NUS-NV3E-USA

# Micro Machines® 64 TURBO

THE ORIGINAL SCALE MINIATURES



## INSTRUCTION MANUAL

EVERYONE
E
CONTENT RATED BY ESRB

MIDWAY

NINTENDO 64

Vimm's Lair

# WARNING

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.

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**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.**

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# TABLE OF CONTENTS


GETTING STARTED .....3
CONTROL STICK FUNCTION .....4
CONTROLLER .....5
GAME CONTROLS .....6
MAIN MENU OPTIONS .....7 - 15
CHARACTER SELECTION .....16
SCREEN ICONS .....17
BONUS POINTS SYSTEM .....18
LOAD/SAVE CHARACTERS .....19
POWER UPS .....20
HALL OF FAME .....21
NOTES .....22 - 26
CREDITS .....27 - 28
WARRANTY .....29 - 30

# 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

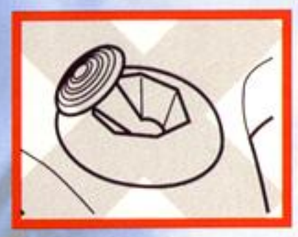
Press and hold **START** upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller pak.



# 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.





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# CONTROLLER

Displayed below is the default button configuration. Controlling your vehicle in Micro Machines® 64 Turbo is easy, but like everything, it takes practice to become an accomplished player. Here are the default controls used for the Nintendo 64® Control Pad.




## MENU SELECTIONS

- **Up**, **Down**, **Left**, & **Right** to highlight options
- Press the **A Button** to select options
- Press the **B Button** to return to a previous menu.



# GAME CONTROLS

Here are the default control settings for Micro Machines 64 Turbo. These settings for the Controller Pad are the same for all players.




If you have collected any of the special Power Up Weapons, the Horn/Fire Weapon Button will activate the weapons. You will have no Horn when you have weapons.




Choose the kind of game you want to play. The options available are listed below. If you've been playing for a while and elect not to race again, you'll be taken back to this screen. In this situation, you'll see a **Bypass** option. It will let you skip this menu, and go directly to the last played game mode.

## 1 PLAYER

The following single player options are available:

### Head to Head

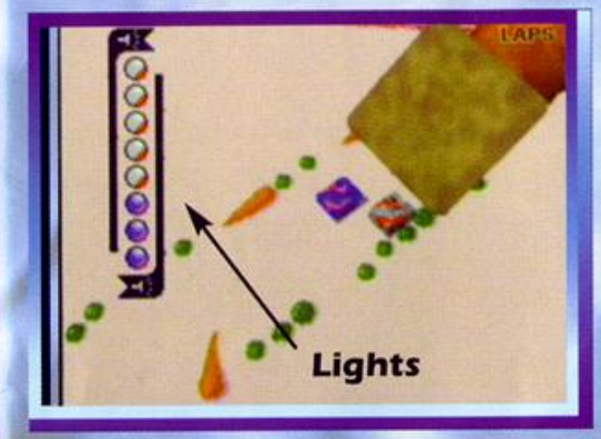
It's you versus a computer controlled opponent, racing through a set of tracks which are represented in groups of difficulties. There are three groups available at the start, Beginners, Tricky, and Difficult. After you have completed all three groups, you will have earned access to another group of difficulty. There are six levels of difficulty in all.







Each time you complete a group, you'll be awarded a 'Prize Car'. These cars can be kept when your character is saved. These cars can be used in the **Test Drive** (see pg. 15) and **Keepsies** (see pg. 14) modes, see these sections for more details.




During play you have a set of eight lights at the top-left side of the screen (four of the eight lights will be the color of your vehicle and the other four lights will be the color of your opponent's vehicle). The idea is to get all the lights lit as your color. This is achieved by scoring a **Bonus** (to win a **Bonus**, you need to get a lead over the opponent you are racing. If the lead is substantial enough, you'll be awarded a **Bonus**). The distance you need to get ahead is roughly one screen's length.

The winner is the first person to turn all the lights to their color. If you make it around three laps of the track before all the lights have been changed, the winner is the player with the most lights turned to their color. In the event of a tie, you will enter a sudden death Play-off whereby the next person to score a **Bonus** wins the race.

If you lose a race, you lose one of your three lives. Lose all three of your lives, and the game is over, so don't make too many mistakes!



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## CHALLENGE

In Challenge mode you're racing against four computer controlled opponents in a three lap race. There are a number of tracks grouped together for you to race your way through, with the easiest group at the top of the list (Beginners). The groups work in exactly the same way as in **Head to Head** (see pg. 7). Finish each race in the top two and you then progress to the next track in the group. However, in order to progress to the next group, you have to finish or place first in the last race of each group. Again, as in **Head to Head**, you only have three lives to complete the Challenge with, so be careful. There are **Power Ups** (see pg. 20) to collect in this mode, so don't miss 'em!

Every time you place first in a race you will be awarded a **Prize Car**. See **Head to Head** (see pg. 7) for more details.

