NUS-NCLE-USA

California SPEED™

INSTRUCTION MANUAL



MIDWAY®



Vimm's Lair

WARNINGS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY 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.

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

Midway Customer Support
(903) 874-5092
10:00am - 6:30pm - Central Time
Monday - Friday
AUTOMATED HELP LINE OPEN 24 HOURS A DAY

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.

THIS 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.

TABLE OF CONTENTS

Getting Started 3
Control Stick Function 4
Controller 5
Default Controls 6
Main Menu 7
Options 8
Series Race 9
Track Selection 10
The Tracks .....10 - 12
Track Options 13
Car Selection 14
On the Road .....15 - 16
Keep An Eye Out 17
Pause Options 18
Loading & Saving Data 19
Records 20
Credits 21
Warranty 22

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, the demo will begin. Press **START** to view the Main Menu.



CONTROLLER PAK MENU

Press and hold **START** upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller pak.

USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, press the **A Button** to move on.

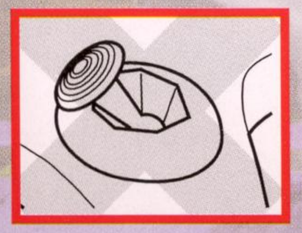
REMEMBER!

It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

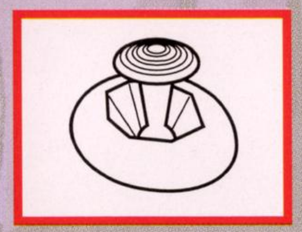
CONTROL STICK FUNCTION

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.

