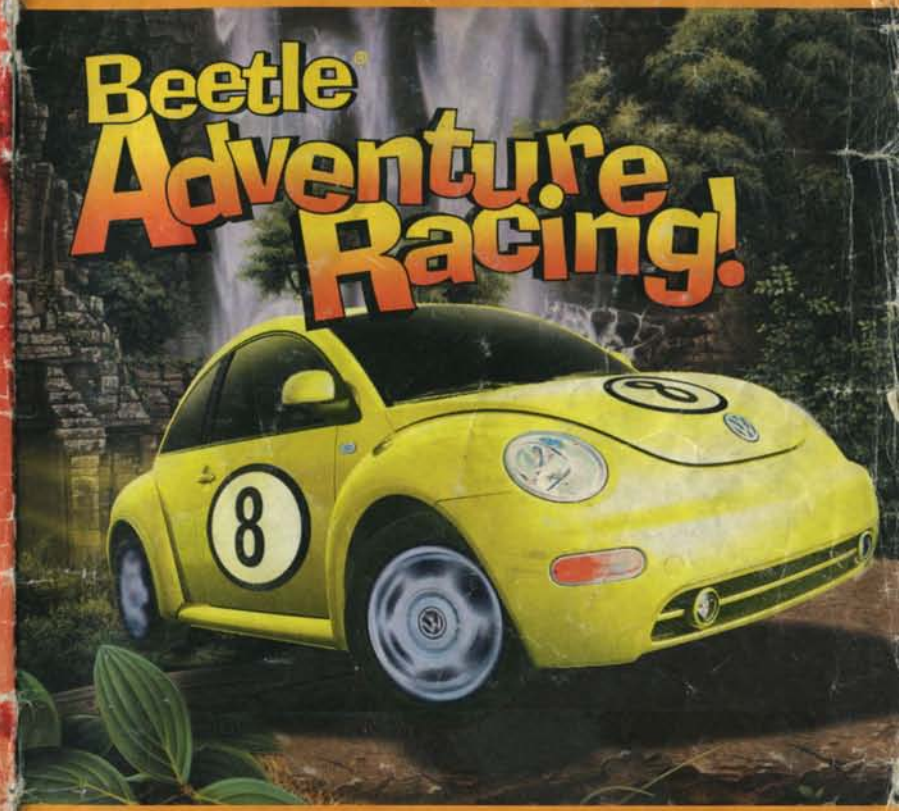
NUS-NNSE-USA

INSTRUCTION BOOKLET

Beetle® Adventure Racing!



EVERYONE
E
CONTENT RATED BY ESRB

ELECTRONIC ARTS™

NINTENDO 64

ELECTRONIC ARTS
www.beetleadventure.com
209 REDWOOD SHORES PARKWAY
REDWOOD CITY, CALIFORNIA 94065-1175

PRINTED IN JAPAN

WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY NINTENDO.
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64, AND THE 3-D 'N' LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

STARTING THE GAME 2
COMMAND SUMMARY 3
DEFAULT DRIVING CONTROLS 4
START YOUR ENGINES 5
MAIN MENU 5
MENU NAVIGATION 6
QUICK START 6
GAME MODES 7
OPTIONS 11
THE COURSES 13
SAVING AND LOADING 16
CREDITS 17
WARRANTY AND SERVICE INFORMATION 19

For more info about this and other Electronic Arts™ titles, visit EA on the web at www.ea.com.

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 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.



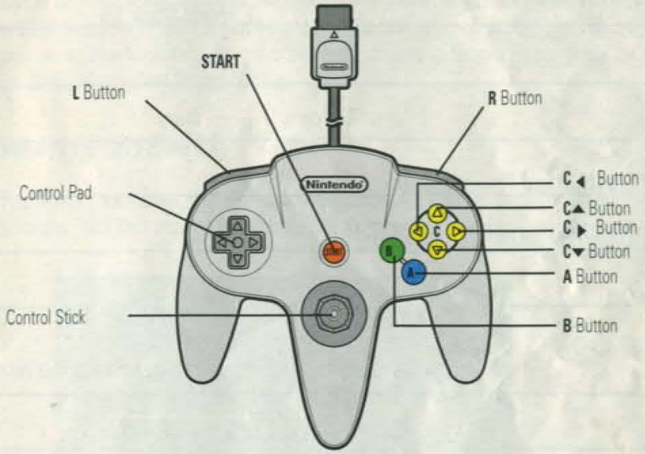
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

