

NINTENDO 64

N64 Controller Pak™ Needed to Save Game Data

Designed For N64 Rumble Pak™

1-2 Player/Simultaneous

Official Nintendo Seal of Quality

EVERYONE
E
CONTENT RATED BY ESRB

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HOT WHEELS® TURBO RACING

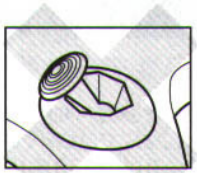
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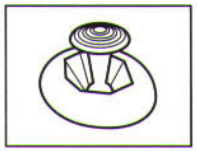
CONTROL STICK FUNCTION

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.

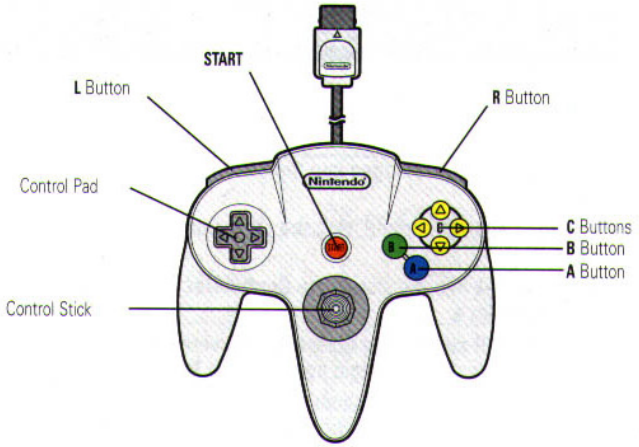


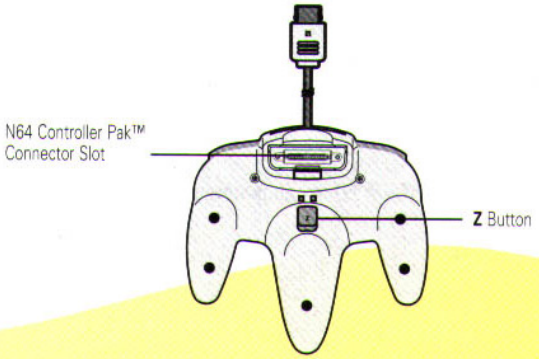
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



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 Game Pak 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. After choosing to play with or without a Controller Pak, the EA logo screen appears, followed by the *Hot Wheels® Turbo Racing* title screen.
7. At the *Hot Wheels Turbo Racing* title screen, press **START** to advance to the Main menu (➤ p. 7).

BASIC COMMAND SUMMARY

ACTION	CONTROL
Turn Left/Right	Control Stick ↔
Accelerate	**A**
Brake/Reverse	**B**
Hand Brake	**R**
Turbo	**Z**
Stunts	Control Stick ↕ (In Air ↔)
Barrel Roll	**R** + Control Stick ↔ (In Air)

For a more detailed list of commands, ➤ On the Track on p. 10.

HOT WHEELS® ROCKS!

Power. Performance. Attitude. For over 30 years, these characteristics have been associated with Hot Wheels, one of the world's most popular toy lines. Now with *Hot Wheels Turbo Racing*, it's your chance to get behind the wheel of some of your all-time favorites, including the Twin Mill™, Red Baron™ or many other Hot Wheels cars. Hot Wheels has defined high-speed stunt racing action for countless fans, and now you can race some of the most powerful Hot Wheels cars in three wild worlds where daredevil tactics, breakneck speed, and bone-jarring crashes combine for epic racing fun. Hit killer mid-air tricks, flips, barrel rolls, 360's, you name it! Shortcuts, hidden cars, power-ups, and multi-player modes enhance your racing excitement. It's hot cars and hot racing action. It's Hot Wheels.

KEY FEATURES

40 Classic Hot Wheels cars—Each car has its own unique racing style!

3 Ways to Win—Speed, stunts, or crash other cars off the road!

Killer Stunt Moves—360's, barrel rolls and mid-air spins!

Classic Hot Wheels tracks—Race the Corkscrew, Dash 'n Crash, and more!

3 Fantasy Worlds—Packed with shortcuts, hidden cars, and power-ups!

Multiplayer Action—Race head-to-head with your friends!

Airtime Challenge mode—Compete for trick points in the half-pipe!

