is easiest to use. (See Page 33.)

REVERSE

When you crash into a wall and your Aeromachine stalls, you can go into reverse by pressing the B button.

DRIFT DASH

If you rotate while pressing the Drift button, temporarily let go of the accelerator during Drift, and press the A button once more. Your speed will increase suddenly.

Drift Dash causes engine temperature to soar. You cannot use it once the temperature rises above a certain point. Keep an eye on the water temperature gauge, and wait until the engine cools.

Drift Dash can also be used when you're racing through tubes or banked walls.

TITLE SCREEN



If you press the Start, A, or Z button while the Title Screen is being displayed, the Mode Selection Drum is displayed. Select a mode by moving the Control stick up and down, and confirm your selection by pressing the Start, A, or Z button. You can select the following modes from the Title Screen.

TIME ATTACK MODE

You choose an Aeromachine, a course, and launch a time attack. You run the race with one Aeromachine and aim for a best time. You can save your race data for a battle against the Ghost Machine.

SINGLE MATCH MODE

In this mode, eight Aeromachines participate in a race. You choose your Aeromachine, a course, and fight for position.

GRAND PRIX MODE

Grand Prix Mode is run in rounds. If you earn enough points in one round, you can proceed to the next round.

VS. MODE

This is a two-player mode. Two controllers are used.

COURSE RECORD SCREEN

The Course Record Screen displays your best time, lap times, and the names of the Aeromachines used for each course.

OPTIONS

This mode is used for game level selection, VS handicap, reset, controller configuration, sound settings, and to reset the sound level.

THE RACE SCREEN

You can select three types of viewpoints during the race by pressing the C button ▼.

When your damage total reaches the limit and your resistance becomes zero, your Aeromachine explodes, and you retire. If you incur a lot of damage, proceed to the pit road (there is one on each course) for repairs. The slower you travel on the pit road, the better your recovery.

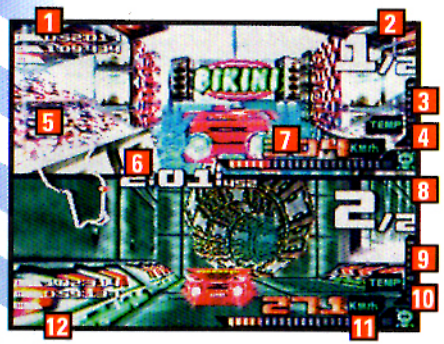
SCREEN DISPLAY FOR ONE-PLAYER GAME



1. **POSITION**..... Current position
2. **TOTAL TIME**..... Time elapsed since start
3. **COURSE MAP**..... Map of entire course
4. **LAP TIME**..... Time taken for each lap
5. **CAMERA POSITION**..... Displays three-stage camera position
6. **TOTAL DAMAGE**..... Current damage
7. **SPEED METER**..... Current speed (mph)
8. **WATER TEMPERATURE GAUGE**... Water temperature in radiator

When you select an unlimited number of laps in Time Attack Mode, your best five lap times to date will be displayed in Total Time and Best Lap Time.

SCREEN DISPLAY IN BATTLE MODE



1. PLAYER ONE LAP TIME
2. PLAYER ONE POSITION
3. PLAYER ONE WATER TEMPERATURE GAUGE
4. PLAYER ONE SPEED METER
5. COURSE MAP
6. TOTAL TIME
7. PLAYER ONE DAMAGE TOTAL
8. PLAYER TWO POSITION
9. PLAYER TWO WATER TEMPERATURE GAUGE
10. PLAYER TWO SPEED METER
11. PLAYER TWO DAMAGE TOTAL
12. PLAYER TWO LAP TIME

AEROMACHINE PERFORMANCE

When you select an Aeromachine, its Performance Chart will be displayed.



PARAMETERS DESCRIBING PERFORMANCE

ACCEL..... Acceleration
SPEED..... Maximum speed (when flying)
STEERING..... Turning capability
AERO LIMIT... Speed enabling flight
SHIELD..... Endurance
STABILITY..... Stability (gripping power)

TIME ATTACK MODE

SELECTING AN AEROMACHINE



1. Select an Aeromachine by moving the Control stick left and right. (Use the R button to choose a color.)

2. Confirm your Aeromachine selection using the A or Z button. (DECISION will be displayed.)

SELECTING A COURSE



1. Select a course by moving the Control stick left and right.

2. Confirm your course selection using the A or Z button. (DECISION will be displayed.)

3. Use the A or Z button to confirm a course, and the B button to cancel.

4. Select the desired number of laps by moving the Control stick left and right. Choose a specific number of laps from the left, and an unlimited number from the right, where you'll see "oo" displayed.