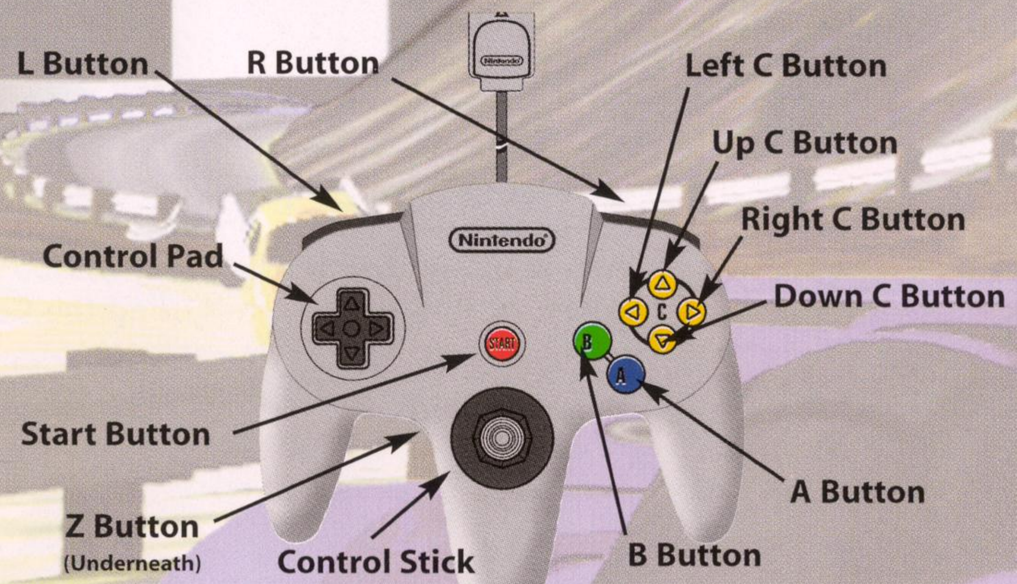


To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

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

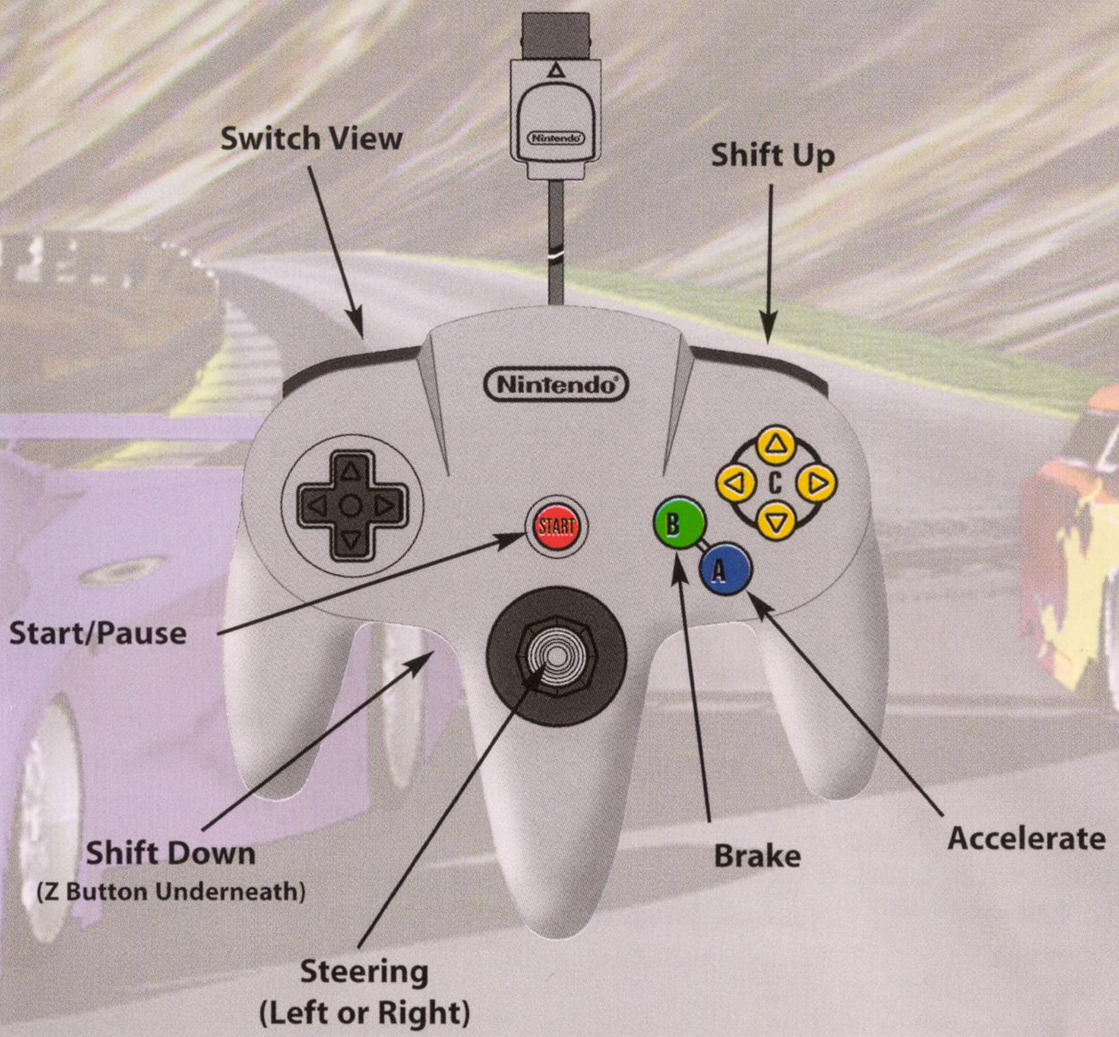
BEFORE YOU BEGIN YOUR GAME, FAMILIARIZE YOURSELF WITH THE CONTROLS.



MENU SELECTIONS

- Press **Up** or **Down** on the **Control Pad** to highlight menu items.
- Press **Left** or **Right** on the **Control Pad** to cycle options.
- Press the **A Button** to select an option.
- Press the **B Button** to go back to the previous menu.

DEFAULT CONTROLS



You can modify your controller any way you like (see **Controls**, pg. 8).

MAIN MENU



Press **START** during the Demo and again at the Title Screen to view the Main Menu. It displays several options to get you ready for the challenging tracks of ***California Speed***.

1 PLAYER

After you've selected this option, the **Race** option is available, allowing you to pick any selectable car and track for a nice, fast drive somewhere in California. Once you've selected **Race**, you'll view the Track Selection Screen (see **Track Selection**, pg. 10).