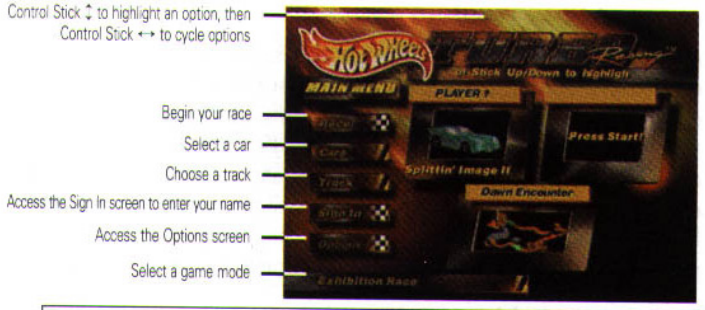
Hard-driving Soundtrack—*Mix Master Mike, Meat Beat Manifesto, Reverend Horton Heat, Primus, Link Wray and more!*

For more info about this and other titles, check out EA on the web at www.ea.com.

GETTING STARTED

MAIN MENU

Set up your game at the Main menu.



NOTE **Default settings in this manual appear in bold type.**

MODE

Select a game mode to race in.

EXHIBITION RACE Take part in an all out race against a friend or the CPU. ➤ *Exhibition Race*, p. 15.

AIRTIME CHALLENGE Compete in an aerial acrobatics display in a battle for points. ➤ *Airtime Challenge*, p. 15.

HOT WHEELS CUP Put your skills to the test in the ultimate driving competition. ➤ *Hot Wheels Cup*, p. 15.

PRACTICE Fine tune your race driving skills on any available track. ➤ *Practice Race*, p. 17.

PRACTICE AIRTIME Sharpen your stunt driving prowess on any available track. ➤ *Practice Airtime*, p. 17.

Cars

Choose from an array of classic Hot Wheels road machines. Each car has it's own unique strengths and weaknesses. Experiment with each to find the one that best suits your driving style. Collect hidden cars scattered throughout the various worlds or win the Hot Wheels Cup series to unlock new dream machines. Increase your vehicle collection so you can choose the best car for each track!

As you race, you'll find that different strategies can be applied to the various vehicles. Some vehicles are extremely fast and can simply outpace the competition. For instance, the Twin Mill is easily the King of Speed, leaving all competitors in the dust. Others, like the Go Kart, are built for stunts and tricks, which earn extra Turbo Boosts. And finally, the large and heavy vehicles like the Supervan are capable of smashing the competition by battering anything that gets in their way. Imagine going head-to-head with 5000 pounds of terror! So always play to your vehicle's strengths.

Track

Race a familiar Hot Wheels track! Each track has multiple paths and shortcuts, so keep your eyes open for the best paths and areas to perform stunts in.

➥ To begin your race, press **START** or highlight **RACE!**, then press **A**.

Sign In Screen

Enter your name for record-keeping purposes.

To enter your name:

1. Control Stick to highlight a letter or number, then press **A** to select. The selected character appears in the Player Name box.
   - ◆ Player names may be up to ten characters long.
2. When you have entered the desired name, highlight DONE and press **A**. The Main menu appears.

Options Screen

Choose gameplay options.

DIFFICULTY	Control Stick ↔ to set the difficulty level of the CPU-controlled racers.
MUSIC	Control Stick ↔ to set the volume level of the music.
SOUND FX	Control Stick ↔ to set the volume level of the sound effects.
VOICE-OVER VOLUME	Control Stick ↔ to set the volume level of voice-overs.
CONTROLS	Access the Controls Screen to set play controls. ➤ below.
HI-SCORES	Access the Hi-Scores screen to view the best times and scores. ➤ p. 10.
CREDITS	View the game credits.
BOOMBOX	Control Stick ↔ to select the music you want to hear: RANDOM, DEFAULT, and SELECT.
SONG	When SELECT is highlighted in the Boombox option, the Song option appears. Control Stick ↔ to select the song you want to play during your race.

NOTE **Even when set to the lowest level, Sound FX still plays on menu screens.**

CONTROLS SCREEN

Access the Controls screen to view the command button for each racing action. You can remap the buttons if the default configuration doesn't fit with your racing style.

To remap a control function:

1. Control Stick ↕ to highlight the action you wish to change, then press **A**. The "Choose" text appears.
2. Press the button or Control Stick direction you wish to use for the action. The new control function symbol appears.

➥ To return to the Options screen, press **B**.

HI-SCORES SCREEN

The Hi-Scores screen contains the best race times and point totals for each track, as well as a list of the Top Cup Winners. How do you rank against the best?



➥ To return to the Options screen, press **B**.

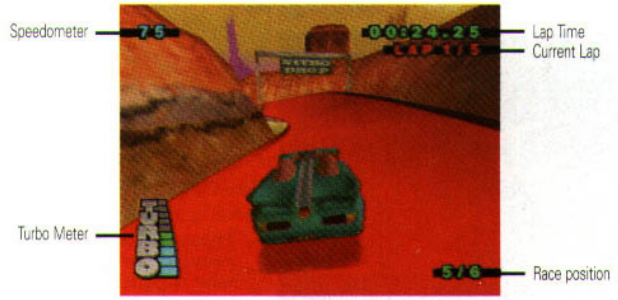
ON THE TRACK

Your race loads with your Hot Wheels car idling at the starting line. When the countdown ends, hit the accelerator and see what your Hot Wheels dream machine can do!

