NUS-NLCE-USA

# INSTRUCTION BOOKLET

# automobili Lamborghini™



SOLD BY

TITUS

KIDS TO ADULTS

CONTENT RATED BY ESRB

NINTENDO 64

Vimm's Lair

## 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.

The trademark Automobili Lamborghini™ and Diablo™ is owned by, and used under license from Automoili LamborhiniTM S.p.A. Italy. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of Ameria Inc. © 1996 Nintendo of America Inc. Titus, Titus the Fox and the Titus logo are registered trademarks of Titus. All rights reserved.

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

**MENUS** 3

Game 3
Sound 3
Controllers 4
Arcade 5
Championship 5
Single Race 6
Time Trials 7

**RACE** 9

Controls 9
1, 2, 3 &t 4 Player Modes 10-12
Pause Menu 12
Name Menu 12
Control Stick Function 13

# MENUS

After the copyright page, press START to display the main menu:
- You can select the number of players in accordance with the number of connected controllers (from 1 to 4).
  In multiplayers mode, the first player to press START, will manage the menus.
- You can choose to go on to the options or records screens.




## THE OPTIONS

On each menu, press "Done" to validate your selected controls.




## GAME

On the menu, using the A button, you can adjust:
- the degree of difficulty(novice or expert)
- speed in kilometers/hour or in miles/hour.
- Back markers (car positioning): in real or accelerated speed. The advantage of this option is to boost the speed of the cars not in first place, thereby increasing the competition.

This option is available only in multiplayers mode. Only the cars driven by the players are effected. The computer cars do not change.




## SOUND

You can adjust the volume level by pressing the the arrows on your screen with the A button:
- music
- sfx (sound effects)





## CONTROLLERS

- In multiplayers mode, each player can enter their own parameters for N64 controller.
  Attention! Only the player who has pressed START controls the menus. So, with that controller, each player must adjust his own controller (player 1, socket 1; player 2, socket 2; etc).
  You can choose:




- controler type: N64 controller
- the control stick sensitivity:
  - full analog: your paddle will react immediately to your moves.
  - semi analog: your paddle will be slower to react to your moves

## CREDITS

See the team who realised Lamborghini "64"




In this menu, players can:
- save scores depending on kind of race or lap.
- remove scores

## RUMBLE PAK INFORMATION

Lamborghini Automobili is compatible with the Rumble Pak accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklets carefully. Follow the onscreen instructions to determine when you should insert or remove the Rumble Pak.

Vimm's Lair




DIFFERENT RACES

On the "RACE" screen, you can choose between 4 differents modes (only in 1 or 2 players mode). To select, use the A or START button:




## ARCADE

Based on the popular arcade gameplay format. The player or players will have a short amount of time to pass from one checkpoint to the next. By passing a checkpoint a preset amount of time will be added to the current time remaining. The number of laps will be limited, and the first player to cross the finish line, or the player in highest position when time runs out will win. In the case of single player mode, the object is to finish in the highest position possible, or in first place with as much time remaining as possible.
You can choose to participate in :

- 3 simple races: Basic Series
- 3 difficult races: Pro Series

## CHAMPIONSHIP

Tournament mode involving races over several circuits. Players score points based on their position at the end of each race. After racing on all the circuits selected, the scores are totaled to determine the winner. For single players, the goal is to score the most points possible.





Press "reset" to participate in "standard" championship (indicated on top right screen)
- If you win the "standard Championship" in "Expert" difficulty, you will be allowed to race all the tracks in reverse direction (in any mode)




You can also create a "custom" championship (indicated on top right screen), by choosing:

- race number
  - select "add" to add a race to the selected one. If "add" is grey, you have reached the maximum number of races.
  - select "remove" to remove a race you don't want to participate in.
- the circuit
- lap number
- whether or not to use pitstops.
- circuit direction (normal or reverse If you manage to win the "standard Championship" in "Expert" difficulty).

## SINGLE RACE




The players race for position only, there are no checkpoints or time limits. The player who crosses the finish line first wins. For single players the goal is to beat the computer cars, arriving first or in the highest position possible.
In this kind of race, you can select

- the circuit and its total number of laps
- pit stops (to replace tires or to fill up).
- whether or not to use pitstops.
- the direction (if you win the "standard Championship" in "Expert" difficulty).

Vimm's Lair

## TIME TRIALS

Basically a practice option, where the player races alone on a circuit against the clock. Tables of record times are kept and displayed against actual race records.




