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Genki

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INSTRUCTION BOOKLET

MRC

MULTI-RACING CHAMPIONSHIP



KIDS TO ADULTS

ESRB

NINTENDO.64

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MRC MULTI-RACING CHAMPIONSHIP

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The Nintendo 64 Controller

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 on it or place any foreign objects into it.

Holding the Nintendo 64 Controller



While playing *Multi Racing Championship*, we recommend you use the hand positions shown at the left.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.

Connecting the Nintendo 64 Controller

To play any of the one player game modes, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck. For two player games, connect a second controller to any other socket. Note, you must have two controllers to play the 2 Player VS. Mode. Player 1 will use the controller connected to the lowest number socket. To change the connection during a game, switch the power to off, make any controller connection changes, then return the power to on to resume play.

Welcome to Multi Racing Championship!

Sit down, strap in and hang on for the most extreme racing challenge the world has to offer. Traverse a variety of terrain, battle the elements and secure your place among rally racing's most elite drivers. Choose from three challenging courses and eight different all-terrain vehicles with completely customizable settings to match your driving technique. Go ahead, throw caution to the wind and don't stop until the checkered flag waves, you've got more than just your gas-pedal on the line with Multi Racing Championship!

Control Configuration

The game settings can be easily changed in the game options menu. The default controls configuration is:

- Control Stick: Steering wheel; used to move through the menus, etc.
- A button: Accelerator; used to make settings in the menus, etc.
- B button: Brake; used to cancel the menus, etc.
- C button unit: changes vantage point during the race
- R button: shift up (in manual transmission)
- L button: shift down (in manual transmission)
- Start button: Pause; menu setting



The N64 Controller



Back of Controller



Viewing the Screen

The player's vantage point may be set during the race to "driver's view" or "behind view." The vantage point may be changed with the C button unit. The "behind" view includes both standard and zoomed-out views from behind the car. While the perspective from the standard "behind" view is set just behind the car, the perspective from the zoomed-out "behind" view is set further back allowing a wider view of the surrounding area.



Position: Current position

Back mirror: Displayed only in driver's view

Time: Allotted time — if the various checkpoints and the finish line are not reached before the clock reaches 0, the driver is retired.

Lap time: Result for each lap

Total: Total of lap times

Tachometer: Engine revolutions

Speed: Current speed (in kilometers per hour)

Shift: Current gear position

Record: The best total time on record

Pause Menu

During the race, the game can be paused by pressing the start button. By moving the Control Stick up or down the player can move through the menu displayed in the window at this time. A selection may be made by pressing the A button or the start button.

Exit: The pause is canceled and the race resumes.

Restart: Current race is canceled, and a new race starts from the beginning.

Machine: The vehicle is changed. Current race is canceled.

Course: The course is changed. Current race is canceled.

Retire: The race is canceled and the game returns to the title screen.

Starting a Game

When the game pak is inserted into the main unit and the power is turned on, the Start-Up screen is displayed. The player can move through the modes by moving the 3D stick up or down; select the desired mode by pressing the A button. "VS Race" can be selected only if two or more controllers are plugged in. Press the B button in the "Main Menu" to return to the "Start-Up" screen.



Championship Mode

In this mode, within a limited time period, the player competes against nine cars that are controlled by the computer. There are three types of courses depending on the level of difficulty.

MRC Regulations

1. Drive as fast as possible over the determined number of laps. If the distance is run within the allotted time, then the race has been completed.
2. Within the allotted time, if the player's vehicle passes through a check point on the course, additional time is allotted.
3. If the player takes first place, there is a victory demonstration.
4. Vehicle settings may be modified as desired. Please make setting changes to suit your preferences.
5. Whenever a race is completed, the player has the option to view a replay of the race.

Time Trial Mode

This mode is simple racing competition for the fastest lap. The five best times for each course are stored. The only vehicles on the course are your own and a ghost car which appears when the best lap is posted.



Free Run Mode

In this mode, players can practice on any of the three courses as well as test any of the available cars without time restrictions. This mode is designed for a single player only.

The viewing screen displays the current lap time, the last lap time, and the best lap time in addition to showing the current speed. This mode will not register a "record" lap.

VS Race Mode



In this mode, two players may compete directly against each other. A player can race with a friend on a given course. This mode provides added excitement that is not experienced in single player modes. All of the courses may be used. In this mode, players may select to race an opponent for up to 10 laps. The number of laps raced is determined by the setting in the Game Options. (See game options to set number of laps.)

Match Race Mode

Once a player has won all three courses in the match race mode, he can race against the first hidden car. If the player wins, then he can select that hidden car to race as his own. If the player takes first place on all of the courses in the match race mode again, he can race against a second hidden vehicle. If the player wins, he can select the second hidden car to race as his own.

Mirror Course

When two hidden vehicles become available, and the Z button is pressed, the mirror course can be selected. In this option a player can race the opposite image of each course, allowing a total of 6 courses to be raced. You will see these courses in the Course Option Mode as darkened courses.

Main Menu

Start:

The menu begins with the settings displayed on the left side of the screen. Once the data settings are made, they will be applied repeatedly until they are changed.



Machine:



The vehicle to be driven by the player may be selected, and vehicle settings may be made.

1. The vehicle type is selected by moving the Control Stick left or right.
2. To modify the characteristics of a particular vehicle, choose "Setting". This feature can be used to compensate for inadequacies in the vehicles.
3. The seven setting categories are tires, brakes, suspension, steering, transmission, gear ratio, and aerodynamics.
4. Vehicle settings remain valid as long as the power is not turned off. Also, if the data is stored in the controller pak, the settings can be retrieved at any time.

Setting Categories

Tires

This affects the grip characteristics on the road surface. On an off-road course, slippage will be reduced on bad roads as grip characteristics improve. On an on-road course, grip characteristics of hard road surfaces can be improved.

Options

These settings affect the entire game; all of the settings can be changed.



Controller

The controller buttons can be reconfigured to suit your preferences, and or set so you can play the game almost entirely with the Control Stick. MRC is compatible with the most common add-on peripherals.

Sound Configuration

Choose the background music, sound effects, turn the sound off or on, select from stereo or mono, and adjust the volume levels for background music and sound effects.



Game Configuration

Control Freetime on or off, set handicaps, turn the ghost car on or off, set weather on or off and set the number of laps for V.S. Race Mode.



Best Records

The five best times for each course can be viewed.



Save

The game status can be stored in the Controller Pak. Also, specific data can be stored individually. Players wishing to store additional memory may choose to use the Controller Pak.

Load

Previously stored data can be retrieved. Also, specific data can be retrieved individually.

Notes

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