5. Confirm the number of laps you have selected using the A or Z button.

At each stage you can cancel your selection by pressing the B button. The screen will then return to the previous display.

SELECTING THE GHOST MACHINE

When you have a record remaining, you can battle against the Ghost Machine.

SELECTING THE GHOST MACHINE

* You can select the Ghost Machine only when you have also selected a specific number of laps.

1. Select Ghost Machine On/Off by moving the Control stick up and down. (When you select Off, you go to Time Attack.)

2. Confirm your Ghost Machine On/Off selection by pressing the A or Z button.

3. If you have selected On, choose the data you wish to use. (If you see NO DATA, you cannot make this selection.)

RETURN TO TIME ATTACK

GHOST MACHINE SCREEN



1. Make your selection by moving the Control stick up and down.
2. Make your selection by moving the Control stick left and right.
3. Make your selection by moving the Control stick left and right.

ROM

These records remain in cartridge memory, and cannot be erased. You can select them at the intermediate level.

RAM

These records are in memory, and disappear when the power is turned off.

PAK

This is the memory in the Controller Pak (sold separately). Select either DATA1 or DATA2.

PAUSE MENU FOR TIME ATTACK MODE

continue.....Cancels Pause and reopens the game.
retry.....Restarts the game.
retire.....Leaves Time Attack Mode and returns to the Aeromachine selection screen.

TIME ATTACK MODE RESULTS SCREEN

When you press the button while results are being displayed, you return to Aeromachine selection in Time Attack Mode.

TIME ATTACK MODE RESULTS SCREEN

This screen displays the player's lap times and total time on the Result Screen. When a player achieves a record (best lap or best time), the Name Entry Window is displayed.

NAME ENTRY WINDOW

Select the appropriate letters by moving the Control stick left and right, confirm your selection with the A or Z button. Press the B button to cancel.

You can end the name entry procedure by selecting END, and then confirm your selection by pressing the A or Z button.

Name entry can be done on the Player's Results Screen in Single Match and Grandprix modes.

You can go to the Save Screen by pressing the button on the Results Screen.

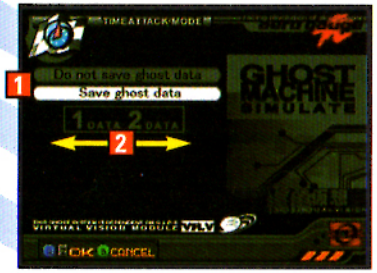
SAVE SCREEN

Select SAVE or DON'T SAVE race data using the Control stick. If you choose SAVE, select and confirm the location to save the data. (You can cancel your selection by pressing the B button, which will return you to the previous step.)

Save Ghost data Make your selection by moving Control stick up and down.

Make your selection by moving Control stick left and right.

GHOST MACHINE DATA SAVE SCREEN



1. Make your selection by moving the Control stick up and down.
2. Make your selection by moving the Control stick left and right.

* Displays data currently stored in DATA1 and DATA2.
* You need the Controller Pack (sold separately) to save data.

RETRY SCREEN

Select the screen you want to see next by moving the Control stick up and down.

RETRY SCREEN



RETRY
Play again with the same settings.

REPLAY
Replay your most recent move.

MACHINE SELECTION
Aeromachine selection (To selection screen in Time Attack Mode)

MODE SELECTION
Returns you to Title Screen.

SINGLE MATCH MODE

In Single Match Mode, there is a qualifying heat and a race. Your start position in the race is determined by your performance in the qualifying match.

SELECTING AN AEROMACHINE

1. Select an Aeromachine by moving the Control stick left and right. (You can select a color by pressing the R button.)

2. Confirm your Aeromachine selection by pressing the A or Z button. (DECISION will be displayed.)

SELECTING A COURSE

1. Select a course by moving the Control stick left and right.

2. Confirm your course selection by pressing the A or Z button. (DECISION will be displayed.)

NOW YOU PROCEED TO THE QUALIFYING HEAT.

You can cancel a selection and return to the previous step at any stage by pressing the B button.