For information regarding **Load**, **Create** and **Delete** options, see **Loading & Saving Data**, pg. 19.

2 PLAYER

Race a buddy on a split-screen. Player 2 must press **Start** before this option can be selected. Select **Race** to view these three options:

SINGLE

Race a single race and try to cross the finish line before your opponent.

PRACTICE

Select any car and any track to practice your driving skills. You'll be all alone with 999 seconds of practice time. Practice will help prepare you for the **California Speed** Series, and you can spend some time looking for Shortcuts.

SERIES - See **Series Race**, pg. 9

After selecting one of the above options, the Track Selection Screen will appear (see **Track Selection**, pg. 10). For information regarding **Load**, **Create** and **Delete** options, see **Loading & Saving Data**, pg. 19.

OPTIONS

See **Options**, next page.

OPTIONS

California Speed has several options available to modify your controller or make changes to the game's Audio.

RECORDS

As you play the game and get better, your times will improve. Following a record breaking race, you'll be allowed to enter your name for display on the Records Screen (see **Records**, pg. 20). Hopefully, your name will one day fill the screen in every category!



CONTROLS

Make modifications to the controller for Player 1 or Player 2. After selecting this option, press the **Control Pad Up** or **Down** to select **Player 1** or **Player 2**, then press the **A Button** to view that controller's setup.

Press the **Control Pad Up** or **Down** to select the function you'd like to modify, then press **Left** or **Right** to view the available buttons for that function. Repeat the process for other functions.

When you select a button that is being used for another function, a red marker will appear. When this happens, you'll need to repeat this process to change the duplicate button to an available button. Otherwise, you cannot leave this screen.

AUDIO

Modify the game's default **Effects Volume**, **Music Volume**, and **Music Track** selection. Press the **Control Pad Up** or **Down** to highlight the option you want to change, then press **Left** or **Right** to make the change.

The **Music Track** option allows you to listen to a specific song as you drive.

Vimm's Lair

SERIES RACE



Race one of 5 types of racing tournaments using any of the available cars. You'll race on all available tracks, accumulating points toward a Series Championship. Game Options are preset and cannot be changed during your series race.

The **Light**, **Heavy** and **Sport** Series races take place over a several week period, racing each track 3 times total.You'll be awarded points for finishing well, and the winner is determined by the cumulative point total after the end of the series.

LIGHT

Race using only the lighter vehicles. Your opponents will also race only the lighter cars.

HEAVY

Drive only the heavier vehicles. Your opponents will also race only the heavier cars.

SPORT

Sports cars only! Drive any of the sport modeled cars against other sports cars.

STATE

This Series is modeled after the Arcade version of ***California Speed***. Select any car to race each of the tracks one time.

CALIFORNIA CUP

This Series race is more involved. You can select any car and race for the California Cup. You must place 3rd place or better to continue towards the championship. You'll be awarded points for the top 3 spots, and the winner is determined by the cumulative point total after all the tracks have been raced. As you move on in the California Cup, track weather and visibility conditions change to make things a little more challenging.

Following each race, cumulative Point Standings are displayed.

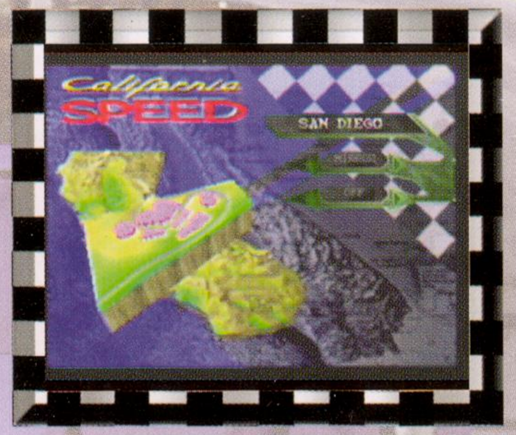
You can use a Controller Pak (see **Loading & Saving Data, pg**. 19) capability to save your series race information over a period of time.