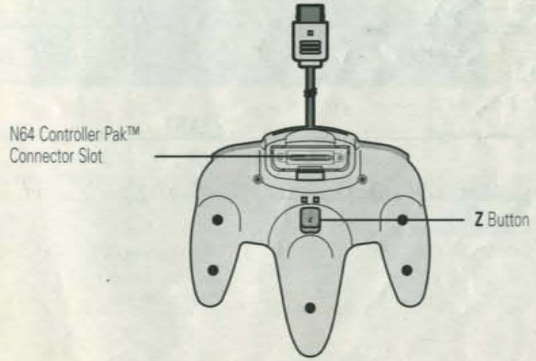
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

1. Turn OFF the POWER switch on your Nintendo 64 Control Deck. WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into the Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the cartridge in place.
5. Turn ON the POWER switch. The *Controller Pak* verification screen appears. If you don't see this, begin again at step **1**.
6. Press **START** to skip the introductory screens and proceed to the Main Menu (➤ p. 5).

COMMAND SUMMARY





DEFAULT DRIVING CONTROLS

ACTION	CONTROL
Steer	Control Stick ↔
Gas	A
Brake	B
Shift Up (Manual Transmission)	R
Shift Down (Manual Transmission)	Z
Reverse	A + Z
Power Slide	Tap brakes while applying gas through a turn
Horn	C▶
Hand Brake	C▼
Look-Back	C◀
Toggle Cameras	C▲
Pause	START

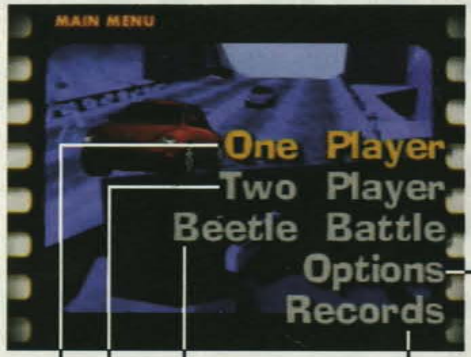
➥ To change your driving controls, ➤ *Controller* on p. 12.

START YOUR ENGINES

Beetle® Adventure Racing delivers a whole new breed of fun. Not only do you get a top-notch racing game, you also go on a new adventure with every new track. Shortcuts and secrets are hidden everywhere. You might smash into a wall or window or take a giant jump only to find yourself on a part of the track you never knew existed. If you explore the tracks in Single Race, you'll be unstoppable in the Championship.

MAIN MENU

The Main menu appears following the *Beetle Adventure Racing* introductory screens. Use this screen to choose the game mode and set game options.



Set audio, graphics, language, and controller options.

Check out the best times for each track.

Play a One Player Single Race or Championship Circuit.

Face off in a frenzy of driving, smashing, and bonus collecting. ➤ *Beetle Battle* on p. 7.

Engage in a head-to-head Two Player race with a friend.

MENU NAVIGATION

ACTION	CONTROL
Highlight menu item	Control Stick ↕
Change highlighted item	Control Stick ↔
Select and advance to next screen	**START**
Cancel/Return to previous screen	**B**

QUICK START

To start a single-player race:

1. Select ONE PLAYER from the Main menu. The Race Type screen appears.
2. Select SINGLE RACE. The Opponents screen appears.
3. Select FULL GRID to race against a whole field of computer-controlled cars, DUEL to face one opponent, or TIME ATTACK to race against the clock.
4. Select EASY, MEDIUM, or HARD opponents. The Track Select screen appears.
5. Select the track you want. The Car Select screen appears.
6. Select your car and color. The Transmission screen appears.
7. Select AUTOMATIC or MANUAL transmission, then press **START**. The race begins.

◆ If you want to use the Rumble Pak™, insert it into the Controller, then press **START**. The race begins.

GAME MODES

Get in your car and step on it! Your adventure has begun. Single Race mode gives you a chance to explore the tracks, discover the shortcuts, and familiarize yourself with the game controls before you face the serious challenge of a Championship Circuit. You can also race in the head-to-head competition of Two Player mode or duke it out with up to four friends in the wacky free-for-all of Beetle Battle.