PAUSE MENU FOR QUALIFY

continue.....Cancel Pause and restart the game.
retire.....Skip qualifying and proceed to a race.

If you retire from a qualifying heat (due to zero endurance or time out), you will begin the race in the very last position. If you retire on the second lap, your time for the first lap will be counted.

RESULT SCREEN FOR QUALIFY

There are two screens: the Player Results Screen and the Race Start Position Screen.

PLAYER RESULTS SCREEN

Displays a player's lap times in qualifying heat, and start position in the race.

RACE START POSITION SCREEN

Displays your start position, as well as those of your competitors.

When you press one of the buttons on the Player Results Screen, the Race Start Position Screen is displayed.

On the Race Start Position Screen you can select either NEXT or QUIT. If you select NEXT by pressing the A or Z button, you go to a race. If you select QUIT by pressing the A or Z button, you go back to the Title Screen.

START POSITION SCREEN



1. Make your selection by moving the Control stick up and down.

Make your selection by moving the Control stick up and down.

If you press a button on the Race Start Position Screen while selecting NEXT, you will proceed to the race.

PAUSE MENU FOR RACE

Continue..... Cancel Pause and continue the game
Retire..... Retire from the race

RESULT SCREEN FOR RACE

There are two screens: a Player Results Screen and a Race Results Screen.

PLAYER RESULTS SCREEN

Displays player's lap time, total time, and ranking.

RACE RESULTS SCREEN

Displays your race results and those of your opponents.

When you press a button on the Player Results Screen, you will proceed to the Race Results Screen.

You can select RETRY or QUIT on the Race Results Screen. When you select RETRY by pressing the A or Z button, you will return to Aeromachine selection. If you select QUIT by pressing the A or Z button, you will return to the Title Screen.

RESULT SCREEN



1. Make your selection by moving the Control stick up and down.

GRANDPRIX MODE

The basic flow and layout of this screen is the same as that of the Single Match Mode Screen.

THE POINT SYSTEM

The Grand Prix Mode is set up in rounds. The total number of points you acquire in a round determines your eligibility for the next round.Watch the bottom of the screen before the start of a race to see what position you have to be in to qualify for the next race.

POINTS YOU CAN EARN IN A RACE

1st Place: 10 points
2nd Place: 7 points
3rd Place: 5 points
4th Place: 3 points
5th Place: 2 points
6th Place: 1 point
7th Place: 0 points
8th Place: 0 points

POINTS NEEDED TO PROCEED TO THE NEXT COURSE

1st race ⟶ **2nd race** ⟶ **3rd race** ⟶ **4th race**
1 point 4 points 11 points

If you fail to earn the required number of points, your options are: on the Race Results Screen, select RETRY or QUIT. If you select RETRY by pressing the A or Z button, you will proceed to Aeromachine selection. If you select QUIT by pressing the A or Z button, you will return to the Title Screen.

RACE RESULTS SCREEN



1. Make your selection by moving the Control stick up and down.

VS. MODE

* The basic flow of this screen is the same as that of the Time Attack Mode Screen.

AEROMACHINE SELECTION SCREEN



Both players select an Aeromachine. When you confirm your selection by pressing the A or Z button, you will proceed to course selection.

The Course Selection Screen is the same as the Time Attack Mode Screen.

There are a specific number of laps for each course.

When you have confirmed your selection by pressing the A or Z button, the battle begins.

The Results Screen is the same as the Time Attack Mode Screen.

AEROMACHINE RESULT SCREEN



When you press a button, you will return to Aeromachine selection.

VERSUS

RECORD VIEW

The Course Record Screen displays the best time, lap times, and the Aeromachines used for each course. Select COURSE or LAP/TIME by moving the Control stick up or down. By moving the Control stick left or right, you can switch between course and lap/time records.

Pressing the B button (or selecting EXIT and confirming your selection using the A or Z button), will return you to the Title Screen (mode selection).

COURSE RECORD SCREEN



RECORD

OPTIONS

Select the item you wish to change by moving the Control stick up or down, and confirm your selection by pressing the A or Z button. Confirming EXIT or canceling with the B button will return you to the Title Screen.

OPTION SCREEN



CONTROLLER CONFIGURTION

When you have selected and confirmed it, you will proceed to the Controller Configuration Screen.

SOUND CONTROL

When you have selected and confirmed it, you will proceed to the Sound Control Screen.