## TIME TRIAL CHALLENGE

Things are tough now! It's just you against the clock. You'll have to beat the target times on each of the tracks in the group that you've selected. Beat the target times, then you can choose to race another group of tracks. Again, the tracks work in exactly the same way as in **Head to Head** (see pg. 7) and **Challenge**. Fail to beat any of the target times, and you lose a life. Lose all three of your lives and it's game over. **Prize Cars** are won in this option by beating the target time in Time Trial Challenge.








## TIME TRIAL SINGLE RACE

You're on your own here. You'll race against the clock in a one or three lap race. You can test yourself against the current records, or simply use it to practice the tracks and, hopefully, become an even better racer! You can win 'Prize Cars' by beating the existing record.

## MULTIPLAYER

In this mode, up to four players can play **Micro Machines 64 Turbo**. There are no computer controlled vehicles racing. If you have more than two players racing, you'll need to connect an equal number of controllers.




Before you begin racing, you'll select the number of players who will be taking part in the Multiplayer race. Highlight an arrow located on either side of the **OK** icon, then press the **A Button** to add or subtract the number of players. The game will detect the maximum amount of available players, so you won't be able to add more players than you have controls for.



## SINGLE RACE

Select the course you'd like to race on. Your choice of multiplayer tracks will increase as you beat courses in the Single Player Challenge mode. These courses are then added to your Course Selection and are only available while the saved character(s) that have raced the courses in Single Player Challenge Mode are loaded from the Controller Pak (for more information on saved characters, see **Load/Save Characters** on pg. 19).

## TOURNAMENT

Sometimes you may want a longer competition than a Multiplayer Single Race. You can select a group of courses that you'd like to race in a Multiplayer Tournament.




You'll race them in a series of Multiplayer races. On the right of the screen is the number of races that you need to win to become the overall winner of the Tournament.

**Remember:** If you are blown up, your car will not be allowed to join in the race until the bonus has been won. Once the winner is established, all the cars will be reset together and the race will continue. This should make you all a bit more competitive!





## TEAMS

When there are four players, you can choose to play together in teams. You'll be split into two teams with each player controlling one vehicle for their team (red or blue).




In **Tournament** mode, you select a group of tracks and race them until you have obtained the amount of wins specified for that group of tracks. Each group of tracks will vary in the amount of wins needed. In **Single Race** mode, you simply race the track you've chosen.

In all cases, the gameplay is the same. Your team attempts to reach the edge of the screen ahead of the other team's vehicles. Attempt to score a **Bonus** to illuminate a light on your meter. If the other team scores a **Bonus**, you lose lights. Once your entire meter is lit or you've got the most **Bonus** lights lit and have finished all the laps, your team wins the race. You gain 30 points in **Single Race** mode for winning the race.



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## PARTY PLAY

When several of your friends get together, you can play in any of the following Party Play game modes:

### Time Trial Single Race

Select the number of laps and the track you wish to race on. Each player races, one after the other, with no computer or human opponents. The idea is to get the fastest lap time. The racer with the lowest time wins! You will only need one controller for this option.




### Time Trial Tournament

Select the Tournament you want to race on. You'll all play each track individually, one after the other, with no computer or human opponents. Each group requires a certain number of race wins to become the victor. You will only need one controller for this option.

### Knockout

This is the option that determines who is the best of the best. Four players are involved, racing in the standard Knockout competition. If you lose a race you are out!

Win most of the races to become the Knockout Champion! You can use any controller to select your characters. You will only need one controller in this game mode.





### Pad Share

In Pad Share, up to eight players can play using four controllers. Two vehicles share the same controller. When six players are involved, only three controllers are needed. Vehicle controls are shown on-screen before the race starts, so pay attention to the buttons you should be pressing! Vehicles automatically accelerate in this mode.

**Note: The Rumble Pak is not supported in Pad Share Mode.**

## KEEPSIES

To play in this option, your saved character must have won at least one **Prize Car**. If you load in a character that has not won any **Prize Cars**, you won't be able to select this character from the Choose a Character Screen.

This option gives you the opportunity to race and win **Prize Cars** (see 1 Player page 7) from your friends. They can bring over their saved characters on a Controller Pak, then load them into this option. You must load your character (see pg. 19) before you can select which **Prize Car** you wish to race.




Then just choose the track you'd like to race on. The rules are simple: if you lose the race, the winner gets your car. However, if your opponent has a higher level version of the same vehicle, then your vehicle will be destroyed.

**Note:** If you choose not to update your character, you will not lose your **Prize Cars**, or keep the ones you've won!



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# MAIN MENU OPTIONS

## STATS




This game mode lets you load saved characters, view their stats and race your **Prize Car(s)**. Select this option, then load one or all saved characters. Stats will be displayed for each saved character: Here are the Stats game options:

### TEST DRIVE

To play in this option, your saved character must have won at least one **Prize Car**. If you load in a character that has not won any **Prize Cars**, you will not be able to select this character from the Choose a Character Screen.

You get the chance to test the **Prize Car** that you have won in the Keepsies and 1 Player Mode. It works the same way as Time Trial Single Race. Load up your character and then select the car you would like to test (see **Load/Save Characters**, pg. 19). Choose the track you would like to play on and then you're off!