ONE PLAYER

Explore the tracks and find all the shortcuts. One Player mode gives you a chance to compete against the clock, one computer opponent, or a whole field of computer-driven cars.

TWO PLAYER

Test your track knowledge and driving skills against a friend on any of the available tracks.

BEETLE BATTLE

Beetle Battle is no-holds-barred racing mayhem held in a variety of unique game arenas. You and up to three friends can go head-to-head as you make a mad dash to gather hidden objects and race to the arena exit.


The first driver to collect all six ladybugs and find the exit is the winner!


When dropped, these crates damage anyone who hits them.


Activate this mystery item and watch what happens to your opponents!


These projectiles lock onto the nearest opponent and cause nasty damage.



Aim these projectiles correctly, and you'll hit another player and steal one of his or her ladybugs.



This box increases your health if you've taken damage.



This box drains your health when you drive into it.



Activating this item makes you invincible for a little while, so opponents beware!



Watch your damage meter! If your car is destroyed you lose one of your ladybugs.

Championship

If you want to race against the big boys, you'll have to earn it. If you race well and get enough points, this is your opportunity to unlock more tracks and cars.

To progress to the next race in a Championship Circuit and keep any new tracks you encounter, you must place at least third in the overall Circuit Standings. If you place too low, you must start the circuit over again. Finish first in the final Circuit Standings to win the current Championship and unlock access to the next Championship Circuit and the next level of cars.

Bonus Items



Collect Bonus Boxes worth 2, 5, and 10 points to earn special bonuses in a Championship Circuit.

In the Championship Circuit you can also collect bonus points by smashing into Bonus Boxes scattered about the track. If you don't qualify to advance to the next race, but manage to smash enough 2, 5, or 10 point Bonus Boxes to earn a "continue," you are allowed to try a track again, instead of starting over at the very beginning. If you don't need a continue for a particular track you can save it for a later race.



Check the hidden paths to find all of the Bonus Boxes. Collect 100 bonus points on a track during a Championship Circuit to unlock secret new arenas for Beetle Battle.



Smash into a Nitro box and you'll get plastered to the back of your seat by a jolt of speed.

Split Time



Any One or Two Player Game mode which includes another opponent displays a Split Time Meter in the top right corner of your display (underneath your race time). The Split Time Meter flashes on periodically to let you know how far behind the lead opponent you are. It also *warns* you when you are falling too far behind:

- If you fall too far behind the other racers, you are disqualified and must restart the race.
- In a Championship Circuit, a disqualification means that you have to start the circuit over. If you have a "continue," you may start again from the current track.
- In Two Player, disqualification means you have to wait while your opponent finishes the race.

OPTIONS

- To customize your settings for the upcoming race, choose OPTIONS from the Main menu.

Audio

Set the volume level for speech, sound effects, music, and adjust the sound option to STEREO or MONO.

Graphics

Display

Toggle the entire Display ON/OFF. Set to OFF for a clutter-free racing screen.

Map



The player cars are shown on the map as large dots in the color of their cars. Computer-controlled cars appear as smaller white circles. Select ZOOM, FULL, or OFF.

ZOOM: This map setting zooms in on a portion of the track. Watch the map to get ready for upcoming turns and see if your shortcut is really a shortcut.

FULL: This map shows you and your opponents on a scaled-down version of the entire track.

Speed



Toggle your speed display between miles-per-hour and kilometers-per-hour.

Language

Choose your language for menu screen and in-game text.

Controller

Select one of three preset controller configurations, or set up your own custom controller configuration.

THE COURSES



Stately castles and charming countryside are great if you're about 1,000 years old. Break-neck speeds and some serious air should stir things up a bit!



Yodel-a-he-who can manage to stay on the mountain will probably win this one. These icy mountain passes and hairpin turns would panic a mountain goat.

INFERNO ISLE

The lush jungles and long stretches of beautiful beach on Inferno Isle would be the perfect spot for a relaxing vacation. That is, if there wasn't a volcano spewing lava all over the place and a pack of crazed racers thrashing around the island.

SUNSET SANDS

This land of the ancient pharaohs is a fascinating region, ripe with historic buildings and mysterious monuments. So what? Everything gets a little blurry when you whiz by at top speed.

METRO MADNESS

City driving can be a little nerve-racking, especially when you're on two wheels doing full speed. The term off ramp takes on a whole new meaning when you're infected with Metro Madness.