GAME LEVEL SETTINGS

When you have selected and confirmed it, you will be asked to choose a level of difficulty, which you select by moving the Control stick left or right, and confirm.

VS HANDICAP SETTINGS

When you have selected and confirmed it, you will be asked to choose either HANDICAP ON or HANDICAP OFF, which you select by moving the Control stick left or right, and confirm. After you have confirmed your selection, or canceled it using the B button, you will return to the Option Screen.

RESET ALL RECORDS

When you have selected and confirmed it, you must reconfirm to Reset All Records. (Select by moving the Control stick left or right, confirm with the A or Z button, and cancel with the B button.) After you have confirmed your selection, you will return to the Option Screen.

RESET SOUND LEVEL

When you have selected and confirmed it, the initial volume of background music and sound effects will be restored.

CONTROLLER CONFIGURATION

This is where you set the controller configuration for Acceleration, Braking, and Drift, and switch up and down settings on the Control stick from Normal to Reverse. You make a selection from the controller configuration screen by moving the Control stick up or down, and confirm your selection by pressing the A or Z button. After you've confirmed your selection, the cursor will move to EXIT.

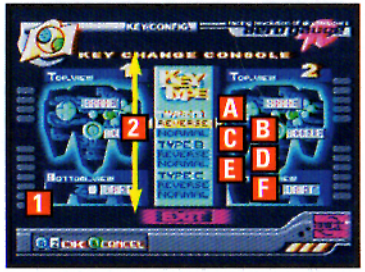
Controller Configuration 1
A: Accelerator B: Brake Z: Drift

Controller Configuration 2
A: Drift B: Brake Z: Accelerator

Controller Configuration 3
A: Accelerator B: Drift Z: Brake

The Control stick can be set to NORMAL or REVERSE. The initial setting is REVERSE, and is shown in Controller Configuration 1.

CONTROLLER CONFIGURATION SCREEN



A.CONTROLLER CONFIGURATION 1, REVERSE B.CONTROLLER CONFIGURATION 2, NORMAL
C.CONTROLLER CONFIGURATION 2, REVERSE D.CONTROLLER CONFIGURATION 2, NORMAL
E.CONTROLLER CONFIGURATION 3, REVERSE F.CONTROLLER CONFIGURATION 3, NORMAL

1. Confirmation monitor
2. Select the item you wish to change by moving the Control stick up or down.

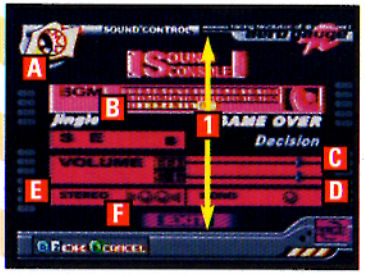
When only one controller is recognized, NORMAL OR REVERSE will be displayed on the confirmation monitor. Press the B button or select EXIT, and confirm your selection with the A or Z button. You will then return to the Title Screen (mode selection).

When two controllers are recognized, the screen will split vertically, and Controller Configuration charts will be displayed for Controller 1 and Controller 2. You do the configuration exactly the same way you do it when you use only one controller.

SOUND CONTROL

Sound control items are "Background music/Sound effects ON," "Adjust volume of background music/Sound effects," and "Stereo/Mono switch." Make your selections by moving the Control stick up and down.

SOUND CONTROL SCREEN



A. HEAR SAMPLE OF BACKGROUND MUSIC
B. HEAR SAMPLE OF SOUND EFFECTS
C. ADJUST BACKGROUND MUSIC VOLUME
D. ADJUST SOUND EFFECTS VOLUME
E. SELECT STEREO OR MONO
F. EXIT

1. Select items you wish to change by moving the Control stick up and down.

HEAR SAMPLE BACKGROUND MUSIC/SOUND EFFECTS

Make your selection by moving the Control stick left and right, play with the A or Z button, stop with the B button.

ADJUST VOLUME OF BACKGROUND MUSIC /SOUND EFFECTS

To adjust the volume heard during the game, move the volume switch by moving the Control stick left or right.

STEREO/MONO SWITCH

Select stereo or mono by moving the Control stick left or right.

Press the B button or select EXIT. Confirm your selection with the A or Z button. You will then return to the Title Screen (mode selection). When you have selected "Hear sample of background music/sound effects" and are playing them, you can cancel with the B button, and return to the Title Screen by pressing the B button again.