### PLAYER RECORDS

Load your character, and see the best times that you have on the tracks you've raced on. Also, you can see how far you've progressed in the 1 Player Options (see **Load/Save Characters**, pg. 19).

### TIME TRIAL STATS

Of all the characters currently loaded, see who has the best times on the Time Trial tracks (see **Load/Save Characters**, pg. 19).

### TEST DRIVE STATS

This is the same as Time Trial Stats, but the times are for your **Prize Cars**.



# CHARACTER SELECTION




In some cases, you'll need to select a character prior to a race. Here's how:

1 Press **Up** or **Down** to scroll through the characters, then press the **A Button** to select.

2 To type in a new name, press **Up**, **Down**, **Left** or **Right** to select a letter, then press the **A Button** to choose the letter.

3 Repeat step 2 to enter any other letters, then select **OK**.

4 When prompted, select **Yes** to save your character to your Controller Pak, or **No** to move on without saving.

You can also load saved characters from the Character Select Screen. To learn more about **Loading and Saving Characters**, see **Load/Save Characters**, pg. 19.





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# SCREEN ICONS

When choosing which course to race, you'll notice some small icons in the top right of the screen. These are there to inform you about the currently selected course and they are explained as follows:


**Bridge**


**Frog**


**Bumps**


**Ramps**

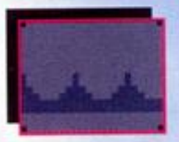

**Experiments**


**Fast**


**Ferry**


**Dangerous Drops**


**Animals**


**Water**


**Tunnels**


**Bends**


**Spillages**


**Magnets**



# BONUS POINTS SYSTEM

This works in the same way as it does in 1 Player Head to Head. To score a **Bonus**, you need to get a lead over the opponent you are racing. The length of this lead is roughly one screen's length. Every time you win a bonus, one of your lights will be lit. The number of lights lit varies depending on how many players are involved in the race.

The number of players also affects how many lights you need to have lit to win the race overall. Also, if you do not win the bonus, you may lose **Lights** depending on your position in that particular bonus. Check the chart below to see how it works in each multi-player race.

The racer with the most points at the end of the race wins. However, if a racer happens to completely fill their bonus bar before the last lap, that racer will be declared the winner.

## BONUS POINTS AWARDED IN ORDER OF FINISHING POSITION

| | 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|
| 2 Players | 1 | -1 | | |
| 3 Players | 1 | 0 | -1 | |
| 4 Players | 2 | 1 | -1 | -2 |



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# LOAD/SAVE CHARACTERS




Anytime you find yourself at the Choose a Character Screen, you'll be prompted to **Save** your character following your selection. Once selected, you can rename the character, then save it to your Controller Pak. (see **Character Selection**, pg. 16 for instructions on selecting a character).

At the Saving Screen, select a slot to save your character to, then select **Save Character**. You'll then be ready to move on to other options prior to racing. All stats accumulated during the race will be attributed to your saved character. Remember, you cannot save later on, so if you want to build this character up for future use, you must **Update Character** when prompted. Failure to do so will result in any updated information being lost.




You can also **Load** a saved character from the Character Select Screen. Press **Up** or **Down** to select the Load From Controller Pak option, then press the **A Button**. The Loading Character Screen will appear. Highlight the saved character you want to load, then press the **A Button**. When you're done loading your character(s), select **Done** to continue on to more pre-race options.



# POWER-UPS

In various modes of racing within **Micro Machines® 64 Turbo**, you'll notice small green parcels littering the course. Collect these parcels and you'll be given a surprise **Power Up**. To activate a **Power Up**, press the **Fire Weapon Button**. There are loads of **Power Ups** for you to discover, and the best way to learn them is to experiment!



**Power-Up**

You can only use the **Power Ups** a set number of times before they are discarded, and some of them have a time limit. Once your **Power Up** is exhausted it pops out of your vehicle and flashes, to indicate that you can't pick it up again until it has become solid.

Other vehicles will be able to pick up and re-use the parcel immediately, and you can do the same when they come out of other vehicles. Once the parcel has finished flashing, it resets itself to its original position. You can only use one **Power Up** at a time. You'll know you've picked one up when a small icon next to your lights meter is displayed.



**Global Power-Up**

There are also **Global Power Ups**. If one of these is collected then it affects all of the vehicles on the track. They work in exactly the same way as the standard **Power Ups**, but they are multi-colored.



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# HALL OF FAME

If you have access to the internet, and you have a Time Trial or Test Drive time that you want the whole world to see, then visit the Codemasters Web Site at:

**WWW.CODEMASTERS.COM**

You'll find the illustrious **Micro Machines 64 Turbo Hall of Fame** where you can register your best times. In order to do this, you will need the validation code which is shown underneath your time in the Player Record screens of the Stats Mode (we don't want you just making up the times, do we?)

If your time is good enough, it will then be displayed with the other best times for all to see - the ultimate Micro Machines 64 Turbo achievement.






# NOTES



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# NOTES



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# NOTES



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