TRACK SELECTION

California Speed includes 11 selectable tracks. In **Single** and **Practice** modes, you can select any track at the Select Track Screen. Press the **Control Pad Left** or **Right** to cycle through the available tracks.

Press the **Control Pad Down**, then press **Left** or **Right** to cycle the Track Options (see **Track Options**, pg. 13).

To adjust Track Options, press the **Control Pad Down** again, then press **Left** or **Right**. When you've selected your track and changed options, press the **A Button** to go to the Car Selection Screen (see **Car Selection**, pg. 14).



If you're playing in Series Race mode, the tracks will be selected for you. Because you're racing in an organized race, you'll experience different climates in which to race. The tracks are created from the 11 tracks, using the **Mirror** and **Weather** settings.

After you select your track, you'll go to the Car Selection Screen (see **Car Selection**, pg. 14).

THE TRACKS



CENTRAL VALLEY

Speed through the valley and into the Great Big Mall for a quick shopping excursion...REALLY quick.

THE TRACKS

HIGHWAY 1



Drive down the coast to Hearst Castle (with a cool alternate beach path). Stay out of the fountain!



LOS ANGELES

Race through the freeways and aquaducts of this endless concrete jungle. Don't argue with other drivers!

MOJAVE



Lovely desert scenery accompanies this hot romp through the dry wasteland. Is that really a giant UFO? The front door is open, take a ride inside!



MONTEREY

A pleasant drive, scorching the sand on the beach and into the famous Monterey Aquarium. Don't tap on the glass!

MOUNT SHASTA



Up, Up and away into a beautiful Volcano. Roll up the windows and use the AC, it can get a tad warm inside.

THE TRACKS

SAN DIEGO



Dash down to Tijuana and back to rip up the decks of an aircraft carrier. Make sure you salute to the commanding officer on your way by, but don't hit any jets. They're expensive.

SAN FRANCISCO



A cool ride over the Bay Bridge, as well as a trip over (we do mean "OVER") the Golden Gate Bridge. The steep hills of the city allow for some cool jumps, too.

SANTA CRUZ



Through the streets of the beautiful coastal city, over the boardwalk, and onto the giant, old-time roller coaster. Try driving over with NO hands!

SILICON VALLEY



A speedy tour through the heart of the valley and into a giant computer. Now you can get a real close up look at that silicon.

YOSEMITE



Make your tires screech on some tight, hairpin mountain turns, viewing beautiful Yosemite waterfalls and the high Sierra mountains. You might ACTUALLY have to use the breaks on this one.

TRACK OPTIONS

Make changes to the Track Options available on the Track Selection Screen (see **Track Selection**, pg. 10). To adjust Track Options, press the **Control Pad Down** again, then press **Left** or **Right** to cycle the settings.



MIRROR

When selected, the **Mirror** option will change the tracks to a mirror image of the game's default track setting. Right turns become left, and left turns become right turns, so don't be fooled by the change in the terrain.

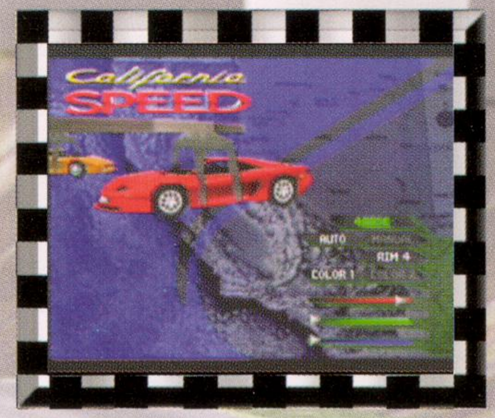
TRAFFIC

You can choose the amount of traffic you want cluttering the roads as you zoom along. Select **NONE**, **Light**, **Normal** or **Heavy** traffic.

DRONES

You can select the number of competing drones for each race. Select from **1** to **7** drones to race against.

CAR SELECTION



There are 11 selectable vehicles to choose from in ***California Speed***. The Car Selection Screen displays the current car selected, as well as a few options that let you customize your car.

Press the **Control Pad Left** or **Right** to cycle through the cars. Select a car that fits your style of racing.