Default Driving Commands

➥ To **accelerate**, press **A**.
➥ To **steer** left/right, Control Stick ↔.
➥ To **brake**, press **B**.
➥ To **reverse**, press and hold **B**.
➥ To cycle through **camera views**, press **C▼**.
➥ To toggle all **on-screen gauges ON**/OFF, press **C◀**.
➥ To activate the **Panic button**, press **C▶**.
➥ To activate **Turbo Boost**, press **Z**.
➥ To pull the **emergency brake**, press **R**. Use this for tight turns and power slides at high speeds.
➥ To perform a **barrel roll stunt**, while in the air, press **R** and Control Stick ↔.
➥ To perform a **backflip stunt**, while in the air, Control Stick ↓. To perform a **front flip stunt**, while in the air, Control Stick ↑. To land safely, Control Stick in the opposite direction of your spin.
➥ To perform a **spin stunt**, while in air, Control Stick ↔.

Display/Game Screen



Pause Menu

➥ To access the Pause menu, press **START** during gameplay.
➥ Control Stick ↕ to select an option, then press **A** to select.

CONTINUE	Resume the race.
RESTART RACE	Start the race over.
OPTIONS	Access the Options menu to adjust **SOUND VOLUMES** or the BOOM BOX. To return to the Pause menu, press **B**.
ABORT RACE	End the race and return to the Main menu.

Race Results

At the end of the race, the game displays a Race Summary overlay and shows a highlight reel of the best stunts and crashes from your race.

➥ To advance to the Main menu, press **A** or **START**.

STUNTS

Stunts play an important role in *Hot Wheels Turbo Racing*. A stunt is a specific trick that you pull off in midair. Besides the fact that they look cool, they can also be used to collect Turbo Boosts. In addition to stunts, you also are credited for the airtime you get on a jump. The better the hang time, the more Turbo Boosts you get.



The stunt you perform is always displayed onscreen, but sometimes your airtime is not. However, the Turbo Boosts credited to you are always based on the stunt performed + airtime.

EA Tip: **Obtaining and using Turbo Boosts is the key to winning races. Without them, most cars don't stand a chance.**

To pull off a stunt:

1. Build up your speed and hit an inclined surface to catch some air.
2. In the air, use the Control Stick to maneuver your vehicle.

EA Tip: **Only clean landings count, so don't hit any walls while performing a stunt or you won't get the credit you deserve.**

- In Practice Race, Exhibition Race, and Hot Wheels Cup modes, stunts are performed to gain Turbo Boosts. The more complicated the stunt and longer the airtime, the more Turbo Boosts you receive.
- In Practice Airtime and Airtime Challenge modes, stunts are performed to gain both Turbo Boosts and points. The more complicated the stunt and longer the airtime, the more Turbo Boosts and points you receive.

STUNT TYPES

There are four basic types of stunts that you can perform.

AIRTIME For this stunt type, you are rewarded for the length of time you spend in the air. The longer the air, the more turbos are added to your Turbo Meter. For example, a Compressed Air stunt is worth a single Turbo Boost, while a Nuclear Air stunt is worth more.

FLIPS These stunts consist of basic backflips or front flips. Nail multiple flips on a single jump to score more Turbo Boosts.

SPINS Similar to the flips, spins in the air, or tabletops, are measured by the number you can pull off before hitting the ground.

ROLLS Rolls are more advanced stunts. To nail barrel rolls, use the emergency brake and Control Stick in tandem.

- Stunts can also be chained together in combinations. For example, perform a 360-degree spin in one direction, then immediately perform a second in the opposite direction to complete a Nac Nac. The maximum number of Turbo Boosts you can be awarded for any combo is 10.

POWER-UPS

Spread throughout each race track are a number of useful power-ups that temporarily boost your vehicle's performance. Only one power-up can be used at a time.