Pitstops are available in 'Championship" and "Single Race" modes. A message will be displayed on screen when your car needs a pitstop. The "Low fuel" message will be displayed when the fuel level is below 30%.

During a race, if you want to make a pitstop, drive your car to the entry:

**Add fuel:**

- Guide the control stick to fill your tank. By going up and down, keep the marker in yellow area to perform the operation as quickly as possible (if you pass to the red area, the filling will stop and you will loose time).
- Control the level using the fuel gauge.
- When you reach the desired quantity, press B to stop the fuel pump (Stop is automatic when tank is full). Then the tire change is engaged.




**Change tires:**

- You control the speed of the tire change. Make quick clockwise rotations with the Control Stick (as indicated with the arrows).








In the "Single Race" and "Time Trials" modes, when you have chosen the kind of race, you have access to the "circuit" menu.




**Then, you can choose:**

- between 6 differents circuits: use the arrowed buttons to choose a circuit. To select it, move to "select" and press A button.
- the race direction (only available after winning the "standard Championship" in "Expert" difficulty)

**With "Single Race" mode, you can also choose:**

- whether or not to use pitstops
- number of laps

Vimm's Lair




When a circuit is selected, each player has to choose his "Car". At the beginning of the game, only 2 cars can be chosen. But you can win additional cars:

- 2 by winning the simple Arcade mode.
- 2 by winning the difficult Arcade mode.

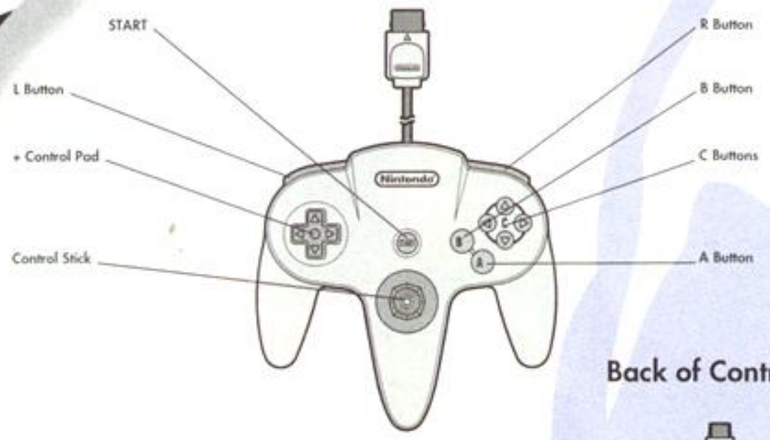
Use the arrow buttons to choose your car.

- The Gear Box can be manual or automatic. Use the A button to select.

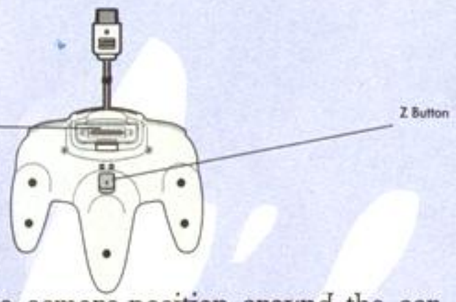
Press "select" to start the game.

# RACE

## N64 Controller™




### Back of Controller




## CONTROLS

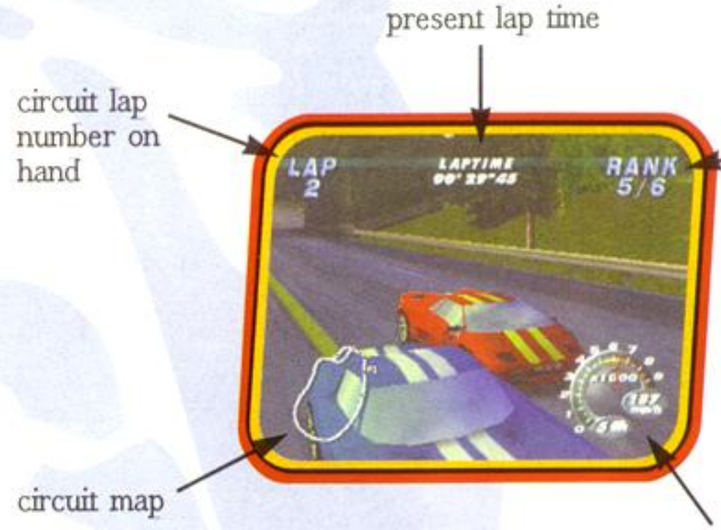
- control stick: controls your steering wheel
- A or Z button: boost
- B button: brake
- control pad (on the left): controls the camera position around the car.
- yellow button to the right: handbrake
- R button: in manual gear box, changes to the higher gear
- To change to a lower gear, use the C button
- For less sensitive play control, try "semi-analog" mode in "controllers" menu.