Press the **Control Pad Down** to access the Car Options. Press Left or Right to select **Manual** or **Auto**(automatic) transmission. Press **Down** again to highlight the **Rim** options, then press the **Control Pad Left** or **Right** to select a set of rims.

CHANGING CAR COLOR

To change the color of your car, press the **Control Pad Down** to access the Color option. You can select **Color 1** or **Color 2**, then change the Primary and Secondary colors of your vehicle.

To change a color after selecting **Color 1** or **Color 2**, select each color's slider and move it left or right. The color of your car will change as you move the sliders.

When you're all set, press the **A Button** to begin your race.

NOTE

The car you select for your **Series Race** may be changed between races.

ON THE ROAD



You may not want to take your eyes off the road very often, but you'll have to work that out. As you race, there's some important on-screen information to take a glance at now and then.

TIME ELAPSED

Your cumulative race time is displayed as you race.

SPEEDOMETER

Your current speed is displayed in Miles Per Hour. Certain turns and shortcuts are better negotiated at certain speeds. Make a note of your speed when you're successful with turns and shortcuts. Then you can push the envelope a bit and increase your speed.

TIME REMAINING

The **Time** displayed at the top portion of the game screen counts down as you race. When this time runs down to **0**, the race is over. Each time you pass a checkpoint, bonus time is added so you can make it to your next checkpoint. The amount of time added is based on the difficulty involved in moving from one checkpoint to the other.

ON THE ROAD



TACHOMETER

Your tachometer displays your car's **RPM**. It's displayed in three colors: **Green** (Safe), **Yellow** (Caution) and **Red** (Critical). It's best to shift when the tachometer reaches the orange or red.

RADAR MAP

This display proves very useful as you race. It shows your opponent's position in relationship to yours. Opponents appear as colored rectangles on the **RADAR** map. Your rectangle is the color of your car, and your opponents rectangles are the color of their car.

POSITION

As you race, your position is updated constantly. If your screen says 3, it means you're currently in third place. Try to put a 1 up there.

CURRENT GEAR

When your transmission is set to **Manual**, you can monitor the gear you're using by looking at this display.

Vimm's Lair

KEEP AN EYE OUT



CHECKPOINTS

Checkpoints are positioned at various places on the track. You'll need to continually pass through checkpoints to finish the entire race. You receive bonus time whenever you pass a checkpoint.

SHORTCUTS

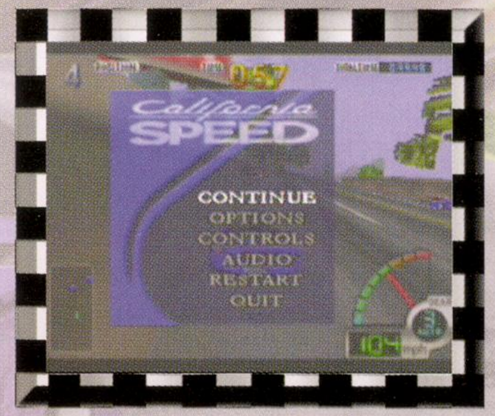
As you drive keep an eye out for suspicious-looking roads that seem to lead somewhere beyond your sight. A ramp is a good indication that you've found something worth checking out. Remember, a shortcut is only a shortcut if it's negotiated properly.

OTHER TRAFFIC

Nothing spoils a nice clean run like a head-on or rear-end collision. Watch out for traffic as you fly down the road. You'll be going so fast, they'll just appear in front of you without warning. Be quick with that steering wheel.

PAUSE OPTIONS

At any time during the race, press **START** to pause the game and view the Pause Options menu. Press **START** again to resume the race. Press the **Control Pad Up** or **Down** to select an option, then press the **A Button** to select it.



OPTIONS

Make a limited number of changes to your game's Options. See **Options**, pg. 8, for more details.

CONTROLS

You can modify your controller configuration the way you want, even during your race. See **Controls**, pg. 8 for details.

AUDIO

Make changes to the audio settings. See **Audio**, pg. 8 for instructions on making changes to the Audio settings.