CAR OF STEEL: *Temporarily provides your vehicle with maximum durability. This is useful for ramming into other cars.*



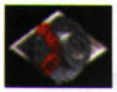
GYRO: *Enhances your vehicle's ability to perform stunts by allowing it to spin like a top.*



RUBBER CAR: *Forces cars that bash into you to harmlessly bounce off.*



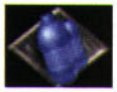
STICKY TIRES: *Improves the grip of your vehicle's tires.*



SUPER BRAKES: *Significantly improves your braking ability, allowing you to stop on a dime.*



SUPER HANDLING: *Increases the grip, downforce, engine power, and center of gravity of your vehicle resulting in greater handling capacity.*



TURBO BOOST: *Collect to add more turbos to your Turbo Meter.*



4X4: *Allows your vehicle to drive through the slippery or muddy shortcuts without being slowed down.*

TURBO METER

The Turbo Meter displays the number of available Turbo Boosts you possess. You begin with a set number of Boosts, and with every trick you successfully perform, you earn extra Turbo Boosts. Use the Turbo Boosts to gain ground on the leading racers. The more you collect, the better your chances for victory.

GAME MODES

With a mix of white-knuckle racing, demolition driving and high-flying stunts, Hot Wheels Turbo Racing offers five unique play modes.

Exhibition Race

One or two players participate in one complete race. Test your track knowledge and driving skills against a single human competitor or a field of computer-controlled racers.



In Two-Player Exhibition or Practice mode, only the number of Turbo Boosts appears after completing a stunt.

Airtime Challenge

A one- or two-player stunt battle. In one-player mode, the player races against the clock to score the most possible Trick points in a given amount of time. In two-player mode, players go head-to-head to see who can score more Trick points. The driver that accumulates more points is declared the winner. In Two-Player Airtime Challenge mode, only points will appear onscreen.

Hot Wheels Cup

A prestigious racing tournament made up of a series of various tracks. The better you perform in a race, the more points you earn. At the conclusion of the event, the driver with the most points wins the Hot Wheels Cup.

➥ To enter the Hot Wheels Cup, highlight HOT WHEELS CUP on the Main Menu screen, then select ENTER CUP!. The Hot Wheels Cup screen appears.

HOT WHEELS CUP SCREEN

The Hot Wheels Cup screen appears before each race.



Hot Wheels Cup mode offers a number of different racing circuits to compete in. Finish first in the Hot Wheels Cup series and unlock hidden cars, tracks, and more!

➥ To begin your race, highlight **RACE!** and press **A**.

NOTE **In Hot Wheels Cup mode, Track options cannot be adjusted.**

STANDINGS SCREEN

Upon completion of a race, the Standings screen appears. The Standings screen displays the current position of each competitor in the race for the Hot Wheels Cup.



PRACTICE

One or two players race any available vehicles unopposed through any available track. Use this opportunity to learn the Hot Wheels tracks and discover the fastest route to the finish line, including shortcuts that help you compete against faster cars.

PRACTICE AIRTIME

Practice Airtime mode is a stunt-training mode. As in Practice Race mode, you have any available courses to yourself to perfect sick tricks and psychotic maneuvers. Experiment with different vehicles to find the best areas to launch your wicked stunts.

SAVING AND LOADING

In order to save Hot Wheels Cup mode progress, options, and records, you must have a Controller Pak in Controller 1 (or in Controller 2 if using a Rumble Pak™) before you start *Hot Wheels Turbo Racing*. When you start the game with enough room on your Controller Pak, a twenty-eight-page memory file is created.

NOTE **Both Controller 1 and the controller that the Controller Pak is in have control over the Options screen.**

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 *Hot Wheels Turbo Racing* memory file, your options, records, and progress in Hot Wheels Cup mode are automatically saved.

NOTE **The game will continue to track and store options and records on the default Controller Pak if you choose to load a file from another Controller Pak.**

Only one *Hot Wheels Turbo Racing* file can be saved on each Controller Pak. If you choose to overwrite the existing user profile to start a new Championship, your existing file is lost. All Controller Paks must have a game file in order to Save.

Password Screen

Continue a Hot Wheels Cup series without a Controller Pak.

➥ To find a password, complete a race in Hot Wheels Cup mode.

To enter a password:

1. Highlight PASSWORD Main Menu screen, and press **A**. The Password screen appears.
2. On the Password screen, use the Control Stick to highlight a character, then press **A** to select.
3. When the appropriate password is entered, highlight DONE, then press **A** to confirm your selection.

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Published by: MPistel Music (BMI)

"Eclectic People"
Written and Performed by: John Corrigan (aka "Meat Beat Manifesto")
Published by: Windswept Pacific Songs
Courtesy of John Corrigan (aka "Meat Beat Manifesto")

"Hamster Style"
Written and Performed by: Primus
Published by: Sturgeon Publishing
Courtesy of Interscope Records, under license from Universal Music Special Products

"Here Kitty Kitty"
Written and Performed by: Kelp
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"Mandragora"
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"Pride of San Jacinto"
Written and Performed by: The Reverend Horton Heat
Published by: Horton House Publishing
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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.

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