GAME LEVEL SETTING

You can select a level of difficulty in Time Attack, Single Match, and Grandprix modes. There are three levels of difficulty, Novice, Intermediate, Expert.

NOVICE *(FOR BEGINNERS)*

Maximum speed is c. 350 km/h. The amount of damage you can sustain is fairly low.

INTERMEDIATE *(INTERMEDIATE LEVEL)*

Maximum speed is c. 450 km/h. The amount of damage you can sustain is normal.

EXPERT *(ADVANCED LEVEL)*

Maximum speed is c. 550 km/h. The amount of damage you can sustain is high.

HANDICAP SETTING

VS. HANDICAP ON/OFF

In Battle Mode, you can impose a handicap that lowers the speed of the Aeromachine piloted by a player who's ahead of you.

RESET ALL RECORDS

RESET ALL RECORDS IN THE CARTRIDGE

This resets all records in the cartridge ROM. Please be aware that all records previously stored there will be erased. After you have reset ROM records, the selection of Aeromachines and courses will return to the initial state.



Saved data is described below. When you select RESET ALL RECORDS, ROM records are reset.

ROM RECORDS IN THE CARTRIDGE

Records for each course (laps, times, Aeromachine used, your name). Rewrites currently saved records when they are updated.

Types of Aeromachines and courses can be selected. As the race progresses, the number of Aeromachines and courses available to you increases.

RAM(RAM GHOST) GHOST MACHINE DATA

When you have completed Time Attack Mode in the specified number of laps, data is stored as Ghost data.

RAM Ghost updating takes place when you complete Time Attack Mode in the specified number of laps with a better time than the current RAM Ghost.

RAM Ghost is erased when you complete another course in Time Attack Mode within the specified number of laps, when you press the RESET button, and when you turn off the power.

PAK CONTROLLER PAK (SOLD SEPARATELY)

This saves your data as Ghost data when you complete Time Attack Mode within the specified number of laps.

RESETTING THE SOUND LEVEL

Returns updated background music and sound effects volume levels to initial levels.



TIPS AND TRICKS

The five secret Aeromachines are faster than the one's you start out with.

TURBO STARTS:

At the starting line, press and hold the A and B keys on your controller. The announcer will say, "Ready, Set, GO!". Right after the announcer says "Set" release the B key. You should blast off to a turbo start.

TURBO WHILE RACING:

These tend to be a little trickier. It's all a matter of timing. To turbo during the race you must be holding down the A button (for acceleration). Then make either a hard left or right while holding the Z key and then release all buttons. Immediately after releasing the buttons, press the A button once or rapidly. Your speed and vehicle temperature should increase. Keep in mind you have to do this fairly quick in order for it to be successful so it may take a few times to master. Using the turbo feature can be a big part of winning or losing. You should try to turbo as often as possible without overheating.

AEROPILOT TRAINING COURSE

by Ibu Shinano



I have a bad mouth, but there's nothing wrong with my driving skills. In my course, I'm going to teach you newcomers about technique. Pay attention, or you'll be sorry later!

FLY!

When you're flying, of course you're going to be at maximum speed. Blue flames are a sign of speed.

MASTER THE CONTROL STICK.

When you lean the Control stick a lot, you'll make big curves. When you lean it a little, you'll make small curves. Sometimes you need to be really daring. Other times you have to be delicate. Learn how to lean the stick just a little.

USE DRIFT FOR ASCENTS AND DESCENTS. MASTER IT!

Did you know that the Drift key really kicks when you need to make a sudden ascent or descent?

EVERY MACHINE HAS A MAXIMUM SPEED LINE.

You know that every Aeromachine has a different personality, right? That means you need to take a line that matches the features of the machine you're flying. You may find a really surprising line in high places.

WHEN YOU'RE DRIVING IN A TUBE, YOU'VE GOT TO STAY NEAR THE WALL.

The only way to handle tubes is to stay as close to the wall as possible. You, over there, the one who's polishing the nose of his machine! You've got a long way to go!

GUARANTEED ROCKET START

Sure, there's a way to do it. It's simple. Find it yourself. Here's a hint: A + B.

HERE'S YOUR ULTIMATE GOAL

Ok, I'll give you an ultimate goal to aim for. Win first place in the Grand Prix qualifying and in the race. You won't do it in NOVICE, that's for sure!

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