RESTART

If you find yourself falling too far behind, choose Restart to start the race over again.

QUIT

To totally give up on the current race, make this selection.

LOADING & SAVING DATA

LOAD



If you've created a name and saved it to your Controller Pak, you can use this option to load that name the next time you want to continue your Series race. To load data:

Select the controller you're using. Any saved names will appear on-screen. Select the name (data) you want to load. After you've loaded the data, select **Race** then **Series** to continue your series.



CREATE

With a Controller Pak inserted in your controller, you can enter your name and create a player. Series results will be saved to your name as you complete races, as well as your car selection and last track played.

To create a player:

Select the controller you're using. Press the **Control Pad Up**, **Down**, **Left** or **Right** to highlight a character, then press the **A Button** to select it. Repeat the process until the name is complete. Select **SPC** to add a space, **DEL** to delete a character and **END** to enter a completed name. You must then select that name using the Load option each time you want to continue your Series race.

DELETE

In some cases, you may want to delete a name you entered at an earlier time. Select **Delete**, then select the name you want to delete. That data can then be removed to make room for other data in the future.

RECORDS



From the Main Menu, select **Records** to view the Records Screen. With a Controller Pak inserted in the controller, you can select and view your track speeds. If you do not have a Controller Pak, you can still view the times, but they will not be saved after you power down or reset your Nintendo 64.

Press the **Control Pad Left** or **Right** to cycle through tracks and their recorded times.

NOTE

The Records table displays only the top 5 times for all races, so make the most of your speed!

CREDITS

CALIFORNIA SPEED TEAM

PROGRAMMERS
Halldor Fannar, Scott Reeser & Brian Lee

ARTISTS
Glenn Wippich, Morgan Godat, Will Kerslake & Giezi Bermudez

PRODUCER
Robert Daly

ASSOCIATE PRODUCER
Michael "Kruzer" Kruse

EXECUTIVE PRODUCER
Bill Hindorff

MUSIC
Barry Leitch & Pablo Buitrago

PRODUCT MANAGER
Wallace Poulter

TEST MANAGER
David Ortiz

PRODUCT ANALYSTS
Larry Cadelina, Mario Guevara & Jose Amparan

DRONE PATHING
Fredric Mora

LEAD TESTERS
Richard Magsayo & Brian Benson

TESTERS
Mohammad Ahmed, Alex Beran, Jason Cole, Kevin Dines, Steve Foge, Pele "The Island" Gaoteote, T. Lewis, Richard Pascual, Clinton Perez, Rob Reininger, Alfredo Sanchez, Joffrey Suarez, Chris Thornton & Charles Ybarra

PRINT DESIGN & PRODUCTION
Debra Austin, Gary Gonzales, Andy Lycke, Jon Mongelluzzo, Chris Mowry, Erin Shems, Chris Vine & Dave Young

SPECIAL THANKS
Randy Davis, Dan Van Elderen, Deborah Fulton, Tox Gunn, Debra Heinz, Mike Kelly, Ed Logg, Dave O'Riva, Steve Ritchie, Maribel Santa Cruz, Todd Papy, Andy Karn, Mikey Alexander and the many more who made this game possible.

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. 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 Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

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 Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. 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 MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. 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 which vary from state to state.

MIDWAY HOME ENTERTAINMENT INC.
P.O. BOX 2097
CORSICANA, TX 75151-2097

MIDWAY CUSTOMER SUPPORT
903 874-5092
10:00AM - 6:30PM / CENTRAL TIME
MONDAY - FRIDAY
AUTOMATED HELP LINE OPEN 24 HOURS A DAY
WWW.MIDWAY.COM

MIDWAY HOME ENTERTAINMENT INC.
P.O. Box 2097
Corsicana, TX 75151
www.midway.com

CALIFORNIA SPEED ™ & © 1997, 1998 Atari Games Corporation. All rights reserved. MIDWAY and the M IN A CIRCLE DESIGN are trademarks of Midway Games Inc. Distributed under license by Midway Home Entertainment Inc.

PRINTED IN U.S.A.

Vimm's Lair