WICKED WOODS

What dangers lurk here...no one knows!

SAVING AND LOADING

In order to save Championship progress and Records, you must have a Controller Pak in Controller 1 before you start *Beetle Adventure Racing*. When you start the game with enough room on your Controller Pak, a four-page memory file is created.

NOTE *If you need to delete files on your Controller Pak in order to make room, please refer to the instructions that came with your N64.*

Once you have a *Beetle Adventure Racing* memory file, you can beat Championship Circuits and save your progress.

- To save a completed Championship or new Record, follow the onscreen prompts that appear.
- You can switch between the Controller Pak and the Rumble Pak (when prompted). With the Rumble Pak you feel jolts of feedback during a game.
- Only one *Beetle Adventure Racing* file can be saved on each Controller Pak. If you choose to overwrite the existing file to start a new Championship, your existing file is lost.

CREDITS

ELECTRONIC ARTS, INC.

Game Design	Scott Blackwood, Scott Jackson
Producer	Scott Blackwood
Assistant Producer	Brooke Burgess
Senior Producer	Hanno Lemke
Executive Producer	Sam Nelson
Art Director	Scott Jackson
Art Consultant	Sheila Allan
Conceptual Track Art	Shaun Hayes-Holgate
Technical Consultant	Tom Loughry
Music Composition	Phil Western
Vocal Talent	David Kaye, Blue Mankuma
Speech Editing	Ron Cote
Product Manager	Peter Royea
Director, Product Development	Brian Wideen
Development Director	David Elton
QA Project Co-Ordinator	Rod Higo
QA Project Lead	Gordon Thornton
QA Project Assistant Leads	Jason Delong, Kyle Seller
QA Project Testers	Earl Berkeley, Tim Dale, Mike Gascoigne, Andrew Hendricks, Paul Inouye, Octavio Izzuralde, Thomas Kennedy, Willie Loh, Griffin Mitchell, Avinash Narayan, Ryan Santos, Paul Spears, Jim Steel, Marty Waisel, Jeff Yu
EA CQC	Anatol Somerville, Benjamin Crick, Etienne Grunenwald, Daniel Hiatt, Bobby Joe, Michael Jung
Language Testing Manager	Iain Hancock
German Version Manager	Jörg Brand
Translations	Bettina Bachon, Michaela Bartelt
Language Testing	Alex Golubowitsch
French Version Localization Manager	Christine Jean
Quality Assurance Manager	Lionel Berrodier
French Version Translation	Nathalie Fernandez
Language Testing	Frédéric Faye
Quality Assurance	Samy Benromdhane
Special Thanks	Brad Gour, Saki Kaskas, Crispin Hands, Bruce MacKinnon, Dwayne Wudrich, Simon Craghead, Mr. Bischoff, Mr. Breust, Dr. Biermann, Mrs. Gour

PARADIGM ENTERTAINMENT, INC. DEVELOPMENT TEAM

Lead Engineer	Richard Baker
Software Engineers	Frank Gigliotti, Jim Richmond, Mike Bienvenu, Sam Perera, Angus Henderson, Drew Powers, Mark Beardsley, Rick Weyrauch
Lead Artist	David Krueger
Art Director	Shawn Wright
3D Artists	Robert Gaines, Chris Oliver, Ben Groves, Mark Grigsby, Dave Wallin, Lewis Walden, Raymond Arriaga, Howard Hanna
Sound Designer	J.D. Smith
Music Support	Brendon Tennant
Producer	Jim Galis
Special Thanks	Dave Szymczyk, Wes Hoffman, Mahdad Ansari, Dave Gatchel, and all the others who make this possible.

NEED GAMEPLAY HELP? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!
In the **US**, dial **900-288-HINT** (4468). **95c** per minute.
In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.
If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

WARRANTY AND SERVICE INFORMATION

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE—Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025, Attn: Customer Support.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective Game Pak, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original Game Pak to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $30.00.

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

No hints or codes are available from (650) 628-4322. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

Software and documentation © 1999 Electronic Arts. All rights reserved.

Volkswagen trademarks, design patents and copyrights are used with the approval of the owner.



PROOF OF PURCHASE

BEETLE ADVENTURE

0-14633-07972-2

ISBN 0-7845-1898-X