DASHBOARD

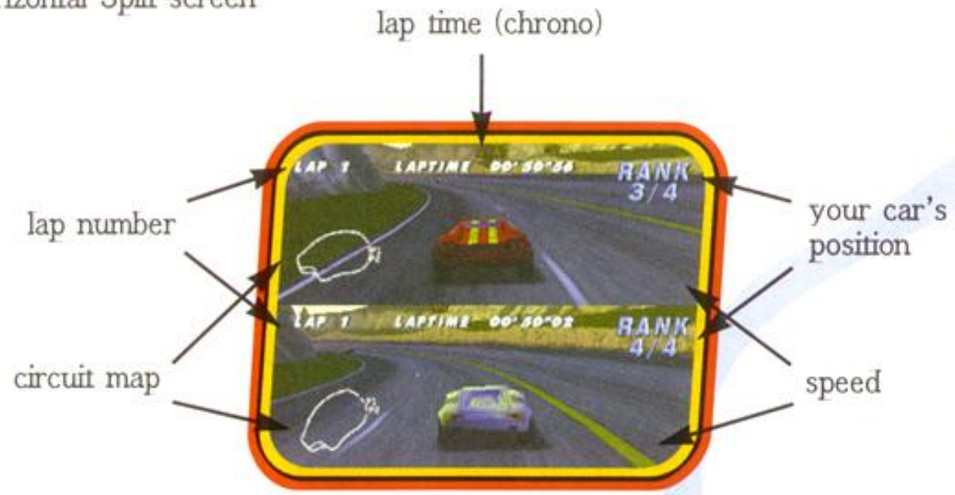
## 1 PLAYER MODE




Vinn's Lair

## 2 PLAYER MODE

Horizontal Split screen




Vertical Split screen

- on the bottom center: circuit map for each player.
- on the bottom: speed, RPMs and present gear.
- on the top: lap time (chrono) and your car's position (compared to the other competitors).




## 3 PLAYER MODE

Screen is split in 4 parts. The circuit card is in the bottom right corner.





## 4 PLAYER MODE

Screen is split in 4 parts. The circuit card is on the center of the screen.




## PAUSE MENU

Push START or A button to select your choice.

- continue: to restart.
- viewer: to look around the car by using the control stick.
- quit: to quit the game.

- In "Championship" mode, additional choices are available
  - to restart a race on hand
  - to retire one race
- In 2 players mode
  - to change the screen's display (vertical or horizontal split)

In multiplayer mode, the player setting of the pause will control the menus.




## NAME MENU

You can enter your name:
Choose each letter with the control stick and select it by pressing A button.

If you want to make a correction, press the "Delete" button, it will remove the last letter on the screen.

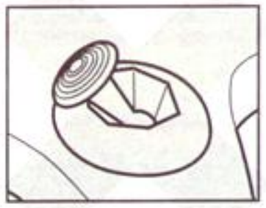



Vinm's Lair

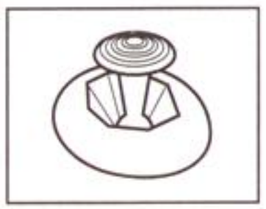
## CONTROL STICK FUNCTION

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 it's 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.



## WARRANTY AND SERVICE INFORMATION

LIMITED WARRANTY

Titus warrants to the original purchaser of this Titus product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Titus program is sold "as is", without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

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 Titus product has arisen through abuse, unreasonable use, mistreatment or negect.

THIS WARRANTY IS IN LIEU OF ALL OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE THAT SHALL BE BINDING ON OR OBLIGATE TITUS. 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 TITUS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESION, USE OR MALFUNCTION OF THIS TITUS SOFTWARE PRODUCT.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited any federal, state or municipal law which cannot be preempted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

TITUS SOFTWARE CORP., 20432 CORISCO ST., CHATSWORTH, CA 91311
818-709-3692

Vinnie's Lair



TITUS
20432 CORSICO ST.
CHATSWORTH. CA 91311. U.S.A.

PRINTED IN JAPAN

Vimm's Lair